

HELLENE PANHARD

As a mortal, Hellene Panhard was a businesswoman in a family of bankers. As kindred, she was among the many hastily Embraced childer that her sire, Prince Michaela, created as cannon fodder in the fight with the Sabbat over control of New York. A symbol of Prince Michaela's abuse of power, Hellene had much stigma to overcome, and she grew in status by financing the war effort and rooting out Sabbat havens in the city. When most of her less-talented blood-siblings were killed during the Battle of New York, and Michaela herself was assassinated during an attempted parlay, Hellene was given opportunities to grow in stature. She earned status as a Harpy and allied herself with the Nosferatu Prince Calebros.

The Nosferatu's tenure was short. He hated the Princedom and retired as soon as he judged that a "wartime Prince" was no longer appropriate in post-war New York. Of all the viable candidates to the position, Hellene ascended less by virtue of being well-liked and more by virtue of being disliked by no one. What she did have, that neither of the Princes preceding her had, was a willingness to appeal to populism. Hellene wanted New York to grow in power and influence, and that meant acceding freedoms to Kindred, especially young ones, who bristled under the martial law of her two predecessors. With her endorsement of Neonates' contribution towards the city's art and culture, Prince Panhard is likely to grow in popularity among the younger population of the city. Time will tell if she can retain the support and respect of the rest of the city's Court.



Lore



● **Curiosity Piece:** Hellene finds you interesting, and that gives you safety at the cost of privacy. You and your coterie split two dots between the Haven Merits Watchmen and Security System. However, accepting the Prince's help this way means you agree to let your Haven be physically or electronically surveilled by Hellene or her associates.

●● **Make it Quick:** A meeting with the Prince can be of great benefit if you know how to keep the

conversation short and to the point. Despite her busy schedule, once per story Prince Panhard will meet with you or your Coterie for 15 minutes.

●●● **Payable in Arrears:** The Prince trusts you to keep your word. At least, she knows you understand the consequences of defaulting. You gain Status (●●●) when coordinating boons for yourself or your Coterie. Additionally, you may ask the Prince for a Trivial or Minor Boon to be granted presently, with the

understanding you will be called upon to repay your debt at her whim. You may only have one such Boon debt from the Prince outstanding at any time.

●●●● **Name Drop:** Kindred associate you with the Prince, meaning that even though it's not official, you can sometimes speak with the authority of the Prince and be listened to—some have reasoned that by getting on your bad side, they get on hers. Once per story, you may invoke the name of the Prince and

act as if you had the full political status of the Prince, Status (•••••). This does not allow you to call in judgements or punishments as such, but your voice carries her weight. If, however, you fail a roll when speaking on her behalf, word will get back to the Prince about your poor performance and abuse of power—payment and recompense will be

required before you can use this merit again.

••••• **Iron Hand in a Velvet Glove:** Hellene is not kind, but she does want what is best for her city and its constituents. Sometimes their free will merely gets in the way. You gain nine dots to distribute among Mawali and Status amongst the Camarilla Court of New York City. Choose with your

Storyteller a suitable position in the Court, such as those described in *Camarilla* (pp. 95-105), other than Prince. You will ascend to that position, but in the process, you will be Blood Bound to the Prince at an initial Bond Strength of at least four. (Should you be found to be immune or otherwise break this Blood Bond without being released, woe unto you.)