







# Vampire the Masquerade

- ◆ In Vampire, you play characters who are supernatural vampires in the modern day - This is not a roleplaying game where you play the 'good guys'.
- ◆ You are, for now, *almost* human. Yet your **Humanity** is difficult to maintain and letting it slip means unleashing the **Beast** within you.
- ◆ All vampires, or **Kindred**, hunger for **Blood**. Even those who try to reject their nature must drink somehow or suffer **True Death**.
- ◆ As newly **Embraced** vampires you are confused by the complex web of politics and the machinations of elder vampires – although you are likely already caught up in them.
- ◆ This **World of Darkness** is in flux. Old power structures struggle in these new nights. Only the most naïve of Kindred would follow blindly without self-serving thoughts.

# Kindred Society

- ◆ Kindred fall into three main groups:
  - ◆ **The Camarilla** – Elder vampire elite (and their hangers-on) who safeguard the Traditions of 'Kindred' society, or so their propaganda claims. **Princes** of the Camarilla rule their cities.
  - ◆ **The Anarchs** – Those who reject the Camarilla's rule and seek to take the fight to the throat of the so called 'Princes' atop their ivory towers. Anarch **Barons** rule their cities.
  - ◆ **The Unaffiliated** – Kindred either too ignorant or too uncaring to take a side. Most Camarilla treat these vampires as Anarchs all the same.
- ◆ In Vampire you might not all be working towards the same ends. Subterfuge, secret goals, and hidden affiliations are a key part of play.
- ◆ Reveal your affiliations only if you must – or display them proudly and rely on them.
- ◆ All Kindred, no matter their allegiances, obey **The Masquerade** – the sworn Tradition to ensure that **Mortals** do not learn of the supernatural living among them. To break the Masquerade is to bring death.





# The Clans

- ◆ A **Clan** is a group of vampires who share common characteristics passed on through the Blood.
- ◆ There are 13 known clans, all of which were reputedly founded by members of the third **Generation**.
- ◆ 7 of the clans are represented among the pregenerated characters.
- ◆ All vampires are said to be descended from the Biblical figure **Caine**, the original vampire.
- ◆ Think of your clan somewhat like a Class in other roleplaying games. It defines the powers you have and your general way of doing things.



**Brujah – The Rebels:** *revolt, protest, oppose*

**Bane:** Violent Temper

**Compulsion:** Rebellion



**Gangrel – The Beasts:** *fight, stalk, prowl*

**Bane:** Bestial Features

**Compulsion:** Feral Impulses



**Malkavian – The Oracles:** *perceive, soothsay, foretell*

**Bane:** Fractured Prospective

**Compulsion:** Delusion



**The Ministry – The Tempters:** *influence, sway, cultivate*

**Bane:** Abhors the Light

**Compulsion:** Transgression



**Nosferatu – The Monstrosities:** *spy, investigate, lurk*

**Bane:** Repulsiveness

**Compulsion:** Cryptophilia



**Toreador – The Seducers:** *lure, obsess, create*

**Bane:** Aesthetic Fixation

**Compulsion:** Obsession



**Ventrue – The Aristocrats:** *rule, influence, govern*

**Bane:** Rarefied Tastes

**Compulsion:** Arrogance

# The Pregen Characters

Choose one of the pregenerated characters. Let the others know who you want to play.

- ◇ **Baggie:** Gangrel junkie with dark secrets. *Strong and street-smart*
- ◇ **Beluzzi:** Ventrue social climber who openly serves the Camarilla. *Beautiful and deceitful*
- ◇ **Dash:** Toreador graffiti artist that rejects their nature. *Resolute and nimble*
- ◇ **Malort:** Nosferatu cop who plays both sides. *Manipulative and stealthy*
- ◇ **Miss Janice:** Malkavian school teacher gone mad. *Clever and crazy*
- ◇ **One-Round:** Brujah Anarch and former national boxer. *Strong and athletic*
- ◇ **Padre:** Ministry preacher to a homeless congregation. *Charismatic and deadly*
- ◇ **Pvt. Lynch:** Brujah war vet and local hero. *Crack shot and alert*
- ◇ **Zion:** Gangrel drug dealer with big plans. *Agile and dangerous*

## Relationships

- ◇ Baggie was embraced by Zion
- ◇ Beluzzi works for the local Camarilla Prince
- ◇ One-Round is a proud Anarch
- ◇ Zion and One-Round are siblings
- ◇ Zion seeks to gain standing with the Prince, many call Zion his “dog”
- ◇ Most characters have hidden or secondary relationships