Vampire the Masquerade: Redemption

(Version 0.9 by Absimilard21)

It is a World of Darkness. The sin of Cain spawned the cursed horror that stalks the night in search of living blood. The Kindred have long been a secret influence through all ages of human history, plotting against one another in a never-ending Jyhad. Their immortal progeny are among us to this day, hidden from the eyes of humanity by an elaborate Masquerade.

Nice night, isn't it, Jumper? Best get used to it, because you are going to be seeing a lot more of it before your trial here is done. This time around you get to visit the good old World of Darkness, walk its shadowy streets and hunt for prey as one of the damned and the fallen. No, not demons, the kindred - vampires, if you will.

But even the damned may love or dare I say, find redemption. One such tale belongs to Christoph Romuald, a soon to be ex-crusader turned Brujah, about to embark on a centuries long quest to reunite with his lost love, Sister Anezka. From the streets of medieval Prague and Vienna to the bustling streets of late 90s London and New York, his journey will touch the fates of many…and now so too does yours.

But beware, this is not a time of peace. The world is in turmoil as ancient feuds and more recent upheavals in mortal and undead societies alike clash in day and night both. And beneath it all an ancient evil is stirring from its long slumber. No, not the Antediluvians, but good guess. The ancient Tzimisce methuselah, Vukodlak, long sealed away by his parent clan for his depravity and monstrous ambitions, strains the bonds of his prison. If left unopposed he shall awaken and disaster is sure to follow.

How do you fit in? That remains to be seen. Whether you choose to aid, interfere with or ignore Christoph's quest to pursue your own ends I leave to you. Now take these and better put on a good show. Should you survive, I will see you once your ten years here are over.

+ 1000 Curse Points

Location and time

Roll 1d6 or pay 100 CP to pick your starting location.

1) Prague, 1141

Where the story really begins. The Bohemian capitol is currently a hotbed of Cainite plots and for good reason. Trapped between the long established Tzimisce-backed Premysl revenant dynasty and the newly intruding Tremere pushing ever outwards in their quest for dominance, the other clans were forced into a tenuous alliance just to survive. And if you think vampires and their ghouls are the only danger one can meet in a dark alley, guess again.

In a mere fortnight the Tzimisce vampire Azhra will invade and take control of the nearby silver mines and stir things even further, kickstarting Christoph's journey into vampiric damnation and tearing him apart from the love of his life for the next millennium. You start in a local inn with room for the night already paid for. After that you are on your own.

2) Vienna, 1141

The snow-covered seat of Tremere power and one of the biggest trade hubs for trade, there is much wealth and opportunity for those ambitious and ruthless enough to brave the local intrigue. But those that mistake the peaceful streets for safety are sorely mistaken.

The local teutonic knights are not to be underestimated and behind the scenes the Ventrue merchant prince Orsi the Magnificent schemes for power against the local clergy - especially the pious Lasombra Luther Black. And in the background the Tremere chantry looms over all, the warlocks ever ready to stomp out any opposition to their rule. Tread carefully. You start in a ramshackle basement haven at the edge of town.

3) London, 1999

The rain keeps pouring onto this once proud metropolis, now long fallen into decadence as the turn of the millennium draws ever closer. And while the supernatural do not walk

the streets openly, make no mistake, they are very much all around you. Werewolves stalk the docks, murderous wraiths and giant spiders prowl the Tower of London, the local Setites have a stranglehold over the pleasures of flesh and international shipping both, list goes on.

And if that wasn't enough, the local branch of the Society of Leopold is always on the lookout for Kindred, ready to sink their stakes into any they find for their blood harvesting operation. You start at club Tenebrae, one of the few Elysium safe zones left in the city, the bartender already sliding you a blood shot. Trust no one.

4) New York, 1999

Ah, the Big Apple. The Giovanni and the Ventrue hold the most sway here, but they are far from the only ones. And unlike London, New York is an open battleground between the Camarilla and the Sabbat. One can find almost anything here, from Nosferatu sewer alligator ghouls to Malkavian hackers and everything in between.

If you have money and connections, you can get anything your undead heart desires. If not? At least violence is always on demand in some form. And without dramatic alterations to the past there is also the Tzimisce Cathedral of Flesh hidden deep beneath it all, its pulsating corridors always ready for new 'mortar'. You awaken at the docks, getting kicked off the smuggling vessel that brought you to the city. Tread carefully.

5) Reroll

As funny as it would be to drop you into the Abyss or the Fae lands, I am not so heartless. So instead take another spin and better luck the second time!

6) Free Choice

Lucky you. Unlike most you already have a modicum of choice on your side, more than most here will ever have. If you have no wish to be involved in the main plot (and miss out on its trials and rewards), you may choose to start reasonably anywhere where the Kindred can be found, so Constantinople or Rome would be fine, Japan or China not so much. There is however one small caveat: You must choose what year to appear in - specifically either 1141 or 1999.

Background & Appearance

Depending on your normal form, you may import your previous form or design a new one as an alt-form. So long as it is within human limits, you are free to be however you wish. And if your base form is obviously inhuman? Design a human form anyway.

And to save us both a massive headache, there is only one background this time around: **The Fledgling** - a newly embraced Cainite. The main difference instead will lie with your chosen clan.

Pick any of the thirteen major clans, from the Assamites to the Ventrue, to know your origins, inherent weakness and starter disciplines. This includes both clans that went extinct later, namely the Salubri and the Cappadocians. Picking either of those will raise some serious eyebrows in the modern nights, but the choice is yours - as are any consequences that might ensue. Obviously you cannot be a Giovanni if you pick starting out in 1141, that would be silly.

Perks

You get a single discount for each of the 100, 200 400 and 600 tiers that can be used to discount anything for half the price. 100 perks become free instead. You may also use a higher level one to discount a lower tiered one, but not vice versa.

Curse of Cain (free & mandatory) - Did you expect anything else? You are the undead progeny of the first murderer, cursed to forever feast upon the living to sustain yourself and slumber through the day. Go unfed long enough and you will turn into a mindless wight (and fail your chain if you do). A stake through the heart will paralyze you until removed, decapitation is still fatal, fire burns you to cinders in mere seconds and sunlight will grant you an (almost) immediate final death.

Depending on your chosen clan you have an additional weakness of some sort, ranging from the Brujah's short temper to the Gangrel's curse of mutability. On top of that you have the Beast, the animalistic inner part of you that will try to take

over if you become too greatly wounded, go hungry for too long and generally make unlife difficult.

But it's not all bad. You get a free dot in each of the three in-clan disciplines with immense potential to grow in power, your blood can turn others into ghoul servitors or outright enslave them with repeated exposure, most guns and blunt damage in general do almost nothing, you are theoretically immortal and can slowly regenerate from almost anything if you have enough blood.

If you like, you can spend an extra **50 CP** to get an extra dot in your select clan discipline, or **100 CP** for an out of clan one. And no, you cannot go beyond the fifth dot limit. Post-Jump the curse can either be taken as an alt-form or attached to your body mod, though the vampiric weaknesses stay no matter what option you pick.

New in Town (free) - The good news? You appear with no established connection to your progenitor clan. Nobody knows you and thus will be prepared to give you the benefit of the doubt. Even vampires that should be hostile to you just from your clan alone will not start out that way.

The bad news? Vampire hunters, werewolves and other supernatural critters will not share the sentiment. The worse news? You have no ties and no known loyalty in a setting where both quite matter, nor can you expect any help from your fellow clan members without first proving your worth.

Post-Jump this will let you start with a similarly neutral entrance point to any and all factions, even when it does not always make sense. This does not extend to beings that would hate you for your species to begin with. Take heed, this is mere curious neutrality, any hostility on your part will immediately change that.

The Beast Lurks… (100 CP) - …within you. Maintaining one's humanity is not easy for the damned. Between the Beast, the hunger and the multitude of ways to lose oneself, there will always be temptations to lead you astray. This can help.

Anytime you are about to commit a deed that would cost you humanity, you get an electric-like jolt that does not harm or stop, only warn. And if you are in the throes of frenzy, this perk will give you a second chance to fight it off. Post-Jump this will instead adapt to whatever moral code or set of principle you may have.

Has Shown Great Courage (100 CP) - This might surprise you, but the kindred know fear just as much as kine do. And with the Beast in the picture, their reactions to it can get even worse than any mortal. But you are made of sterner stuff.

While not wholly immune to fear you will not be so easily swayed. Your hands might shake, but your will remain steadfast in the face of whatever horrors you will inevitably encounter. Even supernaturally induced fear has less of an effect on you, though enough concentrated doses of it can still overwhelm if their source is potent enough.

Lingua Franca (100 CP) - Come to think of it, how was a 12th century *French* crusader able to communicate with the people of medieval Prague and then Vienna, to say nothing of quickly using modern English without issue? I've no idea, but it sounds like you could use such a hidden talent.

Now, wherever you go, you will find yourself already proficient with the local language without even realizing it. Perhaps not enough to pass off as a native, but enough to communicate with the locals without any serious issue. This only extends to languages that are actively spoken in the region; dead languages or those not meant for mortal ears are not covered by this.

Beastmaster (100 CP) - Non-ghouled animals have a very harsh reaction to those undead that lack the Animalism discipline. But it seems there is something different about you. Even without said power normal animals seem to react to you the same as they would to any normal human and even those normally difficult to tame are much more receptive to your care.

Should you already possess Animalism this goes even further, making commanding even multiple beasts effortless with your orders always being

understood no matter their complexity. And unlike non-elder kindred you may even attempt to tame supernatural creatures of animal-level intelligence, though depending on their disposition and power that will might be an easy task.

Kindred Out of Time (200 CP) - Just like Christoph was able to remarkably quickly adapt to the modern era, so can you easily adapt and overcome things like culture and technology shock. This is especially true if you have some greater goal to focus on. And while this does not translate to automatic knowledge, you at least will not be overwhelmed by it. Better still, so long as someone else explains the how or why, you will soon be able to adapt even to using previously unfathomable technology with minimal issue.

Killer of Men (200 CP) - And probably much more than that. For you are immensely talented as a warrior, able to use just about anything as a weapon, even some things that were not made with humans in mind. For instance, even if you never held a sword before, you will quickly pick up on using it like you had several years of practice with it. Nowhere near enough to count as a master, but enough not to embarrass yourself. And with the eternal unlife of a vampire, how good can you become with enough time?

If you also bought **Kindred Out of Time**, this perk synergizes with it, allowing you to get used to even wildly unfamiliar weaponry with minimal instructions required. If Christoph, a medieval knight, was able to use chainguns and rocket launchers without worry, why should you be any different?

Combination Disciplines (200 CP) - Disciplines are truly one of the kindred lifelines, granting superhuman abilities to their users. How much better would it be if you could learn to combine their effects? Well now you can. Your vampiric powers can be freely combined with each wherever applicable, letting you come up with new and inventive powers.

So for example, if you can hypnotize others with your gaze or read their thoughts? You now do both simultaneously with no loss of effectiveness for either. Super strength and fleshcrafting? Pull someone's skin right off their frame and leave them screaming in agony. The only limit here is how much blood you have available, as

you still need to pay the individual costs for each involved discipline. Post-jump this also lets you combine your various other powers into new unique movesets, provided the involved powers are not from mutually opposing sources.

Enlightened Path (200 CP) - Of what use is clinging to humanity when you are already damned? Like many other kindred, you chafe at the very notion and instead found a way to reorient your very being around a whole new set of principles instead. And as long as you adhere to them, the Beast will be much easier to keep in check than it would be otherwise and allowing you to commit actions a kindred bound to the Via Humanitas would balk at.

Mechanically speaking, pick a Path of Enlightenment, be it a canonical one or even make up your own - provided it is sufficiently inhuman to reflect your new being. This will now serve as a replacement for humanity, allowing you greater flexibility of action as long as it is in accordance with your path's tenets. Take heed that while this does not necessarily impede your social skills, your way of acting will inevitably be influenced by your chosen path in some form or fashion.

Cain's Blessing (400 CP) - It was murder that first begot kindred, first of Able and then of Cain's three children by their own offspring. But few embraced this ancient truth as deeply as you have. For you are now empowered by killing, each violent end you bring to others slowly but surely strengthens you - the more powerful your victim the better.

Killing a single kine does little, a mere drop in an ocean. But kill a mighty werewolf or a score of other kindred? Your blood will start to mature, gradually pushing your power beyond what a mere fledgling should be capable of. And if you keep stacking those corpses? One day you too might slay a methuselah, perhaps even more than that with enough deaths. Just keep in mind that this has increasingly diminishing returns, with greater heights requiring ever greater deaths. And no, you must be the one to actually do the killing, you cannot let others do it for you.

War Form (400 CP) - Several kindred clans have the ability to assume a greater if undeniably monstrous form intended for open warfare. And with this so can you.

With a bit of blood and a few moments to change, you may shift into this secondary form, giving you greatly enhanced strength and durability, enough to bust through a stone wall and endure punishment that would kill lesser kindred many times over. And while it only lasts for about an hour, you can always spend more blood to keep it going for longer.

Being an expression of your curse, your parent clan will inevitably influence your war form's appearance to a degree, but you are otherwise free to design the specifics. And if you are one of those clans that have such a form as parts of their innate disciplines? Upon achieving this second form you will find it further empowered, enabling you to hit above your weight class.

True Love (400 CP) - Any kindred can forcibly blood bond others. But genuine love, the kind that will always burn true? That is a rare thing indeed. Just like Christoph and Anezka eventually overcame unimaginable perils to be together, so too do you have a designated other half. Pick a single character who feels the same way about you. They are now effectively your one true love. Just this connection alone is enough to ensure that your mutual affection will never weaken or grow dull with the passage of ages, quite the opposite in fact. But that is just the beginning.

Their very existence effectively safeguards you from ennui and boredom, as well as providing a noticeable boost to your competence to **both** of you whenever doing something for the sake of the other. In addition your bond gives you both a potent shield against mind-influencing effects, if not quite immunity. And lastly, you are now guaranteed a certain bond of fate. Even should your partner be separated from you by time, dimensions or any other obstacle, events will always conspire to bring you two back together, no matter how long it might take.

Via Humanitas (400 CP) - With the eternal struggle against personal damnation, it can be difficult to remember what it means to be human. But not for you. Through your stubborn attachment to humanity, you have made completely losing it impossible. The benefits are threefold. For starters, becoming a mindless wight is no longer on the table for you, even if the pangs of great hunger will still be excruciating.

Second, you will for all intent and purposes always count as a human, even when it does not always make sense. Swords blessed to kill the undead will affect you only as much as normal iron would, wards designed to contain the unnatural at bay might as well be empty air. And lastly, even if you were to succumb to darkness or corruption of any kind, you will always have a chance to regain yourself, should you have the will for it. Depending on the affliction it might not be easy, but the path will always be there for you to follow.

True Faith (600 CP) - Most lose faith upon being accursed with undeath. Some however, such as the Lasombra Luther Black and now you, are exceptions. Your devotion to whatever ideal or deity you hold dear has transcended such petty concerns. Turning regular liquids into holy water that burns vampires on the merest touch is merely the beginning. With but an exertion of will you can repel vampires, wraiths and even weaker demons, to the point that only those stronger than you will be able to remain in your presence without cowering or fleeing. This also lends itself well to performing exorcisms.

And that is just the beginning. With enough passion and experimentation you may become an outright saint, performing miracles that would make you seen as a messiah among kine. The damned and the corrupt might even start spontaneously combusting into holy flames from merely being touched, for such is your holiness.

But take heed: Such pinnacles of faith require such dedication, conviction and narrow-minded focus that you cannot help but act like an uncompromising and unreasonable zealot, blind to both reason and persuasion of others. The more you give yourself to your chosen faith, the greater your power. Note that this does not make you any harder to kill.

Soul Gourmand (600 CP) - Are you familiar with diablerie? You must be, otherwise you would not be taking this. Every time you fully drain an already weakened enemy, you may choose to absorb their soul and obtain a piece of their power. Those roughly equal in or weaker might only offer access to a previously unpossessed discipline or an increase in a skill they possessed, whereas something stronger might even give you an increase in overall power in addition to that.

And since you are paying CP, you do not run the risk of immediate insanity that is often a side effect of such things. Post-jump you may also attempt this on other supernatural beings, a feat normally impossible for your kind. The one thing that this will not protect you from is the ensuing humanity loss each time you do this. And no, this cannot be circumvented by any means - those acting the monster will inevitably become one themselves, for such is your curse. Cannot be taken with **True Faith**, for no saint would lower himself to such a depraved act.

Items

Same rules as per perk selection.

Haunting Tunes (free) - The complete soundtrack of the original game, fully compatible with whatever device or other method of replay you may desire.

Starter Weapon (1x free) - Even if you can grow claws or have other means of offense, it is still a good idea to be armed. This is a *period-appropriate* basic weapon of your choice, one that will never rust or break on you. Ranged weapons come with an unending supply of ammunition that you can pull out of nowhere, though you'll still have to reload on your own.

A word of warning? Most guns do not do much to the supernatural without special ammunition (which is not included here). And no, flamethrowers are *not* basic weapons, nice try smartass.

Corporeal Protection (free/100/200) - Even if undead flesh can absorb blows more easily than mortal one, it is still a good idea to wear armor. For free this is the equivalent of padded clothing or really sturdy leather, effective at its job but woefully inadequate against most supernatural threats. For 100 you instead get the equivalent of a chain mail or light kevlar, a step-up but still not enough to save you on its own. Finally, for 200 you get the best available set out there, which can be anything from a full plate to armor-plated riot gear.

Regardless of the tier purchased your armor takes, it is dependent on your time period, with the set automatically shifting to appear fitting for whatever time period or setting you are in without losing a bit of its effectiveness…somehow. It is also notably receptive to enchantments, retaining any additions done to it in future jumps. And for the neat freaks, it is also slowly self-cleaning, should you desire it

Bottled Vitae (100/300) - This here is preserved blood, enough for a single dot when consumed. Nothing crazy, but enough to help in a pinch. Replenishes at each dusk when consumed, but quickly becomes worthless if unsealed without immediate use. Takes the form of either a bottled flask or a bloodbag, depending on your time period. And no, it can only be used for feeding.

For an extra **undiscounted** 200 CP you get a bloodpouch instead, which comes with five dots and retains the same replenishment rate…even if it looks like a wrinkled fleshsack. And yes, you do have to suck on it. But surely a little discomfort is worth such a boon?

Ghoul (100/200) - While not something Christoph himself bothered with, nothing says you cannot join the all too common practice. This here is a human of your preferred gender, appearance and skillset, as well as being reasonably competent in most tasks you may think of. Thanks to your blood in their veins they are also unaging and possessing a physique that is mildly superhuman compared to the baseline kine. Alternatively you may select any mundane animal and empower it to greater heights, becoming much more intelligent and powerful than it normally would be - the Tzimisce hellhounds are one such example.

For **200** you may instead get something even better - a monstrous servitor. This can take one of two forms. The first is a Tzimisce war ghoul, a potent if aberrant and not very bright mass of muscle that can flip a car or skewer a knight in full plate with ease. The second option is a hulking earth elemental, a vaguely humanoid mass of stone that trades some of the offensive power of the war ghoul for sheer durability and complete lack of dietary needs. Either option will be fully loyal to you and if killed will reappear by your side a day later. May be purchased multiple times.

Coffin (100) - While not truly necessary, most Kindred in this game prefer to sleep in coffins, so why not join the club? This one is the most luxurious kind you can think of, sturdy and comfortably padded for pleasant rest, while also having an internal lock to frustrate anyone with funny ideas about wellbeing. If you happen to be a Tzimisce, it can also count as your native soil…somehow.

And as a minor bonus, while sleeping inside it your mind reflects upon all you experienced so far, providing minor insights into possible improvements or how to avoid future failures. Keep in mind that it is still wood, so don't expect it to withstand a pyre or enough brute force. As a side bonus it retains any modifications made to it in all future jumps going forward.

Sanguine Jewelry (100) - An exquisitely crafted set of an amulet and two rings, each from pure silver and decorated with rubies. These trinkets offer a simple boon: Each piece worn allows its wearer to contain more blood in their body, roughly equivalent to a single blood point per piece. Must be actively worn to provide the effect.

Evil Axe (200) - Actually more of an ornate scythe, but who cares. And while seemingly just an ominous looking murder instrument that does not have any special cutting power, in the right hands it can still be quite devastating. Even the smallest cut inflicted causes a build-up of frenzy, driving each victim into bestial insanity.

The only downside? Its cruel nature will extend to the wielder, who will be subject to its constant whispers and attempts at driving its wielder into ever more bloodshed. A strong enough will should resist its influence easily enough, but it might prove quite distracting either way.

Haven (200) - Far be it for you to share bunk with your fellow damned like a dirty pleb. This seemingly innocuous building will start out the size of a large single story house, complemented by a small basement complex underneath it. And while originally devoid of internal decorations, it will retain any additions and modifications to it. But wait, there's more!

Thanks to its minor Genius Loci, it will freely change its external shape to a style that will perfectly blend in with its surroundings without anyone noticing. And if you ever decide to change cities? Somehow it will change locations, even managing to arrive at your destination before you do, already waiting in a location that you would prefer the most. And while it has no defenses of its own, it would take a dedicated effort to locate it.

And as a one time bonus, you may freely design the interior with your particular clan visual aesthetics in mind if desired. Egyptian and snake motifs for Setites? Easy. Opulent white marble for the Ventrue? No problem. Visceral fleshy corridors for the Tzimisce? Sure, why not. Getting the appropriate furniture and decorations however is on you.

Holy/Unholy Blessing (200) = Pick one item that you own upon purchase. This can be either the *Starter Weapon* option here or any other that you already own. Said item now has one of the two possible blessings - holy burns the undead and other corrupted flesh, being highly effective against the enemies of humanity. Unholy on the other hand inflicts supernatural fear in those struck, slowly sapping away at the victim's sanity. And as befitting their nature, the greater your own depravity, the more potent the blessing. If applied to armor the effects will apply to those that strike you instead.

Your choice of blessing will also influence the items's appearance somewhat, though this will never diminish their functionality. For example, a holy weapon might appear pristine and be enveloped in a comforting golden glow, though you can adjust it to be more in line with your personal preference. Do note that any item can only carry one of the two blessings, it cannot be both at the same time. Can be purchased multiple times for different weapons.

Book of Nod (200) - Well now, where did you get this I wonder? This ancient crumbling tome holds the greatest treasure of all, the gift knowledge. It details both the true history of Cain and his cursed descendants, including the particular weakness of each clan and how it came to be. And while those alone are already a closely guarded secret, it does not end there.

Its last section details the prophecy of Gehenna, providing insight into the inevitable apocalypse - and what one may do to survive it, if not thwart it. Given how many kindred would kill for mere scraps of this book, this could also make for a valuable bargaining tool indeed. In future jumps this book will update with new information on any apocalyptic event relevant to whatever world you find yourself in.

Monocle of Truth (200) - This ornate accessory has a simple but effective power to reveal the real nature of things to you. The eye peering through its lens will see the true appearance of any supernatural being, no matter their origin or potent their power. Keep in mind that it must be actively looked through to provide its benefit, not merely kept on your person.

Also note that it offers no actual protection against mental damage caused by viewing the true nature of any eldritch or sanity-obliterating entity you might encounter.

Unusual Munitions (400) - If you are a fan of shooting, you will like this. Pick a ranged weapon you already have, including the *Starter Weapon* option above. You now have a supply of just about every ammunition type available for it, provided it is feasible.

Silver, incendiary (or flaming for the more archaic options), blessed, you name it, you have it. A single purchase nets you enough for a single box or crate that will always refill any spent ammunition at dusk. In addition you have a second crate, full of holy water flasks that somehow have a much greater splash radius than should be possible for such small bottles.

Discipline Tome (400) - Finding a teacher for learning out of clan disciplines can be tricky, kindred being a naturally paranoid and greedy. But what if you could avoid that entirely? Choose **one** discipline foreign to your bloodline per purchase. Should you choose Thaumaturgy, you will only receive knowledge of one of its paths per purchase, not the entire field.

Regardless of your choice, you now own a small journal that will walk you through the process of learning its secrets all the way to the fifth dot. Awakening such powers is on you, but at least you will know where to begin. Take note that some disciplines are a closely kept secret for a reason. Try not to flaunt them around if you are obviously not of the clan they are normally associated with unless you are prepared for a lot of suspicion or worse.

Hand of Conrad (400) - This severed and rune-covered hand endows its wielder with enhanced strength, being the equivalent of having three extra dots in Potence. On top of that its owners limbs become endowed with unparalleled killing power, with even a casual punch now causing aggravating damage and thus bypassing most forms of damage resistance.

There is however a downside. To benefit from its power you will have to sever one of your own hands and graft this artifact in its place. No need to worry, your body will never reject it. As a consolation prize, you may integrate it into your bodymod after this jump is over. Only fair, given the cost you had to endure for its might.

The Beast Unleashed (600 CP) - The Beast truly is a menace, an eternal internal enemy possibly worse than many external ones. But what if you could make it work *for* you, rather than against you, in the most literal fashion possible? Prepare to make the impossible happen, for your Beast is now an external entity, enslaved to you rather than the other way around. Now what does this mean for you?

For starters, it no longer has any influence over your actions - it cannot take you over, it cannot make you frenzy and even disciplines meant to control it will not end up having any effect on you directly. And as a one-time bonus, you get to design its appearance and mentality alike. The only conditions are that it will be at most up to the size of an adult human, must be visibly inhuman in some obvious fashion and its mind will always lean heavily towards the impulsive, instinct-driven predator. Beyond that the rest is up to you.

This being will be loyal to you and will never willingly turn on you unless compelled by supernatural means. And while it might start out only as strong as a ghouled hellhound, it will not stop there. Given that it shares your blood, it shares

your vampiric disciplines and will continue to grow alongside you - never enough to be your equal, but enough to never become a burden in battle. You may also further modify it afterwards, should you wish so.

The only downside? It is still a part of you, so killing it will also destroy you as well and vice versa. On the other hand, should you possess any 1-ups, this being will benefit from those as well.

Ainkurn (600) - The weapon of the hero, the prophesied bane of the unholy, the sword Christoph would canonically use to slay Vukodlak. And now you have it, or rather a copy of it. This black-bladed instrument of death carves through just about anything, dealing aggravated damage with each swing. But that is not all!

In addition to its unparalleled killing power, it feels much lighter to the touch than it should, allowing even a normal man to swing it around with great speed. And lastly, every other hit with the weapon drains a part of your enemy's blood and gives it to you without any negative side effects. Obviously that last part will not work on foes that do not have a corporeal body.

Cathedral of Flesh (600) - I have no idea how you managed to get your hands on this one, especially if you are not a Tzimisce. Regardless, you are now in possession of one of the pinnacles of the clan's fleshcrafting practices, a pulsating superstructure composed of still living skin, flesh and bone. Spacious and excellent at evoking terror by its mere appearance, this thing is so much more than just a spacious lair. Its walls can absorb others into its mass if they lack the strength to pull free, keeping them alive, aware but powerless to act. As its master you are obviously free from such predations, as is anyone you designate.

Should you possess mind-reading abilities you can freely tap into the minds of the absorbed creatures, learning anything they know. And since you are spending precious CP for this, it has three advantages the others present in-universe do not. First, this one is somewhat sentient, attempting to keep intruders out by closing off its internal sections or crushing them within its corridors. Second, it can form internal structures of flesh and bone, but since it lacks intelligence, it will not do so without proper instructions.

And lastly, it can enter a terrifying semi-compact form somewhat reminiscent of a shoggoth and slowly tunnel through the earth like a giant worm, expanding back to its base form upon reaching its desired destination. Starts out with an internal space comparable to an actual cathedral but there is theoretically no limit to its maximum size, provided it is supplied with enough…building materials.

Coterie

Familiar visage (100) - Not wishing for a solitary hunt? For a mere 100 points per person you may freely curse one of your companions with the curse of undeath, giving them a clan of their choosing and 600 CP to spend on perks and items. And yes, they also enjoy the same discounts as you.

Canon compatriot (100/200/300) - Or did someone here catch your eye? Far be it for me to deny you. Any human or young vampire (think less than a century old) will cost a mere 100, whereas the more reasonably old kindred or more powerful supernatural creatures will be 200 instead. Should you wish for someone of truly ancient age or power they will cost 300 instead.

No matter the option you need to make them fully aware of what your offer entails and get their agreement without any mind control involved. But since you are paying for it, you are at least guaranteed to meet them in a favorable disposition. The only ones unable to be chosen at all are background specific characters like Cain, Lilith, the thirteen clan founders and other beings of comparable importance.

<u>Drawbacks</u>

Supplementary Tales (+0) - Vampire the Masquerade is a world and epoch-spanning setting, only fair that I offer you this option. You may attach this jump to another in the same universe and you may jump into another VtM tale immediately upon concluding this one. The only conditions are that this does not lessen any drawback severity and your CP budgets are kept separate. And for better or worse, your deeds in this jump will carry over.

Through the Aeons (+0) - Not sure whether to enjoy the dark ages or the equally grim times of modernity? Why not both? You may now choose to freely split your ten years here between the two specific times listed in the initial location section. Upon finishing your time in the 12th century you will quickly find yourself sleeping through the ages and somehow emerge unmolested in 1999 to spend the rest of your time in the modern age.

Honorable Accord (+100) - This is still the World of Darkness where many will lie, cheat and deceive others without a second thought. But not you, *never* you. You have a specific code of conduct, always repay your debts, abhor falsities and deception, the whole part. While admirable to some (even certain kindred), this will inconvenience you time and time again, making getting ahead more difficult - if not impossibly so.

Fledgling Naivety (+100) - The good old setting amnesia option. Any meta knowledge of the setting is gone for the duration of the jump, putting you in the same boat as the locals. As a consequence your initial insight into your fellow kindred will be a combination of half-true rumors and superstition, making social interactions much more difficult.

This is even worse for non-kindred supernaturals like fae or mages, where every encounter will likely see you on the backfoot due to unfamiliarity and ignorance. You can overcome this with enough time and dedicated learning, but it will not be an easy - or quick - process.

Pink Floyd (+100) - Did someone say Among Us? One of your trusted companions has been replaced by a shapeshifted Assamite infiltrator, one who is familiar enough with their personality and weaknesses to be good at the impersonation. And if you somehow do not have any companions, you will find yourself saddled with them anyway.

They will be cloaked from any effects that would immediately give their true nature away and worse, you will forget that you have ever taken this drawback. And while not necessarily plotting your death, they will still try to isolate you from

others, gaslight you into only trusting them and steer you towards tasks that might sound beneficial, but will in truth only serve their own interests.

Should they be discovered they will immediately try to flee, probably taking a lot of valuable items with them on the way out. On the other hand, should you uncover their true nature and still decide to keep them around, you may export them as a free companion, in which case you will find them a talented manipulator and assassins. Not sure why you'd want to, but the option is there. Just don't count on them losing the manipulative and power hungry nature so typical of their lot.

Let Loose Thine Wrath (+200) - That previous bit about holding your Beast in check and maintaining a hold on your humanity? You could not care less. For the duration of the jump you will live as a slave to your own worst impulses, having little care about self-control or. And while this does not make you stupid per se, expect your decisions to be a lot more impulsive and violent without regard for the consequences.

From being highly prone to violence at the slightest provocation to indiscriminately feeding without caring if your victims survive or not, expect a trail of bodies and a lot of attention to be your constant companions. Worst of all, the Beast will now hold a much tighter grip on your actions than ever before, steering you in various ways to corrupt your sensibilities. If not resisted you might end up as little more than an animal in human skin. Obviously you do not get points for this if you are the sort of person that would enjoy such a mindset.

Blood Feud (+200) - I have no idea what you did, but you have managed to offend someone powerful and important in kindred society, enough to make unlife significantly more difficult. They could be the Prince of a major city or perhaps someone even higher up. What matters is that you now have a significant bounty on your head, enough to tempt a lot of challengers.

Worse, your enemies will be guaranteed free intel on your known powers and movement. In addition, professional hunters will start appearing on your trail, tipped off by a new 'benefactor'. You can either grit your teeth and deal with it for the duration, or you can swallow your pride and perform a series of incredibly

dangerous tasks as recompense, ending the harassment early. Oh, and if you try to weasel out of this by killing the person behind the bounty? It will simply multiply the bounty multiple times and the threat level will escalate, including what will start coming after you.

Elder-Bound (+300) - Congrats, you finally get the full fledgling experience! A vampire elder has blood-bound you, making you a highly devoted slave for the entire duration of this jump. They are a harsh and demanding taskmaster with little patience for failure, fully willing to throw you headlong into whatever they need doing. And while they do treasure you in your own way, they will still frequently send you into whatever dangerous tasks they want dealt with. And yes, this state of affairs will persist for your entire time here.

Feel free to choose a canonical elder or design one of your own, as long as it is reasonably possible in your selected time and place. If, for whatever reason, you survive your decade-long servitude and parted on amicable terms, you may take them along as a free companion afterwards.

Early Arisen (+400) - Oh this is not good. That whole bit about Vukodlak stirring? Well congratulations, he is already awake. Too bad his first priority now involves diablerizing you and he will stop at nothing to get it. Wherever you go, he will find you, a confrontation all but guaranteed and only one of you can walk away alive. And should he actually manage it and drink you dry? No amount of 1-ups will revive you as your soul is now assimilated into his, with Vukodlak taking your place in the chain. At least being just killed will work as normal.

Keep in mind that this creature is a mighty Methuselah, possessing a wide assortment of advanced disciplines, his attacks tearing through undead flesh like paper and possessing enough blood to burn all night long. But while brutish, he is still a devilish corruptor, cunning enough to know when to play the long game.

On top of that he has his own faction, a small army of revenants, fleshcrafted abominations and more than a few vampire devotees - some in the open, others working behind the scenes. And should he feel truly threatened he will quickly assume a colossal Zulo form, making his already mighty physical abilities

skyrocket. And no, you absolutely cannot take this with **Rise of the Ancients** (see below).

Rise of the Ancients (+600) - Are you sure you wish to do this? To doom an entire world just for the sake of a few extra points? Very well then. Your very arrival unwittingly caused all the thirteen clan founders to awaken from torpor, bringing about Gehenna - the prophesied end times for vampires and mortals alike. Worse, they will emerge in their full power, ranging from merely god-like to outright apocalyptic, depending on the founder in question.

The world will be drowned in blood and civilization as a whole will fall as those ancient beings will devour their progeny before turning their gaze outward, restarting their ancient grudges anew. The masquerade will be irreparably shattered and much of the human population culled in the ensuing chaos, making even basic survival suddenly much more difficult. No one will be coming to save you, the actions of other supernaturals will not thwart this event, nor will there be any convenient divine intervention to drive away the long night ahead.

And let's not forget that as a direct descendant of one of those thirteen ancient monsters, your clan founder has a direct grip on your soul, able to do with you as they wish, should they deem it necessary - provided they even notice you at all. And no, being a Ravnos will not exempt you from this…somehow. There is nothing you can purchase here that can kill them and while you can run and perhaps even survive, nothing will ever be the same. Mayhaps this is not a wise idea after all?

Final Choices

At long last, the long night is slowly coming to an end. There is but one final choice left before you, one last crossroad awaiting your passing. Which path will you take I wonder?

Return to the Soil - Longing for home already? Very well, as much as it saddens me, I will respect your decision. You will find yourself back home, safe and sound, with all your new possessions and friends to keep you company as a consolation prize. Farewell, my friend, it has been a pleasure.

Night Eternal - Did this world charm you that much? Enough to make you wish to remain here eternally? Then so be it. You will remain here forever more, your affairs back home sorted out to account for your disappearance. May you find comfort beneath the coming blood moon, young Cainite.

Walk the Abyss - Ah, so you have decided to continue on your journey. I am glad to hear it, for I would miss your company. Come then, let us leave this godforsaken world behind and see what awaits us beyond the distant horizon.

Notes

1) This jump is meant strictly for the old World of Darkness, all the more recent revisions and retcons are utterly irrelevant for the purposes of this jump. Canonically Gehenna arrived around 2013 or so, so unless you choose to stay here you should be fine.

2) The frenzy inflicted by Evil Axe is not permanent, but it will take much longer than it normally would for anyone afflicted to come off it. And yes, its effect apply even on non-vampires.

3) Companion tier examples: Any canon party member will be 100, as would be any human or ghoul that appears in the game (non-game canon characters are also possible, just fanwank responsibly). 200 is the domain of powerful vampires like Etrius (Tremere's right hand vampire) or Ecaterina the Wise (Christof's sire and a 7th generation vampire). 300 is a designation for anyone above that kind of power.
   Again, this does not cover Cain, the Antediluvians and similar in-universe ancient monsters that are more of a plot device than actual characters. Please be reasonable.