

Name: Doctor Samwise McKnight “The Good Doctor”

Sire: Lucy the White

Clan: Malkavian

Generation: 6th

Embrace: 1350

Nature: Survivor

Demeanor: Director

Physical: Strength 5, Dexterity 7, Stamina 6

Social: Charisma 7, Manipulation 7, Appearance 5

Mental: Perception 7, Intelligence 7, Wits 7

Talents: Acting 5, Alertness 6, Awareness 6. Brawl 3, Dodge 5, Empathy 5, Expression 4, Intimidation 6, Leadership 4, Streetwise 5, Subterfuge 7

Skills: Drive 2, Etiquette 5, Melee 1, Music 3, Security 4, Stealth 6, Survival 4

Knowledges: Bureaucracy 5, Computers 2, Finance 4, Investigation 5, Linguistics 7, Medicine 6, Occult 7, Politics 5, Science 5, Camarilla Lore 5, Every Camarilla clan’s Lore at 5, Mage/Lupine/Wraith/Hunter Lore 4, Sabbat/Anarch Lore 5

Disciplines: Dominate 3, Auspex 7, Dementation 7, Obfuscate 7, Celerity 5,

Thaumaturgy 6 (Blood 5, Bio 5, Mind 5, Corruption 3), Fortitude 5, Protean 3,

Background: Resources 6, Retainers 5, Herd 5, Status 6 (Seneschal of New York City)

Virtues: Conscience 4, Self Control 5, Courage 5

Path: Humanity 2

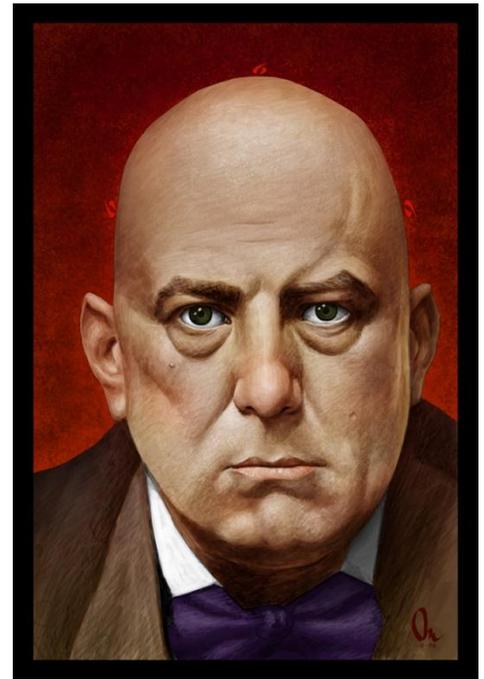
Willpower: 10

Image: Bald, portly, ivory skinned, stiff backed aristocrat; typically dressed in Victorian or Edwardian fashions.

Roleplaying Hints: You are driven by a sense of survival above all else, you’ll allow no one to stand in the way of your immortality. You are a hedonist, brazenly cruel and without scruples. Nihilistically unconcerned with emotional adventures or spiritual matters; you are truly evil.

Haven: Goldwater Hospital on Roosevelt Island. The hospital is your personal fortress, playground, and hellhole.

Influences: Health 7, Church 6, Occult 6. The Good Doctor controls the Church of Scientology and has deep sway over the American Medical community due to his access and influence over Manhattans many prestigious hospitals. His occult influence is through many satanic cults that he influences, as well as his own research.



Notes: The Good Doctor possesses two specialty disciplines, the first: Proper Medicine is a combo of Auspex 7 and Dementation 5. By spending a willpower the Doctor activates a form of Majesty, albeit preserves. All those in his presence are afflicted as is thrown into a psychedelic high, with the Doctor being both the world around them and their greatest fear. While under the effects the victims thrash about in this dream world, completely controlled by the doctor. A victim can roll her self-control, difficulty 8, and upon collecting 5 successes may escape, until then she is at the mercy of the Doctor. Victims can attack each other, rush into traffic, or harm themselves. The second: Cross the Wall is a combo of Dementation 7 and Obfuscate 7. By spending a willpower point and rolling his Manipulation + Expression he can enter Arcadia. Every success grants him an hour in the fae realm, after which he is forced out by his banal nature. He can use this power to somewhat teleport, travel through walls and the such, but he must do so by overcoming whatever obstacles exist in Arcadia.

Secrets: A+

History: Born in a hovel during middle ages, Samish McKnight was nothing more than a wharfman's son - a dirty, peasant with no hope of advancement, an education or anything worthwhile. His father trudged endlessly dredging the Thames River to supply his family with enough food to survive, and his mother died during his birth. Samish's father blamed him for his mother's death and deeply resented him. Abuse and drink were common tools of the day and it seemed that these would be the only gifts that the young Samish would receive.

However, uneducated, poor, and hopeless, Samish had something absolutely no one else in his village, and perhaps the entirety of the British Isles, had. Deep in the core of his being, in his blood, resided the CCR5 gene. This gene provided a complete and total immunity to the *Yersinia pestis* – the black plague. Armed with this blessing, the poor wharfman's son watched one day as a ship lazily drifted into the dockside of his father's wharf. Inside were the bloated, rotting corpses of a group of merchants from parts unknown. Samish pilfered the dead until his father caught him. His father beat him soundly and took the belongings for himself and tossed the bodies in the river. Though it was not long till both Samish's father and brother took ill with the same malady that struck down the merchants, his father handed him a few of the coins from the pockets of the dead merchants and begged him to go into town to fetch a doctor or wise man. Samish did no such thing. He walked into town and bought himself clothes and enjoyed his first day of real pleasures.

Over the next week though the entire town fell victim to the plague, every single man, woman, and child perished, save Samish. Samish didn't mind. He took up residence in the biggest home and wore the nicest clothes he could find. He grew well fed and fat, but soon also grew bored. So, he took the nicest carriage, equipped by the finest horses in town, and rode out. After some travel, he reached another small town also afflicted with the plague. The peasants mistook him for nobility or a wealthy merchant and begged him to help. Samish remembered the pleas of his father, and decided that Samish wasn't bold enough, so he changed his name to Sam the Wise, or to the commoners Samwise and began giving advice, help, and counsel.

For years he'd traveled the country side, wading through the death and despair of

the plague, treating it with his charlatan antics, all the while growing respected and wealthy. As Samwise's reputation spread, so did his notoriety. He had no medical training and for the most part, failed in any attempts to cure or even treat the illness. So, desperate, Samwise turned to forbidden knowledge; that of the occult. He had heard tales of the ability of witches and sorcerers, so soon he was travelling from town to town chasing rumors and speculations of the dark arts. During these years he learned most of his skills. Though mainly mundane scams such as palm reading, fortune telling and astrology, he did pick up a few kernels of truth.

One of these kernels had led the Good Doctor to a lonely moor in search of a mad woman, who, according to the town's people, was not only immune to the illness, but was an immortal witch. Riding his wagon down the lonely roads of the moor late at night, Samwise finally found her; though not in any manner he'd preferred. She attacked him, throwing him from the driver's seat and into the muck. There she embraced him and coldly left him to die in the swamp.

Samwise though didn't perish. He survived. It took him a few months, but he learned the ways of being a vampire, and soon was on the road again; deceiving, feeding, and seeking forbidden lore. Not long though into his tenure as a vampire, he'd encounter others of his kind, who'd run him out of their domains; at best, rudely; at worst, with force. Though an ancilla, and quite potent by blood at the formation Camarilla, Samwise took no part in the endeavor; often complaining the Ivory Tower to be foolish. He seemed mildly sympathetic to the anarchists, but in reality he longed for praise and power.

Driven by those desires, he left Europe the first chance he got, on board a Dutch vessel. He landed in New Amsterdam. There he met Gerhardt, and the two decided to settle the city as a new Camarilla fiefdom. Others flowed in, namely the Brujah Kate and the ancient Ventrue Isaac. The four decided to rule the city as equals; as Primogen. Finally, here in the New World, he had achieved success, praise and power. For centuries he helped draw the huddled masses and thriving throngs of humanity to the newly minted city of New York. Samwise has had an unconscious impression on the city; molding it and adding to the city's sense of reinvention, of the desire to escape and become anew. Every dreaming student, artist, or immigrant that has flowed into the city has been affected by his imprint. Likewise, his sense of contempt for those on outside, the less educated, and the mundane, has affected the residence of the Big Apple. The sense of East Coast Elitism could easily be tied to the influences wrought by the Good Doctor.

Even with these accomplishments, the Good Doctor has not been without his challenges. Due to his sedentary lifestyle, greedy self-indulgence, and sense of importance, he was blindsided by the growing threat of the Sabbat outside of his beloved city. At the turn of the last century, the city succumbed to a full scale Sabbat invasion. The leaders of the assault targeted the city's Primogen and McKnight was the easiest to find. Packs swarmed his haven, beat him into submission, and began tortured him. The antitribu Brujah who lead those packs mixed every drug, medicine, and tonic in the Good Doctor's haven with blood and injected them into Samwise. The medicines coursed through his system, burned and blinded him, seared his organs, and sent screaming knives of pain into his mind. Watching him, the Brujah teased, taunted, and humiliated him. Tiring of the game, a pack leader lit a kerosene lantern and approached the writhing Doctor. In this moment seeking nothing but the wish to escape, seconds before what should have been his final death, perhaps because of the drugs, or because of his occult

dealing, or even his beast, the Doctor's mind shattered, unlocking his deepest levels of Auspex and Dementation, he fell into Arcadia.

There he wandered aimlessly and recovered in the fae lands on the other side of the wall. There he seethed and sought revenge. And in time, he escaped. For the first time in his existence he began to plan. He wanted revenge, revenge on the Sabbat, and to be safe, to never feel pain again or humiliation, and lastly to recover his beloved city. He perused forgotten Camarilla logs and records, seeking someone he once had heard about, someone he knew could enact his revenge. That kindred was Majoria D'La Montier. The Good Doctor knew Montier's history, knew he was one of the most powerful Ventrue Justicars in all history, and knew that Montier had disappeared in service of the Inner Circle. However, in his undead heart, Samwise knew the Ventrue ancient wasn't dead. Following the ventrue's tracks, he soon found him; in torpor and locked in the basement of a formidable hunter, Charles Sullivan. The Good Doctor stole the torpid body from Sullivan's collection and brought him to a backwater Mississippi town to begin his revenge.

The Good Doctor used his Auspex to enter the mind of the Ventrue and deceive him into believing that somehow he had been cursed, and this curse had stolen away his powers. Further still, the Good Doctor spent twenty years reading every single formative memory of the ventrue, creating dream scenarios, and testing Montier's reactions until he understood the ventrue better than anyone ever could. Armed with this, he used thaumaturgy to awaken Montier. The Good Doctor whispered his words of revenge in the ear of the former Ventrue Justicar; telling him of Sabbat targets – targets that just so happened to line up exactly with the pack leaders who had abused him. In time, Montier would slay every single enemy of the Good Doctor, and even reclaim New York City from the Sabbat. As a reward, Montier made the Good Doctor his Seneschal. Doctor McKnight knows his unlife is now tied to Montier's. So long as the Montier is on the throne of the city, he'll forever be able to live the life of luxury and respect he's desired. To maintain this, Doctor McKnight ruthlessly roots out enemies to the throne, plies the foes of the prince into fighting each other, and nightly sees to the safety of his prince's domain. The city though, despises him. The Primogen – particularly Gerhardt – loathe him and the harpies scorn his presence. None of this matters though, to the Good Doctor. They don't matter. The only thing that matters is his pleasure and safety. So long as Montier is on the throne he'll always have that.