Mr. Pitch

Overview

Overview



A rising cult leader in the supernatural underworld

The Cult of Pitch
The Thousand Faces

Basics

Basics

Name
Mr. Pitch (Richard)
Player
Nugget
Chronicle
Baltimore After Dark
Nature
Autocrat
Demeanor
Guru
Concept
The Favored Son
Clan
Nosferatu
Generation
10th
Sire
Mr. Hood

Attributes

Attributes

Physical
p
Strength
Specialization
10000
Dexterity

11000
Stamina

11100
Social
s
Charisma
Specialization
11100
Manipulation
Deceitful
11110
Appearance

00000
Mental
t
Perception
Specialization
11100
Intelligence
Analytical
11110
Wits

11100

Abilities

Abilities

Talents
p
Alertness
Specialization
00000
Athletics

00000
Awareness

10000
Brawl

00000
Empathy

10000
Expression

10000
Intimidation

00000
Leadership
Religious Zealotry
11110
Streetwise

00000
Subterfuge
Supernaturalt
11110

00000
Skills
s
Animal Ken
Specialization

00000
Crafts

10000
Drive

00000
Etiquette

10000
Firearms

11000
Larceny

00000
Melee

00000
Performance

10000
Stealth

00000
Survival

00000

00000
Knowledge
t
Academics
Specialization
11000
Computers

00000
Finance

11000

Investigation

10000
Law

11100
Medicine

00000
Occult
Sabbat
11110
Politics

11000
Science

00000
Technology

00000

00000

Advantages

Advantages

Disciplines
Animalism

00000
Obfuscate

11100
Potence

00000
Dominate

11000

00000

00000
Backgrounds
Cult

11100
Alternate Identity

11100
Armory

11000
Generation

11000

00000

00000
Virtues
Conscience/Conviction

11110
Self-Control/Instinct

11000
Courage

11110

Humanity/Path
11111 10000
Path

Bearing

Willpower
11110 00000
00000 00000
Blood Pool
00000 00000
00000 00000
Blood/Turn

Merits & Flaws

Merits & Flaws

Merit
Type
Cost
False Reflection
Clan
3

Flaw
Type
Bonus
Infamous Sire
Social

1
Dark Secret
Social
1
Impatient
Mental
1
Vengeful
Mental
2
Dark Fate
Supernatural
5

Rituals & Paths

Rituals & Paths

Ritual
Level

Path

00000

00000

00000

00000

00000

00000

00000

00000

Experience & Derangements

Experience

Total
47 (31)
Spent
18
Notes
Free
Disciplines 14
Backgrounds 6

XP
Ability 18

Derangements

Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Fame

Herd

Influence

Mentor

Resources

Retainers

Status

Other

Small flock of loyal cult members.

Rights & Possessions

Rights & Possessions

Gear (Carried)

Feeding Grounds

Havens

Equipment (Owned)

Vehicles

Other

Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To
Rating

Bound To
Rating

Description

Description

Age
30

Apparent Age
Un known
D.O.B.
1995
R.I.P.
2020
Hair
None
Eyes
Grey
Race
Na
Nationality
American
Height
6'0"
Build
Tone
Gender
Male
Face Claim
Ai (sorry)

Mr. Pitch is a foul angry man who has shifted to religious fanaticism. He dresses all black and wears a black mask with sigil that he says translate to the exact date of the end of the world.

History

History

Richard was trained while Thomas was finishing his training, but Richard's was different. Along with the normal brain washing techniques that were being used by Mr. Hood and Sarah, Mr. Hood also focused heavily on Dominate to fully break Richard's mind before ever embracing him.
After Mr. Hood was killed and his empire brought to ruins, Richard broke and needed to rebuild, his teachings of the Sabbat turned him towards the only logical next step. Whether he would admit it or not, he had been groomed into a cult, it only made sense to start the process anew.

Beliefs

1. **Anonymity is Divinity**
   To be *someone* is weakness. To be *anyone* is power. By abandoning personal identity, members embrace the “Pitch”—the infinite black void where all selves dissolve.
2. **The Many-as-One**
   Just as the Sabbat become a unified sword against the Camarilla, so too do mortals in the Cult of Pitch dissolve into a faceless whole. All are Mr. Pitch. No one is unique.
3. **Faith Through Doubt**
   Members are expected to *attack their own beliefs* in group meetings. The act of dismantling one’s faith and then reaffirming it builds unshakable loyalty.
4. **The Unseen Shepherd**
   The true leader is always absent. Most cultists are not even sure Mr. Pitch exists.

Practices

- **Rotating Cells:** Members are shuffled constantly. They never meet the same people twice, preventing bonds of friendship and fostering only loyalty to the cult.
- **Masks of Pitch:** When gathering, all wear plain black masks or hoods, symbolizing the void.
- **Confessional Doubt:** Each meeting involves ritualized questioning: “Why do you follow Pitch?” “What if Pitch is false?” The point is not answers, but strengthening through breaking and rebuilding faith.
- **Erasure Rites:** New initiates ceremonially destroy personal items (photographs, diaries, even digital identities) as offerings to the void.

Doctrine of the Pitch

Core Tenets (The “Four Shadows”)

1. **Shadow of Self** – “I am not myself. I am Pitch.”
   (Ego is illusion; individuality is weakness.)
2. **Shadow of Doubt** – “All truth can be questioned. Even this.”
   (Faith is reforged through ritual doubt.)

3. **Shadow of Unity** – “We are many masks, one void.”
   (The cult exists only as a collective. No ties outside it matter.)
4. **Shadow of Obedience** – “The void commands. The mask obeys.”
   (Orders from above are sacred, even if the giver is unknown.)

Ritual Practices

1. The Masking Rite (Initiation)

- New members are stripped of name, history, and identity.
- They destroy a token of their past (photo, ID, diary, phone).
- They are given a simple black mask and told: *“This is your only face now.”*
- The group then chants:
  “From light into shadow, from self into Pitch.”

  (Psychological Warfare): Breaking ties with personal history destabilizes the recruit, making them dependent on the cult.

2. The Chorus of Doubt (Regular Meeting Rite)

- Small cell gathers in darkness, masked.
- One member takes the “Challenger’s Role,” asking the others:
  - *“Why do you follow Pitch?”*
  - *“What if Pitch is false?”*
  - *“What proof binds you to the void?”*
- Members must dismantle their own belief, then reaffirm it publicly.
- Closing chant: *“I am no one. I am Pitch. In the void, I am whole.”*

(Psychological Warfare): Encourages doublethink—members internalize challenges while being forced to resolve them in the cult’s favor.

3. The Erasure Rite (Ongoing Discipline)

- Members are periodically required to cut ties: abandoning friendships, jobs, possessions.
- A symbolic offering is made to the void (burning belongings, deleting accounts).
- Each act is framed as “shedding skin to become formless.”

(Sabbat Parallel): Like the Vaulderie demanding loyalty only to the pack, this keeps members bonded *only* to Pitch.

4. The Black Gathering (Special Event)

- Rarely, larger groups are assembled. All masked, in total silence.
- A distorted voice (recording, modulator, or even Mr. Pitch himself) delivers cryptic doctrine.
- The crowd repeats it in unison until it becomes mantra-like.
- At the end, all masks are raised toward the speaker in silent acknowledgment.

(Psychological Warfare): Creates awe through spectacle, strengthens the illusion of omnipresent leadership.

5. The Trial of Shadow (Punishment/Testing)

- A member suspected of disloyalty is confronted in a cell meeting.
- They are bombarded with contradictions, accusations, and denials from their peers—all masked.
- They must renounce self entirely to be allowed back in. If they resist, they are erased (excommunicated, socially or literally).

(Sabbat Parallel): Functions like a brutal blood-bond trial—but psychological rather than vampiric.

Mantras / Liturgical Phrases

Used in meetings, chants, and psychological drills:

- **“The mask is my face.”**
- **“I am no one, I am all.”**
- **“Doubt is the whetstone of faith.”**
- **“A thousand masks, one void.”**

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