

VAMPIRE

THE MASQUERADE

NAME

Blake

DESCRIPTION

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

What's your Gender?

Gender: _____

What are you wearing?

Clothing:

- ☐ Trench coat and casual clothes
- ☐ Hip clothing
- ☐ Smart casual

Ambition: Unveiling

What is your main goal?

- ☐ Discover the truth about the one responsible for your transformation.
- ☐ Learn all there is to know about your new condition.

What do you want to accomplish tonight?

Desire: Find out what makes _____ tick.

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

BACKGROUND

Since childhood, you were obsessed about exposing everyone's secrets. You couldn't stand lies, other than your own. Becoming a journalist was just a natural step. You excelled at interviewing hostile subjects. You gained their trust easily, and they were more than willing to welcome you into their lives. Your recorder captured the most intimate secrets of politicians, athletes and minor celebrities. A few months back, however, something changed. Suddenly, your editor started sending you exclusively to interview artists. In particular, artists showing their work at a very specific gallery: The Black Rose Gallery.

How did your experience define you?

- ☐ "The truth is the truth, and I will unveil it no matter where I go."
- ☐ "I need to get back to the big leagues. The world of art is too small for me."

CLAN

Toreador 

CLAN BACKGROUND

Aleister Crowley described Venus as "golden on the outside, rotten on the inside." Many Kindred consider that description absolutely fitting for Clan Toreador. The Clan of the Rose, as they are often called, are patrons of arts and consumers of beauty. Always striving to grow closer to humanity, they often seek inspiration in the strangest places. Toreador spend their nights desperately trying to feel something new, which often leads them up the road of passion, or down the road of decadence.

CLAN BANE

Addicted to beauty, the Toreador can't thrive surrounded by ugliness. Whenever they are in an environment that they would consider aesthetically displeasing, that would include awful smells and distracting noises, too, they find it difficult to activate their powers, and struggle to keep hold of their anxiety.

ALL WENT WRONG...

You were to finally meet the owner of The Black Rose Gallery. You were summoned late at night, close to midnight. You already knew the owner was eccentric and insular, but this level of secrecy was new for you. The first surprise came upon your arrival. The gallery, that familiar place, was simply not there. Instead, an abandoned warehouse was waiting for you. The second surprise was sharper, more painful, and cost you your life.

How did you react to this revelation?

- ☐ "I will find the one who did this to me, and we will have a long conversation."
- ☐ "I've changed, and my world has now become bigger than ever. More secrets to uncover, more lies to expose."

PICK THIS CHARACTER IF...

... you want to play a master at social manipulation, who excels at any situation where words, insults or praises are exchanged, and if you want to be driven by a passion for unveiling the truth.

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ACTIONS

Persuade: 9 dice (Awe is factored in.)

Your magnetic personality makes it almost impossible for people not to do what you ask of them. This is now stronger than ever.

Investigate: 6 dice

Looking for clues is one of your strengths.

Intimidate: 6 dice (Daunt is factored in)

Sometimes you looked intimidating to get out of trouble. Now you feel you can be outright scary.

Attack: 5 dice (Pistol +2 damage)

You are comfortable around firearms and can use them if the need should arise.

Insight: 5 dice (Add 1 die if interrogating your subject)

You can read others, and you excel in interrogating them to get to the truth.

Bite: 1 dice


You may want to resort to feeding from willing vessels, especially those that admire you.

EQUIPMENT

A wallet with about \$50 in change (driver's license is missing). A digital recorder. An old-fashioned notebook filled with scribbles.

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 ●●●○○

Etiquette ●○○○○

Firearms ●●○○○

Insight (Interrogation) ●●●○○

Investigation ●●●●○

Persuasion ●●●○○

Streetwise ●○○○○

Subterfuge ●●○○○

Technology ●○○○○

Health

□□□□□ □□□□□

Willpower

□□□□□ □□□□□

Humanity

□□□□□ □□□□□

Hunger

□□□□□

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DISCIPLINES

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.

Daunt - You appear threatening and exude an aura of menace which turns away most. This improves your **Intimidate** action and is already factored in.

Auspex



Your senses are sharp as a knife. You can see, hear, smell and even feel things that most people would never notice.

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 1 die to all perception-based rolls. This is already factored into your **Investigate** action.

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 someone who willfully gives you their blood. Roll 9 dice (Manipulation + Persuasion, modified by **Awe**).

Bane: As a **Toreador** Kindred, you feel unwell whenever faced with situations that are not esthetically pleasing to you. Whenever using your **Disciplines** in such situations, remove 1 die from these rolls.

EMBRACE

When you were turned

The warehouse is cold and dark. It is as if the gallery had never been there in the first place. You walk across the empty space, curiosity and fear competing for your soul. Your journalistic instinct kicks in. There's a story happening right here, and you're the only one to report it. You turn on your recorder, and start speaking, narrating everything you see around you. Turning a corner, you find the one you're meant to interview. Among the rubble and the autumn leaves, they lie in an elegant chaise longue, studying you with predatory eyes. You approach them, going through your questionnaire in your mind. They whisper "You came. How convenient. I have something for you. A gift." Intrigued, you get closer to hear better. Their mouth reaches your neck, and you experience the most excruciating pleasure you will ever enjoy. You die.

SIRE

The one who turned you

Your tongue finds blood delicious. Your body feels incredible. Colors are more vivid, and sounds sharper. The subject of your now forgotten interview strokes your hair, as if you were their new pet. "You have so much to learn, my darling. We're going to spend eternity together. Nothing will ever set us apart." And, for a second, that sounds like the best future you could ever imagine. Then you see the red dot on your host's forehead. The red dots start popping up. It takes you a few moments to understand what's happening. You don't say a word. They stare at you, unaware of the proliferation of dots on their body. You could tell them. Warn them. But you don't. The dance of speckles of red light is too fascinating to even speak about it. The dots become wounds, gushes, and holes. Your new friend screams as their body is torn to pieces. And you stay quiet, transfixed by the spectacle.

SECRET

A memory that haunts you

As the stake is driven through your heart, you briefly recognize the person driving the stake as a police officer you interviewed years ago.