

VAMPIRE

THE MASQUERADE

NAME

Sam

DESCRIPTION

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

What's your Gender?

Gender: _____

What are you wearing?

Clothing:

- ☐ Old military fatigues
- ☐ Dark and formal
- ☐ Casual clothing

Ambition: Organization

What is your main goal?

- ☐ Make those who closely surround you into a force to be reckoned with.
- ☐ Find your place within an organization, and serve them with pride.

What do you want to accomplish tonight?

Desire: Inspire _____ to learn more about their condition.

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

BACKGROUND

Some enlist because they want to serve their country, some because of the prospect of a career. You were always the exception. Too poor for University, and too curious to be content with anything else, you became a soldier. For you, Iraq was not a place for heroics. The battle was just a means to an end. Accessing libraries, museums, following the trail of the origins of humanity, that's what mattered. You were discharged after two tours of duty, and you found yourself back home, away from the wealth of information you had found in the Middle East. Lost. Confused. Your thirst for knowledge, unquenched.

How did your experience define you?

- ☐ "I will go back. I need to learn all I can before everything's destroyed."
- ☐ "There's a lot to research here as well, and it is much safer."

CLAN

Tremere 

CLAN BACKGROUND

Mistrusted by most, the Kindred known as Warlocks hail from a centuries old tradition of magicians and occultists. They used to form a hermetic society, keeping their secrets safe from any curious eyes. However, recent events have destroyed their organisation, and now they survive as mercenaries, information brokers, and outcasts.

CLAN BANE

The Tremeres used to link their blood, creating a highly organised hierarchy of obedience and servitude. As the tower crumbled, their blood got tainted, and now they are unable to use their blood to push others into submission. In addition, due to the long story of the Clan, most Kindred tend to mistrust the Warlocks, automatically regarding them as sly and treacherous.

ALL WENT WRONG...

A strange email, offering you old manuscripts rescued from the Central Library of Mosul, gave you a ray of hope. The prize was too tempting not to enquire. You were given an appointment at an old bookstore, open after hours. The manuscripts were nowhere to be seen but, instead, you found pictures of your time in Iraq. Wearing your uniform. Your squadmates. Your memories. All lined up for you to see, like a museum of your life. For once, you were the subject being studied, and not the other way around.

How did you react to this revelation?

- ☐ "Somebody knows everything about me, and has a plan for me. I need to find them, and follow my destiny."
- ☐ "I have become something different. The knowledge I sought all along now runs through my blood. Time to start learning"

PICK THIS CHARACTER IF...

... you want to play a character defined by an endless thirst for knowledge, with a rare combination of skills, being proficient in the use of firearms, excelling at investigating and finding hidden details in any situation.

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ACTIONS

Investigate: 9 dice (Heightened Senses is factored in)

Looking for hidden books and tombs has made you the best at finding unseen details. Your newfound powers have only made you even better.

Insight: 6 dice

You can easily read others and understand their motivations.

Persuade: 6 dice

Your strong personality allows you to convince others of giving you what you need.

Attack: 4 dice (Unarmed) 5 dice (Pistol +2 damage)

Your military training has provided you with the means to harm others.

Bite: 4 dice

If need be, you can use your fangs as a weapon in a fight.

Intimidate: 4 dice (Add 1 die if you physically coerce your opponent.)

Other people are wary of your military training.


EQUIPMENT

A reasonable amount of pocket change.

Your wallet (driver's license and any form of identification missing.) Dog tags. A box of aspirin.

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 ●●○○○

Brawl ●●○○○

Firearms (Pistols) ●●●○○

Insight ●●○○○

Intimidation ●○○○○

Investigation ●●●●○

Leadership ●○○○○

Occult ●●●○○

Persuasion ●●●○○

Stealth ●○○○○

Health

□□□□□ □□□□□

Willpower

□□□□□ □□□□□

Humanity

□□□□□ □□□□□

Hunger

□□□□□

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DISCIPLINES

Auspex

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Your senses are greatly increased, and can learn more from your environment thanks to the power of your blood.

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.

Blood Sorcery

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You can tap into the mystical powers of your Blood. In time, you can become a powerful Blood Sorcerer and learn more powers, and even Rituals.

Corrosive Vitae - You force a bit of your Blood through an open, typically self-inflicted, wound. Then you spill it on nonliving matter (you can't use this with Kindred, let alone with living beings like mortals.) The matter corrodes and decomposes. You can use this in lieu of a **Lockpick** action, or to break free from handcuffs. Make a **Rouse Check**.

Dominate

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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.

Compel - Issue a single action command to the victim, no longer than a short sentence. Your victim will obey unless the command is directly harmful to them. If the command is ambiguous, the Storyteller may interpret it as they see fit. When used against a victim who is actively trying to resist, roll **4 dice** against **Wits + 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 a veteran friend who willingly gives you some of their blood. **7 dice** (Manipulation + Persuasion)

EMBRACE

When you were turned

"I've been following you." The voice is flat, solemn, and doesn't allow any room for questions. You turn around to find the guide of this peculiar exhibition. Tall, slender, and all dressed in black, your guide seems unable to smile, or to express any recognizable emotion. The feeling is strange, alien, and oddly reassuring. "My people noticed you back in Iraq. At first, they thought you were not serious about your studies. But you surpassed everyone's expectations." The guide takes you through the pictures, just showing off how much they know. Then, without a word of warning, you feel the fangs in your neck. Death comes to you quickly.

SIRE

The one who turned you

Reborn. Remade against your will. All the secrets of creation, now lie bare in front of you. Everything you thought you knew has become irrelevant and, in a matter of seconds, you realize you need to adjust your whole worldview. You have so many questions... but the severe gaze of your guide doesn't invite you to ask. It will take years, maybe decades, to learn what you need. You are patient. The world isn't. Your guide hears something outside. *"Wait here."* They run outside, leaving you alone with your shrine. Something in the air feels wrong. The sounds, the smell... everything reminds you of your time in Iraq. Survival comes first. You quickly grab all your pictures, rip them apart, and flush them down the toilet. Then the bullets start whistling. You consider going out there, helping your guide... but the backdoor looks like a much more reasonable option. You run.

SECRET

A memory that haunts you

As the stake is driven through your heart, you briefly recognize the person driving the stake as a comrade-in-arms from your last tour of duty.