MIND'S EYE THEATRE

VAMPIRE

THE MASQUERADE

Quick-Start Guide

#11925

Credits

By Night Studios

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Introduction

Darkness crosses the threshold, drawing you into an eternity of blood and depravity—a world of vampires and the night. For those who survive the Embrace, immortality awaits, filled with power, lust, and vast fortune. To survive as a creature of the night, you must find a balance between the human soul and the ravening Beast within, the bloodlust and hunger that drives vampires further toward the edge of insanity. Once you have mastered your inner turmoil, you are cast into a world of cutthroat politics and vicious betrayals, where smiles can cut like knives and words can kill as certainly as gunfire.

Can you thrive in the night?

Vampire: The Masquerade

Welcome to the **Mind's Eye Theatre: Vampire The Masquerade** Quick-Start Guide. Here, new players and returning fans can explore a simplified version of the game, intended to explain the core rules as simply and cohesively as possible, so that players can leap in and play.

Vampire: The Masquerade (VTM) is a roleplaying game, in which everyone cooperates to tell stories in a shared world. One player takes on the role of Storyteller, while the others create characters to portray in that world—vampires, living secretly within modern society. Players gather at games and act as their characters in a theatrical, play-like setting. The Storyteller describes the setting and controls the actions of any non-player characters.

Vampires are immortal beings, plucked from mortal culture and thrust into a supernatural world. They are dangerous predators, surviving by feeding on the blood of others. Vampires have many advantages over mortals—they're stronger, faster, deadlier, and often more alluring.

This booklet leads players through the creation of a vampire of moderate generation (an Ancilla) from one of two proud vampire clans: the Brujah or the Ventrue. You will need a character sheet (located at the back of this booklet), a pencil and some paper for notes, and your imagination.

The complete rulebook contains more options for characters, including a greater selection of clans, backgrounds, and powers for you to purchase. This quick-start guide only provides a brief introduction to the rich world of **Vampire: The Masquerade.** Players who wish to expand their understanding of the game and build mechanically maximized characters should purchase a full copy of the rules, available at www.bynightstudios.com.

What is a Vampire?

Here are some popular myths and suppositions about the undead—as well as information about how one would answer these questions in **Vampire: The Masquerade**'s specific setting, the **World of Darkness**:

Are vampires immortal? While it is possible to kill a vampire, she will not age or die of natural causes. She does not need water, food, or air. For all intents and purposes, a vampire is a corpse, albeit one revived through the magic inherent in the blood.

Do vampires require the blood of the living to survive? While vampires are corpses, they still require nourishment to sustain themselves, and as in the myths, they feast on blood. Not only does blood preserve their undead bodies, it allows vampires to perform amazing and supernatural feats of healing, strength, or speed. Most vampires seek human blood, although some force themselves to drink animal blood (which tastes foul and unsatisfying to a vampire). A vampire need not kill her prey; some take only a little blood and hide the evidence of their feeding. A vampire can repair surface wounds caused by her bite simply by licking them.

Will anyone who dies from a vampire's bite become a vampire? If this were true, the world would be overrun with vampires! Instead, those bitten and drained by vampires in the course of feeding simply die. It takes a very special and purposeful process, known as the Embrace, to create a new vampire.

Are vampires burned by sunlight? True. Vampires must avoid sunlight or risk death. Vampires are nocturnal creatures, and most find it difficult to stay awake during the day, even if they are well-hidden from the sunlight.

Is it true that vampires are repelled by garlic, they can't cross running water, and they cast no reflections? These myths are partially true. Some vampires, notably those of a particular clan, cast no reflection. However, vampires are creatures of superstition, and some may avoid these things out of a psychological compulsion.

Can a cross or other holy symbol repel a vampire? Generally untrue. The symbol itself has little power. Instead, vampires fear the faith of the person wielding the symbol—and genuine faith is rare.

Will vampires die from a stake through the heart? While they cannot die from such wounds, vampires are immobilized by wooden stakes, arrows, crossbow bolts, and similar items that pierce the heart. Once the item is removed, the vampire's mobility is restored.

Character Creation

This booklet contains a blank character sheet on . On this sheet, you will record your character's strengths, weaknesses, skills, and other items. These items define your character's capabilities in game terms.

Attributes represent inherent potential and are broken into three categories: Physical, Mental, and Social. Within each attribute, you will select a *focus*. For example, in the Physical category, the focus choices are Strength, Dexterity, and Stamina. The focus you choose can provide advantages when your character attempts actions or uses supernatural powers.

Skills represent learned abilities, such as Academics or Firearms, or studied aptitudes, such as Athletics. When a player buys a character buys a skill, she typically gains a small mechanical benefit related to that skill. However, in the interests of simplicity, these additional bonuses are not described in this quick-start guide.

Backgrounds are special assets possessed by a character, justified by the character's history. Has she made allies? Created an influence network within her city? Does she have a great deal of money or other resources to call on when things are difficult? The quick-start guide presents only one background: Generation. Others are covered in detail within the complete rulebook.

Disciplines are supernatural powers. Each vampire clan has three native disciplines. For the Brujah, those are Celerity, Presence, and Potence. For the Ventrue, those are Dominate, Fortitude and Presence. As a character gains experience points through playing the game, the player may choose to purchase higher ranks of her native disciplines or find a teacher and learn disciplines not native to her clan.

Merits and Flaws define a character's unique qualities, giving her distinct advantages (or detriments). A character can purchase only seven points of merits. The complete rulebook includes several flaws that players may choose for their characters but, in the interest of simplicity, flaws are not included in this document.

Willpower represents a character's inner reserves. Willpower also provides a passive defense against Social and Mental powers, and may be spent as a retest when you fail a challenge.

Health is a measure of a character's wounds. As your character takes damage, you will cross off an appropriate number of wound boxes. When you spend Blood points to heal, you will erase damage in those wound boxes, keeping careful tally of the character's current injury level.

Humanity is a measure of the character's internal struggle against the vampiric Beast. As the character performs actions that strengthen the Beast, her Humanity falls, and she finds it more difficult to resist frenzy. If she loses too many Beast traits in a single night, her overall Humanity could drop permanently. When a vampire reaches zero Humanity, she loses herself to a madness known as *wassail* and must be retired.

Follow these steps to create a character:

- Step One: Create a Persona

- Step Two: Record Initial XP

- Step Three: Choose a Clan

- Step Four: Assign Attributes

- Step Five: Assign Skills

- Step Six: Assign Backgrounds (Generation)

- Step Seven: Assign Disciplines

- Step Eight: Purchase Merits

- Step Nine: Spend Initial XP

- Step Ten: Finishing Touches

Step One: Create a Persona

Think of a character concept. You might begin by defining who your character was as a mortal. Next, consider the character's Embrace. Did she cling to mortality or eagerly damn her soul with the Embrace? Be sure your character has a perspective on the vampire world and the mortal one. Formulate a personality and consider how the years since the Embrace might have affected that person. Here are some simple questions to help define your concept:

- Who were you before you became a vampire? Was the character prosperous in her mortal life? Was she destitute? Did she enjoy her mortal life or hate it? Did the character know anything about vampires before she was Embraced?

- Why were you Embraced? Was the character Embraced because she was considered "worthy?" Was it a mistake? Was the character's sire acting out of impulse, passion, or some other quick spark of emotion, or was it done after a long period of consideration?

• Who have you become as a vampire? How did the character adapt to the Embrace? Is she still controlled by her sire, or is she independent? Did she accept her sire's tutelage, or did she rebel?

Step Two: Record Initial XP

During character creation, you will be provided free dots to allocate within each section of your character sheet. You also receive 30 initial experience points (XP) to spend during character creation.

In the complete rulebook, experience point costs for items on your character sheet can be different depending on your character's Generation (see *Step Six, Backgrounds*,). Using this quick-start guide, you can only create a character of Ancilla generation. Therefore, all experience costs listed in this document are appropriate to an Ancilla character.

Step Three: Choose a Clan

Your character's clan determines her role in vampire society. The clans are well known, and each has their own flavor; your clan will cause other characters to have expectations about your persona. Clan also determines a character's innate disciplines and provides access to clan-only merits, as well as other innate strengths and weaknesses.

The quick-start guide provides a choice of two of the central clans of the VTM world: the *Brujah* and the *Ventrue*. The Ventrue clan includes nobles and leaders in vampiric society. Brujah are deeply loyal, warlike vampires with a glorious history in battle. Choose one of these clans for your character, and denote that choice on your character sheet.

Brujah

> *"Might doesn't make right. Right makes might.*
> *Fuck it, I'm not going to waste my immortality*
> *compromising with the corrupt."*
> — Aligheri, Advocate of 8 Mile

Disciplines: Celerity, Potence, Presence

The vampires of Clan Brujah were once scholars and seekers of wisdom. They inspired the glory of ancient Carthage, a mighty city where mortals and vampires lived together in peace. However, Ventrue treachery and the armies of ancient Rome laid Carthage low and forever shattered the Brujah clan. Over the centuries, internal divides have shaken Clan Brujah to its core, changing the clan's nature from stoic philosopher to passionate warrior. The Brujah are no longer the creatures they were in Carthage.

In modern nights, the Brujah are a fiery group of warriors, individualists, and rebels, driven to both success and failure by their tempestuous natures. They feel mortal passions more deeply than other vampires, and are prone to attack first and ask questions later. Members of this clan love a cause, and will eagerly act on anything they see as injustice. They come together in violent gatherings called rants, where they give passionate speeches, challenge rivals to personal combat, or drum up support for crusades against the status quo. They know best that the capacity for emotion can also be a dark path. Many Brujah are driven to frenzy and madness if they cannot control their passions.

Members of the Brujah clan are Embraced from many cultures, regions, and religions. The Brujah have never been selective—they choose childer based on an individual's drive and desire to right wrongs. When it comes to fitting in with the modern world, Brujah do it better than most vampires. They easily adopt styles of rebellion: shaved heads, motorcycles, rivets, leather jackets, or t-shirts with rude slogans.

Organization: Brujah with experience tend to be inspirations to their clanmates, but a member is expected to prove her worth rather than turning to her elders to solve problems, so clan hierarchy is loose at best. Brujah tend to group themselves into philosophical factions, often claiming to be Idealists, Individualists, or Iconoclasts. Iconoclasts are passionate about tearing down society and building something new, while Idealists prefer to solve society's problems rather than start completely over. Individualists are more reclusive, working on a person-by-person basis instead of concentrating on society as a whole.

Clan Weakness: Brujah are highly emotional and have great trouble controlling the wrath of their Beasts. Their difficulty to resist frenzy is increased by 2.

Clan Merits: In addition to general merits (see), Brujah may purchase any of the following Brujah-only merits:

Brotherhood (1 point merit):
Brujah are known for two things: their fiery tempers and their intense clan loyalty. As a member of Clan Brujah, you gain a +2 bonus to Brawl, Melee, and Ranged attacks when attacking an individual who was targeted by another Brujah's Physical attack (Brawl, Melee, or Ranged) earlier in the same combat round. Members of the True Brujah bloodline found in the main rulebook cannot purchase this merit.

Burning Wrath (2 point merit):
A Brujah's heart is ablaze with emotion, spurred by anger, and filled with righteous fury. By channeling this anger, you

can expend a simple action to unleash your Burning Wrath, thus turning your fists into supernatural weapons. When this power is invoked, the character's fists glow red with a dull, contained heat (you cannot actually start fires with this power). For the next hour, when you attack a foe with a bare-knuckled punch, you gain a +2 wild card bonus on this attack, and if successful, you inflict aggravated damage. You may end Burning Wrath at any time by expending a simple action.

Scourge of Alecto (3 point merit):
When another character spends a point of Willpower to ignore your Awe, or attempts to overcome your Majesty, your Beast responds with spiteful rage. The sheer force of its anger rips into your rival's spirit, tearing her apart. The target of Scourge of Alecto takes 1 point of aggravated damage; this damage cannot be reduced or negated. This effect does not require an action or a challenge to activate, and it does not break your Majesty.

Ventrue

"As noble a standard as loyalty sets,
there is simply too much ambition in Kindred nature.
Yet total constancy is neither natural nor realistic;
even dogs bite the hand that feed them!
Such is the paradox of our existence,
the dichotomy between dignitas and ruthlessness,
loyalty and self-awareness: those are the
hallmarks of our nights."
— A. Graves, Esq.

Disciplines: Dominate, Fortitude, Presence

While other clans play at politics, study philosophy, or encourage the arts, scions of Clan Ventrue focus their pursuits on the one thing that truly matters: power. Rulership is in their blood, and rare is the Ventrue who does not feel a need to command. The Ventrue legacy is that of kings and queens, a lineage of sovereigns dating back to before the rise of the Roman Empire. They consider it their divine right to lead and shape the world. This attitude not only imposes itself on other vampires, but also extends to the province of humans, where Ventrue often play kingmaker and decide the fate of mortal empires. Noblesse oblige is a term often heard in the halls of the Ventrue. The Ventrue clan values *dignitas*, a virtue based on honor, propriety, and respect, and those who abide by its intricate rules will find themselves successful within the clan of kings.

Ventrue are a cunning breed, educated and erudite, equally as capable with a sword as with a pen. Conservative and callous, Ventrue rarely make decisions based on emotion. Everything they do is weighed against the acquisition of power, and only the fittest survive. They know that ruthlessness is necessary to rule a domain of fractious undead. The Ventrue practice of royal command translated into the modern world with ease. Instead of kings and emperors, they have become powerful CEOs, controlling empires of finance and business rather than land and serfs. The clan has shifted its attention to modern technology and commerce, where it thrives like voracious wolves in a field of helpless sheep. In order to maintain the clan's acumen, Ventrue choose childer from those who are already successful: military leaders, business executives, and wealthy investors join the undead ranks with ancient kings and queens.

Organization: Like mortal royalty, a Ventrue learns the pedigree of her blood from the day she is Embraced, and she must always be prepared to recite her lineage letter perfect at the command of her elders. Internally the Ventrue organization operates in feudal fealty chains, although the exact nature has evolved from its ancient roots. Now, peerages, vassalages, and oaths of fealty merge seamlessly with business contracts, buyouts, and high-pressure management styles.

Clan Weakness: Ventrue have rarified tastes in blood. Each Ventrue finds only one specific type of mortal blood palatable and does not gain sustenance from anything else. When a player creates a Ventrue character, she should talk to her Storyteller and define a specific type of blood that suits the character. You should narrowly define a specific type of blood; less than one person in 10 should fit the description. This choice is permanent. Blood of any other type (even animals) simply provides no sustenance to the vampire. No matter how much she consumes, her Blood pool will never increase, and she will immediately vomit the blood back out. The blood of other supernatural creatures (such as blood from other vampires) is exempt from this restriction, and can provide the character sustenance even if that creature does not match the Ventrue's required type. If forced to feed in unfamiliar territory, a Ventrue must spend an additional downtime action to come into play at full Blood pool.

Clan Merits: In addition to general merits (see), Ventrue may purchase any of the following Ventrue-only merits:

Aura of Command (1 point merit):
As the royalty of vampire society, the clan of Kings brooks no disobedience from mere peons. Mortals and ghouls cannot resist your Presence and Dominate powers. When targeting a mortal with Presence or Dominate, you automatically succeed; the mortal cannot form a defense test pool. This effect also applies to techniques with prerequisites that include Dominate or Presence.

Paragon (3 point merit):

You have a vampiric Retainer who is sworn to serve you within the hierarchy of the clan. Your cohort is a young Ventrue with a Blood pool of 10 and the ability to spend 1 Blood per round. Your retainer has no Willpower and cannot retest, but she has a test pool of 12 for most actions (both aggressive and defensive). When making a Leadership, Intimidation, Firearms, or Academics test, your companion has a test pool of 17 (instead of 12). Additionally, choose one Ventrue in-clan discipline (Dominate, Fortitude, or Presence); your retainer has 5 dots of that discipline.

Regal Bearing (4 point merit):

As the dictates of the kings and queens of old were instantly obeyed, you can unleash the force of your personality in a magnificent flash. Once per game session, you can use any one Presence power instantly, without expending an action. You can activate this merit even before your initiative. You must pay the normal cost and make the normal tests involved in activating the Presence power. Regal Bearing can be used to augment standard powers, but cannot be used in conjunction with elder powers or techniques.

Step Four: Assign Attributes

Attributes are a measure of a character's strengths and weaknesses. A character might be strong and perceptive, quick and intelligent, or witty and beautiful, all defined by the fact that the character has high Physical, Social, or Mental attributes.

You receive free starting dots in your attributes. First, decide which of the three attributes (Physical, Social, and Mental) are important, making one primary, one secondary, and the last tertiary according to your vision for the character. A boxer would likely have a primary Physical attribute, where an artist might place the Social attribute first, and so on.

- Assign 7 dots to an attribute, indicating that this is your character's primary attribute.

- Assign 5 dots to a second attribute, indicating that this is your character's secondary attribute.

- Assign 3 dots to the last attribute, indicating that this is your character's weakest attribute.

Physical Attributes: Physical attributes measure your character's strength, agility, and stamina.

Social Attributes: Social attributes describe a character's appearance, charm, and ability to interact with others. A character with a Social attribute is attractive, compelling, and more capable of convincing others to do as she desires.

Mental Attributes: Mental attributes indicate a character's aptitude for problem-solving, learning, deduction and general alertness. A character with a high Mental attribute is attentive, logical, or intuitive.

Attribute Bonuses: All vampires have a default maximum of 10 dots in each of the three categories (Physical, Social, or Mental). A character's Generation (see Step Six, page 11) provides a number of bonus attribute dots, which a player can allocate to raise that maximum in one or more attributes. With this quick-start guide, you are creating a character of Ancilla generation, which grants two bonus attribute dots. Allocating a bonus dot increases the potential *maximum* of an attribute category by 1; note that your character must still purchase the dot with XP as normal. With these two bonus dots, you may choose to raise one of your attribute maximums to 12 or to raise two attribute maximums to 11.

Additional attribute dots cost 3 experience points each.

Attribute Focuses

Once you have assigned initial attribute dots, select one focus for each attribute. These focuses provide benefits when a character utilizes its area of expertise. Attribute focuses also provide bonuses when using discipline powers, as defined within the description of each power.

Physical Focuses: Strength, Dexterity, Stamina

Social Focuses: Appearance, Charisma, Manipulation

Mental Focuses: Perception, Intelligence, Wits

Step Five: Assign Skills

Skills represent a character's experience and training. A character with high skills is well-educated or has a great deal of knowledge about the world. A character with low skills might be naive, sheltered, or uneducated. You can purchase up to 5 dots of each skill. Skills are defined on page 24 of this document.

A character receives a number of free starting dots in skills. Assign them as follows:

- Choose one skill and fill in the first 4 dots of that skill.

- Choose two skills and fill in the first 3 dots of those skills.

- Choose three skills and fill in the first 2 dots of those skills.

- Choose four skills and fill in the first dot of those skills.

Additional skills dots cost experience points equal to the new level of the skill x2.

Quick List of Skills:

Academics	Animal Ken	Athletics	Awareness
Brawl	Computers	Crafts	Dodge
Drive	Empathy	Firearms	Intimidation
Investigation	Leadership	Linguistics	Lore
Medicine	Melee	Occult	Performance
Science	Security	Stealth	Streetwise
Subterfuge	Survival		

Fields of Study

You can purchase some skills multiple times, to reflect a character's background and interests. Some skills such as Crafts, Performance, and Science are very broad, and encompass many different fields of study. When you purchase one of these skills, you must also choose a field of study within that skill. Examples might include Crafts: Calligraphy, Performance: Classical Guitar, or Science: Forensics.

Step Six: Backgrounds (Generation)

In step six, a player selects her character's backgrounds: special assets and allies related to a character's history. Because backgrounds can be complex, we chose to highlight one in this quick-start guide: Generation. A character's Generation reflects her blood's potency and defines her role within the vampiric community.

Typically, you may select your character's Generation from five different categories: Neonate, Ancilla, Pretender Elder, Master Elder, and Luminary Elder. For ease of construction, build your quick-start character at the central generation of Ancilla. Information on the other Generations can be found in the complete rulebook.

Generation determines the thickness of a character's blood. A vampire may spend blood to heal wounds, and some powers require blood as an activation cost. An Ancilla has a Blood pool of 12 points and may spend Blood at a rate of up to 2 points per turn.

Generation cannot be purchased with experience points after character creation.

Step Seven: Assign Disciplines

Disciplines are vampires' supernatural powers. They are the stuff of legend, and over the centuries, have been the foundation of numerous vampiric myths. Vampires can turn into bats and wolves; they can move faster than the blink of an eye; they can lift cars; and they can take incredible damage while suffering no harm.

Every vampire has a set of disciplines that are "in-clan," or native to their clan's blood. Other clans' disciplines are harder to learn and are considered "out-of-clan." Learning out-of-clan disciplines requires a vampiric teacher whose blood naturally supports those specific powers. A vampire must drink a point of Blood from her teacher in order to learn the 1st dot of a discipline that is not native to her own blood. Disciplines are defined on page 26 of this document.

The Brujah clan's native disciplines are *Celerity*, *Presence*, and *Potence*.

The Ventrue clan's native disciplines are *Dominate*, *Fortitude*, and *Presence*.

You receive 4 free starting dots in disciplines. Assign them in the following manner:

- Assign 2 dots to a single in-clan discipline.

- Assign 1 dot in each of your remaining two in-clan disciplines.

When you choose your character's clan, the character gains free dots in that clan's three in-clan disciplines. Thereafter, you may use initial experience points (XP) to purchase additional dots of those in-clan disciplines.

With the Storyteller's permission, you may also buy up to 3 dots of non-native, "out-of-clan" disciplines. Therefore, a Brujah might buy the out-of-clan discipline Dominate, while a Ventrue might purchase the out-of-clan discipline Potence. You may purchase more than one out-of-clan discipline if you choose, but you cannot purchase more than 3 dots in any out-of-clan discipline at character creation.

Additional dots of in-clan disciplines cost experience points equal to the new level of the discipline x3.

Additional dots of out-of-clan disciplines cost experience points equal to the new level of the discipline x4.

Step Eight: Purchase Merits

Merits are rare or unique advantages. Each merit has a specific cost associated with it. You may use your initial XP to purchase up to 7 points of merits; this maximum of 7 points includes any merits purchased earlier in the creation process (such clan-specific merits). A character can never have more than 7 points of merits.

You may purchase merits after you begin playing a character, provided the description of the merit does not specifically say it can only be taken during character creation—but you must never exceed the 7-point limit on merits. Merits are defined on pages 35 (general), 6 (Brujah) and 8 (Ventrue) of this document.

Flaws

Using the complete rulebook for **Vampire: The Masquerade**, a character can gain additional XP by choosing up to 7 points of flaws. These points are then added to the character's overall experience point total. However, for simplicity's sake, flaws are not included in this document.

Step Nine: Spending Experience Points

As noted in step two, your character begins with 30 initial experience points (XP). Your Storyteller may award more than the standard 30 if she wants her chronicle to include more experienced characters. You may have spent some of your initial XP in earlier parts of character creation. Any initial XP remaining must be spent now.

Experience Chart: Ancilla

ITEM	COST
Attribute	3 XP each
Skill	New level x2 XP
In-Clan Discipline	New level x3 XP
Out-of-Clan Discipline	New level x4 XP
Merit	XP equal to merit rating
Regain Lost Humanity	10 XP each

Step Ten: Finishing Touches

Congratulations! Your character is complete. Now write down your character's derived traits and then you'll be ready to play. Derived traits are items formulated by using other statistics on your sheet. These include a character's health levels, Willpower, and Morality.

- All characters start with 9 health levels, three boxes in each of three tracks: Healthy, Injured, and Incapacitated. If you have Fortitude, you may have more health boxes; denote that, if applicable.

- All characters begin with 6 permanent Willpower. Some merits may alter your character's Willpower, depending upon the situation. Denote that, if applicable.

- All characters begin with 5 dots of Morality.

- Your character's Initiative is equal to the higher of her Physical or Mental Attribute.

As you play your character at games, you will earn more experience points. You can use these to further enhance your character sheet. Continue to spend those earned points according to the costs defined in the above chart. Have fun!

Systems

Mind's Eye Theatre is a narrative game of vampires and mortals, a story of darkness and light that provides players with the opportunity to engage directly in the age-old tradition of collaborative storytelling, but with a very modern twist. Players step into the role of an immortal vampire seeking to survive, and even thrive, in a complex society hidden beneath our own. Storytellers guide the plot of a game, creating adventures and devising the events that will challenge the characters during a game session.

A game's rules define the actions that characters can take and how effective those actions are in practice. This quick-start guide provides the basic rules of **Vampire: The Masquerade**, in their simplest forms. You may find that some of the rules and powers presented here are not exactly the same as presented in the complete rulebook; that difference is deliberate, in order to help new players understand the basics. In all cases, the rules presented in the main book are the primary resource for rules arbitrations; the quick-start guide is simply a primer with which to quickly and easily get into game play.

Resolving Tests

When a character attempts a difficult action, such as punching someone or moving silently, she must throw a *test* with the Storyteller (or another player, in some cases) to determine if she is successful in that action. Tests are resolved by playing rock, paper, scissors. All tests performed to complete a single action occur within a single *challenge*. There are two types of challenges: static and opposed. *Static challenges* are tests performed against the Storyteller. *Opposed challenges* are tests performed against another player or against a non-player character (NPC).

- Rock: Beats scissors and ties with rock.

- Paper: Beats rock and ties with paper.

- Scissors: Beats paper and ties with scissors.

Therefore, if you win the rock, paper, scissors test, you win the challenge. If you tie, compare your attack test pool to the target's defense test pool. If your pool is greater than the defender's, you succeed; otherwise, you fail. If you lose the test, you lose the challenge.

Resolving Challenges

A static challenge is used to resolve simple scenarios that do not involve another character. The Storyteller defines the nature of a static challenge and assigns it a difficulty rating from 5 (easy) to 30 (very difficult). All static challenge test pools are determined by utilizing this formula: Attribute + Skill + Wild Card = Test Pool. *Wild card* represents the added bonus you receive from equipment, other characters, merits, disciplines, or other environmental factors.

Opposed challenges resolve conflicts between individuals with different goals. An opposed challenge targets another character (or NPC) or an object within another character's immediate control. Every opposed challenge includes an "attacker" and a "defender"—terms used to identify who is acting against whom, even though the opposed challenge might not actually involve a damage-dealing attack.

Step One: Defining the Challenge and Your Victory Condition

When you perform an opposed challenge, indicate which character you wish to target (it must be someone you can currently see) and announce your victory condition, such as a punch, use of a power, or an attempt at intimidation. If you win the challenge, your victory condition occurs.

Gaze and Focus

Many disciplines require the target to have her attention focused on the user of the power. These powers do not require eye contact, but do require having the attention of the individual you wish to control. Anyone whose attention is focused on you is a viable target for powers that require gaze or focus. If supernatural powers are used to make you pay attention to two characters at the same time, you might glance back and forth between them or move to a place where you could see both characters.

Step Two: Determining the Attack Test Pool

All attack test pools and static challenges use this formula: Attribute + Skill = Test Pool. The attribute and skill should reflect the type of attack; for example, the Presence power Entrancement adds the character's Social traits and the Leadership skill.

Step Three: Determining the Defense Test Pool

The type of challenge (Physical, Social, or Mental) determines the target's defense test pool. However, note that defensive pools for Mental and Social attacks are different than Physical defense test pools. Where skills assist in Physical defense, current Willpower determines how well a character can resist Mental and Social challenges.

- *Physical Defense*: Physical Attribute + Skill = Test Pool. Note again that the chosen skill should reflect an appropriate type of defense against the attack; to avoid a gunshot, a character might use Dodge.

- *Mental/Social Defense:* Social or Mental Attribute + Willpower = Test Pool

Note that defense pools use your character's *current* Willpower rating. Therefore, the more Willpower you spend on retests, the more vulnerable you become to Social and Mental challenges. Spend your Willpower wisely!

Step Four: Rock, Paper, Scissors
Next, play rock, paper, scissors with the target player.

Winning the Test
If you outright win the rock, paper, scissors test, you win the test and should check to see if you've scored an exceptional success (see below).

Losing the Test
If you lose the rock, paper, scissors test, you fail, and your target is unaffected.

Tying the Test
If you tie, compare your attack test pool to the target's defense test pool. If your pool is greater than the defender's, you achieve a normal success. Otherwise, you fail in your challenge. It is not possible to score an exceptional success if you tie—you must win the test outright for an exceptional success.

Exceptional Successes
An exceptional success grants a bonus in addition to winning the challenge. Damaging attacks that score an exceptional success inflict an additional point of damage. Supernatural powers often list specific bonuses for achieving an exceptional success.

If your attack test pool is greater than your opponent's defense test pool and you have won every test involved in the challenge, including all retests, you achieve an exceptional success. If you lost or tied one of the tests involved in this challenge, or if your test pool is equal to or lower than your opponent's, you do not achieve an exceptional success (though you do achieve a normal victory).

Note that only the attacker can score an exceptional success. It is not possible to score an exceptional success if you tie—you must win the test outright to achieve an exceptional success.

Step Five: Retests
The loser of an opposed challenge may choose to retest that challenge and throw another test against her opponent. There are two standard ways to retest: by spending Willpower or by Overbidding. Some merits or powers also give you a retest, but those are exceptions.

Spend a Willpower
If a character loses a test, she may spend a point of Willpower to retest. Only the loser may do this (regardless of whether she was the attacker or defender). The results of the second test are final. During a retest, both characters should use the same test pools that they used for the initial challenge. Spending a Willpower to retest will reduce your ability to resist future Mental and Social challenges but will not reduce the players' pools in the challenge they are currently retesting.

Overbidding
If your test pool is equal to or greater than double than your opponent's test pool, you gain a free retest. This is an exception to the rule limiting opposed challenges to a single retest. The overbid retest and the Willpower retest can be used in any order.

Second Attempts of Failed Attacks
If you target someone with a Physical opposed challenge and fail, you may try again on your next initiative. If you target a character with a Mental or Social opposed challenge and fail, the target is immune to your power or action for the next 10 minutes. Note that this immunity only extends to the power or action used and not an entire discipline.
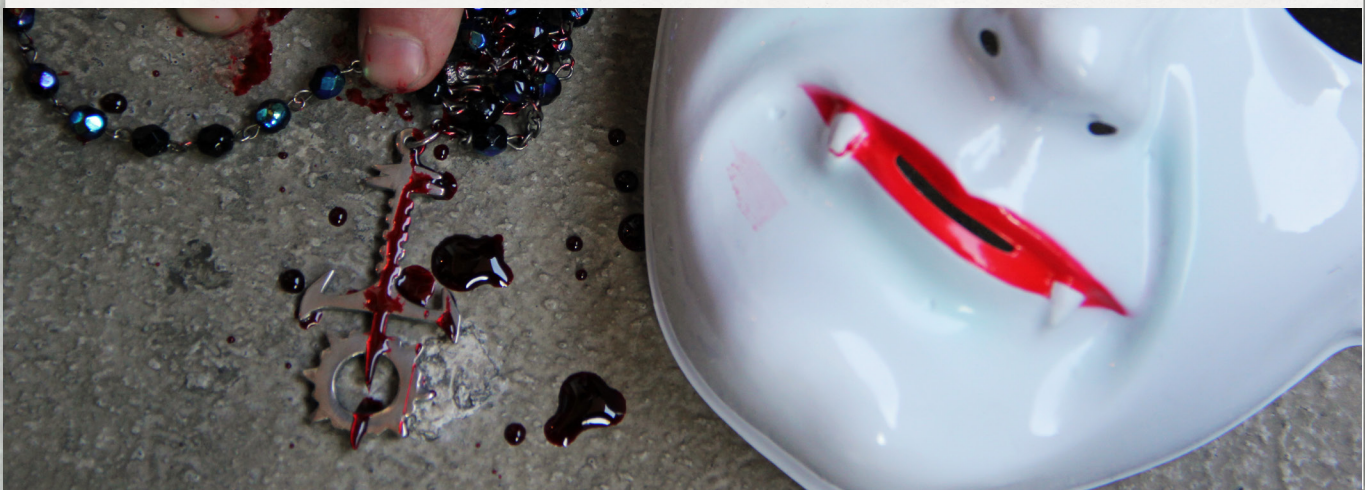
Combat and Dynamic Scenes

Combat in **Mind's Eye Theatre** is thematic and cinematic rather than hyper-realistic. These rules prioritize speed, flexibility, and ease of use over realism. While some conflicts can be resolved by running one or two opposed challenges (as described above), other fights require large-scale combat. These are called "dynamic scenes." In an extended conflict between two players, the Storyteller should use the complex scenario system, determining initiative, rounds, and turns.

Measuring Time

- **Initiative:** Initiative is the smallest unit of measurement in combat. Initiative determines the order in which characters take their actions within a round. A character's initiative is equal to her Physical or Mental attribute, whichever is greater. If two or more characters have the same initiative, the character goes first according to who has the higher Mental, then Physical, then Social attributes. If all three are the same, then the Storyteller should randomly determine who acts first.

- **Round:** Each character may take up to two actions, one standard and one simple, per round. The character with the highest initiative goes first, and characters act in the initiative order until all players have taken their actions. Once all characters have acted, the completed round ends.

- **Celerity Rounds**: The initial round of combat is called the *Everyman round*. Thereafter, some characters have the ability to act more than once per turn. These additional actions are resolved after the Everyman round, during special Celerity rounds. Once all Celerity rounds have been resolved, the current turn ends and a new turn begins.

- **Turn:** Complex scenarios resolve via a series of turns. Each turn includes at least one round of actions (the Everyman) and also includes any Celerity rounds that occur. Regardless of the number of Celerity rounds (or lack thereof), a turn represents roughly three seconds of time, during which the combat unfolds.

Actions

Each character may take up to two actions, one standard and one simple, per round on her initiative.

Standard Action: Any action that requires your character's full attention is a standard action. Actions that require a challenge (static or opposed) are always standard actions, even if the target doesn't resist your challenge. If you choose to forgo your standard action, you gain an additional simple action instead.

Simple Action: A simple action is something your character can do without a challenge. Examples of simple actions include readying a weapon, using a supernatural power on yourself, or running around a corner. Note that you cannot forgo your simple action to gain another standard action.

Movement

You may use a simple action or standard action to move up to three steps. If you use both your standard action and simple action to move, you may move up to six steps on your initiative. Trying to move by jumping, climbing, swimming, or other unusual means requires a standard action instead of a simple action and often requires a static challenge. For example, climbing a sheer cliff requires a standard action to move three steps and may require a static challenge.

Order of Actions

Step One: Mediation

Players entering combat or other dynamic scenes may elect to agree upon an outcome rather than use mechanics to resolve a challenge. If all players agree to an outcome that the Storyteller approves, then the players will end the complex scenario and return to roleplay as quickly as possible. If the players can't come to an agreement over the outcome, then proceed to the next step. It is possible for players to handle mediation without the assistance of a Storyteller, but if there is any disagreement at all, the Storyteller arbitrates.

Step Two: Storyteller Assessment

Initially, the Storyteller freezes the scene and determines what's occurring. The Storyteller discusses what is happening with the players to determine which characters will be directly involved in the combat scene.

Step Three: Order of Action

When combat begins, the Storyteller determines which action started the combat and resolves it. Once the first action is resolved, the Storyteller determines initiative

and asks each player to describe her standard and simple actions in order, based on the character's initiative within the round. Play proceeds in initiative order, from highest to lowest, until all characters have had an opportunity to act.

Once everyone has taken their actions, a new round begins. Once all rounds have been resolved, a new turn begins. Remember that a character can only take Physical actions during Celerity rounds. You may move, attack, or activate a Physical power, but you cannot engage in Mental or Social challenges.

Surprise Action

If your character is the first to start a combat, you may take one action (simple or standard) outside the initiative order. This *surprise action* is resolved immediately. Your remaining action resolves normally, on your initiative.

Delaying Your Action

You might want to take your actions after another character acts, or only if a certain condition occurs. When you choose to delay your actions, you may act at any point later in the initiative order of that round. If you delay your initiative until another character's natural initiative, the individual acting on her natural initiative resolves her actions first. If two or more characters delay their actions until the same moment in a round, the character with the highest initiative goes first.

You can use one action and delay the other until later in the round. If you choose not to take any actions in a given round, your initiative is increased by 5 on the next round in which you have actions. You only gain this bonus if you forgo both of your actions. This bonus is not cumulative.

Types of Attacks

Complex scenarios allow for a number of different Physical attack types. Physical attacks can also be augmented with combat maneuvers: complex fighting styles that can provide advantages, but require the expenditure of Willpower to use.

Physical Attacks

Unarmed Attack: Successful unarmed attacks inflict 1 point of damage. To inflict an unarmed attack, you need to be within two steps of your target.

Melee Attack: Successful melee attacks inflict 1 point of damage. To inflict a melee attack, you need to be within two steps of your target.

Thrown Attack: Successful thrown attacks inflict 1 point of damage. To inflict a thrown attack, you need to be within 10 steps of your target.

Firearms Attack: If your character is Wits-focused, you can attack with your Mental attribute instead of your Physical attribute when making a ranged attack. By default, successful firearms attacks inflict 2 points of damage.

Biting

A vampire can extend her fangs and use her standard action to bite a grappled opponent, choosing either to draw blood or to attack and inflict aggravated damage. It is not possible to feed and bite for damage at the same time. Biting for damage converts a character's normal brawling damage into *aggravated damage*. Biting to feed does no damage to vampires, but drains 1 Blood point per standard action used to feed. Drawing blood in this manner harms mortals, inflicting 2 points of normal damage per Blood drained from a living victim.

Combat Maneuvers

A *combat maneuver* is a fighting move that can give you a brief edge against your opponent. When you want to do something tricky or launch an attack that does more than inflict damage, you must use a combat maneuver. To use a combat maneuver, you must declare which maneuver you're using and spend a point of Willpower before the test is made. A character can only activate a single combat maneuver per round.

- If you are Strength-focused, you may perform one of the following combat maneuvers once per combat without spending Willpower: *Disarm*, *Grapple*, or *Pierce the Heart.*

- If you are Dexterity-focused, you may perform one of the following combat maneuvers once per combat without spending Willpower: *Disarm*, *Fighting Blind*, or *Quick Draw.*

Most Social and Mental actions can't benefit from combat maneuvers, but there are exceptions. The list of combat maneuvers below is a simplified list intended to be used with this quick-start guide; you will find more combat maneuvers in the complete rulebook.

- **Disarm:** (Reduce your attack test pool by 2 when using this maneuver.) Force your target to drop one item. If you are Dexterity-focused and have a free hand, you may choose to end up holding the disarmed object.

- **Grapple:** (Reduce your damage by 3 when using this maneuver.) While grappled, a target cannot take steps, or take Physical actions. A target can escape a grapple by using her simple action to make an opposed Brawl or Melee challenge against the grappler, and winning that challenge.

- **Quick Draw:** Draw one weapon or other small item without using a simple action.

- **Fighting Blind:** Use this maneuver to attack an opponent you cannot see. Otherwise, your attack will automatically miss.

- **Pierce the Heart:** (Reduce your attack pool by 3 when using this maneuver.) If your opponent's wounds are in the Incapacitated wound track (normally the last 3 health levels), you may use this attack to Pierce her Heart. Mortals are instantly killed. Vampires who have their hearts pierced with a weapon that has the staking quality fall into torpor until the stake is removed.

Mental/Social Attacks

If you fail a Mental or Social attack, the target and everyone who witnesses it will realize what happened within the limits of their understanding. For example, if you fail while attempting to use Entrancement, the bouncer you targeted will feel a brief chill and think that you're a bit weird. A mortal who understands vampires (like a ghoul or a hunter) would realize that you tried to use a supernatural power, but might not know which one, unless they have the appropriate knowledge or experience. A fellow vampire would realize that you attempted to use a power, and would likely be able to guess which one, if she has the appropriate knowledge or experience. If the source of a supernatural power isn't within line of sight, characters who notice the power will know what direction the power came from.

Maximum Attacks Per Round

As noted previously, combat turns are broken down into individual rounds, beginning with an Everyman round and continuing through each Celerity round until all character actions have been completed.

However, during each round, a character can only be targeted by a limited number of attacks:

- One Social attack

- One Mental attack

- Up to two Physical attacks

Health and Damage

Every character has at least 9 health levels, divided among three wound track categories: Healthy, Injured, and Incapacitated. When your character takes damage, you must first mark off your Healthy wound levels, then your Injured wound levels, and finally, your Incapacitated wound levels.

These levels represent your character's general state of health, as follows:

- **Healthy:** As long as you do not have any points marked off within your Injured or Incapacitated wound tracks (three wounds or less), you may operate normally.

- **Injured:** If you have one or more points marked off in your Injured wound track, you are Injured. There is no immediate mechanical disadvantage to being Injured, but some attacks work more effectively on Injured characters.

- **Incapacitated:** If you have one or more points marked off in your Incapacitated wound track, you are Incapacitated. Incapacitated characters lose their simple action every round until they heal all of their Incapacitated health levels.

Stamina Focused

Stamina-focused characters don't suffer penalties when they reach the Incapacitated wound track. Attacks that have a greater effect on Injured or Incapacitated characters are not blocked by the Stamina focus.

Damage Types

- **Normal Damage**: Normal damage comes from attacks that slash, pierce, or bash your opponent. Unless otherwise noted, assume your attack causes normal damage.

- **Aggravated Damage:** Some supernatural creatures are especially vulnerable to certain types of attacks. Vampires are particularly susceptible to fire and sunlight, while werewolves are famously vulnerable to silver weapons. When a character is hit by an attack to which she is particularly vulnerable, she suffers aggravated damage.

Daytime

Vampires sleep during the daytime. At dawn, a vampire must either fall into a deep sleep or spend a point of Willpower. If the vampire spends a point of Willpower, she may stay awake and active for one hour. Willpower spent to stay awake cannot be regained until after the sun sets. A vampire exposed to sunlight takes between 1 and 5 points of aggravated damage per turn. Sticking your hand into a sunbeam causes 1 point of aggravated damage. Standing in the sun on a bright day causes 5 points of damage per turn. Vampiric powers such as Fortitude do not reduce the amount of damage vampires take from exposure to sunlight.

Staking

If you have a weapon with the staking quality, you can attempt to stake a vampire, if that vampire is Incapacitated. Staking requires you to use the Pierce the Heart combat maneuver. It imposes a -3 penalty to your attack test pool, but if successful, the target falls into a damage-induced *torpor* until the stake is removed. Staked vampires automatically awaken when the stake is removed, unless they are also out of health levels.

Normally it is not possible to use the Pierce the Heart combat maneuver unless the target is within the Incapacitated wound track, but a vampire who is in torpor, asleep, or otherwise helpless can be staked, with the Storyteller's permission.

Torpor

When a vampire has no remaining health levels and takes 1 or more points of damage, she falls into torpor. Torpid vampires appear to be dead mortals. While in torpor, a character is effectively unconscious and cannot perceive her surroundings. Any torpid vampire who is given at least 1 point of Blood from a vampire of three generations lower automatically wakes up from torpor. Note that this requirement is calculated by comparing numeric generation, not by comparing dots of the Generation background.

Healing

Vampires do not heal naturally. Spending a point of Blood allows a vampire to instantly heal a point of normal damage. Healing doesn't require an action, and you may heal at any time (even when it's not your initiative). Each point of Blood spent to heal removes one normal wound.

To heal aggravated damage, a vampire must spend 3 points of Blood just before she goes to sleep. When she wakes the next evening, she heals 1 point of aggravated damage. It is not normally possible to heal more than 1 point of aggravated damage per day.

Willpower

Willpower depicts the character's inner drive, competence, and spiritual strength. Willpower is measured both as a permanent rating, and as temporary points. A player spends Willpower to resist Mental and Social powers, among other things. While this expenditure decreases the character's current Willpower rating, it does not permanently decrease the character's permanent (maximum) Willpower.

Regaining Willpower

At the start of each game, your character begins with her maximum Willpower as long as she had a complete day's rest before starting the game. During the course of the game, spent Willpower is regained by roleplaying.

Player Acknowledgement: When another player impresses you with her roleplay, you may award her by refreshing all that character's spent Willpower. A character can only benefit from this refresh once per night.

Storyteller Acknowledgement: When the Storyteller notices a player roleplaying her character well, she may elect to refresh some or all of the character's spent Willpower.

Willpower cannot be refreshed while in combat. If a player or Storyteller attempts to reward a character for actions taken during combat, the Willpower is refreshed as soon as the combat scene ends.

Humanity

One of the most important themes of the Vampire roleplaying game is the undead's struggle to retain her soul and fight the degradation of the Beast. Morality: Humanity measures a vampire's innate empathy. As she degenerates, the vampire loses the ability to form meaningful, emotional connections with others. Her control over the Beast diminishes, and her next frenzy may well mean complete surrender to the Beast.

Thus, it is extremely important to use Morality in a consistent, dramatic manner. If the Storyteller allows the characters to (sometimes literally) get away with murder, the tragedy of vampiric existence vanishes and the story suffers.

Death

Living characters die if they have no remaining health levels and take 3 or more points of damage. Additionally, a living character who is knocked unconscious from damage will die in 5 turns, unless treated by a character with the Medical skill. Stamina-focused characters will survive for up to 10 turns without medical attention.

Vampires are more difficult to kill. To permanently destroy a vampire, you must damage all of the target's health levels, knock her into torpor, and remove her head or destroy her body. To remove a vampire's head, you must use a full round of actions (both your simple and standard actions) to do so. To destroy a vampire's body without beheading her, you must expose her to a damaging situation or inflict significant blunt trauma throughout 3 full turns. The 3 turns needed to kill a vampire in this way don't need to happen consecutively, but they must happen within 10 minutes.

Humanity Rating

5 – Normal. This vampire could easily be mistaken for a normal human.

4 – Distant. This vampire is a bit pale, somewhat creepy, and easily draws attention to herself as "someone odd."

3 – Unfeeling. This vampire has lost touch with many of the things that make someone appear human. She does not always remember to breathe or blink, and she no longer has an instinctive sense of empathy toward others.

2 – Bestial. This vampire no longer understands what it means to be human. She is cold to the touch, rarely blinks or remembers to act alive, and is constantly in a struggle to control her Beast.

1 – Horrifying. This vampire disdains compassion and other "soft" emotions, is pale and frightening in appearance, and is clearly notable as a member of the undead.

The Beast

The Beast is calling, scratching at the door. It is hungry, eager, tempting, twisting a vampire's perceptions. It whispers, "murder is justified; even necessary." "Here's one who deserves it." "That one's better off dead." A little here, a little there, the Beast chisels away at a vampire's ethics and reason until something snaps—and the vampire's Humanity degrades.

In the end, all vampires are supernatural beings, animated corpses that subsist by preying on others. Vampirism reduces an individual's capacity to feel positive emotions, slowly wearing away the individual's compassion, empathy, and ability to recognize good from evil. With human drives and desires twisted by a raging Beast that demands survival at any cost, vampires must cling to their beliefs. If they lose this tenuous thread, the Beast will win, and the original personality of the vampire will be utterly destroyed. The vampire will enter a frenzied, incredibly violent state known as *wassail*, and will never return to lucidity.

However, a vampire cannot ignore the fact that she is a monster. Even a vampire with a high Humanity rating feels the Beast inside, scratching at her spirit and demanding blood. As a vampire's Humanity erodes, she becomes jaded and blasé. She may even actively pursue progressively depraved acts in order to feel anything at all. With little memory of her Humanity to guide her, a vampire's behavior becomes callous in the extreme, utterly degenerate and monstrously predatory. She becomes a beacon of evil, and those nearby—undead and mortal alike—actively feel disconcerted as something alien and terrible moves among them.

Beast Traits

As a vampire commits sins, she accumulates Beast traits. These Beast traits indicate her Beast's current control over her actions. When triggered with the proper stimuli or motivation, the Beast attempts to take over, trying to force the vampire to frenzy. If a vampire spends an entire day sleeping, her Beast is lulled back into relative quiescence and all her Beast traits fade.

Gaining Beast Traits

Every time your character commits a sin, she gains temporary Beast traits equal to the level of the sin. It is possible to mitigate the number of Beast traits your character gains when committing a sin by making a degeneration challenge (see below).

Note that Beast traits are cumulative. Over the course of an evening you might gain 2 Beast traits for one sin and 1 Beast trait for a second sin. In this case, you have a total of 3 Beast traits.

LEVEL OF SIN	DESCRIPTION
1	**Harm Another:** You've significantly harmed another individual physically, mentally, or financially in a way that will take weeks for the victim to recover.
2	**Permanent Injury:** You've harmed another individual in a way that will take the victim years to overcome (if ever).
3	**Killing:** You've killed another individual.
4	**Multiple Murders:** You've killed more than one individual.
5	**Heinous Acts:** You've committed inhuman acts that cannot be excused.

When a character commits a sin outside of combat, she gains Beast traits as described above. During a combat scene, the Storyteller should not slow down the action by running multiple degeneration challenges. Instead the Storyteller should track the most severe sin committed by each character, assign Beast traits accordingly, and resolve degeneration challenges at the end of the combat scene.

Degeneration Challenge

When a vampire commits a sin, she may attempt to overcome her Beast in order to mitigate the number of Beast traits gained. The test pool is: Mental + Willpower with a standard difficulty rating of 10 +1 per level of sin. For example, if Suzie broke her victim's finger for information (level 1 sin), her difficulty for the degeneration challenge is 11 (base 10 + 1 for the level of the sin). If the degeneration challenge succeeds, reduce the number of Beast traits gained by 1 point.

Frenzy

While under the effects of frenzy, a character may take any sort of action or challenge as per usual (Physical, Social, or Mental) but all of the character's actions must be bent towards the motivation of her frenzy. You may use Auspex to find new victims, Dread Gaze to force your enemy to flee, or Obfuscate to hide from a terrifying foe.

The Beast is simple but not stupid. A frenzying character will not ignore her own preservation. For example, if you light a frenzying character on fire, she may choose to pause and extinguish the flames before continuing.

- **Rage Frenzy:** You attack the thing that made you angry and will continue to fight until it is unconscious (or in torpor). If your target escapes, you will spend 3 turns venting your rage on your surroundings before the rage fades. While under the effects of a rage frenzy, a vampire receives a +1 bonus to all Physical attack test pools, but suffers a -2 penalty to all Physical defense test pools. If you are reduced to the Incapacitated wound track, your rage frenzy will automatically transition into a fear frenzy.

- **Hunger Frenzy:** You attack the nearest source of mortal blood and drink until your Blood pool is full. This frenzy will only end after your Blood pool refreshes. While under the effects of a hunger frenzy, a vampire receives a +1 bonus to all Physical attack test pools, but suffers a -2 penalty to all Physical defense test pools.

- **Fear Frenzy:** You run away from anyone and anything that has the potential to harm you or acts aggressively towards you. You can only attack if you are cornered, and even then you will abandon the fight and run as soon as you have an opportunity. Fear frenzy ends when you escape threats and find a quiet place to hide for 10 minutes.

Resisting Frenzy

To resist frenzy, you must make a Mental + Willpower challenge. The difficulty rating is 10 + the number of Beast traits the character currently possesses. A vampire can spend a point of Willpower to avoid the effect of frenzy for a scene, or three turns if in combat. A vampire who has no current Beast traits will automatically resist frenzy.

BEAST TRAITS	MUST RESIST FRENZY UNDER THESE CONDITIONS
0	Automatically resists all types of frenzy
1	Hit by a single blow that inflicts 4 or more points of damage (rage frenzy); Blood pool reaches 0 (hunger frenzy); Engulfed by a large fire (fear frenzy); Fully exposed to bright sunlight (fear frenzy)
2	Hit by a single blow that inflicts 3 or more points of damage (rage frenzy); Blood pool is reduced to a third of maximum (hunger frenzy); Damaged by fire or sunlight (fear frenzy)
3	Hit by a single blow that inflicts 2 or more points of damage (rage frenzy); Blood pool is reduced to half of maximum (hunger frenzy); Three feet or closer to sunlight or a source of fire larger than a torch (fear frenzy)
4	Takes any damage (rage frenzy); Blood pool is reduced below maximum (hunger frenzy); Sees or smells mortals or their blood (hunger frenzy); Sees sunlight or a source of fire larger than a cigarette lighter (fear frenzy)
5	Any of the above triggers

Losing Humanity

A vampire loses Humanity when her Beast becomes too strong to fight and she loses some of her control. Once the vampire acquires 5 Beast traits, she suffers the loss of a dot of permanent Humanity. Each additional 5 Beast traits claims an additional permanent point of Humanity. At zero Humanity, the Beast has taken over, and no vestige of the human personality or spirit remains. The character becomes an NPC, and will be controlled by the Storyteller.

Effects of Low Humanity

If your character's Humanity drops below 5, she suffers the following penalties:

HUMANITY	EFFECTS
4	Appears slightly inhumane; the cost to take on a semblance of humanity is doubled (2 Blood per scene)
3	All test pools are reduced by half during the daytime
2	Appears very inhumane; The difficulty to resist all frenzies is increased by 5
1	Cannot wake during the daytime; Does not automatically wake from sleep when damaged
0	Enters wassail, a permanent state of frenzy

Skill Descriptions

Academics: You possess a level of scholarship and general knowledge beyond primary schooling. This skill reflects the fact that the character has received an in-depth education. With Academics, you can express artistic criticism, comment on the classics, discuss philosophy, and indulge in cultural debate. A player may further focus the character's education by choosing a field of study for each dot purchased, such as mathematics, literature, history, journalism, theology, or anything appropriate to a classical education.

Animal Ken: You know how to handle animals, and you understand their behavior. You know how to calm an animal, care for it, and train it to perform certain tricks or obey commands. You also know how to panic or enrage an animal, when necessary. The Animal Ken skill also makes hunting animals much easier, allowing a vampire to temporarily hide the predatory aura of the Beast long enough to close in on unwitting prey.

Athletics: You have a knack for athletic endeavors. You are good at sports and have often participated in physical competitions. This skill is useful when attempting physical activities or sports, when fighting with thrown weapons, or when using a bow.

Awareness: Your senses are keen, and you are trained to notice unusual things in your environment. You also have visceral reactions to the presence of the supernatural, such as a headache or a strange feeling in the pit of your stomach. A character with the Awareness skill may attempt to notice nearby Mental and Social attacks even if the attacker succeeds on her test. If you are looking at someone who successfully uses a power, you may make an opposed challenge using your Mental attribute +Awareness versus the target's Mental attribute + Willpower or Mental attribute + Subterfuge (target's choice) to determine if your character understands what happened.

Brawl: You have been trained to fight, and know how to use your body in hand-to-hand combat. You might have military training, you might have been trained in the martial arts, or maybe you grew up with a lot of rough-and-tumble siblings. Whatever the case, you know how to dish out damage with your fists and feet.

Computers: You have the knowledge required to operate and program computers, including mobile devices. In addition, you have a fundamental understanding of the internet, including website management, data-mining, and hacking.

Crafts: You are artistically talented, and have the training or experience needed to create art or build items. You can create beautiful and expensive objects. When you choose the Crafts skill, you must choose a specific field of study, such as clockwork, blacksmithing, calligraphy, poetry, or anything appropriate. Note that some artistic fields are better represented under the Performance skill. You may buy this skill multiple times, each with a different field of study.

Dodge: When trouble rears its ugly head, you know how to get out of its way. Quick reactions let you evade blows and shots, preventing injury. You can use Dodge to attempt to evade an attack that you're aware of, such as diving for cover as someone fires a gun or twisting away from a sword.

Drive: Most people can drive, but you have the knowledge and training necessary to perform difficult and dangerous actions while behind the wheel of a vehicle. The first dot of the Drive skill gives you competency driving cars. For each additional dot, you are considered competent driving another vehicle in the following categories: carriages, chariots, motorcycles, sail boats, motor boats, large ships, fixed-wing planes, airliners, or helicopters. You may choose other categories, if approved by your Storyteller.

Empathy: A character trained in Empathy tends to be educated in fields such as psychology, anthropology, or other aspects of human interaction and culture. Such characters are sensitive to the moods, emotions, and motives of other people, and can identify when someone has mental problems, psychological weaknesses, or buried issues.

Firearms: You have been trained to handle a wide variety of firearms, from holdout pistols to heavy machine guns. You can clean, repair, recognize, and accurately fire most forms of simple modern weaponry.

Intimidation: You're good at being fearsome, and have often used this talent to terrify others or cow them to your will. Your tactics might be based on your physical size, fighting prowess, reputation, or just knowing how to push someone's buttons and play on her fears.

Investigation: It takes a great deal of training to be a good investigator. You have that education and the experience to use it. You notice subtleties and can connect disparate pieces of information. With effort, you can set a jumbled mass of data into patterns, discovering clues that others would have overlooked.

Leadership: Leadership is a combination of authority, strategic thinking, and the understanding of team dynamics. It combines the ability to motivate people with the resourcefulness to draft a successful plan. Even when you are among strangers, you can command attention and gain respect.

Linguistics: Most people have a fluent command of one language: their native tongue. Each dot of the Linguistics skill allows your character to be fluent in an additional language.

Lore: Most vampires understand their powers and know enough about vampiric society to get by. To know more about the supernatural world, a character must collect and study Lore. With several dots in Lore, the character is familiar with centuries of legends and understands the minute details of vampire existence.

Medicine: You have a trained knowledge of human anatomy, including knowledge of medicines and the ability to treat wounds or diagnose diseases.

Melee: You are a dangerous combatant, especially when you are armed with any sort of weaponry. Melee represents your ability to use non-ranged weapons of all forms, from swords and spears, to esoteric martial-arts weaponry such as sai or nunchaku. This skill also includes training with vampire-related weaponry, such as wooden stakes.

Occult: You are familiar with occult topics such as mystic philosophy, superstition, or folklore. Occult includes knowledge of many traditions such as Jewish Kabbalah, primitive shamanism, New Age beliefs, or psychic research, but is always appropriate to mystic studies. It does not imply a command of hard facts, but basic knowledge of rumor, myth, legend, and hearsay.

Performance: You have been trained in physical performance, and are comfortable entertaining a crowd. This skill represents your talent and technical ability, as well as the ability to enthrall an audience and keep them wanting more. When you choose the Performance skill, you must choose a specific field of study such as dance, comedy, acting, oratory, singing, or anything appropriate to the dramatic arts. You may buy this skill multiple times, each with a different field of study.

Science: The modern Information Age allows for all manner of studies. By categorizing and breaking down the world into many different forms, the methods of logic and reason give sentient beings the means to understand the universe, or at least small pieces of it. Education in Science covers techniques of inquiry, modern studies, and a broad range of underpinning work in a diverse range of fields. When you choose the Science skill you must choose a specific field of study: biology, chemistry, physics, metallurgy, electrical engineering, mathematics, geology and botany are all possibilities, though such a list is far from comprehensive. You may buy this skill multiple times, each with a different field of study.

Security: You may have been a dedicated security consultant or an incorrigible thief. No matter which side of the law you operated on, you learned a great deal about modern security techniques. You understand both the ins and outs of the technology and the structure of security organizations, and know how best to circumnavigate both. With a little time and effort, you can design comprehensive security protocols for a location or, conversely, defeat such measures.

Stealth: It takes a great deal of physical training to move silently, and a tremendous amount of mental dedication to remain unnoticed when others are attempting to find you. You know how to take advantage of surrounding cover, how to act nonchalant, and you understand the uses of timing and diversion. By taking the appropriate precautions and using your natural skill, you can blend into the crowd and remain unnoticed even without supernatural powers.

Streetwise: You're a savvy individual, completely capable of taking care of yourself no matter how difficult the circumstances. The streets and the underbelly of urban areas hold no danger for you, and you know the local criminal organizations and how to contact—or avoid—them. You can recognize tagging and other territorial markers, and you know the signs, colors and accoutrements that are used as identification by those who make their homes in those areas.

Subterfuge: Lies, bluffs, and subtle games of manipulation are the purview of those who have studied the art of Subterfuge. An individual trained in this skill is capable of hiding her intentions and redirecting the attention of others in order to deceive them. You may be at your best with feats of "magical" misdirection, or you may be a con artist, making money playing three-card-Monte on the streets. You may use phraseology to confuse your listener, or you might be the sort to utilize small feats of hypnotism to confuse and distract. Like the old hucksters used to say, there's a sucker born every minute.

Survival: You know the ways of the wilderness and you feel at home in untamed environments. You know how to navigate a variety of terrains, find shelter, and survive in a different of habitats. You can control your responses and act with temperance and composure, having suffered numerous hardships with ease. Your survival instincts are rarely ignored, even under the direst provocation.

Discipline Descriptions

Note that these are simplified descriptions of the innate disciplines of two clans: the Brujah and the Ventrue. Brujah in-clan disciplines are *Celerity*, *Potence*, and *Presence*. Ventrue in-clan disciplines are *Dominate*, *Fortitude*, and *Presence*. The full descriptions of these powers and a comprehensive list of all disciplines can be found in the complete rulebook.

Celerity

Vampires are described in myth as having preternatural speed and reflexes. Celerity is the discipline of extraordinary speed and precision. When in need, a vampire can expend blood to fuel her actions, moving with startling quickness. Each dot of Celerity represents an additional increase in physical speed, and each dot stacks with all mechanical bonuses granted by other dots of this discipline. If a character has Rapidity (Celerity ●●●), she has the bonuses granted by Rapidity, and also the bonuses granted by Alacrity (Celerity ●) and Swiftness (Celerity ●●), which she must purchase in order to buy Rapidity.

Remember that a character may take only Physical actions during a Celerity round. Therefore, she may move, attack, or activate a Physical power, but cannot engage in any Mental or Social challenges.

Activating Celerity

A character must spend 1 Blood point to activate Celerity for the turn. That expenditure activates all Celerity powers that the character possesses. Activating Celerity doesn't require an action, and can be done at any time (even before your turn in the initiative order).

> **Focus [Dexterity]:** Anytime you activate Celerity, your character gains +2 to Dodge-based defensive test pools.

●Alacrity

You are capable of an incredibly fast response time. By activating Alacrity, you have the ability to make incredibly rapid movements, increasing both reaction speed and reflexes.

System: When you spend Blood to activate Celerity, your initiative increases by the sum of all of the Celerity powers you possess.

●●Swiftness

Your body responds so quickly that the world around you seems to slow down. You can use this extra time to draw a bead, increasing your accuracy with ranged weapons.

System: When making a ranged attack, you gain a +5 bonus to determine whether or not the attack scores an exceptional success. Additionally, when dodging, you receive a +5 bonus to your test pool for the purpose of comparing attributes to determine if your attacker has achieved an exceptional success.

●●●Rapidity

You can move faster than humanly possible. Before a normal human can move or breathe, you are already acting a second time.

System: When you activate Celerity, you gain an extra round of actions (one simple action and one standard action). Resolve these actions on the first Celerity round.

●●●●Legerity

At this speed, you can move faster than the human eye can track clearly. You are a blur to those without this power, and your incredible speed allows for plenty of time to focus, aim, and fire.

System: All of your Dodge-based defensive test pools receive a +2 wild card bonus while Celerity is active. This bonus stacks with the +2 Dodge bonuses granted by the Dexterity attribute focus. Additionally, when you score an exceptional success with a mundane ranged attack (one not related to any supernatural discipline) while Celerity is active, your character inflicts 2 additional points of damage instead of the standard 1 additional point.

●●●●●Fleetness

You can become a whirlwind of velocity, moving with preternatural speed. Your attacks are a blur of constant motion. You flit back and forth, appearing almost to blink in and out of focus as you fight.

System: When you activate Celerity, you gain an extra round of actions (one simple action and one standard action). Resolve these actions on the second Celerity round.

Dominate

There are many legends describing a vampire's ability to put people under her mental influence. Practitioners of Dominate can bend minds, implant suggestions, and even control another person's actions.

To use Dominate, the vampire must first capture her victim's attention (see *Gaze & Focus*,). The Dominate user then issues verbal orders or communicates through simple, obvious hand gestures. The target can't comply if she can't understand the vampire's commands.

Dominate cannot force a target to do something directly self-destructive. Commands such as "shoot yourself in

the foot" will automatically fail. However, the Dominate user can issue orders that are not harmful, but might lead to a dangerous situation. For example, A character could Dominate someone to shoot at a group of police officers. This action would almost certainly lead to trouble, and possibly get the target harmed, but it is not directly self-destructive.

> **Dominate Test Pool:** The Dominate wielder uses her Mental attribute + Intimidation versus the target's Mental attribute + Willpower.

•Command

With a word or a gesture, you can exert your will upon an individual and force her to obey. A single word, even one embedded in a sentence, can become an imperative command. Some vampires use this power subtly, while others revel in publicly forcing others to submit.

System: To Command an individual, expend a standard action and speak a simple one-word order (or give a brief gesture) to a target. If you are successful, your character forces the target to obey her will. The Command must be immediate; the subject will spend her next turn (but only one turn) attempting to obey your order. Such dictates must be clear and straightforward: run, agree, fall, yawn, jump, laugh, stop, go, scream, or follow are good examples. A Command may be part of a sentence in order to conceal the power's use, such as by saying, "I'm afraid I must ask you to leave this house at once!" If a Command is confusing or ambiguous, the subject may respond with less accuracy, or perform her task poorly, as she struggles to understand what's been asked of her.

Exceptional Success: The target does not realize that she's been Dominated. Mortals will simply rationalize away any strange behavior. A supernatural creature will be momentarily confused, and will not realize she's been forced to act against her will for a period of three turns after the Command ends.

> **Focus [Intelligence]:** An individual who has been successfully given a Command must follow your order for three turns (instead of one).

••Mesmerism

Through the use of this power, a vampire acquires a near-spellbinding command of her mental facilities. This power implants a subliminal trigger in the target's mind. This trigger will activate only under specified circumstances, and forces the target to perform certain pre-programmed actions when those conditions occur. The Mesmerism user may dictate anything from simple directives ("hand me your car keys") to complex ones ("take detailed notes at the Brujah clan meeting, and bring those notes to me afterwards"). Mesmerism directions must be spoken aloud, and the target must understand your instructions.

Unlike Command, a Mesmerism does not need to be an immediate action. The instructions can reside in a target's mind, untriggered, for up to one month. An individual can only have one active Mesmerism from a given Dominate user. If you attempt to implant a new Mesmerism order, the new application erases your earlier instruction. If two mesmerists implant conflicting orders in a target, the victim will follow the newer Mesmerism first. The victim will perform those tasks until completed (or for an hour). Once that Mesmerism has ended, the subject will attempt to fulfill the older Mesmerism.

Mesmerism cannot rob your target of the ability to defend herself. A character forced to count loudly to one million can still dodge, run away, or even attack, so long as she keeps counting. However, she probably could not effectively hide while calling out numbers.

System: To implant a Mesmerism, you must first gain your target's focus (see *Gaze & Focus*, page 13). Then, expend a standard action, speak the instructions of the Mesmerism, and make an opposed challenge against your target. If you are successful, the Mesmerism—exactly as you stated it—has been implanted. Note that a Mesmerism will always break if the subject realizes performing these actions will lead to direct harm.

Once the Mesmerism has been triggered (whether immediate or delayed), the target will attempt to carry out her instructions until the activity is reasonably complete, or for one hour, whichever comes first. This subliminal order may lay dormant in the target's mind for up to one month, after which the compulsion fades and the Mesmerism ends. Mesmerisms cannot string together multiple unrelated actions (sing a song, slap your friend, and hand me your car keys), though you may imply more than one action in a single command, such as, "Show me where your ghoul lives." In this case, the recipient will likely lead you to the location (which could require leaving the building, getting into a car, and driving there).

Mesmerism cannot be used to prevent a character from using a discipline, although it can be used to prevent a victim from acting in certain ways. For example, you cannot use Dominate with the command "Stop using Celerity," although you can Mesmerize a target by saying "Stop attacking me."

In all cases, your Storyteller is the final arbiter of what is or is not appropriate for a Mesmerism.

Exceptional Success: When the target fulfills the Mesmerism (or when the duration of the power ends), your victim will not remember following your instructions. She will remember all actions she took of her own free will, but will not recall what she was forced to do by your Mesmerism.

Focus [Intelligence]: Your Mesmerisms may remain dormant in your target's mind for up to three months instead of one month, and the effects, once triggered, will last for up to two hours rather than one.

•••Forgetful Mind

Your skill with mental manipulation gives you the power to modify and shape the memories of other individuals. By holding your target's attention and speaking to her clearly, you can place her in a hypnotic state. While she is somnambulant, you may ask questions, cause her to describe something she has experienced, or alter or overwrite her memory of an event.

It's a relatively simple matter to rifle through a victim's psyche and erase swaths of memory, but unless you offer something in its place, the deletion will leave a blank spot in the victim's recollection. The Dominate user can instead create false memories, describing a plausible story for the victim's subconscious to absorb. The user of this power can tell the target to incorporate new information into (or remove details from) her original memory. The target will do so seamlessly, justifying the information within the context of her overall remembrance. Unless someone else points out critical paradoxes in the memory, the target will rationalize away any contradictions.

Forgetful Mind does not grant the user any telepathic ability to "see" an event in the target's mind. The events are remembered from the subject's point of view, and are verbally described to the best of the subject's ability. If the subject does not know a detail about the event, then she cannot describe that detail under Forgetful Mind.

System: To activate Forgetful Mind, expend a standard action and make an opposed challenge. If you are successful, your target enters a trance while the user of this power offers details to alter, erase, or completely overwrite the target's memory. If the target is threatened in any way, she will snap out of this trance, ending the application of Forgetful Mind. Therefore, you may not use Forgetful Mind in combat.

A successful use of Forgetful Mind allows you to erase or alter up to 10 minutes of memory. A more substantial period of time may be altered (in 10-minute increments) with repeated application of this power.

A character can also use Forgetful Mind to detect false or missing memories and (under the correct circumstances) restore them. Restoring lost or altered memories is difficult, and takes a great deal of patience and dedication. If another character attempts to restore the subject's altered memory, she must first tell the subject's Storyteller how many powers of Dominate she possesses (including elder powers but not techniques). If she has fewer powers than you, then she is incapable of overpowering your Dominate enough to even make an attempt to restore the original memory. If she has equal or more powers, she may make an opposed Mental challenge against the highest Dominate pool you have applied to that subject. If she is successful, all memories altered by that Dominate user are restored to the subject. This process requires one downtime action to be spent by both the subject and the individual restoring the memories.

A vampire cannot use Forgetful Mind to alter or restore her own memories.

Exceptional Success: When you score an exceptional success, your character is considered to have 1 more dot of Dominate for the purposes of determining whether or not this application of Forgetful Mind can be undone by other characters in the future or for determining if you can undo alterations to your target's memories.

Focus [Wits]: You may alter up to one hour of the target's memory with a single application of Forgetful Mind (rather than 10 minutes).

••••Conditioning

It takes little effort to control an individual's actions for a brief moment, or to twist her memories of a few minutes' time. You are capable of far more insidious feats. By taking your time and applying a more dedicated amount of effort, you can permanently alter a portion of your subject's personality, adding habits or removing them. This takes a significant amount of exertion, but once accomplished, you will have reshaped your target into something more amenable to your purposes.

System: Through sustained exertion and focus, you can implant a semi-permanent Mesmerism (as per the above Dominate power) deep in your subject's mind. Conditioning a target takes three hours of diligent and uninterrupted focus, during which time your subject must be conscious and aware. The target may be restrained, but she cannot be unconscious, drugged, or otherwise unaware. Once your character has completed this prerequisite, make an opposed challenge against the subject. If successful, you implant a Mesmerism that can be triggered repeatedly.

A Conditioned character acts normally, with no alterations of her standard behavior, until such time as her Conditioning is triggered. Once activated, the target must fulfill the behaviors demanded by the Conditioning (or attempt to for one hour, whichever comes first). Just like Command or Mesmerism, a Conditioning compulsion will automatically break if the target realizes that performing these actions will lead to direct harm. When this happens, the current compulsion to act will cease, but the Conditioning itself will remain (and can be triggered again in the future, as per normal).

A successful compulsion implanted with Conditioning is permanent until broken by the subject; it cannot be removed or overwritten. A mortal who goes one year without having her Conditioning triggered may make an opposed challenge (Mental + Willpower versus your Mental + Intimidation). If successful, the target breaks the Conditioning. If she fails, the target must wait another year before she can attempt to break the Conditioning a second time, and another year after that before she can try a third time. Supernatural characters may attempt to break their Conditioning if they avoid having the compulsion triggered for three months. If the victim fails that opposed challenge, then she must wait another three months before making another attempt, and so forth.

A character's Conditioning cannot be triggered more than once per hour. The compulsion placed by Conditioning does not count towards a character's Mesmerism limit; a target may be the victim of your Mesmerism and Conditioning powers at the same time. However, even as you can only implant one Mesmerism at a time on your target, you can also only implant one Conditioning compulsion at a time. A subject may have multiple Conditioning compulsions, provided each one comes from a different user of Dominate.

Focus: [Intelligence]: If you are Intelligence-focused, a mortal target must avoid having her Conditioning triggered for three years before making an attempt to break that Conditioning (instead of the standard one year). Supernatural creatures must go six months without having the Mesmerism triggered before attempting to break it (instead of the standard three months).

•••••Possession
The strength of your will is such that you can dominate another individual's psyche, controlling her thoughts and actions and completely taking over your target's physical form. You cannot access the victim's thoughts or memories while in this state; her mind is suppressed, as though deep in sleep, and she knows nothing of your activities. While you are in command of the subject's body, you can take any physical action she is capable of performing.

System: To use Possession, you must expend your standard action to stare into the eyes of a mortal; this power will not work on blind subjects, subjects who cannot see your eyes, or supernatural creatures. Make an opposed challenge against the person you intend to Possess. If successful, your consciousness is transferred into the target's body, and her mind is rendered into a fugue-like state. Because your character's mind is focused entirely on controlling the body she has inhabited, the vampire has no innate sense of anything occurring to her native physical form. The character's original body falls into a torpid state and can neither defend itself nor act on its own (although your body does have access to any Fortitude you possess while your consciousness is absent). While in Possession, you always know the location of your real body, although you cannot perceive its surroundings. A character cannot use supernatural powers while in Possession.

While in Possession, a character uses her own Mental attributes and focuses, Social attributes and focuses, skills, and backgrounds. A character using Possession has a Physical attribute of 5 and no Physical attribute focus. If the character uses Possession on a particularly strong or weak mortal, the Storyteller may choose to assign a Physical attribute between 2 and 8 (instead of the standard 5).

Possession lasts until the next sunrise, or until you spend a simple action for your character to return to her native body. Possession ends immediately if the character travels more than 10 miles away from her native body, if the character's native body takes 1 point of damage, or if the body she's possessing takes damage.

Exceptional Success: If you achieve an exceptional success, your character's mind can maintain control of the possessed form for up to three days without further challenges. Possession will end after the third sunrise, instead of the first. Note that your Possession will still end if the character travels more than 10 miles away from her native body, if the character's native body takes damage, or if the body she's Possessing takes damage.

Focus [Wits]: You can use the first 2 dots of your Mental and Social in-clan disciplines while possessing. Before possessing a mortal, you may feed her up to 5 Blood points, which you may later use to fuel these in-clan disciplines. While possessing, you can only spend 1 Blood a turn. Vampires with this focus who have Dominate in-clan can activate Possession while in Possession, transferring directly from one subject body to another. Each new use of Possession requires a standard action, eye-to-eye contact, and a successful opposed challenge, as per the standard use of this power.

Fortitude

Vampires are supernaturally resilient. Their bodies change with the Embrace and can survive blows, slashes, bullet wounds, and falls much more readily than mortal physiology. Vampiric blood has healing properties, knitting together flesh and bone with the merest effort of conscious thought.

Each dot of Fortitude represents an additional increase to a character's physical resilience, and each dot stacks with all other mechanical bonuses granted by other dots of this discipline. If your character has Resilience (Fortitude •••) she also has the bonuses granted by Endurance (Fortitude •) and Mettle (Fortitude ••), which she must possess to reach Resilience.

Fortitude powers are always active, and do not cost Blood to activate. There is no standardized Fortitude test pool.

> **Focus [Stamina]:** Stamina-focused characters gain 1 additional health level in each wound category when they first purchase Fortitude. Such a character has 4 Healthy wound levels, 4 Injured wound levels, and 4 Incapacitated wound levels.

•Endurance

You are beyond pain or fatigue, ignoring such hardships. Your body simply does not feel such minor inconveniences.

System: You can easily ignore pain. Your character is immune to torture and doesn't suffer wound penalties.

••Mettle

Your body can take more damage than others, suffering only light injuries, even under circumstances that should do serious harm.

System: Each time your character takes aggravated damage, you may convert 1 point of aggravated damage to normal damage.

•••Resilience

Wounds that would slow or maim other vampires mean nothing to you. You can shrug off such detrimental injuries.

System: Each time your character takes damage, you may ignore 1 point of normal damage. You can use this power in conjunction with other powers that convert aggravated wounds into normal wounds. You can use Mettle to downgrade a point of aggravated damage into normal damage; then, you can use Resilience to ignore that point of normal damage.

••••Resistance

You can endure horrific punishment, resisting even the most serious wounds and continue fighting. This is an impressive feat of endurance, clearly above and beyond mortal ability.

System: Each time your character takes aggravated damage, you may convert 1 point of that aggravated damage into normal damage. You can use this power in conjunction with other powers that convert wounds. This power stacks with Mettle, allowing you to convert 2 points of aggravated damage from each attack into normal damage. It further stacks with Resilience, allowing you to then ignore 1 of those points of normal damage.

•••••Aegis

Your body seems as hard as iron, and as resistant to pain as steel itself. Only persistent and monumental force can truly cause you harm.

System: Each time your character takes damage, you may ignore 1 point of normal damage. You can combine this effect with Resilience in order to ignore 2 points of normal damage per attack. You can also use this power in conjunction with powers that turn aggravated wounds into normal wounds.

Potence

Practitioners of the Potence discipline have tapped into the primal quality of their blood in order to gain superhuman strength. The inhuman might of Potence is incredible and clearly supernatural. With this discipline, a vampire can easily break bones or shatter stone. Armor is meaningless to her, as are obstacles. Anything in her way will simply be demolished or hurled aside.

Each dot of Potence represents an additional increase to a character's physical strength, and each dot stacks with all other mechanical bonuses granted by other dots of this discipline. If your character has Vigor (Potence•••), she also has the bonuses granted by Prowess (Potence•) and Might (Potence ••), which she must possess to reach Vigor.

Potence powers are always active, and do not require Blood to activate. The Potence powers cannot be used outside of hand-to-hand and melee combat range.

> **Focus [Strength]:** Strength-focused characters who have at least 1 dot of Potence add +2 to all Brawl and Melee attack test pools.

•Prowess

Your blows achieve remarkable concussion, smashing through protective gear and shattering mortal bones with a single strike.

System: Your character's Brawl and Melee attacks are armor-piercing. You ignore your opponents' armor bonuses.

••Might
Your strength is clearly supernatural. You attack with mighty force, overwhelming your enemies with incredible blows.

System: When you succeed making a Brawl or Melee attack, your character automatically inflicts 2 points of damage.

Normal Success: Your character inflicts 2 points of damage at this level of Potence.

Exceptional Success: Your character inflicts 3 points of damage.

•••Vigor
With such monumental brawn, you can heft hundreds of pounds with ease, wielding enough power to crush metal support beams or knock over brick walls.

System: When making a Brawl or Melee attack, you gain a +5 bonus to determine whether or not the attack achieves an exceptional success.

••••Intensity
This level of strength allows you to tow cars short distances, mangling iron and steel with ease. Your strikes deliver titanic damage to enemies unfortunate enough to stand in your way.

System: Any time you achieve an exceptional success with a Brawl or Melee attack, your character automatically inflicts 2 additional points of damage, rather than the standard 1 additional point she would normally inflict when she scores an exceptional success.

Normal Success: Your character inflicts 2 point of damage at this level of Potence.

Exceptional Success: Your character inflicts 4 points of damage, rather than the standard 3, when she scores an exceptional success.

•••••Puissance
The strength you can muster is monumental, leveling phenomenal amounts of force with each blow. Such power is beyond supernatural; it is the stuff of legend.

System: When you succeed making a Brawl or Melee attack, your character automatically inflicts 3 points of damage. This amount includes the extra damage granted by Might. Note that Intensity still adds an additional point of damage, but only when you achieve an exceptional success.

Normal Success: Your character inflicts 3 points of damage at this level of Potence.

Exceptional Success: Your character inflicts 5 points of damage, rather than 4 points. This amount reflects the bonus from Intensity.

Presence
The beauty and elegance of vampires has inspired generations of mortals to write poetry, songs, and stories, each struggling to relate the magnificence of these seductive undead. A vampire's natural aura of command, intimidation, or sensuality draws the attention like nothing else, and practitioners of the Presence discipline can inspire or terrify, seduce or bring about tremendous despair as they withdraw their attention from an unfortunate paramour.

This discipline sways the emotions. Presence doesn't alter thought processes or change a subject's personality; it simply enflames the target's affections and sentiments, compelling her with newborn emotions. Presence targets don't lose their sanity, nor are they prone to believe ridiculous things simply because the vampire said it was true. Still, inspiration, eloquence, or gifts of wealth or power, when used in combination with this discipline, can earn permanent conversions to the vampire's cause.

> **Presence Test Pool:** A Presence wielder uses her Social attribute + Leadership versus the target's Social attribute + Willpower.

•Awe
You get noticed, even in the busiest room. Your beauty and charisma draw the attention of others like moths to a flame. Even those who do not agree with your cause or your purposes will stop and listen, willing for a moment to give you the benefit of the doubt.

System: To activate Awe, spend 1 Blood point and expend a standard action. For the remainder of the scene, you seem larger than life, more impressive than usual, and everyone within conversational distance will pay attention to you and will feel a strong desire to be near you. Characters affected by Awe are not compelled to like, trust, or stop attacking you, but they must pay attention to you. A target affected by Awe is automatically considered to be focused on you (see *Gaze & Focus*, [page 13](#)).

Characters may ignore all uses of Awe for one hour, even if they come from multiple individuals, by spending a point of Willpower.

Focus [Appearance]: Characters who wish to overcome your Awe must spend 2 Willpower, rather than 1, to ignore your Awe for the next hour. No matter how many characters in the area have this focus, expending 2 Willpower will ignore all focused uses of Awe.

••Dread Gaze

A vampire's Beast is a terrifying thing, feral and predatory. Using Dread Gaze allows the Beast to surface, focusing its rage on another individual. A vampire's bloodthirsty nature is apparent in her features as the Beast hisses or roars in dark, primal wrath. Those targeted by this fearsome power often quail before it, fleeing in terror from the fury of the Beast.

System: Expend a standard action as your character bares her fangs and hisses or roars at her target, and then make an opposed challenge against your target. If you are successful, she is overcome by fear. She will not willingly come within five steps of you for the next five minutes, and actively seeks to avoid your presence and your anger. A character who has been affected by your Dread Gaze will not attack you unless she has no other option. If forced into a confined place with you, the victim may fight you in order to escape, but will move away and stop fighting at the earliest opportunity.

Exceptional Success: For the rest of the evening, if you make any aggressive movement towards the individual who has been subjected to your successful Dread Gaze, this power will re-exert itself, and your victim will be forced to back away, suffering the effect of Dread Gaze for another five minutes.

Focus [Manipulation]: You can expose the fury of your Beast without revealing your vampiric nature. Instead of bearing your fangs and hissing, you glare at your target. Your eyes seem bright and piercing, brows knitted and features writ in anger; your motions are predatory—but your visage is not a breach of the Masquerade. Observers will notice that you appear aggressive toward your opponent, but they will have no reason to think you are a vampire.

•••Entrancement

A gentle smile can sway the hardest heart. You are the highlight of the gathering, a star in a cloudy sky, the sole recipient of attention. Few others can match your beauty and poise, and those who are lucky enough to gain your attention will do anything to keep it.

System: To activate Entrancement, spend 1 Blood, expend a standard action and make an opposed challenge against your target. If successful, you bend your target's emotions and capture her heart. She becomes immediately receptive to you, rationalizing any disdain or negative feelings she had for you before you used this power. While the target is not your slave and will not blindly obey your commands, the subject admires you greatly and is willing to work toward your goals, within reason. Both during the effects and after this power fades, the subject will rationalize the effect of Entrancement. Others, watching the Entranced individual, may see more clearly that she is under the sway of your emotional control—but it will be difficult to convince the Entranced individual that such is true.

Entranced characters cannot bring themselves to harm you, physically or politically, and will generally be as nice to you as reasonably possible. Entrancement is not mind control, and characters you've Entranced are not obligated to follow your instructions to the letter. They will generally try to make you happy, and they will take your side in arguments or conflicts, so long as they are not put in danger by doing so. An Entranced character will not blood bind herself to you or risk her life to defend you, but she will lend assistance as long as the situation isn't dangerous.

If you attack someone you've Entranced, this power's effect ends immediately.

Exceptional Success: If you achieve an exceptional success, the target of your Entrancement suffers a -3 penalty to resist or overcome your other Presence powers for the duration of this effect. This benefit applies to all powers of Presence, including elder powers and Presence-based techniques.

Focus [Appearance]: When you use Entrancement successfully, the effects last for three hours instead of one.

••••Summon

Your powers of persuasion are so strong that you can mystically compel others to come when you beckon, even if they are miles away. The mere memory of your beauty and inspiring personality haunts them, and they feel the soft, insistent call of your spirit summoning them to your side.

System: To Summon another individual, spend 1 point of Blood and expend a standard action. Make an opposed challenge against a familiar target. Once you have begun a Summons, you cannot leave the area where you initiated the power, or the Summons will immediately end. If you succeed, the target of your Summons automatically realizes she has been affected by the use of a power, as well as the identity of the individual performing the Summons, and the location where she is to meet with you. A summoned target will come as quickly and directly as possible, but she also retains her survival instincts. The target will not walk off a cliff or enter a situation that she realizes may be an ambush.

If it is not possible for a character to present herself to you physically without entering a dangerous situation, the target must come as close as possible and contact you in some other way, such as via a phone call, forcing a human to deliver a note, or sending an animal messenger. If the target is not aware of an overt risk to her safety, she will respond to your Summon in person, even if you have sinister plans. Supernatural creatures travel as far as possible until they reach you or until the next sunrise, whichever comes first.

Exceptional Success: The target of your Summons doesn't know the power has been used, and therefore also cannot sense the identity of the individual summoning her. She will move to present herself at your location without realizing why—or where she's headed. Your Summon still ends if the target can't approach you without walking into an obviously dangerous situation.

> **Focus [Manipulation]:** You can Summon your Retainers, ghouls, and individuals who are blood bound to you without expending Blood or a standard action. You can use this aspect of Summon even when you are staked or in torpor. This is an exception to the rule that prevents powers from being used while staked or in torpor.

● ● ● ● ● Majesty

You have mastered the ability to channel your vampiric Beast's emotions, focusing its rage into a dark, regal bearing that seems almost palpable. The force of your personality causes meeker hearts to quail and fearful individuals to bow or grovel before you as you demand their respect. Hearts break and even the most stalwart tremble as you pass, overwhelmed by the authority and sovereignty of your countenance. You take on the aspect and mien of ancient rulers, expressed however is appropriate—be it through intimidation and command, worshipful subservience, sexual magnetism, or purity and grace.

System: Spend 1 Blood and expend a standard action to activate Majesty. Majesty manifests as a domineering emotional presence, amplifying your character's nature. While this power is active, others cannot show you disrespect, and while they may disagree with you, they must do so with utmost courtesy.

Anyone who wishes to attack or be rude to your character must make an opposed challenge, using her Social attribute + Willpower versus your Social attribute + Leadership. If the aggressor fails this challenge, she cannot make another attempt against your Majesty for at least 10 minutes. She becomes trapped in the effects of your Majesty and will continue to treat you with respect and courtesy even if she leaves your locale. After 10 minutes have passed, the aggressor may again attempt to break your Majesty. This effect also applies to powers that don't directly target the Majesty user, but instead target the area encompassing the Majesty user. If a character wishes to engulf a room in fire, and one of the characters in the radius has Majesty active, the aggressor must test against that Majesty to do so.

If you attack an individual affected by your Majesty, or if you use a power on such an individual, your Majesty immediately breaks for that person. She is rendered immune to your Majesty for the next hour and can treat you as she would normally, even attacking you, as she sees fit. This breaking of Majesty only affects the specific individual; others in the area who are affected by your Majesty are not freed simply by witnessing your aggression toward their friend.

> **Focus [Appearance]:** While your Majesty is active, you ignore the Majesty of other characters.
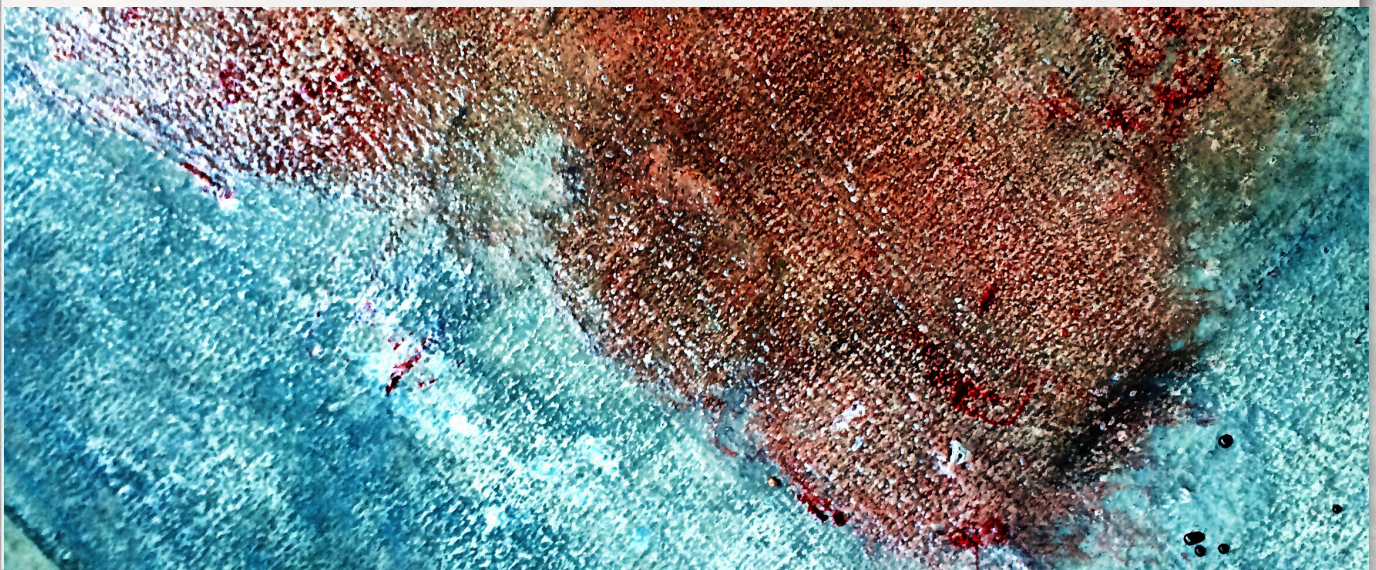
Merit Descriptions

The following merits are *General Merits.* They may be purchased by all vampires, regardless of clan or bloodline, (unless otherwise stated in the merit description). The clan merits specific to the Brujah clan and the Ventrue clan can be found with those clan descriptions earlier in this quick-start guide (Brujah Merits, ; Ventrue Merits,).

Additional Common Discipline (4 point merit)

It is said that the blood of the first vampire could support all disciplines and had no intrinsic disposition. Your blood holds a faint trace of that quality and manifests four in-clan disciplines rather than three. Choose one common discipline as a fourth in-clan discipline. You do not start with a free dot (or dots) in this fourth in-clan discipline, you can teach this discipline, powers that affect in-clan disciplines (such as Possession) affect it, and you pay all costs to learn this discipline as if it were native to your clan. This merit cannot be combined with other merits that give your character additional in-clan disciplines.

Ambidextrous (2 point merit)

Most people have a single dominant hand, either the right or left. Once per turn, when attacking with weapons (melee or firearms), you can use the qualities of your main weapon and one of the qualities from a second weapon in your off hand, allowing both to augment your attack. You cannot use the same bonus twice in a single challenge. For example, you cannot choose Accurate twice in order to receive a +4 bonus. Both weapons must logically be able to hit your opponent in order to apply this advantage; thus, you cannot use this merit to apply an offhand sword's quality when using a pistol's ranged attack. Ambidextrous can be used during Celerity rounds, but can only be used once per turn.

Arcane (1 point merit)

You are mystically shrouded from notice. People you interact with briefly will not remember your presence unless you have been specifically pointed out. Paper trails related to you disappear and computer records randomly become corrupted, misplaced, or accidently erased. This effect gives no benefit to Stealth, and doesn't handicap people who know you personally, such as other characters, but individuals who you meet in passing have difficulty recalling details about who you are. This is both a benefit and potentially a mild annoyance.

Calm Heart (1 point merit)

You have a great deal of control over your emotions and can maintain your calm even in outrageous situations. You are considered to have 2 fewer Beast traits when resisting frenzy. Additionally, increase your test pool to resist frenzy by +3. Brujah characters cannot take this merit.

Code of Honor (2 point merit)

You adhere to a personal code of ethics. The specifics of this code must have restrictions as well as ideals. Restrictions might include "I cannot allow a woman to be injured," "I cannot set foot on holy ground," or "I can never own, carry, or use a weapon." Ideals might include "I must always show generosity and charity," "I must kneel and show respect to every Prince, no matter how I feel about her personally," or "I must accept any quest offered to me." This code must be genuinely restrictive, and must be approved by the Storyteller prior to play. A Code of Honor cannot replicate any moral or ethical restrictions your character must already maintain.

When someone attempts to use a Social or Mental power to make you violate this personal Code of Honor, you gain a +2 wild card bonus to your defensive test pool to resist that power. However, if you willingly violate your personal code of ethics, even under great duress, you lose access to this merit for two game sessions or one month, whichever is greater.

Daredevil (2 point merit)

You are good at taking risks and even better at surviving them. When attempting exceptionally dangerous Physical actions, such as leaping from one moving car to another, your test pool increases by 3. If you engage multiple opponents on your own, you receive a +2 bonus to your Physical defense test pools.

Efficient Digestion (1 point merit)

Your physical systems are extremely efficient, and you gain more than the usual nourishment from blood. When feeding from animals, the amount of Blood points you gain is not reduced by half. When feeding from mortals, you gain an additional point of Blood for every point you consume. This merit does not allow you to exceed your Blood pool maximum. Efficient Digestion only works on mortal or animal blood; it does not work on vampire blood, including vampire blood ingested by ghouls.

Intense Vitality (2 point merit)

The curse of Caine runs strongly in your veins. You can spend 1 more Blood point per turn than your Generation ordinarily permits.

Light Sleeper (1 point merit)

While the dawn renders most vampires sleepy and sluggish, you have the unusual capacity to force yourself fully awake. A character with this merit can remain vigilant for up to one hour after sunrise and wakes up one hour before sunset. Additionally, you can awaken instantly at any sign of trouble or danger, and do so without sluggishness or hesitation. You ignore any penalties for acting during the daylight hours, regardless of your level of Humanity or number of Beast traits.

Lucky (2 point merit)

Like most tricksters, fools, and madmen, your life has been a series of fortuitous coincidences and second chances. Whether you rely on this luck or just fall into it, you lead a charmed existence. If an opponent achieves an exceptional success against you, you downgrade it to a normal success. You can use this benefit once every 5 minutes or once per combat.

Medium (1 point merit)

In your mortal life, you may have been a spiritualist or a shaman, or perhaps your brush with death left a portion of your spirit trapped within the Shadowlands. Whatever the reason, you are a channel to the lands of death, and you possess the natural affinity to see and hear ghosts. This merit does not grant any ability to control or command ghosts, nor does it give you any mystic ability to understand wraiths who cannot speak a language you know.

Natural Linguist (1 point merit)

Some individuals have excellent minds for retention and association, capable of learning multiple languages with ease. You can assign two language specializations for each dot of the Linguistics skill you purchase. Additionally, you receive a +3 bonus anytime you're called upon to make a challenge using Linguistics.

Oracular Ability (2 point merit)

You see omens of the future. You might use techniques such as casting the bones, reading predictive cards, utilizing mystic boards, studying astrology, or undergoing drugged hallucinations. Conversely, you might have visions thrust upon you even if you try to prevent such divinations. You can draw advice from these omens, as they provide hints of the future and warnings of the present. You can, once per game, ask your Storyteller for a clue about relevant plots. In addition, small flashes of insight come when most needed; once an hour you can sacrifice a standard action in order to immediately use a simple action. This ability allows you to use the simple action at any time, even before your initiative.

Personal Masquerade (1 point merit)

Although your aura is pale, and you have most of the spiritual hallmarks of a vampire, your flesh retains a semblance of the human condition. You appear alive and healthy, your skin is warm to the touch, and you can pretend to be human more easily than other vampires. Additionally, you have the capacity to eat and drink as a mortal does and can even savor the taste of such refreshments. While you do not derive nourishment from this food, the ability to eat is a benefit to a vampire who is pretending to be human.

Rugged (3 point merit)

You may be larger than other people, more resistant to hardships, or have tougher skin, but for whatever reason, you have a greater capacity to withstand injury. Characters with this merit gain 1 additional health level in each wound track, resulting in four Healthy levels, four Injured levels, and four Incapacitated levels. This merit works in conjunction with the Stamina focus bonus granted by Fortitude; a character with both of these advantages possesses five health levels in each wound track.

Skill Aptitude (2 point merit)

Due to some facet of your history, whether it is intense training or simply natural talent, you are prodigally gifted with a single skill. Choose one skill and raise your character's potential maximum number of dots in that skill by 1. You must still spend XP as normal to purchase that skill to its maximum level. You can purchase the Skill Aptitude merit multiple times, but each time you do, you must apply the merit to a different skill.

Slippery Customer (2 point merit)

Either you are extremely lithe, incredibly dexterous, or amazingly sharp-witted; whatever the reason, you have the uncanny ability to avoid damage. You gain a +3 bonus to your Dodge-based defense test pools.

Unyielding (4 point merit)

Whether you call it being stubborn, intractable, or just plain ornery, your character has a fire inside her that just won't quit—no matter the circumstances. Increase your maximum permanent Willpower to 7. You also begin each game session with 7 Willpower, rather than the standard 6.

Versatile (3 point merit)

You've always been capable of multi-tasking, splitting your attention to accomplish two goals at once. Choose one attribute category (Physical, Social, or Mental) and select an additional focus for that attribute. For example, a character with this merit can focus her Physical attribute in both Strength and Stamina.

Whisper of Life (1 point merit)

Perhaps you did not entirely die when you were Embraced, or perhaps the vampiric blood in your system altered your physiology less than others. You register as a mortal on all attempts to determine your creature type, your aura is unnaturally bright for a vampire, and animals cannot sense your Beast (they act as though you are a mortal). If your Morality drops below 3 (temporarily or permanently) this merit ceases to function until your Morality is once more raised above 3.

Sample Equipment

Mind's **Eye Theatre: Vampire The Masquerade** encourages players to wear incredible costumes, create authentic props, and (when it's safe to do so) carry ornate weapon representations. For obvious reasons, real weapons should not be allowed in **Mind's Eye Theatre** games. Even nonfunctional weapon representations can be dangerous and should be carried only with advance Storyteller permission, especially if they could be mistaken for actual weapons.

KATANA
(ACCURATE, BRUTAL)
DAMAGE: 1

SPECIAL: YOU RECEIVE A +2 WILD CARD BONUS WHEN USING THIS WEAPON. IF YOU WIN (NOT TIE) THE FINAL TEST IN A CHALLENGE, AND YOUR TEST POOL IS GREATER THAN YOUR TARGET'S POOL, YOUR ATTACK SCORES AN EXCEPTIONAL SUCCESS EVEN IF YOU LOST OR TIED ON A PREVIOUS TEST IN THAT CHALLENGE. REQUIRES BOTH HANDS TO WIELD.

SILVER DAGGER
(CONCEALABLE, SILVER)
DAMAGE: 1

SPECIAL: THIS ITEM DOES AGGRAVATED DAMAGE TO WEREWOLVES AND IS EASY TO MISS ON CASUAL INSPECTION. WHEN IN A POCKET OR OTHERWISE HIDDEN, THIS WEAPON IS IMPOSSIBLE TO VISUALLY NOTICE. YOU MUST BE PHYSICALLY PATTED DOWN, OR TARGETED BY SUPERNATURAL POWERS OR AN ELECTRONIC DETECTOR FOR THE WEAPON TO BE REVEALED.

SNIPER RIFLE
(ACCURATE, LONG RANGE)
DAMAGE: 2 · AMMO: 12

SPECIAL: YOU RECEIVE A +2 BONUS WHEN USING THIS WEAPON, AND YOU MAY TARGET INDIVIDUALS UP TO ONE HALF-MILE AWAY FROM YOUR LOCATION. THIS WEAPON REQUIRES BOTH HANDS TO WIELD.

PISTOL
(ACCURATE, INCENDIARY AMMUNITION)
DAMAGE: 2 · AMMO: 12

SPECIAL: YOU RECEIVE A +2 BONUS WHEN USING THIS WEAPON, AND IT IS LOADED WITH INCENDIARY ROUNDS THAT INFLICT AGGRAVATED DAMAGE ON VAMPIRES.

WOODEN STAKE
(CONCEALABLE, STAKING)
DAMAGE: 1

SPECIAL: THIS ITEM CAN STAKE VAMPIRES AND IS EASY TO MISS ON CASUAL INSPECTION. WHEN IN A POCKET OR OTHERWISE HIDDEN, THIS WEAPON IS IMPOSSIBLE TO VISUALLY NOTICE. YOU MUST BE PHYSICALLY PATTED DOWN, OR TARGETED BY SUPERNATURAL POWERS OR AN ELECTRONIC DETECTOR IN ORDER FOR THE WEAPON TO BE REVEALED.

MACHINE GUN
(AUTOMATIC, AMMO CAPACITY II)
DAMAGE: 2 · AMMO: 100

SPECIAL: BY EXPENDING 6 ROUNDS OF AMMUNITION, YOU CAN SPRAY AN AREA. CHOOSE UP TO THREE TARGETS WITHIN THREE STEPS OF EACH OTHER. MAKE A SEPARATE CHALLENGE AGAINST EACH TARGET. IF YOU SPEND WILLPOWER TO RETEST ANY OF THESE CHALLENGES, YOU ALSO GAIN THAT RETEST FOR THE REMAINDER OF THE CHALLENGES WITHOUT SPENDING FURTHER WILLPOWER. REQUIRES BOTH HANDS TO WIELD.

FLACK VEST
(BALLISTIC, CHEST PLATE)
DAMAGE: 2

SPECIAL: YOU CAN'T BE STAKED. ADDITIONALLY, YOU GET A +3 BONUS TO YOUR DEFENSE TEST POOL WHEN RESISTING FIREARMS AND A +1 BONUS WHEN RESISTING BRAWL, MELEE, AND THROWN WEAPONS.

CHAIN MAIL
(CHEST PLATE, HARDENED)
DAMAGE: 2

SPECIAL: YOU CAN'T BE STAKED. ADDITIONALLY, YOU GET A +3 BONUS TO YOUR DEFENSE TEST POOL WHEN RESISTING BRAWL, MELEE, OR THROWN WEAPONS AND A +1 BONUS WHEN RESISTING FIREARMS.

MIND'S EYE THEATRE
VAMPIRE
THE MASQUERADE

By Night Studios

Player:
Character:
Archetype:
Clan: Setting/Sect: Title:

Attributes

Assign 7 dots to your primary attribute, 5 to your secondary, and 3 to your tertiary. Choose one focus in each attribute.

Physical OOOOO OOOOO   **Social** OOOOO OOOOO   **Mental** OOOOO OOOOO
Bonus Attributes OOOOO   Bonus Attributes OOOOO   Bonus Attributes OOOOO

❑ Strength ❑ Dexterity ❑ Stamina   ❑ Charisma ❑ Manipulation ❑ Appearance   ❑ Perception ❑ Intelligence ❑ Wits

Skills

Choose one skill and assign 4 dots. Choose two, and assign 3 dots each. Choose three, and assign 2 dots each. Then choose four, and assign 1 dot each.

Academics_____OOOOO	Empathy_____OOOOO	Performance_____OOOOO
Animal Ken_____OOOOO	Firearms_____OOOOO	Performance_____OOOOO
Athletics_____OOOOO	Intimidation_____OOOOO	Science_____OOOOO
Awareness_____OOOOO	Investigation_____OOOOO	Science_____OOOOO
Brawl_____OOOOO	Leadership_____OOOOO	Security_____OOOOO
Computer_____OOOOO	Linguistics_____OOOOO	Stealth_____OOOOO
Crafts_____OOOOO	Lore_____OOOOO	Streetwise_____OOOOO
Crafts_____OOOOO	Medicine_____OOOOO	Subterfuge_____OOOOO
Dodge_____OOOOO	Melee_____OOOOO	Survival_____OOOOO
Drive_____OOOOO	Occult_____OOOOO	_____OOOOO

Backgrounds

Assign one background 3 dots. Assign a second background 2 dots. Assign 1 dot to a third.

Generation_____OOOOO
_____OOOOO
_____OOOOO
_____OOOOO
_____OOOOO
_____OOOOO

Disciplines

Choose one in-clan discipline and assign it 2 dots. Assign 1 dot to each of your other in-clan disciplines.

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Merits & Flaws

Buy up to 7 points of merits and 7 points from flaws.

_____ ___
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Blood

Generation determines maximum blood, and limits blood spent per turn.

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❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑

● 10/1, ●● 12/2, ●●● 15/3, ●●●● 20/4, ●●●●● 30/5

Willpower

Characters begin play with 6 willpower.

| 1 | 2 | 3 | 4 | 5 | 6 | 7 |

Morality

Characters begin on Humanity, with a Morality of five.

Humanity

| 1 | 2 | 3 | 4 | 5 | 6 |

Health Levels

Incapacitated characters lose their simple action.

Healthy ❑❑❑
Injured ❑❑❑
Incapacitated ❑❑❑

Status

_____ _____
_____ _____
_____ _____
_____ _____

Common Test Pools

Initiative _____

Primary Attack			○
			○
			○
			○
			○

Initiative is your higher attribute: Mental or Physical.
Pools are your Attribute + Skill (or WP) + Wild Card.

Beast Traits

All Beast Traits are removed after a day's sleep.

1 — Wrong Another   3 — Killing
2 — Inflicting Injury   5 — Heinous Acts

❑ **1 Beast Trait**
Rage: Test if you take 4 damage; **Hunger:** Test if out of blood;
Fear: Test if immersed in fire or sunlight.

❑ **2 Beast Traits**
Rage: Test at 3 damage; **Hunger:** Test if blood is below 1/3;
Fear: Test if burned by fire or sunlight.

❑ **3 Beast Traits**
Rage Test at 2 damage; **Hunger:** Test if blood is below 1/2.
Fear: Standing too close to fire or sunlight.

❑ **4 Beast Traits**
Rage: Test if you take any damage.;
Hunger: Test if not at full.blood;
Fear: Seeing sunlight or fire larger than a lighter.

❑ **5 Beast Traits**
Lose a permanent point of morality.

Difficulty Scale: Easy-5, Standard-8, Difficult-15, Challenging-20, Epic-30

The **Mind's Eye Theatre: Vampire The Masquerade** Quick-Start Guide allows new players and returning fans to explore a simplified version of the core rules. It provides all the information needed to create a character and start playing quickly.

For more information, or to purcahse a full copy of **Mind's Eye Theatre: Vampire The Masquerade**, please visit www.bynightstudios.com