

VAMPIRE

THE MASQUERADE

NAME

Rain

DESCRIPTION

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

What's your Gender?

Gender: _____

What are you wearing?

Clothing:

- ☐ Surplus military clothing
- ☐ Torn street clothing
- ☐ Well-worn casual clothing

Ambition: Freedom

What is your main goal?

- ☐ Release your friends and yourself from the control of any faction.
- ☐ Accept the nature of this world, and seek admission into a faction.

What do you want to accomplish tonight?

Desire: Get _____ to break free from something that's tying them down.

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

BACKGROUND

Your whole life you were in and out of the foster system. No family would understand the reason for your behavior, neither could you. You were born to be wild, plain and simple. You were always getting in fights in the schoolyard, and would escape for days into the woods. After the system failed you, you found a new home in the prison circuit. You spent more time inside than outside and, after a while, you realized you didn't understand the world. Maybe you belonged in a cage, after all.

How did your experience define you?

- ☐ "I owe a debt to society and to those around me."
- ☐ "By learning about others, I can understand what sets me apart."

CLAN

Gangrel 

CLAN BACKGROUND

Also known as Ferals, the Gangrel are the Clan that accepts their vampiric nature the best. They are in tune with their inner Beast. Gangrel are often nomads, serving no master and answering to nobody. They are fearsome fighters, and natural philosophers.

CLAN BANE

Every time a member of Clan Gangrel loses control, either succumbing to their rage, their fear, or their Hunger, they develop a temporary animal trait. Anything from growing wolf ears to emanating the stench of a badger, this quirk always has a negative effect on their existence. The trait lasts for one night after being acquired, and reduces one of the character's attributes by 1.

ALL WENT WRONG...

Released from prison once more, you hit the streets with a mixture of desperation and anxiety. Now you had to look for a job, a place to stay, a way of living, bills to pay, friends to make, people to care for... It was too much. You walked into the woods, ready to never come back. After a few weeks living off the grid, you started feeling how something was watching you. You were being hunted, night after night, by some beast you couldn't even see. Until it got to you. You embraced death with an enthusiasm you didn't know you possessed.

How did you react to this revelation?

- ☐ "Born anew, the world unfolds in front of me. No need for chains, no need for control. Freedom now makes sense."
- ☐ "Transformed by force, deprived of freedom, I can only submit to my new condition, one night at a time."

PICK THIS CHARACTER IF...

... you want to learn more about what it means to be a vampire, if you seek the meaning of freedom while imprisoned in this new existence, if you want to have a closer understanding of the Beast, both internally and externally.

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ACTIONS

Lockpick: 8 dice

No lock can resist your experienced fingers.

Attack: 6 dice (Unarmed. Once you access **Feral Weapons** add +2 damage) 5 (Pistol +2 damage)

You had to defend yourself before, and know how firearms work. Your new powers make you even more dangerous.

Bite: 6 dice

You can bite your way through a fight, if that suits you.

Sneak: 6 dice

You are as good avoiding a conflict as jumping into it. Being unnoticed can be a wise choice.

Intimidate: 4 dice (6 with **Eyes of the Beast**)


You can occasionally verbally threaten people into doing what you want, if you must. Your powers can make you scary.

EQUIPMENT

Tiny amount of well-worn one-dollar notes. A lighter.

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.

ATTRIBUTES

Physical

Strength ●●●○○○

Dexterity ●●●○○○

Stamina ●●○○○○

Social

Charisma ●○○○○○

Manipulation ●●○○○○

Composure ●●●●○○

Mental

Intelligence ●●○○○○

Wits ●●●○○○

Resolve ●●○○○○

SKILLS

Athletics ●●○○○○

Awareness ●○○○○○

Brawl ●●●○○○

Firearms ●○○○○○

Intimidation ●●○○○○

Larceny (*Lockpicking*) ●●○○○○

Melee ●○○○○○

Stealth ●●○○○○

Streetwise ●●○○○○

Subterfuge ●○○○○○

Survival ●●○○○○

Health

□□□□□ □□□□□

Willpower

□□□□□ □□□□□

Humanity

□□□□□ □□□□□

Hunger

□□□□□

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DISCIPLINES

Protean



This Discipline gives you the ability to be a better predator and to shape-shift.

Eyes of the Beast - Your eyes have a red gleam. You can activate or deactivate this power at will. If on, you can see in the dark (all darkness related penalties are removed) and you add **2 dice** to your **Intimidate** rolls.

Feral Weapons - You can turn your hands into claws. These inflict **+2 damage** and their damage is now **aggravated** (it's never halved.) Make a **Rouse Check**.

Animalism



This Discipline allows you to connect closer with your Beast and that in others.

Sense the Beast - You can read others and sense their hostility. Roll **4 dice**, opposed by their **Composure** + **Subterfuge** (default difficulty 3.) Success allows you to gauge their level of hostility and whether they harbor a supernatural Beast like you (i.e. they are also Kindred).

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 your ex-con associates and roll **3 dice** (Manipulation + Subterfuge).

EMBRACE

When you were turned

The campfire is nice enough. The winter has been rough, and having somewhere to warm up your hands feels like a luxury to you. You've gotten used to the sounds of the woods, and they don't scare you anymore. The road miles away, however, roars with threat and aggression. A branch cracks a few steps away. They are back. You've felt them for weeks, but you've never seen them. Now they stand in front of you, in all their monstrous glory. A walking wolf, half human, half aberration. They get closer. You are petrified. You're being smelled. The cruel jaws hint a smile, right before closing over your neck. Freedom, at last.

SIRE

The one who turned you

The monster turns into a human being before your eyes. Naked, dirty and cold. Still glorious. You feel your body changing. You are becoming something new, and you are equally excited and repulsed. You have so many questions, but you respect the silence. You feel you understand everything about your aggressor, and yet you don't know the first thing about them. They stay away from the fire, and you feel you should do the same. You spend hours staring at each other, learning each other's body. Not a word is said. The monster takes you to a cave before sunrise, and you both sleep, covered in heavy furs. When you wake up, the monster has already left. Instead, you hear helicopters closing in, dogs barking, and orders whispered in the shadows. There's a hunting party out there, and you are the prey.

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 foster parents.