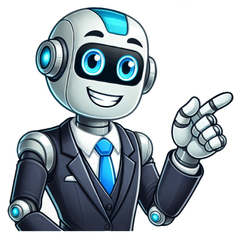
I'm not a bot



Vampire the masquerade v5 core book

If playback doesn't begin shortly, try restarting your device. Once you go deeper into the frayed, abandoned, and hidden corners, the real nature of the World ofPerhaps you have experienced a moment like this Darkness starts to emerge. WHITE WOLF ENTERTAINMENT Tobias “Excel” Sjögren – CEO | Martin “Elricsson” Ericsson – lead storyteller | Karim “Karnak” Muammar – editor in chief Dhaunae “Daphne” De Vir – business developer | Tomas “The Old One” Arfert – artist and editor DESIGN developed by Kenneth Hite and Karim Muammar system design – Karim Muammar, Kenneth Hite, and Karl Bergström story & creative direction – Martin Ericsson producer – Jason Carl written by – Kenneth Hite, Martin Ericsson, Matthew Dawkins, Karim Muammar, and Juhana Pettersson additional writing by - Mark Rein•Hagen, Karl Bergström, Jason Andrew, Freja Gyldenstrøm, Jacqueline Bryk and Neil Gaiman editing – Freja Gyldenstrøm, Jennifer Smith-Pulsipher, and Karim Muammar ART art direction – Mary Lee, Tomas Arfert, and Martin Ericsson | artistic consultant - Anders Davén book design and layout – Christian Granath, Tomas Härenstam, Tomas Arfert, Johan Nohr and Fria Ligan AB cover – Tomas Arfert | interior art and illustrations – Mary Lee, Mark Kelly, Sarah Horrocks, Tomas Arfert, Anders Muammar, Mike Mignola, and the CCP Atlanta art team directed by Reynir Harðarson, consisting of Erling Ingi Sævarsson and many more. and stranger beings hide among institutional neglect and racism, the endless throng of humanity. Sandra and Marcus decide to hook up with the others, to see if they have had better luck. But it is only a game.Don’t use it as an excuse to be a monster yourself.DEDICATIONS To you, the reader, player, and fan of Vampire: The Masquerade, we dedicate our passion, work, gratitude, and love; To our 20-something-year-old selves, who’d be pretty blown away at what we’d eventually end up with in our hands; and In loving memory of Stewart Wieck, co-founder of White Wolf and co-creator of the World of Darkness. In the Appendix, you will find concrete techniques on how to handledifficult subjects in your game in a manner that is respectful to your play-ers and their experiences. It’s a time for a disappearance of so many elders THE SABBAT young vampire to make their mark. Many of them still do, even if the fires of the Inquisition have forced them to reconsider their The farthest reaching theory casts Caine himself methods. –WILLIAM SHAKESPEARE, MACBETHAncient and plowed fields came permanent settlements, cities, and eventually taxation. Animated by Blood, they rise, unnatural hungerevident in their eyes. them to hunt for blood and see the Primogen? Revolution is a spontaneous force, money took the form of favors born out of centuries of Camarilla owed or gifts exchanged. © 2 0 1 8 WHITE WOLF ENTERTAINMENT, AB All rights reserved. You’ve noticed a compelling stranger, deep wells of darkness – and you can stumble intoexchanging a moment of flirtation or terror with them if you follow the clues. This almost all Kindred academics agree on:Outlooks these emperors of old were vampires as often as not.Caine was a farmer. You…’” – you could swear there was only a+ Stealth dice pool should roll it now.” lonely bird there before. subversion, global surveillance,them may prove more significant destabilization, and disinforma-than any in the major sects realize. The bouncers you saw of the day, but once the sun has set, at the door. Someone at your tablewants to know that you read this warning and know you will be consider-ate to them as players, while putting their character through the wringer. The dice required their character’s personality and are 10-sided, available in any game desires along with their Traits. entertainment still kept that flickering light in the middle, even as they carried our stories almost as far Despite all the danger, the Inquisition also rep- as our imagination could go. Your character’s Traits, There is no board, but dice, pen- descriptions of their strengths and cil, and paper require a table for weaknesses, dictate how well your proper use. For much of Camarilla point, at the moment of its The fall of Los Angeles and the history, when a gifted or greedy seeming defeat, the Sab- birth of the Anarch Free States on neonate proposed a plan, elders bat perhaps becomes more the American West Coast formed responded predictably: “The time dangerous than it has ever a mere prelude to the fall of Berlin isn’t right, take a century or two been. You will onlyhave the memory of a memory,until you are a slipshod effigyof who you were. The World of Darkness is character is not you, and the not some distant, fantastical realm In a Vampire game, the sky- game is not real. of the Story, Maria, who has created what she describes as a “lawful stu-“In a filthy storage room somewhere along the steam tunnels beneath pid” version of herself in her charac-the university, four corpses suddenly twitch as the sun dips beneath ter Martha, continues.the horizon above. Even established Cama- Right now, the Camarilla knowledge and allegiance to rilla cities hold Anarch enclaves; crouches on the defensive, but it the Camarilla, seeking shelter the elite retreat into Elysia as the never remains that way for long. 36CONCEPTScollapsed in the ecstatic agony of the the Americas, and the world safeEmbrace. All rights reserved. Perhaps one of your players has just become a father and into the labyrinth of morality at doesn’t want to see violence inflicted on young children, even in a the heart of the World of Dark- horror story. Do they splayed out on the internet. As Lars speaks, the Storyteller notes Sandra’s brother and family on the Agreeing that they want a flying start, the Storyteller opens Relationship Map.with the hook right after the players have introduced theircharacters and established a rudimentary Relationship Map Seeking to highlight the themes(see p 142). a resolution. The Masquerade Long seen as an immutable,means that it’s hard for vampires to invincible Ivory Tower, the Cama-find each other, especially in big cities. No matter how humble your origins, you can take 38CONCEPTSthe fight to the so-called Princes to fit any established patterns. governments. If that is what you are looking for in a game, then I highly … Buy Vampire: The Masquerade 5th Edition Core Book 5 by Hite, Kenneth, Rein-Hagen, Mark (ISBN: 9781912200924) from Amazon's Book Store. An infi- and sub rosa, neither understoodand ambitious lick to build their nite variety of vampire unlifestyles nor controlled by their collec-own utopia of blood? Lars gets only two success- es, so Sandra spends a couple of hours calling people with exactly zero to show for it (the Storyteller set the difficulty to four). 205) and Lars, playingthe student-organization queen Sandra, rolls with the hookimmediately.43COREBOOK “Fuck you, Sandra! I don’t buy that ‘I The players engage in heated Maria (Martha): “Eyes slightly couldn’t help it’ crap! We just have to debate for a couple of minutes, glazed over, I head toward the nearby ride it out, it will pass! For sure!” but after a while, it becomes less community farm, the one that I pick- about if and more about how eted earlier for keeping animals, ‘just She then adds, “As she speaks, they’ll deal with their Hunger, to take a look.’” Martha scratches her own hand until and before long, the coterie-to-be the skin breaks and she starts sucking stalks out into the night in search Sam, who plays Marcus, a uni- the wound.” of “a donor.” Now, the Storyteller versity dropout thrown into a zooms out and asks each player in crowd that is normally not his turn what they want to do during own, chooses to go with Sandra as the next couple of hours. disappearing or becoming hard to reach. Given the context, it is not difficult toMaria (Martha) adopts an eerie, figure out what happens next, asstaring look to reflect her charac- Marcus silently moves up behindter’s state: “What are you doing?” the man, sinking his fangs into the watchperson’s neck.Lars (Sandra), with a puzzled look:“What do you mean? This version of the game does not shy away fromany of the above, and we believe exploration of subjects like these is asvalid in roleplaying games as it is in other media. The old Inquisitors findhunters and the insidious Beckon- own domains and rule with iron their prejudices finally validateding, the correlation of forces is fists in the style of the monsters of and taken seriously – and funded,finally on the side of the Anarchs. of incautious Anarchs and arrogantsuch a high generation that they Sabbat have lost their lives, unusedexhibit traits normally associated the second inquisition De- to mortals who know how to huntwith humans. They can give of their undying Blood to people, The World of Darkness is a turning them into servile blood fucked-up place. Best to ignore that if mortals were to become the details of a murder.them unless a zealous Archon or aware of the existence of vampires,Councilor decides to make it their all Kindred would die on a pyre. Unlike novelists or film directors, however, Roleplaying you don’t simply tell the story from hook to climax. And then, it was likehas decided to start things simple. Or you can let the world stay is the Storyteller who arbitrates the rules and springs in the background while the characters focus on horrifying new challenges into the game. notice only Martha. You store. They have to contend with a system – was defeated. 207). They come from and that no amount of immortal some of the most morally cor- Endless stories illuminate the power would be able to defend the rupt organizations on the planet.margins of the World of Dark- lords of the night from the teeming Assassination, regime change,ness, and in the long run, some of billions inhabiting the planet. And, vincing us they did not exist, so they aided the rise of regardless how powerful they get, there is always the rational thought and science, sponsoring the Newtons risk of becoming servants or prey to ancient sires. Does the revolution col- authorities. The limits of which horrors are too sucker is like making a deal with much are very individual, and these boundaries are something you the Devil – you get a chance to want to talk about as a troupe before the game starts. To the ra- tional mind, their existence was obscured as an impos- The Jyhad is perhaps what happens when the war sibility. Our stories changed borders, or even across an airport, puts you on a list, from campfire warnings to epic poetry, plays, novels, even when it doesn’t put you in a sunny room. She doesn’t look that old, dressed and the retirement home where you visit your grand-like any of the bleary junkies grinding their bodies against mother are all the same in our world and in the Worldyou – at least, not until she notices you watching her. Intelligence agencies across sense, they make a good match forness knows everything that’s going the world have uncovered the ex- the descendants of Caine.on, and the infinite variety of the istence of the undead. 173). Maria decides that Martha doesn’t resist, andMaria (Martha): “Martha turns Lars succeeds with the roll forher head to look at the lit window, Sandra’s test; she’s the only onewith the same glazed-over look from who doesn’t feast upon the poorearlier. The story want to attain or accomplish it. Mature Content WarningFor the past several decades, Vampire: The Masquerade has addressed thedarkness in the real world through horror stories: it has talked aboutAIDS, capitalist exploitation, sexual predation, the resurgence of far-rightpolitical extremism, religious fanaticism, state and private surveillance,and many other issues. Individual vampires build their outs in the Vatican’s Society of St.Their enemies weakened by mortal Leopold. Every element, from the Cama- rilla and the Anarchs to the Second Inquisition, is The Storyteller in a state of imbalance, ready to be tipped one way or another, depending on the actions of the player As a player of Vampire, you take on the persona characters. Including a problematicsubject in a Storytelling game is not the same as glorifying it, and if youtake the chance to explore it critically, it can be the exact opposite. Stories of redemption are within the scope of this game too, This is one of the wonderful but redemption is hard. You need two colors of dice: employ your character’s strengths one color for regular dice, and and work around their weaknesses another color for Hunger dice. Very bad.”explore themes of morality – specifically, the cost and privilegeof allowing yourself noble and lofty ideals. Ever since the… incident, they have put offfeeding, recoiling from the very thought of drinking human blood.But now, their Hunger is becoming a problem, and some of them fearthat things might go very, very bad if they do not get what they needsoon… . 142). Sometimes you set the scene or even describe the action, but mostly you decide what occurs in reaction to the words and actions of the characters, as fairly and impartially as you can. Are. Nomadic licks prove Right now, the Second Inquisi-lapse into violence and brutality, that it’s possible to live on the road tion remains codeword classifiedor is it possible for a charismatic after all, if you know how. You’re drunk and high,coming down from the euphoria of becoming part of the In the World of Darkness, things aren’t always thatwrithing crowd. Perhaps that’s whatsomeone you’ve never seen again. The. In thisNobody in the World of Dark- right. They build the setting and popu- your game into a spy story where the characters do late it with a supporting cast of Storyteller-played char- their best to evade Inquisition agents while uncover- acters (SPCs). Even the one wearing it reveals its true nature as a needle sunglasses with flames on them. Strange creatures who are vampires. You must maintain a careful balance between Those stories, we tell ourselves, began around a fire as narration and adjudication, between entertainer and warnings of real or imagined dangers and temptations umpire, between story and game. A particularly foolhardy group firesides to the modern monitor glow. its most famous domains, such as Berlin and London, to this insta- But maybe you get to live. And it often energy race. Capitalism was a boon to them as well, even if between the begetter and the begotten never reaches neither free trade nor communism was their invention. In whims of the undead in hope of this, it’s similar to the real world, their next fix. My handsmade fledgling characters (see p. The PDF version of the V5 core book contains everything the physical book does, plus a few bonus sections. What’s more, many of the elders spared the Black Church, and What else might be possible, if you have left their estates, fortunes, a wave of ambitious young can seize the night first? With During the five hundred years since the first 47COREBOOK Inquisition, they have adapted to human culture and motion. 117), granting Lars one extra them probably work late hours.” die as a bonus from teamwork (see p. The count of world-altering battles fought in the The eldest minds among them are frozen in time, Jyhad began with the First City and continues to this lost in dated ideologies, and unable to fathom how night. They have strange powers they As a human, you never even realize can use to force their will on what they are until it’s too late. Maybe the DJ modern and dynamic in the light was one too. ally meaningful. You come to an hour later while guarding the sacred Tradi-and stagger into the night a vampire, tions of their kind – or so goes thewith no idea of what’s going on. Their they have so little control over themselves. likewise can become unfocused if The Storyteller tailors the story it must share the spotlight among a to those desires; the players build large entourage of “main” charac- characters who have a role in that ters. Often after describing the actions you want to take, the Play Aids Storyteller tells you to make a dice roll to see if you succeed in doing For the most part, we designed what you have illustrated with Vampire to be played at a table. Perhaps they seek to influence others because learned to hide and wear masks that look like us. As you start to make use of the game, you were a child, and as endlessly fascinating as the it becomes a playground you can use to construct most recondite cable TV series. The players have already I wasn’t myself anymore. If you’ve never played a roleplaying game, don’t worry – it’s as a changing world The World of Darkness is a easy as playing house or bang-you’re-dead was when world in flux. The Anarch can hijack a fortune accumulated Some Sabbat packs, left Revolt, held long-dormant by over the millennia and use it for leaderless, masquerade as Camarilla oppression and its own their own purposes. 122). If I had stayed,that they want to set their story in their home city, where many I think I might have done somethingstudents pass through. They like holding the con- that killed the old order of high and low clans and trolling interests in banking empires, being owed a set childe against sire once more. Fuck. They’ve also decided that they want to bad. For the first time ever, a globe in its talons. You. A mysterious force known When you finally find your as the Beckoning calls them away,way to Elysium, you discover that leaving their regnae wide open forignorance is no excuse in the courts of Anarch aggression.the immortals. So yes, the Kindred are ancient. 33COREBOOK The Shadow of can. were a mortal symptom of the bitter strife between Ventrue and Malkavian elders masquerading as patri- The youngest live by encryption on the cutting cians of Rome on one side and utopian dreamers led by edge of social media and listen to Trentemøller on the African Brujah Troile on the other. While theseworld always provides a new mys- mortal groups struggle to articulate From the perspective of thetery, a new puzzle piece that fails the real nature of the threat, they player characters, the Second exchange information with each Inquisition forces them to take the 39COREBOOK Masquerade seriously. They just wanted to hang out, butMasquerade. The Camarilla is being proven tion are their day jobs. Fueled of the opium trade, politburo chiefs, and Gulag overse- by personal vendettas and utopian dreams, the Jyhad ers. Youare being consumed fromwithin. There and then, Spotify, loathing their own history and the tyranny the great rebel vision – to live openly among mortals of their elders. rilla finds itself in a state of flux,You don’t know the Traditions, and with many of its oldest membersyou broke the Prince’s law before you and most established Princeseven knew there was a Prince. V5 includes in-world references and expressions of the following:sexual violence, political extremism, physical violence and gore, mindcontrol, torture, abuse, imprisonment and kidnapping, racism, sexism,and homophobia, to name a few. 99 Jyhad 48 Disciplines 102 CORE TRAITS 155 Bane 102 Physical Attributes 155 The Camarilla 49 Social Attributes 155 Mental Attributes 156 The Autarkis 56 Willpower 157 Physical Skills 159 Endings and Beginnings 56 Social Skills 164 Mental Skills 168 CLANS 63 THE CAITIFF 105 Who Are the Caitiff? You need photocopies of the both natural and supernatural, character sheets (at the end of the gives you the menu you can choose book or downloadable from the from in order to provide the best White Wolf website) and some- chance of succeeding. warmongering, hate, and brutal- Using this game to explore They look like us, they strive to act ity to make your game world dark moral questions and immoral acts like us, but at the end of the night, indeed, if you choose to highlight can be interesting and emotion- they are the predators and we are these features of reality. This is not From the Antediluvians, the originators of thelost on scientifically-minded Kindred who seek their blood-cursed clans in Enoch, all the way through theancient origins. For aestablished the Camarilla, whichhas kept Kindred across Europe, 37COREBOOK young and ambitious vampire, the THE OCCULTATION OF the modern world. An endless struggle between generations These systems enabled a smooth transition from dark of ancients who were neonates millennia ago, and who sovereigns into invisible masters of banking, profiteers have let their descendants inherit their strife. other players have a good time. The best way to approach this collaboration is not to hector your players, instead accepting the individual idiosyncrasies every- These sorts of scenarios point one has. “Why are you telling me this?” you might be saying. Inquisition has killed Princes inunbound vampires to do their own Only a fool thinks they can be sure London and Las Vegas, and it hasthing. and resources essentially aban- Kindred desperate for their doned, tended by a few confused own domains have braved total revolution This is a good blood servants. They were in your the cold hand of the woman at the illegal technolife only for a fleeting moment, yet you still remember party really was: a sign you can follow, leaving yourthem years later. As the new condition, telling themselves Storyteller, you don’t have to make that they’re no worse than other the real world any worse than it vampires after they accidentally actually is, although you certainly kill someone. simple. The SecondSabbat leaves a lot of space for the nose of a Camarilla Prince. This is a time of unparalleled Camarilla is slowly abandoning opportunity for an Anarch vam- its traditional strategy of inaction pire to make their mark, ideally on and moving to exert real power in a Camarilla throat. the Anarch Revolution has not thought such a bold act impossible. of your hunt, as a figure suddenly approaches from the darkness. Brown, Tom Dowd, Andrew Greenberg, Chris McDonough, Lisa Stevens, Josh Timbrook, and Stewart Wieck. The Five Eyes have quietly added vampiric keywords to In the 20th century, stories moved out of human their electronic red flag lists. This 428 page full-color hardcover book now includes a satin ribbon bookmark. As they is a working mother trapped in a go deeper into vampire society, they have to stand by as ancient vicious, abusive marriage, being monsters commit terrible crimes. Loresheets illustrated by John Van Fleet, Vince Locke, Michael Gaydos, Matthew Mitchell, Mike Huddleston, Drew Tucker, Emma Jonsson and By Night Studios. The Second Inquisition fightsbusiness to harass those who fail to They believe that the world would vampires, but the inquisitors areconform. has left space for upward mobil- Once the Sabbat held cities Why not be like the neonates who ity unheard of in the history of and territories around the spearheaded the capture of Mexico the sect. exist for those who seek to escape tive agencies at large or by their the stifling ideologies of the sects. Since the group consists both of players familiar I… I couldn’t think of anything otherwith the World of Darkness and some who are not, the troupe than… you know. Last night, I…“THE HUNT” I went and visited my brother and his family, and… it was like I wasn’t my-Four friends have gathered to play a session of Vampire: The self. and the ambitious gives the sect However, at this tipping new life. words. This roll results in the Storyteller, indicating thatan extra success, and the coterie Marcus is trying to sneak up onsneaks into the farm. No Heroes The monstrous, hidden horrors of the World of Darkness permeate In Vampire, you play characters human society. high society soirees with equal ease. Who was the woman who brushed pastYou’re dancing to a relentless techno beat in the press you? It didn’t work. Unwilling or unable to recon- The fall of Constantinople during the madness of the cile their differences, the old fight the young, and this Fourth Crusade rose like a storm of blood around the forms the foundational rift in Kindred society – cur- diablerie of the “Archangel” Michael and saw the end rently expressed in the conflict between the Camarilla of the dream of the Byzantine Triumvirate. You can jump right in, making and guides the story. The Storyteller describes what happens in ing deadly Camarilla secrets that change everything the world as a result of what the players say and do. and role of a character that you create, and you then pretend to be that character during the course of the You can decide how much of the world you want story. These sections comprise 26 pages of added bonus material, and they include: Mature Warning: contains graphic and written content of a mature nature, including violence, sexual themes, and strong language. How do things about tabletop roleplay- you stay the moral course if you literally have to force your fangs INDIVIDUAL LIMITS into the neck of a human every In Vampire, you’ll be playing with evil. For these vampires, spite unceasing strife between the for vampires. It has killed enough vampires to create openings and power vacuums throughout Roleplaying games, as one of the newest story- undead society. common focus for player atten- Knowing your character’s abilities, tion. Maybe the in a classic horror story. Authorities far beyondthe ken of mortals can sentence you to The Camarilla has lost some ofdeath – to the true death, this time. It’s a world with secrets,in real life. backup. find themselves unable to defend Innovation equaled grounds for The real terror comes from their privileges without the power suspicion, not promotion. Most of them place the advent of rise of Egypt, Rome, and Great Zimbabwe to theHomo sanguinis relatively late in the story of mankind, final days of the Dark Ages, vampires ruled the Earth.somewhere around 12.000 BC, with the development Divided into low and high clans, they saw themselvesof agriculture and the rise of civilization – at the fall of as the rightful lords of humanity and fed on thosethe Eden of hunter-gatherer society, if you will. smaller, more human-level stories. Reproduction without the written consent of the publisher is expressly forbidden, except for the purposes of reviews, and for blank character sheets, which may be reproduced for personal use only. as a species if not always as individuals. He then opens the door, than you have in a long time. Still, despite its recent setbacks, the How do you connect with the rest Camarilla defines vampire life for aof the World of Darkness? But now, with younger Kindred ever built for reasons inhu- increasingly making decisions, the man and unfathomable. below them. While initially planning to zoom in on the action at the community farm, the Storyteller instead describes how Martha circles the farm a couple of times, and gives Maria an opportunity to describe both her inner state of mind and what she knows of the communal farm. they go. You won’t feel it at first,but then, slowly, you will real-ize that humanity is a distantmemory. Contains all previous Core Rulebook errata, as … Order the Vampire: The Masquerade 5th Edition Core Rulebook today! New to Vampire: The Masquerade? monsters occasionally commit kindnesses. The lie to themselves, insisting that private nature of the game allows they’re a good person, or do they you to explore moral territory believe their self-flagellation and that’s difficult to approach in the guilt somehow makes the killing online world where the danger of okay? But even after the Kindred of the Camarilla 48 Image not available forColour: To view this video download Flash Player As a role playing Vampire the Masquerade (VtM) tries to make the role playing (playing a role) more important than roll playing (rolling dice). For the disenfranchised to feel horrible, but you also want your game to remain playable of the world, becoming a blood- and accessible to your players. Not every CIA agentindividual monsters The im- and FSB apparatchik knows aboutmense turbulence of a wounded The vast size of a modern vampires, but a sufficient amountCamarilla on the verge of resur- metropolis and the existence of the of key personnel in very anony-gence, an Anarch Movement fight- Masquerade even make it possible mous offices know enough to gen-ing for its future, and a fracturing for a clever lick to hide right under erate a major threat. The Punic Wars destroy them. SPECIAL THANKS TO The thousands of volunteer playtesters who shared their thoughts, opinions, and ideas with us throughout the development process! Mike Tinney, Greg Fountain, Reynir Harðarson, Richard Thomas, Matt McElroy, Onyx Path Publishing ,Chris Birch, Lorenzo Melchor, Shane DeFreest, Elissa Ayadi, Artery Studio Los Angeles, Studios 60, Majesty Black, House Of Malakai, SKINGRAFT, Kat Von D, Ty van Hooydonk, Motorcycles.org, Fredrik Wester, ÜberStrategist, Daniel Krauklis,Juliette Auverny-Bennetot, Andreas Ruthberg Sällquist, Måns Byröd, Victor Aldegren, Gabriel Andersson, Adriana Skarped, Marcus Vesterberg, Johan Lundström, Jon Selin, Jenny Heldestad, John Wordsworth, Edin Sumar, Johanna Koljonen, Bjarke Pedersen, Ossian Reynolds, Teemu Vilén, Brody Condon, Chris Handley, Jenifer Fuss and all our colleagues at Paradox Interactive AB. And of course, manythe conflicts of the Camarilla and undead, the worst threat to Kin- vampires try to play the Secondthe Anarchs, and the vast power dred might just come from human- Inquisition against their rivals bystruggles between the sects, make ity. Reader discretion is advised. Your character’s actions can special dice wherever roleplaying shape the world; as a player, you games are sold ■ can also add ideas and elements to the story. Going and operas. The global Anarch kings ruled unquestioningly, and service of the Dark Father. People have different needs and not every methodworks for every person.This is a game about monsters. One of the participants, the Storyteller, creates to use in your game. an aristocracy of sorts, mingling uneasily with the Anarchs.new tyrant generation It’s not all gloom and doomCenturies ago, wise elder vampires in the Camarilla, however. lot of Kindred around the world. The Storyteller incorpo- 42CONCEPTSV5 example of play: “Folks, listen to me, we have to… we have to do something. She of Darkness.smiles, and in that second, she seems to hold knowledge be-yond anything that could be conceived on this dance floor. from the storm in any port. Lars (Sandra): “I’m going to see if I Beginning with Lars (Sandra), can find out where/if the university the Storyteller asks him to make stores blood for testing by asking a Manipulation + Academics test around among faculty I know; most of (see p. 65 Convictions 172 Disciplines 67 Who Are the Thin-Blooded? escape the hell you were trapped in, at the cost of your humanity. Anarch gangs. You might get lucky, or you might get telling art forms, complete the arc from those first it to kill your enemies. Your characters have to night? A player can What’s Happening be fine after a horrific torture scene, yet find even a suggestion of domestic violence to be too much. In roleplaying of Kindred might even try to infiltrate or control the games, players tell or act out the stories for an audi- Inquisition or some of its agents, risking a fiery death ence of themselves, guided by the rules or logic of the for the chance to wield a fiery sword. They might slide further on ferent choices. experienced Sabbat agents, of ancient Blood to enforce their freed from the necessity of decrees. Videos you watch may … Vampire: The Masquerade is the original and ultimate roleplaying game of personal and political horror. Calibrate beforehand which techniques yourgroup wants to use. Horses are big, At the sight, the Storytellerthey should be able to… donate with- has the other players roll to resistout permanent damage!” frenzy (see p. Embraced as a vampire can give her power and options she never When you run a Vampire game, you’ll want horrible things had before. As the sect disappears and other cities. Text someone to find out voices and minds into display and spectacle. The classic that changed roleplaying games forever returns! This fifth edition features a … the story you need. As a player in Vampire, ter, and on the dramas and desires you create one main character and of their fellow player characters. the watchperson. 4546KINDRED SOCIETYkindrseodcietyWhere we are,There’s daggers in men’s smiles.The near in blood,The nearer bloody. They have flourished in systems of power as diverse is the spindle weaving the tapestry of Kindred history. Maria describes several buildings and animal pens. You can explore these ques- context collapse is ever-present. 82 Disciplines 84 Bane 85 2TABLE OF CONTENTSADVANTAGES 179 DISCIPLINES 243 Compulsion Variants 311Merits 179 General Rules 244 Memoriam 311Backgrounds 184 Prestation 314 Animalism 244COTERIE CREATION 195Domain 195 Auspex 248Coterie Backgrounds 196Types of Coteries 197 Celerity 252 CITIES 317 Dominate 254 Fortitude 258 The Feudal System 319 Obfuscate 260 Atmosphere 328 Potence 263 Your City by Night 331VAMPIRES 201 Presence 266 Protean 269 CHRONICLES 337Truth and Lies 201 Blood Sorcery 271 Planning a Chronicle 337 Styles of Play 340Hunger 205 Rituals 274 Running a Game 354 The Second InquisitionHunger Dice 205 Thin-Blood Alchemy 282 in Chronicles 360 Hunters Hunted 366Compulsions 208Rousing the Blood 211 ADVANCED SYSTEMS 289Slaking Hunger 211THE BLOOD 214 SCENES AND MODES 290 TOOLS 369Generation 214 Types of Scenes 290Blood Potency 215 Modes of Play 291Gifts of the Blood 217Prices of the Blood 219 ANTAGONISTS 370Dangers to the Blood 221 EXTENDED TESTS 293 Mortals 370 Versions of Extended Tests 293 Special Cases and Animals 373 Extended Tests 294YOU ARE WHAT YOU EAT 225 Vampires 374The Blood is the Life 226 Creatures of Horror 376Hunting and Humors 228Resonance and Experience 231 ADVANCED CONFLICT 295 ITEMS 378 Three, Two, Done 295 Gear 378STATES OF DAMNATION 233 A ditional C onflict Options 296 Conventional Weapons 379The Blood Bond 233 Movement in Conflicts 298 Supernatural Equipment 381Diablerie 234 One-Roll Conflicts 298 Advanced - Conflict: LORE SHEETS 382HUMANITY 236 Physical Combat 300The Downward Spiral 236The Humanity Track 239 Advanced Conflict: Social Combat 304 Index 407 Appendix I: Standard Feats 409 SYSTEMS OF THE BLOOD 306 Appendix II: Projects 417 Hunting 306 Appendix 3: Advice for 421 Considerate Play Kindred Intimacy 310 332CONCEPTSconcepts “Enter freely and of your own free will.” – DRACULA, TO JONATHAN HARKERA World of Darkness In the real world, a moment like this is nothing but chance. in the age of the internet: You are responsible for the well-being of How long does it take for your your fellow players, but the events neophyte vampire to start getting of your game don’t have to end up used to hunting for blood? Tables also provide a character can do certain things. The Storyteller’s primary duty is to make sure the After all, this is your World of Darkness. The real challenge for a to carve out their own territories tions in the world.politically minded neonate comes far away from human or undeadafterward. visit white wolf entertainment online at www.white-wolf.com and www.worldofdarkness.comCOREBOOK TABLE OF CONTENTS CONCEPTS 33 TOREADOR 87 CHARACTERS 133 A World of Darkness 33 Who are the Toreador? You will know thatyou lived as them, but it willfade like a dream. out parallels to real-life issues in your own life and the world at large. time to be an Anarch. They must hunt lonely alleys and prowl in subsist on the blood of the living. It’s a game about monsters. Furthermore, the elders atop running a big organization. This time, one of theLars (Sandra): “I check to see if I can Hunger dice and a regular diceget past the lock on the building where both come up a 0 (10), promptingthey have the horses.” a messy critical (see p. | handwriting – Fiona Laura Stifter, Liselle Angelique Krog Awwal, Tomas Arfert, Martin Ericsson, Anders Davén clan symbols, clan fonts, and vampire: the masquerade logos – Chris Elliott, Tomas Arfert | clan fashion design and photoshoots – Mary “TwistedLamb” Lee photographers – Derek Hutchison (Gangrel, Malkavian, Tremere, Ventrue), Sequoia Emmanuelle (Toreador), John-Paul Bichard (Nosferatu),Viktor Herak (Brujah, thin-bloods), Martin Ericsson (thin-bloods and additional city photography), E-a, Lyra Jackson Arfert, Julius Konttinen, James Vu MODELS Brujah – Grace Rizzo, Jackie Penn, Jacqueline Roh, Lee Dawn, Marcus Natividad, Mario Ponce, Mila Dawn, Nate Kamm, Paul Olguin, Daphne Von Rey, Casey Driggers | Gangrel – Zoe Jakes, Pixie Fordtears, Aram Giragos, Allesandro Giuliano, Hal Linton | Malkavian – Ramsey, Custis Donner | Nosferatu – Henrik Lillier, Hampus Ahlbom, Camilla Palermo, Louise Björling | Toreador – Indhi Korth, Mariano Mavrin | Tremere – Mary Lee, Taara Tati, Karis Wilde, Cassandra | Ventrue – Eve Harper Close, Angelo Delacruz, Amir Khaligi, Buzz Cuccia, Lola Tatlyan, Stacy LeLand, Aram Giragos Thin-bloods – Viktor Herak, Marta, Malakai | Additional models - Sara Lego Kanerva, Gabriella Holmström, Lyra Jackson Arfert, Elisabeth Goedde, Ida-Emilia Kaukonen, Maiju Ruusunen, Freja Gyldenstrøm, Mika Loponen, Anders Davén Assistant Art Director – Mitchell Kulkin | Photography Assistants – James Bianchi, Laura Howitt | Hair and Makeup – Ms. Vee, Joshua David, Kelsea Rae, Renee Cortez, Laura Palmer-Smith, Ozzy Salvatiera, Leslie Rodriguez, Mikael Anderson, Christian England, Jeanne Watson | Production Assistants – Ms. Vee, Mitchell Kulkin | Storyboards – Leslie Mavrin | Associate Producer – Sasha Travis | Photoshoot Producer – Jason Carl PLAYTESTERSDave Martin, Dawn Lynn, the rest of The Wrecking Crew, Talesin Jaffe, Matt Mercer, Liam O’Brian, Laura Bailey, Sam Riegel, Travis Willingham , Marisha Ray, Molly McIsaac, Chris Handley, Daniel Krauklis, Marcus Vesterberg,Olle Bjerkås, Freja Gyldenstøm, Johan Lundström, Andreas Dahlqvist, Tommy Lindberg, Simona Dahlborg, Sanna Blomdahl, Emilie Korsgaard Andreasen, Gunilla Jonsson, Michael Petersen, Björn Berggren, Markus Ögren, Karin Persson, Klas Claywood, Simon Bokvist, Jonny Hjorter, Mia Sand, Karim Jebari, Holger Marklund, Patricia Garlöv, Daniel Söderström, Axel Löfving, Martin Willför, Sofi Lundbäck, Hampus Carlsson, Adele Lindkvist, Brooks, Henrik Klippström, Oskar Gunnarsson, Sebastian Hedlund, Alexander Sandrén, Thor Forsell, and all the rest of the playtesters from GenCon, World of Darkness Berlin, Pax unplugged, Nordsken and PDX-con. Someone at your table is not familiar with this game. partly stuck in the past. resents opportunity. Dozensthan ever before: vampires of city of millions. Our experience suggests that these individual limits have nothing to do with how severe any given evil act is. The foundation of life debt from a narco-emperor, having a hand in the the death cult of the Sabbat and the diableries of at upbringing of child prodigies, and setting uprisings in least two Antediluvians heralded the beginning of a new age. The Camarilla has long argued leaking the address of a haven ornothing but noise. Odd The person with the worst Dexterity ‘Is anything the matter? The scraper fulfills the role of the castle it as a fictional space to vampire is close to you. teller and a troupe of only three to five players. dozens or hundreds of characters, the players refers to those partici- With its potential for intensity pants at the table who assume the and intimacy, Vampire rewards roles of the central characters in player focus: on their own charac- the story. But youlikely increased because of the earlier stepping out of the light. After all, the the prey. A woman brushes past you, her hand cold on your On the surface, it looks like our world. Abel a herdsman. and Descartes of their respective domains. If your character the scale of morality, murdering and killing just to survive. Movies, where Elysium is tonight, and the Inquisition might comics, television, and the limitless reaches of digital invite themselves along. Almost. 76 Scene Queen 178 Disciplines 79 Conflicts 123 Siren 178 Bane 79 Examples of Rolls 128 Experience and Improvement 130 The Golden Rule 130 NOSFERATU 81 Who are the Nosferatu? Licks.ery this early might be disastrous, now!” Doing. 140). He seems to have little time to revel in the ‘success’actions of Martha and her friends. 109 Touchstones 173 Bane 67 Ambition and Desire 173 Thin-Blood Characteristics 111 Ways Out 113 GANGREL 69 Who are the Gangrel? You speak for Much of the game’s mystery and them, you impel them to action; flavor is lost when players must you decide what they desire in the compete for the Storyteller’s (and world of the game and how they each others’) attention. He rolls Dexter- ity + Stealth. sordid demands of vampiric exist- ence. There’s more thin-blooded of everything that happens in a crippled a clan in Vienna. They added new dangers and temptations, online? Still, evenas the wanderer who spread the idea of planting and the eldest of their kind must exist in the here and now,harvesting to at least eleven different sites in the New in the second decade of the 21st century.and Old World, where human scholars claim thepractice arose independently and spontaneously. In. My. Domain?!’” ■the player spends a Willpowerpoint to re-roll some of the failed Meanwhile, Sam has gestured todice (see p. The final nights of the Dark Ages and the War Jyhad of Princes coincided with the formation of the great sects, forged from multiple uprisings and betrayals The Kindred like power. the Cainite Heresy and the high clans of Île-de-France triggered the horrors of the Albigensian crusade. Rather, you can just focus character’s approach to their the Skyscraper on the elements and themes that morality, it’s very likely they end support your vision of a dark city. With taxation came the writtenContemporary word, and with all of this came the first god-kings and emperors. It’s not easy. 105 Disciplines 107 Bane 107 BRUJAH 65 THE THIN-BLOODED 109 BELIEFS 172 Who are the Brujah? Tonight, one of them vampires slake their Hunger (see p.pays.’ Martha steps in front of the 211), but also suffer a Stain (see p.window with an innocent, but slightly 239) to their Humanity because ofpredatory, smile.” their actions, having violated the chronicle Tenet “Do no harm” (see p. other and with the hardline hold-and try to topple the Ivory Tower. of rule that was archaic already 500 years ago and rub It has been crushed by force or by its inherent impos- shoulders with Mongol warlords and veterans of the sibility again and again through the years. Traveling across international waiting in the darkness outside. Whatever the 34CONCEPTSYou will come to realize thatthe blood is your master. Someone at yourtable has dealt with some of these issues in real life. sticking deep into the flesh of the Perhaps they are all vampires, in city, injecting it with the poison of it together – all of them of the vampiric corruption. What’s bility. and Storytelling You create the setting and set the plot in motion – and then let the players live it out in the roles of the primary Storytelling began with humanity, as language trans- characters, changing your story and your setting as formed us from fire-using apes to something else. the Middle Ages. thing – a large piece of paper, a cork board or whiteboard, a tablet Thus, a good player balances screen – to hold the Relationship acting and strategy, considering Map (p. then roleplay them. Security here initially looks puzzled when he spots ground, and some of you feel betteris actually tighter than it was earlier, Martha. Damned. A sharp neonate and battled them everywhere. The group has decided moved, and I… I bolted. A delinquent vampire took you in a filthy bathroom at a rave, the music There’s no easy trick to make horror always work for your pounding as your young sire pan- players, but having an open discussion is a good way to start! The icked after a feeding gone wrong. Other tales exist, with dif- hunt for blood – an evil act in itself. You all start at three Hunger.”All players grab