

You will be brought to Santa Monica, there you will meet an agent by the name of Mercurio. He will provide the details of your labour. I've shown you great clemency, show that it was more than a wasted gesture fledgling.

Don't come back until you do. Good evening.

You are a recently embraced vampire in Los Angeles. L.A. is a powder keg with four powerful factions vying for control and whispers of doom and Gehenna in the air. You were reborn into the middle of it all and your actions will likely play a large part in the future of the city for kindred and kine alike.

The Anarch Free State has fallen due to blows struck by the Kuei-Jin (mysterious eastern Vampire equivalents) although the surviving Anarchs have rallied behind the charismatic Nines Rodriguez. The Camarilla, in an attempt to capitalize on this state of disarray have declared a new Prince (Sebastian Lacroix) who recently executed your Sire and means to use you in his play for power. The Kuei-Jin (under Ming Xiao) have consolidated their strength in Chinatown and look to the rest of Los Angeles for further dominion. The Sabbat are making monsters under Hollywood, and (as usual) rejecting the Masquerade and hoping to lay waste to each of the other factions.

Choose your friends carefully, uphold the Masquerade and get home before sun-up.

You have 1000 CP

Identity

Roll 1d8+20 to determine your age.

Choose an Identity to decide your past life.

Then they just plopped ya out here like a naked baby in the woods. How 'bout that?

Drop-In

+No set of memories effecting your actions, air of mystery.

-Lack of previous experience in world.

You step outside into the dreary night and find a man with a beard looking at you. After a short conversation he decides to try and help you out. He asks you whether you're a Malkavian due to your initial confusion. You're not… right?

Tough

+Tough (obviously), theoretically good in a fight.

-You have little formal education from this world.

You were a tough guy or girl in Los Angeles. You've hung with a few gangs, wouldn't be out of place at a biker bar and have been in a fair few scraps. You recently met someone unlike anybody you've met before. They seemed very interested in your fighting ability and seemed to talk as though they were thinking of employing you as a bodyguard.

Nerd

+You're used to not getting much sun, well educated.

-You probably lack any combat experience and may lack social skills.

You didn't exactly get the most out of the nightlife in LA spending most of your time in front of a computer screen or with your nose deep in a book. You recently got into a conversation with a stranger on the internet, they seemed to know a great deal about you and had an interest in knowing more. Before you knew it you had arranged to meet in person.

Socialite

+You're more charming and find it easier to make friends.

-You are reasonably well known in certain circles.

You are no stranger to debauched nights out and have a vast network of acquaintances. Recently while at a particularly exclusive house party you'd wormed your way into you got to talking with a strange but extremely charismatic individual. They seemed quite taken with you and after a few hours gave you an offer you couldn't refuse.

Clan

Choose a **Clan**. Your **Clan** will effect how you are treated by various members of Kindred society and will dictate what Disciplines you have access to.

Brujah



Brujah are passionate idealists and rebels, more likely to fight for their rights than write protest songs. In undeath, most clan members commonly seek the creation of a vampiric Utopia. As militant radicals, they are renowned for their combat skills, but are also more likely to frenzy due to their hot-bloodedness, so to speak.

Gangrel



Gangrels are wild loners that are the most in tune with the Beast within, allowing them to shapeshift into more beastly forms. Gangrels care little about vampire politics and prefer to dwell and hunt in the outskirts of society. They tend to frenzy more often but become a great deal more powerful in this form.

Malkavian



The world appears much different to the Malkavian than it does to the 'sane' clans, though the extent of a Malkavian's madness depends on the individual. A blessing and a curse, a Malkavian's insanity will help or hinder them, depending on how much they struggle against their nature. They are consistently insane although the voices in their heads can be supernaturally insightful.

Nosferatu



Hideous, skulking, and powerful. Even in a world of monsters the Nosferatu stand out. The Embrace twists and deforms their physical features, forcing them to seek sanctuary underground. Nosferatu are masters of the shadows. Having shared the darkness with vermin for so long, vampires of Clan Nosferatu are able to draw extra nourishment from rats.

Toreador



Toreador picture themselves as artistes and visionaries, and they value the High Society mentality that the Camarilla reinforces. Of all clans, the Toreador are the most connected to the mortal world through arts and entertainment. As a result they find it significantly easier to both lose and gain Humanity.

Tremere



Blood sorcerers born from mystic rituals and diablerie. The ritual the Tremere used to transform from living mages into undying monsters stripped them of their magic arts. To compensate, the vampires of Clan Tremere developed Thaumaturgy, the powerful discipline of blood magic. The reliance upon it has weakened the bloodline and the physical strength of its members.

Ventrue



Truly the upper echelons of society, the Ventrue are seen as the honourable and virtuous leaders of the Camarilla. Even the lowliest initiate of Clan Ventrue can expect special treatment in Kindred society. This regal bloodline, however, gains no nourishment from the lowborn, thin-blooded or animals.

Disciplines

Disciplines grant supernatural abilities to vampires and require blood to activate.

You may purchase proficiencies in them for CP.

Sharper senses, a body that can take a beating, and, if you play your cards right , eternal life. That's no sure bet, but a chance at immortality's not a bad deal. And that's just for starters; fringe benefits for joinin' the club.

Each clan has access to 3 disciplines (denoted through clan icons).

You get the first level of each of these clan disciplines for free, further levels costing **50 CP** each.

You may take levels in disciplines not of your clan for **100 CP** per level and (should you be aware of them) you may purchase canon disciplines not listed here for the same price.

Blood Buff — Free

Gives a temporary buff to your strength and dexterity at the cost of some blood. This will give you a considerable edge in a fight and will make you particularly deft at any work you should set your hands to.

Animalism

Embracing the Beast Within, the vampire can call on animal spirits to carry out their will.

Level 1 - *Nightwisp Ravens* - Ravens incapacitate the victim for a short time. Any action taken against the victim will disperse the flock and end the effect prematurely.

Level 2 – *Burrowing Beetle* - A bone-crunching beetle flies to the victim, causing damage as it burrows deep into their body.

Level 3 – *Spectral Wolf* - A spectral wolf materializes, savagely attacks the target, and then returns to the ether.

Level 4 – *Bats' Communion* - Ghostly bats attack the target, draining its blood, then delivering the blood to their master.

Level 5 – *Pestilence* - Insect swarms descend upon all victims in an area, devouring their flesh and possibly killing them.

Celerity

Vampiric preternatural speed. The world will seem to slow while you remain unaffected granting you startling speed and proportionally quick reflexes.

Level 1 – You'll run faster than a human can but it isn't obviously supernatural yet.

Level 2 – You run fast enough that the greatest of cynics would have to accept that something supernatural is happening.

Level 3 – You run considerably faster than a horse at full speed (60 mph).

Level 4 – You can run at around 100 mph. You're a blur.

Level 5 – You can run about as fast as a formula one car. You're barely a blur.

Fortitude

Allows for amazing displays of preternatural constitution. Guarantees a certain amount of damage from every incoming attack will be ignored.

Level 1 – Grants minor resistance to bashing, lethal and aggravated damage.

Level 2 – Grants fair resistance to bashing, lethal and aggravated damage. Grants immunity to regular handguns.

Level 3 – Grants considerable resistance to bashing, lethal and aggravated damage. It's starting to get easy to ignore shotguns.

Level 4 – Grants great resistance to bashing, lethal and aggravated damage. You laugh at squad support weapons.

Level 5 – Grants tremendous resistance to bashing, lethal and aggravated damage. You can take a missile to the face, hell you could even go outside during the day for a bit.

Potence

Grants supernatural strength that simply cannot be defended against, allows one to leap exceptional distance.

Level 1 – You are stronger than a human can physically be.

Level 2 – You could cut an armoured warhorse in two with a stroke of a blunt greatsword.

Level 3 – You can punch through concrete as though it were cardboard.

Level 4 – You can pick up a car and throw it a short distance.

Level 5 – You can toss a car as though it were a tin can. You could juggle them... if you can juggle.

Presence

Emotional manipulation that affects how a kindred is seen, granting the power to inspire awe, fervour or terror in those it is used upon.



Level 1 – Awe - Those near the vampire feel a palpable desire to be near them and become much more receptive to their point of view.

Level 2 – Dread Gaze - Engenders unbearable fear in the victim causing them to flee or freeze in terror.

Level 3 – *Entrancement* - Temporarily binds the affected individual to the kindred as a devoted servant. Depending on the skill of the user (and strength of the victim) can last anywhere between an hour and a year.

Level 4 – *Summon* - Causes a compulsion to travel to the kindred in any individual the kindred has previously met. Lasts until sunrise.

Level 5 – *Majesty* - Inspiring universal respect, devotion, fear or all of the above upon even huge crowds. Hearts break and those under the influence will aggressively shout down any of the kindred's detractors.

Dominate



The superior strength of the vampiric mind allows you to control the minds of weaker kine and even some Kindred.

Level 1 – *Command* - The target sinks into a mesmerising trance or starts to dance. The Vampire may also compel the weak-minded into doing their bidding, this compulsion becomes stronger with each level of Dominate bought.

Level 2 – *Brainwipe* - You become completely imperceptible to anyone within 25 metres, they will think you've disappeared.

Level 3 – *Sleep* - The target will fall asleep becoming completely incapacitated.

Level 4 – *Suicide* - You impose your will on the victim who will suffer a fatal fit. May be less fatal to supernatural creatures but will still be damaging.

Level 5 – *Possession* - The victim will desperately attack anyone who means you harm, until the victim eventually dies of a cardiac arrest.

Obfuscate



Vampiric invisibility. You may only enable Obfuscate if no one can see you. If you remain motionless, the timer will not run and Obfuscate can be maintained indefinitely. All levels of Obfuscate include the benefits of the lower levels.

Level 1 - *Hide* - Invisibility as long as you remain motionless. If you move or take any action, you will become visible and the timer will run.

Level 2 – *Limited Invisibility* - You may move invisibly while crouched. You will be revealed if you touch anyone or if you interact with the environment. Good for stealth kills.

Level 3 – *Hidden Killer* - Works in same way as Limited Invisibility but grants a supernatural damage bonus to attacks made that break Obfuscate. You will hit people with half again as much force while performing such an attack.

Level 4 – *Advanced Invisibility* - You may move freely while invisible. You will revealed if you interact with your environment. Additionally any melee attack that breaks Obfuscate will hit people with twice as much force.

Level 5 – *Unseen Force* - You may move freely and interact with the environment while invisible. Additionally any attack that breaks Obfuscate will hit people with three times normal force.

Auspex



Enhances your mental faculties and allows you to see the auras of those around you.

Level 1 – Slight increase of quickness of thinking. Reveals the auras of the living and undead within 10 metres.

Level 2 – Slight increase of quickness of thinking and your perception. Reveals the auras of all living and undead within 20 metres.

Level 3 – Your thinking gets considerably quicker and you are slightly more perceptive. Reveals the auras of all living and undead within 50 metres.

Level 4 – Your thinking gets considerably quicker and you are significantly more perceptive. Reveals the auras of all living and undead within 100 metres.

Level 5 – You become incredibly quick of wit and all your senses are greatly enhanced making you extremely perceptive. Reveals the auras of all living and undead within 250 metres.

Dementation



The unique legacy of the Malkavian clan, Dementation channels madness and pours it into the minds of those around you.

Level 1 – *Veil of Madness* - The Vampire causes the victim's feelings to grow stronger until they reach a state of either hysteria or depression. Taking any action against the victim might end the effect prematurely.

Level 2 – *Mass Hallucination* - Anyone near you suffers mild hallucinations causing it to difficult for them to do anything well. They also become a great deal easier to feed on.

Level 3 – *Voice of Bedlam* - Causes the victim to hear a voice in their head that swiftly drives them entirely insane and helpless for 2 minutes.

Level 4 – *Vision of Death* - The victim is shown his greatest waking nightmares, eventually causing a heart attack. Has a lessened but still damaging effect on supernatural creatures.

Level 5 – *Berserk Insanity* - The victim goes totally insane, violently attacks at random and then drops dead. Supernatural entities may not drop dead but will likely still go berserk temporarily and sustain damage.

Protean



By embracing the Beast within, the vampire gains bestial forms and abilities. Each level grants all the benefits of lower levels.

Level 1 – *Gleam of Red* Eyes - You gain thermal vision and an enhanced ability to dodge.

Level 2 – *Feral Claws* - Your hands change to deadly claws that deal supernaturally aggravated damage.

Level 3 – *Will of the Wolf* - You gain greater bestial prowess, greatly increasing your stamina.

Level 4 – *Hunter of Night* - You gain more animalistic power, your strength increases to truly formidable levels.

Level 5 – *War Form* - You assume a bestial war form, granting you a great boost to your already savage strength, stamina and ability to rip people/trees/cars apart with your claws.

Thaumaturgy



Blood magic. Vampire practitioners of Thaumaturgy can bend blood to powerful and terrible ends.

Level 1 – *Blood Strike* - A projectile will strike your victim. If the victim lives, the blood shot will return with stolen blood from your victim.

Level 2 – *Blood Purge* - Enemies near your character (within 10 metres) will become violently ill, vomiting blood. Seriously damages both normal and supernatural foes.

Level 3 – *Blood Shield* - A shield of blood envelopes the Tremere, absorbing a portion of all damage inflicted. It dissipates after a certain amount of damage has been absorbed.

Level 4 – *Blood Theft* - The blood of the target is drained and sent to you. The victim dies of blood loss.

Level 5 – *Blood Boil* - The target's blood is instantly heated to boiling, causing him to explode violently. Others nearby take blast damage from the explosion.

Skills

Your more mundane, run of the mill skills and general vampire abilities.

Discounts cost 50% of full price.

You're a big bad vampire. Hey, great, congrats. Now keep it to yourself.

Blood Bond

A basic quality of a vampire's blood is it's effects on others. Should you choose to feed it to others you will find that within one sip the drinker will find themselves with very strong feelings for you, within two you will become incredibly important to them and within a third they will be your Ghoul and totally obsessed with/in love with you. Ghouls do not age for as long as they have monthly access to your blood, can learn some basic levels of Disciplines and heal quickly by merit of your blood in their system. Animals can be made into ghouls and tend to grow very large.

Free

Embrace

You now have the ability to turn mortals into fellow vampires. The transformation process can be long and unpleasant for the childer but for you it's relatively immediate. The process involves draining your prospective childer dry and giving them a small proportion of your own blood. Warning: Your newly made vampire is likely to Frenzy at the first sight of blood.

Free

Lockpicking

Not exactly an angel in life were you? You're good at getting into places without resorting to breaking doors. You are able to open locks with some basic lockpicking equipment and have a great capacity and proficiency in learning how to open new and complicated locks.

100 CP (Free Drop-In)

Sneaking

You are extremely good at sneaking, finding hiding places, moving silently and staying unseen. Unless someone is staring straight at a doorway you intend to use you can likely get in and out of a building full of people without being seen.

200 CP (Discount Drop-In)

Inspection

You are extremely observant. Things of interest, importance or value seem to give off a slight glow and you are as such able to notice them far more regularly. While noticeable this glow is not distracting.

400 CP (Discount Drop-In)

Melee

You are a highly trained melee combatant. Whether this is due to advanced fencing lessons or you just being an artist with a tire-iron you'll find there's not much you can't deal with by hitting it with stuff. You are also highly competent in at least one martial art.

100 CP (Free Tough)

Firearms

This is L.A., and that means you better be strapped. Fortunately for you, you know exactly how to use a firearm. Your aim and sense of timing is almost supernatural. Vampires may have a fair resistance to bullets but you'll find that enough bullets in the right places will do more than slow them down.

200 CP (Discount Tough)

Intimidate

You know how to get what you want with the vague threat of force, able to easily deplete the courage of your mark with little more than a hard look. This seems to extend to people in positions of power or authority and even the strong willed will struggle not to be affected in some way.

400 CP (Discount Tough)

Hacking

You're amazingly good at hacking the weird 90's computers that seem so popular here. You also have a better understanding of computers and find it a great deal easier to learn how to use new computer systems competently.

100 CP (Free Nerd)

Finance

You have a good grasp of how business is done and how economies work. While wheeling and dealing may not be your forte, you have the expertise to point any company in the right direction and adapt to new markets exceptionally well.

200 CP (Discount Nerd)

Scholarship

You read extremely quickly, have a great memory and tend to simply get the most you possibly could out of reading books. You're also generally better at putting what you learn into practise, reading an instruction book on karate for instance would likely fully prepare you to gain the first few belts.

400 CP (Discount Nerd)

Haggling

You tend to always get the best price possible for something if you should even vaguely know how much it's worth. You also tend to get good prices for things you try to sell.

100 CP (Free Socialite)

Seduction

You're a champion seducer, able to get even the most prudish of people into bed (an alley, the back of a car, whatever etc.) with enough time and effort (often not very much time and minimal effort). You find it simply comes natural.

200 CP (Discount Socialite)

Persuasion

You are insanely good at persuading people to do things for you. You are excellent at sizing up a mark, masterful at thinking up feasible reasons or lies to justify a certain behaviour and downright astounding at selling these notions to people.

400 CP (Discount Socialite)

Gear

Purchasable **Gear,** properties and companions.

Guns purchased here have an infinite amount of ammunition.

Ghoul

A fanatically loyal and endlessly adoring servant of roughly your description (default is Heather). Will remain extremely loyal regardless of their treatment and whether they remain a ghoul. Counts as companion.

Free

Fire Axe

A nigh-indestructible fire axe. Seems to chop supernatural threats all the harder. Don't leave home without it. You may import an existing melee weapon.

50 cp

Colt Anaconda

A large frame double action revolver, a trusty and powerful firearm. You may import an existing ranged weapon.

50 cp

Heavy Leather

A wardrobe with an endless amount of outfits of various designs. For some reason everything in it is made of leather.

50 cp

Body Armour

Excellent body armour that somehow looks like a normal outfit. Bullet proof to small arms fire and extremely resistant to bladed weapons. Design of your choice, nobody even has to die over it. You may import an existing set of armour or outfit.

100 cp

Fridge of Blood

A fridge stocked full of blood of various qualities. Seems to restock once every week or so. Will keep you fed easily. For a further 50 CP it restocks whenever emptied and always has the best stuff.

100 cp

Steyr Aug

A bullpup 5.56mm assault rifle. Reliable, well-made and useful in a myriad of situations. You may import an existing ranged weapon.

100 cp

Jaegerspas XV

An extremely powerful shotgun. May either be fired with the more traditional pump action for increased accuracy or fully-automatic for devastating effect. You may import an existing ranged weapon.

100 cp

Odious Chalice

An organ like object that magically stores any excess blood you spill. Can carry around 4 pints of blood but weighs relatively little and is quite small. A bit gross to drink out of.

100 cp

A Group of People Who Aren't Assholes

You may import or create new companions (who are of your description and highly loyal) with this option. One companion costs 50 CP, up to four costs 100 CP, and up to eight costs 200 CP.

Each companion purchased here gains an *Identity* and *Clan* of your choice, 600 CP to spend on *Disciplines* and *Skills* and a history and memories in this world.

Alternatively you can take canon companions for the same prices although they do not receive any CP or a new *Identity*.

50/100/200 cp

Tai'Mahe'Ra Blade

An enchanted katana. Unnaturally light and deals massive amounts of aggravated damage against mortal and supernatural being alike. You may import an existing melee weapon.

150 cp

Galbjum

What looks like a small blob of amber. Allows you to sustain time related disciplines for half again as long as you otherwise would for the same amount of blood.

150 cp

Apartment

A horrible but sunproof apartment with rent paid up for the year. For 150 CP you own the apartment and it is both larger, opulent and beautifully furnished. Nosferatu apartments are secret and underground, Tremere's are impossible to navigate for intruders.

Free/150 cp

Sauloscept

A green... shape. When on your person you just seem to learn things more quickly. You seem to make progress when learning new skills a third quicker than you otherwise would.

200 cp

Haunted Hotel

A beautiful hotel with a bit of a ghost problem. While the ghosts will make it difficult to have mortal guests while upholding the Masquerade the ghosts themselves are friendly, loyal to you and will perform any cleaning and maintenance required.

200 cp

Night Club

A large and immensely popular night club with a theme and design of your choice. A large bald barman with a lot of tattoos will skilfully manage it in your absence as well as keep the riffraff out.

200 cp

Chinatown

Various shops you let out (each providing a fair bit of rent money) in a large square entirely under your ownership. In the centre is a large, ornate, heavily fortified temple with a huge beautiful suite of your own and many other rooms to comfortably house dozens of ~~ninjas~~ guests.

300 cp



Drawbacks

You may take **Drawbacks** for extra CP.

You may take up to **600 CP** of **Drawbacks**.

Antitribu

Unusually you're not any of the clans listed. Instead you are a member of another clan of your choice from Vampire: The Masquerade. Although this comes at no cost you will still be inducted into the Camarilla initially and Antitribu are often objects of suspicion causing Antitribu fledglings (such as yourself) to be in a highly tenuous position. You may purchase Disciplines as normal, having a point in each of your clan disciplines and being able to upgrade them for 50 CP each.

+0 cp

Fornication

There's something not quite right about your priorities. You may have a body built for bedrooms but your kind don't usually do…that. Nonetheless you will spend a disproportionate amount of time seducing people (rather indiscriminately) and having sex in a roundabout way. You dress like a stripper.

+100 cp

F.A.T.

You know you've got a weight problem an' you just don't give a fuck. Comes with optional afro.

+100 cp

Frenzied

Your beast is particularly violent and more likely to Frenzy. A lack of blood or a sudden surprise may be all it takes for you to turn, temporarily, into an irrational monster. In this state you are a risk to the Masquerade.

+100 cp

Spooked

You're a bit of a wimp. Something jumping out at you will incite an involuntary yelp or scream and can completely ruin your night. This is highly unfortunate given your circumstances and you will be frequently nervous or downright panicked. Try to avoid haunted hotels

+200 cp

To Be Continued

In the first few weeks you'll likely run into a disproportionate amount of weird things, maybe a stripper turns out to be a vampire hunter and you have to fight the odd land-shark, etc. Now that stuff doesn't let up for 10 years. Might be fun, might get tiresome, will frequently be dangerous.

+200 cp

Cammy

You're Lacroix's toady through and through, will be a hopeless lickspittle and will be greatly offended by those who do not accept him as Prince. You will not be in the room when he opens the Ankharan Sarcophagus. Should Lacroix die you will be very upset.

+200 cp

Plaguebearer

You are diseased and may only feed on the blood of the diseased. Fortunately (?) you are highly contagious and can pass this disease to mortals. Your fellow vampires will try to kill you to stop you from poisoning the well and your disease (while otherwise symptomless) will cause you to decay and putrefy.

+300 cp

Twice Damned

In lieu of regular blood drinking you must eat pound after pound of fresh human flesh in order to stay fed. You will likely be considered a threat to the Masquerade and retaining your Humanity may be a struggle. It's also pretty disgusting.

+300 cp

Gehenna

Gehenna will well and truly start within the first couple of years of your arrival. The Antediluvians will rise and begin devouring their descendants. Antediluvians are ridiculously powerful.

Don't pick this.

+300 cp

Future

After 10 years in this realm are done you will be given a choice. Regardless of your decision you will keep any abilities and items you have gained here and shed all Drawbacks,

Go Home

You wake up in your own bed with no fear of monsters under it.

Stay Here

You stay in this world. It's not so bad, right?

Move On

You move on to the next world and adventure.



Notes:

- Obvious supernatural displays will break the Masquerade and Kindred law and will likely result in repercussions. Casually carrying a severed arm is still fine for some reason and will not be addressed by mortal law enforcement.
- Post-jump the major weaknesses of kindred and your clan are revoked for you and your companions. This does not apply to any Kindred you later embrace.
- Disciplines in the videogame work differently from table-top rules. If you would prefer to base the Disciplines you can learn or have purchased here on those in the original table-top game you may.
- Companions are of the same generation as you (widely thought to be part of the 8th). Companions may take the Antitribu drawback but none of the others.
- Imported weapons/armour can switch forms from their original to those obtained here at will.
- Properties purchased will appear in future jumps as the nearest setting equivalent and you will inherit them or already own them. You may freely combine properties purchased here as you wish.
- Tip your cab driver.
- Don’t open it.
- Cool cats don’t trip.