

Vampire the Masquerade

A Players Primer

By: Montgomery Brantley

Vampire the Masquerade: Player Primer written by Montgomery Brantley.

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I would like to thank my wife who has stood by me all of these years as I struggle to fit my obsession with role-playing games into everyday life.

This book would not be possible without the help of many storytellers and players who I have had the privilege of gaming with over the past two decades. The Players Primer is a mix and hodgepodge of information I have presented in the past to my own players and rule sets.

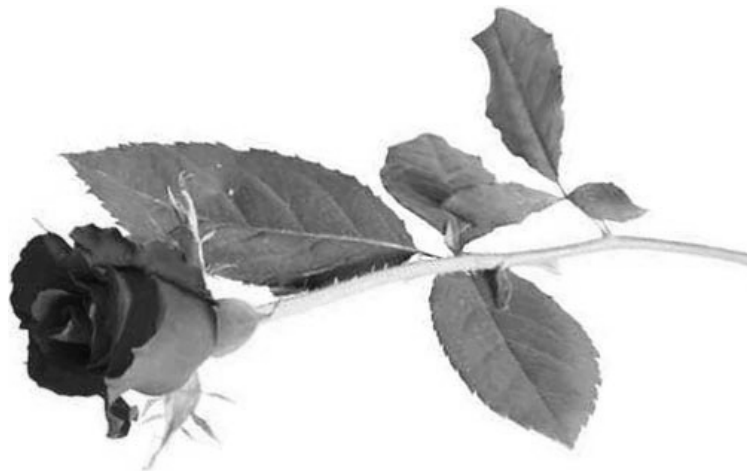
Especially I would like to mention Chad Thornton and Clayton Montgomery. Rule sets they have presented in past games helped to flesh this Primer out and make it a comprehensive as it is today.

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Introduction

Welcome to the world of Darkness. I present to you this Players Primer for White Wolf's Vampire the Masquerade game. This is in no way intended to be a substitute for the core rule book that White Wolf has published. This Primer is meant for the players to utilize as a quick reference tool during game to find commonly used rules and also to give you, the player, an idea of common knowledge your character would know about the World of Darkness and Vampires in general. In the end every player should possess their own copy of White Wolf's Vampire the Masquerade core rule book. My hope here is only to minimize the time players spend flipping through the book for a common rule so that we might, as a troupe, help maintain the suspension of disbelief and truly find ourselves absorbed in the story. So please join me now in discovering White Wolf's World of Darkness in Vampire the Masquerade.



Part One: The World of Darkness

Common Knowledge

All characters are taught either by their Sire, a Mentor, or nightly unlife on the streets a little bit about the history, structure, and politics of Vampires in the World of Darkness. Further knowledge can be gained through the secondary abilities of Kindred Lore or Clan knowledge (specific for each clan, or bloodline the knowledge pertains to). The following represents a general knowledge that most Kindred can be assumed to possess regarding their kind.

Innate Abilities: Vampires have the ability to grow (drop) their fangs out to puncture their victims while hunting or in combat. They have the ability to use the blood in their systems to increase their strength, dexterity, and stamina. They can also use the blood in their system to heal damage done to them.

Strengths: Vampires do not age, suffer from diseases (though they can carry and pass them on), or suffer from other mortal ailments. They only take half damage from crushing type wounds (i.e. bullets, fists, or falling). They do however; take full damage from slashing and piercing wounds (i.e. knives, swords, or stake).

Weaknesses: Vampires take extra damage from fire, sunlight, and the claws or fangs of other supernatural creatures. A stake through the heart will not kill but will paralyze a vampire.

When dawn approaches a vampire becomes weekend. When the sun is up they are almost powerless and almost always asleep. It is during this period that the vampire's body maintains itself and forces it back to the condition it was in the night it was embraced. Thus a hair cut or altered, scars, tattoos, and many other temporary effects will disappear by nightfall the next evening. A vampire's body requires the use of blood to maintain itself. Every night, the vampire's body spends a small amount (1 blood point) to achieve this. If the body is empty of blood it begins to deteriorate. If this deterioration goes too far the vampire will enter a coma like state called Torpor.

Torpor: Occasionally a vampire will take a huge amount of damage and go into this state. This state, as already mentioned, can also be brought about by lack of blood or voluntarily if the vampire wishes to remove themselves from the world for a time. Basically this is a form of hibernation that a vampire enters. If the vampire enters torpor voluntarily they can choose when they will awaken (to within an hour). If a vampire is forced into this state because of massive trauma or lack of blood there is no way to know how long they will stay that way.

Blood: The blood of a vampire is very potent. If it is ingested by a mortal creature (not just human), they become ghouls. Ghouled creatures are still living but gain some of the strengths of vampires such as slowed aging, able to heal wounds as a vampire, and increased strength. If any creature drinks the blood of a single vampire on three separate occasions they will become a willing slave of the vampire they drank from, this is known as a Blood Bond. If a vampire completely drains a human (and some other creatures) of blood and then feeds them a small amount of their own blood they will turn the victim into a vampire, this is called the Embrace.

Diablerie: The greatest crime among the kindred. This is where one vampire not only drinks all of the blood of another vampire but goes so far as to drain the victim's very essence and soul absorbing it. This act destroys the soul of the victim and gives the aggressor power.

Disciplines: Vampires are capable of supernatural powers called Disciplines. These Disciplines are often fueled by the blood of the vampire. There are many disciplines, and most can be learned by any vampire (though some require a teacher). Some disciplines are closely held Clan secrets.

The following are a list of commonly known disciplines though what each does at a given level is unknown short of a secondary ability or possessing the sufficient rank in the discipline itself.

Anamalism (animal control), Auspex (supernatural sense), Celerity (supernatural speed), Dominate (mind control), Fortitude (supernatural resistance to damage), Necromancy (control of the dead), Obfuscate (stealth and disguise), Presence (emotion control), Protean (shape changing), Serpintis (snake magic), Thaumaturgy (Vampire magic capable of theoretically anything), Quietus (assassination).



Generation: Cain (son of Adam and Eve) was the first vampire and is considered the first generation. He is the only first generation vampire to ever exist. Each vampire counts their Generation by how far removed they are from Cain (with Cain being 1). The closer to Cain a vampire is, the more powerful they are. For instance a 5th generation vampire is closer to Cain and more powerful than a 12th generation vampire. One might say he is of higher generation. The following is a breakdown of the generations of vampires:

1 st Generation	Cain the origin of vampires
2 nd Generation	The direct children of Cain all of which have meet final death.
3 rd Generation	The Antediluvians. These are the founders of the 13 Clans all of which are dead or in Torpor.
4 th & 5 th Generation	The Methuselah. These are the most powerful of active vampires most of which are 1,000 years or more old.
6 th , 7 th , & 8 th Generation	The Elders most of whom are a few centuries of age or older. The rank of Elder must be earned through long experience and gathering power.
9 th to 13 th Generation	Younger vampires who make up the bulk of the kindred population. Most Ancillae and Neonates come from these generations.
14 th & 15 th Generation	The Thin-bloods most of whom are incredibly weak and not even able to embrace childer. These vampires are usually less than 15 years old and are treated as second class citizens (often below that of ghouls) in kindred society.

Clans: As the legend goes Cain embraced three humans (the second generation) who were all slain before the Great Flood. Those 2nd generation vampires embraced 13 other humans (the third generation) before their ultimate demise at the hands of their children of the 3rd generation. Cain, upon learning of the treachery of the 3rd generation, cursed them each with a unique weakness that has carried down to each of their descendants to this day. These cursed Antediluvians are the clan founders.

Later through the kindred history some of the clans were replaced by bloodlines as the older clans were either killed off or their numbers so reduced that they were thought to be extinct. The following is a listing of the major Clans and Bloodlines of the modern era and a little bit about them.

Assamite: These kindred recently joined the Camarilla. Those of the Assamite blood are well known as assassins hell-bent on a crusade of some unknown goal. They are based in the Middle East and feared by most other kindred.

Brujah: Camarilla supporters, these kindred tend to be high-strung rebels with a thirst for a good fight (and each has their own definition of a good fight or cause). Their rage is their weakness.

Followers of Set: This independent group of kindred believes they gain their power through following the will of the ancient Egyptian god Set. They tend to deal in all forms of sin and have an affinity for snakes.

Gangrel: These loners often seem to have more in common with animals than humans or kindred. Many more can be found roaming the wilds and badlands than in the cities. They also are the only clan which seems to be able to move through the territory of the werewolves freely. As these kindred succumb more and more to the rage within they start to resemble that beast. (See “The Others” below for more information)

Giovanni: One of the upstart clans, this independent family only embraces those who are born into the mortal line of the Giovanni family. These kindred delve into the realms of Necromancy for insight and power. Every deal they make has a hidden agenda and cost.

Lasombra: These dark lords are the leadership behind the Sabbat. At times these kindred seem to be one with the very shadows they are able to manipulate. Their very nature seems twisted towards darkness and deep water where the sun cannot reach.

Malkavian: The children of Malkav are one of the original clans and supporters of the Camarilla. Each of these poor souls is afflicted by a derangement of the mind in one form or another. In fact a few decades ago the kindred world was shocked as many Malkavians saw their disciplines shift to better resemble the madness within.

Nosferatu: These poor fools will forever look like grotesque monsters. They are however some of the most staunch supporters of the Camarilla. As well the Nosferatu as a clan are the best source of information on any topic or anyone if you can pay their price.

Toreador: This clan of artists is composed of Camarilla supporters for the most part. The Toreador are the “beautiful people” and seen as the antithesis to the Nosferatu in the looks department. They are fascinated with all things beautiful which can be a weakness to them at times.

Tremere: This upstart clan is made of wizards and warlocks of unequalled power. They are supporters of the Camarilla and make up the backbone of its army. It is said though that their ties to their clan’s inner circle are stronger than that they hold to sect, or prince.

Ventrue: The nominal leaders of the Camarilla these vampires believe they are all destined to be leaders and royalty. There are two things Ventrue are exceedingly good at; gaining power and keeping it! They all have particular taste in the vitae they will ingest.

Caitiff: Clanless fools who mostly want to be left out of things. While they are often, but not always, misguided they do tend to see things that others miss.

The Sects

There are two main sect of kindred in the world that of the Camarilla and their advisories, the Sabbat. These two sects as well as other movements like the anarachs are all caught up in an ancient war for power known as **The Jyhad**. The true power behind The Jyhad is speculated to be the Antediluvians who control the movements of every kindred from either torpor or whatever dark hole they call home in these nights. Some such as the Camarilla seek to live life as if there is not threat from the Antediluvians feeling all of them must have meet final death ages ago. Others such as the Sabbat seek to arm and strengthen themselves against the threat of these ancient powers, destroying their pawns (the Camarilla), and preparing to face the Dark Lords when they make themselves known to the world again.

Camarilla

Camarilla: The Camarilla is the largest sect of kindred in the world. It concerns itself with the enforcing of the Masquerade, there by hoping to make a place for kindred in these modern times. The Camarilla is an open sect and claims that all kindred are part of it (whether they want to be or not). Any vampire may claim membership, regardless of lineage, acceptance by other Camarilla members is another thing.

Only seven clans of the kindred claim full membership in the Camarilla (Brujah, Gangrel, Malkavian, Nosferatu, Toreador, Tremere, and Ventrue) referred to in ancient times as the Seven Great Clans. Each of these clans is represented by one of their eldest in the inner circle a mysterious council who decide the overall fate of the Camarilla as a sect. The Inner Circle appoints one Justicar for each of the Seven Great Clans. These Justicars are the ultimate authority of Kindred law with more power than even a prince of a city. The Justicars are served by a secret police force of deputies known as archons. The archons answer only to the Justicar they serve and act and speak in the Justicar's absence.

Aside from the Seven Great Clans other members of independent clans and the Caitiff claim membership in the sect of the Camarilla. Most notably has been a recent influx of Assamites who have petitioned the Camarilla for membership.

The most important ideal of the Camarilla is that of the Masquerade. In ancient times before the forming of the sects the kindred were hunted down by mortals and almost driven to extinction. To insure that this never happens again Six Traditions (*Appendix A*) were developed. These six traditions form the foundation of the Camarilla which all members must adhere to. It is important to note that the leader of a Camarilla city, known as the Prince of the City, is the final interpreter and judge on these traditions within his or her domain. The Prince decides who and if anyone is allowed to embrace other humans or when to call a blood hunt. Note too that a Justicar in the city has more say then does a Prince.

The Sabbat

The Sabbat: This sect of kindred believes that vampires are superior to humans and must embrace their monstrous nature. They reject their humanity to peruse the dark paths of enlightenment. They do not hold to, or believe in, the traditions and will break them for the sheer fact that they can. They actively oppose the Camarilla believing them to be nothing more than pawns of the Antediluvians who wish to rule the world.

The Sabbat kindred form into packs that hunt much like wild animals. These packs often make strikes into Camarilla territory leaving a wave of panic, destruction, and terror behind for the Camarilla to clean up before the Masquerade is shattered. The goal of the Sabbat seems to become strong enough to combat the Antediluvians when they rise to conquer the world.

The Sabbat control Montreal, Mexico, and until recently New York as well as other cities in the world.

Antitribu: This is not a sect but rather a title that one gains when they join the opposite sect. For instance the Ventrue of the Sabbat are known as Ventrue Antitribu.

The Others

The Anarchs: This is not so much a sect of the vampires as much as it is a movement. These kindred believe that neither the Camarilla nor the Sabbat should control their lives or the lives of other kindred. Their members actively work against both groups. The ranks of the anarchists are filled mainly by younger kindred who are of the Ancillae, Neonates or lesser rank. Many disillusioned ex-Camarilla and Sabbat members find their way to the Anarch movement as well.

Until recently the Anarchs had a firm hold on the State of California. With the incursion of mysterious Kindred from Asia they have lost some of their key territory though. The anarchists now find themselves as defenders of the Western Seaboard against these Kindred of the East whom they see as more of a threat than either the Camarilla or the Sabbat.

The Inconnu: Mentioned in whispers and in ancient text little is known about this mysterious "Third Sect." It is believed that they reject the beliefs of the other sects and seek enlightenment away from the world of Kindred and Kine alike. It is unknown how many members make up the Inconnu or how many of these mysterious kindred have survived to these modern nights.

Gangrel: Recently the Gangrel Justicar announced that he was stepping down effectively removing the clan from the Camarilla. While many Gangrel are still active in the sect, their future without the backing of a Justicar is shaky at best. Many others joined the Justicar in leaving and have either gone independent or joined the Sabbat. Why the clan left is a thing of speculation that only the inner circle and the ex-Justicar knows for sure.

Camarilla Positions

Every city held by the Camarilla has a similar political set-up for the most part. While not every position mentioned here is found in every city it is safe to assume that someone has these duties described even if the title is not officially used by them.

The Prince: Undisputedly the most powerful Kindred in the area. While some cities have seen “Puppet Princes” placed by the Primogen it is best to assume that the Prince is actually the power behind everything you see. The Prince is the ultimate authority he or she is judge, jury, and often executioner of the kindred within his or her domain. The Prince is the interpreter of the Traditions and the only kindred within their domain who can call a Blood Hunt (short of a Justicar).

The Seneschal: This is the Prince’s right hand and keeps track of all the night-to-night affairs and operations of the Princes domain. At any time, he may be asked to step into the prince's place if she leaves town on business, abdicates, or is slain.

The Primogen: This body of kindred is the advisors to the Prince. Most Primogen councils are composed of the Eldest of each of the Seven Great Clans within a city. This is not always the case as some kindred such as the Gangrel would rather do without all the pomp-and-circumstance of politics and rule themselves within (or without) the Princes laws.

The Whips: Primogen occasionally keep whips as assistants. Not much different from the whips in mortal government, the whip's job is to goad and encourage discussion and decision-making during clan meetings and to keep the clan updated on their Primogen members' doings. Whips are selected by the Primogen.

The Sheriff: Most sheriffs are appointed by the prince and approved by the Primogen. While the job description may vary from city to city, the sheriff’s prime job is to be the prince's "enforcer," the vampire who hauls offenders into court, keeps order on the streets, and generally stands ready to assist with the "muscle" aspects of ruling. Sheriffs may select deputies, who occasionally require the prince's approval.

The Scourge: This is an ancient position which is finding new life in these modern nights. The scourge patrols the borders of a principedom, seeking out and often destroying newcomers who have failed to present themselves to the Prince.

The Keeper of Elysium: The keeper is in charge of what goes on in Elysium. Anyone wishing to utilize the Elysium for any event must clear things with the keeper, who can cancel or approve an event on the grounds of preserving the Masquerade. The keeper is responsible for ensuring that mortals do not enter the area during Elysium and that events run smoothly. Most keepers are appointed by the prince.

The Harpies: Being one of the Harpies is not so much a position in the Kindred political structure as it is about having the power to influence that structure. These Kindred pride themselves on being the social managers of Elysium. They traffic in gossip and social maneuvering, and status is their coin. With the right or wrong word to a prince, they can make or break a vampire's place in the city. This position is not appointed as much as it is earned. Crossing one of these powerful Kindred will assure one a place at the bottommost rung of the ladder of power for years to come.

Part Two:

Character Creation

Clan:	Any one of the seven core clans	
Attributes:	7/5/3	
Abilities:	13/9/5	No ability over 3 dots
Disciplines:	3	Clan Disciplines only for starting characters.
Generation:	Base 13	
Backgrounds:	5	
Virtues:	7	
Path:	Humanity only	
Freebie Points:	15	
Merits and Flaws:	<i>With approval up to 7 points in flaws</i>	On Storyteller's approval only!

Banned Flaws:

Prestigious Sire
Debt of Gratitude
Dark Secret
Infamous Sire

Sires Resentment
Enemy
Hunted

Probationary Sect Member
Haunted
Dark Fate

Character Concept

The first thing to do when making your character is to design him or her to fit into the storyline and still be the individual you want. Try to outline some of the character's basic history and personality at this time too.

Archetypes :

Demeanor: The way characters present themselves to the outside world. People change demeanors as often as they change their mind. **Demeanor has no effect on any rules.**

Nature: The characters "Real" self, the person they truly are. **Nature is also used to determine a characters ability to regain willpower points.**

Specialties

Any character with an attribute or ability score of 4 or higher may choose a specialty. A specialty is something the character is especially good at. Whenever a character makes a roll *involving their specialty* they roll their normal dice pool. Any 10's that come up on that roll may be rolled again to generate more successes. If another 10 is rolled the process continues.

Strength

Strength	Lifting Capacity
1	40 Lbs.
2	100 Lbs.
3	250 Lbs.
4	400 Lbs.
5	605 Lbs.

Encumbrance: A character can carry 25 pounds per dot of strength he or she posses without penalty (Potence adds to the character's strength for calculating this). Should a character exceed this weight they incur an automatic +1 difficulty to any physical roll they make. In addition for every 25 ponds above their carrying capacity they try to carry their base movement is cut in half. A character trying to carry twice his or her carrying capacity can not move.

Abilities

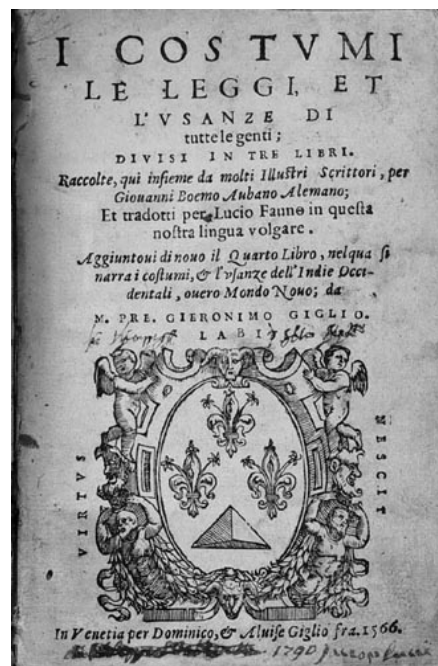
Talents: Talents are things people intuitively know. The only way you can improve talents is through direct experience. **If you try to use a talent you do not possess there is no penalty to your base attribute dice pool.**

Skills: Skills are abilities learned through training, apprenticeship, or other instruction. **If you try to use a skill you do not possess your difficulty is increased by one.**

Knowledges: These are abilities involving the application of the mind. **If you don't have any dots in a given knowledge you cannot even attempt a roll involving it** unless the storyteller gives explicit permission (such as when common sense is concerned).

Secondary Abilities

These represent more in-depth knowledge about a certain subject and are thus more restrictive in application than the primary abilities listed on the basic Vampire character sheet. The payoff is that secondary abilities cost less to purchase during character creation and later with experience as well. All secondary abilities must be approved by the storyteller before purchase.



Part Three: Systems

Willpower

Spending Willpower:

One Automatic SuccessOne Willpower Point
(Must declare and spend willpower point before making the roll. Only one willpower point may be spent during a turn in this way.)

Overcome Instinct, Urge, or Derangement for a SceneOne Willpower Point
(Resist derangement, frenzy, or rötschreck for the duration of a scene.)

Ignore Wound Penalties for TurnOne Willpower Point
(Incapacitated or torpid characters may not spend willpower like this.)

Blood Points

Spending Blood Points:

Every vampire must spend one blood point each night to rise!

Appear HumanOne Blood Point
(Vampires are no longer human and as such do not behave like them anymore. For example vampires are paler and do not breathe or need to blink like humans do. Those vampires with lower humanity ratings appear even more monstrous to humans. By spending a blood point a character can appear human for the duration of a scene)

Increase Physical AttributesOne Blood Point
(For each blood point spent in this manner a vampire may increase one physical attribute [Strength, Dexterity, or Stamina] by one point for the duration of a scene. The attribute may be taken to one level higher than the characters generation max trait rating.)

Heal a level of bashing or lethal damageOne Blood Point
(Healing requires full concentration and a full turn to achieve. A character may attempt to heal while performing other actions but it requires a **Stamina + Survival reflexive roll difficulty 8**. Failure means the blood is spent but no wounds are healed. A botch indicates the blood is spent as well as one additional blood point and the character takes an additional level of lethal damage.)

Heal one point of aggravated damageFive Blood Points
(The character must get one full day of rest and spend the five blood points to heal the first level of aggravated damage a character has sustained.)

Heal an addition level of aggravated damageFive Blood Points
(The character must get one full day of rest, spend five blood points *and* spend one will power point for each additional level of aggravated damage a character wishes to heal in the same night.)

Hunting and Feeding

(Perception Roll Difficulty Variable)

The way which most vampires replenish their blood pool is through the act of hunting. Hunting is not necessary hunting for humans as one might suspect. Hunting is not without it risks either, a vampire might be seen or accidentally kill it vessel. To hunt a vampire must spend at least one hour searching for prey. For each hour the character spend hunting they make a Perception roll against a difficulty determined by the area in which they are hunting. Certain backgrounds can make hunting easier, while inhuman vampires may find it more difficult.

Frenzy and Hunting: (Blood Pool < 7 – Self-Control)

If the character has fewer then 7 minus Self-Control in their blood pool they must make frenzy check. If this roll is failed the character will feed until either they are sated (blood pool is full), the vessel dies, or the player somehow regains control.

How Much You Can Take:

A vampire can usually take 3 blood points per turn from a vessel. A vampire may take 20% of a vessels blood pool and leave it relatively safe. If a vessel is drained of 50% or more of it's blood it will require hospitalization. Taking all of a vessel's blood will kill it.



Blood Pool Chart	
Vessel	Blood Pool
Vampire	10- ???
Average Human	25
Child	5
Cow	5
Dog	2
Cat	1
Plasma Bag	1
Rat	1/2
Bat/Bird	1/4

Hunting Difficulty and Modifiers	
Area	Difficulty
Slum neighborhood / The Rack	4
Lower-income / bohemian	5
Downtown business district	6
Warehouse district	6
Suburb	7
Heavily patrolled area	8

Modifiers	
Fame background	-1 difficulty per dot (minimum difficulty 3)
Herd background (If herd available)	+1 die to pool per dot
Storyteller modifiers	Variable.

Generation Chart			
Generation	Max Trait Rating	Blood Pool Max	Blood Points/Turn
Eighth	5	15	3
Ninth	5	14	2
Tenth	5	13	1
Eleventh	5	12	1
Twelfth	5	11	1
Thirteenth	5	10	1

Time

The World of Darkness uses the real world calendar for keeping track of time. Seasons remain the same, as does the weather. The Storyteller breaks down the passage of time into manageable increments as follow.

Turn: The amount of time needed to take a fairly simple action. This can range from 3 seconds to 3 minutes, depending on the scene. Combat happens in turns, one turn for each set of actions by everyone, or an initiative. Combat turns are usually closer to 3 seconds.

Scene: Like the basic division of plays and movies, a scene is a compact period of actions and interactions that take place at a single location. Examples of a scene can include a full combat, a moonlit talk, and an all night performance at a club. Scenes are not always divided into turns, especially if the scene just consists of talking.

Chapter: An independent part of the story, virtually always played in one game session. It consists of a number of scenes interconnected by downtime. It is much like a chapter in a novel, or an act in a play.

Story: A full tale complete with introduction, rising action, and climax. Some stories take several chapters to complete, while others take a single chapter.

Chronicle: A series of stories connected by the characters themselves and the ongoing narrative, possibly with a common theme or overarching goal.

Downtime: The time that is glossed over instead of played out. For example, if the storyteller says you wait for four hours before seeing a target leave a building, you don't role-play the four hours, it is glossed over. Downtime uses broad descriptions of actions, instead of role playing out the details.



Actions, Difficulty, and Dice

The White Wolf Storyteller system is a D10 system. This means that the only dice needed to play are ten sided dice (d10).

Rolling Dice: Usually when you wish to perform an action, the storyteller will have you roll to see if you succeed, fail, or botch the action you are attempting. This is done by rolling one d10 for every dot you have in the appropriate Trait. More often than not you will be rolling a combination of an attribute and ability, although this is not always the case.

Difficulty: Every roll you make in the storyteller system is assigned a difficulty, the higher the difficulty the harder the action. The difficulty level is the target number you need to roll equal to or greater than to succeed. After rolling the dice you check each die that was rolled, if the number on the die is equal to or greater than the target difficulty number you have scored a success. If the die is less than the target difficulty number then it is a failure. If the number on the die is a one it is a botch. Next you count up all the success you have scored and subtract the number of botches from these successes to get your net success.

Success: Simply having one success is enough for some actions (such as making repairs to something). Other actions have a degree of success (such as guessing someone else's password to a computer) and you must score at least a minimum number of successes (normally three) to succeed.

Failure: Bad luck can ruin anything. Whenever a die comes up with a one (1) it cancels out a success. Completely take away the die showing a one and another die showing a success and move them to the side. In this manner an otherwise successful action may be reduced to a failure. This happens when no successes are rolled or the number of successes is reduced to one or less by rolling ones on the dice.

Botch: Occasionally, truly bad form strikes. If you roll the dice and no successes come up and one or more 1s is rolled a botch occurs. If you score at least one success, even if it is cancelled out and additional 1's remain, it is still a simple failure.

Difficulties and Degrees of Success.

Difficulties

- | | |
|---|---|
| 3 | <u>Easy</u> (installing software on a computer) |
| 4 | <u>Routine</u> (changing a tire) |
| 5 | <u>Straightforward</u> (seducing someone who's already in the mood) |
| 6 | <u>Standard</u> |
| 7 | <u>Challenging</u> (replacing a wrecked engine block) |
| 8 | <u>Difficult</u> (rebuilding a wrecked engine block) |
| 9 | <u>Extremely Difficult</u> (repairing a wrecked engine block without parts) |

Degrees of Success

- | | |
|---|---|
| 0 | <u>Failure</u> |
| 1 | <u>Marginal</u> (getting a broken refrigerator to work until the repairman comes) |
| 2 | <u>Moderate</u> (making a handicraft that is ugly but useful) |
| 3 | <u>Complete</u> (fixing something so it is as good as new) |
| 4 | <u>Exceptional</u> (increasing your car's efficiency in the process of fixing it) |
| 5 | <u>Phenomenal</u> (creating a masterpiece) |

Automatic Success: Sometimes you may not have to roll dice to do a simple action. If your dice pool is equal to or greater than the difficulty of the action you are attempting, your character automatically succeeds. No dice roll is necessary. This method only gains you one success or marginal success. Automatic success can never be used in stressful situations (combat is always stressful). It cannot be used for resisted actions either.

Willpower: Willpower may be spent to gain an automatic success on a single action. You must declare you are using willpower before the roll is made and you cannot spend more than one point per turn in this fashion. A success of this nature is guaranteed and may not be cancelled out by botches. By using willpower this way it is possible to succeed at a given action simply by concentrating. *Storytellers may declare that this may not be used for some actions.*

The “Rule of 10s”: Whenever a character makes a roll involving their specialty they roll their normal dice pool. Any 10’s that come up on that roll may be rolled again to generate more successes. If another 10 is rolled the process continues.

Trying it again: Failure often produces stress, which can lead to further failure. When characters fail at an action they may try that action again, but the difficulty is raised by one for each previous attempt. Quite simply if a character fails to pick a lock, it does not mean that they can never pick the lock, it just gets harder and harder as time goes by and frustration builds. If a character continues to fail they may reach a point where the difficulty is raised to a level where opening the lock would be impossible.

This rule does not always come into play. The Storyteller is the final judge on where and when it is appropriate. The following are a couple of examples of when you can “try it again,” and when you cannot.

“Try it again”: Climbing a wall, hacking into a computer system, or interrogating a prisoner.

Can’t “Try it again”: Firing a gun, detect an ambush, or trailing someone.

Extended Actions: Sometimes you will need more than one or two successes to complete an action. You may have to spend all night hunting down some obscure newspaper article, or climb a tall cliff. If an action can be completed in a single turn it is called a *simple action*, but when you need multiple successes to score even a marginal success it is called an *extended action*.

For extended actions you roll your dice pool over and over again on subsequent turns, hoping to eventually collect enough successes to succeed. If you botch a roll during an extended action you frequently have to start over. Sometimes circumstances may prevent you from starting over all together though. Extended actions help show how long it takes to complete a large task. This is especially important if you have a time limit such as before dawn.

Example, say your character is trying to dig a haven for the night in the forest using only their bare hands. The Storyteller informs you that you will need at least 15 successes to complete the tunnel. The more you roll the higher the chance you will botch and collapse the tunnel. The longer it takes you the closer to dawn you get.

Resisted Actions: A simple difficulty level may not be enough to show the struggle between two or more characters. For instance your character might be attempting to batter down a door while your opponent is holding it in place from the other side. In such cases you must make *resisted rolls*, each of you roll your appropriate dice pools against a difficulty based on your opponent's trait ratings. The person with the highest net successes wins.

However, you are only considered to score as many successes as the amount of successes you exceed your opponent's successes. In other words, your opponent's successes cancel yours out, just like 1s and vice versa.

Some actions (arm-wrestling, debates, car chases, etc.) may be both *extended* and *resisted*. In such cases, one of the contestants must achieve a predetermined number of successes to win.

Reflexive Actions: Some actions are considered to be *reflexive* that is they don't require the character to spend his turn performing that action. A few examples of reflexive actions are: Spending blood to increase an attribute, soaking damage, making a virtue check, or activating celerity.

Team Work: Characters can sometimes act together to complete an action. In this case all characters acting together roll as individuals and then add their successes to one final pool. **They do not combine their traits into one dice pool.** This is not always an option, but things like dog piling a prince's ghoul would involve teamwork, while seducing a person does not. *Be warned though, one persons botch can spoil it for everyone.*

Multiple Actions: Occasionally a character will want to do more than one action in a turn, such as dodging a bullet and punching someone else. In this case, all the character's dice pools are penalized one die for each action the character wishes to perform. In addition each action beyond the first takes a cumulative penalty of an additional die. So the first action has a penalty of the number of actions being attempted. The second action has a penalty of the number of actions being attempted plus one. The third action has a penalty of the number of actions being attempted plus two and so on.

So if a character attempts to do three actions, say punch, punch, and dodge, the dice penalties would look like this:

- First Action: Punch -3 dice (penalty based on 3 actions)*
- Second Action: Punch -4 dice (penalty based on 3 actions +1)*
- Third Action: Dodge -5 dice (penalty based on 3 actions +2)*

If a character decides that they are doing nothing but defending themselves (dodge, block, or parry) for the turn, it is handled a little differently. The character rolls their full dice pool (Based on the type of defense used) against the first attack. Each additional attack the character attempts to defend against has a cumulative penalty of one die. The character can choose to use multiple defenses types in one turn.

Wound Penalties: When a character is wounded they incur penalties on the rolls they attempt to make. It is harder to concentrate or move when you are hurt. ***Reflexive actions are never affected by wound penalties.*** This includes soak rolls and virtue checks. If a character takes enough levels of aggravated damage then they will meet **Final Death** where the body ages to its true age and dies or turns to ash.

Retirement and New Characters

Once in a while a character will meet final death, move on to other cities, or retire from action. When a character has retired, he is generally considered to have become one of the Storyteller's stock of NPCs. However, the players can at times play the character for a short time, if for some reason they enter the story once again.

The player's new character will have an increased amount of Freebie points with which to purchase character traits. The #number of stories that have been told in the chronicle will be the guide on how many Freebie points are awarded.

The new character is assumed to be an individual of about the same age as the other characters, who has either come out of "retirement," or just rose from torpor.

# of Stories Told	Total Freebie Points
1	18
2	20
3 - 5	24
6 - 7	28
8 - 10	30
11 - 15	35
16 +	40

Appendix A:

The Traditions

I. The Tradition of the Masquerade

Secrecy is required of all Kindred concerning your true nature. This is the most important of the Six Traditions. To violate this tradition is to risk one's own destruction and the destruction of all Kindred. Active steps must be taken to change the character of mortal society, and direct minds away from superstitious thoughts.

It is the Prince's right to limit feeding in cases where it may imperil the Masquerade. This may be concerned with where and from whom Kindred may feed, and the Prince may place restrictions on some or all Kindred in their domain.

II. The Tradition of Domain

The Prince of each domain holds claim over it, and must be respected. Their judgment upon disputes, and any matter relating to the Six Traditions, must be accepted by all who reside within.

III. The Tradition of the Progeny

Before creating progeny, permission from your Sire and your Prince must be obtained. Failure to comply with this rule will result in a Blood Hunt to be called upon both the Offender and their newly created progeny.

A Prince has the right to freely create progeny in their own domain.

IV. The Tradition of the Accounting

One who sires a childe must assume responsibility for it until it has been released. Any crimes the childe commits, the sire is guilty with them.

Release involves presenting the childe to your own Sire and your Prince. If the childe is recognized as one of the Blood by both, they are considered neonate.

Until the childe is released, they have no rights under Camarilla Law. Any may kill or feed from the childe, unless they are protected by their sire. Diablerie of the childe is not permitted.

V. The Tradition of Hospitality

When entering a new domain, which is claimed by a Prince, one must present themselves before the Prince. The Prince has the right to refuse acceptance into their domain.

Those who are not accepted in a domain yet stay, or refuse to follow this Tradition, are known as Autarkis: a vampire not part of the Camarilla, and may be subject to the Blood Hunt.

VI. The Tradition of Destruction

Only the Prince has the right of destruction of other Kindred within their domain, none other, though this is limited to those who have broken any of the Six Traditions.

Only the Prince may call a Blood Hunt on one in their domain.

Autarkis, such as those of the dread sect the Sabbat, have no rights under Camarilla Law and thus may be killed or their blood partaken. Diablerie upon such vampires considered a breach of this Tradition, and punishable by Blood Hunt.

Appendix B:

The Elysium

The Elysium is less a specific physical location than a reference to any building that the Elders favor. A building considered part of the Elysium is always devoted to the fine arts or is somehow artistically or intellectually stimulating. Many major museums, art galleries, theaters, and centers for the performing arts are part of the Elysium.

Rules of Elysium

The rules for a building that is part of the Elysium are simple but clear.

1. On pain of a Blood hunt, no violence is permitted on the premises against Kindred, kine, or physical objects. Not only do such acts breach the Masquerade, they could cause damage to items, causes, or individuals that the Elders value.
2. The Elysium to be considered neutral ground. No conflict of any sort between Kindred may be carried onto its sacred ground. The Elders like to meet and appreciate fine arts without other Kindred shattering the peace of their contemplations. As a matter of courtesy, discussions should be limited to the fine arts, and political topics avoided (except when the Primogen meets).
3. Access shall not be limited; all Cainites are welcome. In practice, those who enter Elysium when Elders are present are assumed to have thrown in their lot with that group.
4. One should not attract attention as one leaves and enters Elysium. Some buildings will not normally be open in the hours of darkness, but in such cases some easy means of entry and egress will have been arranged. Guards are often Dominated and will respond to certain command words instantly.

All kindred, even though visiting the city, are notified of the Elysium and its rules upon presenting themselves to the Prince. If one does not present themselves and later commit a violation, they may not claim ignorance; willful negligence is added to the charges against them.

A Prince will often issue bans or edicts against Kindred violence in certain areas, or declare that certain areas are “neutral ground,” without declaring them part of the Elysium. The effectiveness is directly proportional to the Prince’s power.

Appendix C: Actions Chart

ACTION	REQUIERED ROLL	DIFFICULTY
Initiative	Wits + Alertness	4 – 6
<u>Attack</u>		
Firearm	Dexterity + Firearms	6
Hand-to-Hand	Dexterity + Brawl	6
Hand Held Weapon	Dexterity + Melee	6
Climb	Dexterity + Athletics	?
Unjam Gun	Wits + Firearms	?
Command Followers	Charisma (or Manipulation) + Leadership	?
Awakening	Perception + Auspex	8
Hunting for One Hour	Perception	?
Jumping	Strength + Athletics	?
Repair	Dexterity + Repair	?
Sneaking	Dexterity + Stealth	*
Shadowing	Perception + Streetwise (or Investigation)	*
Swimming	Dexterity + Athletics	?
Stunt Driving	Dexterity (or Perception) + Drive	?
Pursuit	Dexterity + Athletics	?
<u>Stealing</u>		
Shoplifting	Dexterity + Streetwise	8 - ?
Pick Pockets	Dexterity + Streetwise	?
Cat Burglary	Perception + Stealth	?
Hold Up	Manipulation + Intimidation	?
<u>Seduction</u>		
Opening Line	Appearance + Subterfuge	?
Witty Exchange	Wits + Subterfuge	?
Conversation	Charisma + Empathy	?
Fast Talking	Manipulation + Subterfuge	*
Oration	Charisma + Leadership	7
Interrogation	Manipulation + Subterfuge	*
Credibility	Manipulation + Leadership	*
Facedown	Charisma + Intimidation	*
Performance	Variable (Attribute + Ability)	Variable
Research	Intelligence + Investigation	Variable
Composition	Intelligence + (Ability)	Variable
Recollection	Intelligence + (Knowledge)	7 Max.
Track	Perception + Survival (or Investigation)	8
Invest Money	Intelligence + Finance	6
Forgery	Intelligence + Bureaucracy	6
	Dexterity + Bureaucracy	6
Search	Perception + Investigation	7 – 10
Cryptology	Intelligence + Linguistics	8 – 10
	Intelligence + Computers	8 – 10
Safe Cracking	Perception + Security	Variable

* Difficulty is determined by opponent's abilities

? Difficulty is determined by Storyteller

Appendix D:
Combat Charts

Close Combat Maneuvers Table

Maneuver	Traits	Accuracy	Difficulty	Damage
Bite	Dex + Brawl	+1	Normal	Str+1 (A)
Block	Dex + Brawl	Special	Normal	(R)
Claw	Dex + Brawl	Normal	Normal	Str+1 (A)
Clinch	Str + Brawl	Normal	Normal	Str (C)
Disarm	Dex + Brawl	Normal	+1	Special
Dodge	Dex + Dodge	Special	Normal	(C)
Hold	Str + Brawl	Normal	Normal	Str+1
Kick	Dex + Brawl	Normal	+1	Str+1
Parry	Dex + Melee	Special	Normal	(R)
Strike	Dex + Brawl	Normal	Normal	Str
Sweep	Dex + Brawl/Melee	Normal	+1	Str (K)
Tackle	Str + Brawl	Normal +1	Str+1	(K)
Weapon Strike	Dex + Melee	Normal	Normal	Weapon
(A): The maneuver inflicts aggravated damage.				
(C): The maneuver carries over on successive turns.				
(K): The maneuver causes knockdown.				
(R): The maneuver reduces an opponent's attack successes.				

Ranged Combat Maneuvers Table

Maneuver	Traits	Accuracy	Difficulty	Damage
Automatic Fire	Dex + Firearms	+10	+2	Weapon
Multiple Shots	Dex + Firearms	Special	Normal	Weapon
Strafing	Dex + Firearms	+10	+2	Weapon
3-Round Burst	Dex + Firearms	+2	+1	Weapon
Two Weapons	Dex + Firearms	Special	+1/off-hand	Weapon

Armor Chart

Class Armor	Rating	Penalty
Class One (reinforced clothing)	1	0
Class Two (armor T-shirt)	2	1
Class Three (Kevlar vest)	3	1
Class Four (flak jacket)	4	2
Class Five (full riot gear)	5	3

Armor

- Armor adds its rating to the character's soak dice pool against bashing damage, lethal damage, and aggravated damage from fangs and claws.
- Armor does not protect against fire or sunlight.
- Armor subtracts a number of dice from dice pools related to bodily coordination and agility (most Dexterity-based dice pools). This is reflected in the penalty listing.
- Attackers may make targeting rolls to hit unprotected portions of a defender and thus ignore the armor (Storyteller assigns difficulty penalty - typically +1 or +2).



Melee Weapons Chart

Weapon	Damage	Conceal
Sap+	Strength +1	P
Club+	Strength +2	T
Knife	Strength +1	J
Sword	Strength +2	T
Axe	Strength +3	N
Stake*	Strength +1	T

+ Denotes a blunt object. Blunt objects inflict bashing damage unless targeted at the head (see "Targeting," p. 209). If so, they inflict lethal damage.

* May paralyze a vampire if driven through the heart. The attacker must target the heart (difficulty 9) and score three damage successes.

Ranged Weapons Chart

Type	Example	Damage	Range	Rate	Clip	Conceal
Revolver, Lt.	<i>S&W M&A (.38 Special)</i>	4	12	3	6	P
Revolver, Hvy.	<i>Colt Anaconda (.44 Magnum)</i>	6	35	2	6	J
Pistol, Lt.	<i>Glock 17 (9mm)</i>	4	20	4	17+1	P
Pistol, Hvy.	<i>Sig P220 (.45 ACP)</i>	5	30	3	7+1	J
Rifle	<i>Remington M-700 (30.06)</i>	8	200	1	5+1	N
SMG, Small*	<i>Ingram Mac-10 (9mm)</i>	4	25	3	30+1	J
SMG, Large*	<i>Uzi (9mm)</i>	4	50	3	32+1	T
Assault Rifle*	<i>Steyr-Aug (5.56mm)</i>	7	150	3	32+1	N
Shotgun	<i>Ithaca M-37 (12' Gauge)</i>	8	20	1	5+1	T
Shotgun, Semi-auto	<i>Fiachi-Laul 12 (12' Gauge)</i>	8	20	3	8+1	T
Crossbow**		5	20	1	1	T

*Indicates the weapon is capable of three-round bursts, full-auto and sprays.

**The crossbow is included for characters who wish to try staking an opponent. Crossbows require five turns to reload. Unless the crossbow is aimed at the head or heart, it inflicts bashing damage on Kindred. It inflicts lethal damage versus mortals.

Damage: Indicates the damage dice pool. Versus mortals, firearms are considered lethal damage. Versus vampires, firearms are considered bashing damage unless the head is targeted (see "Targeting," p. 209), in which case the damage is considered lethal.

Range: This is the practical shot range in yards. Weapons may be fired at twice this distance, but the attacks are considered long range (difficulty 8).

Rate: The maximum number of bullets or three-round bursts the gun can fire in a single turn. This rate does not apply to full auto or spray attacks.

Clip: The number of shells a gun can hold. The +1 indicates a bullet can be held in the chamber, ready to fire.

Concealment: P = Can be carried in the pocket; J = Can be hidden in a jacket; T = Can be hidden in a trench coat; N = Cannot be concealed on the person at all.

