

# VAMPIRE

THE MASQUERADE

## NAME

**Marsh**

## DESCRIPTION

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

*What's your Gender?*

**Gender:** \_\_\_\_\_

*What are you wearing?*

**Clothing:**

- ☐ Tracksuit
- ☐ Ragged suit
- ☐ Casual clothing
- ☐ Hockey Mask

**Ambition:** Redemption

*What is your main goal?*

- ☐ Protect the innocent, at all costs..
- ☐ Punish those who harm the innocent.

*What do you want to accomplish tonight?*

**Desire:** Prevent \_\_\_\_\_ from doing something monstrous.

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

## BACKGROUND

Growing up in the slums, you could only choose between fighting or dying. Martial arts saved your life and gave you purpose. You soon started competing, fighting in cages, and defeating opponent after opponent for money. But that wasn't enough. One shady proposal changed everything. You could get the life you wanted, but the price was steep. Working as a hired goon was tough. Beating up defenseless people to collect protection money tore your soul apart, bit by bit. But you endured. Taking this path was your decision, and you stood by it.

*How did your experience define you?*

- ☐ "Too bad for my victims but, if it wasn't me, it would be someone else."
- ☐ "This is just temporary. As soon as I get all the money I need, I am out."

## CLAN

**Nosferatu** 

## CLAN BACKGROUND

Literally wearing their Beast on their faces, Clan Nosferatu, or Horrors, as some call them, look the way most other Kindred feel like. Their horrifying appearance sometimes hides endless amounts of compassion, or a very keen sense of justice. Many members of Clan Nosferatu are Embraced as a punishment. People who behave terribly are given a second chance, a way to redeem themselves. They often inhabit sewers and derelict houses, hiding from the mortals' society, clearly knowing they don't belong there anymore.

## CLAN BANE

The curse of Nosferatu manifests itself throughout every inch of their bodies. The features of the Horrors are misshapen and twisted, giving them a truly monstrous appearance. Due to the mystical nature of this aberrating, no amount of empathy or good intentions would allow anyone to accept the way they look.

## ALL WENT WRONG...

There was something off about this contract. The target was not the usual pub owner or gambling addict. You had to track your prey through tent cities and sewers. It was only when you finally cornered them that you realized you were the one being hunted. Before your heart stopped beating, a raspy voice whispered in your ear: "Here's a second chance for you. Don't squander it."

*How did you react to this revelation?*

- ☐ "I've been a monster all my life, I know that now. So be it."
- ☐ "I can change my ways. I can make a difference, even if it is from the shadows."

## PICK THIS CHARACTER IF...

... you want to play an expert fighter, able to stand victorious in combat just using their bare hands, if you want to be a proficient spy, capable of hiding in plain sight without raising any suspicions with your newfound supernatural abilities.

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## ACTIONS

**Attack:** 8 dice (Unarmed, aggravated damage with Lethal Body) 4 dice (Pistol +2 damage)

*Few can stand their ground when facing you in a fight. And now the Blood has turned you into a veritable killing machine.*

**Bite:** 8 dice

*Feeding on your foes while beating them up can make a fight even more thrilling.*

**Intimidate:** 5 dice

*You've learned to know what to tell people to get things done. And if they don't understand, you can always back it up with violence.*

**Investigate:** 5 dice (add 1 die if you are using deduction)

*You can deduce the connections between facts when you have the right information.*

**Lockpick:** 5 dice

*You can often get those pesky doors open when you need to be silent. And if that fails, kick them in.*

**Sneak:** 5 dice (Special, read below)

*You can hide and sneak well enough, but if you stand absolutely still and do not draw attention to yourself, people will not see you. (As soon as it becomes available, check Obfuscate for details.)*

**Insight:** 4 dice


*You can try to understand people, especially to know if they're lying. Then, you can punish them for it.*

## EQUIPMENT

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

## 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

Brawl ●●●●○

Firearms ●○○○○

Insight ●●○○○

Intimidation ●●○○○

Investigation ●●●○○

Larceny ●●●○○

Stealth ●●●○○

Streetwise ●●○○○

Survival ●●○○○

Technology ●○○○○

### Humanity

□□□□□ □□□□□

### Hunger

□□□□□



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## DISCIPLINES

### Obfuscate



*You can hide from others using a low-level type of hypnotism. People will ignore you and move around you. If you attract attention to yourself in any way (including attacking another), the illusion is broken. Cameras and other technological devices can detect you.*

**Cloak of Shadows** - As long as you stand perfectly still, you become functionally invisible, with the above limitations. If someone wishes to detect you with **Auspex**, roll 6 dice to remain hidden.

**Unseen Passage** - As long as you don't draw attention to yourself, you can move and remain functionally invisible, with the above limitations. Make a **Rouse Check**. If someone wishes to detect you with **Auspex**, roll 6 dice to remain hidden.

### Potence



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

**Lethal Body** - You have become a deadly weapon. Your **Unarmed** damage is **aggravated**. This has been noted in your **Attack** 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 stalk alleys to find hapless victims. Roll 5 dice (Strength + Brawl).

**Bane:** As a Nosferatu, your Bane is your hideous appearance. You lose 1 die for any rolls to attempt to disguise yourself as non-monstrous. You lose 2 dice from all social rolls not based on fear.

## EMBRACE

*When you were turned*

*"Here's a second chance for you. Don't squander it."*

The raspy voice comes with an array of aromas. Putrefaction. Decomposition. Death. You barely manage not to throw up, but your prey is set on making it hard for you. Their face is a parody of what a face should look like. All the things that we find revolting, turned into features. They grab you by the neck. The raggedy figure is surprisingly strong, and you find yourself unable to move. Then you see their fangs. Sharp, rotten, terrifying. They break your skin. Death comes to you.

## SIRE

*The one who turned you*

You wake up. The monster that attacked you is still there, watching you. They laugh at you. You try to move, but you are tied. They hold a mirror to your face, and you see a monster staring back at you. You scream. For hours, you just scream. Then you try to escape. The ropes that tie you are not that tough, and you manage to break free. The monster's gone, but now you have to escape their lair. You drag your body through the sewers, until you find an exit. There, a white van is waiting for you. Men in black, holding guns, make sure your freedom is short-lived.

## SECRET

*A memory that haunts you*

As the stake is driven through your heart, you faintly recognize the person driving the stake as someone you severely beat up years ago.