

VAMPIRE

THE MASQUERADE

NAME

Terry

DESCRIPTION

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

What's your Gender?

Gender: _____

What are you wearing?

Clothing:

- ☐ Street clothing
- ☐ Functional casual
- ☐ Work uniform

Ambition: Selflessness

What is your main goal?

- ☐ Use your abilities to protect humanity from injustice.
- ☐ Think global, act local. Make your group a force for peace and justice.

What do you want to accomplish tonight?

Desire: Convince _____ to join your cause.

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

BACKGROUND

You grew up in poverty. You made all the wrong choices, and got mixed with the worst possible crowd. As a result, you ended up in jail. You took a light sentence because your cousin took the fall for you. Now you work to build up your community and improve your neighborhood, striving to be worthy of your cousin's sacrifice.

How did your experience define you?

- ☐ "By helping the people around me, I can make the world a better place."
- ☐ "By improving the world around me, people will naturally become better."

CLAN

Brujah 

CLAN BACKGROUND

Your character is a Brujah. Members of this clan, commonly called Rabble, believe passionately in their individual causes, and in the importance of backing up their beliefs with violence when necessary.

CLAN BANE

All Brujah are cursed with a very short temper, and a lack of self-control. Whenever they are provoked, or witness acts that would generally just annoy any other person, they risk losing control, abandoning themselves to blind rage.

ALL WENT WRONG...

A weird face started to pop up whenever you were giving speeches, then in rallies and demonstrations. You started obsessing over this unknown individual. They stuck out like a sore thumb. They didn't belong there, and yet, they became ubiquitous. Paranoia became stronger than curiosity, and you decided to disregard caution. You faced the stranger, and you got more than you bargained for. In your last moments, you realized you made a fatal mistake.

How did you react to this revelation?

- ☐ "I can still help humanity, even if it is from the shadows."
- ☐ "There's inequality among monsters, too. I will fight for justice among my peers."

PICK THIS CHARACTER IF...

...you want to be someone who opens many doors in more ways than one, a dangerous opponent both in a fistfight and in a debate, a well-rounded, skilled community organizer.

VAMPIRE

THE MASQUERADE

ACTIONS

Attack: 7 dice (Unarmed, +2 damage when using Prowess) 4 dice (Pistol +2 damage)

Anyone who faces you better run for their life.

Bite: 7 dice (+2 aggravated damage)

Attacking and feeding during combat can be a great option for you.

Persuade: 7 dice (Awe is factored in)

Your personal magnetism makes people trust you and do whatever you ask them to do.

Intimidate: 6 dice

You can show your scary side to bully your way into getting what you want.

Insight: 5 dice (add 1 die if attempting to read someone's motives)

You can read others, understand their motivations, and know if they're telling the truth.

Lockpick: 5 dice

You can open locks and doors whenever you need them to be open.

Investigate: 4 dice

Occasionally, something about your environment catches your attention, but you focus more on people.

Sneak: 4 dice

When everything else fails, you can sneak and hide, but this is not your go-to option.


EQUIPMENT

Your wallet (driver's license missing). Some petty cash.

Scribbled notes from your last speech.

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

Athletics ●○○○○

Awareness ●○○○○

Brawl ●●●○○

Drive ●○○○○

Firearms ●●○○○

Insight (Motives) ●●○○○

Intimidation ●●●○○

Investigation ●○○○○

Larceny ●●●○○

Leadership ●●○○○

Melee ●○○○○

Persuasion ●●○○○

Politics ●●○○○

Stealth ●●○○○

Streetwise ●○○○○

Technology ●○○○○

Humanity

□□□□□ □□□□□

Hunger

□□□□□

VAMPIRE

THE MASQUERADE

DISCIPLINES

Potence



You can use your strength for terrifying effects of raw power and physical might.

Soaring Leap - You can jump up to 4 meters vertically and 6 meters horizontally without any run-up. No roll is required.

Prowess - add 2 dice to feats of strength. You can also use this with your Unarmed **Attack** damage (+2 damage, or +1 if using hand-to-hand weapons). Make a **Rouse Check**.

Presence



You can manipulate and control the emotions of people around you. You have to be in their immediate presence and they have to be able to see or hear you directly for this power to work.

Awe - Anyone close to you is suddenly drawn towards you, willing to agree on your arguments and viewpoints. This power can be used to create a distraction. This improves your **Persuade** action and is already factored in.

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 faithful members of your community who adore you in all but name. Roll 4 **dice** (Manipulation + Persuasion).

EMBRACE

When you were turned

The alleyway stinks of urine and rotting food. The stranger is casually leaning against a wall, their face an inscrutable mask. *"You're doing good work, kid."* They say. Are they on your side? Or just luring you into a trap? You start asking questions. You just can't believe anyone can be so interested in your speeches and your community work. But you receive no answers. Frustration grows into blind anger. The stranger laughs, and then attacks you.

SIRE

The one who turned you

You are dropped on a pile of garbage, your whole body trying to adapt to the change. You are not yourself anymore. The stranger starts walks away, no explanations given. You can't allow that. You chase them, ready to take their life, when a white van blocks your way. A group of men climb out, pointing their guns both at the stranger and you. Before you can even process what is happening, you are already acting on impulse. You cowardly push the stranger towards the guns, and run away.

SECRET

A memory that haunts you

As the stake is driven through your heart, you briefly recognize the person driving the stake as one of your former jail cell companions.