

Valkyrie

You travel the world from warzone to warzone posing as a mythic angel of the battlefield. (Or, maybe you are unlucky enough to make your home someplace where war is endemic.) You have chosen a side and focus your feedings on the "enemy". You recon bad-guy positions, assassinate enemy officers, and protect the unit you have attached yourself to. Your unit fears and respects you... even if some are not certain you exist. They certainly don't think of you as a vampire; those are soft little goths with capes and body glitter, right? Whatever they think you are, you have saved your comrades' lives more times than they can count, and they are superstitiously loyal to you. Given the fog of war, who is going to believe a monster with fangs massacred an enemy village? And, who is going to notice a few more enemy bodies on the pile? There are times when you find yourself literally ankle deep in blood. Whoever said "war is hell" clearly wasn't a vampire.

- Add specialty Survival (War Zones) or Brawl (Armed Mortals).
- Gain one dot of Celerity or Protean.
- Gain four dots between Allies and Retainers. (The unit you have most recently attached yourself to.)
- Gain two dot Flaw: Obvious Predator.
- Gain Flaw: Prey Exclusion (Your Side).