

HUGHES

Concept: King of the Tower Block

Clan: Ventrue

Age: Childer

Predator Type: Sandman

Generation: 12th

Humanity: 7

Epitaph: A big fish in a small pond

Ambition: To become an Anarch Baron

Quote: “*Knowledge isn’t power. Power is power.*”

MORTAL DAYS

Hughes didn’t get a brilliant education, coming from a large family in a low socio-economic community; his parents would rely on food banks, and even getting a meal became a fight between the siblings. As *runt of the litter*, Hughes soon learned that he had to fight dirty to get what he wanted, and played his family off against each other. Failed by the education system, he fell into teenage gang life – becoming a nuisance on the housing estate with drinking, drugs, theft, and violence.

As Hughes got older he learned that it was safer and more effective to get others to fight his battles for him – and like a snake he manipulated situations to become a key figure, and eventually became the top dog of the local youth gang; ruling the housing estate from a number of apartments on the top of the tallest tower block.

VAMPIRE NIGHTS

Success in the kine is often seen as a promising sign by those kindred looking to sire. Hughes was embraced by a local Ventrue sworn into the Anarch Movement. He spent those fledgeling nights learning how to use that new found power to help secure the crown he had earned.

Hughes began to see the mortals of the community as a commodity – one that had a value, earning boons and favours from those that needed a safe place to hunt and feed. And with the gifts of the blood, the tower block became more like a fortress – with ghouls and loyal gang members to be used as tools.

PLOTS & SCHEMES

- Hughes knows that he can only remain in the public eye for a short time now. He is searching for somebody capable, ambitious, and loyal – to be turned into a ghoul and to act as the *face* of the operation; so that he can disappear into the darkness.
- Hughes has set his sights high, and wishes to become the ruler of the city as an Anarch Baron. To do that, he will need a loyal coterie around him.

WHISPERS

- **Insidious Cult** – Other kindred of the city have heard that the gang is linked to a cult – and the snake sat in the middle of the nest secretly worships Set.
- **Compromised (Haven: Compromised)** – There are whispers that Hughes doesn’t have his haven locked down as much as he believes – and that local hunters have started to investigate.

THRALLS & TOOLS

The Tower Block (Haven 2, Haven: Postern 1, Fame 1, Allies 3): Hughes is every bit the parasite in his community. Having bullied his way to the top floor of the block, the “penthouse suite” has now become his haven and base of operations, with members of his gang coming and going and watching the place during the day. Even before the embrace, Hughes had earned a reputation amongst the residents; that reputation is even more prominent now. Sneaking into the apartments and bedrooms of those that call the block their *home*, Hughes feeds from his favoured prey as they sleep – often leaving them with a *Lingering Kiss*; and cementing the loyalty of the community around him.

MASK & MEIN

Hughes is tall, lean, and intimidating. Dressed in clothes and jewellery, and tattooed appropriately for the gang – he is easily recognised by those that live on the housing estate. In the dead of night, he quietly patrols the halls and stairwells of the tower with an air of confidence, and out of either fear or some kind of insidious affection, the kine look on with a sense of loyalty. But like any bully outside of their comfort zone, when he steps out into the wider city, he reverts to a far more cautious demeanour, trying to make sure that they don’t end up as prey for a bigger fish!

CHARACTER SHEET

Physical Attributes: Strength 1, Dexterity 2, Stamina 2

Social Attributes: Charisma 2, Manipulation 4, Composure 3

Mental Attributes: Intelligence 2, Wits 3, Resolve 3

Health: 5

Willpower: 6

Skills (Specialist): Streetwise 4, Intimidation 3, Subterfuge 3, Larceny 3, Leadership 2, Persuasion 2, Stealth (Break-in) 2, Awareness 1, Insight 1, Technology 1

Disciplines: Presence (Daunt, Lingering Kiss) 2, Dominate (Compel) 1, Obfuscate (Silence of Death) 1

Blood Potency: 1

Advantages: Allies 3, Fame 1, Haven 2, Resources 1

Merits: Haven: Postern 1

Flaws: Haven: Compromised 2

[Part of the “One Character Folio Per Month” by Matt Ball](#)



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