

VAMPIRE : THE MASQUERADE

for

Risus: The Anything RPG



Written by Timothy Groves

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The World of Darkness

The World of Darkness is a complete role-playing environment, created by White Wolf. Up until about 2003, it was quite nice. Thereafter, it kind of backslid. **Vampire: The Masquerade** did not get hit quite as hard as the others in the series, but many players of the game still prefer the earlier editions. This book conforms mostly to the First Edition background.

Largely, the World of Darkness is the world as we know it; just darker, more grimy, and with vampires and werewolves running about. Oh, and magic works. That sort of stuff. So you can basically use what you know about the world today as your background. If you want a more in-depth look at the World of Darkness, acquire some White Wolf books; my budget for this book is 32 pages.

Character Creation

Characters in RISUS Vampire are created using ten six-sided dice, with no more than four dice in any one cliché. Both Hooks and Tales are permitted, granting one bonus die each if used. Vampires have lost some of the flexibility that they had in life; because of this, double-pumpable clichés are not permitted.

Each Vampire belongs to one of thirteen Clans, with the exception of the Caitiff. Player Characters are assumed to be from one of the seven Clans of the Camarilla, or else Caitiff. Each Clan has an associated Clan Hook. This Hook is above and beyond the normal Hook allowed the character, but the bonus die from this Hook must be placed in the character's Clan cliché. The exception to this rule is the Caitiff, who may place their bonus die anywhere they please.

In addition, all Vampires start with three Virtue clichés: Conscience, Self-Control and Courage. Each of these three clichés gains one bonus die. So, all told, a Vampire starts with fourteen dice. Not too shabby...until one considers the down sides to being a Vampire. But more on that later.

Suggested Hooks include the following:

- Physical or Mental defects, such as missing limbs, blindness, or insanity;
- Cursed: The Vampire just happens to have bad luck, and once per game session, the GM can hose him for no apparent reason;
- Inefficient Digestion: The Vampire must burn twice as many Blood Points as normal to use any Blood-powered effects;
- Orphaned: The Vampire has little to no knowledge of the Traditions of the Camarilla, and may get himself destroyed through some blunder;
- Bastard Childe: The Vampire was created without the permission of her Sire's Prince, and may be legally destroyed by any Vampire;
- Clan Hook: The Vampire has a Hook chosen from a different Clan, in addition to his own Clan Hook.
- Weak Blood: The Vampire is fourteenth generation, and cannot Sire progeny. She is also viewed as scum.

Special Cliches

Some clichés have special uses or differing purchase costs. Some are specific to Vampires, while others may be selected by their Ghouls and their followers.

Conscience. A Vampire is a creature of high emotions, and constantly runs the risk of exploding in a rage. Only the Vampire's Conscience prevents this. Any time the Vampire is sufficiently angered that the GM believes she might fly into a frenzy, he can require a Conscience roll against a Difficulty he sets. Failure results not only in the Vampire going into a rage frenzy, but also results in the *permanent* loss of one die of Conscience. This loss can only be recovered through character advancement.

Courage. Vampires can be as fearless as anyone else, but when confronted with fire or sunlight, their instincts force them to flee. There is good reason for this; only fire or sunlight can permanently destroy a Vampire. A Courage roll will allow them to remain in the presence of fire or sunlight. But failure in this roll will not only force the Vampire to flee, but also results in the *permanent* loss of one die of Courage. This loss can only be recovered through character advancement.

Generation. The further a Vampire is removed from Caine, the weaker his blood and the less powerful he is, both physically and socially. Vampires start at the thirteenth Generation; for each die placed in this cliché, the Vampire is of one lower Generation. Generation cannot be improved during play; the dice you start with is all you'll ever have.

Followers. Each die put into Followers allows you to place three dice worth of clichés into various Followers. Followers may not be Kindred, nor may they have Followers of their own. Followers may have double-pumpable clichés, at a cost of two of their dice per rank. They may also have Wealth, but may not have any other clichés detailed on this page.

Self-Control. Vampires are drawn to blood, and must fight the instinct to feed whenever they are faced with such. Whenever exposed to open blood, the Vampire must make a Self-Control roll. The Difficulty for this roll is twenty, minus five per point of Blood in the Vampire's system. Failure means that the Vampire must feed, right now, and will drink until they are full or their victim is drained. Failure also results in the *permanent* loss of one die of Self-Control; this loss can be recovered through character advancement.

Wealth. Due to their long lifespans, Vampires often acquire a considerable amount of material wealth. A Wealth roll is required only if the Vampire wishes to buy something quite expensive. Unlike other rolls, failure does not result in the loss of a die. Rather, *success* causes the *permanent* loss of one die. This can be recovered through character advancement.

Willpower. Willpower may be purchased at one die per rank, or double-pumpable at two dice per rank. A die of Willpower may be 'burned' to resist a Frenzy or Rotschrek, or to add one die to any other cliché before the roll is made. One die of Willpower may be recovered at the end of each session. Willpower is also frequently rolled as a resistance to powers.

The Clans

Of the thirteen Clans of the Kindred, seven banded together many centuries ago to form the Camarilla, a group dedicated to protecting the Vampires from their enemies. These seven Clans may be selected for a Player-Character Vampire.

The Clan Cliché

The Clan cliché is used for many things, beyond what is discussed in the Clan segments below. It is a general-purpose Vampire cliché, rolled for hunting and for knowledge of Clan and Camarilla Lore. It is also used for power politics; more dice in a Clan cliché represents higher standing within the Clan itself. When hunting, a Vampire can roll her Clan cliché; each die that comes up showing an odd number represents one Blood Point gained.

Each Clan has three Clan Disciplines. The Disciplines are the supernatural abilities of the Vampire, and are detailed starting on page 20. When rolling a Discipline cliché, the Vampire may add one point per die in her Clan cliché to the roll if the Discipline is a Clan Discipline. For example, a Toreador (3) using Auspex (4) will roll 4d+3, as Auspex is a Clan Discipline for the Toreador Clan.

The Brujah

The Brujah Clan are passionate, free-willed and non-conformist. They are fond of dressing in goth or biker styles, though those that wish to appear *truly* non-conformist will dress formally. They show no respect for the weak, little regard for authority, and don't react well to being told what to do. Many wish to overthrow the current power system, whether Mortal or Kindred, and replace it with their own view of what things should be.

Despite their obviously rebellious ways, the Brujah are viewed with a remarkable amount of tolerance. Actions that would lead to outright destruction if committed by a Cainite of any other Clan merely draw a shrug and an offhand comment.

The Brujah are always quick to come to one another's defence. For the ultimate outsider, those on the outside are the only friends you can call on. Even if you *do* feel the burning need to occasionally kick their heads in. In the end, their passions bind them together just as certainly as they turn them away from the others of the Blood.

Clan Disciplines: Celerity, Potence, Presence.

Hook: The Brujah's fierce passions can work against them; whenever the Brujah must roll against Conscience, they have a +2 Difficulty per die they have in the Brujah cliché.

Typical Clichés: Biker, Terrorist, Skinhead, Punk Rocker, Criminal, Anarchist, Rebellious Teenager, Drifter.

The Gangrel

Alone among the Kindred, the Gangrel do not fear to walk the wilds. They are not at ease in the city, preferring more rustic places. They speak with the animals, and can roam with them with impunity. It is common for a Gangrel to have the Orphaned or Bastard Child Hooks, as the Gangrel often create Childer, then abandon them. For this reason, the Gangrel are very survivalistic; if one can survive one's first year, then the odds improve in their favour.

The Gangrel are shape-shifters, using their Discipline of Protean to blend in with the creatures of the Wild. They can even fool a Lupine into accepting them as a normal creature. They have close ties to the Gypsies, and are expected to aid them whenever possible. Similarly, the Gypsies are usually willing to aid a Gangrel in need.

Clan Disciplines: Animalism, Fortitude, Protean.

Hook: Being a shapechanger with a close link to one's bestial nature has its down sides. Any time a Gangrel fails a Virtue roll, they will gain an animalistic feature chosen by the GM. This is in addition to the normal penalties for failing such a check!

Typical Clichés: Drifter, Wilderness Scout, Forest Ranger, Survivalist, Environmental Scientist.

The Malkavians

In madness, one can find wisdom; none believe this as strongly as the Malkavians. Each is touched with madness in some way, and as they grow older, the madness will manifest more often and more powerfully. However, Malkavians often see with greater clarity than any among the Kindred. Despite their insanities, they are often consulted on matters of import. Part of this is the fact that often, a Malkavian's derangement is not visible, and almost never comes to the fore.

The Malkavians embody chaos more thoroughly than any other Clan, even more so than the Brujah. They delight in practical jokes, but always attempt to include a meaning in the prank. Hopefully, the subject of the prank will learn something...assuming he survives the prank itself.

Surprisingly, the Malkavians are very picky about whom they Embrace. The completely mad are left alone, as are the completely sane. The Malkavians favour those who are bordering madness, and just need a little push.

Clan Disciplines: Auspex, Dominate, Obfuscate.

Hook: The Player must choose some form of madness. In any situation where the madness might come into play, the Malkavian suffers a +2 Difficulty to all rolls, per die of the Malkavian cliché she possesses.

Typical Clichés: Any. The Malkavians prefer to Embrace those with a touch of madness, or those who are close to death.

The Nosferatu

All Vampires undergo some physical alterations when they suffer the First Death; for the Nosferatu, the transformation is hideously painful and leaves the unfortunate wretches scarred, twisted and deformed. All Nosferatu are gruesome beyond belief. Because of this, the Nosferatu live deep underground, venturing out only when masqued by Obfuscate.

Within their underground warrens, however, the Nosferatu are undisputed. Every city has miles of tunnels, fortified against accidental discovery by Mortals or against purposeful assault by Cainite or Lupine. Some areas are common for all Nosferatu; others are held as private Havens by the individual Cainite within.

The Nosferatu are rather anti-social, not even getting along with each other, let alone other Clans. But their grasp of the goings-on in Kindred society puts them in an excellent position as sources of information – a fact that they put to great benefit, in both cash and Prestation.

Clan Disciplines: Animalism, Obfuscate, Potence.

Hook: Because of their horrid appearance, a Nosferatu automatically loses any kind of social challenge if their true appearance is visible.

Typical Clichés: Criminal, Drifter, Homeless Bum, Antisocial Shut-In, Former CIA Agent, Crippled Mercenary, Lawyer.

The Toreador

Like the Kindred themselves, good art is immortal. The Toreador hold that these immortal things should be cherished, and dedicate themselves to beauty. Ironically, the Embrace has left the Toreador static and uncreative; they can no longer create true beauty themselves. They search for a truth beyond mere life, or even beyond their Immortal state. More Toreador find themselves on the road to Golconda than any other Clan.

The Toreador are often taken for hedonists, but this is perhaps too extreme a word. They love the beautiful, and they love pleasure, but the most highly-minded of the Toreador feel that descending to the level of a mere sensualist is to cheapen the gift of Immortality.

The Toreadors are also conservationists. Often, a Toreador's Haven will be filled with art, stretching back to the time of the Vampire's death and even before.

Clan Disciplines: Auspex, Celerity, Presence.

Hook: A Toreador in the presence of something beautiful must make a Self-Control roll, or spend the entire round staring at it raptly. Failure on this roll does not cause the loss of a die; just the loss of the round.

Typical Clichés: Painter, Model, Musician, Poet, Hairdresser, Useless but Beautiful Socialite, Sculptor.

The Tremere

Many centuries ago, the Tremere were wizards of great renown, part of the Order of Hermes. The Leader of House Tremere sought immortality, and he found it...in the blood of the Kindred. Now, despite their past, the Tremere are an accepted member of the Camarilla...but far less than loved; most Kindred hate and fear the Tremere.

The Tremere are dedicated and organized. Their internal Clan goals differ somewhat from those of the Camarilla, but they are close enough that the Tremere Elders are willing to work with the other six Clans...for now.

Seven Clan Elders govern the Tremere from their primary Chantry in Vienna. Many other Chantries have been built throughout the world, at least one for each major city.

Clan Disciplines: Auspex, Dominate, Thaumaturgy.

Hook: All Tremere are Blood-Bound to their Clan. Attempts to ignore or disobey a Tremere Elder, or to otherwise resist the will of the Clan, require a Self-Control roll against the Character's own Clan cliché! Unlike most Self-Control rolls, failure does not cause a loss of dice, however.

Typical Clichés: Child of the Tremere, Hedge Wizard, Student, Lawyer, Ambitious Businessman, Politician, Witch.

The Ventrue

There are leaders, and there are followers; the Ventrue believe that they are the natural leaders of the Camarilla. They have a taste for the fine life, and an arrogant mien. Despised by the Brujah, and mistrusted by the other Clans, they hold themselves above all other Kindred.

The Ventrue are found in the upper crust of both Cainite and Mortal society. They choose their Neonates from among the upper class, usually older men and women who are near the ends of their Mortal span. The Ventrue usually hold to tradition, much more so than any other Clan, but deny that they are 'living in the past'.

There is a long-standing tradition, often referred to among the Ventrue as the Seventh Tradition, that any Ventrue may seek refuge at the Haven of any other member of their Clan. None who seek such refuge may be turned away. However, since harbouring a known fugitive can be hazardous to one's health, the Ventrue who suspects that such a boon will be requested will take steps to aid his Clan member before the need arises.

Clan Disciplines: Dominate, Fortitude, Presence.

Hook: Each Ventrue has a preferred type of prey: red-heads, virgins, children, whatever. They gain no nourishment from sources other than their preferred prey. A Ventrue requires twice as long to hunt as other Kindred.

Typical Clichés: Nobleman, Knight Commander, General, Wealthy Banker, Industry Tycoon, Social Scientist.

The Caitiff

These are the dispossessed of Kindred society, those of unknown, uncertain or weak Clan origin. Some Caitiff are those who have chosen to leave their Clan; others simply have no idea as to which Clan they belong. Many Vampires with the Weak Blood Hook are Caitiff.

A Caitiff may join a Clan, if the local Clan Elders accept him. She must gain one die in the Clan cliché, but does not suffer the Clan Hook. If a Caitiff has chosen to suffer from a Clan Hook (for her normal Hook selection), she can only join the appropriate Clan.

Clan Disciplines: None!

Hook: Besides their lack of Clan Disciplines, the Caitiff are despised and abused by other Kindred, and have no Clan to speak on their behalf. As such, no Caitiff may ever hold any position in Kindred society.

Typical Clichés: Drifter, Criminal, Outcast, Con Artist, Soldier of Fortune, Circus Performer. If the Caitiff's Clan is known to the player, there is no reason why she should not choose one of the suggested clichés for that Clan.

Other Clans

The Camarilla represents only a subset of Kindred Clans. They were the only Clans willing to attend the Council at Venice, the only seven willing to follow the Path of Humanity and the Six Traditions.

There are six other Clans known to exist, but not being part of the Camarilla. Some belong to the Sabbat, a Sect of Vampires opposed to the Camarilla; others are independent, belonging to neither Sect. They are:

- The Assamites: Silent, stealthy assassins, from a Muslim culture;
- The Followers of Set: Snake-loving corruptors, hated by all;
- The Giovanni: Mafioso and masters of Necromancy;
- The Lasombra: Masters of shadow, and the leaders of the Sabbat;
- The Ravnos: Masters of illusion, and companions to Gypsies;
- The Tzimisce: Scholars, but also cruel and twisted shapechangers.

These Clans are detailed in the Adversaries section, page 27.

There are also many Bloodlines, minor offshoots of Clans, such as the Daughters of Cacophony, the Serpents of the Light, the Kiasyd, the Ahrimanes, the Nagaraja, the Nictucu, the Blood Brothers, the Gargoyles, the Samedi, and the Salubri.

The Nature Of The Kindred

Even the weakest of Kindred, far from Caine, is substantially more powerful than any Mortal. The following rules define the rules used when playing Kindred.

Immortality

This is the core of the Vampire's nature: They are immortal. They never age, cannot bear children, and will never die of natural causes. Though they can suffer the effects of many diseases, they will never die of such. Cancer is impossible, due to their static nature; heart disease irrelevant to the Vitae.

While few normal forms of damage can truly destroy a Vampire, many can certainly make their lives more difficult. A Vampire loses cliché dice from combat, just as a Mortal does. But if a Vampire loses his last die in injuring combat, he is not slain; rather, he falls unconscious. While in this state, the Vampire may heal himself by spending Blood, as described in the section on Blood, page 11. If the Vampire has no Blood with which to heal, he enters a state of hibernation, known as Torpor. Torpor is detailed more fully on page 12.

Generation

The furthest a Vampire may be from Caine is fourteenth Generation; all Vampire Player Characters start at thirteenth Generation. For each die in Generation, this is reduced one step, so a Vampire with six dice (the maximum) in Generation will be seventh Generation.

Generation has a few benefits, such as a higher Blood capacity and the ability to ignore another Vampire's Dominate Discipline. Generation may also be rolled in social combat, as those Kindred who are closer to Caine are automatically given more respect.

Generation also modifies the maximum number of dice allowed in a cliché. For any purely mundane cliché, the die cap is increased by one for every die of Generation. Vampiric Disciplines have their cap increased by one for every two dice of Generation. So Generation is a good thing to have.

The Virtues

As has been stated before, the three Virtue clichés (Conscience, Courage and Self-Control) are Degrading clichés; under most circumstances, a failed roll results in a *permanent* loss of one die, rather than a temporary loss.

In the event of a character losing *all* dice in one Virtue, the character falls into a final frenzy, and will quickly be hunted down and destroyed by other Kindred. Make a new character.

Blood

Blood, or Vitae, is the most valuable commodity to a Vampire. It keeps them alive from night to night, and powers their abilities. Each Vampire can hold three points of Blood in their system, plus two per die in the Generation cliché. Those of Weak Blood, the fourteenth Generation, still can hold three points of Blood.

At any time, a Vampire may spend one Blood point to gain a bonus die to any cliché. No roll need be made to do so. Blood points may also be required to activate certain Disciplines. They can also be used to recover lost cliché dice, as outlined in the next section.

A Vampire may only spend one Blood point per round. However, should the Vampire have the Generation cliché, he can roll to spend more Blood. For each point of Blood past the first spent in a round, the Vampire must make a Generation roll with a *cumulative* Difficulty of 10 – that is, 10 for the second Blood point spent in a round, 20 for the third, 30 for the fourth, and so on.

A Vampire must also spend one point of Blood each evening upon awakening. If the Vampire is unable to do so, she falls into a state of torpor, unable to rouse. Torpor is covered in greater detail in the section below.

Recovering Cliché Dice

Vampire Characters may recover one cliché die each turn merely by spending one Blood point and doing nothing else. This may be done at any time, unless the Vampire is in Torpor. This will not work, however, for Willpower; rather, a Vampire recovers one die of Willpower at the end of each session. It will also not work for dice lost from Virtue clichés.

In addition to the above, every time a Vampire sleeps through the day, she will recover one die from each cliché, save (again) for Willpower and dice lost from Virtue clichés.

The Kiss

One might ask, just how exactly does a Vampire feed without its prey yelling bloody murder?

The Vampire's bite is not painful, unless it's being used to inflict combat damage. In Mortals, it produces a feeling of euphoria, leaving them rather befuddled about what happened afterwards. Because of this, the Vampires refer to the act of feeding as The Kiss. The Vampire's saliva closes the wound after feeding, provided the Vampire remembers to lick the wound.

The blood loss caused by a Vampire's feeding results in the loss of one die from the victim's highest cliché per Blood point taken. If all cliché dice are lost due to the feeding, the victim will fall unconscious, and will require medical attention to avoid dying. Killing one's prey is considered a violation of the Masquerade, as exsanguinated bodies draw the attention of Hunters.

If one does not wish to role-play The Kiss, the GM may simply state that the Vampire requires one hour of feeding to regain Blood points. This time is doubled for Ventrue, or for any other Kindred with the Ventrue Clan Hook, because they are picky eaters. Roll the Vampire's Clan cliché. For each die that comes up odd, the Vampire gains one Blood Point.

Aggravated Damage

Certain types of damage are harder to recover from; these types of damage are known as Aggravated Damage. For a Vampire, Aggravated Damage is caused by fire, sunlight and the teeth and claws of a supernatural creature – werewolves, spirits and other Vampires.

Each time a Vampire suffers Aggravated Damage, she gains one Aggravated Damage point, rather than losing any cliché dice. For each Aggravated Damage point, the Vampire may roll one less die on *any* cliché roll. Aggravated Damage may only be healed by spending three Blood points and one Willpower cliché die per point of Aggravated Damage healed.

Torpor

A Vampire that has lost all dice in one cliché, or is unable to spend a Blood point upon awakening, slips into a state called Torpor. This is a deep sleep, unaware of all events around the Vampire. A Vampire in Torpor will awaken in time, the amount of time based upon her highest Virtue cliché.

It is possible to awaken a Vampire before the listed time has elapsed. Merely feed the Vampire a Blood point, from another Vampire with more dice in Generation. Of course, this will leave the Torpored Vampire one step Blood Bound to the one who awakens her.

Virtue	Time to wake
6d	One week
5d	Three weeks
4d	Two months
3d	Six months
2d	Two years
1d	Six years

A Vampire who gains more Aggravated Damage than he has dice in his highest cliché will be destroyed, rather than dropping into Torpor.

Sunlight

The bane of all Vampires. Sunlight will rapidly char a Vampire, and can quickly reduce her to ash. Because it is so harmful to them, most Vampires provide their havens with multiple layers of defence against sunlight. Only after the sun has gone down can a Vampire safely venture from her haven.

It is possible to resist damage from sunlight if the Vampire has Fortitude. Roll Fortitude vs. the sun's strength each round that a Vampire is exposed to sunlight. Success means that the Vampire takes no damage this round; failure means that the Vampire takes a point of Aggravated Damage. Strength of sunlight ranges from 1d (during a thunderstorm, in the early morning) to 5d (clear skies at noon).

The Embrace

The Embrace is the procedure used to create a new Vampire. The Vampire drains a Mortal of all blood, but before the Mortal dies, the Vampire gives him a drop of her own blood.

The Embrace is painful; the Mortal suffers from the First Death, and his body reshapes itself to become a Vampire. The pain of the Embrace lasts no more than an hour, and frequently much less. Once completed, the Mortal is now Kindred, requiring blood to survive but otherwise immortal.

The Blood Bond

Vampiric Blood is full of magical energy. This energy sustains the Vampire's body, and allows him to use her Disciplines. Should another drink Vitae, she will fall under the control of the Vampire. This is known as the Blood Bond.

It takes three drinks of Vitae to form the Blood Bond. The first drink will cause a feeling of kinship towards the Vampire; the second, and the drinker feels the Vampire to be his best friend; the third, and the drinker becomes the devoted slave of the Vampire.

The Blood Bond can affect Vampires, just as easily as it can affect Mortals, and Vampires are wary of drinking Vitae. Princes often use a drink of their Vitae as a punishment for minor infractions.

It would seem a common thing for all Vampires to Blood Bind their Childer, but in fact this is rarely done, except among the Tremere.

A character may not be Blood Bound to more than one person, with the exception of the Tremere. Tremere all start with a minor Blood Binding to their Clan, but can be bound to another as well. The Tremere are said to have a ritual to shatter an existing Blood Bond, but if so, they've never offered to use it for *anyone*. The Blood Bond is not fully formed until the third drink, so a person can be partially Bond to multiple people.

Ghouls

Vampires will often Blood Bond a Mortal, to serve them and protect them as they sleep. These Mortals are known as Ghouls. Ghouls gain a measure of Vampiric immortality; they cease to age.

A Ghoul must be given one Blood point, above and beyond those used to bind him in the first place. As long as the Ghoul retains this Blood point, he will not age. Should the Ghoul lose the Blood point, he will begin to age as normal. Ghouls can use their Blood point in the same manner as Vampires, but because they are *not* Vampires, they cannot feed. They can only regain their Blood point by being given it by their Master. Ghouls cannot store more than one Blood point.

Ghouls can gain up to two dice in one Vampiric Discipline, provided their Master knows the Discipline in question. Ghouls can learn only Celerity, Fortitude or Potence.

Ghouls are, of necessity, familiar with the Camarilla's Traditions, and with Vampiric nature in general. As such, they are a potential threat to the Masquerade. They are considered Childer for the purposes of the fourth Tradition, that of Accounting.

Faithful Ghouls, who have served their Master long and well, are sometimes given the Embrace as a reward for this service. The Embrace will shatter the Blood Bond, so it's not something the Master will do without consideration.

Blood Ghouls

This rather reprehensible practice is luckily rare; on occasion, a Vampire will Blood Bond a mortal for the simple reason of providing the Master with an easy source of Blood. These are not true Ghouls, unless the Master grants them a Blood Trait.

Stakes

The classic Stake Through The Heart will not actually kill a Vampire, all myths and movies to the contrary. It will, however, paralyse the Vampire, leaving him in a state similar to Torpor, until the Stake is removed.

An attempt to stake a Vampire through the heart *must* be pumped, or else it will automatically fail. If the target is staked, it does not lose any cliché dice, but instead enters Torpor. Unstaking a Vampire is simple enough; just grab and pull.

Staking is a common means of disposal nonetheless; a Vampire who is staked cannot escape the rising sun. For this reason, staking is much feared, and a Prince often need merely mention the stake to get the full cooperation of another Vampire.

Diablerie

This is the most heinous of Vampire crimes, the drinking of the soul of another Vampire. It is also the only way in which Generation can be increased, which helps explain why it still happens.

In order to commit Diablerie, the Vampire must subdue another, then drain all the Vitae remaining in his system. This will destroy the victim, regardless of whether or not Diablerie is successful. The Diabolist must then roll his Self-Control against the victim's Generation. Failure results in the permanent loss of Self-Control, as usual; success means that the Diabolist has absorbed the soul of the Vampire.

A successful Diabolist will gain one die in Generation, if *and only if* the victim's Generation cliché was higher than her own. The Diabolist will also gain one die in any Discipline possessed by the victim.

Whether or not the Diablerie was successful, the Diabolist must make a Conscience roll, against a Difficulty of 20. Success is meaningless; failure results in the *permanent* loss of one die of Conscience, as usual.

A Diabolist is easy to spot using Auspex; her aura radiates black lines. She can mask this mark with Self-Control (without risking permanent loss of a die), but eventually, it will come out. Diablerie is a violation of the Sixth Tradition, not to mention an act that engenders disgust in all Kindred, and a Prince who learns of a Diabolist in her city will certainly call the Blood Hunt, and probably send messengers to other cities letting them know the identity of the Diabolist.

The Book of Nod

Caine, the first son of Adam, is said to be the original Vampire. Not all the Kindred believe this, but enough of them hold it as truth that it has influenced most of the Kindred mythology. Part of this mythology holds that when Caine was driven away from his family, he founded the first city in the land of Nod. Here, surrounded by his progeny, he wrote several scrolls, that were gathered together and serve as a sort of Bible for the Kindred. These scrolls are referred to as the Book of Nod.

The Book of Nod does not exist as a single tome, but rather as scraps of parchment scattered throughout the libraries of the Kindred – and, probably, those of the Hunters and the Arcanum. The story they paint is, of course, quite fragmentary, but it touches on the origins of the Vampire, the Disciplines, the Clans, and the End Times, known as Gehenna. Possession of any fragment of the Book of Nod can give great influence to the Vampire who is lucky enough to own it.

Golconda

Part of the Book of Nod holds that it is possible for a Cainite to enter into a state of peace, in which he permanently lays aside the Beast. The road to Golconda is sought by many Kindred, but accounts of those who have reached such a state are apocryphal at best.

Should a Cainite reach Golconda, she will never again Frenzy, will feel no fear at the sight of flame or the sun. Her thirst for Blood will be slated; she will have to spend but one point of Blood every week to awaken. Other accounts suggest that a Cainite in Golconda will no longer be seared by the light of the sun; some even hold that a Cainite in Golconda will revert to her previous mortal state.

Gehenna

Each of the thirteen tribes of Vampires has a single, third-generation Cainite as its founder. These Cainites have not been seen for millenia; it is believed that they are all in Torpor, buried somewhere deep within the Earth. It is also said that they thirst for Kindred Blood, that none other can slake their thirst.

The Book of Nod tells of the end times of Vampires, when the Thirteen Antediluvians will arise from the Earth to feed on their Childer.

Many Vampires, especially the Elders, believe this to be mere superstition.

The Society of the Kindred

All Vampires feel a certain kinship with each other, even between the Camarilla and other, opposed, Sects; they refer to themselves as The Kindred. At the same time, however, each Vampire feels a bestial nature within himself, driving him to territoriality, hunger and frenzy. This duality, kinship and the Beast, defines the nature of Vampiric society.

The Prince

The Prince is the ruling Vampire of a city, often (though not always) the Eldest Kindred. The title 'Prince' is used regardless of the original gender of the Prince.

Under the Second and Fifth Traditions, the Prince controls all hunting within the city, and will designate hunting areas for individual Kindred. Usually, such designation is done by the Kindred's request, though the Prince and the Primogen will take first pick.

The Prince is also responsible for all appointments to positions within the city, though the Primogen in some cities appoint their own members.

The Seneschal

This is the Prince's second in command. While the Prince is within his city, the Seneschal has no power; if the Prince should leave, the Seneschal takes his place. Often, the Seneschal will be appointed from among the Primogen; a few Princes have chosen an Autarkis as Seneschal.

The Primogen

These are the Vampires who serve as the Prince's advisers. In some cities, they are the seven Eldest Kindred, one from each Clan. In others, they are merely the Eldest, of any Clan, who wish to serve. Their power is second only to the Prince, and in some areas exceeds it.

The Sheriff

The Sheriff is the Vampire charged with upholding law and order within the Kindred of a city. 'Law and order' is generally defined as the Six Traditions, Elysium and the decrees of the Prince. The Sheriff does not generally hold the right to Destruction, but it is an easy matter to get such in any particular case from his Prince.

The Clan Whips

These Vampires are the local heads-of-Clan for a city, typically the Vampire of the Clan who is closest to Caine. In those cities where the Primogen are selected one per Clan, the Whips act as their seconds-in-command.

The Justicars

Each Vampire Clan appoints one member, usually their Eldest, to serve as Justicar. That's one for the entire world, not one per city. The Justicars are charged with upholding Vampiric Law, and may be called to a city by its Prince, or sent directly by the Inner Circle of the Camarilla. Even Princes watch their step around a Justicar, for they hold the Right of Destruction over all Kindred.

Of course, no Justicar can be everywhere at once. To administer in their name, the Justicars will appoint a number of underlings, referred to as Archons. Each of these Archons speaks with the force of her Justicar behind her.

The Autarkis

Some Vampires choose to live apart from their Kindred. These Autarkis acknowledge no Prince, though they often live within a Prince's Domain. They are generally regarded with suspicion. About the only thing that keeps the Prince from destroying an Autarkis is that, often, the Autarkis shows proper respect to the Prince, while still maintaining his independence. Some few Princes, however, refuse to accept an Autarkis, and call the Blood Hunt upon them as soon as they are revealed.

Conclave

When the Camarilla was founded, the Conclave was declared as a meeting, to be called by a Justicar or Archon, to judge and pass sentence on another Vampire. When Conclave is called by a Justicar, any Kindred of the Camarilla is free to attend. Any such can raise grievances or ask for justice – or mercy – from the Justicar.

Over time, Conclave has gained an additional meaning. When called by a Prince or Primogen, it is a meeting of all the Kindred within a city. As with the greater Conclaves, Vampires of the city may beg a boon from the Prince or Primogen.

When the Prince calls Conclave, it is best to attend, or else have a really good reason why you cannot. Missing Conclave is not a deadly offence, generally, but if one does so too often or for too poor a reason, he may find his hunting area curtailed, or he may lose status within the city.

Elysium

Elysium is a place within a city in which no violence may be performed. Even a Vampire under the Blood Hunt may find refuge within Elysium. The sole exception is that a Justicar may enter Elysium and destroy a Vampire within, though even Justicars will usually simply wait for the Vampire to get hungry.

By Camarilla edict, any place of holy ground is automatically Elysium. A Prince will often designate a few additional places as Elysium. Often, the site of a Prince's Conclave will be Elysium.

The Keeper of Elysium

The Keeper of Elysium generally monitors areas designated as Elysium, and reports infractions to the Sheriff. His power to do anything about such infractions is limited. In addition, the Keeper may also be responsible for the maintenance of Elysium locations, particularly the site of Conclave.

Coterie

This is a term used to describe a small group of Kindred, working towards a common goal. The player character party might well be described as a Coterie. Most Princes require that a Coterie be declared as such to him, with a properly chosen leader.

Prestation

Being Immortal, Vampires naturally have a long memory for boons and favours. The record of such boons is referred to as Prestation.

A Vampire who does another a favour gains Prestation over that Vampire. She can demand that the Cainite she aided give her a boon in return. Boons are divided into three categories.

Lesser Boons are small change; a unit of Blood from a blood bank, a sum of money, or the acquisition of something rather difficult to find. They may be repayed with another Lesser Boon, and some Kindred merely dismiss them out of hand.

Great Boons include the teaching of Disciplines; a new Haven; the life of a faithful retainer – the things that make life much less difficult for a Cainite. Most Kindred allow the repayment of a Great Boon with multiple Lesser Boons.

Life Boons are rare – a Cainite with a Life Boon has saved the life of another Vampire. It may be by protecting him from his enemies, or defending him at Conclave against the Blood Hunt. Some Kindred allow the repayment of a Life Boon with a number of Great Boons; others demand that the life of the Vampire they saved now belongs to them, and work this out as a seemingly endless list of Lesser Boons.

The Harpies

The administration of Prestation is the province of the Harpies. Besides keeping track of who owes whom a boon, they also collect all the dirty secrets of a city (that they are privy to, at any rate), and pass them along to any interested listeners. In any city, it is the Harpies who have the true power to bring down a Prince, so few Kindred do anything to anger them.

Once a Harpy has made a statement on Prestation, it has the force of Law. Few princes will risk the wrath of the Harpies to interfere with their administration of Prestation. Most Harpies take their jobs seriously, as their jobs are not proof against the tongues of another Harpy.

The Traditions

Within the Camarilla, Vampires protect themselves, and those around them, with laws, known as the Six Traditions.

The First Tradition: The Masquerade

No Vampire shall reveal himself as such to any not of the Blood. This Tradition is the most important, as it keeps the Vampire Hunters away! The punishment for violating the Masquerade is usually destruction.

The Second Tradition: Domain

No Vampire shall hunt within the Domain of another Kindred. Each Vampire tends to stake out a hunting ground. The Prince of a city will usually declare the entire city his hunting ground, and as such, permission to hunt within must be sought under the Fifth Tradition, below. Punishment for violating Domain remains in the hands of the Vampire whose Domain was violated, but cannot exceed the mandates of the Traditions.

The Third Tradition: Progeny

The right to create new Vampires lies within the hands of the Eldest. This is the oldest of the Traditions, going back to Caine. Generally, the city's Prince must be asked before a Childe can be created, though in some cities, the Primogen also may grant permission. Violating Progeny generally results in the destruction of the Childe, and possibly of its Sire.

The Fourth Tradition: The Accounting

Any crimes committed by a Childe are accountable to its Sire. Once a Childe has been released, generally by presentation to the Prince, it is its own person, but prior to that, punishment pronounced against a Childe can also be pronounced against its Sire.

The Fifth Tradition: Hospitality

One must ask permission before hunting within another's Domain. This is the corollary to Domain. A Prince will often cite the Fifth Tradition when assigning hunting grounds to a newcomer to his city. Violating this Tradition may result in banishment, forfeiture of hunting rights, or even destruction.

The Sixth Tradition: Destruction

The Right of Destruction belongs only to one's Elder. Only the Prince or the Primogen may destroy another Vampire with impunity. They may delegate this authority to another, or even declare a Blood Hunt – granting the right to destroy one Vampire to all members of their city. Punishment for violating Destruction is usually destruction, ordered by the Prince.

Disciplines

The Disciplines are the supernatural powers of the Kindred. Each Clan has a selection of three Disciplines, their Clan Disciplines, for which they gain the bonuses covered on page 5.

Among the Clans of the Camarilla, there are ten commonly-known Disciplines. Each die placed or gained in a Discipline grants new powers. Characters may place no more than two dice into any Discipline at character creation, but may improve the powers as high as six dice (or even higher, for those with dice in Generation). Dice beyond the fifth do not grant any new powers.

Certain Disciplines (Celerity, Fortitude and Potence, to be exact) do not have individual powers by die level, but instead grant bonuses in most forms of combat.

Animalism

This Discipline is used to speak to or control animals, and can also be used to affect the Beast within a Vampire.

Sweet Whispers - 1d. The Vampire may roll his Animalism vs. Difficulty 10 to speak with an animal. A new check must be made for each new encounter, regardless of the species of the animal or whether or not the Vampire has spoken to the animal in the past.

The Beckoning - 2d. The Vampire may summon an animal to aid him. The Vampire burns one die of Willpower, and summons an animal with as many dice in clichés as the Vampire has in Animalism, to serve as a Team Member in combat.

Song of Serenity - 3d. This Discipline will calm the Beast within a target. The Vampire touches his target and rolls his Animalism vs. the target's Willpower. The target may not Frenzy, and loses as many dice in Willpower as the Vampire has in Animalism. If the target was already in a Frenzy, she is forced back to normal, but does not lose any Willpower (save for the one die for losing the initial challenge).

Sharing of Spirits - 4d. The Vampire can take control of an animal. She must defeat the animal in a combat of Animalism vs. the animal's cliché. While possessing the animal's body, the Vampire may roll no more dice than she has in Animalism, and the Vampire's body becomes still and lifeless, as in Torpor.

Drawing Out The Beast - 5d. In the event of a Frenzy, the Vampire may attempt to force his Beast into another nearby subject. The Vampire enters a mental combat, his Willpower vs. the target's Willpower; the character that runs out of Willpower first enters into Frenzy. This power will even work on a Mortal, though the Frenzy of a Mortal is not particularly dangerous.

Auspex

This Discipline gives a Vampire senses beyond those normal for a Mortal.

Heighted Senses – 1d. The Vampire may add one point for each die in Auspex to attempts to find, spot or locate objects or people. However, the Vampire's improved senses leave him vulnerable to sensory overload. Any attempt to blind or deafen a Vampire using this power gains one point for every die the Vampire has in Auspex. This power may be switched on and off at will.

Aura Perception – 2d. The Vampire may roll his Auspex vs. Difficulty 10 to see the target's aura. This allows the Vampire to determine a target's mood, identity, level of hostility, and so forth. Vampires have pale auras, making them obvious to this power; Diabolists have black lines through their auras, making them just as obvious.

The Spirit's Touch – 3d. The Vampire may touch an object, and with a successful roll of Auspex vs. Difficulty 10, may see 'snapshots' of the object's past, including who else has handled the object. More significant or emotionally-charged events will show up more clearly, which helps in sifting through an object's past to find the important events.

Unveil the Shrouded Mind – 4d. The Vampire may probe the surface thoughts of a nearby person. This power works automatically against Mortals, but if attempted against a Vampire, the character must roll Auspex vs. the target's Willpower. Probing for thoughts takes some time; a mental combat should be rolled, Auspex vs. Willpower, should the Vampire wish some specific detail.

Abandon Earthly Form – 5d. The Vampire can project his consciousness beyond his body. His spirit may roam up to a thousand miles from his body, and can perceive the normal world. The Vampire's body enters into a Torpor-like state until the spirit returns.

Celerity

This is a combat-boosting cliché, the power of Vampiric speed. It is probably the most powerful of such, and has a correspondingly high cost. One Blood point must be spent to power this Discipline for one combat round.

When active, the Vampire can add the dice from Celerity directly into his combat roll. Celerity may be used in any form of injuring combat, or in other forms of combat if having boosted speed would aid. In addition, each die of Celerity will double the speed at which the Vampire can travel; this use of Celerity requires one Blood Trait per hour of travel. Note, however, that using Celerity can violate the First Tradition.

A Vampire in a Frenzy of rage will automatically spend Blood Points to power Celerity. A Vampire in Rotschrek – a Frenzy of fear – will also spend Blood Points to activate Celerity – so she can run away faster!

Dominate

This power allows the Vampire to control the actions of another. Vampires can usually use this power with little to no effort on a Mortal. Against a Vampire, a mental challenge or combat is usually required.

Dominate will not function on a Vampire if the Vampire in question has more dice in Generation than the Vampire attempting to Dominate her.

Command The Wearied Mind – 1d. The Vampire can give one-word commands to the target, which must be obeyed. Obedience is automatic and instinctual; more than one Vampire has made a mistake in his choice of command, and suffered from it. A quick challenge of Dominate vs. Willpower is required to use this power.

Mesmerize – 2d. The Vampire can implant a suggestion in the unconscious mind of his target. This suggestion usually takes the form of a command combined with a trigger. The trigger can be time-based, or event-based. In either case, when the trigger goes off, the subject will carry out the command. This power is subtle; the target usually does not know why she has done what she did, or rationalizes it into her own motivations. Using this power requires a quick challenge of Dominate vs. Willpower.

The Forgetful Mind – 3d. The Vampire can steal, create or erase memories from the target. This can take some time, as the Vampire must work at real-time to alter memories. Creating, reading, or suppressing memories take as long as the actual event; re-writing memories takes three times as long (once to view, once to erase, once to write). A mental combat of Dominate vs. Willpower is required to open the mind before the Vampire can manipulate its memories.

Conditioning – 4d. The Vampire can render another easier to Dominate. Each time this Discipline is used on another, the Vampire must spend one die of Willpower, and the target gains a dice of Conditioned. Later Dominate effects may roll the target's Conditioned dice in addition to the Vampire's Dominate dice, *but only if the Dominating Vampire is the one who placed the dice on the target to begin with.*

Possession – 5d. The Vampire can usurp control over the target's body. The target's spirit is suppressed; the Vampire's body enters a state much like Torpor. The Vampire may use Disciplines while Possessing a target, but not if they require spending Blood points.

Fortitude

Another combat cliché, Fortitude is an improvement on the Vampire's supernatural toughness. Fortitude may be rolled as a Team Member in injuring combat – that is, rolled separately but contributing only its sixes. Fortitude may also be rolled alone to resist damage from Aggravated sources, such as fire or sunlight.

Fortitude is constantly on, and cannot be suppressed by the Vampire. Luckily, it is difficult for a Mortal to recognize Fortitude for what it is.

Obfuscate

This is the power of concealment. It can be used to hide from detection, or to disguise oneself. It is a mind-affecting, psychological effect, and as such does not work for security cameras or photographs.

Cloak of Shadows – 1d. The Vampire needs some tiny amount of concealment to use this power, and must roll Obfuscate vs. Difficulty 10, but once activated, the Cloak of Shadows may be rolled as a Team Member on Stealth attempts. The Vampire may not move when using Cloak of Shadows.

Unseen Presence – 2d. As with Cloak of Shadows, save that the Vampire may move while concealed, even into plain sight, without being revealed. When moving, the Vampire might be discovered, but the searcher must roll against the character's Obfuscate dice. Attacking another will break the concealment, but merely making noise will not do so.

Mask of the Thousand Faces – 3d. The Vampire may alter her appearance. A random 'Generic' face requires an Obfuscate vs. Difficulty 10 roll, while imitating a specific person is Difficulty 15. A person attempting to see through the Mask must roll a quick challenge of Investigator (or a similar cliché) vs. the Vampire's Obfuscate dice.

Vanish from Mind's Eye – 4d. As with Unseen Presence, save that the Vampire may disappear even in plain sight. Furthermore, any viewers must roll Willpower vs. Odd Dice (that is, any dice rolled when the power was activated that came up odd) or forget that the Vampire was even there! Mortals who witness such a disappearing act will likely be scared senseless, but luckily, the memory of this shock will soon fade.

Cloak The Gathering – 5d. This power may be used to duplicate Unseen Presence or Mask of the Thousand Faces, save that the Vampire may now extend his Obfuscate to cover others nearby. One person may be concealed or disguised for each die in Obfuscate. If one person violates the Cloak, then she is no longer concealed, but the concealment remains for the other members of the group. If the Vampire who created the effect violates the concealment, then all those protected by Cloak the Gathering will also lose their concealment or disguise.

Potence

This is the Vampire's supernatural strength. Like Fortitude, it can be rolled as a Team Member, contributing only its sixes, in injuring combat. This may only be done if the injuring combat is hand-to-hand or with melee weapons. Ranged weapons – even bows – do not lend themselves to brute strength.

Potence can also be rolled whenever brute strength is needed to accomplish a task. Potence is always on, but can be suppressed by the Vampire – essentially holding back his strength. A Vampire who is in a Frenzy of rage will not hold back his strength, but will automatically use Potence in combat.

Presence

Vampires have a certain innate charm; Presence enhances that further. It can be used to ensnare the senses, or to frighten the victim, and can even be used to draw another over great distances to the Vampire.

Awe – 1d. The Vampire must roll Presence vs. Difficulty 10 to use this power, but then may use her Presence as a Team Member in social combat.

Dread Gaze – 2d. The Vampire bares fangs and claws, hissing loudly, and the target must roll Willpower vs. the Vampire's Presence. Failure means that the target must flee! Nosferatu may use this power as though Presence was a Clan Discipline for them (though it is not).

Entrancement – 3d. The Vampire may cause a target to become his close personal friend, as though Blood Bound (q.v., page 13). Unlike the Blood Bond, this bond will fade when the morning sun rises.

Summon – 4d. The Vampire may summon any person from any distance! The Vampire enters into a social combat of Presence vs. the target's Willpower. If the target's Willpower is depleted, he will move as quickly as he can to the Vampire, until he reaches her and is acknowledged. Once acknowledged, the target recovers one Willpower and is free to act.

Majesty – 5d. The Vampire radiates power and charm. The Vampire may always roll Presence as a Team Member in social combat. Consider it a permanently activated Awe. Further, a target must win a quick challenge of Willpower vs. Presence to be less than cordial to the Vampire, and must win a mental combat of Willpower vs. Presence to actually attack the Vampire!

Protean

This Discipline is the personal property of the Gangrel Clan, and if they catch anyone else knowing it, they will likely kill them. For a non-Gangrel to start with this Discipline, they must spend one additional die for their first die.

Gleam of Red Eyes – 1d. The Vampire may see perfectly in normal (though not total) darkness.

Wolf Claws – 2d. This power allows the Vampire to grow inch-long claws. A Blood Point must be spent to extend the claws, which allow the Vampire to inflict Aggravated Damage with hand-to-hand combat.

Earth Meld – 3d. The Vampire may spend a point of Blood to sink into the Earth. When melded with the Earth, sunlight cannot reach the Vampire, but the Vampire cannot interact with the normal world until he returns.

Shadow of the Beast – 4d. The Vampire may take the form of a wolf or bat. Dice in Protean become dice in the appropriate Beast cliché. One Blood Point must be spent to activate this Discipline.

Form of Mist – 5d. The Vampire may, by spending a Blood Trait, become a cloud of mist. In this form, the Vampire can seep through cracks, and cannot be engaged in injuring combat.

Thaumaturgy

This is Vampiric magic. The Tremere view this Discipline as their own, and will kill anyone else using it. Non-Tremere must spend one additional die to start with this Discipline, in addition to dice spent on Paths (see below).

Thaumaturgy allows the Vampire to do almost anything, provided he has the correct Path. Common Paths include the Path of Blood, the Gift of Morpheus (used to induce sleep), the Lure of Flames, and Weather Summoning.

Gaining a Path requires expending one die, so even the Tremere must spend one additional die to gain their first Path. This die is not rolled; it is gone, consumed to gain the Path, and therefore does not count towards the six-die limit on clichés.

The Path of Blood

The Path of Blood is the most common Path, the one the Tremere view as the most important. Vitae is rich in magical energy, and the Path of Blood allows the Tremere to manipulate this energy for various purposes. Foolish is the Cainite that allows a Tremere some of her blood!

A Taste For Blood – 1d. The Tremere must have a touch of Vitae from the Vampire this power is used upon. The Tremere rolls her Thaumaturgy, and for each die that comes up odd, the Tremere gains one piece of information about the target. The Tremere may choose what information is learned.

Blood Rage – 2d. The Tremere may roll Thaumaturgy vs. his target's Willpower to force the target Vampire to spend Blood Points. The Tremere chooses how the Blood Points are spent, but they must be spent in a manner legal for the target. One Blood Point may be spent per die the Tremere has in Thaumaturgy

Blood of Potency – 3d. The Tremere must roll Thaumaturgy vs. Difficulty 15. If successful, the Tremere may add dice into Generation equal to her dice in Thaumaturgy! This effect lasts for a bare two hours, and the Tremere may not have a total Generation of more than nine dice. But these dice may be considered the Tremere's true Generation, for die caps, Blood capacity, Dominate, and Diablerie, for the entire duration.

Theft of Vitae – 4d. The Tremere may roll Thaumaturgy vs. the target's Willpower to drain Blood from the target, at up to a twenty foot range. Each Blood Trait stolen takes five full seconds to transfer. Vitae stolen from a Vampire using this Discipline will not form a Blood Bond.

Cauldron of Blood – 5d. With a touch, the Tremere may cause a target's blood to boil! The Tremere must defeat the target in a quick challenge of Thaumaturgy vs. any cliché the target chooses; if the Tremere is successful, she rolls her Thaumaturgy a second time. Each die that comes up Odd results in the target suffering a point of Aggravated Damage and losing one Blood Trait.

Character Advancement

Character Advancement in **RISUS** Vampire is tracked using Advancement Points (AP). Each cliché on the character's sheet can gain Advancement Points. In particular, an individual cliché will gain an AP under each of the two circumstances:

- The first time in the session that a Vampire successfully uses the cliché at a non-trivial moment; and
- The first time in the session that a Vampire rolls all sixes on a cliché roll.

In addition, each character can gain anywhere from one to eight “free” Advancement Points per session. These AP are “free” because they are not automatically assigned to any one cliché; however, before any Advancement Checks are made, the Vampire must have no unassigned AP. AP can be assigned to any cliché with five dice or less, or to a new cliché not currently possessed by the character.

“Free” AP can be gained for the following:

- One for participating in the session;
- One for at least attempting to role-play the character;
- One if the character made a significant discovery;
- One if the character displayed heroic behaviour;
- One if the character solved a significant challenge;
- One to three if a Story was completed, based upon the difficulty of the Story.

The Advancement Roll

At the end of any session, a character may attempt an Advancement Roll for any cliché that has Advancement Points invested into it. This includes for new clichés, which are assumed to have one die for purposes of this roll. The character rolls the cliché's dice, and if he matches or goes under the total AP for the cliché, then the cliché increases by one die, and all AP are removed from the cliché. If, however, the Advancement Roll fails, the character will lose AP from the cliché equal to its current number of dice.

Protean and Thaumaturgy

These clichés cost additional dice to gain at character creation; they are considered to be at two dice (for a Tremere gaining Thaumaturgy, or a non-Gangrel gaining Protean) or three dice (for a non-Tremere gaining Thaumaturgy) if gained after character creation. These extra dice are not rolled to improve an existing Thaumaturgy or Protean Discipline.

Thaumaturgy has multiple Paths; each Path costs one die to gain. So a successful Advancement Roll in Thaumaturgy may be expended to gain a new Path. Paths do not count towards the die-count when making an Advancement Roll. For example, a Tremere with Thaumaturgy (4) and three Paths only rolls three dice on an Advancement Roll, not seven.

Adversaries

Vampires, over the course of their long lifespans, naturally gain many enemies, some personal and some who fight against Vampires in general. The most feared and hated, among the Camarilla, are the Sabbat.

The Sabbat

The Sabbat are opposed to the Camarilla's philosophy of retaining one's Humanity. Rather, they celebrate their Vampiric nature. Nine Clans have joined the sect known as the Sabbat. Two of these, the Lasombra and the Tzimisce, have joined completely; the other seven are members of the Camarilla Clans who, disaffected with their Clan's decision to join that sect, have rallied instead to the Sabbat. These Vampires are known as the *Antitribu*.

The Sabbat travel in Packs, with a Pack Leader (usually a Lasombra, Brujah *Antitribu*, or Ventrue *Antitribu*) and a Pack Priest (usually a Tzimisce). Members of a Pack are typically Blood Bound to the Pack, using a Ritual known as the Viniculum. As such, they are very difficult to sway from the Pack's goals.

Some differences exist within the Antitribu Clans. The Gangrel *Antitribu* have the Clan Disciplines of Celerity, Obfuscate and Protean – a deadly combination. The Malkavian *Antitribu* possess a Discipline called Dementation, in place of Dominate, which allows them to inflict madness on their target. The Ventrue *Antitribu* lack Dominate, and have Auspex instead.

The Lasombra

The Lasombra are natural leaders, like the Ventrue. However, their desire to lead stems from their need to maintain their image. They are vain and obsessed, demanding obedience rather than being willing to serve by leading.

Clan Disciplines: Potence, Dominate and Obtenebration.

Hook: The Lasombra have no reflection in mirrors, which makes them easy to spot.

The Tzimisce

They have been called scholars; they have also been called twisted evil monsters. Both are true. They show little remorse or pity to friend or enemy, and take an evil joy in playing with the living flesh of their foes. The most famous member of this Clan is Vlad Tepes, better known as Dracula.

Clan Disciplines: Animalism, Auspex, Vicissitude

Hook: The Tzimisce must sleep each day in a coffin filled with the earth of their homeland, or they will recover no cliché dice.

The Independent Clans

Four Clans have chosen to join neither the Camarilla nor the Sabbat, though their *Antitribu* have joined both on occasion. These Clans either dislike both Sect's philosophies, or are simply not willing to throw in with any other Clans.

The Assamites

These Vampires are silent assassins. They follow Muslim traditions, and have a long apprenticeship required before becoming Vampires. They will hire out to both Mortals and Vampires. From Mortals, they merely require cash; from Kindred, they require their payment in Vitae.

Clan Disciplines: Celerity, Obfuscate, Quietus

Hook: The Assamites are completely unable to drink Vitae; to do so causes them an Aggravated wound.

The Followers of Set

Followers of an ancient God, whom they believe is the founder of their Clan, the Setites seek to corrupt all those around them. The Camarilla invited them to join, but breathed a sigh of relief when they refused.

Clan Disciplines: Obfuscate, Presence, Serpents

Hook: The Followers of Set are more sensitive to light; they take two Aggravated wounds per turn exposed to sunlight.

The Giovanni

This Clan is a family business; only members of the Giovanni family are ever Embraced. They are necromancers, businessmen and Mafiosi.

Clan Disciplines: Dominate, Necromancy, Potence

Hook: Giovanni have blunt fangs, and make nasty painful wounds. Victims of their feeding lose two cliché dice for each Blood point taken.

The Ravnos

The Ravnos are a cousin clan to the Gangrel, sharing many of their Clan Disciplines. They are masters of illusion, and often travel with Gypsies. They are mistrusted by the Princes of the Camarilla.

Clan Disciplines: Animalism, Chimerstry, Fortitude

Hook: Each Ravnos is addicted to some form of minor crime, and must make a Self-Control roll each time they have a chance to perform it. The Difficulty of the roll is set by the GM, but failure does not cause the permanent loss of Self-Control.

New Disciplines

Like Protean, for a Camarilla Vampire to learn any of these Disciplines will cost one additional die. The rules that apply to gaining the Disciplines after character creation also follow the same rules as Protean.

Chimerstry

This is the art of illusion. Creating an illusion requires expending a Willpower, as well as a roll with a Difficulty of 5 per sense affected. The target of the illusion (for there can be only one) resists with Willpower.

Necromancy

This is the ability to communicate with and control the spirits of the dead. The Discipline includes the ability to bind the dead back to their bodies; though it cannot restore full life, or re-animate a Vampire, it can be used to animate zombies. Controlling dead spirits is Difficulty 15; creating zombies is Difficulty 20.

Obtenebration

This Discipline allows its user to control the shadows around him. Simply modifying an existing shadow is a Difficulty 10 roll; making shadows solid is Difficulty 15, and makes a nasty weapon. Obtenebrists can even travel between shadows, teleporting from one shadow to another; this is Difficulty 20. One die in this Discipline grants the ability to see in the dark.

Quietus

This is the art of silent killing, which includes both techniques of silence and of manipulating Vitae. The Discipline can be used for stealth, or for injuring combat. When combined with Obfuscate, it is rolled as a Team Member, contributing only its sixes, for stealth.

Serpentis

This Discipline includes the ability to mesmerise a target, to reduce a person's resistance to persuasion (by cliché dice loss), and the ability (like Protean) to assume snakelike attributes. Taking full snake form is Difficulty 20; to grant one snakelike feature is Difficulty 10.

Vicissitude

Calling this Discipline evil is an understatement. It can be used to reshape the flesh and bones of any other creature, causing severe pain as it does so, and the Tzimisce use it both to damage their foes and to augment their Ghouls. Upon attaining six dice in Vicissitude, the Vampire's blood becomes highly acidic, causing an Aggravated wound to any who drink it. When this level is reached, the Vampire also loses the ability to Sire.

Hunters

There exist many groups of Vampire Hunters. Some are backed by the Catholic Church, as part of the Inquisition; others are backed by a shadowy group known as the Arcanum. Still others are independent, and it's here that you find the most muddled, as well as the most effective. Some have supernatural abilities; others, merely a knowledge (possibly accurate) of Vampiric nature.

Hunters are always equipped with wooden stakes, and often have more mundane weaponry as well. They may also carry garlic, holy water, crosses, and other such things believed to work on Vampires.

Hunter: Vampire Hunter (5), Vampiric Lore (3), Ties To The Church (2)

Untrained Hunter: Vampire Hunter (3), Vampiric Lore (1)

Muddled Hunter: Vampire Hunter [4], Hook: Ignorance of Vampires

Werewolves

Werewolves are the ultimate eco-terrorists, fighting to protect the world from corruption. They are sworn enemies of the Vampires, destroying any who venture into the Wild. They possess a gift that allows them to tell, at a glance, who is Vampire and who is Mortal. The exception to this are the Gangrel and the Ravnos, whom the Werewolves cannot seem to tell from Mortals.

Werewolves are divided into twelve Tribes, each with their own personalities and stereotypes. However, one thing is common among Werewolves: They all want to fight. They especially want to fight Vampires. For some reason, they view Vampires as the ultimate expression of evil, and want to see them all dead. Well, more so.

Werewolves travel in packs, typically numbering between three and nine wolves. Occasionally, they will make raids into cities, hunting and killing Vampires. On a few occasions, a Prince will cut a deal with a Werewolf Elder, keeping them out of his city in exchange for a service rendered by the Kindred.

The most important thing to remember about Werewolves is that they gain three bonus dice, on top of their cliché dice, when in their hybrid, half-man half-wolf form. The more powerful Werewolves also possess magical Gifts, which (if you are not using **RISUS** Werewolf: The Apocalypse) can be simulated using Disciplines.

Werewolf: Big Hairy Nasty with claws [5]

Werewolf Elder: Big Hairy Nasty with claws [5], Presence (2), Animalism (3), Obfuscate (1), Spiritualist (4). Yes, this one's a very big dog.

Mages

Mages are those with the ability to force the world to conform to their desires. The practitioners of Magick. Vampires tread carefully around Mages, as they are no more protected against their Magicks than any Mortal. Luckily, Mages and Vampires rarely find reasons to disagree.

If you are not using **RISUS** Mage: The Ascension, a Mage's powers can be simulated using Disciplines. Presented below are a number of Mages, from various Traditions, rendered using Disciplines.

Akashic Mage: Celerity (2), Potence (2), Martial Arts Master [3]

Celestial Chorus Mage: Auspex (3), Presence (1), Church Leader [3]

Order of Hermes Mage: Thaumaturgy (5) (Lure of Flames), Arcane Lore (3), Swordsman (1)

Verbena Mage: Animalism (2), Protean (3), Vicissitude (2), Knowledge of Animals and Plants (3)

Men In Black

These are the enforcers of the group of Mages known as the New World Order. Whenever a Mythic Remnant (such as a Vampire) runs amok, the Men In Black arrive in their black limousine, and control the situation. Controlling the situation means modifying memories, removing evidence, and generally making sure anyone in the area does not notice what happened, so they can go about their happy lives.

Men In Black always travel in threes, one of which will have Dominate. The other two will be selected to have Disciplines likely to be useful in the current situation. When defeated, they melt into puddles of goo, which quickly evaporates. The Dominate used by Men In Black will work on any Cainite, regardless of her Generation.

Man In Black: Discipline (4), Government Official (2)

Superiors

The Superiors are genetically-created supermen. Unfortunately, they tend to be psychotic. They were created by the technocratic Mages known as the Progenitors, and are typically trained as assassins or soldiers.

Superior: Assassin (8), Crazy Psycho With No Real Reason To Live (3), Hook: Psychotic

Other Games by the Author

GURPS Caverns and Creatures – a 160-page fantasy role-playing supplement for the Generic Universal Role-Playing System. Just add a copy of GURPS Lite 3rd Edition, and start playing!

RISUS Star Wars – The cinematic feel of Star Wars, and the cinematic play-style of RISUS – a perfect match! Includes rules on The Force, alien races, gadgets and starships, all in only twelve statement-sized pages!

RISUS Mage: The Ascension – The world's ultimate Magick system, now playable in sixty seconds or less. Begin your quest to liberate the minds of the world, with this statement-sized thirty-two page guide to the Ascension War!

RISUS Werewolf: The Apocalypse – The **RISUS** guide to being big and furry, in only thirty-two statement-sized pages. Take on the Wyrms, hunt Vampires, and get completely raged out!

All games are completely free to download and play.

Check them all out at:

<http://www.tailkinker.net/rpg.htm>

RISUS was created by S. John Ross, of Cumberland Games (<http://www222.pair.com/sjohn/risus.htm>). This document mentions specific rules from **RISUS**, particularly the Teamwork Rules and elements of the Character Creation system, but does not directly quote from the **RISUS** rulebook. As such, it qualifies as a Type A, or **RISUS** Supplemental, document. The author would like to express his gratitude to Mr. Ross for such a neat game.

The ankh on the front cover is © White Wolf, but expertly rendered by Benjamin Carver (bencarver@charter.net).