

VAMPIRE

THE MASQUERADE

NAME

Alex

DESCRIPTION

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

What's your Gender?

Gender: _____

What are you wearing?

Clothing:

- ☐ Business clothing
- ☐ Smart casual
- ☐ Workout clothing

Ambition: Promotion

What is your main goal?

- ☐ Join an organization, and rise to the top.
- ☐ Become a bridge between organizations and, thus, irreplaceable for all of them.

What do you want to accomplish tonight?

Desire: Get _____ to support your leadership.

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

BACKGROUND

You're a third-generation Mexican-American, the descendant of people who worked hard and sacrificed much so you could achieve the American Dream. You followed their vision and dream since childhood, got into the University of Southern California, graduated magna cum laude and got your MSc in Business and Management. Your career took off during college and you never looked back, amassing the admiration and envy of your peers and superiors. Great things are in store for you.

How did your experience define you?

- ☐ "I'll get to the top, because that's the place where I belong."
- ☐ "The higher I rise, the more I can help those at the bottom."

CLAN

Ventrue 

CLAN BACKGROUND

Ventrues are often regarded as the most arrogant of Clans. Called the Clan of Kings, they tend to occupy positions of leadership, and heavily rely on their mind controlling powers to bend the will of others. Even though they generally make enemies along the way, it is undeniable that the Kings shine when they can call the shots.

CLAN BANE

Admirers of everything that is excellent, expensive and luxurious, members of Clan Ventrue possess a very rarified taste when it comes to blood. Each of them has a different fixation, and will only feed of victims that fit their preferences. Some only feed off young people, whilst others have more specific limitations, such as only feeding off practitioners of the law, or people who have spent any amount of time on a ship. Alex prefers to feed off people younger than he was when he was Embraced (27 years old).

ALL WENT WRONG...

Then one day, your bank accounts were frozen. All your assets, gone. Your former peers and superiors ignoring you, as if they were into a dark secret that you didn't know. Your life as you knew it was essentially over. Standing on the ledge of a window, ready to end it all, a phone call made you change your mind. An offer you couldn't resist. You entered the hotel room, barely aware of your own actions. Then everything changed.

How did you react to this revelation?

- ☐ "They showed me how little I was. I understand. Now it's my time to truly become great."
- ☐ "They thought I was done. What a joke. I'll have my revenge."

PICK THIS CHARACTER IF...

... you want to play a social animal, great at persuading, intimidating, and empathizing with people, a natural leader, with the ambition to reach the top...

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ACTIONS

Persuade: 9 dice (Awe is factored in)

Your attitude is contagious and people do what you want whenever you want. Now you feel it's almost too easy.

Insight: 6 dice (Add 1 die if you try to empathize with the other party.)

Looking into others and understanding their motivations is one of the keys to your success.

Intimidate: 5 dice

You can be quite imposing and people will follow orders if needed, but you can get more flies with honey than with vinegar.

Investigate: 4 dice

If you put your mind to it, you can find information, but you can always tell others to do it for you.

Attack: 4 dice (Pistol, +2 Damage)

You took some self-defense classes and are a responsible gun owner.

Bite: 2 dice


You prefer to feed from willing vessels, especially those who admire you. Notice that you can't just feed from anyone unless you force yourself to do it.

EQUIPMENT

Your wallet (driver's license and all credit cards missing). Expensive wristwatch. Card holder with one hundred of your business cards.

HOW TO ROLL

To roll a **test**, create a dice pool by picking up as many dice as the Action or trait combination the Storyteller calls for. Start with a number of Hunger dice equal to your Hunger and add regular dice to complete.

Dice coming up with any of these:  are successes. Count them. Ignore other results. If you meet or exceed the Difficulty, you succeed.

Spend 1 Willpower to re-roll up to three regular dice (not Hunger dice).

When you roll a **check**, use only regular dice. Willpower does not affect checks.

ATTRIBUTES

Physical

Strength ●●○○○

Dexterity ●○○○○

Stamina ●●○○○

Social

Charisma ●●●●○

Manipulation ●●●○○

Composure ●●●○○

Mental

Intelligence ●●●○○

Wits ●●○○○

Resolve ●●○○○

SKILLS

Athletics ●○○○○

Awareness ●●○○○

Drive ●○○○○

Etiquette ●●●○○

Finance ●●●○○

Firearms ●○○○○

Insight (Empathy) ●●○○○

Intimidation ●○○○○

Investigation ●○○○○

Leadership ●●○○○

Persuasion ●●●○○

Politics ●●○○○

Streetwise ●○○○○

Subterfuge ●●○○○

Technology ●○○○○

Health

□□□□□ □□□□□

Willpower

□□□□□ □□□□□

Humanity

□□□□□ □□□□□

Hunger

□□□□□

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DISCIPLINES

Dominate



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 6 dice against Wits + Resolve.

Cloud Memory - Say the word "Forget", and your victim will forget the last few minutes of their life. When used against a victim who is actively trying to resist, roll 6 dice against Intelligence + Resolve.

Presence



You can manipulate and control the emotions of people around you. You have to be in their immediate presence and they have to be able to see or hear you directly for this power to work.

Awe - Anyone close to you is suddenly drawn towards you, willing to agree on your arguments and viewpoints. This power can be used to create a distraction. This improves your Persuade action and is already factored in.

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 faithful members of your community who adore you in all but name. Roll 4 dice (Manipulation + Persuasion).

Bane: As a Ventrue Kindred, you have a rarefied palate when it comes to feeding. You can only feed from people who are 27 years old or younger. If forced to feed from other vessels, spend 1 Willpower point to hold it down.

EMBRACE

When you were turned

FLASH, The person sitting across the table is still talking. You cannot understand a word they are saying, but you can see that they have an expensive taste. You feel strangely included. FLASH, Your sire. That's who they are. And you are their childe. The sheets are smooth, and the skin is cold. There is something equally enticing and repugnant about this situation. FLASH, The skin on your neck breaks, and your blood flows out of your body. You feel light headed, but content. FLASH

SIRE

The one who turned you

After a shower, everything feels better. You were promised an explanation, and you will get one now. Heavy footsteps in the corridor of the hotel cut the conversation short. *"They are after us! Run!"* Your sire jumps out the window just as the door is slammed in. A group of people dressed in paramilitary attire storm the room, pointing their guns at you. You can only point at the window, hoping they'll leave you alone.

SECRET

A memory that haunts you

Most of the assaulters run after your new acquaintance, but a couple of them stay behind. One holds you while the other one drives a wooden stake through your heart. Before losing consciousness, you regret ratting out your sire.