

Vampire The Masquerade: Themes

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Welcome to the world of darkness. This is a world much like our own except for the many supernatural elements, most of which are having a negative impact on the world, especially the Kindred. We will be mostly focusing on the things that affect the setting itself in a way not everyone thinks about. Things like who is the storyteller, who are the other players, and what is the theme at the table. The book says Vampire the Masquerade is a game of personal horror, but that can mean different things to different people and I hope this can touch that in some way. Hopefully anyone reading this understands I am not Sonama, Pokebrat_J, SpazzWave, Veronica, Cthulhu Fartagn, or 9anonJC so if you are wanting that level of writing that's sadly not me. If you want dad jokes, bad English, fan-girling over VTMB, and some perversion then I am weirdo for you I guess.

You receive **1000 CP** to help you survive this world of darkness.

Edition: Each has their ups and downs.

Pick one edition

First Edition: The OG rules! It's not perfect but you get the widest start date range. Pick any time from 1500 to 1991 and pick from Clans Brujah, Gangrel, Malkavian, Nosferatu, Toreador, Tremere, Ventrue, and Caitiff.

Second Edition: Fixed a lot of the errors of the first edition. Start is set to 1992 and has the same Clan options as the first.

Revised Edition: Start time 1998 with access to the 13 core Clans.

20th Anniversary Edition: Do you want all the Clans and bloodlines? With all the rule fixes of the older edition. Here it is all in one perfect book for you. Am I biased maybe, but I am not wrong. The start date is 2011 so have fun.

5th Edition: This is where we got to the major changes to the setting and rules. Pick from Clans Brujah, Gangrel, Malkavian, Nosferatu, Toreador, Tremere, Ventrue, and Caitiff. The elders have fucked off and Sabbot have dropped of the face of the earth for all it matters at the start. That brings me to the start of 2018 not a great time seeing how much the mortals have learned to hunt your kind. Covid starts in a year killing your hunting grounds, London became no man's land six years ago, Vienna Chantry burned ten years back, and the SI everywhere now.



Storyteller: Who is “running” the story of the world.

Pick one Storeteller

Matthew Mercer: Yes Cuthbert Beckett himself…... .yeah I know you know him as DM of The Legend of Vox Machina. He is a voice actor with a shit ton of rolls under his belt so isn’t just a writer and designer of Critical Role. He has a bad habit of hand waving rules as he really likes the rule of cool and what makes melodrama!

Jason Carl: A game designer and CEO of By Night Studios. In the VTM world he is an extra level storyteller who hosted L.A. by Night, Seattle by Night, and New York by Night. Things will feel almost prewritten when he is running things, rules as written, he doesn’t just know the lore he helped write some of it.

Brian Mitsoda: Not the best voice actor, but as a writer of stories he is a heavy hitter as he did write VTM Bloodlines. The game is going to be weird, seemingly random at times with some rules changed to fit what he needs, but with respect to the lore of the setting. Heads up he really likes the Anarchs.

Jacob Burgess: A game designer and voice actor, Jacob is a member of the LoadingReadyRun crew and the storeteller of Not A Drop To Drink. His style of running a friendly game and knowing all the lore can shape the story in unexpected ways. Have you ever heard of the "Gerber rule" named after Meredith Gerber, a fun little house rule, what no? Really don’t worry everything will be fine.

Tom McGee: No two ways about it he doesn’t know all the rules let alone half the lore. On the bright side this will let you use Disciplines in ways you totally shouldn’t be able to as long as it kinda makes some sense.

Diana DiMicco: Not the biggest fan of Renegade Game Studios even so this professional ~~GM~~ Storyteller and writer made me smile more than once so here we are.

Anne Rice: Some say she was the original modern Vampire writer. I disagree as if you ever read more than just the first book you would be hit by all her retcons and plot holes in the series. When you get down to it she will probably change the whole meta plot and retcon thing that happened a year ago just to get random people into a toxic relationship. At least she knows all the rules by heart.



Group at the Table: The minds “running” the other players.

Pick one group

Critical Role: Not the full group you only get four of them. Not going to lie, Marisha Ray comes off awesome. I fucking love short king Scanlan as is played by Sam Riegel he gets a gold star. I wish I could say Pike wasn’t made of pure cute and that also goes with Ashley Johnson herself. Finally Orion Acaba, a massive dickhead. Why him because we can’t always have nice things and conflict is part of this game.

Geek and Sundry: The group from L.A. by Night sadly that includes Erika Ishii. Thankfully you're still getting the voice talents of Cynthia Marie, Alexander Ward, and Dave Walters that should hopefully make up for that.

Port Saga crew: Just hear me out it was a great Podcast. Was it from an actual play nope, but from good writing not sorry. Dain Geist a voice actor, Kat Mermelstein a stage combat actor, Aaron "Duckie" Lirette a tour guide, and Callina Anderson a stage actor.

LLR friends: Sometimes I forget how much of a rude potty mouth I am then I am around truly well mannered nice people and yep I am a dick. First we get Adam Savidan never learns the rules or any of the lore that asks all the questions forgets the answers within a day or so. Next up Cameron Lauder knows the lore from like twenty years ago and is my favorite kind of nerdy theater kid. Then we have Coriander Dickinson, a fun mix of gamer and mom vibes overall a nice lady. Last but not least Heather Dery the death in carnet or so I hear.

Dumb-Dumb&Dice: Not the best players, not the smartest either, but do you expect from a group of comedians. Tyler Hewitt, Megan Miles, Ryan LaPlante, and Laura Hamstra are all trying their best not to do another messy-successy.

The Spiffing Brit: Didn’t even know he even played TTRPG’s let alone VtM. Looks like he found a way to exploit the whole JumpChain thing. He found a way to turn a single player Chain into a multiplayer one. Pick four people you know in real life who have played any edition of Vampire the Masquerade and bring them into this Jump. If they survive they will get the same option you do: Stay, Continue, or Go Home. This is where they will part ways with you as this is the start of their Chains. This doesn’t mean your paths will not cross again, but I wouldn’t hold my breath. Oh what does the spiffing Brit get out of this? Something about a wager, a year's worth of Yorkshire Tea Gold.

Import: Pick four companions from your Chain, it must be four no more no less and become players at your table.

Ex-sluts: I am not going to sugar coat it. This is a list of former (current) pornstars that went into TTRPG gaming, so yeah don't Google the names at work. Satine Phoenix, Persephone Valentine, Angela White, and Johnny Sins will be at your table. Sadly the bodies they will be running probably will look nothing like them, but at least the voices are the same.



Theme of the Campaign: What way the store tends to go.

Pick one or two themes

Gothic-Punk: A true personal horror story that doesn't pull its punches. This place is going to be dark and I don't just mean the lighting. Monsters pretending to be humans as they manipulate them and hunt them for food. The world will work its hardest to shit on you, fuck with your humanity, and put good people in harms way. There is no happy ending, everyone dies, and it always rains.

Superheroes with Fangs: *Were vigilanties and everyone is Blade fuck it!* -Jacob Burgess. That's my favorite out of context quote. Is this the way the original writers of Vampire the Masquerade intended a personal horror setting, who cares. The Cam are dicks, Sabbat are just soulless monsters, and the Anarchs aren't totally weird communists, but are the good guys! You will find yourself working with a lot of Children of Osiris, Salubri, and Thin-bloods agents to help stop the "bad vampire" out there. Not compatible with Murderhobo theme.

Murderhobo: Murder indiscriminately like you're playing DnD, but with all the pointless horror of a Tzimisce making a brand new Cathedral of Flesh. People who want to be monsters in all the sense of the word. Masquerade violation constantly so I hope you're in a Sabbat city or this maybe a short lived campaign. Speaking of short “lived” the campaign itself doesn’t offer any protection to your soul so I hope you picked a Path that works for this or a Conviction/Touchstone depending on the edition. Not compatible with Superheroes with Fangs.

Slice of Unlife: Not everything is all vampire politics and nightmare fuel. How does a Thin-blood live night to night and still keep a 9-5 job? How does a Nosferatu stave off the boredom of a Monday night with nothing on the TV? How does the Ravnos find a place to rest in the day without their RV getting another ticket? All that just sounds like not my cup of blood, but maybe that’s something you actually want to explore. At least no one will be shooting at you most of the time right?

Neo-Noir: Visuals it’s modern cityscapes with deep shadows and neon lights, emphasizing atmospheric contrast. People give off an over exaggerated vibe that somehow still feels authentic. Every action anyone takes has a degree of moral ambiguity with all the so- called shades of gray that you could ever want. The feeling this invokes is Bloodlines in a nutshell, maybe less the story, but still very close.

Softcore: Some of the people playing this game back in the 90s and 2000s did so to explore parts of themselves that society wouldn’t have liked back then. Hell some people at my own table back in the day discovered things about themselves they had buried deep. One found out she was bisexual through roleplaying hitting on the female character played by a male at the table. The male player got to try out his asking a real person to try his kink (BDSM) in game so could find the wording to ask his girlfriend in real life. What does this have to do with anything in this world and its people is going to be super open to trying out their kinks, fetishes, sexual identity, and generally way more perverted in public spaces. This doesn’t prevent people from being bigots, proods, or just assholes as this is still the world of darkness.

Supplement Mode: Lots of stories could take place in the World of Darkness. You can use this jump as a supplement for any jump that takes place on a mostly mundane earth between the dark ages and modern day. CP pools for each jump are kept separate.

Crossover: Same as the one above, but you do this with any world instead. Other than that same rules. Mixing settings can have very strange effects so if you mix this Jump with 40k you're not going to have a good time with vampire space marines, wereorks, void & chaos demons, mage psykers, and the universe with so many problems. Fanwank always fanwank.

Origin: You.

Pick one

Player: Two minds, two bodies, and one soul with one part of you sitting at the table “playing” the tabletop role playing game Vampire the Masquerade and the other in the “character’s” body you made at that table. You being in two places at once will never overwhelm you or distract you in any way. The “you” at the table is stripped of all your powers save for the body mods. With an added bonus of never getting hungry, thirsty, sleepy, bored, or uncomfortable as long as you're at the table. As for the “you” in the “character” you made, it has access to all your Perks, Alt forms, Items, and any other crazy shit you got from the Chain. Unlike the other “players” if your “character” dies you can't just make a new one and join the game later. Nope you just got a chain fail sorry to say. The back story of the “character” will become new memories.

Dice Goblin: Don’t like eating people, scared of guns, or maybe you just don’t want to be a monster. Ok I have a work around for you. Basically, you're just a person at the table, a space outside of reality playing a TTRPG with a group of new friends. Like the first option you never get hungry, thirsty, sleepy, bored, or uncomfortable and you are stripped of all your powers save for the body mods. Not that there is anything outside of the table as you're in an endless void. Unlike the option above everything is purely the mind's eye and no real people end up hurt in any way. Being in this weird state for ten years would probably destroy your mind, but at least nothing in the World of Darkness can even touch you. Enjoy rolling dice for ten years?

LARPer: None of that oversoul nonsense for you! Builder your character and hope straight into the world. You will have the memories of a life here, but no random bad dice rolls affecting fate so you fail at something that you should be able to do without a problem. What's the downside, the same goes for the dice rolls having things going way too much in your favor out of the blue. If you pick this option so does your whole group.

NPC: The drop in option. No new memories, not even from the Character Builder, just the skills and Disciplines. How do Backgrounds like Allies, Enemy, Contacts, and Herd work? Don’t worry about it, that's for the Storyteller to figure out. Unlike LARPer if you pick this option the other in the group pick Player.



Locations: The were in WoD

Pick one (unless Dice Goblin then skip this section)

1) North America: Pick any city in North America.

2) Europe: Pick any city in Europe, even Paris if you want me to roll my eyes.

3) The East: Pick any city in the Philippines, Thailand, Vietnam, Malaysia, India, Bangladesh, Japan, or Taiwan.

4) Ebony Kingdom: Just anywhere in Africa will work.

Homebrew Rules: Fix some stuff.

Film Noir (100 CP, free Gothic-Punk): The bureaucrats are all super corrupt, the rich are mega rich and the homeless clog the streets. The world has an eerie foreboding hovering over everything and there always seems to be a storm brewing on the horizon. Your mind is immune to the dystopian world of extremes. You will never become depressed or mentally fatigued by how shitty the world is around you.

Grey Scale (200 CP, discount Gothic-Punk): If you're going to hang out in the dark you may as well have the powers to make it worth it. Here try out 5 dots of **Obfuscate** discipline, 3 dots of **Obtenebration** discipline, and 3 dots of **Quietus** discipline.

Metaplot (400 CP, discount Gothic-Punk): Knowing the metaplot of Vampire the Masquerade is helpful, but with all the lies, politicking, and backroom deals things are going to be a problem to follow even without the Storyteller changing things. Once every 24 hours you can meditate for about ten minutes to gain a deep understanding of events happening all over the setting and where they are leaning towards. Using it here will probably make you cry for a few minutes after. Use it in 40k and expect to spend the next 3 days crying and screaming while rolling around on the floor.

Helping Hand (100 CP, free Superheroes with Fangs): You get a gut feeling when some poor mortal is being bullied or hurt within your territory. Quests will fall into your lap that promote that good feeling you get saving the day.

Just be Good (200 CP, discount Superheroes with Fangs): Superheroes have to help people not just kick the shit out of bad people. It's kind of hard to help people when you also want to eat them all the time. I can help with that a little here by taking 5 dots of **Bardo** discipline and 5 dots of **Obeah** discipline.

Humanity Up (400 CP, discount Superheroes with Fangs): Normally having higher humanity promotes the whole less violent nature in people. Not you: your a fucking superhero and they get to punch people! Your humanity can rise, saving some orphans without the fear of falling back down just because you ripped a bad guy in half saving them. As long as your helping the innocent or hunting down evil you could torture some poor bastard for days without losing any humanity.

Killing Spree (100 CP, free Murderhobo): Normally a Storyteller doesn't just give you experience points everytime you kill some random NPC as this isn't a game of DnD. Turns out this is kinda a game of DnD because killing is the whole point of it now. With every kill you will gain at least one XP.

Basically Evil (200 CP, discount Murderhobo): Want to fuck some shit up and ruin someones night? Ok here you go 5 dots of **Daimonion** discipline, 3 dots of **Nihilistics** discipline, 3 dots of **Necromancy** discipline, and 3 dots of **Abyss Mysticism** rituals. This should help you break stuff.

Humanity ZERO (400 CP, discount Murderhobo): The Beast has taken control; leaving you in a final Rötschreck Frenzy called Wassail with your Physical Attributes all buffed to 5 and Social Attributes dropped to 1. Normally this is the end of you and the start of a Wight having fun wearing your skin or so it should go, but not tonight. Your soul cannot be devoured by your Beast, no you become the Beast! Sounds great right to bad you will still look like a Wight. This perk automatically activates to protect you so even if you forget you have it; it will still save your rotten soul.

Living Really Living (100 CP, free Slice of Unlife): The best part of life is making a family, and the worst is the 9-5 job you have to have to pay for all of it. Just because you've got a condition that means you can't go to your kids' football games anymore, that's no reason you can't keep living a normal-ish life and keeping the truth hidden from warm body neighbors. The lies you tell people, the excuses you have to keep giving, and the weirdness of your newly found skin condition that's making you avoid the day shifts. The vast majority of people will blindly accept your bull shit so long as it doesn't bring them any harm or cost them any money.

Night Shift (200 CP, discount Slice of Unlife): Fate bends over backwards to make sure your job that pays your bills, bus that takes you home, the story you buy from, etc. are all open during your new operating hours. Things like the train or ferry are always running in the middle of the night if you need them; new hours, I guess? A lot more stores are 24 hours out of the blue if you need them on the regular. Hell, I wonder when all the football games nowadays become night games?

Safe House (400 CP, discount Slice of Unlife): Your close family wife/husband, kids, and pets all seem to come down with a case plot-armor as strong as Naruto's. They can still die, but fate is going to make that a bitch in a half for anyone trying. You don't get any of this protection so do remember to keep your head down.

Detective (100 CP, free Neo-Noir): Do you love exploring moral ambiguity, paranoia, and urban alienation with a cynical edge? You're going to need a set of skills of a gritty noir private detective. Investigative eyes on par with Sherlock Holmes (5 dots) and composure matching Elizabeth II (4 dots) should make the cruel world do-able.

Old & New (200 CP, discount Neo-Noir): A classic story made with a more modern edge is all that neo-noir at its core. Let's hand out some powers that match that idea. Have 5 dots of **Thaumaturgy Path of Blood** discipline and 5 dots of **Thaumaturgy Path of Technomancy** discipline to play a role in this neon city.

Fabien (400 CP, discount Neo-Noir): The biggest fear of ever Elder is being diablerized by the young upstarts. You it's less of a problem more of a change of vessels. Anyone trying to eat your soul will auto fail with you coming out on top. You can just hide in the back of their mind or simply consume them outright either way. Post Jump this will work on any power that tries to "eat" your soul.

Sharing (100 CP, free Softcore): Opening up to some can be scary, especially scary when you remember that your Beast tends to Frenzy when mocked or afraid. After speaking with someone for more than a minute gives you a sixth sense of how open minded to your particular kinks, fetish, sexual orientation, and or sexual identity they would be before you speak about it.

Friend Finder (200 CP, discount Softcore): You can sense the sexual orientation, kinks, fetishes, sexual preferences, & deep desires of anyone within 10 feet of you just by looking at them. Helpful when hunting for a new partner or prey that matches your "rarefied tastes". As an added bonus you can also tell if the person is a virgin or even if they have ever tried their own kinks before. Are they still an anal virgins or have tried out the deeper pleasures of butt love?

Red or White Wine (400 CP, discount Softcore): *If one drop of semen contains more life than a drop of blood, why don't vampires suck cock?-* Adam Roos. The hardest part of the Hunger system VS the old blood pool system is that the only way to get your hunger to zero is to take a life. Now instead of taking one life you may take many lives in one Load. Along with blood you can consume fresh from the source's semen Load to drink your hunger down to zero. You could even swap blood and dick juice for only warm white cum if you feel like giving a hell of a lot of head every night. As it can help you get to zero if you have had blood first, but by itself it will take much more. Lucky

anyone would be dying for a blowjob who just happens to walk by. If you're wondering, why this very porn themed Perk is mixed in here simple vampires are my kink!

Character Builder: Time to make a monster.

Character Creation (0 CP): Made a normal character using the rules form the edition you picked.

More Options (100 CP): Not happy with just using the core book of the edition you picked? Why not use all of the books from that edition to give you more choice. Clans, bloodlines, generation, merits, flaws, and sheetlore are all at your fingertips. You're still using the normal rules, just more options.

Double or Nothing (200 CP): Double the amount of freebie points or experience points you are meant to start with.

Hopping (400 CP): Want to pick something from an older edition that got removed? Why not pick two other editions to pull from. If anything is from 5th edition then you must use the hunger rules instead of the blood pool system from the older edition.

Cheater (600 CP): You want even more ok then start with 200 XP to build and forget to take the Clan weakness. Taking this will not upset anyone at the table, but I am very disappointed in you Jumper.



Items: Toys

Gear (0 CP): All the thighs you need Character sheets, pencils, dice set & core book.

Loaded Dice (100 CP): You get two per purchase and yes you can purchase this multiple times. These dice always roll 10s and no one ever notices that they are loaded. This doesn't remove the deep seeded fact that you are a cheating bastard.

Snacks (200 CP): A bag of holding that when you reach in will produce any snack item you could purchase from a convenience store just by thinking of it. As you don't really need to eat as a "player" but it doesn't mean you can't enjoy it. Something to keep in mind is it's not just because the 7-Eleven in your area sucks, it doesn't mean the one in Japan does get your hands on some fresh nikuman, Coca-Cola Peach, and Shizuoka Wasabi KitKat.

Overpriced Table (400 CP): 1 The Arena Digital Game Table, 6 Onyx Lounge Chairs, 1 Onyx Dungeon Masters Stronghold, 1 Side Quest Cabinet, 5 Onyx Player Wing Shelf Combo, and every World of Darkness book ever published. As you are paying CP not cash for this stuff it's all indestructible preventing you from worrying about the ink on the pages fading over time or from someone leaving a water ring on your nice table.

Unholy Grail (600 CP): It's just an old wood cup filled with some blood. I should probably say the blood just so happens to be the heart's blood of the second-generation Antediluvian Enoch, the Wise. Never forget Diablerie is wrong and very dangerous.

Drawbacks: As many problems as you want.

Annabelle Li (+100 CP): One of your group is going to be an annoying preachy and no you're not allowed to kill them. If you try to use mind control to shut them up it will also fail. Nothing you do will prevent this, not even ripping your ears off.

I Can Do What (+100 CP): Why do you keep forgetting what Disciplines you can use all the fucking time? Having to stop and think about what you can do when not in combat.

Voice of a Goddess (+200 CP): Have you ever played a dark urge run of Baldur's Gate 3 and heard some of the stuff that Amelia Tyler had to narrate? A mixed of twisted evil shit I was doing with that hot a fuck British accent voice doing things for me I am not entirely comfortable with. What? Don't give me that! I am not weird, you are!...Ok back on track anytime you are doing something that would require a skill check not a part of a conversation you will get to hear Amelia Tyler tingle inducing voice narrating it. Why is this even a drawback you may ask. Because that's turned on for 10 years without fail. If you picked Dice Goblin origin, then it's your character's actions that are narrated.

Bad Writing (+200 CP): No matter who you pick for your Storyteller everything feels like it was written by Stephenie Meyer. Try not to suicide out on the first year.

Out of Context (+300 CP): Any item that doesn't make sense to have in the WoD will be disabled in this Jump. Your lightsaber will not ignite, your site-to-site transporter can't turn on, and your Tardis is just a stupid box.

Paradox (+300 CP): If you use any power that a Vampire can't in front of a mortal the Storyteller will disable the power for the rest of the Jump. Things like Super Strength, Super Speed and Invisibility are fine, but Susanoo, 10th Tier Reality Slash, Arise (shadow army), or Kamehameha will get locked the second they are spotted.

Notes: EXPLAIN SHIT!!!

At the end of the jump all clan weakness, drawbacks, and light sensitivities are removed from you. This doesn't apply to anyone you sire later. Your vampire becomes an Alt-forms post Jump.

Neither the "Player" form nor the Dice Goblin become Alt-forms post Jump. Sorry you only get to keep the fleshy fang form.

You can't really fail this Jump if you picked Dice Goblin, but you're also not doing anything besides playing a TTRPG for a decade for very little gain.

Yes Double or Nothing and Cheater stack.

The Unholy Grail refills at the beginning of each Jump. How does that work? Does it matter?

Paradox: Why not just lock out the powers at the start? I just find this to be more fun.

Why don't I have more in the Item section? Most of anything I could think of would be handled by Backgrounds/Merit in Character Creation.

Why did I call Perks the Homebrew Rules? They affect everyone in the group, not just you so keep that in mind. They don't get to keep the Perks post Jump, only you get that.

The wife declined to help me with this one so I hope everyone can understand my writing.

The location really doesn't matter.