

VAMPIRE

THE MASQUERADE

NAME

Jay

DESCRIPTION

Customize your character. Put yourself in their place and answer the following questions.

What's your Gender?

Gender: _____

What are you wearing?

Clothing:

- ☐ Elegant suit
- ☐ Tracksuit and baseball cap
- ☐ Casual clothing

Ambition: Deliverance

What is your main goal?

- ☐ Find the one who transformed you and take revenge.
- ☐ Reinvent yourself, burn the past, forge a new identity.

What do you want to accomplish tonight?

Desire: Play a game with _____ and win.

Select another player character to fill the blank. Try not to select a character that someone else has already selected.

BACKGROUND

The undefeated champion of thousands of battles. The winner of all wars, trophies piling on your display case, as night after night you vanquished your rivals in digital skirmishes for money or glory. The life of a professional gamer was an interesting one, but it became less so once you hit thirty. You started losing your legendary reflexes, and fifteen-year-olds defeated you in national championships. The only way to evolve was sitting at the adult's table: online poker. It took you some time to understand all the nuances of the game, but you persisted, and made a name for yourself. Money was never an issue. The real problem was finding opponents who wouldn't bore you to death with their subpar skills.

How did your experience define you?

- ☐ "This is my path. I will become the greatest player of all time, and nobody will even know I was there."
- ☐ "The world is too small for me. I will reinvent myself soon, and show everyone what true greatness means."

CLAN

Malkavian 

CLAN BACKGROUND

Most Kindred are wary of the Malkavian's eccentricities. Most Oracles, as they are called, seem to have little control over their actions and words. However, there is always a method to their chaotic ways. They often pose as seers, fortune-tellers, or even computer geniuses. The truth is that they have access to a unique way of seeing the world, constantly receiving overwhelming amounts of information.

CLAN BANE

There is something that sets every Malkavian apart from other Kindred. The interface that connects their mind with the outside world just does not work the same way it works for others. In this case, Jay cannot keep quiet. They often end up rambling incoherently, just saying out loud everything that comes to mind, barely differentiating between thinking and speaking.

ALL WENT WRONG...

After a particularly tough game, you received an invitation to a game of poker. A real one. Offline. That perspective, sharing your space with other real people, didn't excite you much, but the money was worth it. Just a few games in this league, and you would be able to buy your own private island and retire forever. The game was odd. Your host never removed their shades or their baseball cap, and the rest of the guests... they just never arrived. After winning a few hands, arrogance was taking hold of you. Your host then placed a bet you couldn't match. What followed was bloody, confusing, and painful.

How did you react to this revelation?

- ☐ "I won the game. Fair and square. Where are my earnings?"
- ☐ I'm born anew. A chance to evolve once more. Who will I become?"

PICK THIS CHARACTER IF...

... you want a roleplaying challenge, playing a poker player who cannot lie, if you want to be an incredible investigator who can read other individuals better than they can understand themselves.

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ACTIONS

Investigate: 9 dice (Heightened Senses is factored in)

You can easily read a scene, and few clues escape your keen senses, especially now.

Insight: 9 dice (Heightened Senses is factored in, +1 die if trying to detect lies)

You can easily read others' tells and call their bluffs. Your new abilities just make this even easier.

Attack: 6 dice (Pistol +2 damage)

Years of playing the most action-packed first person shooters online have trained you for this moment.

Intimidate: 5 dice

You can sometimes bully others into doing what you want, whether by appearing intimidating or by using the right words.

Lockpick: 4 dice

The amount of things you can learn from video-games is just surprising.

Persuade: 4 dice

By using the truth to your advantage, or by appearing trustworthy, you can sometimes convince people to do what you need. However, due to your Clan Bane, the moment you deviate from the truth, you lose 1 die.

Sneak: 4 dice

Your experience with games has taught you that, sometimes, the best option is not being seen.

Bite: 1 dice


You may want to resort to feed from willing vessels or those rendered unconscious.

EQUIPMENT

A large amount of cash, including notes from the classic board game said to break up relationships. Your wallet (missing driver's license). A deck of playing cards. 16 takeaway menus from one restaurant that is not in Los Angeles. A folded character sheet for your favorite Revenant: The Ravishing character. The iconic 80s portable games console. Chewing gum. A logbook with numbers and formulas scribbled in every page. A tiny book of inspirational quotes to calm you down when anxious, some of its pages ripped off for no discernible reason. A tiny English-Norwegian Phrasebook (you do not speak a word of Norwegian).

HOW TO ROLL

To roll a **test**, create a dice pool by picking up as many dice as the Action or trait combination the Storyteller calls for. Start with a number of Hunger dice equal to your Hunger and add regular dice to complete.

Dice coming up with any of these:  are successes. Count them. Ignore other results. If you meet or exceed the Difficulty, you succeed.

Spend 1 Willpower to re-roll up to three regular dice (not Hunger dice).

When you roll a **check**, use only regular dice. Willpower does not affect checks.

Health

□□□□□ □□□□□

Willpower

□□□□□ □□□□□

ATTRIBUTES

Physical

Strength ●○○○○

Dexterity ●●○○○

Stamina ●●○○○

Social

Charisma ●●●○○

Manipulation ●●○○○

Composure ●●●○○

Mental

Intelligence ●●●●○

Wits ●●●○○

Resolve ●●○○○

SKILLS

Awareness ●●○○○

Drive ●○○○○

Finance ●○○○○

Firearms ●●●○○

Insight (Detect Lies) ●●○○○

Intimidation ●●○○○

Investigation ●●●○○

Larceny ●●○○○

Occult ●○○○○

Persuasion ●○○○○

Politics ●○○○○

Stealth ●●○○○

Streetwise ●○○○○

Survival ●●○○○

Technology ●●●○○

Humanity

□□□□□ □□□□□

Hunger

□□□□□

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DISCIPLINES

Auspex



The mystic power of your blood makes your senses sharper and more acute. You can see and hear things most people would never perceive..

Heightened Senses - All of your senses are amplified, for good or ill. You may switch this power on and off at will, with no cost or roll. Add **2 dice** to all perception-based rolls. This is already factored into your **Investigate** and your **Insight** actions.

Sense the Unseen - You may detect that which is supernaturally hidden, including Obfuscate powers and even ghosts, if these exist. Roll **5 dice** against a difficulty set by the **Storyteller**. If countering Obfuscate, it becomes a contested roll against their **Wits + Obfuscate**.

Dominate



You can manipulate and control the actions of others. You need to hold the gaze of a single victim in order for your Dominate powers to work. You may not use these on Kindred.

Cloud Memory - Say the word "Forget", and your victim will forget the last few minutes of their life. When used against a victim who is actively trying to resist, roll **4 dice** against **Intelligence + Resolve**.

KINDRED REFERENCE

Hunger: Every time you have to roll a test, replace a regular die (black) with a Hunger die (red) for each slot you have crossed in your Hunger tracker.

Rouse check: After resolving an action that could increase your **Hunger**, or after waking up, roll **1 regular die**. If the result is blank, cross 1 slot in your Hunger tracker.

Blood Surge: You may add **1 die** to any Action or Discipline roll. Make a **Rouse Check**.

Blush of Life: You may appear alive to others. Make a **Rouse Check**.

Quick Hunting Roll: If your group decides to forego Hunting scenes and to use rolls instead, you meet with other players in the area and roll **4 dice** (Manipulation + Persuasion).

Bane: You have lost your ability to differentiate what you think and what you say. Remove **1 die** from any rolls from **Persuade**, **Intimidate** and similar rolls if you're trying to lie or deceive the other person.

EMBRACE

When you were turned

Four aces in your hand. Folds. Royal Flush. Folds. Full House. Folds. Three of a kind. Folds. Your host is a very frustrating player. They have been folding all night, and you've been getting the best hands you've ever been dealt. Their pile of chips is slowly dwindling, as yours gets larger and larger. At this pace, however, it will take you weeks to clean them dry. Another hand. This time, you have just two of a kind. Bored, you decide to bluff. All in. Critical mistake. Your host pushes the chips across the table. Have you just lost all your savings because you were bored? Cards are shown. They have nothing. Nothing at all. You take the chips, not understanding, when they speak. *"One last hand. I've got no chips, so I guess I'll have to bet my own soul."* You laugh nervously. It's not a joke. Well, you've never owned anyone else's soul. You play. You try your best. It's not enough. After showing an unbeatable hand, your host jumps over the table and savagely bites you.

SIRE

The one who turned you

"There is no money!" You hear your own voice's echo. That confuses you. *"Did I say that out loud?"* Again, the echo comes back. Your host has left in a rush, and left you there, barely conscious. After waking up, you've torn up the place, looking for the money you are owed. Nothing. Just fake notes from some old board game, and plenty of empty cans of ginger ale. You feel weird. *"I feel weird."* Your tongue betrays your thoughts. *"Shut up! Stop talking! That's better. Wait. Am I still talking? What's that sound? Footsteps. Heavy footsteps. Closing in. Somebody's coming. Good. They've probably been sent to pay me what I'm owed. Why are they kicking the door? Why so many guns? Where's my money?!"*

SECRET

A memory that haunts you

As the stake is driven through your heart, you briefly recognize the man driving the stake as one of your former rivals from your video gaming days.