

# LUCITA DE ARAGON

**A**ccomplished scholar, deadly assassin and skilful master of shadows, Lucita de Aragon has walked the face of the earth for the better part of a millennium, and not a minute of it has been uncontroversial. While most of her unlife has been spent searching for occultish answers to the origins of Cainites alongside her mentor Anatole and, later on, the Noddist Beckett, Lucita's interest in the political stage has caused grief among the Camarilla and Sabbat in equal spades. A former independent between the sects, a temporary stint as archon, and now the archbishop of Madrid, she has far more enemies than friends.

The Final Death of her sire Cardinal Monçada - and the part she herself had to play in it - has changed Lucita, and the recently-appointed Archbishop has inherited an army of hundreds across central Spain, discovered a newfound connection to the Sword of Caine, and diverged for the first time in more than eight hundred years from the Path of Humanity - possibly for good.



● **Rumour Has It:** You have caught wind that Lucita is hunting you down for something you know or something you own, regardless of how it came to be in your possession or how she found out about it. Because you have been made aware that she is tracking you, however, you have prepared for her arrival, and you will be able to add 2 dice to a Persuasion attempt to barter what you have for something you may want. Fail the attempt, though, and she may just take it from you anyway. Painfully.

●● **Her Father's Child:** Whether as a representative of the Camarilla, the Sabbat, or the Anarchs, you have spent time in the past working with Lucita toward a mutual goal. Your time together was brief, and she may not remember you after, but something about her unassailable strength of character and refusal to submit to others has rubbed off on you. The experience has left you with a permanent additional point of Willpower that cannot be taken from you, and you have admired her ever since.

●●● **Fool Me Once:** You have placed Lucita in a position that few kindred are lucky enough to get her into - she owes you a highly personal boon. At some point in the recent past, you saved her life, and while she is disdainful that she was caught unawares and disgusted that she has to owe her existence to another creature of the night, she reluctantly accepts that she does not wish to be in your debt for any longer than necessary. You will be able to get an audience with her at her residence in Madrid to ask for help. If you ask her to repay the debt with a significantly larger favour, however, she may ask for additional payment from your side or forfeit the boon entirely.

●●●● **Under Her Wing:** Similar to the last point, you have previously spent time pursuing a mutual project with Lucita. However, in this case, she remembers you, as you left an impression on her too. During your brief cooperation, she ended up teaching you a little more about how to survive in the World of Darkness. Gain the first point of Dominate,

Oblivion or Fortitude, but the discipline you choose must not be one that was accessible in-clan.

●●●●● **Confessional Confidant:** Since the death of her sire, Lucita has struggled greatly with the camaraderie and allyship she used to brandish like a shield against her darker nature. Somehow, against all odds, you have done the impossible and gained the Archbishop of Madrid's trust. You get the bonus of either the third-point or fourth-point ability of this loresheet, as well as another ace up your sleeve: at some pivotal point in the story, you will be able to wield Lucita's self-doubt against her, and add 3 dice to a Persuasion roll to have her and her hundred-strong army in Madrid join whatever crusade you require her for. This could be to the benefit of the Sabbat, the Camarilla, the Anarchs, or simply a personal vendetta of your own.