

Mr. Pitch

Overview

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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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