

MIND'S EYE THEATRE

# VAMPIRE

THE MASQUERADE

# LAW'S of the NIGHT

QUICKSTART GUIDE



BY NIGHT  
STUDIOS





# LAWS — of the — NIGHT



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# Contents

<b>FOREWORD</b>	<b>1</b>		
<b>CHAPTER 1:</b>			
<b>INTRODUCTION</b>	<b>3</b>		
What is the Quick Start Guide	3		
What is the World of Darkness	4		
<b>CHAPTER 2:</b>			
<b>THE CLANS</b>	<b>7</b>		
Banu Haqim	8		
Brujah	8		
Gangrel	8		
Hecata	8		
Lasombra	9		
Malkavian	9		
The Ministry	9		
Nosferatu	10		
Ravnos	10		
Salubri	10		
Toreador	10		
Tremere	12		
Tzimisce	12		
Ventrue	12		
Catiff	13		
<b>CHAPTER 3:</b>			
<b>CHARACTER ATTRIBUTES</b>	<b>15</b>		
Generation	15		
Blood Potency	15		
Attributes & Skills	16		
Predator Types	17		
Merits & Flaws	17		
Disciplines	17		
<b>CHAPTER 4:</b>			
<b>SYSTEMS</b>	<b>19</b>		
Time Units & Durations	19		
Challenges	20		
The Edge	20		
Health & Damage	21		
Damage Types	21		
Vampire Characteristics	21		
<b>CHAPTER 5:</b>			
<b>BACKGROUNDS</b>	<b>25</b>		
Spheres of Influence	26		
Mortal Connections	26		
<b>CHAPTER 6:</b>			
<b>DISCIPLINES</b>	<b>29</b>		
General Rules	29		
Animalism	29		
Auspex	30		
Blood-Sorcery	30		
Celerity	31		
Dominate	31		
Fortitude	31		
Obfuscate	32		
Oblivion	32		
Potence	33		
Presence	33		
Protean	33		
<b>CHAPTER 7:</b>			
<b>VAMPIRE SOCIETY</b>	<b>35</b>		
Your Crew: Coteries & Gangs	35		
The Sects	35		
City Status	37		
Prestation	37		





<b>CHAPTER 8:</b>	
<b>PREGENERATED CHARACTERS</b>	<b>39</b>
Sarah Tilsey	39
Todd Johnson	40
Lacey Stone	40
Hannah Jane Mundy	41
Robin Miller	42
Alejandro Emmanuel Castille	42
Mr. Crane	43
Slick Rick	43
Pig (Jimmy Thornton)	44
Stefan Marcu	44
John Smith	46
Dr. Danielle Jacobi	47
Sullivan "Sully" Kelly	49
Tilly Kavanaugh	49
Alistair J. York	50





# Foreword

*Laws of the Night* is a toolkit for telling horror stories about the darkness in the world through the art of live action role-playing. What is 'dark' varies from person to person, based on their own tastes and experiences, and *Vampire: The Masquerade* has explored a wide range of difficult subjects over the years, including political extremism, extreme violence, genocide, abuse, mind control, harassment, sexual assault, kidnapping and mass murder.

This game is a work of fiction. The health and safety of players comes first.

While this book can be used to tell horror stories in many forms, we, as players and Storytellers, need to be considerate and respectful to our fellow players while we explore these dark themes. We do not always know what other people have experienced, and everyone has different boundaries. Before you play, talk with each other and work as a team to figure out what subjects are off limits for the game and players. Each player has their own history and experiences, and it is entirely up to them if they want to share details or not. No one needs to explain why a subject is off limits, just that it is.

Games should strive to be diverse and welcoming, with people of many different backgrounds and life experiences. Players should be respected and uplifted, regardless of gender, sexuality, ability, boundaries, or faith. Making the game a welcoming place also includes making the game accessible to new players. *Vampire: The Masquerade* has a storied history, including several editions and many books. However, this game tells stories about what vampires are doing here and now. Enjoy the lore, but never forget that the most important and accessible part of the game for all players is what happens tonight.

Your objective in playing this game should be to tell a great story for everyone involved in your troupe, full stop. Respecting the boundaries, identities, and needs of your fellow players is the first step in creating a great experience for everyone.





# Chapter 1

## *Introduction*

### **WHAT IS THE QUICK START GUIDE?**

This Quick Start Guide is a toolkit for introducing new players to *Vampire: The Masquerade* in short form. Rather than providing the full scope of the mechanics of the game, it allows new players an opportunity to get their feet wet with basic powers and a simplified mechanical system, then graduate to the full ruleset once they are settled into the troupe.

Included within this Quick Start Guide is a basic summary of the *Vampire: The Masquerade* setting, descriptions of the key rules for the game, brief descriptions of each Clan, character creation information, low-level Discipline powers, and character concept examples with statistics that a new player can pick up and run with with minimal adjustments.

## WHAT IS THE WORLD OF DARKNESS?

At first glance, it looks much like the world we live in. The places you know here exist there as well. When you go deeper into the shadows, the real nature of the World of Darkness begins to emerge. For those who choose to look back toward the safety of streetlights and the familiar, there is a path home, a way to live out their lives and be oblivious to the horrors going on in the dark. But for those who are brave or foolish enough to look closer, they may stumble into all manner of secrets and conspiracies . . . if they follow the clues.

At the end of some rabbit holes lies the evil that mortals perpetrate. At the end of others, there live monsters. In the World of Darkness, vampires and stranger things conceal themselves among the mortal masses, pretending to be like us. They are wolves in sheeps' clothing - the predators preying upon humans. The rules of that world are similar to the rules of this one, and mortals may never realize that the monsters live among us before it is too late. They could be anyone, and they could be anywhere.

Corruption, violence and lies are commonplace among mortals in the World of Darkness. The monsters take the worst parts of humanity and amplify them, harnessing them to accomplish their objectives, tempting the best of us to be less good and the worst of us to great evil. By turning mortals into their pawns, they can change narratives, cover up their tracks, and influence the shape of world events.

Vampire: The Masquerade is a horror game. Reality provides many horrific themes that Storytellers can focus on to create a dark world for their players to experience. Which themes you choose to emphasize is up to you. Perhaps the police and politicians are corrupt. Perhaps the news media care more about money than the truth. You need only look at the ugly side of the world around you and draw the shadows deeper to reflect the World of Darkness. Seemingly good people are capable of evil things, and, sometimes, even a monster can have a heart. Why? That is up to you.

In Vampire: The Masquerade, there are no heroes. Players portray the monsters, feeding on and manipulating the living. Vampires are not good people, and you are not playing the good guy. Your character might be a jaded ancilla, long used to the ugliness of vampiric existence. Or perhaps your character is a fledgling, slowly accepting they must throw away pieces of their human morality to get the blood they need to stay alive. Vampires who try to be good people do not survive. They end up as cautionary tales for the ones that do.

It is important to remember that the World of Darkness is not our world. As players in a horror game, we are separate from the story being told, like actors in a movie. We are safe, and we are obliged to play safely with one another. Safe play means communicating and honoring boundaries, being honest with ourselves and each other about what kind of game we want, and remembering at all times that players are more important than games.

When the game is over, a group of players should feel respected, treated well as peers, and that they had fun playing Vampire: The Masquerade together. By honoring the story, honoring the setting, and, most importantly, honoring one another, a great deal of emotional meaning, pathos, and fun can be found in exploring moral questions through the lens of immoral monsters in a horror game.

In this chapter, you will learn about the recent history of the World of Darkness from a vampiric perspective. Everything is poised for potential change, with the factions off balance and ready to be tipped by player action. Stories can be world-shifting or deeply personal. As a Storyteller, you decide how much of this world you want to use in your game. It is your toolbox.

Welcome to the World of Darkness. Enjoy walking into the shadows together.







# Chapter 2

## *Clans*

According to Kindred mythology, Caine made three children. These direct descendants sired the Third Generation of vampires before the Great Flood. These Antediluvians, or vampires from the time before the biblical Flood, became the progenitors of the modern clans. In modern nights, there are 13 clans, as well as the clanless Caitiff and thin-bloods. The clans have common powers, compulsions and weaknesses that are reflective of the Antediluvian from whom they descend. Each vampire character is a member of one of these families. For this Quick Start Guide the two major components you should be concerned with are the following:

**Disciplines:** The supernatural powers of a vampire are divided into a number of Disciplines. Every vampire clan has three inherent Disciplines, usually referred to as “in-clan” Disciplines.

**Bane:** All vampires share a number of weaknesses brought on by their vampirism, such as sunlight and stakes through their heart. In addition, each vampire clan has a unique Bane. This Bane is a supernatural limitation inherent to the vampire clan and is one of THE defining features of that clan. For this Quick Start Guide, we provide these only to flavor your roleplay.

## BANU HAQIM

The *Children of Haqim* are mystics, warriors, and scholars, historically known for being Kindred assassins. They are as enigmatic as they seem, though the modern nights have seen their reemergence into more mainstream society.

### DISCIPLINES

**Blood Sorcery:** The practice of Blood Sorcery allows the vampire to twist her own Blood and the blood of others into submission.

**Celerity:** Being able to move faster and react quicker than others provides a high chance of survival. While some will use it to gain a defensive edge, others will use it to strike faster and more precisely than their prey.

**Obfuscate:** The ability to hide in plain sight, move without being heard, and even disguise yourself as someone else are advantageous skills for any predator.

### BANE

The *Children of Haqim* have been cursed with an incredible lust for the *vitae* of other vampires. Whenever a Banu Haqim drinks the blood of another vampire they risk entering a Hunger frenzy forcing them to drink the vampire dry.

## BRUJAH

The *Rebels* are a clan of radicals and troublemakers, Embracing those willing to put someone in their place if the situation calls for it.

### DISCIPLINES

**Celerity:** Being able to move faster and react quicker than others provides a high chance of survival. While some will use it to gain a defensive edge, others will use it to strike faster and more precisely than their prey.

**Potence:** Potence is the Discipline of pure strength. It is not a product of the user's muscles, technique, or leverage; instead, it is a manifestation of the raw and uncontrolled power of the vampiric Beast.

**Presence:** Presence is the ability to manifest a supernatural allure or a terrifying mien. It offers the ability to affect and influence a person's emotions.

### BANE

Brujah have earned their reputation as a violent clan of loud thugs, and it is not at all undeserved. The clan has a strong temper. When they get angry and their temper flares, they have difficulty reigning in their Beast.

## GANGREL

The *Ferals* prowl the wilds as easily as the urban jungle, and no clan of vampires can match their ability to endure, survive, and thrive, regardless of the environment. Masters of the art of shapeshifting, they tend to find more in common with local wildlife than vampiric society.

### DISCIPLINES

**Animalism:** This Discipline allows communication and command over most animals. Perhaps more terrifyingly, it also allows its user temporary control over the Beast, their own as well as others'.

**Fortitude:** Fortitude protects against, not just physical assaults, but assaults on the mind and the Blood.

**Protean:** The ability to transform parts of the body or completely shapeshift is the domain of this Discipline. Vampires utilizing Protean are sometimes mistaken for werewolves.

### BANE

The Beast within a Gangrel is unleashed by Frenzy, causing the Kindred to gain one or more obvious animal features that last until the end of the next night. These features might be a physical change, a musky stench, or a feral behavior.

## HECATA

The Hecata are a union of all clans that claim intimate knowledge of death and the dead. Working together they strive to maintain their populace, and their rightful place, as experts in death, dying, and the soul.

### DISCIPLINES

**Auspex:** Not everything is always what it appears to be. Auspex lets its users discern reality from make believe, enhancing their senses beyond the capability of mortals.

**Fortitude:** Fortitude protects against, not just physical assaults, but assaults on the mind and the Blood.

**Oblivion:** The powers of Oblivion draw from the shadow of death itself and lets its user interrogate specters, weaponize shadows, and perform powerful mystic ceremonies. Oblivion stains the soul, but the Hecata gladly pay the price for power over death itself.

#### BANE

Suffering is part of Death, and Death is every part of the members of this Clan. The bite of the Hecata does not bring feelings of bliss like with other Kindred. Victims will violently resist unless restrained, and few will submit willingly to such torture.

### LASOMBRA

Lasombra are expected to excel and triumph at any cost and at everything they do. They seek out the ruthless and are considered masters of maligned manipulation.

#### DISCIPLINES

**Dominare:** The powers of Dominate grant immediate control of the actions of another person. This can shape how they behave, what they remember, or even what they believe.

**Oblivion:** The powers of Oblivion draw from the shadow of death itself and lets its user interrogate specters, weaponize shadows, and perform powerful mystic ceremonies. Oblivion stains the soul, but the Hecata gladly pay the price for power over death itself.

**Potence:** Potence is the Discipline of pure strength. It is not a product of the user's muscles, technique or leverage, instead it is a manifestation of the raw and uncontrolled power of the vampiric Beast.

#### BANE

Any reflective surface or recording device renders the Lasombra's image or recording as distorted in some way. This makes using technology which requires physical interaction difficult for all Lasombra.

### MALKAVIAN

Described as *Oracles* by other vampires, the Blood of the Malkavians lets them perceive and foretell truths hidden from others. It is not without a price, however, as knowledge and understanding of the unknown drives the *Oracles* to madness in some form or another.

#### DISCIPLINES

**Auspex:** Not everything is always what it appears to be. Auspex lets its users discern reality from make-believe, enhancing their senses beyond the capability of mortals.

**Dominare:** The powers of Dominate grant immediate control of the actions of another person. This can shape how they behave, what they remember, or even what they believe.

**Obfuscate:** The ability to hide in plain sight, move without being heard, and even disguise yourself as someone else are advantageous skills for any predator.

#### BANE

When a Malkavian's Beast gets upset, they suffer a physical, mental, or social penalty. Each Malkavian's derangement can affect a different one of their attributes and manifests differently through their personality.

### THE MINISTRY

The Ministry's mission is true freedom, bringing spiritual liberation to all descendants of Caine using temptation and subversion. The Ministry are truly adept at breaking their targets down: separating them from their prized possessions, shattering allegiances and friendships, and even destroying someone's faith.

#### DISCIPLINES

**Obfuscate:** The ability to hide in plain sight, move without being heard, and even disguise yourself as someone else are advantageous skills for any predator.

**Presence:** Presence is the ability to manifest a supernatural allure or a terrifying mien. It offers the ability to affect and influence a person's emotions.

**Protean:** The ability to transform parts of the body or completely shapeshift is the domain of this Discipline. Vampires utilizing Protean are sometimes mistaken for werewolves.

#### BANE

The vampires of the Cult of Set have always been sensitive to light. Exposure to direct light, natural or otherwise, causes a *Serpent* to have a penalty to all challenges. They also take double damage from sunlight.

## NOSFERATU

Their bodies horribly twisted and deformed through the Embrace, the *Sewer Rats* lurk on the fringes of most cities, acting as spies and brokers of information. They are frightening combatants often bringing a ferocity to combat that is as disturbing as their appearance.

### DISCIPLINES

**Animalism:** Used as a conduit to the feral nature of animals and the predatory instincts of the vampiric Beast. Using it allows communication and command over nearly all of the Animal Kingdom. Perhaps more terrifyingly, it also allows its user temporary control over the Beast.

**Obfuscate:** The ability to hide in plain sight, move without being heard, and even disguise yourself as someone else are advantageous skills for any predator.

**Potence:** Potence is the Discipline of pure strength. It is not a product of the user's muscles, technique or leverage, instead it is a manifestation of the raw and uncontrolled power of the vampiric Beast.

### BANE

All Nosferatu are hideous and struggle to blend in as humans. All attempts by the character to disguise themselves as human are quite difficult, even if relying on the use of Disciplines.

## RAVNOS

Striving for survival in nightly life, these nomads prefer to succeed through subtler means, avoiding fighting and shedding blood as much as they can. They are always on the move and can never rest peacefully in the same place for too long.

### DISCIPLINES

**Animalism:** This Discipline allows communication and command over most animals. Perhaps more terrifyingly, it also allows its user temporary control over the Beast, their own as well as others'.

**Obfuscate:** The ability to hide in plain sight, move without being heard, and even disguise yourself as someone else are advantageous skills for any predator.

**Presence:** Presence is the ability to manifest a supernatural allure or a terrifying mien. It offers the ability to affect and influence a person's emotions.

### BANE

The fire of the sun that incinerated the founder of their Clan erupts from a Ravnos's blood if they ever settle in one place too long. If a Ravnos does not spend time moving from haven to haven or sleeping in different locations, they take Aggravated Damage.

## SALUBRI

Once they were eagerly sought out as sages and scholars about the Kindred condition and had no equal; now they are Fugitives. Their founder was devoured by a usurper, and their clan was blamed wholesale for the very crimes committed against them. Vicious, dangerous slanders made against them by their enemies went unchecked by the clan because there simply aren't enough surviving Salubri left to refute them. Now, the Salubri are rare, despised and hunted. It is rumored that only a few exist at a time.

### DISCIPLINES

**Auspex:** Not everything is always what it appears to be. Auspex lets its users discern reality from make believe, enhancing their senses beyond the capability of mortals.

**Dominate:** The powers of Dominate grant immediate control of the actions of another person. This can shape how they behave, what they remember, or even what they believe.

**Fortitude:** Fortitude protects against, not just physical assaults, but assaults on the mind and the Blood.

### BANE

The Salubri have a third eye that is always present. While the eye can be covered physically, it cannot be obscured by supernatural powers. When the Salubri uses a Discipline, the third eye weeps vitae that may trigger a Hunger frenzy in other vampires. In addition, vampires who taste Salubri blood risk being unable to stop feeding on it.

## TOREADOR

Supernaturally graceful and charming, the *Divas* are always looking for the next thrill, leaving discarded lovers and victims in their wake. They are often looked to as the stewards of vampiric culture.

### DISCIPLINES

**Auspex:** Not everything is always what it appears to be. Auspex lets its users discern reality from make believe, enhancing their senses beyond the capability of mortals.



**Celerity:** Being able to move faster and react quicker than others provides a high chance of survival. While some will use it to gain a defensive edge, others will use it to strike faster and more precisely than their prey.

**Presence:** Presence is a manifestation of both the vampire's eternal beauty and the lethality of their nature. It offers the ability to affect and control a person through their own emotions.

### BANE

An environment that violates their aesthetic sensibilities is distracting and irritating to the point of physical detriment. Even surroundings that most mortals would consider ordinary will cause the vampire minor discomfort.

## TREMERE

The *Warlocks* were once a house of mortal mages who sought immortality but found only undeath. As vampires, they've perfected ways to bend vampiric blood to their will.

### DISCIPLINES

**Auspex:** Not everything is always what it appears to be. Auspex lets its users discern reality from make believe, enhancing their senses beyond the capability of mortals.

**Blood Sorcery:** The practice of Blood Sorcery allows the vampire to twist her own Blood and the blood of others into submission.

**Dominate:** The powers of Dominate grant immediate control of the actions of another person. This can shape how they behave, what they remember, or even what they believe.

### BANE

Clan Tremere can no longer subject another vampire to the shackles of the Blood Bond. They are still subject to the Bond themselves. Ghouls and humans can still be Bound, though with great difficulty.

## TZIMISCE

Once considered a dominant power among the Sabbat, the *Dragons* who have survived its downfall now find themselves searching for a domain to control wherever they can. Masters of molding themselves and others, they strive to dominate and possess.

### DISCIPLINES

**Animalism:** Used as a conduit to the feral nature of animals and the predatory instincts of the vampiric Beast. Using it allows communication and command over nearly all of the Animal Kingdom. Perhaps more terrifyingly, it also allows its user temporary control over the Beast.

**Dominate:** The powers of Dominate grant immediate control of the actions of another person. This can shape how they behave, what they remember, or even what they believe.

**Protean:** The ability to mutate, shift forms, and even change the natural laws of their surroundings comes as naturally to a vampire, perhaps as nearly as it does to a werewolf.

### BANE

Tzimisce are ruled by what they possess. They must choose a charge, a group of people, an organization, a physical domain, or something more esoteric - but defined and limited. The *Dragons* must sleep surrounded by their chosen charge. If they do not, they awake with less Willpower.

## VENTRUE

The *Blue Bloods* style themselves the aristocrats of the vampire world, and the clan's members are expected to assume command wherever possible. Ventrue often consider themselves to be the height of vampiric civilization.

### DISCIPLINES

**Dominate:** The powers of Dominate grant immediate control of the actions of another person. This can shape how they behave, what they remember, or even what they believe.

**Fortitude:** Fortitude protects against, not just physical assaults, but assaults on the mind and the Blood.

**Presence:** Presence is a manifestation of both the vampire's eternal beauty and the lethality of their nature. It offers the ability to affect and control a person through their own emotions.

### BANE

Refined in palate as much as in action, the Ventrue are extremely picky eaters. Regardless of the flavor of blood, the source of their blood has to come from a specific type of human. College graduates, drug users, or people with a particular hair or eye color are all examples of their preferences.

## CAITIFF

No one really knows what creates a vampire whose Blood lacks any trace of their sire's clan. More than a few insist they are all created through pitiable accidents. For all the negatives associated with being an *Outcast*, Caitiff have power the clans might never know or realize. Pliable blood without a crippling Bane is the first benefit most Caitiff recognize, but the second, more powerful answer is the strength of numbers. With each night, their population grows, and *Outcasts* grow more and more organized.

## DISCIPLINES

Caitiff have access to three Disciplines of their choice at the start of play. Caitiff do not get the benefit of in-clan experience costs for Disciplines, but they do not pay extra for out-of-clan Disciplines, either.

## BANE

Because they lack a clan, the Outcasts generally do not carry a Bane. Their "Bane" is that they are socially outcast by much of vampire society.







# Chapter 3

## *Character Attributes*

The persona through which a player interacts with the game world is called their character, a role created by the player in collaboration with their Storyteller. As the game's story progresses, your character will influence that story and change and grow based on their experiences. Perhaps your character will rise to power or lay their enemy low. Perhaps they will fall in love or be betrayed by the person they trusted the most. Their experiences, combined with the experiences of the other characters in the game, form a rich tapestry that becomes your collective Mind's Eye Theatre story.

This chapter summarizes the very basic attributes of a character to help a new player make sense of the pregenerated character they have selected. Some advanced character attributes have been removed for the purposes of simplifying the first time experience for new players.

You have chosen a clan, you have read the summary persona, now what does everything else on the character sheet mean?

### **GENERATION**

A Vampire's Generation reflects how close in vampiric lineage they are to the first vampire, Caine. Characters in this system have a Generation one greater than their sire. Player characters may have a Generation from 9th to 16th. Characters who are 14th through 16th Generation are always thin-blooded. Thin-blooded vampires are not included in this Quick Start Guide.

### **BLOOD POTENCY**

Blood Potency measures how supernaturally strong a vampire's Blood is. Characters with high Blood Potency can use it to gain bonuses on tests, mend damage more quickly, and occasionally ignore the Hunger cost of using certain powers.

However, there are drawbacks to high Blood Potency. Potent vampires have increased minimum Hunger scores, more severe Banes, and eventually lose the ability to feed from animals. Eventually, a vampire gains so much Blood Potency that they will even struggle to reduce their Hunger by drinking mortal blood.

The benefits and drawbacks of Blood Potency are not included in the Quick Start Guide.



## ATTRIBUTES & SKILLS

Attributes and Skills are rated from 1 to 5, although ratings of zero are possible at certain times. In an Attribute, zero is a serious flaw; in a Skill, it represents no special training. Attributes and Skills factor into challenges and Discipline uses.

Attribute levels range from poor to peak ability, as follows:

- **Poor (1):** You are below average or flawed in some way in this area.
- **Average (2):** You have average capabilities in this attribute.
- **Above Average (3):** You are notably capable in this area.
- **Excellent (4):** You are remarkably talented.
- **Peak Ability (5):** You are a specimen of strength, a brilliant mind, or a master manipulator.

Physical attributes measure a character's Strength, Dexterity, and Stamina. While mortal characters with high ratings in these Attributes would look muscular and fit, vampire characters need not appear physically powerful. The Blood allows for strange capabilities. Some characters who appear delicate and fragile may have robust Strength or Stamina.

Like mortals, vampires manipulate, charm, lie, and influence the world with words. Social Attributes determine how naturally effective a character is at influencing others.

Analysis and critical thinking, discerning an important detail at a key moment, knowing the right thing to do in a crisis, and the ability to stay focused and on mission are represented by Mental Attributes.

Attributes represent the innate traits and talents a character possesses. However, real people are more than their innate capabilities. People learn, study, and practice various things that go beyond the intrinsic. These acquired Skills represent these personal experiences. A character's performance in a task is usually tested by combining an innate characteristic (an Attribute) with their training in the relevant activity (a Skill). The Quick Start Guide provides more simplistic ways to accomplish tasks.

The skills for your pregenerated character have been chosen based on the persona of the character. Their best Skills received high ratings, while Skills they enjoy in a more leisurely way received low ratings. Skills they have no training in remain at zero.



## PREDATOR TYPES

Every predator has a habitual hunting routine, a set of behaviors honed to deadly precision. You can adapt to non-ideal circumstances and temporary obstacles to your feeding efforts, but, when able, you prefer to hunt by habit and reflex. When using the full Laws of the Night rules, your Predator type provides your Hunting Pool and a number of bonuses and drawbacks. The Quick Start Guide provides a general description of the Predator Types the pregenerated characters utilize.

### ALLEYCAT

An opportunistic feeder, you ambush and exploit the weak and unsuspecting. You stalk, threaten, overpower, and leave your victims in daze. A subtle beating or stealing their wallet leaves them thinking the encounter was a robbery or a mugging.

### CONSENSUALIST

You have chosen to always feed from those who consent to share their blood with you. This requires you to walk a fine line when it comes to upholding the Masquerade. If you find the right people, they might believe you are some “gothic type” who takes things too far and is a wannabe vampire.

### EXTORTIONIST

Everyone has something they want, and everyone has a price they are willing to pay for it. You want blood, and you do not really care whom you get it from. You insert yourself into other people’s lives by promising them a deal they cannot refuse.

### FARMER

You never feed from mortals, or at least you will never admit to it. You cannot stand the idea of drinking another mortal’s blood. This is doubly confusing if you refused to eat meat as a mortal and now you are forced to consume the blood of animals.

### HITCHER

You almost never have to worry about being recognized because you try not to feed from locals. You stick to rest stops, late night roadside diners, and solo travelers, the travelers most likely never to be found if they go missing.

### OSIRIS

You have developed a group of fans who worship the ground you walk on. This fanbase can either be the followers of your Mask’s profession or a flock of worshipers you have cultivated. While they do not know of your true supernatural nature, they still treat you like the proverbial “god amongst men.”

### SANDMAN

You prefer to feed from those that are asleep, perhaps out of shame, caution, or some other reason. You have gone to great lengths to be able to access sleeping mortals. You move among mortals unnoticed, despite the late hour disguised as a late night security guard, hotel attendant, even a graveyard shift nurse.

### SCENE QUEEN

You belong to a subculture or close-knit community. Likely you were part of this group before your Embrace and are well-established, adored and respected with your peers. Some of them might have figured out what you are now, but your reputation is unassailable at this point. Access to your fandom allows you easy feeding opportunities.

## BACKGROUNDS

Backgrounds are a highly customizable and complex way to represent connections, assets, or difficulties that your character possesses when connecting to the mortal world. In addition to the base Mortal Connections, Backgrounds also have Advantages and Disadvantages that you purchase and “attach” to your Mortal Connection to make them unique.

## MERITS & FLAWS

Merits and Flaws reflect additional perks and drawbacks that affect your character’s experience of vampirism. Perhaps they are easier to Blood Bond, for example, or have fine-tuned common sense. For simplicity, Merits and Flaws are not part of the Quick Start Guide.

## DISCIPLINES

Disciplines are your character’s supernatural powers. Your character may be supernaturally strong or perceptive. They may be incredibly beautiful or able to transform into an animal. Vampires have many choices for Disciplines they may manifest. We provide the first two levels of Disciplines in the Quick Start Guide. In addition, for simplicity we have removed the mechanics of the powers and given you a thematic description of how each power would work when used successfully.



# Chapter 4

## *Systems*

This section outlines the core rules of the game. Rules define the actions characters can take in the world and determine outcomes fairly and quickly so that the roleplay can continue seamlessly. More dramatic systems are left out of the Quick Start Guide and replaced with a system called The Edge. This is described after the Core Systems.

### TIME UNITS & DURATIONS

As a live-action roleplaying game, *Vampire: The Masquerade* scenes are usually played out in real time. When characters are in different timelines (perhaps due to a group having an interlude that leads to time passing, or being in combat while the rest of the game is still in real time), the Storyteller must keep track of the timeline and apply these dramatic units of time to unify it.

Many mechanical systems of the game are measured in specific units of dramatic time that players need to track. These units are as follows:

- **Turn:** Used in combat scenes, a turn is approximately three seconds long.
- **Scene:** A scene is a natural division in the action. Some examples of a scene include a combat, an encounter, a conversation between characters, a dramatic debate in Court, or a car chase.
- **Interlude:** An interlude is a period of time that passes for characters, but not for players. Examples of interludes include traveling between locations and carrying out an action that might take more time, like hacking a computer system. Interludes speed up these portions of the game.
- **Session:** A single game within a chronicle.
- **Chronicle:** A series of gaming sessions over many nights which are connected in theme. A chronicle may take months or years to complete

## CHALLENGES

There are three types of challenges: static, opposed, and mass. All three types of challenges are resolved by performing tests. All challenges, unless they are mediated, will involve at least one test. Sometimes, you must perform more than one test to resolve a challenge.

- **Static challenges** are tests made vs. the Storyteller.
- **Opposed challenges** are tests performed vs. another player or an NPC.
- **Mass challenges** are tests made by multiple characters vs. the Storyteller simultaneously.

Tests are resolved by playing rock, paper, scissors.

- **Rock** beats scissors and ties with rock.
- **Paper** beats rock and ties with paper.
- **Scissors** beats paper and ties with scissors.

The winner of the test wins the challenge. Players using the Quick Start rule don't have to use challenges.

## THE EDGE

The Edge is the catch all mechanic for Quick Start characters. Each Quick Start Character starts with 10 Edge points. In order to do anything that would normally require a challenge or a Rouse check, a player simply spends one of her Edge points and her action is accomplished successfully. This includes activating a power, attacking a character, mending damage, etc. There are two exceptions to this rule depending on if the other characters involved with the action are player characters or non player characters controlled by the Storyteller.

If the scene involves the Quick Start Character acting against non player characters the Storyteller can offer to explain the full mechanics on how to accomplish what the player of the Quick Start character is trying to do. This is best done when the Storyteller is one on one with a new player and has ample time to fully describe the mechanics. If the player of the Quick Start character wishes she can decline this instruction and continue to spend 1 Edge point. However if she takes the time to listen to the instruction and completes the action to the best of her new found knowledge she regains two Edge points instead of spending one.

Similarly, if engaging another player character, that player can take the time to explain the full mechanics on how to accomplish the new player's goals. This should be done for educational purposes, not simply to 'take away the win' of

the Quick Start player. This is best done when the veteran player is one on one with a new player and has ample time to fully describe the mechanics. If the player of the Quick Start character wishes she can decline this instruction and continue to spend one Edge point. However if she takes the time to listen to the instruction and completes the action to the best of her new found knowledge she regains three Edge points instead of spending one.

## TYPES OF ATTACKS

Players using the Quick Start rules act first in all situations instead of relying on an Initiative score. They may take three steps of movement and one action. That action can be using a power, attacking, or moving an additional three steps.

**Test Pools:** Combat scenarios allow for a number of different attack types. A successful attack inflicts one point of Normal Damage. If you score a critical hit, you deal an extra point of damage.

**Combat Maneuvers:** Combat maneuvers are a special attack that inflicts some form of negative circumstance on your opponent. These maneuvers do not inflict damage. Characters using the Quick Start Rules can use any of the following instead of attacking for damage.

- **Disarming your opponent:** Your target must drop anything they are holding in their hands.
- **Grappling your opponent:** Your target may not attack anyone but you and must break your grip before dealing damage.
- **Knocking your opponent out:** Your target falls unconscious. Supernatural creatures, such as vampires, werewolves, and changelings cannot be knocked unconscious.
- **Knocking your opponent prone:** Your opponent falls flat on the ground and must spend a movement action to get up.
- **Staking a character:** In order to stake a vampire, you must spend a number of Edge equal to the characters undamaged health levels. If you do so, they fall into vampiric unconsciousness called Torpor.

**Fair Escape:** A character who wishes to escape combat may attempt to declare "fair escape." Characters using the Quick Start rules can spend the Edge to immediately and successfully leave combat.

## HEALTH & DAMAGE

Characters have a number of Health levels equal to their Stamina + 3. When a character is dealt damage from an attack, she fills in one Health level for each damage she has taken. When a character has damage in their last three Health levels, they are deemed to be Injured. Injured characters suffer wound penalties, which cause them to lose their simple actions every turn until they no longer have any damage in their last three Health levels. When a character has no Health levels remaining, she risks falling unconscious. When a character must allocate damage, and they have no Health levels left, the character is dead or, in the case of a vampire, in torpor.

HEALTH LEVELS UNFILLED WITH DAMAGE	EFFECTS
More than three remaining	None
Three or fewer remaining	Wound Penalties—Lose your simple action every round.
Zero health levels remaining	Any additional damage results in torpor (or death if mortal).

## DAMAGE TYPES

There are two kinds of damage: Normal Damage and Aggravated Damage. Normal Damage comes from attacks that slash, pierce, or bash your opponent. Unless otherwise noted, assume your attack causes Normal Damage.

Aggravated Damage comes from supernatural sources, and fire and sunlight. When assigning Aggravated Damage to your health levels, you should mark it differently than Normal Damage.

### FALLING DAMAGE

Characters take one point of Normal Damage for every ten feet (one story) they fall. A character falls five stories per combat turn, unless slowed by a parachute or something similar.

### LOSING CONSCIOUSNESS

When a living character has all of their health levels full of damage, they fall unconscious and may die. Supernatural creatures, such as vampires, werewolves and changelings cannot be knocked unconscious. At the Storyteller's discretion, enhanced human Hunters are also immune to being knocked out.

### DEATH

Living characters die as soon as they must allocate damage to an empty health level and no longer have one remaining.

### TORPOR FROM DAMAGE

Vampires are more difficult to destroy. When a vampire must allocate damage (Aggravated or Normal) to an empty health level and they no longer have one, they fall into torpor. To permanently destroy a vampire, they must be in torpor, then the head must be decapitated or the entire body destroyed. A vampire who is destroyed leaves behind mortal remains that appear as old as their true age.

### HEALING

Mortals heal at a rate of one level of Normal Damage per day, except for injuries in their Injured track. Those injuries heal at a rate of one health level per week. Aggravated damage heals at a rate of one per week. Treating a living character with Intelligence + Medicine vs. difficulty 4 cuts these times in half. Medical treatment does not work on vampires.

Vampires do not heal naturally. A vampire may heal one point of any type of damage by spending one Edge. Healing Aggravated Damage is normally much harder.

### WILLPOWER

Willpower represents a character's confidence, determination, and drive. As with health levels, certain effects will remove a character's Willpower, affecting her in a detrimental way. Quick Start characters do not have to know Willpower mechanics.

### CONDITIONS

There are a number of ways to affect a target without doing damage. These conditions have a variety of penalties. Some of these conditions require a specific attack or vampiric power to inflict. Conditions are an advanced mechanic and are not necessary for Quick Start characters to know fully.

## VAMPIRE CHARACTERISTICS

The following are key characteristics of all vampires in the *World of Darkness*.

First, vampires are ageless. While it is possible to destroy a vampire, they will not age or die of natural causes. They do not need water, food, or air. A vampire is an undead corpse, animated by the supernatural properties of their Blood.

Vampires need blood to survive. This is their nourishment, which they rely upon to perform the supernatural abilities that they use to survive. Most vampires seek the overwhelming high of drinking human blood, although ones of weak Blood Potency may opt to consume unsatisfying and

foul-tasting animal blood. Some elder vampires must hunt younger vampires, their bodies no longer satisfied by anything less than the supercharged magic of vitae.

Vampires are very resilient. As their internal organs do not matter for their function, vampires take Normal Damage from attacks with hand-to-hand weapons instead of Aggravated Damage as mortals do.

Vampires have specific Banes they must be very careful to avoid. A stake through the heart paralyzes them. Fire will quickly consume a vampire who cannot escape. Sunlight destroys them quickly, their flesh burned away as if by magic. Vampires have difficulty remaining awake during the day and, as a general rule, operate at night.

### **A MORTAL'S EMBRACE**

New vampires are created by a process called the Embrace. This is not common. The very dangerous combination of overpopulation and mortal Hunters makes the decision to create a vampire a significant consideration. After all, it takes a good reason to add another hungry mouth for the limited food supply.

To Embrace a new vampire, a sire drains their victim of blood. When the victim is on the edge of death, the sire places a small amount of their Blood in their would-be child's mouth. New vampires cannot be created accidentally; a would-be sire must choose it. The magic of Blood rips the victim back from death into unlife. The body changes to accommodate its new state of being, and the fledgling awakens into the World of Darkness.

The first seconds of a young vampire's unlife are defined by overwhelming hunger, absolute terror, and vengeful rage as the monstrous nature of the Blood transforms them.

These raw, supernatural drives are referred to as the Beast, and, as the young vampire learns how to tap into the powers of the Blood and control their horrifying urges, they realize that the struggle against their Beast will be a defining feature of their unlife. Most young vampires are fortunate (or unfortunate) enough to have the benefit of their sire's tutelage. Whether their sire is cruel or benevolent, it is certainly easier to face a fledgling's existence with guidance. However, some find themselves abandoned, left to figure it out and—if they are lucky—survive.

Vampires play at humanity in an endless Masquerade, trying to blend in to survive in a world ever-shrinking under the gaze of security cameras and the watchful government. However, the Embrace is not “life.” The beauty of life is gone. Pleasure, joy, and love fade, leaving behind a stark world in which emotion grays as the color of life fades. Many

young vampires experiment, seeking whatever experience, thrill, or drug will give them the facsimile of human emotion again. It is never enough. Only the taste of blood brings that level of joy as the Beast is sated for a time.

Still, if the fledgling has the mental fortitude and will to survive, there is a world beyond chasing blood and trying not to die. Whether through a sire's tutelage and introduction to their society, or a cold encounter with another vampire in an alleyway, new vampires rarely stay alone for long.

In most cases, only a mortal or ghoul can be Embraced. There are rare exceptions to this guideline that may be detailed in future releases.

There are only a number of vampire specific game mechanics that Quick Start players should be familiar with. The following section summarizes them, thematically, but Quick Start players do not have to know the entirety of how each mechanic works. In addition to the ones below, there are a number of more advanced mechanics to learn in the core Laws of the Night book. To not overwhelm new players we have left those out of the Quick Start guide.

### **HUNGER**

A vampire's Hunger is the neverending drive to feed on human blood, the most primal desire of a vampire's inner Beast. When Hunger is slated by periodically feeding on human, animal or bagged blood, the vampire can avoid her Beast driving her to Hunger Frenzy, just as she can avoid Fear Frenzy by avoiding fire. A vampire's Hunger increases the more she Rouses the Blood to mend her wounds, power her Disciplines, etc.

### **ROUSING THE BLOOD**

Whenever a vampire Awakens each night, utilizes her vampiric Disciplines, or stirs her Blood in any way, she risks Rousing her Hunger. Surging Blood into her Attributes, mending her wounds, or taking on a more humane visage using Blush of Life all come at a risk. There are many many ways to Rouse the Blood to give a character an advantage to accomplish difficult tasks like activating a Discipline power or attacking a character. Knowing all the ways to Rouse the Blood is not necessary for new players using the Quick Start Guide.

### **SLAKING HUNGER**

Vampires must Slake (lower) their Hunger by feeding. Blood can be found from animals, mortals, other vampires, or even other supernatural creatures. When a vampire bites a mortal to drain blood, they invoke the Kiss. The Kiss overwhelms



mortal senses with bliss, leaving them helpless for feeding. Other supernatural creatures find it pleasurable, but they are not overwhelmed or helpless.

After feeding, a vampire can close the tell-tale fang punctures by licking the wound, repairing the skin. This does not repair wounds from a bite intended only to cause damage nor damage caused by a human's loss of blood.

Most vampires prefer to feed on blood pumped by a beating human heart. However, some vampires are able to drink bagged blood or blood from an animal if they possess a Blood Potency of 2 or less and the Iron Gullet Merit. These sources do not truly satisfy, but, if that is what must be done to survive, a vampire will do it.

### **GENERATION & BLOOD POTENCY**

Generation is the term vampires use to distinguish a vampire's place within a lineage. When one vampire Embraces another, that progeny is one generation higher than the vampire that created her. The lower a vampire's generation is, the greater the potential power that lies in her Blood. The generation of a vampire does not always indicate her age. Within each generation of vampire, the strength and potential of what their Blood can do varies. The longer a vampire survives, the more potent their Blood can become.

### **FRENZY**

On a nightly basis a vampire struggles to contain the snarling Beast within. Succumbing to one's Beast unleashes her base instinct, a ravenous and remorseless predator instinct with no morals, no qualms and no control. She loses all control of her rational mind, driven instead by rage, panic, or the Hunger for blood. The sight of a vampire in Frenzy is never subtle and always a Masquerade breach should a mortal observer survive to tell of it. There are three different types of Frenzy: Fury, Hunger, and Terror. Each type of Frenzy is triggered in a different way and drives a vampire to one uncontrollable desire.

### **THE BLOOD BOND**

Vampiric blood is incredibly addictive, giving an overwhelming sense of pleasure when it is consumed. Overcoming the will and overwhelming the mind, an individual who drinks from a vampire is filled with unwilling admiration and love for the vampire whose blood they have consumed. With time and repeated application, feeding someone vampiric vitae can enslave them entirely to the will of the vampire. Easy to fall into and difficult to escape, this complete enslavement is known as the Blood Bond.



A hand holding a handgun in a dark, moody setting with vertical light streaks. The hand is in the foreground, holding a handgun. The background is dark with vertical streaks of light, suggesting a window or a screen. The lighting is dramatic, with a mix of blue and red tones.

# Chapter 5

## *Backgrounds*

One of the key facets of vampire life is blending in with humans. They do this from the shadows using a variety of traits called Backgrounds, or Mortal Connections. All of these Backgrounds have numerous ways to be customized with additional “addons” called Advantages and Disadvantages.

For the purposes of this Quick Start Guide, we will concentrate on Allies and Contacts; however, the entire list of Mortal Connections is below:

- **Allies:** Humans who will carry out activities on the vampire's behalf.
- **Familiar:** An animal ghoul who assists the vampire.
- **Contacts:** A human who is a source of information for the vampire.
- **Resources:** A vampire's income and lifestyle.
- **Fame:** The level to which the vampire is exceptionally well-known in public.
- **Herd:** Humans who are sources of stable feeding.
- **Haven:** A vampire's safe haven and resting place.
- **Mask:** A vampire's cover for their true identity as an undying creature of the night.

### SPHERES OF INFLUENCE

There are myths and rumors of vampires changing the course of humankind through subtle manipulation and influence since the time of antiquity, at times manipulating thousands of people through a vast network of mortal connections. As the world's population has grown more connected through digital media, and the Masquerade has become increasingly difficult to uphold, these complex and vast machinations threaten to expose vampires to the mortal world. Along with the disappearance of almost all the vampire elders, such large-scale Machiavellian strategies have begun to vanish as well. In the modern era, most vampires have a small number of Contacts and Allies they interact with and manipulate for personal gain.

In this edition of MET: *Vampire: The Masquerade*, mortal influence is represented by 15 different Spheres. Each Contact or Ally whom a character purchases must belong to one of the 15 Spheres of Influence. The total scope of these Spheres is not limited to the examples provided. If a player has an idea for a Mortal Connection that is not clearly set out in one of the Spheres, the Storyteller can put the NPC in the Sphere with themes that they match most closely.

The specifics of the Contact or Ally can be defined with a greater focus, but Chris the Lawyer is part of the Legal Sphere of Influence as much as Justine the County Judge. More details on how Spheres of Influence work are discussed in Laws of the Night.

The Spheres of Influence are as follows: Church, Finance, Health, High Society, Industry, Legal, Media, Occult, Police, Service Industry, Street, Transportation, Underworld and University. The Federal Government is an additional Sphere of Influence, but player characters cannot have their Contacts and Allies belong to.

### MORTAL CONNECTIONS

For the purposes of the Quick Start Guide, we combine both the Allies and Contacts Background into one general term called a "Mortal Connection." Each starting character has one Mortal Connection. These Mortal Connections can be called upon to do tasks "off camera" or between games. They are average mortals who are generally competent but may make small mistakes. If they require specific Attributes or Skills, the Storyteller is the final arbiter on those and how successful they are in accomplishing your desired tasks.





# Chapter 6

## *Disciplines*

### GENERAL RULES

When a mortal is Embraced and becomes a vampire, they have innate supernatural powers called Disciplines. When a vampire feeds on human blood, they learn to refine and temper the Resonance of their victims to unlock terrifying and devastating powers of the Blood. These powers range from supernatural strength, speed, and resiliency to the ability to subjugate the mind or cloud the perceptions of enemies and others.

Disciplines are rated on a scale from one to five dots. After character creation, a character must purchase additional Discipline dots with XP. For this Quick Start Guide we have greatly simplified each power. Some powers refer to mechanics that are not included in the Quick Start Guide; if applicable, your adversary or the Storyteller will explain to you how those powers benefit you.

### ANIMALISM

Like animals, vampires are driven by instincts. Despite all efforts to remain humane and hidden among mortal society, each vampire's Beast is a force of nature that can never be truly tamed. Animalism is a conduit to the feral nature of animals and the predatory instincts of the vampiric Beast. Using it allows communication and command over most animals. Perhaps more terrifying, it also allows its user temporary control over their own and others' Beast. Some find they need Animalism to fit into a more civilized society. For others, this devastating tool helps assert dominance over peers.

### CHARACTERISTICS

Animalism powers can only be used on vertebrate, non-human animals.

## LEVEL 1

**Feral Whispers: System:** You can communicate with animals by murmuring to them in animalistic sounds and using body language. To ask questions of an animal, consult your Storyteller. The Storyteller should respond from the point of view of a local animal that has been drawn by your howls, chirps, or other inquiring noises. A character who wishes to establish communication must be both visible and audible to the creature.

In addition, you can summon the closest mundane animal of a chosen type (e.g., bird, dog, coyote, crow) or any one nearby animal.

**Duration:** One scene

**Sense the Beast: System:** By looking at a character you can immediately identify if your target is a werewolf or vampire and their current Rage or Hunger level. If the target is not a vampire or werewolf, you sense any hostility in the target, but not the target of that hostility or the propensity to indulge in that hostility.

Alternatively, you may sense the general number of aggressive animals in your vicinity and their general direction.

**Duration:** Immediate

## AUSPEX

Not everything is always what it appears to be. Auspex lets its users perceive reality on a different level, enhancing their senses beyond the capability of mortals. The powers of Auspex are particularly useful for spies and information brokers, as well as anyone who understands that avoiding surprises helps them survive another night.

## LEVEL 1

**Heightened Senses: System:** You can enhance your senses individually to compensate for the loss of one or multiple other senses. This makes you immune to being blinded, deafened, etc. Also you can eavesdrop on any conversation in your line of sight. To signify that you are using Heightened Senses without interrupting roleplay, point your index finger at the sensory body part you are enhancing such as your eye, ear, or nose.

**Duration:** Until deactivated

**Sense the Unseen: System:** You have the ability to see things that others cannot. You can pierce the supernatural con-

cealment of other vampires and visually detect the latent energies of supernatural objects. Your senses can even cross the boundaries of the mundane world, allowing you to see the inhabitants of the spiritual world. This power allows you to see anything normally unable to be seen by mundane eyesight, such as an obfuscated vampire, a magical ward, or a Hecata spying through a shadow with the Oblivion power Shadow Perspective. To signify you are using Sense the Unseen without interrupting roleplay, make a circle with your fingers and thumb, then hold your hand over or in front of one of your eyes.

**Duration:** Passive

## BLOOD SORCERY

The practice of Blood Sorcery allows the vampire to twist her own Blood and the blood of others into submission. Without Blood Sorcery, the Blood inside a vampire is outside their own control. With Blood Sorcery, it can become a weapon to be wielded or, when focused on another creature, a weakness to be exploited.

## CHARACTERISTICS

Normally purchasing Blood Sorcery unlocks the ability to purchase and perform Rituals up to and including the level the user possesses in Blood Sorcery. However, Rituals are not included in this Quick Start Guide.

## LEVEL 1

**A Taste for Blood: System:** By ingesting a small amount of a target's blood and spending a simple action, you can find out all of the following information:

- Medical information, such as blood type and state of health;
- How much blood is currently in the subject's system, what Blood Resonance they have, and the type of Dyscrasia;
- What type of creature the blood came from. If the creature is not a mortal, ghoul, or vampire, the Storyteller may require a Lore challenge to identify exact creature type;
- If the subject is a vampire, you may also determine:
  - The subject's generation;
  - Whether the subject has ever committed diablerie;
  - How recently the subject fed.

The magical nature of this power shields you from being Blood Bound. The amount of Blood used for this power is not enough to cause either the target or users Hunger to change.

**Duration:** N/A



**Corrosive Vitae: System:** When using this power, you can force Blood to sweat through your hand. You may then cause an item up to the size of a door to corrode and decompose simply by smearing your Blood on it.

**Duration:** One turn

## CELERITY

Being able to move faster and react quicker than others provides a high chance of survival, especially for those who may not be the sturdiest in a fight. If your enemy cannot catch you, they cannot hit you. Conversely, Celerity also makes vampires extremely effective predators. While some will use it to gain a defensive edge, others will use it to strike faster and more precisely than their prey.

### LEVEL 1

**Cat's Grace: System:** Your character sticks to solid vertical surfaces and can maintain her balance at angles up to and including 90 degrees. Thus, your character can stride up a wall or saunter across a miniscule tightrope. Cat's Grace does not allow you to walk upside-down, such as on a ceiling.

**Duration:** One hour

**Quicksilver: System:** If someone declares a Surprise Attack against you, you act as soon as the Surprise Attack is resolved.

**Duration:** Passive

## DOMINATE

The powers of Dominate grant immediate control of the actions of another person. This can shape how they behave, what they remember, or even what they believe. A vampire might make an innocent passerby forget being fed on. They might even convince a mortal that it was their idea to jump behind the wheel of the blood donation truck and drive off.

### CHARACTERISTICS

The Quick Start Dominate powers have the following limitations:

- Dominate cannot be used to force a target to do something physically self-destructive. Commands akin to “walk in front of a bus,” “jump off a building,” or “shoot yourself in the foot” automatically fail.
- Unless specifically stated, Dominate doesn't impart any special ability to complete extraordinary commands. If a target is ordered to do something that she cannot accomplish, the target will make her best effort to obey

the command but may not succeed. For example, if you use Compel to give the order to “sleep,” your target will lie down and try, but very few people can fall asleep in six seconds (two turns).

- Dominate cannot be used to compel someone to speak the truth or refrain from lying. Truth and lies are too subjective to be isolated by any clever phrase, loophole, or command.
- Dominate cannot be used to force a supernatural being to turn off powers or prevent them from using powers.

### LEVEL 1

**Cloud Memory: System:** Look at a target and speak aloud the phrase “Forget!” Your target's memories for the last five minutes, as well as the next five minutes after the use of this power, become cloudy and incoherent. Until she is pressured to speak about the missing time, she is not even aware she has forgotten anything. If she is forced to try, she is still unable to recall details or descriptions, but she does become aware she is missing time.

**Duration:** Indefinitely

**Compel: System:** To Compel an individual, speak a simple order, up to three words, for your target to immediately fulfill. You may also gesture as part of your order for additional context. The subject will spend her next two turns attempting to carry out your order.

Your command must be clear and straightforward: run, agree, fall, yawn, jump, laugh, stop, go, scream, or follow are good examples. The target of Compel will attempt to take context into account. If you point at a door and Compel your victim to “Leave!” she will attempt to leave via the door you indicated (as opposed to using a different door or jumping out of a window).

**Duration:** Two turns

## FORTITUDE

Few vampires feel as safe on the dangerous streets of their city as those who have mastered the Discipline of Fortitude. One of the most universally-coveted Disciplines, Fortitude protects against not just physical assaults, but assaults on the mind and the Blood. In a violent and dangerous world, Fortitude is a necessary tool to achieve a semblance of immortality.

## LEVEL 1

**Resiliency: System:** Once purchased, this power is always active. Characters who attempt to stake you must win one additional test. In addition, you are immune to the effects of extreme cold.

**Duration:** Passive

**Toughness: System:** When purchased, you gain one additional Health level. In addition, you ignore all wound penalties.

**Duration:** Passive

## OBFUSCATE

The ability to hide in plain sight, move without being heard, and even disguise yourself as someone else are advantageous skills for any predator. Through the use of Obfuscate, you can lurk in the shadows spying on prey, eavesdrop on private conversations, or even navigate a crowd of people as if you belong there.

### CHARACTERISTICS

Obfuscate works by causing an ambient beguilement. It does not create true invisibility; it merely forces the mind of observers to ignore whatever is being Obfuscated. This causes affected individuals to unconsciously avoid you in all ways, moving out of the way or even pausing briefly to hold a door open. A character will instinctively avoid sitting in a chair that contains an Obfuscated individual.

**Obfuscate vs. Auspex:** A vampire with the Auspex power Sense the Unseen can detect and pierce the powers of Obfuscate.

**Obfuscate and Machines:** Obfuscate works by clouding the minds of observers, and, therefore, has no effect on machines.

## LEVEL 1

**Conceal: System:** You may cause any object no bigger than three cubic feet to be invisible as long as you are carrying it on your person. If you interact with a Concealed object, use it to attack someone, or otherwise draw attention to the object, it will become visible. For example, no one will notice a shotgun hanging in a back-holster, but if you reach back and obviously draw that shotgun, it will appear. People might not notice you carrying a book, but if you are struggling under the weight of a handheld anvil, it will become visible to all.

**Duration:** One night. Conceal also ends as soon as you no longer possess the item you are hiding.

**Silence of Death: System:** While active, the user silences their footsteps, clothing, equipment, minor collisions, and other sounds of their person. Gunshots from the user's weapon become entirely silent; their footsteps cannot be heard.

**Duration:** One scene

## OBLIVION

Oblivion is a mysterious and dark Discipline that draws power from the entropy of the land of the dead. Practiced mainly by the Lasombra and the Hecata, other clans are wary about tapping into this dark art. Unlike other Disciplines, simply using Oblivion comes with a risk to the user's Humanity.

### CHARACTERISTICS

The use of Oblivion allows its wielder to manipulate the creatures and energies of the dead, including their manifestations in the real world. Shadows, decaying flesh, incorporeal spirits, and the risen dead are the bailiwick of an Oblivion user. Unless otherwise specified, brightly-lit, enclosed areas without natural shadows prevent the use of Oblivion powers that manipulate, control, or create shadows. All powers of Oblivion are rendered inert when exposed to sunlight.

Normally purchasing Oblivion unlocks the ability to purchase and perform Ceremonies up to and including the level the user possesses in Oblivion. However, Ceremonies are not included in this Quick Start Guide.

## LEVEL 1

**Shadow Cloak: System:** You may cause nearby natural shadows to cover your physical form, obscuring your facial features and any distinguishing characteristics you wish to hide. You may allow certain things to remain un-obscured, such as a badge or item you want observers to notice fully. Features you choose are obscured and cannot be captured on cameras, even digitally-enhanced recordings, nor recalled with any detail. Shadow Cloak is a supernatural concealment power which can be pierced by Heightened Senses, just as Sense the Unseen can detect the powers of Obfuscate.

**Duration:** Thirty minutes

**Oblivion's Sight: System:** You can attune your senses to death, allowing you to immediately see ghosts and any other creatures that exist in the dead lands that are not using supernatural powers of concealment. In order to see supernaturally-concealed characters in the dead lands, you must pierce their powers as normal.

## POTENCE

More powerful than any performance-enhancing drug, Potence is the Discipline of pure strength. It is not a product of the user's muscles, technique or leverage; instead, it is a manifestation of the raw and uncontrolled power of the vampiric Beast.

### LEVEL 1

**Prowess: System:** A character benefiting from Prowess can push, pull, or drag 1000 pounds per dot of Potence. She may lift and carry up to 500 pounds of weight per dot of Potence. While doing either, she may move at her normal speed. In any non-combat challenge, a character with this power may add her dots of Potence to her Strength pool.

**Duration:** One hour

**Soaring Leap: System:** Instead of moving or attacking normally, you may jump nine steps in any direction, including straight upwards. This movement does not require a running start, but you must land on a mostly horizontal surface. This power does not stack with other movement enhancing powers.

**Duration:** N/A

## PRESENCE

Throughout time, vampires have been depicted both as alluring sirens and vicious predators. Presence is the ability to manifest a supernatural attraction or a terrifying mien. Some vampires use Presence to accumulate herds of mortals that they can feed from with little worry. Others use it to stalk dark alleyways and claim dominion over the abandoned places of the world as boogymen and monsters.

### CHARACTERISTICS

Presence is an emotion-altering Discipline, unlike Dominate, which affects the mind. Victims of Presence are not under the direct control of the vampire but their behavior is influenced in specific ways as determined by the power.

Presence is not transmitted through electronic devices.

### LEVEL 1

**Awe: System:** When activated, 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 feel a strong desire to be near you.

**Duration:** Scene

**Daunt: System:** When activated, for the remainder of the scene, you seem overtly threatening and exude an aura of menace that causes the affected to think twice about acting against you. Mortals refuse to be closer than a few steps from you.

## PROTEAN

The ability to transform parts of the body or completely shapeshift is the domain of this Discipline. The savage animal forms that a vampire can assume allow her to become a better predator. The ability to sink into the ground or phase into a cloud of mist allows her to evade capture. Vampires utilizing Protean are sometimes mistaken for werewolves.

### LEVEL 1

**Eyes of the Beast:** Nocturnal predators would hardly be as successful as they are without the ability to see in the dark, a power you've learned to imitate as the first step in your studies of Protean.

**Cost:** Free

**System:** While active, your eyes glow a soft, feral red. While this effect lasts, you can see perfectly even in pitch darkness. Unless otherwise stated, you ignore the Blinded Condition when it is inflicted by mundane or supernatural darkness. Eyes of the Beast lasts until dawn or until you choose to deactivate it.

**Duration:** Until dawn

**Weight of a Feather:** With this power, you can channel the weightlessness of a feather, falling safely or stepping across a trapped floor, without worrying about stepping on a switch.

**Cost:** Free

**System:** You are immune to falling damage, collisions from external objects (does not include attacks utilizing the Marksmanship Skill) or being thrown into objects. In addition, the user will not trigger devices reliant on weight, such as mines.

**Duration:** One scene





# Chapter 7

## *Vampire Society*

### **YOUR CREW: COTERIES & GANGS**

Vampires might act as if they do not need anybody else, but they crave meaning and companionship just as mortals do. Connections with other vampires and mortals keep them rooted in humanity and give them things to care about in an otherwise difficult and tragic existence. Unlife must be more than chasing the next sip of blood, lest the vampire find themselves going insane. Whether the motivation for teaming up with a group of other vampires is security, political ambition, mutual gain or even just not wanting to be alone, vampires often band together in like-minded groups. Among the Anarch Movement, these groups are often called *gangs*. In the Camarilla, they are referred to as *coteries*.

A coterie or gang might be a crew of nomads driving up and down the interstate from city to city in search of profit and fun, or a gaggle of courtiers working together to become the next prominent group in court. These groups have access to coterie backgrounds that describe their shared Territory: Comfort, Connections, and Deterrents. These are advanced mechanics that are not necessary for Quick Start characters to know fully.

### **THE SECTS**

There are two main organizations vampires are part of, called sects: the aristocratic, influential Camarilla and the independent, freedom-espousing Anarch Movement. Your Storyteller can tell you which sect(s) your game is focused on. While it is possible to not be a part of either organization, the Quick Start Guide focuses on these two organizations. We encourage new players to try the group that their local game is playing so that they can get directly involved in the action.

### THE CAMARILLA

No organization created by Kindred has been as influential as the Camarilla. Ostensibly founded to keep the existence of vampires secret, the Camarilla is a conspiracy to preserve the power of the elders, a governing body both locally and internationally, and a web of influence that has infiltrated most sectors of human society at a deep level.

Led by the elite and vampires of what are considered “the pillar clans”—currently the Toreador, Ventrue, Malkavian, Tremere, and Nosferatu, along with the recently-accepted Banu Haqim—the Camarilla’s feudal society resembles an aristocracy dedicated to growing and preserving vampiric power. Common themes in the Camarilla include feudal politics, keeping vampires secret from humans, puppeting human society from the background, reaping the benefits of power, wealth and influence, and the tragedy of living in a gilded cage.

Most Camarilla domains resemble a feudal Court. Positions in Court have abilities that are mechanics that Quick Start characters are not required to know. The positions can be briefly described as follows:

- **The Prince:** The supreme ruler of the domain, empowered with authority over their territory and its residents. They create and enforce laws, judge lawbreakers, hold Court, hear petitions from their subjects, and accept vampires to be residents in their domain.
- **The Seneschal:** The powerful right hand of the Prince, the Seneschal assists their liege lord with their night-to-night duties.
- **The Primogen Council:** The Primogen Council represents the interests of major vampire factions in the domain and advises the Prince in rulership. Often, each clan with a major presence is represented by a Primogen, who is a member of this council. They may appoint an assistant called a Whip.
- **The Sheriff:** The chief enforcer of the Traditions and the Prince’s laws, who investigate violations and deliver punishment to those who transgress the laws.
- **The Herald:** The Herald enforces social decorum, rewards good examples of Camarilla culture, and oversees transactions in boons in their territory.
- **The Keeper of Elysium:** One part master of ceremonies, one part party host, and one part defender of the peace, the Keeper maintains the safety and security of the Camarilla’s safe spaces (known as Elysium).

- **The Principal of Faith:** A spiritual advisor to the Prince, the Principal of Faith acts as a connection between the faiths of the Domain and the secular functions of Court. Globally, the Camarilla has six main laws, followed in all domains, known as the Traditions. These Traditions are interpreted and applied differently from domain to domain. However, every released Camarilla Kindred knows them and is expected to follow them, on pain of punishment by the authorities. These can be summarized as follows:

- **The First Tradition: Masquerade**—Do not reveal the existence of vampires to mortals.
- **The Second Tradition: Domain**—A Prince is the ruler and governor in their city. They are owed respect when in their city.
- **The Third Tradition: Progeny**—Only the Prince can give permission to Embrace a new vampire in their city.
- **The Fourth Tradition: Accounting**—A sire is responsible for the sins and training of their unreleased child.
- **The Fifth Tradition: Hospitality**—When a vampire goes to a city, they must present themselves to that city’s Prince for permission to be there.
- **The Sixth Tradition: Destruction**—Only the Prince can authorize the destruction of a vampire within their Domain.

### THE ANARCH MOVEMENT

Long a revolutionary movement against the Camarilla, the Anarch Movement started as a revolt by the young against the dictates of uncaring elders who believe themselves the rulers of the night. It has since grown into a sect all its own, forever at odds with the elitist vampires who view them as pawns. As governments have recently become aware of vampires and begun hunting them, the Camarilla has retreated to small holdings rather than trying to claim control over the entire world. Capitalizing on this withdrawal, Anarchs have begun taking and controlling cities that were once held by the Camarilla.

Anarchs are closer to the mortal world than Camarilla vampires. They often maintain mortal identities, jobs, and even families. They gain influence in the world by being a part of it, all the while making sure to keep their vampiric nature a secret. Where the Camarilla hides, the Anarchs blend in, finding safety from vampire hunters like wolves in sheep’s clothing.

Anarch cities run how their residents collectively see fit. However, they do have commonalities between them. Anarchs typically form gangs, groups of vampires with a

common purpose who stake out turf and manage their own affairs. They also have common positions in their organization, which can be summarized as follows:

- **The Baron:** An Anarch with authority over a territory and those who live there. How a Baron comes to power is entirely up to the vampires of that territory. Some are elected by the people. Others hold their position by physical or social might, ruling like dictators.
- **Gang Leaders:** Vampires in charge of their gangs who represent their interests to the Baron, whether formally during Council or informally.
- **Emissaries:** Negotiators on behalf of their gangs or their Domains, Emissaries are in the business of fixing problems through the art of diplomacy.
- **The Sweeper:** The Sweeper is a physically powerful vampire who is called on during a crisis. Their duty is to kill until the problem goes away.
- **The Bookkeeper:** The Bookie has three main tasks: keep the records of prestation for the Domain, call bullshit when people try to inflate or deflate the economy, and socially punish Kindred who violate their boons.
- **The Preacher:** Experts in Anarch philosophy who teach and advise others about their sect's doctrines. They inspire people to accomplish the objectives of the local Movement and help to combat the spread of Camarilla dogma within their territory.

## CITY STATUS

Within every city, the occupying vampires are urged by their primitive impulses to find their place on their societal ladder. A vampire's Status is the measure of his importance, recognized by his own peers, within a city. Status can ebb and flow based on the whims of a vampire's allies, their sectarian allegiances, and the ire of her enemies. Camarilla vampires refer to Status. Anarchs refer to Reputation.

Mechanically, the systems for each work the same: characters provide public Support or Opposition to other characters in their city based on their positive or negative deeds. These are advanced mechanics that are not necessary for Quick Start characters to know fully. Unless the Authority of the Domain says otherwise, Quick Start characters are deemed to be Acknowledged, Committed or Accepted in their Domain, as appropriate for their sect.

## PRESTATION

Prestation, or the formalized trade of favors between vampires, is an advanced mechanic that Quick Start characters do not need to know in detail. However, it is good to know the basics to start.

To undying creatures with endless time to accumulate wealth and mortal connections, mortal currency is of little consequence. Among vampires, the trade of boons and favors is central to the vampiric social structure. Kindred who need something now incur debts to be repaid later; in due time, their chit will be called in and their choices dictated by the vampire they owe. Wealth in Kindred society is counted not in dollars, but in boons.

Simply put, a boon is a promise of a future favor made by one Kindred to another in exchange for something. The more powerful the granter of a boon, the more valuable the boon is considered. Once given, the only way to get out of a boon is to satisfy it or have it excused by its holder. A debtor cannot even escape the boon they owe by murdering their creditor. Destroying the holder of their boon (directly or indirectly through provable means) transfers this debt to the holder's sire or eldest childe. If no such Kindred exists, the debt is transferred to the Authority of the city.

Refusing to repay a boon when it is called, or claiming that a boon is still owed when it has been repaid, is a grave sin among vampires. Heralds may name them a 'boon-breaker' and destroy their reputation; Princes may exile them from their domain as an untrustworthy knave; sometimes, vampires who have broken their word in this way find themselves in danger. Even Anarchs honor boons. Their honor matters to them, and they don't require a Herald to know that their word means everything to their future survival and success. Some cities, however, appoint or elect what they call a Bookie that keeps track of prestation for the Movement.





# Chapter 8

## *Pregenerated Characters*

Instead of a full or abbreviated character creation system, we have provided one character template for every clan. These character sheets are meant to be used with this Quick Style Guide only. They are lacking a number of things that a fully created sheet would have (merits, backgrounds, flaws, etc). In addition to its character sheet, we have provided a short background that should allow you to jump right into play. Players should feel free to change the name, gender, ethnicity, and sect prior to play.

**Note:** *The characters presented below only have level 1 discipline powers, if used to create a full character using MET: Laws of the Night, please be aware that you may choose a level two power instead of two level one powers for one of your disciplines.*

### **SARAH TILSEY**

**Clan:** Banu Haqim

**Sect:** Camarilla

**Generation:** 11th

**Blood Potency:** 1

**Predator Type:** Consensualist

Sarah was an only child—she always had a strong sense of justice and studied self-defense due to being bullied in school. She studied law, and her solo practice specializes in helping domestic violence victims. Her sire was impressed with her passion for justice and protecting the less fortunate. She struggled with her embrace, overwhelmed by the belief she was a blood parasite, she now only feeds on drug dealers and abusers.

At first, Sarah concentrated on keeping herself active in the mortal world and her law practice going. But now, while she is a member of the Camarilla, she also sees its issues in a modern world and how it can be oppressive to the young and thin-blooded. So she has started to visit Elysium more, preparing to gain a court position soon, so she can change the system from the inside out. She wants to help the lowest of the low in the Camarilla, which most powerful vampires (Court, Princes, etc.) don't care about.

ATTRIBUTES		
Strength: 1	Dexterity: 3	Stamina: 2
Charisma: 3	Manipulation: 2	Composure: 2
Intelligence: 2	Wits: 3	Resolve: 4

SKILLS		
Athletics: 1	Brawl: 2	Stealth: 1
Etiquette: 1	Insight: 2	Leadership: 2
Performance: 1	Persuasion: 3	Streetwise: 1
Subterfuge: 1	Academics: 3	Awareness: 1
Investigation: 2	Politics: 3	Technology: 2

**DISCIPLINES**

Obfuscate 2 (Conceal, Silence of Death)  
 Celerity 1 (Quicksilver)  
 Dominate 1 (Cloud Mind)

**MORTAL CONNECTION**

John Gamble is a high-ranking police officer Sarah met during her work with domestic violence victims. They trust each other, and Sarah will occasionally feed John info about abusers and drug dealers, while John in turn warns her of raids or police stops that could be trouble. (Sphere of Influence: Police)

**TODD JOHNSON**

**Clan:** Brujah  
**Sect:** Anarch  
**Generation:** 10th  
**Blood Potency:** 1  
**Predator Type:** Scene Queen

Todd was an academic who specialized in the history of martial arts across different cultures. He traveled all over the world, learning martial arts, researching them in libraries, and giving lectures and hands-on demonstrations. His sire challenged him to a duel; surprised by how difficult it was to gain the upper hand, he decided the balance of warrior-scholar in Todd's personality would make a good Brujah. He found power and greater purpose in his Embrace with the revelations it presented, and now he focuses his feeding on college athletes and martial artists.

Todd is still keen to research and learn. He wants to know all there is to know about vampire society, his clan and sect. He is keen to bring about equality in vampire society by growing the Anarch Free State. Todd is more restricted now from traveling, due to vampiric limitations, and has difficulty getting used to the new way of researching with the internet.

ATTRIBUTES		
Strength: 3	Dexterity: 3	Stamina: 2
Charisma: 2	Manipulation: 1	Composure: 3
Intelligence: 4	Wits: 2	Resolve: 2

SKILLS		
Brawl: 2	Drive: 2	Melee: 3
Larceny: 1	Stealth: 2	Survival: 1
Insight: 1	Intimidation: 1	Persuasion: 2
Streetwise: 2	Subterfuge: 1	Academics: 3
Awareness: 1	Investigation: 3	Medicine: 1

**DISCIPLINES**

Celerity 2 (Cat's Grace, Quicksilver)  
 Potence 1 (Soaring Leap)  
 Presence 1 (Daunt)

**MORTAL CONNECTION**

Ifty Imbole is the Chancellor of the local university and values Todd's insight into many academic subjects, as well as students. Todd enjoys being asked his opinion and steering the university from the background. (Sphere of Influence: University)

**LACEY STONE**

**Clan:** Caitiff  
**Sect:** Anarch  
**Generation:** 12th  
**Blood Potency:** 1  
**Predator Type:** Alleycat

A talented young dancer with a promising future, until tragedy robbed them of their parents and left them to fend for themselves on the streets. They turned their strength and grace from dance into burglary to ensure they could put food on their own table without anyone's charity. They were Em-

braced because they managed to adapt and survive despite the deck being stacked against them. For some time Lacey was unable to adjust to her new existence. Yet again her bad luck had pushed her further into darkness.

They know what it's like to go from a "Have" to a "Have not," and they don't intend on letting others suffer because they weren't lucky enough. They fight for equity because others can't. They have a temper, easily turned to violent outbursts when frustrated or when their efforts are too easily stopped by someone with more privilege. Lacey particularly enjoys feeding on those who have squandered life opportunities.

ATTRIBUTES		
Strength: 3	Dexterity: 4	Stamina: 3
Charisma: 2	Manipulation: 1	Composure: 3
Intelligence: 2	Wits: 2	Resolve: 2

SKILLS		
Athletics: 2	Brawl: 3	Craft: 1
Drive: 1	Larceny: 2	Stealth: 2
Survival: 3	Insight: 1	Performance: 3
Streetwise: 1	Subterfuge: 2	Awareness: 2
Investigation: 1	Medicine: 1	Science: 1

**DISCIPLINES**

Celerity 2 (Cat's Grace, Quicksilver)  
 Obfuscate 1 (Conceal)  
 Potence 1 (Prowess)

**MORTAL CONNECTION**

When their parents were killed in a brutal collision with a drunk driver, Debra Currigan was the first EMT on the scene. She comforted a young, traumatized orphan, and remains one of Lacey's few examples that there might be some good left in humanity. (Sphere of Influence: Health)

**HANNAH JANE MUNDY**

**Clan:** Gangrel  
**Sect:** Independent  
**Generation:** 10th  
**Blood Potency:** 1  
**Predator Type:** Farmer

Born on a farm near the wilderness in the late 19th century, Hannah Jane loved the woods and all wild creatures. Her grandmother trained her as a midwife, with a little bit of old-time witchcraft on the side. When her Gangrel sire found her nursing a wounded crow back to health, he impulsively Embraced her.

The transformation into a bloodthirsty predator was both liberating and terrifying. Hannah Jane could communicate with the creatures she loved . . . But the Hunger drove her to slaughter those same creatures. Her sire gave her the most rudimentary education, then disappeared; now she felt isolated from mortal family and abandoned by her sire as well.

The older she gets, the more isolated Hannah Jane feels. She seeks out vampire society to rebuild connections and keep from being lost to her Beast. Hannah Jane struggles to socialize with others, but she tries anyway, just to keep her humanity intact.

ATTRIBUTES		
Strength: 2	Dexterity: 2	Stamina: 4
Charisma: 3	Manipulation: 1	Composure: 2
Intelligence: 2	Wits: 3	Resolve: 3

SKILLS		
Athletics: 2	Brawl: 3	Craft: 1
Stealth: 1	Survival: 3	Animal Ken: 3
Insight: 2	Intimidation: 1	Leadership: 1
Performance: 1	Subterfuge: 1	Awareness: 2
Investigation: 2	Medicine: 2	Occult: 1

**DISCIPLINES**

Animalism 1 (Feral Whispers)  
 Fortitude 1 (Toughness)  
 Protean 2 (Eyes of the Beast, Weight of a Feather)

**MORTAL CONNECTION**

Dr. Harry Arnow, a professor of rural studies at the local university, met Hannah Jane while researching ballads and folklore. Hearing him sing a ballad from her childhood, Hannah Jane made a rare new mortal connection, and she trades him bits of old stories and songs in exchange for more recent news. (Sphere of Influence: University)

## ROBIN MILLER

**Clan:** Hecata

**Sect:** Independent

**Generation:** 12th

**Blood Potency:** 1

**Predator Type:** Extortionist

Robin was interested in the supernatural and ghosts, especially since early childhood—they were always a bit other-worldly. As an adult, Robin made money reading tarot cards and eventually opened a little occult shop. Robin’s sire saw their potential for manipulating otherworldly forces and their openness to looking beyond the obvious.

Initially she was overcome with fear, having been proven right about the supernatural things she believed in. Now she is excited to realize they were right and the supernatural exists! They want to learn all about the dead lands and supernatural powers. Robin isn’t always realistic in their expectation of other vampires, especially those of the Anarch and Camarilla sects, as they have little knowledge nor interest in their rules. Feeding is something she does sparingly. She may be excited to know the supernatural exists, that doesn’t mean she’s entirely thrilled about being part of it.

### ATTRIBUTES

Strength: 1	Dexterity: 2	Stamina: 3
Charisma: 3	Manipulation: 2	Composure: 2
Intelligence: 2	Wits: 3	Resolve: 4

### SKILLS

Craft: 2	Marksmanship: 1	Stealth: 1
Survival: 2	Animal Ken: 2	Insight: 3
Performance: 2	Persuasion: 2	Streetwise: 1
Awareness: 3	Investigation: 1	Medicine: 1
Occult: 3	Science: 1	Technology: 1

### DISCIPLINES

Oblivion 2 (Shadow Cloak, Oblivion’s Sight)

Auspex 1 (Sense the Unseen)

Blood Sorcery 1 (A Taste for Blood)

### MORTAL CONNECTION

Farah Ravenclaw is a very old lady Robin met as a teen who taught them to deal with ghosts. Farah and Robin trade occult tomes and manuscripts as well as ingredients for potions and spells. (Sphere of Influence: Occult)

## ALEJANDRO EMMANUEL CASTILLE

**Clan:** Lasombra

**Sect:** Camarilla

**Generation:** 11th

**Blood Potency:** 1

**Predator Type:** Scene Queen

Alejandro was at the top of his class every year. Eventually he earned a scholarship to a top university, where he became a leader in multiple clubs and president of his fraternity. His success and charisma drew the attention of a well-connected donor who offered him a plum position . . . As a new member of Clan Lasombra.

As his new sire promised, Alejandro found himself stronger, able to bend mortal wills to his, and wield power over the shadows themselves . . . But the blood, complications, and ever-gnawing Hunger took him by surprise. During one early effort to feed, he drained his vice president, drawing unwanted attention to his fraternity and costing him one of his only true friends.

Now Alejandro finds himself torn between gaining power and acting on his instincts. Raised in poverty, he knows what it’s like to “do without,” and he will do anything to gain power, resources, and influence. But his vampiric nature demands blood, and, unless he learns to control his Beast, he could lose it all.

### ATTRIBUTES

Strength: 2	Dexterity: 1	Stamina: 2
Charisma: 3	Manipulation: 4	Composure: 2
Intelligence: 2	Wits: 3	Resolve: 3

### SKILLS

Athletics: 1	Brawl: 2	Drive: 1
Melee: 2	Larceny: 1	Etiquette: 1
Intimidation: 3	Leadership: 3	Persuasion: 3
Streetwise: 1	Subterfuge: 2	Awareness: 2
Finance: 1	Occult: 2	Politics: 1

### DISCIPLINES

Dominate 1 (Compel)

Oblivion 2 (Shadow Cloak, Oblivion’s Sight)

Potence 1 (Prowess)

**MORTAL CONNECTION**

Madison O'Reilly is a church secretary, and everyone knows secretaries have the real power. That's why Alejandro sought her out, and he rewards her with generous under-the-table gifts far beyond her salary. (Sphere of Influence: Church)

**MR. CRANE**

**Clan:** Malkavian

**Sect:** Camarilla

**Generation:** 10th

**Blood Potency:** 1

**Predator Type:** Sandman

As an orphan in the mid-twentieth century U.S., Mr. Crane was quintessential recruit material for working with government secrets and agencies. His curious mind was brought to bear on projects like ARPANET and MKULTRA. Early Agency spy programs were rampant with wildly experimental approaches and loose ethics. Slammed by the heavy dose of LSD he was on when his sire fed upon him, his Embrace was a sudden and messy affair of altered perceptions, Hunger, and intuitive reaction. This brought him an overwhelming sense of attunement with the world around him, like he could feel its truth. Behind every truth however led to a deeper conspiracy. Vigilance is the price of knowing more than everyone else.

His secret shame is having lived through and perpetrated some of the state's real conspiracies. Paranoia has crept in, and he wonders just how much he might be responsible for the early sparks of FIRSTLIGHT. He owes it to everyone to ensure the conspiracy doesn't grow and the fuel for that fire is kept far away from its light. Embraced while tripping on LSD has left him craving similar altered states in his nightly life.

ATTRIBUTES		
Strength: 1	Dexterity: 3	Stamina: 2
Charisma: 3	Manipulation: 2	Composure: 2
Intelligence: 4	Wits: 2	Resolve: 3

SKILLS		
Athletics: 2	Brawl: 1	Drive: 1
Marksmanship: 3	Larceny: 1	Stealth: 2
Insight: 1	Intimidation: 2	Streetwise: 1
Subterfuge: 2	Academics: 1	Awareness: 3
Investigation: 3	Politics: 1	Technology: 2

**DISCIPLINES**

Dominate 2 (Cloud Memory, Mesmerize)

Auspex 1 (Heightened Senses)

Celerity 1 (Rapid Reflexes)

**MORTAL CONNECTION**

Darren Halliwell, night shift supervisor for a 911 Emergency Communications facility. Through spy-craft (and Dominate to make him forget) Darren is made to forward coded messages when things are called in that hint at something beyond the mundane. To Darren, Mr. Crane is a pleasant face on the street who seems familiar, but he can't place how he knows him. (Sphere of Influence: Police)

**SLICK RICK**

**Clan:** Ministry

**Sect:** Anarch

**Generation:** 11th

**Blood Potency:** 1

**Predator Type:** Extortionist

Ricky Fortemire, or "Slick Rick" as his friends call him, sold cars for a living and was great at it. He could sell you extra floor mats, and you wouldn't even think twice. He wasn't so good at stealing customers' identities, which earned him a prison term. He did his bid, got out, got a false ID in a new town, and went right back to his old games. Then he met his sire, who didn't need extra floor mats, but needed someone with Ricky's gift of gab. It took a few years as a ghoul, but Slick Rick is finally a member of the undead.

Despite being limited to night time business Slick has managed to get used to his new existence as a vampire. Slick Rick is that guy who can get you anything, for any price, once he gets his cut. He's the 'classic' Anarch who talks too much, usually gets the job done, but inevitably messes up spectacularly. His crew trusts him, but, outside the gang, some Anarchs think he's cursed. The one thing he does excel at is setting a meetup. Even if he can't seal a deal he can at least get an unsuspecting mortal in a secluded location to feed on.

ATTRIBUTES		
Strength: 1	Dexterity: 2	Stamina: 2
Charisma: 4	Manipulation: 3	Composure: 3
Intelligence: 2	Wits: 3	Resolve: 2

SKILLS		
Craft: 1	Drive: 1	Larceny: 2
Insight: 1	Intimidation: 2	Leadership: 2
Performance: 1	Persuasion: 3	Streetwise: 3
Subterfuge: 3	Awareness: 2	Finance: 2
Investigation: 1	Politics: 1	Technology: 1

**DISCIPLINES**

Obfuscate 2 (Conceal, Silence of Death)  
 Presence 1 (Awe)  
 Blood Sorcery 1 (Corrosive Vitae)

**MORTAL CONNECTION**

Crowbar Sally is Ricky’s girlfriend. She knows he’s a vampire but keeps her mouth shut. She’s waiting for her turn to join the undead. And, until then, if Rick needs some knees broken, Sally is there for him. (Sphere of Influence: Underworld)

**PIG (JIMMY THORNTON)**

**Clan:** Nosferatu  
**Sect:** Anarch  
**Generation:** 12th  
**Blood Potency:** 1  
**Predator Type:** Farmer

In his mortal life, Pig was known as Jimmy Thornton. He grew up on a farm down south, a third-generation farmer and the middle child of five other brothers. Late one summer night, one of the pigs escaped the pen, and Jim chased it into a culvert; it was here he was turned into a vampire after witnessing his sire feeding on the aforementioned sow. Jimmy wasn’t a pleasant person before his embrace, after he’s become short tempered, distrustful and quick to anger. He doesn’t hate what he’s become, he just hates dealing with it.

Jim never fit in with the city folk—too much going on, too many rules. His sire’s coterie were nomadic Anarchs, and so now is “Pig,” a name he only lets his crew call him. Pig sticks close to his crew. He’s got a short temper when it comes to interacting with others, especially if they aren’t even Anarchs. God forbid anyone outside his crew mention his nose or ears, both features more closely resembling those of a pig, than of a human.

ATTRIBUTES		
Strength: 3	Dexterity: 2	Stamina: 4
Charisma: 2	Manipulation: 2	Composure: 2
Intelligence: 1	Wits: 3	Resolve: 3

SKILLS		
Athletics: 1	Brawl: 3	Drive: 2
Marksmanship: 2	Melee: 2	Larceny: 1
Stealth: 1	Survival: 3	Animal Ken: 3
Intimidation: 2	Leadership: 1	Subterfuge: 1
Awareness: 1	Medicine: 2	Technology: 1

**DISCIPLINES**

Animalism 2 (Feral Whispers, Sense Beast)  
 Obfuscate 1 (Silence of Death)  
 Protean 1 (Eyes of the Beast)

**MORTAL CONNECTION**

Silas Brackenmore is the local butcher in town. He helps Pig get extra food, sometimes alive, sometimes already dead. Silas never asks questions, but he knows something is odd about Pig. However, as long as he’s paid, Silas keeps quiet. (Sphere of Influence: Service Industry)

**STEFAN MARCU**

**Clan:** Ravnos  
**Sect:** Independent  
**Generation:** 9th  
**Blood Potency:** 2  
**Predator Type:** Hitcher

A young child in 1870s Bucharest, he was mesmerized by the folk tales told to him by his grandmother. A published author and professor before the outbreak of the first World War, Stefan sadly found himself seeing his students and family off to War. Broken from losing his only child in the war, on the border of desperation, a surreal night of philosophical and ethical banter drew the attention of a vampire inspired by his talent. His first night, in that almost empty cafe, with eyes truly opened, his new beast freshly slaked on the establishment’s unfortunate last customer, realization returning with lucidity, he broke inside having known the man, a childhood friend of his late son.



Neither interested in the rigidity of the tower, nor the desire to burn it down for change—which does nothing to preserve the Masquerade—Stefan chooses to direct wayward vampires towards a new ideal: never forget the story of where we come from, and use it to write a new tale, reviving the status of those that have been lost. Abundantly patient in most matters, particularly when teaching, Stefan struggles to come to grips with everything he has lost. He refuses to abandon standing up for his clan or proving to cainite society they are not gone. He does not relish his addiction to the succulent enriching flavor of the life he must steal, and so he preys on those he cannot know, specifically seeking out unscrupulous transients most won't regret never seeing again.

ATTRIBUTES		
Strength: 2	Dexterity: 2	Stamina: 2
Charisma: 3	Manipulation: 4	Composure: 3
Intelligence: 2	Wits: 1	Resolve: 3

SKILLS		
Athletics: 1	Brawl: 1	Stealth: 1
Survival: 1	Etiquette: 1	Insight: 1
Performance: 3	Persuasion: 2	Streetwise: 2
Subterfuge: 3	Academics: 2	Awareness: 2
Investigation: 2	Occult: 3	Politics: 1

**DISCIPLINES**

Obfuscate 2 (Conceal, Silence of Death)  
 Presence 1 (Awe)  
 Fortitude 1 (Resiliency)

**MORTAL CONNECTION**

Collector and occultist Florin Buzatu, the descendant of an old family friend, is Stefan's connection to the old world in more ways than one. If Stefan ever finds out the lost history of his clan, he'll have to trust his family ties to get the answers. (Sphere of Influence: Occult)

**JOHN SMITH**

**Clan:** Salubri  
**Sect:** Independent  
**Generation:** 11th  
**Blood Potency:** 1  
**Predator Type:** Sandman

John Smith used to be a highly-regarded practicing surgeon until an unfortunate set of circumstances caused him to lose his license. Not willing to give up on the skills he took so long to cultivate, he started doing illegal back-alley procedures for less than reputable patients. One of these patients, a mortal connection of his sire, led to his Embrace. Since this mortal thrall spoke too much about vampires, John was Embraced to protect the Masquerade. Being embraced as a Salubri has made John retract even more from society for fear of other vampires discovering his clan.

John doesn't hang around other vampires a lot. He sticks to himself, only once in a while joining society, and usually only when he's discovered in town. He does his best to make up stories about his travels, and usually most vampires don't bother him because of his benign nature. The problem he has is having to stick around to help those in need; he can't abide suffering, and, if he can help, he does.

ATTRIBUTES		
Strength: 1	Dexterity: 2	Stamina: 3
Charisma: 3	Manipulation: 2	Composure: 4
Intelligence: 2	Wits: 2	Resolve: 3

SKILLS		
Craft: 1	Drive: 2	Melee: 1
Larceny: 3	Survival: 1	Etiquette: 1
Insight: 1	Persuasion: 1	Streetwise: 3
Academics: 2	Awareness: 2	Investigation: 2
Medicine: 3	Science: 2	Technology: 1

**DISCIPLINES**

Auspex 1 (Heightened Senses)  
 Dominate 2 (Cloud Mind, Compel)  
 Obfuscate 1 (Silence of Death)

**MORTAL CONNECTION**

As a doctor without a license, John has trouble getting his hands on medical equipment. Jane Hansen is a nurse in a local clinic who can get John what he needs. She can even get away with some bagged blood if necessary. (Sphere of Influence: Health)



**DR. DANIELLE JACOBI****Clan:** Toreador**Sect:** Camarilla**Generation:** 10th**Blood Potency:** 1**Predator Type:** Osiris

Playing her part in the world of the social elite, Danielle always had a passion to become more, so she went on to become a plastic surgeon. When she became known for her talent at her new career, it turned heads because she showed her world that, while still being a social elite, she became more.

Dr. Lane Jacobi knew the skill Danielle had with a scalpel; he saw that, not only was it a talent and skill, he saw her passion with every patient who went under her knife.

Through mental wit, a strong posture, and sharp tongue, she has been able to make many deals to become stronger while still being underestimated by the vampires around her because they just see a Toreador. She shows her prowess in maneuvering through the political circles, making herself an invaluable asset to the domain, while still flying under the radar to keep the target off her and on someone else's back. The Beast stirs within her with the fresh blood of those who go under her knife, but she knows she shouldn't drain patients and if she has to she has the knowledge to make it look like an accident.

**ATTRIBUTES**

Strength: 1	Dexterity: 4	Stamina: 2
Charisma: 3	Manipulation: 3	Composure: 2
Intelligence: 3	Wits: 2	Resolve: 2

**SKILLS**

Athletics: 1	Craft: 3	Melee: 2
Stealth: 2	Etiquette: 1	Insight: 1
Leadership: 2	Performance: 2	Persuasion: 1
Academics: 1	Awareness: 1	Finance: 1
Medicine: 3	Politics: 3	Science: 2

**DISCIPLINES**

Celerity 2 (Cat's Grace, Quicksilver)

Presence 1 (Awe)

Auspex 1 (Heightened Senses)

**MORTAL CONNECTION**

Rhyen has been a long time ally to Danielle with his work and connections with the media. Rhyen keeps Danielle informed of news about to break or whispers from potential witnesses so Danielle can do her part in protecting the domain, thus allowing her to become that important asset to Kindred around her. (Sphere of Influence: Media)



## SULLIVAN “SULLY” KELLY

**Clan:** Tremere

**Sect:** Independent

**Generation:** 10th

**Blood Potency:** 1

**Predator Type:** Scene Queen

Sully was born and raised in Boston. Growing up, he became fascinated with the metaphysics, and the occult that seemed to peek its head out of every pocket in New England’s history. He very quickly found his path and made it his goal to be an academic of the esoteric. He had unknowingly floated on the edge of Kindred society in his pursuit of arcane knowledge, even conversing with his soon-to-be sire, who recognized his aptitude. The first time Sully fed, the visceral rush of another’s life force shattered his naivety, unveiling the bleak abyss he’d now have to willingly descend into for the intoxication of unparalleled power.

Sully has gone out of his way to collaborate and meet with like-minded Kindred after learning the potential of Blood Sorcery. Wanting to push those boundaries, he wishes to form a larger group of occultism-minded Kindred to escape e factions that Sully perceives as a bunch of bullshit rules from old guys. Sully is practical to the point of great annoyance among his peers, having no time for bedside manners, and sometimes using household objects in rituals because they’re “close enough.”

Sully targets intellectuals on the cusp of metaphysical understanding, feasting on their nascent brilliance, as if each bite allowed him to capture a piece of the vast cosmic knowledge they were about to unlock.

ATTRIBUTES		
Strength: 2	Dexterity: 2	Stamina: 3
Charisma: 3	Manipulation: 1	Composure: 2
Intelligence: 4	Wits: 3	Resolve: 2

SKILLS		
Athletics: 1	Brawl: 1	Larceny: 1
Stealth: 1	Insight: 3	Leadership: 1
Persuasion: 2	Streetwise: 2	Academics: 2
Awareness: 2	Finance: 1	Investigation: 3
Occult: 3	Science: 1	Technology: 2

### DISCIPLINES

Blood Sorcery 2 (A Taste For Blood, Corrosive Vitae)

Auspex 1 (Sense the Unseen)

Oblivion 1 (Oblivion’s Sight)

### MORTAL CONNECTION

Cassandra Ashcroft is a rare books and antiques dealer whom Sully has spent far too much money on over the course of his life and unlfe. (Sphere of Influence: Occult)

## TILLY KAVANAUGH

**Clan:** Tzimisce

**Sect:** Camarilla

**Generation:** 10th

**Blood Potency:** 1

**Predator Type:** Osiris

Tilly Kavanaugh was always the center of the “in crowd”: the head cheerleader, class president, teacher’s pet. She excelled at gathering a gaggle of followers who were elevated simply by being around her, which in turn elevated her popularity and status. A natural leader, with a fierce protective streak, Tilly considers all her “followers” family. By nurturing and encouraging them, she sees even more flock to her good graces. This maternal behavior attracted Tilly’s sire, who filled the role of Tilly’s own deceased parent. At first she thought her Embrace was going to ruin everything she had built, but despite being ‘kinda ick’ she knows she has an even greater ability to lead.

Since her Embrace, Tilly has yearned to prove herself as a good choice for the Embrace, worthy of their own undead legacy. She strives to secure a future for herself and her coterie. The only thing that slows her is her cripplingly high degree of imposter syndrome. While she has perfected a way to hide this from her coterie, in times of stress, she can be a handful. Sometimes this causes her to feed on those who are jealous of her or can’t stand her ‘fame.’

ATTRIBUTES		
Strength: 1	Dexterity: 2	Stamina: 3
Charisma: 2	Manipulation: 4	Composure: 3
Intelligence: 2	Wits: 3	Resolve: 2

SKILLS		
Brawl: 1	Craft: 3	Drive: 1
Survival: 2	Intimidation: 2	Leadership: 2
Persuasion: 3	Streetwise: 1	Subterfuge: 3
Awareness: 1	Finance: 1	Investigation: 1
Medicine: 2	Occult: 2	Politics: 1

**DISCIPLINES**

Presence 1 (Awe)  
 Dominate 2 (Cloud Mind, Compel)  
 Protean 1 (Weight of a Feather)

**MORTAL CONNECTION**

Gabe Mitchell is the owner of a small bar and lounge in an affluent side of town. He helps Tilly with a place to bring her friends so that they can wine and dine them, flattering them with how personable they can be. Gabe rarely asks for much in return, smitten with the idea of what the business could be when you reach the heights of your upward climb socially. (Sphere of Influence: High Society)

**ALISTAIR J. YORK**

**Clan:** Ventrue  
**Sect:** Camarilla  
**Generation:** 12th  
**Blood Potency:** 1  
**Predator Type:** Extortionist

The eldest son of an affluent stockbroker, Alistair always had the best of everything. Raised with a silver spoon, and possessed of an Ivy League education in business, he would have been a great American businessman if he had been allowed to continue on his track. His family has been quietly farmed by Ventrue in the past for prime candidates, and Alistair was simply the next pick. Alastair was horrified to know his family had been extorted and manipulated for years. He wallowed in despair post embrace before turning his anger on anyone he felt beneath him.

Highly competitive by nature, with an unhealthy fear of failure, Alistair cannot help but dive into the politics and schemes going on around him as he tries to find his feet in a shifting landscape. Alistair thinks he knows best. Though

his confidence can inspire, he is on his way to making the wrong enemies. Alastair will feed on anyone he can get one over on. He even refers to feeding sometimes as ‘getting his boots cleaned.’

ATTRIBUTES		
Strength: 1	Dexterity: 2	Stamina: 2
Charisma: 4	Manipulation: 3	Composure: 2
Intelligence: 3	Wits: 2	Resolve: 3

SKILLS		
Athletics: 1	Drive: 1	Etiquette: 2
Insight: 1	Intimidation: 3	Leadership: 2
Persuasion: 3	Subterfuge: 1	Academics: 2
Awareness: 1	Finance: 3	Investigation: 2
Occult: 1	Politics: 2	Technology: 1

**DISCIPLINES**

Dominate 2 (Cloud Mind, Compel)  
 Fortitude 1 (Toughness)  
 Auspex 1 (Heightened Senses)

**MORTAL CONNECTION**

Alistair has found a friend and a challenge in Erica Edwards, a rising star in a major financial firm. She is sharp and capable, with all the hallmarks of a good potential Ventrue. He is currently cultivating her as a potential ghoul. (Sphere of Influence: Finance)

