

Harriet Jones

I think Wayne State University is a good location for Harriet's art-student social scene. It's a public research university in Detroit and has a College of Fine, Performing, and Communication Arts. Given that your troubles with the Camarilla are quite recent, I'm guessing Harriet used to be set up somewhere in the metro Detroit area outside the city itself and that it's also quite recent that she actually moved into Detroit and established ties to the art scene in the city are probably. Does that sound right?

For her haven, I'm thinking it would probably be in one of the more affluent and untroubled neighborhoods of the city, probably near the university? Can you give me a bit more on what the haven is like? As a reminder, you have a one-dot haven, which means: "Small haven, but more secure and private than the default. Examples: basement apartment, crypt, locked storeroom in a warehouse."

Given the lack of centralized authority in Detroit, Harriet has been able to claim the Wayne State campus and surrounding neighborhoods as her domain without too much trouble. Does she care about trying to prevent other vampires from hunting around the university? Is she trying to hold onto the area on her own, or has she allied with maybe one or two others for strength in numbers? If so, you can give me details on them or leave them up to me.

How does she maintain her two-dot (Middle Class) resources? Since she has ties to the art world, is she involved in art dealing? Any other sources of income?

And for her mask, what is her current official identity? Is Harriet Jones her original name? Does her mask have a different name?

Grigori Zangiev

I'm thinking Grigori could be based in Hamtramck, which is an enclave city in the middle of Detroit. It was historically a center of Polish-American life and culture; its population is still about 10% Polish, although it now has a large Middle Eastern and South Asian immigrant population and became the first Muslim-majority city in the US in 2013. I imagine he may have moved into the area earlier than Harriet, but still within the last decade since the Sabbat was wiped out by the Second Inquisition.

Can you have me some details on his haven? It's a two-dot haven, which means: "Good size, security, or privacy. Examples: a single- family home or row house, wolf enclosure at the zoo, branch sewer tunnel."

Like with Harriet, given the power vacuum in Detroit after the Second Inquisition operation against the Sabbat, Grigori would have had little trouble claiming dominion over a neighborhood or two in Hamtramck. Does he care about trying to prevent other vampires from hunting in the areas around his haven and wherever his church/cult is set up? Is he trying to hold onto the area on his own, or has he allied with maybe one

or two others for strength in numbers? If so, you can give me details on them or leave them up to me.

How does he maintain his two-dot (Middle Class) resources? You mentioned private tutoring. Anything else?

And for his mask, what is his current official identity? I think you mentioned he usually goes by Gregory, so I guess that's the name attached to his mask?

Finally, can you give me a little more on the "War is Hell" conviction? Or maybe reword it? I'm having trouble imagining actions that would be morally relevant in terms of preserving or violating Grigori's Humanity.

George Levittson

Given his connections to labor organization and city government, I'm guessing George is either a lifelong Detroit resident, or maybe his parents moved to the suburbs when he was born but then he moved back into the city as an adult? Either way, just to keep the game geographically not too spread out, I think a good neighborhood for George would be Poletown East, which is a neighborhood just southeast of Hamtramck. I think George's Embrace and subsequent misadventure in Victoria's domain happened outside the city, somewhere in the metro area controlled by the Camarilla. Victoria probably doesn't actually know who George is — otherwise he'd have long since met the final death — but you can assume she's still searching for the lick who caused her so much trouble a few years ago. Does that all sound good?

Given George's youth and that he doesn't even have a proper haven and avoids hunting for blood as much as possible anyway, George can't really lay claim to territory of his own and instead relies on Arcanic for protection. Of course, Arcanic expects reciprocity. Nothing big, maybe some courier jobs, maybe the occasional application of George's influence to grease the wheels of city bureaucracy. Just little things like that. Arcanic was apparently in the city even when the Sabbat were around, hiding out in the sewers. These days he keeps his haven in one of the more blighted and depopulated neighborhoods on the east side of Detroit, near Poletown.

For his two dots of resources, he just has his mortal job with the union, right?

Finally, we need to rework your date of birth and death a bit because you currently have 3/17/1979 for birth, 8/16/1983 for death, and 47 for actual age. I think what you probably want is 1975 for birth and 2018 for death. I'm going to go ahead and decide now that the game begins sometime in 2022, so Harriet's and Grigori's actual ages will also have to be adjusted by one year.