

'Back from the Dead' Vampire 2nd/3rd ed. Circa 2002

GM Intro

This scenario is in the Hollywood hills, L.A, at the home of Prince Ivan, a Malkavian. Officially L.A is an Anarch city, but Prince Ivan has cut out a niche by hosting a successful Elysium; as well as some truly rocking parties. There vampires can partake of 'live food', in a 'liberated' and 'consensual' environment. Most of the humans are vulnerable young people who come to L.A for fame and fortune. Who instead fall between the cracks of this harsh city.

The above could obvious be offensive to some players, the ST will have to judge how much they can take and how much the players can take. Allot will depend on your descriptive style.

The player's characters don't know each other and need time to role-play their characters before the plot kicks in. It is important they don't just react to the situation, but to each other. They will have snippets of gossip to help start conversations. It is the first time any of the characters have been to the mansion, so there should be some excitement it the air!

As soon as they enter the mansion begin setting the scene. It is like a movie set and should have an unreal feel throughout.

The basic plot is one of the humans is killed during the party and the PC's are accused of the crime. To prove their innocence they must find the killer. With so many dangerous vamps it should take awhile for the players to realise it was a human. The PC's will be told they can kill the murderer, but a standing rule is don't kill humans. They will have to decide on justice, examine their own humanity.

The players may not all be in the area of the crime when it happens, but will be a suspect because they arrived together. The Prince is not interested in the skewed logic of this; it's all about the drama and as far as he is concerned the fact that they are wrong charged should only mean they will find the killer like in all good movies.

The Prince

Prince Ivan is a man of the movies, who loves OTT drama and mood. He loves the feel and resonance which can go beyond merely being 'cool'. When it comes to the punishment he is not concerned with justice or fairness. In a film a person can be brought to justice in many ways. In a good film it will be appropriate to what has gone before and a fitting end to the story. This is the end which Prince Ivan wants to play out. Hence questions about what should be done will be vague, but sound important. If it happens that things said at the end of the game mirror things said at the start even better, as it's an established film technique.

The Brothers

They are Prince Ivan's younger twin brothers and are the head of security for the mansion. Their favourite hobby is duelling with live steel, plunging the metal into each other, then feeding on the mansions herd to heal.

The Butler.

It is known he is human, but in all the photos going back to the 20's he does not appear to have aged. He is rumoured to be a mage of some sort, but people just know not to mess with him. He is strict and austere in manner, but knows the workings of the mansion inside out. He is a master of life magic, and has the mansion covered in life detection spells. If a human dies, he knows about it and if a human can be saved, he can 'lay-hands' and perform a miracle.

The Daywalkers.

Also known as the gutter-punks. They are homeless kids who are into hardcore punk. Many were embraced by wannabe vampires trying to forge an empire. Not understanding what the thinning of the blood would mean, they left many kids stuck, not human, but not really vampire. This has struck the Prince as ironic and poignant so he hires them to work in the mansion.

Scene 1

The players meet in the Necranomicon, a Goth nightclub. They hand their invitation as they go upstairs to a private function room. There they can describe each other and do the meet and greet. They know this is not the real venue but a cover. The driver enters; they are asked if they understand the invitation. Once they all answer 'Yes', then they are given metal plates which they are to attach over their hearts, one for each side. It has a skin glue to hold it in place. If you are 'staked' you must 'die'. If you don't put on your plate and you are put into torpor, tough! The human will not be punished; they do not know the reality behind the game. These can be put on in private, in the club.

(PC's name)

Welcome to my humble abode and this, my next great 'Buffy the Vampire the Slayer' party. Now I know we Vampires care little for this Television, however since it is the means by which we shall have a most joyous feed, we must play along and re-enact the episode. The main character is in hell and will be released back to earth. While she has been away you are one of the creatures which are roaming free. The mansion will be our stronghold and outside the humans will run around playing their game. Don't worry there will be plenty of blood, but remember the taking must still be NOT remembered and if you kill one, you will be tortured out of existence.

Yours Sincerely

Prince Ivan

Allow the players to talk on the way up. The windows are tinted both ways and it is difficult to know where exactly they are, as the vehicle winds around the narrow roads that snake through the Hollywood hills.

Scene 2

The SUV arrives at huge wrought iron gates. The long driveway is lined with barrels, high petrol fuelled flames giving an apocalyptic feel as they enter. Gutter-punks A.K.A thinbloods on motorbikes and foot with weapons in hand patrol the driveway and the garden around. Some humans are running scarred, the games have begun. For those with knowledge of the TV show will see some people dressed as the other characters from Buffy.

Scene 3

They are greeted by the Butler. Meet Prince Ivan, who invites them in. As they are all new to the mansion Prince Ivan will show them around. First is the main area, which is a series of connected walls with high class gothic/1800's style rooms. Also describe various unique looking people/vamp's. As they enter a vampire is attacked by the brothers, pinned to the wall with a sabre and decapitated. This vampire performed diablerie on a friend of the Elysium.

The tour winds into the back of the house where there is a view of the 're-enactment' of the rising, via bay windows. Just in from the bay windows is the feeding area, where a few vamps are already feeding. It's relatively quiet at the moment so they are advised to get some blood now. There is a mixture of drugged out people, members of the herd. The room is dressed up as an Angel style vamp drug den. Most of the humans are on real drugs. The ones who are there to be feed on have a piece of string around there neck, with a master knot. Once a vampire feeds they tie a knot, after three extra knots then they can be used no more. The servants are ghouls and are to be left alone.

Scene 4

There is great excitement at the window as 'Buffy' rises from the dead. The other vamps go to look or participate in the fight. The thinbloods are the main backbone of the fight, keeping the story going and making sure it doesn't get out of hand. The main fight is around the grave as the principle characters chant a spell to raise Buffy. During this time the murder is taking place. There is enough space for it to be done quietly. Outside the players involved in the fight will have to pretend to lose so that the story can continue. Once they have expended blood using their gifts in the fight, they will probably come back to feed.

Scene 5

Attention is brought to the body because a friend of the murdered girl is crying and shaking the body. The Butler soon arrives and the body and friend are taken away to another room to be examined. The Butler will politely ask the PC's to come with him, they must see Prince Ivan. If not they will be considered guilty without trial, and will have a blood hunt declared on their heads.

Scene 6

Prince Ivan meets them in his audience chamber. As they walk in one of the brothers is in each corner. Between them is a fire place, holographic flames dance on a screen. At the back is an old high backed armchair. The Prince will address them in his typically melodramatic manner. He will tell them they are the main suspects and must prove their innocence, by finding the killer. They have permission to kill the vampire who did this, but must have good evidence. They cannot exact any punishment until they bring their findings before him.

Scene 7

The first impression is that the last feeding was messy, with lots of small drops of blood on the cloths and body. The following information will need a mixture successful investigation roles and a PC asking the right questions. The victim was suffocated, but there is also fang marks on her neck. Close examination will show that the fang marks were made after death and look wrong. The positioning doesn't look right for teeth. A successful investigation role is needed to tell this. The three knots were tied, so it looks as if too much blood was drained. Also why were the marks not erased after the feeding.

The girl who found her friend is in a distraught state. The PC's will have to thread gently if they want to get any answers. They will fare better if only one or two ask questions. On a successful empathy role she gives a list of vamps who feed, by description. The last vampire, was treating her roughly and took much longer than the others; is described as having white spiked hair, rough black leather and worn/torn cloths. The girl will not know about vampires so just describes what she remembers.

Scene 8

If the PC's go into the main party they will find the previous ones who fed as well as likely suspects for the final one. Role-play the accusations etc. If it gets serious then they can all be called before the Prince. The evidence will not add up and the PC's will be sent out again.

The Nos PC can talk to his Nos elders. They are consumed with finding the history of the Butler. They will suspect him. They have a cloth covered book with all their collected information on him.

If the PC's talk to the gutter-punks they all gang up. Only their leader will talk. He is a tough cookie who will not bow down to threats because he has the protection of Prince Ivan. They will reveal that the description looks like one of the humans in the building.

They could capture a human player to talk to but they would know nothing. They might know the person described but hasn't seen him in awhile. It doesn't appear they were participating much in the game.

Scene 9

Outside the story is still going on, now that Buffy has been raised, the vampires are supposed to be losing the fight. The PC's have to work with the script but still get the

killer. The killer wants to be a vampire and is using his recent murder as a badge of honour to prove his worthiness. Ironically he is pleading his case to the gutter-punks pleading the rampaging Buffy vamps.

Scene 10

The murderer has taken refuge outside the mansion, in a lean-to structure which is the gutter-punks base. He is begging them to turn him into a vampire. He has proved how worthy he is by killing tonight and now he is ready. The guy believes that he is strong enough to subdue the vampire spirit when he is turned and command the vampire spirit. The person has been influenced by Buffy and doesn't know about real vampires. The gutter-punks are angry and want nothing to do with this low-life.

When the PC's arrive the killer will confess openly. He will produce a bottle full of blood and a syringe which he used to extract the blood. He also has a tube with a needle one end which was used to drain most of the blood.

They players could easily convince the murderer to come with them to meet the prince. Telling him he has shown he is worthy and will become a vampire. If anything is said that seems to contradict the story he will become suspicious.

Or they could just knock him out.

Scene 11

The Prince will be waiting for them in his study. Obviously the murderer will tell of the way he killed her. The Prince sends him out of the room to consider his judgement. Then he will point out that he decreed no humans would be killed tonight. The PC's can then argue for another punishment, or that the Prince made the rule so can solve the contradiction. Then he can be embraced first and then killed or that by wanting to be a vampire he is not under the protection for humans.

The most likely end is that the murderer will be executed under the guise of being embraced. Most of the party will be brought out to witness the event. The Buffy story has ended and the vampires want a real gothic ending to their night. Where there is no return from the dead.

If the situation has gone badly wrong the PC's could be executed of the PC's. Maybe the gutter-punks decided to deal with the murderer themselves. If you can pull it off have them plead for their lives, bended on knee, he accepts. Says bow to accept the authority of the Prince and all their heads are chopped off.

End Scenario

Ben Free

The Anarchs anarchy, the one who believes in true equal treatment of all vampires. Jobs should be based purely on merit and not clan, generation, or political allegiance. Everything you believe in has been tested in the crucible of life. So that you may appear to follow an ordered life, like the camarilla, but there is a difference. You have tested and imposed the rules on yourself. While the Camarilla has imposed from the outside and can be corrupt. You always test your rules in a non-destructive way to show you are not bound by them. And test them in a destructive way when a situation has become truly violent.

Gossip: Agents of the Camarilla are moving around the city. Lovers of freedom beware, they are using tricks to bring people back into their fold.

Roleplaying tips: You have put yourself forward as an example to the city. That it can live up to its promise and remain free.

Presence 3

You have the power to make people intensely attracted to you.

You have a dread gaze that combined with showing your teeth etc can drive mortals insane.

You have the power of entrancement that can convince people to follow you and serve your needs

Humanity 7: You have a normal level of humanity compared to most humans. Some things you care about, some you don't, depending on the circumstances. Like most people you are shocked by excessive violence against innocents and would have empathy with them.

Willpower 7: You are strong in your determination to do what you want. It is hard to put you off either by argument or by other means.

Ben Free

Welcome to my humble abode and this, my next great 'Buffy the Vampire the Slayer' party. Now I know we Vampires care little for this Television, however since it is the means by which we shall have a most joyous feed, we must play along and reenact the episode. The main character is in hell and will be released back to earth. While she has been away you are one of the creatures which are roaming free. The mansion will be our stronghold and outside the humans will run around playing their game. Don't worry there will be plenty of blood, but remember the taking must still be NOT remembered and if you kill one, you will be tortured out of existence.

Yours Sincerely

Prince Ivan

Lady Emily

You were a sociologist before your embrace. Somehow you managed to study vampires thinking they were an extreme social group. You still love people and their ways, despite the superior attitude of vampires. You consider yourself to now have a unique viewpoint on their fragile existence. You have seen vampires succumb to the beast and lose their humanity. So you are here to study violence in humans and teach yourself to be more peaceful. You feel Golconda is near, full acceptance of your nature and therefore full mastery over it.

Gossip: Gossip is so yesterday's news, you prefer to talk to people and find out what is happening today.

Roleplaying tips: Everybody is your friend. No one is bad unless they hurt you. Everybody enjoys music and song and this is your gift to the world.

Auspex 3

You have heightened senses that cover sound, smell, touch, hearing, vision.

You can sense people aura's to gain an insight into what is not visible to the eye.

Hold an object and get an impression about what has happened to it recently.

Humanity 7: You have a normal level of humanity compared to most humans. Some things you care about, some you don't, depending on the circumstances. Like most people you are shocked by excessive violence against innocents and would have empathy with them.

Willpower 6: You are strong in yourself and face events with a determination that is above average.

Lady Emily

Welcome to my humble abode and this, my next great 'Buffy the Vampire the Slayer' party. Now I know we Vampires care little for this Television, however since it is the means by which we shall have a most joyous feed, we must play along and reenact the episode. The main character is in hell and will be released back to earth. While she has been away you are one of the creatures which are roaming free. The mansion will be our stronghold and outside the humans will run around playing their game. Don't worry there will be plenty of blood, but remember the taking must still be NOT remembered and if you kill one, you will be tortured out of existence.

Yours Sincerely
Prince Ivan

Tell-tale

You were an ugly brutal cop who was embraced by a Nosferatu after a raid went bad, your fellow cops went mad, your partner died and you were left MIA. Now you are the ugly and brutal cop who jumps down on vampires who think they are free in L.A. to do what they want. You have no back up so you have to inflict punishment, just like Dirty Harry.

Gossip: Those brothers of Prince Ivan are a strange piece of work. They dual with live blades and fight each other until close to torpor. They are the real threat in the mansion.

Roleplaying tips: You are a hard man straight out of the comic/film Sin City.

Obfuscate 2

You can conceal yourself in a cloak of shadows, which means anything that casts a shadow will obscure you from sight.

You can be an unseen presence among a crowd. People's eyes pass over you as if you are not there.

Potence 2

You have 2 extra strength roles per turn

Humanity 6: You are removed from the world of humans, yes you acknowledge they suffer, but so do all things. It is generally better to be emotionally involved and deal with life/unlife as dispassionately as possible.

Willpower 6: You are strong in yourself and face events with a determination that is above average.

Tell-tale

Welcome to my humble abode and this, my next great 'Buffy the Vampire the Slayer' party. Now I know we Vampires care little for this Television, however since it is the means by which we shall have a most joyous feed, we must play along and reenact the episode. The main character is in hell and will be released back to earth. While she has been away you are one of the creatures which are roaming free. The mansion will be our stronghold and outside the humans will run around playing their game. Don't worry there will be plenty of blood, but remember the taking must still be NOT remembered and if you kill one, you will be tortured out of existence.

Yours Sincerely

Prince Ivan

Drake

You were a P.I and buried too deep, you couldn't get out. You found yourself changed; a terrible thirst overcame you every few days. Daylight burned your skin. There had to be a cure to this illness. So you looked survived and tried to understand. Nothing seemed to help except blood, the obvious never crossed your mind. Then you were told, and you felt you had crossed into another world. You still wanted to live, find who did this to you, so you put your P.I skills to use and now help vampires and other denizens of the night.

Gossip: So who is this Prince Ivan guy, many would like to know. And pay good money for that knowledge.

Roleplaying tips: You look out on the world, watching impassive, noting all you see, and making connections. The world is moving to a hidden drum, the beat can be heard if you look hard enough.

Presence 2

You have the power to make people intensely attracted to you.

You have a dread gaze that combined with showing your teeth etc can drive mortals insane.

Fortitude 2

You have two extra dice to soak damage

Humanity 6: You are removed from the world of humans, yes you acknowledge they suffer, but so do all things. It is generally better to be emotionally uninvolved and deal with life/unlife as dispassionately as possible.

Willpower 6: You are strong in yourself and face events with a determination that is above average.

Drake

Welcome to my humble abode and this, my next great 'Buffy the Vampire the Slayer' party. Now I know we Vampires care little for this Television, however since it is the means by which we shall have a most joyous feed, we must play along and reenact the episode. The main character is in hell and will be released back to earth. While she has been away you are one of the creatures which are roaming free. The mansion will be our stronghold and outside the humans will run around playing their game. Don't worry there will be plenty of blood, but remember the taking must still be NOT remembered and if you kill one, you will be tortured out of existence.

Yours Sincerely

Prince Ivan

Li'L B

You were a street punk who got lucky; your angry revolutionary nature got you noticed. You were taken on by the Gangrel, who really suit your animal nature. Now you have the power and unlife to continue the struggle against the real powers that be. All the elder vampires who have manipulated humans since the dawn of time. A violent Anarch who combines your perpetual teenage rebellion with the idealised cause of the Anarchs.

Gossip: You don't listen to idle gossip, you find out the facts of elders abuse of younger vampires and stick it to 'the man'.

Roleplaying tips: You are newly embraced, you feel you can stay young and remain a teenager forever and never be corrupted by age and growing old, like your hippie parents.

Fortitude 2

This makes you tougher, giving you two extra dice to soak damage.

Protean 1

Your eyes glow an eerie red and you can see in normal darkness.

Humanity 7: You have a normal level of humanity compared to most humans. Some things you care about, some you don't, depending on the circumstances. Like most people you are shocked by excessive violence against innocents and would have empathy with them

Humanity 8: You are a caring person who normally does not like to see harm come to others.

Li'L B

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Yours Sincerely

Prince Ivan

Justine

This is not your real name. As you are from the New York and are member of the Camarilla. You have just been recruited into the Archons. This is an old title, Justicars have the real power. Real Archons are the police of the Vampires going from place to place bringing justice. You are no way powerful enough to do this; this is a mission to test your faith. You are here in L.A an Anarch city to gather information and promote the advantages of regulated lives. In your speech you mention the positive aspects of the traditions. This is a contradiction, for you are Brujah, the rebel street kids of the vampire world. You manage to keep your powerful sense of independence within a rigid framework. Believing that an Anarch belief in setting up and testing the rules for themselves is to dangerous. You grudging see their point of jobs being given out on merit, it's just that older vampires tend to have more experience and power. You know you are on thin ice promoting camarilla ways in an Anarch place and would not openly declare your title. You are young and eager and will achieve your goal of bringing vampires back under camarilla guidance.

You have built up enough contacts to get an invite to Prince Ivan's mansion, after 6 months. This will be your coup as only certain vampires are invited and the information will be invaluable back home.

Gossip: You have heard so much, even if it was half true, it would keep the Nos talking for months. That Prince Ivan is a fraud, his brothers are not really his brothers, Diamond the ex-Camarilla elder attends the party. There are Asian vampires, magic users, humans who call themselves vampires. All kinds of wild stuff that a Camarilla group would perceive happens among these wild barbarian Anarchs.

Rolplaying tips: You are somewhat of an 'Uncle Tom' figure, but walking a thin line, feel free to cross it on either side.

Celerity 3

You are very fast, you can move three extra times then a standard vampire. Blood points must be spent to use these disciplines)

Potence 2

This makes you very strong and able to jump very high and other feats.

Humanity 6: You are removed from the world of humans, yes you acknowledge they suffer, but so do all things. It is generally better to be emotionally involved and deal with life/unlife as dispassionately as possible.

Willpower 5: You are certain that yours is the correct course of action. You have worked through obstacles to do what you needed to do and so far nothing has moved you from your path.

Justine

Welcome to my humble abode and this, my next great 'Buffy the Vampire the Slayer' party. Now I know we Vampires care little for this Television, however since it is the means by which we shall have a most joyous feed, we must play along and reinact the episode. The main character is in hell and will be released back to earth. While she has been away you are one of the creatures which are roaming free. The mansion will be our stronghold and outside the humans will run around playing their game. Don't worry there will be plenty of blood, but remember the taking must still be NOT remembered and if you kill one, you will be tortured out of existence.

Yours Sincerely

Prince Ivan

VAMPIRE

THE MASQUERADE

NAME:

NATURE:

CLAN:

PLAYER:

DEMEANOR:

GENERATION:

CHRONICLE:

CONCEPT:

SIRE:

ATTRIBUTES

PHYSICAL

Strength_____00000000
Dexterity_____00000000
Stamina_____00000000

SOCIAL

Charisma_____00000000
Manipulation_____00000000
Appearance_____00000000

MENTAL

Perception_____00000000
Intelligence_____00000000
Wits_____00000000

ABILITIES

TALENTS

Alertness_____00000000
Athletics_____00000000
Brawl_____00000000
Dodge_____00000000
Empathy_____00000000
Expression_____00000000
Intimidation_____00000000
Leadership_____00000000
Streetwise_____00000000
Subterfuge_____00000000

SKILLS

Animal Ken_____00000000
Crafts_____00000000
Drive_____00000000
Etiquette_____00000000
Firearms_____00000000
Melee_____00000000
Performance_____00000000
Security_____00000000
Stealth_____00000000
Survival_____00000000

KNOWLEDGES

Academics_____00000000
Computer_____00000000
Finance_____00000000
Investigation_____00000000
Law_____00000000
Linguistics_____00000000
Medicine_____00000000
Occult_____00000000
Politics_____00000000
Science_____00000000

ADVANTAGES

DISCIPLINES

_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000

BACKGROUNDS

_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000

VIRTUES

Conscience/Conviction_00000
Self-Control/Instinct__00000
Courage_____00000

MERITS & FLAUS

MERIT COST

FLAW COST

HUMANITY/PATH

0000000000

WILLPOWER

0000000000
□□□□□□□□□□

BLOODPOOL

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POINTS PER TURN: _____

HEALTH

Bruised ☐
Hurt - 1 ☐
Injured - 1 ☐
Wounded - 2 ☐
Mauled - 2 ☐
Crippled - 5 ☐
Incapacitated ☐

WEAKNESS

EXPERIENCE

VAMPIRE

THE MASQUERADE

NAME:

NATURE:

CLAN:

PLAYER:

DEMEANOR:

GENERATION:

CHRONICLE:

CONCEPT:

SIRE:

ATTRIBUTES

PHYSICAL

Strength_____00000000
Dexterity_____00000000
Stamina_____00000000

SOCIAL

Charisma_____00000000
Manipulation_____00000000
Appearance_____00000000

MENTAL

Perception_____00000000
Intelligence_____00000000
Wits_____00000000

ABILITIES

TALENTS

Alertness_____00000000
Athletics_____00000000
Brawl_____00000000
Dodge_____00000000
Empathy_____00000000
Expression_____00000000
Intimidation_____00000000
Leadership_____00000000
Streetwise_____00000000
Subterfuge_____00000000

SKILLS

Animal Ken_____00000000
Crafts_____00000000
Drive_____00000000
Etiquette_____00000000
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Stealth_____00000000
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Computer_____00000000
Finance_____00000000
Investigation_____00000000
Law_____00000000
Linguistics_____00000000
Medicine_____00000000
Occult_____00000000
Politics_____00000000
Science_____00000000

ADVANTAGES

DISCIPLINES

_____00000000
_____00000000
_____00000000
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_____00000000
_____00000000
_____00000000

BACKGROUNDS

_____00000000
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VIRTUES

Conscience/Conviction_00000
Self-Control/Instinct__00000
Courage_____00000

MERITS & FLAUS

MERIT

COST

FLAW

COST

HUMANITY/PATH

0000000000

WILLPOWER

0000000000
□□□□□□□□□□

BLOODPOOL

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POINTS PER TURN:_____

HEALTH

Bruised ☐
Hurt - 1 ☐
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Wounded - 2 ☐
Mauled - 2 ☐
Crippled - 5 ☐
Incapacitated ☐

WEAKNESS

EXPERIENCE

VAMPIRE

THE MASQUERADE

NAME:

NATURE:

CLAN:

PLAYER:

DEMEANOR:

GENERATION:

CHRONICLE:

CONCEPT:

SIRE:

ATTRIBUTES

PHYSICAL

Strength_____00000000
Dexterity_____00000000
Stamina_____00000000

SOCIAL

Charisma_____00000000
Manipulation_____00000000
Appearance_____00000000

MENTAL

Perception_____00000000
Intelligence_____00000000
Wits_____00000000

ABILITIES

TALENTS

Alertness_____00000000
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Streetwise_____00000000
Subterfuge_____00000000

SKILLS

Animal Ken_____00000000
Crafts_____00000000
Drive_____00000000
Etiquette_____00000000
Firearms_____00000000
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Performance_____00000000
Security_____00000000
Stealth_____00000000
Survival_____00000000

KNOWLEDGES

Academics_____00000000
Computer_____00000000
Finance_____00000000
Investigation_____00000000
Law_____00000000
Linguistics_____00000000
Medicine_____00000000
Occult_____00000000
Politics_____00000000
Science_____00000000

ADVANTAGES

DISCIPLINES

_____00000000
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BACKGROUNDS

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VIRTUES

Conscience/Conviction_00000
Self-Control/Instinct__00000
Courage_____00000

MERITS & FLAUS

MERIT COST

FLAW COST

HUMANITY/PATH

0000000000

WILLPOWER

0000000000
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BLOODPOOL

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POINTS PER TURN: _____

HEALTH

Bruised ☐
Hurt - 1 ☐
Injured - 1 ☐
Wounded - 2 ☐
Mauled - 2 ☐
Crippled - 5 ☐
Incapacitated ☐

WEAKNESS

EXPERIENCE

VAMPIRE

THE MASQUERADE

NAME:

NATURE:

CLAN:

PLAYER:

DEMEANOR:

GENERATION:

CHRONICLE:

CONCEPT:

SIRE:

ATTRIBUTES

PHYSICAL

Strength_____00000000
Dexterity_____00000000
Stamina_____00000000

SOCIAL

Charisma_____00000000
Manipulation_____00000000
Appearance_____00000000

MENTAL

Perception_____00000000
Intelligence_____00000000
Wits_____00000000

ABILITIES

TALENTS

Alertness_____00000000
Athletics_____00000000
Brawl_____00000000
Dodge_____00000000
Empathy_____00000000
Expression_____00000000
Intimidation_____00000000
Leadership_____00000000
Streetwise_____00000000
Subterfuge_____00000000

SKILLS

Animal Ken_____00000000
Crafts_____00000000
Drive_____00000000
Etiquette_____00000000
Firearms_____00000000
Melee_____00000000
Performance_____00000000
Security_____00000000
Stealth_____00000000
Survival_____00000000

KNOWLEDGES

Academics_____00000000
Computer_____00000000
Finance_____00000000
Investigation_____00000000
Law_____00000000
Linguistics_____00000000
Medicine_____00000000
Occult_____00000000
Politics_____00000000
Science_____00000000

ADVANTAGES

DISCIPLINES

_____00000000
_____00000000
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BACKGROUNDS

_____00000000
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_____00000000

VIRTUES

Conscience/Conviction_00000
Self-Control/Instinct__00000
Courage_____00000

MERITS & FLAUS

MERIT COST

FLAW COST

HUMANITY/PATH

0000000000

WILLPOWER

0000000000
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BLOODPOOL

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Politics_____00000000
Science_____00000000

ADVANTAGES

DISCIPLINES

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BACKGROUNDS

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Conscience/Conviction_00000
Self-Control/Instinct__00000
Courage_____00000

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MERIT COST

FLAW COST

HUMANITY/PATH

0000000000

WILLPOWER

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BLOODPOOL

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Intelligence_____00000000
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TALENTS

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Computer_____00000000
Finance_____00000000
Investigation_____00000000
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Linguistics_____00000000
Medicine_____00000000
Occult_____00000000
Politics_____00000000
Science_____00000000

ADVANTAGES

DISCIPLINES

_____00000000
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BACKGROUNDS

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FLAW COST

HUMANITY/PATH

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WILLPOWER

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BLOODPOOL

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