



REFERENCE. *guide*

Note: This book is intended to be used as a reference for rules of **Vampire**, and to allow players to create a continuation to the story presented in the **Story Guide** in this bundle. If you haven't read the Story Guide, we recommend you to start there and read this afterwards.

Welcome to **Vampire**. This is the **Starter Set Reference Guide**. If you are reading this, you probably want to know more about the game, the rules, and the universe in which the stories take place.

Here we'll give you a quick glance over the rules and the universe of **Vampire**. If you want to learn more, we recommend you to acquire a copy of the **Vampire: The Masquerade 5th Edition** core rulebook.

- **Welcome to the World of Darkness** will give you additional background information about the world in which the stories of **Vampire** take place.
- **The Role of the Storyteller** provides advice and assistance to Storytellers who are new to this kind of gaming experience, or to veterans who are playing **Vampire** for the first time.
- **The Rules** expands on what you found in the **Story Guide**, adding more complex systems that experienced or adventurous players can incorporate to their game.

We hope you enjoy your first experience with **Vampire**.

Welcome to the World of Darkness

Legends and myths talk of monsters and beasts. Cautionary tales warn us of the dangers of the night. Stories turned into books, and then into films and hit TV shows. They are there to entertain and educate us. In the World of Darkness, the creatures from those legends live among us, walking the same streets and listening to the same podcasts.

In **Vampire**, the players take on the role of vampires, trying to find their place in a complex tapestry of ancient politics, personal vendettas, and the ever frustrating struggle to remain human.

KINDRED Vampires in this game refer to themselves as **Kindred**. They are similar and different to vampires as portrayed in other media. For example, Kindred can be killed by the sun and by fire, but stakes merely paralyze them. Except for anomalous cases, none of the classic superstitions affect them: garlic, crossing running water, entering homes uninvited, and so on.

Many Kindred believe that they descend from the biblical murderer Caine, who was cursed and turned into the first of them. Their society is built around how far they are removed from this mythical figure (their **Generation**), how old and powerful they are, and what **Clan** they belong to. Kindred may join factions, such as the **Anarchs** and **Camarilla**. All exist in fear of the dreaded **Second Inquisition**.

KINDRED CLANS Kindred are divided into clans. Each one holds a different aspect of the Beast that was imposed upon the original Kindred. Clans are transmitted by blood from the **sire** (the progenitor) to the **childe** (her progeny). The following are featured in this scenario:

The **Brujah**, usually known as Rabble, are philosophers and rebels by nature. Their physical prowess only competes with their passion for humanity and all that it has to offer. They are one of the core Clans of the Anarchs. Their Beast represents itself as uncontrollable bursts of blind rage, rendering pointless their best arguments for peace and justice.

The **Gangrel** live in communion with nature. Although they are generally regarded as loners, with no interest in Kindred politics and society, they often gather in packs, like wolves, creating their own communities. They are the other central Clan of the Anarchs. The nature of their Beast mocks them, punishing them with animal traits — both physical and psychological — whenever they lose control.

Many have lost their minds trying to understand the psyche of the **Malkavian**. Gifted with unique insight on the cryptic codes that rule the world around them. If the Oracles are often cryptic, that's only because it is impossible to coherently express the magnitude of their vision. They are generally underestimated but, behind their extravagant ways, there is always the spark of genius.

The **Nosferatu** wear their Beasts in their lapels, on their faces, and written all over their bodies. Their curse may seem like one of the cruelest: upon receiving the **Embrace** — the act of transforming a mortal into Kindred — they suffer the most horrific metamorphosis, turning them into monsters of nightmare. Even though they display their monstrosity on the outside, the clan often gives fruit to the most humane and psychologically complex Kindred.

Lovers of humanity, beauty, and splendor, the **Toreador** are regarded as the most sensual of Kindred. Their pursuit of aesthetic perfection has drawn them for centuries towards the arts. They gather in art galleries and theaters to play their social games, and become involved in the lives of mortals like no other Clan. Their aesthetic sensibility is so acute that they have grown vulnerable to environments that don't agree with their taste, suffering from anxiety and melancholy whenever they are not surrounded by beauty

A thousand years ago, a powerful magician captured a vampire and performed a terrible ritual on her. The magician was obsessed with eternal life, and got the curse of Caine in exchange. Since then, the descendants of **Tremere** have been accumulating knowledge and bowing to a rigid hierarchy. However, since the Second Inquisition laid waste to their Chantry in Vienna, their whole lineage has grown weak and disunited. Nowadays, the Tremere sell their services as mercenaries, and try to understand how to live with their newfound freedom.

Traditional leaders of the Camarilla, the **Ventru** — or the Blue Bloods, as they are often called — exude majesty, power and privilege. They are educated on the idea that they are born to rule, and everybody else needs to obey them. The Ventru have rarefied tastes when it comes to blood, and can only feed on specific types of people. The nature of this exquisite palate varies from one Ventru to the next — some can only feed on middle-aged men, while others won't taste any blood that doesn't come from convicted felons.

THE CAMARILLA During the Dark Ages, when the Inquisition appeared, Kindred were not ready, and many of them paid the price. The survivors gathered and established a series of commandments that would ensure their survival. The Elders decided that they would be in power, and their word would be the law. This was the origin of the Camarilla, the largest vampire community ever known.

THE ANARCHS The Anarchs splintered from the Camarilla. With whole cities under their control, the Anarchs now stand as a force to be reckoned with. Government is loose, and it changes wildly from place to place, but the principle remains: age is not the measure of leadership. Some are eager to build a fair society, while others are hungry for power. All of them are the Anarchs, more an identity than a real group.

THE SECOND INQUISITION With the explosion of the Age of Information, hiding has become harder than ever. At first, Kindred tried to use all the new technologies to their own advantage. They created secret networks in the dark web, and established



channels to communicate with one another. But mortals are paranoid by nature, and look for enemies everywhere. It was only a matter of time before Kindred were discovered by governments and intelligence agencies.

In 2001, in the wake of the events that led to the War on Terror, intelligence agencies across the globe started reinforcing surveillance, both online and offline. By mere accident, they discovered a hidden network of secret societies populated by monsters of legend. Joining forces with the Society of Leopold — a mystical group of witch hunters based in the Vatican — agencies like the CIA and MI6 took the job the Inquisition left unfinished in the Middle Ages. This was how mortals started hunting Kindred again.

During the Second Inquisition's first decade, they achieved impressive results. The online presence of Kindred was completely removed and the undead population of entire cities was exterminated. The creatures of the night were forced to take desperate measures. They retreated from the virtual world. Fear and paranoia became the rule among them.

The Role of the Storyteller

Your task is to flesh out everything and everybody that is not the player characters. It means knowing which events will happen, when they will happen, and who will be involved in those events. At least, that's how the players often perceive it. The truth is that most of that task is based on improvisation, although good, solid preparation is advisable. You're your players' guide and facilitator. All of you tell a story together. No matter how close or far away it is from the plan you had in mind at first, the story always belongs to the group.

The world is populated by all sorts of characters. You have the task of portraying them. These are called **Storyteller Player Characters (SPCs)**. Some Storytellers tackle the task of playing the SPCs by putting on accents, changing their body language, and trying to make each and every one of them sound and feel different. Others take on a more narrative approach, explaining the particularities of each SPC, rather than acting them out. Both approaches work. Keep in mind that the Storyteller is also a player, so you should choose whatever approach makes you feel more comfortable. The idea is for you to enjoy the game as much as the rest of the group.

A good Storyteller should always have clear information about the SPCs. You don't need to write the biography of every SPC in the game in advance. Just a couple of details will help you flesh out the world, and give a sense of its depth and richness. For example: the woman waiting at a bus station bites her nails, and has a band on her wrist, identifying her as an organ donor. The shady drug dealer in the nightclub has a picture of his little sister in his wallet. A tattoo of a snake can be seen creeping up the neck of the nun offering shelter to the players when the morning comes.

Everyone should feel they are the protagonist of the story at one point or another. If a player has been quiet for most of the time, or is too shy to participate in group decisions, be there to help. Give them their fair share of the spotlight. Maybe this involves separating their character from the group for a short while, or presenting a challenge that only that character can surpass. Don't play favorites, though. The point is for everyone to have fun.

Setting the Atmosphere

The World of Darkness is mostly like the world around us, but shadows are longer, sorrow is deeper, and danger lies everywhere. Crime is always on the rise, and all politicians are corrupt. To create the right atmosphere, the darkness should always be heightened. Every character who appears in the story has the potential of hiding a terrible secret and, those who don't, serve a much more sinister dramatic purpose. Innocence acts as a cautionary tale, and a way of injecting horror into the story.

The main themes of *Vampire* are personal horror and political horror. These concepts pull characters and stories in two opposite directions. Personal horror talks about the internal lives of the characters. Their connections to the world of the mortals. Their emotional world. There are many stories that can be told about guilt, shame, desire, and the dehumanizing act of drinking other people's blood to survive. Political horror refers to the world of *Kindred*, with their internal struggles, their fights for power and dominance, and the games of social and political control they play upon each other. Conflict between *Kindred* almost always leaves behind a trail of death and tragedy.

Personal Horror: Mara goes out hunting. She finds a lonely man in the last car of the train. He fiddles nervously with his phone. Mara approaches him and, without much ceremony, starts feeding off him. There's something special about his blood. It is just delicious. She loses control, and drinks too much. The man is dead. While Mara tries to come to terms with what she has done, the man's phone beeps. She fearfully reads the message: "It's a boy! Congratulations, Frank! You are a father!"

Political Horror: Jake learns that one of his friends, Nathan, is about to defect to the Camarilla. Concerned, Jake brings this information to the local Baron, who decides that Nathan needs to be destroyed to protect the community. A massive manhunt is organized. The traitor is found and beheaded. Jake is left with the task of tying loose ends. Horrified, he discovers that Nathan had revealed his nature to his family and that they are about to share his secrets with an agent of the Second Inquisition. Murdering them appears to be the only viable option for Jake.

Each *Vampire* story can feature elements from both worlds, or focus on either of them. Political horror can transition into personal horror and vice versa. It's just a matter of changing the focus and the scale of the story.

External aids like music, images or even costumes and props can help you create the perfect atmosphere for a *Vampire* game. As long as all the players — including you — feel comfortable with the elements brought to the table, anything that can make the story more believable and fascinating is welcome. Having at hand a laptop with a collection of music and sound effects can be incredibly effective, if used sparsely and with taste. The way in which the room is set and lit can also have a definite impact on the experience. Dimming the lights can bring a more intimate and mysterious atmosphere, keeping in mind that players should be able to comfortably read their character sheets.

An Ally to the Players

Roleplaying games are not about winning or losing. With this in mind, the notion of the Storyteller being an adversary to the players becomes absurd. You are allies in the quest for telling a fascinating story, where the players are the protagonists. Sometimes, this means twisting the world a little bit to promote epic situations, where heroes survive against all odds, or when unfathomable tragedy strikes them.

Stories in *Vampire* are meant to be exceptional, never mundane. As such, it is perfectly valid to skip scenes where nothing significant happens. Players will get bored quickly if they spend two hours of a session discussing how they follow the same routine day after day, hoping something special will happen in their lives. Help the players by presenting them with situations where their characters are shown to be exceptional — for good or for bad — and where their moral choices matter.

Stories derail. Players have creative minds, and their curiosity will lead them to explore alleys that you never considered describing in depth. They will insist on getting close to SPCs that were not fleshed out. They will ignore the main point of the story, and establish a set of ambitions for their characters that will lead them to unexpected places. Dealing with this can be the bane of many Storytellers.



When you feel the need to herd the players back into the path that was prepared in advance, a question should arise before taking any step: is it really necessary? Maybe what the players are proposing is, after all, much more interesting and fascinating.

If there is no option than pushing the players back into the path that you prepared in advance, there is only one way of doing it: gently. You have to be flexible and understanding, and possess the ability to improvise ways in which the story can follow its course, without micromanaging them.

Sensitive Subjects

Vampire stories can discuss some **sensitive subjects**.

Even though the world is dark and horrifying events are meant to take place in it, lines need to be drawn to protect the players' sensibility. It is always a good idea to discuss beforehand with the players what they are comfortable with and what subjects they would rather not approach. If one player (including yourself) doesn't feel good about dealing with a specific subject, no matter how insignificant it may seem to the rest, that subject should definitely be off the table. The player does not owe anyone an explanation for this. Please respect their needs and well-being. The experience, even if tense and challenging, should always be enjoyable for everybody.

The Rules

Vampire is a narrative game, where the story is always more important than the mechanics. However, there are situations where the skills of the characters are tested, and where conflicts need to be resolved in a fair and balanced way. That's why there is a mechanical system in place. The mechanics allow players to quantify the talents of their characters, to customize their skills, and to resolve situations where arbitrary narrative could turn the gaming experience into a disappointing one.

Traits

If you have taken a look at the character sheets, you have seen how characters have a series of Traits with different scores. These are the values that define all the things the character can do.

- **Attributes:** The nine Attributes represent Traits that are inherent to the character.
- **Skills:** These Traits define the knowledge and trained talents of the character.
- **Disciplines:** The Disciplines are the mystical powers that the Blood confers to Kindred.








Willpower and Health

Characters have two trackers to check their mental and physical well-being: Willpower and Health. These two Traits can never increase beyond their maximum level.






The Dice

We will use Vampire dice to resolve any conflicts and to test the characters' skills in extreme situations. Whenever a character is doing something unusual, particularly difficult, or under stressful circumstances, dice should be rolled. There are two types of dice:

Regular Dice (black) and **Hunger Dice** (red).











When rolling, look for . This represents a success. Blank faces are simply ignored. Regular dice have another icon, , while Hunger dice have  and , as well. Treat  and  as a success and  as a blank face.

USING STANDARD DICE

If you don't have access to Vampire dice, and want to use standard ten sided dice, use the following values for Regular Dice: results of 1-5 equal blank faces, 6-9 equal  and 10 (or 0) equals . For Hunger Dice, results of 2-5 equal blank faces, 6-9 equal , 10 (or 0) equals  and 1 equals .

ADVANCED DICE USE

If you want to add an extra layer of complexity to your game, you can use the complete rules detailed here:

- **CRITICAL  - Regular Dice.** This represents an exceptional success. When counting the number of successes, every two  count as 4 successes, instead of 2. In case of individual or odd  showing up, they count as one success only.
- **MESSY  - Hunger Dice.** This works identically as , with one important difference. In circumstances in which we have a pair of  or one  and one  the roll becomes a Messy Critical. This means the character has succeeded beyond measure, getting carried away by their own Beast, and a negative consequence will arise.
- **SKULL  - Hunger Dice.** This is the opposite of a . Whenever the total roll was not successful, and this symbol appears, the character has not only failed her action, but the Beast inside her has been somehow angered and she loses control in an unpredictable and destructive manner. This is called a Bestial Failure




Tests and Checks

There are two types of situations in which the players or the Storyteller will have to roll dice in **Vampire**: tests and checks. Tests involve adding an Attribute and a Skill or a Discipline to build a *dice pool*, and rolling that number of dice, counting successes to surpass a difficulty set by the Storyteller. Most rolls in **Vampire** are tests.

Checks involve rolling dice to determine whether the character's Hunger (**Rouse Checks**) or Humanity (**Remorse Checks**) changes or not. Checks are not affected by Hunger dice, and cannot be rerolled by spending Willpower.

Simple Tests

These tests represent the majority of the dice rolls in an average game of **Vampire**. When a character attempts to do something that would require rolling dice, the following steps are followed:

- The player describes to the Storyteller what they want to achieve, and what strategy they are using.
- The Storyteller decides which two Traits are going to be used. The combination of those two traits is called a *dice pool*.
- The Storyteller determines a Difficulty and chooses whether to keep it secret or not.
- The player rolls all the dice in their dice pool together. Any dice that shows a , , or  icon is a success.
- If the number of these icons is equal or higher than the Difficulty set by the Storyteller, the player has succeeded.
- If the number of these icons is lower than the Difficulty, the player has failed.
- If none of these icons are rolled, the player has not only failed, but has done so in a catastrophic way, and there will be unexpected consequences.

The Difficulty set by the Storyteller should generally be between 1 and 5, using higher difficulties for extreme situations. Keep in mind that most actions will have a difficulty of 2 or 3. Except when noted, avoid higher numbers for this scenario.

Modifiers

Simple Tests can be modified by different factors. Getting assistance from a colleague, or relying on the right type of equipment will help the character, while being under unnecessary pressure or lacking the right tools will be detrimental to the completion of the task.

- **Teamwork:** If any other character wants to assist another player facing a Simple Test, they can only do so if they have at least one dot in the Skill involved in the dice pool. If the dice pool doesn't include a Skill, any character can collaborate. Their assistance will be reflected by adding one die to the dice pool.
- **Equipment:** Some tasks require the use of specific equipment. The Storyteller may choose to increase the Difficulty by 1 point if the character doesn't have the right equipment, or even to decide that the action cannot be performed. It may also happen that the character has access to special equipment of a better quality. This would reduce the Difficulty by 1 point.
- **Circumstantial Modifiers:** An alarm beeping, a swarm of insects, heavy rain or even obsessive thoughts can make any task significantly more difficult. The Storyteller may choose to increase the Difficulty by 1 or 2 points — in particularly stressful situations — if the circumstances warrant it. This can also be applied the other way around, when the circumstances are favorable to the character, making their task easier. In that case, the Storyteller may decrease the Difficulty by 1 or 2 points.
- **Willpower:** A player may choose to spend a dot of Willpower in any Test to re-roll up to three of their Regular (not Hunger) dice, if they don't like the result on them. However, the new result must be accepted, even if it's worse than the original one. Willpower is also used as a "health" track in social conflict.

If the Modifiers reduce Difficulty set by the Storyteller to 0 or less, the Simple Test will be considered an automatic success, as the action doesn't warrant rolling the dice anymore.



Margin

When rolling the dice pool and succeeding, the player may get more **⚡** than what the Difficulty set by the Storyteller requested. In those cases, the excess **⚡** icons are called the **Margin**. This value can make the success more spectacular, or the action more effective.

Contests

In many situations, the actions of the characters will be opposed to the actions of others. Any scenario where two characters compete is called a Contest.

Contests are very similar to Simple Tests, but there is one aspect that is different: the Difficulty. These are the steps to follow in a Contest:

- The active player describes what they want to do, and how they want to do it.
- The Storyteller determines the dice pool the player will use, by specifying which Attribute and Skill or Discipline have to be put together.

- The Storyteller then determines the dice pool the opposing character will use. Keep in mind that characters involved in a Contest don't have to necessarily use the same Traits. A character may be trying to run out of a building, while the opposing character may be trying to hack the security terminal to lock the doors.
- Both characters roll their dice pools. Whoever gets more **⚡** will win the contest.
- The difference between the **⚡** rolled by both characters is the Margin.

Players can start Contests against other players. The Storyteller still determines the dice pools for both players. When the Contest happens between a player and an SPC, the Storyteller may determine the dice pool for the SPC, and divide it in half, making it a fixed Difficulty for the player. This is called **Taking Half**, and it can make the game flow faster, avoiding unnecessary dice rolling.

Conflicts

The World of Darkness is a dangerous place. Violent situations arise constantly. The physical and mental health of the characters is always at risk. When two or more characters oppose violently (either by using physical violence or by trying to humiliate each other in a social environment), **Conflict** arises.

Conflicts are resolved by using the rules for Contests. The opposing parties roll the dice pools determined by the Storyteller, and whoever gets more **⚔** wins the Conflict. In this kind of roll, however, the Margin determines the degree of success and the amount of Health or Willpower the unsuccessful party loses in the process.

One-Roll Conflict

Using this method, you abstract a Conflict to one roll. The attacking side — generally the players — gathers a dice pool (using the **Attack** Action) and rolls against a Difficulty set by the Storyteller. If the attacking side beats that difficulty, their opponent is defeated.

After resolving the roll, multiply the original difficulty by 2 and compare it against all the successes rolled. If the doubled Difficulty is greater than the number of successes, the attacking side takes an amount of damage based on the difference between those two values.

Optionally, characters may take **Stains** (see below) instead of damage in these cases. This represents that the characters were particularly brutal during the struggle.

SETTING AND ADJUSTING DIFFICULTIES FOR ONE-ROLL CONFLICT

When determining the difficulty of a One-Roll Conflict, determine how strong, qualified or dangerous the opposing side is. Clearly inferior opponents translate into a difficulty of 2. Opponents that are roughly a fair match translate into a difficulty of 4. Clearly more powerful opponents translate into a difficulty of 6.

This difficulty can then be adjusted based on factors affecting either side. For example, the use of Disciplines or equivalent supernatural might that is unopposed by the other side, or better preparation or positioning, would reduce the overall difficulty by 1.



Extended Combat

- **Close Combat:** Two characters involved in a brawl or a close combat altercation will roll dice pools composed of their Strength Attribute, and the appropriate Skill (Brawl or Melee, depending if the combatants are armed or not). Any Margin (i.e. successes exceeding those of the opposing side) will add to the Damage the contest's winning side deals to the losing side. Damage is factored by adding this Margin to applicable damage modifiers. Superficial Damage is always halved (rounding up) before applying it to the Health track. Any attacks that inflict Aggravated Damage (see below) are not halved.
- **Firearms and Ranged Weapons:** Conflicts based on firearms or any other types of ranged weapons are resolved the same way as Close Combat Conflicts, but instead of using a dice pool composed of the Strength Attribute and the Brawl or Melee Skill, the characters will use the Composure Attribute and the Firearms Skill. If only one of the characters is shooting, the other character will roll as if they were dodging, probably with a negative Modifier.

Combat scenes can be exciting at first but, if they are allowed to last too long, they can easily become tedious. Storytellers are encouraged to keep Combat scenes limited to a maximum of three turns. After this time, the Storyteller should evaluate who is winning, and find a narrative way to end the situation. This can be easily sorted out by making enemies run away, surrender, or fall unconscious. If the player characters are the ones losing, the Storyteller can politely make them see that their cause is lost, and that it's time to consider a less direct approach.

Social Conflict

The same way characters can take violent physical action against each other, they can also engage in social competition, humiliating each other in public and ruining their enemies' reputations. These sort of Conflicts are resolved the same way as in Combat, with a couple of minor differences. Dice pools are generally composed of Attributes like Manipulation, Charisma, Composure or Wits, combined with Skills

like Persuasion, Etiquette or Leadership. Damage is not applied to the characters' health, but to their Willpower.

Actions

For this scenario, to make the game easier to learn for all the players, we've added some pre-generated **Actions** to the character sheets. These **Actions** are short-hand combinations of Attributes and Skills that often come up. As all of you start feeling comfortable with the mechanics of **Vampire**, you can stop using **Actions** and just call for an **Attribute + Skill** combination as you see fit.

Note that some of the characters' supernatural powers will increase the *dice pool* for certain **Actions**. These values are already factored into the **Action** if the power is active, but will have to be considered when building your own *dice pools*.

- **Attack (Unarmed):** Strength + Brawl
- **Attack (Firearms):** Composure + Firearms
- **Bite:** Strength + Brawl
- **Investigate:** Intelligence + Investigation
- **Lockpick:** Dexterity + Larceny (Lockpick)
- **Persuade:** Charisma or Manipulation + Persuasion
- **Intimidate:** Charisma or Manipulation + Intimidation
- **Insight:** Intelligence + Insight
- **Sneak:** Dexterity + Stealth

The Monster

Kindred are monsters by nature, dominated by their Hunger, struggling to hold on to whatever Humanity they've got left. The blood changes them and makes them different from mortals in many ways.

Vulnerabilities

There are a few ways in which a Kindred can be completely destroyed. Exposure to sunlight or fire will burn them until they are reduced to ashes. Even though they are able to slowly regenerate lost limbs, no vampire can survive beheading. If their bodies take enough punishment, harm that would kill several

mortals, they will also perish. A stake through the heart of a vampire will not kill them. However, it will paralyze them completely until the stake is removed. Garlic, crosses, running water, and other superstitions don't affect Kindred.

Superficial and Aggravated Damage

There are two kinds of damage: **Superficial Damage** and **Aggravated Damage**. Wounds produced by fire, sunlight or some supernatural attacks are Aggravated for Kindred. Mortals take Aggravated Damage not only from fire and some supernatural attacks, but also of attacks using slashing or piercing weapons (including guns)

Kindred can easily heal Superficial Damage just by using their Blood. The character can just **Rouse the Blood**, make a **Rouse Check**, and a point of Superficial Damage will be healed. This can be done once per turn. Aggravated Damage, however, takes days or even weeks to be fully healed. Any amount of regular damage that surpasses the character's Health is considered Aggravated Damage. Similarly, any amputated limb or body part involves taking Aggravated Damage.

On the character sheet, Health is reduced by crossing the empty Health dots with a single line. Aggravated Damage is represented by a cross. When a character has their Health Tracker full of crosses, the character is dead.

Aggravated Damage can also be applied to Willpower, when circumstances or the actions of others push the character over the edge, emotionally or psychologically, Aggravated Willpower Damage is received. At the beginning of each session, each character heals an amount of **Superficial Willpower Damage** equal to their **Composure** or their **Resolve** (whichever is higher.) Characters also can heal one point of **Superficial Willpower Damage** once per session if the Storyteller judges they are actively trying to further their **Desire**. Finally, a character can heal one point of **Aggravated Willpower Damage** if the Storyteller considers they have been actively trying to satisfy their **Ambition**.

Hunger

Hunger represents the unquenchable thirst for blood that permeated the existence of Kindred. Every time a character does something that could increase their Hunger, like rising each night or using certain Discipline powers, they will roll a **Rouse Check** (see below).

Lowering Hunger is done by feeding. Drinking the Blood of animals will lower Hunger by one step, never completely taking it away. Feeding off mortals will lower Hunger further, but it won't take the last dot of Hunger away. Fully draining a mortal — killing them — will lower Hunger completely. However, this will generate Stains (see **Stains**).

Hunger Dice

Every time a character has to roll a test (as opposed to a check, such as a Rouse Check), the player builds their dice pool starting with as many Hunger dice as they have Hunger, up to the actual limit of the dice pool, filling in the rest with Regular dice.

EXAMPLE:

Emily is playing Rain and wishes to use her Lockpicking action. Rain has 8 dice for that. Currently, Rain has 3 Hunger. When building the dice pool, she grabs 3 Hunger dice representing her Hunger, plus 5 Regular dice to complete the pool of 8. If she had had only 2 dice in total, she would have rolled 2 Hunger dice and 6 Regular dice.

Hunger dice cannot be re-rolled, and they add some special icons that can bring unexpected negative consequences to any dice roll. If it is your first time running this game, we recommend that you ignore the special icons on the dice.

Resonances

Not all blood tastes the same. The true connoisseur will know that, and will also know that the emotional state of the victim will definitely have an impact on the flavour and the properties of the blood consumed.

In **Vampire**, this is contemplated in the form of Resonances. These represent the basic ways in which blood can be unique to each victim.

There are four Resonances, taken from the traditional theory of the four humours. Every blood has a Resonance, but the intensity of that Resonance is variable. When Kindred feed off a victim who has a very intense Resonance, they can acquire temporary or even permanent powers and advantages.

For starters, an intense Resonance will give the character an additional die for every Discipline roll involving any of the Disciplines connected with that Resonance. On top of that, and only in extremely exceptional cases where the Resonance is just overwhelming, some additional and unexpected advantages can be acquired.



Here are the four Resonances:

- **Choleric:** Angry, violent, passionate.
Provides bonuses to **Celerity** and **Potence**.
- **Melancholy:** Sad, scared, depressed.
Provides bonuses to **Fortitude** and **Obfuscate**.
- **Phlegmatic:** Lazy, apathetic, sentimental.
Provides bonuses to **Auspex** and **Dominate**.
- **Sanguine:** Horny, happy, enthusiastic.
Provides bonuses to **Presence** and **Blood Sorcery**.

Drinking blood from animals also provides a Resonance, which will give a bonus to Discipline rolls for **Animalism** and **Protean**.

Rouse Checks

Every time a character takes any action that could increase their Hunger — such as waking up every night, or using some Discipline powers — they are Rousing the Blood, and they need to roll a Rouse Check.

The player rolls one regular die and, if the result is not a  or , they increase their Hunger by one.

Blood Surge

All Kindred can briefly raise any of their Attributes by using an inherent ability called **Blood Surge**. Any character can add one die to any roll, but they must also roll a Rouse Check. This increase only lasts for one roll and is for one specific Attribute, selected when activating this ability. Older Kindred, with more powerful blood, are able to increase their Attributes further.

Blush of Life

Most Kindred look like regular human beings, only paler, with the rigidity and pale complexion of a corpse. Anyone staring at a vampire long enough will see that there is something wrong with them. However, Kindred have the ability to use their Blood to camouflage themselves.

By rolling a Rouse Check, a character can make blood flow to their skin, giving them a rosy and healthy appearance. The **Blush of Life** also allows Kindred to interact with touchscreens of smartphones or tablets.

The Human Being

Characters in **Vampire** constantly struggle to remain in contact with what once made them human. Their actions slowly degrade their soul, until they are taken over by the Beast. When that happens, the characters are lost: they become feral and uncontrollable, and will only act towards satisfying their Hunger or ensuring their own survival. There is no turning back.

Humanity




The **Humanity** Tracker represents this struggle. Most characters start off with a Humanity value of 7 dots. As that value becomes lower, they become increasingly more monstrous, and their interactions suffer in consequence. Both mortals and animals instinctively react in a negative way towards characters with low Humanity. Conversely, characters who manage to keep their Humanity high will find it easier to interact with others, and to exert self control when tempted by the Blood.

Stains

Every time a character acts against their own moral code — committing crimes, betraying their friends, or otherwise getting involved in acts of bestial depravity — they will acquire a **Stain**. This is represented by crossing one of the empty slots in the Humanity Tracker. The higher the Humanity, the less empty slots a character will have. A character with Humanity 7 will have 3 empty slots, while a character with Humanity 4 will have 6 empty slots. This represents how a more degraded soul will have less moral qualms when taking an ethically questionable action.

When a character has no free slots, and receives a new Stain, they are overcome by the monstrosity of their own actions. They will become **Impaired** for the rest of the session. This means that they will subtract 2 dice from all their dice pools. In addition, any Stains acquired over this limit will be taken as Aggravated Willpower Damage. The player can, at any point, decide to rationalize their horrifying actions as natural, lose one point of Humanity, and remove all Stains.

Remorse

At the end of the session, every character with at least one Stain will perform a Remorse test, rolling as many dice as their remaining empty slots in the Humanity Tracker, not crossed as Stains. If there are no empty slots, the player will still roll one die. If there is at least one  (or ) icon among all the dice rolled, the character has been through enough shame and guilt and will take suffer no additional consequences. If there are no  icons, this means that the Beast has won. The character has found a way of rationalizing their own bestial actions, and fails to see anything fundamentally wrong with them. In consequence, she loses one Humanity point for the next session. All Stains are removed after the Remorse test, regardless of the result.

Appendix I:
Characters and Actions

This is a master table of all the characters and their **Action test** dice pools. Higher scores are marked **bold**. Very low scores (not even mentioned on the sheets) are in **red**.

Skill Specialties allow adding 1 die in specific circumstances. They are factored in unless specified.
Discipline powers that add dice are always factored in. Rain can boost their intimidate with Discipline power **Eyes of the Beast**. **Blood Surge** allows adding 1 die.

TABLE: CHARACTERS AND ACTIONS

| ACTION TEST DICE POOLS | ALEX | BLAKE | JAY | MARSH | RAIN | SAM | TERRY |
|---------------------------|------|-------|-----|-------|------|-----|-------|
| Attack (Unarmed) / Bite | 2 | 1 | 1 | 8 | 6 | 4 | 7 |
| Attack (Firearms) | 4 | 5 | 6 | 4 | 5 | 5 | 4 |
| Insight | 6 | 5 | 9 | 4 | 2 | 6 | 5 |
| Intimidate | 5 | 6 | 5 | 5 | 4/6 | 4 | 6 |
| Investigate | 4 | 6 | 9 | 5 | 2 | 9 | 4 |
| Lockpick | 1 | 2 | 4 | 5 | 8 | 2 | 5 |
| Persuade | 9 | 9 | 4 | 2 | 2 | 6 | 6 |
| Sneak | 1 | 2 | 4 | 5 | 6 | 3 | 4 |

Appendix II: Glossary

- **Aggravated Damage:** Damage caused by sunlight, fire, supernatural means or excessive use of force, either physically (damage to Health) or psychologically (damage to Willpower).
- **Anarchs:** A faction of the Camarilla that splintered in pursuit of their own freedom.
- **Attribute:** The nine Traits that define the innate talents of a character.
- **Baron:** The Anarch leader of a Domain.
- **Beast:** The metaphysical incarnation of the vampiric curse living within the characters.
- **Bestial Failure:** When a test is unsuccessful and at least one  appears on the dice, the failure is epic, and carries tragic consequences.
- **Blood Surge:** The ability to improve one Attribute by Rousing the Blood.
- **Brujah:** One of the main seven Clans and one of the two most important Clans within the Anarchs. Also known as The Learned Clan or Rabble.
- **Caine:** Rumored to be the first Kindred, cursed by God for murdering his brother.
- **Camarilla:** A centuries-old organization of Kindred, dedicated to preserving the Traditions and the rule of the Elders.
- **Check:** The system used to determine whether Hunger (Rouse Check) or Humanity (Remorse Check) decrease during or at the end of a session.
- **Childe:** The progeny of a vampire. Relative to *sire*.
- **Choleric:** The Resonance of victims who are angry, passionate or violent.
- **Clan:** The thirteen different families of Kindred.
- **Conflict:** A situation where two or more characters actively trying to damage each other either physically or mentally.
- **Contest:** Any test that involves a player rolling against an active opponent.
- **Dice Pool:** The amount of dice a character has to roll to overcome a test. Determined by the Storyteller by putting together two Traits, generally an Attribute and a Skill or Discipline.
- **Difficulty:** The measure of how challenging a test is going to be, determined by the Storyteller based on the inherent difficulty of the action and any circumstances that can make it more or less complex.
- **Discipline:** The supernatural powers that the vampiric curse bestows on Kindred.
- **Domain:** A specific Kindred's hunting ground, considered sacred by most Kindred, particularly among the Camarilla.
- **Elder:** A Kindred of old age that holds the power within a specific Domain. Leaders of the Camarilla.
- **Embrace:** The act of transforming a mortal into a vampire.
- **Gangrel:** One of the main seven Clans and one of the two most important Clans within the Anarchs. Also known as The Clan of the Beast or Animals.
- **Health:** The amount of physical damage a character can endure.
- **Humanity:** The value that represents the degree of control the Beast has over a Kindred.
- **Hunger:** The unquenchable thirst for blood that all Kindred suffer constantly.
- **Hunger Dice:** The red dice used in **Vampire** to represent how the Beast gets stronger as Hunger increases.
- **Kindred:** Vampire or vampires.
- **Malkavian:** One of the main seven Clans. Also known as the Clan of the Moon or Oracles.
- **Margin:** The difference between the number of  icons rolled and the Difficulty determined by the Storyteller in a successful roll.
- **Masquerade:** The Tradition that commands Kindred to refrain from revealing their true nature to the mortals at all costs.
- **Melancholy:** The Resonance of victims who are sad, scared or depressed.
- **Messy Critical:** When a critical is rolled, and there's at least one  icon on the Hunger Dice, the success exceeds expectations, but excessive force is used, with catastrophic consequences.
- **Nosferatu:** One of the main seven Clans. Also known as the Clan of the Hidden or Sewer Rats.

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- **Phlegmatic:** The Resonance of victims who are lazy, apathetic or sentimental.
- **Remorse Check:** The check players with Stains perform at the end of a session.
- **Resonance:** The specific flavor and characteristics of a victim's blood.
- **Rouse Check:** The check a character rolls when any gift of the blood is used.
- **Sanguine:** The Resonance of victims who are happy, horny, or over excited.
- **Second Inquisition:** The collective name for the secret groups within different intelligence agencies around the world and the Society of Leopold.
- **Simple Test:** Any test that involves a player rolling against an inanimate opponent.
- **Sire:** A Kindred that Embraces a mortal. Relative to *childe*.
- **Skill:** The Traits that define all the learned talents of a character.
- **SPC:** Storyteller Player Character. Any character that appears in the game that is played by the Storyteller.
- **Stain:** A cross in one of the empty slots on the Humanity Tracker, representing an act of depravity that has made an impact on the character's soul.
- **Storyteller:** The player that takes on the task of guiding the story.
- **Take Half:** When the Storyteller decides to divide an SPC's *dice pool* by two and use it as Difficulty in a Contest with a player to make the game flow better.
- **Test:** The system used to resolve an action, putting together a dice pool and rolling dice.
- **The Society of Leopold:** A secret group of witch-hunters from the Vatican heavily invested in the Second Inquisition.
- **Toreador:** One of the main seven Clans. Also known as the Clan of the Rose or the Divas.
- **Trait:** Any value on the character sheet that can be tracked with dots.
- **Tremere:** One of the main seven Clans. Also known as The Broken Clan or Warlocks.
- **Ventrue:** One of the main seven Clans and the *de facto* leaders of the Camarilla. Also known as The Clan of Kings or Blue Bloods.
- **Willpower:** The amount of psychological damage a character can endure, and their ability to overcome the odds under pressure.
- **World of Darkness:** The universe in which Vampire stories take place.

