

# **Out of Context: Vampire: The Masquerade “Insert Name” By Night Supplement V1.1**

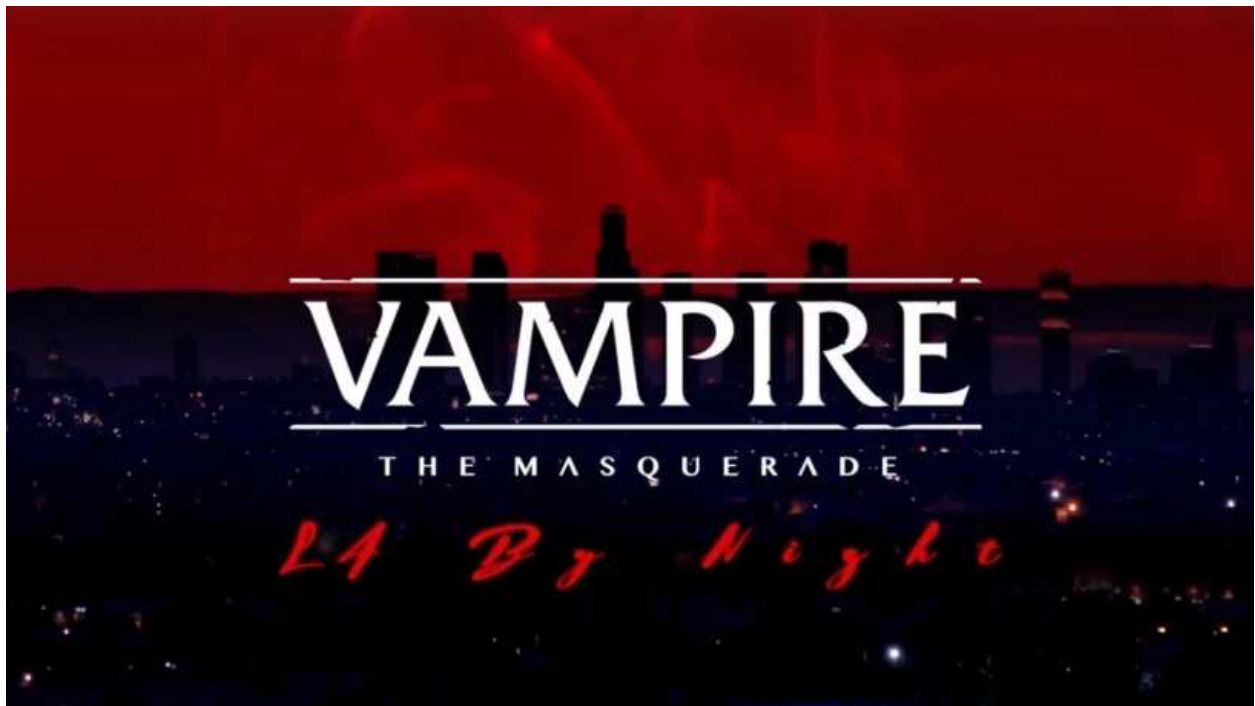
V1.1 By u/Only-Cellist2989

This document can be used as a supplement in any Jump that would not otherwise have Vampire: The Masquerade “Insert Name” By Night within its continuity.

By taking this Supplement you have chosen to be Kindred and you will enter into that continuity as a Drop-In in lonely night air coated in mist. Whatever world you were going to is now much more of a dark tale of personal horror and inhuman conspiracy. Kindred are visibly similar to a Human, unless Nosferatu or something.

**+1000 CP**

If this Supplement is instead taken as an Isolated Jump you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten year long Jump.



## **Origin:**

There are many types of Kindred roles, each drawing their powers from the curse of Cain.

### **The Face**

Just like Nelli Griffith, Carmina Magnus, & Luviere Bataille you like to solve most of your problems with words, not deeds. Why fight when a smile and a whisper will do? You may pick from Toreador, Ventrue, The Ministry, Ravnos or Caitiff.

### **The Mind**

Just like Evangeline Mary Watson, Consuela Elena Ramona Comprisi, & Reina De La Vega you like to think your way around a problem. Studying and thinking are a lot less showy than fighting and talking, but also draw far less notice. You may pick from Malkavian, Tremere, Hecata, Tzimisce, Salubri, or Caitiff.

### **The Muscle**

Just like Jasper Heartwood, Derek Brön, & Giselle della Scala you like to skip the middleman and just throw a punch or two. Sometimes it's just easier to break their legs then telling them they fucked up right? You may pick from Brujah, Gangrel, Nosferatu, Banu Haqim, Lasombra, or Caitiff.

## **Perks:**

### **Unlife basics - Free and Mandatory**

This jump works on the lore & rules from Vampire: The Masquerade 5th Edition that are generally assumed you know or have on hand just like Omnibus Old World of Darkness Jump does. With a few exceptions here and there, as this is a jump not a tabletop and you're probably a drop-in. First pick a clan from the options in your origin, getting the first level in the clan Disciplines for free. Second, gaining the very basics in your origins attributes & skills that make sense for your origin. For example The Face can have high charisma attribute (equal to three dots) and high social skills like persuasion (equal to three dots). Third, you pick any generation within the Childer range.

### **Voice of an Actor - Free**

It's almost like everyone around here is a professional voice actor or something. I would hate for you to get left behind so now you have the same levels of voice range & acting skills of people like John DiMaggio, Matthew Mercer, Grey DeLisle, or Becca Scott.

### **Power Type Origin - Free (Cannot be taken with "Not Drop In")**

This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as if you had entered the Jump from a lonely night.

### **Dynamic Entry - Free (Requires 3 Out of Context Origin Perks)**

Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

### **Will of Olympus -100 CP**

Your mind is ironclad resisting the call of your hunger and even the beast. This is a massive help for any Kindred unto itself, but it also helps you resist the mind control powers of the other monsters in this world.

### **Cornucopia of Dionysus -200 CP**

When feeding you quench twice your thirst and no longer need to kill a mortal to fully quench your thirst (bring Hunger to zero). As an added bonus and for shits and giggles you can choose to have any blood you drink taste like the wine of the gods. This doesn't change the blood in any way just how you taste it.

### **Luck of Tyche -400 CP**

You were born with truly absurd luck, most like the literal goddess of fortune is smiling on your lifeless ass. This functionally acts almost like you get to reroll any time you fuck up. Making it really hard to do anything truly badly that relies on mostly or partially on chance. Yes this can help you get rich if you, I don't know, play the lottery, just be careful it's probably a massive Masquerade breach.

### **One World of Darkness -600 CP**

Mana, Qi, rays from a yellow sun, Force, or Chakra, all energy sources from outside of the jump, all have problems functioning correctly within the bodies of an undead. Thanks to this perk, anything that normally requires a power source would, how shall we say, disagree with being dead. You can substitute that source for Vitae (increasing your hunger level) so that power would work better in this jump. I should note the cost of the power may be incredibly high depending on the power type, the type of source, and/or if it's a constant effect. In other words be careful Kryptonian power would make you crazy hungry as they are a constant drain. Jumper fanwank responsibly. Yes you can toggle this power off. *THIS PERK ACTS AS A CAPSTONE BOOSTER.*



## **The Face Perk Tree:**

### **Public Speaker -100 CP (Free for The Face)**

You don't lock up when talking with a crowd and can make logical arguments. Doesn't sound like much does it? Don't let that fool you, it can be very helpful when speaking with Kindred who are truly scary bastards like the Prince or (lord help you) even Cain the dark father himself.

### **All Talk -200 CP (Discounted for The Face)**

Pick one specialization from seduction (persuasion), formal meetings (etiquette), veiled threats (intimidation), or doublespeak (subterfuge) putting the skill at a level of expert (equal to four dots). Yes, you can take this perk multiple times, just be aware you only get the discount for the first one.

### **More Than a Pretty Face -400 CP (Discounted for The Face)**

There is more to you than just talking, so pick a skill outside of your normal wheelhouse. Options are drive, firearms, awareness, or politics raised to that of a journeyman (equal to three dots) and one out of clan Discipline of your choice.

### **Amadeus -600 CP (Discounted for The Face)**

One of the biggest downsides for creative people cursed with half life is their near total loss of "the spark, as only a truly living thing can create something original (or at least that's how it should work). With this perk your spark never died; like you it lives on. More than that, it burns like the fucking sun. Pick from playing/writing music, painting, sculpting, writing, poetry, or singing specialization with the corresponding skill to the level of master (equal to five dots). This will make you the absolute envy of every clan of the rose on the fucking planet. I know what you're thinking, "this doesn't really help me", so I am throwing in one Discipline Presence also at the level master (equal to five dots).

### **Capstone Boosted: Plays like Apollo**

In V5 the limit for all attributes, skill, and Disciplines is five dots, but in the old days it was ten. Now it's the same for you, or at least it is for the skill you picked and Presence. Everything else still goes by the normal rules. With your skill now starting at the level of legendary, (seven dots) you could for example write a story so well that it would put the Odyssey to shame or play a piece of music that could make Amadeus Mozart sound tone deaf. As for Presence, it's at seven dots (you're just going to have to look up the crazy stuff it could do in the older editions before the whole balancing thing nowadays).

## **The Mind Perk Tree:**

### **Lorekeeper -100 CP (Free for The Mind)**

You have a photographic memory, helpful when trying to recall a detailed scrap of information that you read twenty plus years ago.

### **Lost Scrolls -200 CP (Discounted for The Mind)**

As the beckoning and the hunters keep claiming all the elders, a lot of knowledge is being lost and/or forgotten. Thankfully you have rediscovered something, giving you an edge over the creatures of the night. Pick from Path of Levinbolt, or Lure of Flames at the beginner level (equivalent one dot). With general understanding of growing the powers with trial and error practice. Yes, you can take this perk twice, just be aware you only get the discount for the first one.

### **Learning From The Other Clan's -400 CP (Discounted for The Mind)**

It's not always easy to find someone from outside of your clan willing to teach you their Clan's Disciplines. Pick any four different out-of-clan disciplines you don't already know and get them at the beginner level (equivalent one dot). Yes, you can take this perk multiple times, just be aware you only get the discount for the first one.

### **White Walker's -600 CP (Discounted for The Mind)**

You somehow picked up what some might call a second curse and others would call a golden opportunity. Whenever you drain a mortal completely dry and don't give them any of your blood they raise again shortly after as a Wight. This is normally a massive problem as Wights are mindless, soulless cannibals, but for some reason they don't attack you. Hell, they follow simple orders you give them. Orders like sit, stay, protect, attack, and not really much else. Anything too complicated just goes over their heads. On the plus side they will automatically try to protect you if you're attacked. The biggest limitation is the perk only affects up to four Wights at any given time.

### **Capstone Boosted: Army Of Hades**

It's not just Wights that obey your command, now anyone you sire or ghoul will also fall under your influence. The original limitation is removed, giving you the possibility of forming a whole army if you want. However, there is a new limit to this perk even though your Childer are fully capable of understanding you: Any order you give must still be as simple as it would need to be for the Wights, plus this is still just a form of control, not true loyalty.

## **The Muscle Perk Tree:**

### **Meat Shield -100 CP (Free for The Muscle)**

You are amazingly good at jumping in front of weaker coterie members before they would take damage from an enemy attack. As an added bonus you get level (one dot) in Fortitude or increasing that by one if you had that Discipline already.

### **No Talking Just Fighting -200 CP (Discounted for The Muscle)**

Pick one specialization from kung fu (brawl), parkour (athletics), silent movement (stealth), or hockey (melee) putting the skill at a level of expert (equal to four dots). Yes, you can take this perk multiple times, just be aware you only get the discount for the first one.

### **Yes I Can Read -400 CP (Discounted for The Muscle)**

You're more than just a brick shit house, so pick a skill outside of your normal comfort zone. Options are animal ken, streetwise, academics, or technology raised to that of a journeyman (equal to three dots) and one out-of-clan Discipline of your choice.

### **Flesh To Stone -600 CP (Discounted for The Muscle)**

First things first, you mastered Protean (equal to five dots) and instead of unlocking one of the normal options for the final ability you got something unique. The final Discipline transforms you into a Gargoyle with skin as hard as stone, massive increase in strength, razor sharp claws, hideous appearance, & fucking wings you can fly with. It takes a full minute for you to fully transform and will last until you turn it back off. The only real downside besides the Masquerade breach should anyone see you is that your rocky body is slow, about half the speed you were before you changed, and yes that means you even fly slowly.

### **Capstone Boosted: Wings Of Thanatos**

Second, this is more important in this case, as you have also mastered Oblivion (equal to five dots) and instead of locking one of the normal options for the final ability you got an incredibly rare amalgam of Protean and Oblivion. *Wings of Obtenebration* shrouded you in a shadowy aura with large talons around your hands, automatic *Oblivion Sight*, & pitch black wings from your back. The claws deal aggravated damage to mortals and supernatural creatures alike. The wings allow rapid movement similar to *Blink*, albeit in the air. The major downside to this Discipline is that it requires concentration to maintain so if you take a hit you could lose focus and the form. I should note that this form is fair less of a Masquerade breach; as a side effect it fucks with anything trying to take your picture or record you as it rapidly kills all the lights in the area.

### **Items:**

Any lost or stolen items will return to you after a week in the same condition as when you had it. Any damaged items could potentially be repaired and have the broken condition removed if worked on by a capable engineer.

### **Goth Clothing - Free**

It doesn't have to be Goth, just appropriate clothing for a Kindred to be wearing. Anything black will do; business suit, hoodie, silk dress, trench coat, etc, as long as it's mainly black with other dark colors.

### **Spooky White Van - Free**

A 2020 Ford Transit Cargo Van painted white that looks like all the other bland white company vans you see on the road nowadays. Helpful when you want to keep a low profile when, I don't know, transporting a body, but less so when you are trying to pick up a date.

### **Mask -100 CP**

A set of fake identities with driver's licenses, bank accounts, birth certificates, and National Insurance card (social security for Americans); all will pass a low level inspection. This all will be helpful to keep your true selves away from mortal's prying eyes.

### **Haven -200 CP**

A windowless basement apartment with Ikea furniture (enjoy your flatpack composite wood KÖFFIN) in "Insert Place Name of Your Choice". Just what the new monster in town needs to not burn to death at dawn. It may not look like much and it's not, but it will be a good start. As no other Kindred in the city knows where you sleep yet, it should be quite safe for now.

### **Wealth Of Ages -400 CP**

One of the best parts of living forever is all the money you get to collect along the way. Your cash flow comes from stock dividends in dozens of diverse companies, all going into an anonymous untraceable bank account in the Cayman islands. Comes with a simple black ATM card (you know the PIN) that you can use at any bank regardless of branch without any fees. This item can be purchased multiple times, each giving two hundred million USD yearly income after taxes (even if you don't pay them).

### **The Ivory Tower -600 CP**

A fixture in downtown "Insert City Name of Choice" skyline for decades, a symbol of your power over the city. Your office and apartment can be found on the 90th-floor tower with luxury everything on that floor. The tower's security system and guards are nothing to sneeze at, but know nothing of Kindred so keep that in mind. The skyscraper makes a pretty penny in revenue thanks to all the offices, not as much as Wealth Of Ages, but it should help fund your lifestyle, pay all the staff, and keep the lights on. The mortals working in the building will keep the place running smoothly as long as you don't fuck with them too much. As an added bonus the maid staff that works here know to keep their mouths shut about all the weird shit they find, just don't over do it please. Even discretion has limits.

## **Companions:**

### **Import Podcaster -50/200 CP**

Bring old friends from previous jumps along or create OC companions for 50 CP each or 200 CP for a total of eight. They gain a background and 300 CP to spend on perks and items. Companions can't take companions or drawbacks unless they're OC companions, then they can take the Local Monster drawback for no points.

### **Loyal Slaves -25/100 CP**

There are no two ways about this: ghouls are Vitae addicted slaves. There really isn't a moral gray zone here, it's an evil act, but that's all part of being a monster right? Create OC companions for 25 CP each or 100 CP for a total of eight. Unlike the Import Podcaster, the Loyal Slaves get no CP to spend, only a "mortal" background and the Local Monster drawback for no points. So why even take them you ask? They can still walk in daylight.

### **Canon Podcaster -100 CP**

Do you want to hang out with Victor Temple, Miranda, Reyes Malcolm, Aisling Sturbridge, Luvriere Bataille, or some other person from this place? Well, now's your chance. You will meet them under the best circumstances and they will not be hungry at the time as an added bonus. Can be taken multiple times.

## **Drawbacks:**

### **Local Monster +100 CP**

You are no longer a Drop-In or from an alternate Reality. You are instead Local who somehow knows they're in the World of Darkness. You will need to work out your Background with your Jump Chain, additionally you will lose all items from this supplement.

### **Known Blankbody +200 CP**

Somewhere out there you have a file a mile long in several three letter agencies' databases as a known vampire. They will unsurprisingly send the agents after you on a regular basis & don't be shocked to see the Inquisition whenever you least expect them.

### **Bloodhunt +300 CP**

Looks like someone high up has put a price on your head. Expect every Kindred in the city to be gunning for the bounty on your head.

### **Beckoning +400 CP**

A phenomenon amongst the Kindred of Generations Ninth or lower to head to the Middle East to fight the Antediluvians. Basically going to your death, as the Antediluvians are stupid powerful ancient monsters. The only known way to postpone this fate is to diablerie (feed on) other

Kindred at least once a week. Eating other Kindred souls is going to very quickly shred your humanity, so good luck with that. Probably don't take this.

### **Nagaraja +500 CP**

You must eat raw human flesh as well as drink blood and the corpses must be fresh. Just like the Nagaraja, a bizarre bloodline of flesh-eating vampires that later joined the Hecata. For each night they do not partake of fresh, raw, human flesh (be it from living or dead source), you weaken (lose one dot) your physical attributes.

### **The Dark Father Returns +600 CP**

Your arrival was noted by one person in this world: Cain himself. Good luck.

### **Notes:**

- Special thank you to DeverosSphere for the template and my *beautiful, amazing goddess* wife for the spell checking (*you really shouldn't give me the power to edit your stuff, honey >:)* ).
- It looks like this isn't your first time in a world of darkness Jump. As there are major differences between the clans in Bloodlines Jump and Omnibus Old World of Darkness Jump there is also here. Retaining how they worked in the old world even if they would now be affected by the Beckoning there just not. Your new and past vampire alt-forms gain access to all the Disciplines you learn here. Even if you have two different versions of the same Discipline you keep both.
- This draws mostly from LA by night, New York by night, & The Nightlife, but yes there are many other podcasts out there so have fun.
- Yes if you pick 14th or higher generation you are a thin-blood. For the purposes of clan, let's just say you took the Flaw "Clan Curse" and the Merit "Discipline Affinity. That's if the minor details even matter to you.