

Start Here!

Hello, friend, and welcome to the World of Darkness. This is a dark and menacing reflection of our own world, where monsters hide behind a facade of normality. What you hold now is an entry point for *Vampire: The Masquerade*.

MATURE CONTENT WARNING

The **Story Guide** contains graphic descriptions of death, physical violence — including the use of guns, fantasy violence (claws, biting), stalking, gore, blood-drinking — as well as drug and alcohol use.

Vampires are predators, heirs of an ageless condition and driven by supernatural forces they struggle to control. One overwhelming fact defines their existence: to survive, they require blood. In most cases, taking blood involves hurting someone, maybe even killing them. No matter how virtuous a vampire may be on the evening of their Embrace (the ritual by which a human being becomes a vampire), they quickly understand their long-term survival requires constant compromise between ethics and practicality.

Vampire explores those moral compromises. How far will a character go for survival? For success? The deceit and violence a vampire is willing to engage in, the people they're willing to hurt and betray, that's where we find true horror. *Vampire* is about sacrificing one's **Humanity**, bit by bit, until nothing remains but a monster. Thus, participants should prepare themselves to explore themes of violence, desperation, and exploitation.

The pain in these stories should stay entirely fictional. Before playing, your whole group should discuss everyone's preferences and tolerances. By establishing solid boundaries, all participants can fully delve into their favorite dark themes while avoiding upsetting anyone. Even then, this discussion cannot cover every potential plot twist. If a player or Storyteller finds the story going in an uncomfortable direction, they can and should stop play to discuss alternate resolutions. Storytellers can skip, revise, reroute, or summarize a given scene, if doing so enhances the experience for all those involved. And players should be amenable to such changes.

Trust and consideration are a collective responsibility. Everyone should be mindful of this while playing.

WELCOME, ALL PLAYERS

This **Starter Set** has three types of players in mind, from the newest of the new to the most experienced veteran.

Fresh Blood

You may have watched TV shows or movies featuring vampires. You may have discovered this specific vampire setting through streaming shows of *LA by Night*, or the *Vampire: The Masquerade - Bloodlines* series of video games. If you've always wanted to imagine what it feels like to be a vampire, this is for you.

Roleplaying Fan

You're a fan of tabletop roleplaying games, and you've enjoyed the thrill of that definitive dice roll at the pivotal moment of a story. Here you'll find many familiar conventions. Character sheets define your powers and abilities, dice add a level of randomness when resolving challenges, and problems can be solved in many different ways.

But unlike games where you're meant to play the hero, *Vampire* lets you play the monster. Most threats are political or social in nature. Your personal relationships, and how you treat them, shape the focus of the game.

Returning Veteran

You remember **Page XX** and what holding a brand-new copy of **Vampire: The Masquerade 1st Edition** felt like. You'll find many of the same elements still in place. The core clans are all here, and callous Princes still enforce the Masquerade.

Nightly life has changed from what it was, before the Red Star. The elders have closed ranks, while the Second Inquisition is on the rise, and your character's Hunger is now front and center. Come and see how the world has changed, and what new dangers must be faced.

BEFORE YOU BEGIN

This **Starter Set** contains multiple documents for you to use for this introductory scenario. **You have express permission to print out all of the documents contained in this bundle for personal use.** Some of the documents include an alternate, printer-friendly version you can print out instead. At least you should print out the pre-made Characters you wish to use.

Aside from this document, this bundle contains a **Story Guide**, a **Reference Guide**, seven **pre-made characters**, a **Relationship Map**, and a **set of cards**. If you choose not to print the cards, you can use alternate tables for **Victims** and **Enemies** as appropriate.

Decide who will be the **Storyteller**. It will be their job to facilitate the story as presented and to adjudicate rules. The Storyteller will pick up the **Story Guide**. Everyone else we'll refer to as players from now on. Players start by choosing one of the characters we've provided. Each of these is a fictional persona with a unique history, abilities, and goals. In this **Starter Set**, your characters are young fledglings, struggling to understand their place in a dark new world. You must rely on each other if you want to survive.

The **Reference Guide** contains more in-depth information. This is primarily intended for the Storyteller, but Players can look into it, as well.

The **Relationship Map** is a useful way to illustrate how various characters feel about each other. This Map is just a guide; relationships can change constantly. Update the Map whenever necessary as rivalries and romances fade or flourish.

In addition to these, you will need to get ten-sided dice. These can be found in any game store or online. You will need them in two colors. We recommend using **black** for regular dice and **red** for **Hunger dice**. You can find official **Vampire** dice [here](#).

Dice explanations are based on **Vampire** dice. If you're using standard dice, please consult the *Using Standard Dice* section on the **Reference Guide**, p.7.

The game unfolds as your characters interact with each other and with the world. As the Storyteller, you will be responsible for fleshing out this world with the help of the materials we've provided. You'll set up challenges and present your characters with interesting choices, adjudicating their outcomes. Don't think of yourself as an adversary or an obstacle. All of you are there for the same reason: to tell a compelling, collaborative story.

Once you're ready to start playing, put your phones down, look for a place where you can sit comfortably and hear each other well. Remember to be mindful of all others and pay attention even when you're not actively playing.

