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Vampire® The Masquerade—Bloodlines™

You remember the stories of vampires, werewolves and ghosts told to young children around campfires...You thought they were just stories until tonight. You went to a seedy nightclub on the Sunset Strip and met the person who would change your life. It's all a blur now, but you somehow ended up in a two-bit motel. You didn't care about anything at all until the moment it happened. The kiss. It was a sharp pain at first, but it quickly turned into pleasure as warm feelings flowed over your body. As the warmth began to fade, you felt something else. A liquid being poured down your throat. Warm and salty, it began to invigorate you. It began to change you. And within a short time, you were reborn...as a vampire.

Welcome to the world of Vampire®:The Masquerade—Bloodlines™. You are now a vampire, one of the eternally damned, surviving among the millions of people in the City of Angels—Los Angeles. As you struggle to accept your newfound existence, you must learn to deal with the politics and intrigue that are part of your new culture. Make allies and enemies, fight creatures both living and undead and feed on the mortals of this world. It will be up to you to make sure you see another night...

Installation

Insert disc one of Vampire®:The Masquerade—Bloodlines™ into your CD-ROM drive. After a few seconds, the splash screen will appear. Click Install to begin the installation process, and then follow the on-screen instructions.

If the splash screen doesn't appear, you may have Autorun disabled. Double-click on the My Computer icon on your desktop. Open the CD-ROM drive with the Vampire®:The Masquerade—Bloodlines™ CD inserted. Double-click on Setup.exe to launch the Installer. If you need more information, consult the help files.

Latest Information

You'll find the latest information about the game in the Readme file on the game disc. Select **Readme** from the Start menu or select **Support** on the splash screen then select **Readme** to view this information. If you're having problems installing or playing the game, you'll also find assistance in the Help files section of the Start menu.

Enter the Night

In the game, you will play a newly embraced Kindred—a vampire who belongs to a centuries-old society that has hidden itself in the shadows of the night. As you learn to deal with your newfound supernatural powers, you'll encounter many mortals and immortals that you didn't think could exist. Your survival as a new creature of the night depends on the allies and enemies you make through the course of your travels. Using your newfound vampiric powers (called Disciplines), feed on unsuspecting strangers and avoid enemies as you embark upon adventures in the night.

To begin the game, select **Vampire®:The Masquerade—Bloodlines™** from the Vampire®:The Masquerade—Bloodlines™ folder contained in the Programs section of the Windows® Start Menu.

Main Menu

From this menu, you can launch a new game, resume games in progress or access the configuration options.

New Game — Launch a new Vampire®:The Masquerade—Bloodlines™ game from the night of your Embrace. After selecting New Game, you'll be taken to the character creation screen where you can craft the attributes and personality of your Player Character (PC).

Load Game — Load any games you have saved. To load a saved game, select the game from the list and click on the Load Game button.

Options — Configure your controls, audio/video quality and performance settings. Click on the tabs to choose the setting you wish to change.

Quit — Exit the game and return to the desktop.



Playing the Game

As you travel through the streets of Los Angeles, you'll encounter a multitude of people. Some are rich and famous, while others are lonely and destitute. Speak to everyone—they may have quests for you to accomplish. Only through the completion of these quests will you be able to earn experience points and increase attributes for your character. While you may start as a weak, fledgling vampire, you'll soon grow to become one of the most powerful creatures of the night.

Character Creation

At the beginning of the game, you'll choose to play as one of the seven Camarilla-affiliated clans in the game. Choosing your clan determines where points can be placed into the starting skills and your powers. For more information on the Camarilla and the seven clans and their Disciplines, please refer to The World of Darkness® section in this manual.

Creating Your First Vampire

Now what type of vampire are you? A brawler who destroys anything in his path? Or the socialite who would rather use a silver tongue to get herself out of nasty situations? Perhaps you are a hideous creature, skulking in the shadows to learn information that could prove quite valuable to the right person?

If you can't decide on the type of vampire you wish to play, use the character creation wizard. Answer a few questions and it will guide you to the creature you should play. If you don't like the option given to you, you may manually decide your clan.

At the first screen, choose one of the seven Camarilla clans. For a short description of each clan, choose the clan from the drop down list and the description appears in the lower box. Each clan has a unique combination of three Disciplines, which are your vampiric powers. Choose wisely, because these powers will be yours for the rest of your undead existence.

After picking a clan, you may choose gender as well. While gender doesn't affect your starting attributes, it does affect how some of the other characters treat you.

When you're done choosing your clan and gender, click the Next button.

Character Sheet

The next page shows the character sheet. This sheet lists all your character's attributes, abilities he or she can learn and the Disciplines that are available. The sheet is broken down into four basic sections: Attributes, Abilities, Disciplines and Feats.



Attributes are the general characteristics that make up your vampire. The attributes are broken down into three main sections: Physical, Social and Mental. Physical attributes indicate how strong and agile your character is. The social column contains your player's appearance and allure—her ability to influence others. The mental column contains how smart he is and how well he can perceive things.

Abilities are the various skills that your Kindred can have. These are broken down into Talents, Skills and Knowledges. Talents are intuitive abilities that are inherent or learned "in the field." Skills are trained and practiced abilities, which must be learned through specific study and training. Some of the available skills include how well your character can fire a gun and sneak around a patrolling guard. Finally, knowledges are the skills that rely on your characters' brains. Is he knowledgeable in the financial world or is he an elite hacker?

The Disciplines section contains the three vampire powers your character has. For more information on the various Disciplines, please refer to the Traits and Disciplines section of this manual.

Finally, the Feats column shows the skills that determine how well your character performs at certain tasks. For example, if your character has a high unarmed combat ranking, then he or she will be much better at hand-to-hand combat. If your character has a high hacking feat, he will be better at figuring out someone's password. To better understand what makes up a Feat, imagine they're a combination of your attributes and abilities. For example, your ranged combat score is a combination of your character's perception and firearms skill. On the other hand, your character's level of persuasion is a combination of their appearance and subterfuge.

Note: Attributes, Abilities and Disciplines range from 0 to 5. Feats range from 1 to 10.

To get a better understanding of how everything interacts on your character sheet, roll your cursor over Strength. You'll notice Unarmed and Melee become highlighted in the Feats column. Now, roll your cursor over the Melee Feat. Notice that Strength and Melee are the skills that combine to make your Melee Feat. So, what does this all mean? It means you should choose very carefully when creating your Player Character (PC). Placing points in Strength affects two Feats. Would you rather these two feats increase or should you place points in Dexterity which affects Lock picking and Sneaking?

Your clan selection determines how many points you have to spend in each category of Attributes and Abilities during character creation. For example, the Toreador is stronger in Social areas, average in Mental areas and weakest in the Physical realm. Make sure to choose wisely since clan selection affects your vampire strengths and weaknesses.

Note: Every clan receives 1 point in each Discipline and an additional point to spend on the Discipline of your choice.

For a complete breakdown of attributes, abilities and feats, please refer to Appendix A.

Once you've spent all your points and are satisfied with your character, click the Next button to begin the game.

Main Game Screen

HUD

The Heads-Up Display (HUD) gives you all the information you'll need to make it through this new world. The following is a breakdown of what it all means.



In the upper left hand corner of the screen is the message and information area. This area is important since it lets you know if you've picked up any ammunition for your weapons, what level of Discipline you've activated, as well as other important world events.

In the lower left hand and lower right hand corners, you'll find the weapon (left) and Discipline (right) indicators. While the Kindred have powerful Disciplines, it doesn't hurt to have a handy weapon, either. The weapon your character has in hand is displayed in the lower left hand corner. When you have a firearm readied, there will be three numbers on the indicator. The first two are the amount of ammunition that's left in the weapon and its maximum capacity. The third is the amount of extra ammunition that you have for this specific weapon.

When your character runs out of ammo, the weapon will automatically reload. However, there will be times when there's a lull in the action and you may want to reload your weapon manually. To do this, press the R key (by default) to reload. Be careful, some weapons take longer to load than others.

The Discipline icon shows the Discipline that's currently selected. To use the Discipline, click the right mouse button (default). This activates your Discipline. For some Disciplines, a timer indicator appears to the left of the icon while the Discipline is active. When the timer empties, the Discipline will turn off. You can right-click while the Discipline is still active to add time to the Discipline. To turn all the active Disciplines off at one time, press the F8 key (default).

In the upper right of the Discipline icon is the blood bar. Blood is the fuel for all your character's vampiric powers. When your character uses Disciplines, the blood bar decreases. To replenish your blood bar, you need to feed, which is explained later, or drink from blood packs in your inventory. The maximum amount of blood that a Kindred can have is 15 units.

The health meter is to the upper left of the Weapon icon. As your character takes damage, the bar decreases. If the bar ever reaches the bottom, your character is dust. Over time, your character's body heals itself as the vampire blood automatically mends your wounds. Aggravated damage—damage from fire, electricity, sunlight, claws and fangs—appears on the health bar in yellow. This damage takes at least twice as long to heal as other damage.

The icon above the health meter indicates if you're in one of the following areas:

- **Masquerade** – Represented by the sad drama mask, these areas have the Masquerade in effect. If your character is caught using his powers in these areas, you'll cause a Masquerade violation (see the Masquerade section).
- **Elysium** – Elysium is represented by the letter E. When your character is in Elysium, no combat can occur. Your character will be unable to ready weapons or use Disciplines in areas that are marked as Elysium.
- **Combat** – Represented by a pistol icon, this is an area where combat can occur. Your character is free to use Disciplines and weapons to deal with any threats.

At any time, you can toggle between first and third-person view modes by pressing the Z key (default).

Note: There will be certain situations where your character is forced into one specific view mode over another.

Movement

To control your character, by default, use the W key to move forward, the S key to move backwards and the A and D keys to strafe left and right. To jump, press the spacebar. The longer you hold down the spacebar, the longer your character will jump. Finally, click on the Ctrl key to crouch.

Crouching automatically enables stealth mode. In stealth mode, your character can attempt to sneak past guards. The higher the character's Sneaking Feat, the greater the chance of successfully sneaking past guards. The black and white bar which appears to the right of your health bar is the light meter. The light meter gives you a good indication whether the character is hidden in shadows or not. As your character moves in and out of light, the bar either increases (to indicate that your character is fully lit) or decreases (to indicate your character is hidden in shadows). The number at the top of the indicator shows the range at which enemies can see you—0 means no one in range can see your character; 100 indicates there are enemies close enough to see the vampire in stealth mode. The colors on the range indicator show the "awareness" of enemies. If the range indicator is green, enemies don't know anyone is there. If it's yellow, enemies will begin to investigate the area around your character. If the indicator is red, enemies will be able to find you. An exclamation point means the vampire was spotted.

If your character is able to sneak up behind an unsuspecting NPC, an icon with a skull will appear in the lower center of the screen. This icon shows that your character can perform a stealth kill on the target. To perform the stealth kill, click the Use key. The stealth kill will kill the NPC before he or she has a chance to react. However, any allies of the targeted NPC may react to the stealth kill.

Feeding

Blood, the life force of all humans, is the fuel for your Disciplines. To activate Disciplines, a varying amount of blood is used. To replenish your blood supply, your character needs to feed. To feed, move to the intended target, and press the F key. Your character will attempt to grapple your opponent and begin feeding upon him or her.



When you've seized your opponent, the world fades away as your character becomes enthralled in the feeding process. The world drifts away but does not come to a standstill. Nearby enemies will attack your character.

The blood bar is at the top of the screen and represents the amount of blood left in your victim. As the victim's blood bar goes down, your blood level goes up. If the victim's blood bar reaches zero, the victim will die. If you kill an innocent in this manner, your character will lose humanity points. To end feeding, press the left mouse button or F key. For humans, being fed upon by Kindred brings them to a state of near ecstasy. When the feeding process is done, the human will remain in a dazed state.

If you're in a combat area, your victim will immediately regain consciousness if you do not drain all the blood. Additionally, you will not lose humanity if you kill an aggressive NPC in a combat area.

Note: Different NPCs have varying amounts of blood.

Ventrue characters cannot feed on rats. Additionally, if a Ventrue feeds on a bum or prostitute, there's a 50% chance the Ventrue will vomit the blood back up.

Hacking/Lock Picking

During the course of your travels, you may come across locked doors or password-protected computers. If you have a pair of lock picks, which can be bought from your local pawnshop, you can try to open locked doors. When your character begins the lock picking attempt, a progress bar appears. If your lock picking feat is higher than the lock rating, you'll unlock the door. If not, it will say "Fail" on the bar and the door will remain locked. If you have trouble opening a lock, try using your vampiric abilities to increase your lock picking feat.



Hacking a computer works similarly to lock picking. If your character has a good Hacking Feat, he or she can attempt to hack computers. When you see the password screen, press Ctrl + C to start the hacking attempt. If you're successful, you'll gain access to the system.



Combat

In *Vampire: The Masquerade—Bloodlines™*, the real time combat system is not only based on skills, but on your character's attributes as well. Your character's attributes determine the types of weapons that he or she is able to use effectively, their accuracy, the amount of damage caused and the amount of damage that the character is able to sustain.

Types of Damage and Soaking

There are three types of damage: bashing, lethal and aggravated. Different weapons cause different types of damage to a vampire. Some examples are:

- **Bashing** – Caused by blunt objects such as baseball bats, tire irons or sledgehammers.
- **Lethal** – Caused by bladed objects or firearms. For example, knives, swords or guns. Note, Kindred treat bullets as bashing damage.
- **Aggravated** – Caused by supernatural damage, like sunlight, werewolf claws or mystical attacks.

When a vampire is hit, the vampire has two feats that help absorb or nullify the damage. First, there is the Defense feat that reduces damage from any type of attack. The other feat is called Soak. Soak is the natural resistance that vampires have to various types of damage. When Defense and Soak work together, the Kindred can take little or no damage. The damage that's absorbed is based on the following:

- **Bashing** – Armor, Stamina and Fortitude*
- **Lethal Damage** – Armor and Fortitude*
- **Aggravated Damage** – Fortitude*

*Fortitude is a Discipline available only to certain clans.
Fortitude soaks damage only while it's active.

This means if a baseball bat-wielding thug attacks you, your character could avoid damage from a smashing hit if he or she has a high stamina. Conversely, if your character has a low stamina, he or she will take the brunt of any blunt hits that make contact.

Throughout the game, your character will have the opportunity to purchase armor, which helps soak damage. There are four classes of armor available—light clothing (what your character automatically starts with), heavy cloth, light leather and heavy leather.

Firearms



As you travel through the streets of Los Angeles, you'll encounter several shady merchants who'll provide firearms for the right price. These firearms range from simple midnight specials to submachine guns. There will also be situations where your character can obtain more exotic weapons such as flamethrowers.

These firearms may be available, but your character may not be able to use them to their fullest potential. All firearms have several basic attributes. They are:

- **Ranged Combat Requirement** – The minimum Ranged Combat your character can have to avoid taking a penalty when using this weapon.
- **Base Damage** – The amount of damage the weapon causes.
- **Fire Rate** – The speed at which the weapon fires.
- **Reload Speed** – The speed at which the weapon can be reloaded.
- **Damage Potential** – The maximum amount of damage that can be inflicted on an opponent. This is based upon the vampire's Ranged Combat Feat and the Combat requirement of the weapon. Note, actual damage may vary if the opponent has armor or a high level of Defense.

Note: For a complete explanation on how damage is calculated, please refer to the Readme.

To effectively use certain weapons, your character needs their Ranged Combat feat to meet or exceed the Ranged Combat Requirement. For example, if the shotgun has a ranged combat requirement of 4, your character needs a Ranged Combat Feat of at least four to effectively use the weapon. If your character's Ranged Combat Feat is below the minimum, your character will still be able to use the weapon, but will be less effective with it (i.e., cause less damage). Conversely, if your character's Ranged Combat Feat is higher than the minimum, your character will cause more damage since your

character's skill with the weapon will be better than the average human. The difference between the vampire's combat feat and the requirement for the weapon is the Feat Adjustment.

To fire a weapon, simply point the weapon at the intended target and press the left mouse button. As your character moves and fires the weapon, the crosshairs will grow and shrink. If you stand completely still, the crosshairs come down to a pinpoint. The spread of the crosshairs indicate where your bullet will travel. The speeds at which the crosshairs grow and shrink are based on your character's Ranged Combat skills. If you have a low Ranged Combat skill, it'll take several seconds before the crosshairs shrink to the smallest size. If you have a high Ranged Combat skill, it will only take one or two seconds.

Different weapons in the game have different minimum crosshair sizes. This means a pistol can have a very small reticule while shotguns and automatic weapons have relatively large reticules.

As mentioned above, some characters can soak the damage. This is true of the enemies you encounter as well. Sometimes the enemy will soak the damage and sometimes the enemy will take the brunt of the attack. In addition, Disciplines such as Celerity, Auspex, Presence and Fortitude all serve to enhance the character's ranged capabilities. Remember to try using Disciplines along with guns for devastating results.

Melee

Just as deadly as ranged combat, melee attacks are quite useful in eliminating an enemy. A Kindred with a knife or blunt object can crush or slice an unsuspecting human with several precision strikes.

To attack an enemy with a melee weapon, approach the enemy and click on the attack button. When pressing one of the directional keys along with the attack button, the vampire will perform one of four different combo moves. Each direction (forward, back, left and right) causes another combo move to occur when the attack button is pressed.

Note: Some combos cause the character to travel great distances, so experiment with combos to learn which one works better for you. Additionally, some combos are directional and others are in great arcs that can strike multiple enemies.

Remember to change up your combos to keep the enemy off balance and allow you to connect for more damage. If you continue to use the same combo over and over, the enemy will have an easier time blocking and countering.

When your character hits an enemy, the Melee combat feat determines how much damage is caused and how easily an opponent can defend against your attack. Depending on the effectiveness of your melee attack and the defense of the target, several things may occur:

- The target can be sent flying back through the air.
- The target can be knocked off balance and open for another attack.
- The target can block your attack and leave the vampire staggered and unable to attack for a moment.
- The target can dodge the attack.
- The target can dodge the vampire's attack and counterattack.

If the vampire is on the defensive, use blocking to get the upper hand in a melee battle. If the character is actively blocking (default key: Tab), you'll get a defense bonus equal to the vampire's dexterity. When actively blocking, different results can occur:

- The enemy is knocked off balance and open for a counterattack.
- The character defends against some of the attacker's damage.
- The character cannot block the attack and is sent off balance.

A character can quickly turn the tide of battle by using a well-timed block to knock an enemy off balance and set him or her up for a big combo attack.

To summarize, a higher Melee combat skill increases the chance of landing crushing blows and clean hits while reducing the odds of being counterattacked. On the other hand, a higher Defense Feat means the character will be knocked around less and blocks will throw attackers off-balance and reduce the damage taken.

Like Ranged Combat, Disciplines such as Potence, Presence, Fortitude and Celerity can tip the scales to the character's side.

Unarmed Combat

The Unarmed Combat Feat serves two purposes—it determines how well the vampire can fight with fists (or claws in the case of a Gangrel using Protean) and how well the character can grapple an opponent to feed on him or her. With a higher unarmed combat feat, there's a much better chance for the character to succeed at grappling an opponent. This becomes important when a character needs to replenish their blood supply while in battle. A hostile target is a tasty snack and is less troublesome once the blood is drained.

Note: If the vampire takes damage while feeding, the feed will be broken. In addition, NPCs that are fed upon will not be in a stunned state if the feed is broken. So, if you choose to feed on a shotgun-wielding thug, make sure to drain all of his blood or you might get a face full of buckshot.

Disciplines such as Potence, Presence, Fortitude (for blocking attacks and preventing feed breaking) and Celerity make aggressive feeding easier.

Dialog

During the dark nights in Los Angeles, you'll encounter a rogue's gallery of characters including bounty hunters, prostitutes, assassins, washed up actors and other Kindred. Some of these characters will want to work with you, others will give you important information and some will try to turn you into dust. It's up to you to decide how to treat each of these characters, since your dialog choices affect their response to you. Do you want to make an enemy? Then threaten the character. Do you want to make a friend? Maybe you should perform a small task to curry their favor. Your interaction with these characters determines whether they help or hurt you.



When you place your targeting reticule on a character you can speak with, a small mouth icon appears at the bottom center of your screen. To initiate the conversation, click the use button (default is E).

After the conversation begins, numerical choices will appear on-screen. These are your possible responses to the NPC. To choose a response, press the corresponding number key to select the choice you want. If you need to review the conversation, press the Insert key to display the dialog history, and then use the Page Up and Page Down keys or the mouse wheel to scroll through the discussion text.

During the dialog, there will be times when you can use some of your character's Feats or Disciplines to alter the course of the conversation. To indicate you'll need to use these skills, some dialog choices appear in a different color and style from the rest of the choices. Some of the skills that can be used and the corresponding dialog styles are:

- **Persuasion** – Appears in blue text.
- **Intimidation** – Appears in green text.
- **Seduction** – Appears in purple, cursive text.
- **Domination/Dementation** — Appears in red text. Note, the dots next to the dialog line indicate the number of blood points needed to use the Discipline.

Quests/Experience Points

Over the course of the game, you'll be given quests to perform. Some of these quests will be forced upon you by more powerful members of Kindred society while others will be simple favors done for individuals in need. Once your character has accepted a quest, the quest log will show pertinent details about the task.



To access the quest log, press the L key. Here, you can see your quests based on the area where you received the quest. The four areas where you can receive quests are Santa Monica, Downtown L.A., Hollywood and Chinatown. To review the quests for a specific area, click on the name of the area.

After clicking on the area, you'll see all the active quests and a brief description of each. As you complete certain objectives, the quest log will be updated and you'll receive an update message. Check your quest log often for hints or tips on what to do next.

Once you've completed a quest, the quest moves to either the successful quest or failed quest column. When you successfully complete a quest, your character gets experience points. Your available experience points are listed in the lower right-hand corner of the character sheet.

You can raise your character's statistics and Disciplines with experience points. With higher stats, your character gets better Feats to use throughout the game. With higher ranks in Disciplines, your character gets stronger and better powers to use.

The vampire's humanity level can be increased as well. The cost for humanity is two times the character's current humanity rating. For example, if your character's humanity is 6, it will cost 12 XP to raise it to 7. Toreador will pay the current rating in cost.

To spend experience points, simply go to your character sheet and click on the next higher dot of the skill you want to increase. For example, if you have Strength of 3 and want to increase it to 4, click on the fourth dot to spend experience points and get your increase.

The cost for the next level of Attributes, Abilities and Disciplines differ based upon your character's current skill ranking. The following chart describes the cost to take a skill to the next level.

Skill/Cost	First Level	Second Level	Third Level	Fourth Level	Fifth Level
Attributes	—*	4	8	12	16
Abilities	3	3	6	9	12
Disciplines	—*	5	10	15	20

***All starting characters get the first ranking in all Attributes and Disciplines, except for the Nosferatu who do not have any rankings in Appearance.**

The Masquerade

Vampire society is not a lawless group of bloodsuckers. While there are those who believe that the vampires have the right to rise and take over the world of the kine, there's a group called the Camarilla that believe the Kindred must remain hidden from human eyes. Outnumbered by 100,000 to 1, the Camarilla believe they'll be hunted down and destroyed if humans learn about them. To prevent this from happening, the Camarilla created a tradition known as the Masquerade.

In simple terms, the Masquerade means your character shouldn't show any supernatural behavior while in public. If a vampire overtly uses the Disciplines or feeds in public, it will cause fear and panic in the streets and bring law enforcement, who would rather shoot than ask questions.

For the Nosferatu, the Masquerade is even tougher. With their hideous appearance, the Nosferatu cannot walk among humans without causing panic. The Nosferatu must learn to travel via the sewers (accessible through manhole covers) and hide in the shadows as they make their way through the world.

If your character violates the Masquerade, a red slash appears through one of the masks on the character sheet. If you continue to violate the Masquerade, more slashes appear. More violations will arouse the suspicion of vampire hunters, who will certainly come by to investigate.

Throughout your stay in Los Angeles, there will be opportunities to commit acts that will absolve your character of a Masquerade violation. However, these moments are few and far between. While the first Masquerade violation only results in a slap on the wrist, the fifth one will certainly mean your imminent destruction.

Humanity and Frenzy

Within every vampire, there is the Beast—the primordial and dark nature of the vampire. For the rest of your existence as a creature of the night, you must learn to use your humanity to control the Beast that rages within.

On the top of your character sheet, there are several dots that show your humanity level. With a higher level of humanity, you're much closer to being the person you once were. However, as your humanity goes lower and you have a low blood pool, you get much closer to letting the Beast take over your body.

To lose humanity, your character must commit wanton acts of violence against the innocent kine of the world. So, if you kill civilians through acts of violence or feeding, your character will lose some of the essence that makes him or her human. Killing those who attack you will not cause you to lose humanity.

While your humanity can remain quite high, there will be times when the Beast will rear up. When this occurs, your character enters a state of Frenzy. In this state, you lose all control of your character and you'll have to watch as your character attacks and feeds on the closest victim. During this state, your character receives +5 to Strength, Stamina and Wits and mental Disciplines don't have as strong an effect. While this state is temporary, it could lead to several bad situations, especially if your character Frenzies in the middle of a crowded neighborhood. Remember, killing innocents while in Frenzy also counts against your humanity.

Frenzy typically occurs when your character has taken a great deal of damage or if your character is low on blood. Depending on your character's humanity level, your character may be more prone to Frenzy. The best way to stop the Beast from raging is to make sure your character's humanity remains high.



The World of Darkness®

On a cold, rainy night in Los Angeles, you have been unceremoniously ushered into a world that you never knew existed. This is a world where creatures of the night—vampires, werewolves and ghosts to name a few—coexist with mortals. You'll learn much throughout your travels, but the following gives a brief breakdown of the inhabitants of The World of Darkness.

Sects

In vampire society, vampires tend to belong to one of two sects—the **Camarilla** or the **Sabbat**. As mentioned previously, the Camarilla believes in upholding the Masquerade. Under the rule of a Prince, who's in charge of the entire city, members of the Camarilla follow the rules of the Masquerade or face persecution and possible execution. Sebastian LaCroix has recently claimed Downtown Los Angeles as Camarilla territory, and established his power base there as Prince. Prior to Prince LaCroix's arrival, L.A. was under the Anarchs.

The **Sabbat**, who are the enemies of everyone non-Sabbat, believe that humans are cattle. Humans should be used as food and it doesn't matter if they learn of the Kindred's existence. It's an extremely violent sect and its members seek to destroy the Camarilla by any means necessary. The Sabbat hide in the back alleys of Los Angeles, always looking for the opportunity to strike.

Not belonging to any particular sect, there's a group of vampires who reject most of the Camarilla traditions and all the leaders who enforce them. This group is known as the **Anarchs**. The Anarchs despise the current hierarchy of vampire society and live amongst themselves. The Anarchs are soundly entrenched in Hollywood, but still have members who watch over Downtown Los Angeles, waiting for Prince LaCroix to slip up.

Lastly, the **Kuei-Jin**, who are also known as the Kindred of the East, reside within the heart of Chinatown. If there's anything that can unite the Anarchs and the Camarilla, it would be their hatred toward the Kuei-Jin. Mysterious and aloof, very little is known about the Kuei-Jin. What is known is that they have been making a move to take over California for the last several years and wrestling territory away from the Anarchs.

Clans

Within the Camarilla and Sabbat, there are clans: groups of vampires related to each other through the Embrace with unique Disciplines and Attributes.



The Brujah are passionate idealists. At times, this passion can lead them to trouble since they tend to make their arguments with their fists and not words. Their rage means the Brujah start with a -2 to Frenzy checks, but they get a +1 to their Unarmed Feat.

Advantages: +1 to the Unarmed Feat

Disadvantages: Tends to Frenzy more often

Disciplines: Celerity, Potence and Presence



If any clan were close to the Beast, it would be the wildly nomadic Gangrel. Usually preferring to be loners, the Gangrel clan has recently severed its ties with the Camarilla. With their feral nature, the Gangrel are much more attuned to animals and have the ability to take on animal forms. Like the Brujah, members of Clan Gangrel receive a -1 to Frenzy checks. When Frenzied, the Gangrel receive a +5 to strength on top of the regular +5 that all vampires receive as well as +5 bonuses to Wits and Stamina.

Advantages: +5 additional to Strength, Wits and Stamina during Frenzy

Disadvantages: Tends to Frenzy more often

Disciplines: Animalism, Fortitude and Protean



Insane by nature, the Malkavians see the world in a different light than anyone else. This "insight" allows Malkavians to see the true intentions of others. However, it also means they have a much more difficult time communicating with others on occasion. The nature of the Malkavians gives them a +2 bonus to the Inspection Feat.

Advantages: +2 to Inspection Feat

Disadvantages: Your "insight" can make negotiations difficult.

Disciplines: Auspex, Dementation and Obfuscate



Hideous and disgusting, the Nosferatu are cursed with a grotesque form. Forced into the shadows of the night, the Nosferatu have learned to adapt and hide from society. Due to their hideous nature, the Nosferatu start with an Appearance of zero and their Seduction Feat can never be any higher than zero. Relying on rats for blood, the Nosferatu get 3 blood points when feeding on them.

Advantages: Living in the sewers, the Nosferatu have better kinship with beasts. They're able to gain more nourishment from the blood of animals.

Disadvantages: They have an appearance of zero that can never be raised, and their Seduction Feat can never be above zero.

Disciplines: Animalism, Obfuscate and Potence



TOREADOR

The Toreador envision themselves as artists and visionaries. They seek the best of refinements, believe in being on the cutting edge and wearing haute couture. With their close ties to human society, the Toreador can buy humanity at half the cost. Additionally, the Toreador gain or lose double the amount of humanity when committing acts that benefit or harm human society.

Advantages: Retaining more of their former humanity, Toreador pay half experience cost for buying humanity and receive double humanity rewards.

Disadvantages: Toreador suffer double the humanity penalty when losing humanity.

Disciplines: Auspex, Celerity and Presence



TREMERE

The least trusted of the Camarilla clans, the Tremere are blood sorcerers. Using blood magic, or Thaumaturgy, the Tremere guard their secrets quite religiously and do not take outsiders into their confidence. Relying on their blood magic, the Tremere can only have a maximum of 4 for their physical attributes.

Advantages: Access to Thaumaturgy

Disadvantages: Due to time taken to study Thaumaturgy, the Tremere clan cannot raise their physical stats past 4.

Disciplines: Auspex, Dominate and Thaumaturgy



Ventrue

The leaders of the Camarilla, the Ventrue enforce the Masquerade. With their large bank accounts, the Ventrue have acquired quite expensive tastes. This allows them to gain easier acceptance into the Camarilla; however, they cannot lower themselves to ever feed on rats. The Ventrue are the only clan that can use Dominate to affect a conversation.

Advantages: Easier acceptance into Kindred society and they can use Dominate in Dialog.

Disadvantages: Ventrue cannot feed on rats, and feeding on bums and prostitutes creates a 50% chance of vomiting.

Disciplines: Dominate, Fortitude and Presence

Disciplines

Disciplines are vampiric powers of the Kindred that set them even further above mortals. Each clan specializes in three Disciplines, and it's up to you to utilize these Disciplines in the manner you decide.

When a passive Discipline is activated, a bar with the Discipline name appears to the left of the indicator. When the bar empties, the Discipline spends another blood point and the bar fills up again. Right-click while the Discipline is still active to end it. To turn off all your Disciplines, press F8.

Note: For the passive Disciplines (Auspex, Celerity, Fortitude, Potence, Protean, Presence and Obfuscate), your character automatically uses the strongest level available. Passive Disciplines always use one point of blood no matter the level. The cost of blood is per activation.

For targeted Disciplines (Animalism, Dementation, Dominate and Thaumaturgy), you need to choose the level you want to use. Targeted Disciplines use blood depending on the level (e.g., if your character uses Level 3 Thaumaturgy, it costs 2 blood points to activate that level). Generally,

to use a targeted Discipline, you must aim your cursor at the target and right-click to activate the Discipline. Some Disciplines affect single target while others affect an area of targets.

Note: There are Disciplines that violate the Masquerade when used in public, while others do not garner the attention of passersby. Additionally, certain supernatural creatures have some immunity to Disciplines.

List of Disciplines

Animalism

Animalism allows the Kindred to use the Beast that resides within to contact and manipulate nearby animals. At the Kindred's bidding, these animals act as weapons against the Kindred's enemies. This is a targeted Discipline.



Level 1: Nightwisp Ravens

Cost: 1 Blood

Amount of Targets: Single

Breaks Masquerade: Yes

Description: Upon activation, a flock of black ravens swarms the target and prevents the target from taking any actions. After a short amount of time, the flock dissipates. Any action taken against the target will dissipate the flock immediately.

Level 2: Burrowing Beetle

Cost: 1 Blood

Amount of Targets: Single

Breaks Masquerade: Yes

Description: When called, a single beetle flies at the target and burrows into his or her body. Tracking the target, the beetle causes damage to the target as it burrows deep within the body.

Level 3: Spectral Wolf

Cost: 2 Blood

Amount of Targets: Single

Breaks Masquerade: Yes

Description: Creating a dust cloud at the feet of the target, a spectral wolf appears and mauls the victim. Once the wolf has completed its task, it returns to the mist where it came from.

Level 4: Bloodsucker's Communion

Cost: 3 Blood

Amount of Targets: Single

Breaks Masquerade: Yes

Description: From the darkness, several ghostly bats descend on the victim. Bursting in and out of the victim, the bats drain the target of his or her blood. When the bats are satiated, they travel to the caster to deliver the blood removed from the target.

Level 5: Pestilence

Cost: 3 Blood

Amount of Targets: Multiple

Breaks Masquerade: Yes

Description: Like a Biblical plague, insects swarm any targets within the line of sight of your character. The lucky ones will be able to fend off the ravenous swarms, while others will be killed as their flesh is eaten from their bones.

Auspex

This Discipline allows a vampire to see auras of those nearby. In addition to seeing auras, you'll receive stat boosts and heightened senses. The auras are different colors depending on the mood of the target relative to the player—white means the character is neutral, red means the target is hostile and blue means the target is scared. In addition, supernatural creatures have auras different from normal humans. For example, vampire auras show up as a black smoky cloud. This is a passive Discipline.



Level 1

Cost: 1 Blood

Amount of Targets: N/A

Breaks Masquerade: No

Description: Adds one point to Wits. Reveals the auras of the living and undead within a short distance. Lasts 20 seconds per activation.

Level 2

Cost: 1 Blood

Amount of Targets: N/A

Breaks Masquerade: No

Description: Adds one point to Wits and one point to Perception. Reveals the auras of all living and undead within a modest distance. Lasts 24 seconds per activation.

Level 3

Cost: 1 Blood

Amount of Targets: N/A

Breaks Masquerade: No

Description: Adds two points to Wits and one point to Perception. Reveals the auras of all living and undead within a large distance. Lasts 28 seconds per activation.

Level 4

Cost: 1 Blood

Amount of Targets: N/A

Breaks Masquerade: No

Description: Adds two points to Wits and two points to Perception. Reveals the auras of all living and undead within a great distance. Lasts 32 seconds per activation.

Level 5

Cost: 1 Blood

Amount of Targets: N/A

Breaks Masquerade: No

Description: Adds three points to Wits and three points to Perception. Reveals the auras of all living and undead within a tremendous distance. Lasts 36 seconds per activation.

Celerity

This Discipline allows the Kindred to move at extraordinary speeds. As a vampire moves faster and faster, the world around him or her appears to slow down. With Celerity, a Kindred can close 50 yards within a few seconds and throw some devastating blows before the target can even react. This is a passive Discipline.



Level 1

Cost: 1 Blood

Amount of Targets: N/A

Breaks Masquerade: No

Description: Character moves with a level 1 speed enhancement. Costs one blood per activation. Lasts 14 seconds per activation.

Level 2

Cost: 1 Blood

Amount of Targets: N/A

Breaks Masquerade: Yes

Description: Character moves with a level 2 speed enhancement. Costs one blood per activation. Lasts 14 seconds per activation.

Level 3

Cost: 1 Blood

Amount of Targets: N/A

Breaks Masquerade: Yes

Description: Character moves with a level 3 speed enhancement. Costs one blood per activation. Lasts 14 seconds per activation.

Level 4

Cost: 1 Blood

Amount of Targets: N/A

Breaks Masquerade: Yes

Description: Character moves with a level 4 speed enhancement. Costs one blood per activation. Lasts 14 seconds per activation.

Level 5

Cost: 1 Blood

Amount of Targets: N/A

Breaks Masquerade: Yes

Description: Character moves with a level 5 speed enhancement. Costs one blood per activation. Lasts 14 seconds per activation.

Dementation

Cursed with insanity, Dementation is the special power of the Malkavians to channel their madness and force it into the minds of those around them. This is a targeted Discipline.



Level 1: Hysteria

Cost: 1 Blood

Amount of Targets: Single

Breaks Masquerade: No

Description: Drawing forth maddening humor from deep inside, this causes the target to become incapacitated with laughter.

Taking any action against the hysterical NPC will cause the victim to return to his or her senses.

Level 2: Mass Hallucination

Cost: 2 Blood

Amount of Targets: Any within radius of player

Breaks Masquerade: No

Description: Spreading forth the insanity from the vampire's mind, mass hallucination causes anyone nearby to suffer mild hallucinations and a -2 to Firearms, Melee, Brawl, Defense and Resistance to Feeding.

Level 3: Vision of Death

Cost: 2 Blood

Amount of Targets: Single

Breaks Masquerade: No

Description: This level causes the targeted victim to imagine his or her greatest fear. The terror is so real, the targeted NPC collapses and dies from the stress and shock to his or her system. This may have a lesser effect on supernatural creatures.

Level 4: Berserk

Cost: 3 Blood

Amount of Targets: Single

Breaks Masquerade: No

Description: Similar to the Frenzy experienced by the Kindred, this level causes the recipient to go mad and enter a bloodthirsty frenzy. Attacking any allies around him, the NPC will continue to fight until he or she is killed. This may have a lesser effect on supernatural creatures.

Level 5: Bedlam

Cost: 4 Blood

Amount of Targets: Any within radius of targeted NPC

Breaks Masquerade: No

Description: Washing over the targeted NPC, this level causes the target and those around to suffer from one of the previous levels of Dementation.

Dominate

With the superior strength of the vampiric mind, Kindred with the power of Dominate can control the minds of the weaker kine and even some Kindred.



Level 1: Trance

Cost: 1 Blood

Amount of Targets: Single

Breaks Masquerade: No

Description: This causes the target to fall into a deep trance. Taking any action against the NPC causes him to return to his senses.

Level 2: Brainwipe

Cost: 2 Blood

Amount of Targets: Any within radius of player

Breaks Masquerade: No

Description: All enemies within a small radius will think you've disappeared. The effect wears off after 5 seconds.

Level 3: Suicide

Cost: 2 Blood

Amount of Targets: Single

Breaks Masquerade: No

Description: This causes the victim to suffer a fatal fit. This may have a lesser effect on supernatural creatures.

Level 4: Possession

Cost: 3 Blood

Amount of Targets: Single

Breaks Masquerade: No

Description: The victim will desperately attack anyone who means you any harm, until the victim eventually dies of cardiac arrest. This may have a lesser effect on supernatural creatures.

Level 5: Mass Suicide

Cost: 4 Blood

Amount of Targets: Any within radius of targeted NPC

Breaks Masquerade: No

Description: Washing over the targeted NPC, this level causes the target and anyone around him or her to suffer a fatal episode. This may have a lesser effect on supernatural creatures.

Fortitude

While being undead automatically gives Vampires a natural toughness, the Discipline of Fortitude increases their ability to withstand blows.

Note: Fortitude can soak aggravated damage and it will stack upon all other soak gained from Stamina and/or blood buffs.



Level 1

Cost: 1 Blood

Amount of Targets: Self

Breaks Masquerade: No

Description: Adds 1 guaranteed point to all soak feats, greatly increasing your damage reduction. Lasts 25 seconds per activation.

Level 2

Cost: 1 Blood

Amount of Targets: Self

Breaks Masquerade: No

Description: Adds 2 guaranteed points to all soak feats. Lasts 25 seconds per activation.

Level 3

Cost: 1 Blood

Amount of Targets: Self

Breaks Masquerade: No

Description: Adds 3 guaranteed points to all soak feats. Lasts 25 seconds per activation.

Level 4

Cost: 1 Blood

Amount of Targets: Self

Breaks Masquerade: No

Description: Adds 4 guaranteed points to all soak feats. Lasts 25 seconds per activation.

Level 5

Cost: 1 Blood

Amount of Targets: Self

Breaks Masquerade: No

Description: Adds 5 guaranteed points to all soak feats. Lasts 25 seconds per activation.

Obfuscate

Obfuscate is the power to make one's physical self disappear, whether this is in the dark shadows of an alley or under the bright lights of a spotlight. Those who use Obfuscate can hide from anyone, including characters standing just a few feet away. At all levels, if the character is "lurking" (i.e., not moving or performing any actions), the Obfuscate timer will not run down.



Note: The vampire can stay invisible indefinitely as long as he or she doesn't move. If a vampire is seen moving, the effect is broken until the vampire is hidden again, at which point, the timer resumes. A vampire cannot enable Obfuscate if an NPC is looking at him or her.

Level 1: Hide

Cost: 1 Blood

Amount of Targets: Self

Breaks Masquerade: No

Description: The vampire can turn and look around, stand and crouch and remain invisible. If any other actions are performed, Obfuscate will be broken. Lasts 18 seconds per activation.

Level 2: Limited Invisibility

Cost: 1 Blood

Amount of Targets: Self

Breaks Masquerade: No

Description: The vampire can move while crouched. Any other actions, such as interacting with the environment, combat, moving while standing or bumping into NPCs will break Obfuscate. Lasts 20 seconds per activation.

Level 3: Hidden Killer

Cost: 1 Blood

Amount of Targets: Self

Breaks Masquerade: No

Description: The vampire can move while crouched and perform stealth kills as long as the vampire does not touch the NPC beforehand. Any other actions, such as interacting with the environment, overt combat, moving while standing or bumping into NPCs will break Obfuscate. Any melee attack that breaks Obfuscate 3 receives a 50% damage bonus. Lasts 22 seconds per activation.

Level 4: Advanced Invisibility

Cost: 1 Blood

Amount of Targets: Self

Breaks Masquerade: No

Description: The vampire can perform all movement, both crouched and standing, and perform stealth kills as long as the vampire does not touch the NPC beforehand. Any other actions, such as interacting with the environment, overt combat or bumping into NPCs will break Obfuscate. Any melee attack that breaks Obfuscate 4 deals double damage. Lasts 24 seconds per activation.

Level 5: Unseen Force

Cost: 1 Blood

Amount of Targets: Self

Breaks Masquerade: No

Description: The vampire can move freely and interact with the environment (e.g., pick up objects, open doors, take items, etc). Any actions, including bumping into NPCs and combat actions will break Obfuscate. Any melee attack that breaks Obfuscate 5 deals triple damage. Lasts 26 seconds per activation.

Potence

Potence is the ability of vampires to increase their strength to unnatural levels. A Kindred with Potence activated can bend steel pipes as if they were rubber.

Note: Potence will stack on top of any blood buffs, and any extra damage caused by this supernatural strength cannot be defended against.



Level 1

Cost: 1 Blood

Amount of Targets: Self

Breaks Masquerade: No

Description: Adds 1 point of supernatural strength to all melee and brawl attacks. Potence initially lasts 25 seconds per activation.

Level 2

Cost: 1 Blood

Amount of Targets: Self

Breaks Masquerade: No

Description: Adds 2 points of supernatural strength to all melee and brawl attacks. Potence initially lasts 25 seconds per activation.

Level 3

Cost: 1 Blood

Amount of Targets: Self

Breaks Masquerade: No

Description: Adds 3 points of supernatural strength to all melee and brawl attacks. Potence initially lasts 25 seconds per activation.

Level 4

Cost: 1 Blood

Amount of Targets: Self

Breaks Masquerade: No

Description: Adds 4 points of supernatural strength to all melee and brawl attacks. Potence initially lasts 25 seconds per activation.

Level 5

Cost: 1 Blood

Amount of Targets: Self

Breaks Masquerade: No

Description: Adds 5 points of supernatural strength to all melee and brawl attacks. Potence initially lasts 25 seconds per activation.

Presence

A Kindred with the power of Presence can instill dread and cowering fear. Presence can make enemies tremble or even stun them into submission.

Note: Supernatural creatures are more resistant to the mesmerization effect of Presence.



Level 1

Cost: 1 Blood

Amount of Targets: Self

Breaks Masquerade: No

Description: Any NPCs caught within a tiny radius of the vampire become dazed and suffer a -1 to Strength, Wits and Perception and a reduced rate of attack. Lasts 16 seconds per activation.

Level 2

Cost: 1 Blood

Amount of Targets: Self

Breaks Masquerade: No

Description: Any NPCs caught within a large radius of the vampire have a 10% chance to become mesmerized. If the NPC is mesmerized, they will be unable to move or fight unless damaged by the vampire. All others will suffer a -2 to Strength, Wits and Perception and a reduced rate of attack. Lasts 16 seconds per activation.

Level 3

Cost: 1 Blood

Amount of Targets: Self

Breaks Masquerade: No

Description: Any NPCs caught within a large radius of the vampire become dazed and suffer a -3 to Strength, Wits and Perception and a reduced rate of attack. There's a 20% chance anyone caught in the radius will become mesmerized. Lasts 16 seconds per activation.

Level 4

Cost: 1 Blood

Amount of Targets: Self

Breaks Masquerade: No

Description: Any NPCs caught within a large radius of the vampire become dazed and suffer a -4 to Strength, Wits and Perception and a reduced rate of attack. There's a 20% chance anyone caught in the radius will become mesmerized. Lasts 16 seconds per activation.

Level 5

Cost: 1 Blood

Amount of Targets: Self

Breaks Masquerade: No

Description: Any NPCs caught within a large radius of the vampire become dazed and suffer a -5 to Strength, Wits and Perception and a reduced rate of attack. There's a 25% chance anyone caught in the radius will become mesmerized. Lasts 16 seconds per activation.

Protean

Available only to the Gangrel Clan, the power of Protean allows the Kindred to manipulate his or her physical form. While some of the manipulations are quite subtle, other manipulations transform the Gangrel into a bestial form.

Note: All the bonuses are cumulative from the previous levels.



Level 1: Gleam of Red Eyes

Cost: 1 Blood

Amount of Targets: Self

Breaks Masquerade: See Description

Description: Turning the vampire's eyes a glowing reddish color, this level gives a 1-point bonus to Wits and the ability to see in the dark. At point blank range, Kine will notice the change in eye color, which causes a Masquerade violation. Lasts 25 seconds per activation.

Level 2: Feral Claws

Cost: 1 Blood

Amount of Targets: Self

Breaks Masquerade: See Description

Description: Changing hands into claws, this level allows the Gangrel to deal aggravated damage to any enemies he encounters. At a medium distance, Kine will notice the claws, which causes a Masquerade violation. Lasts 25 seconds per activation.

Level 3: Will of the Wolf

Cost: 1 Blood

Amount of Targets: Self

Breaks Masquerade: See Description

Description: When this level is activated, the Gangrel gains +2 to Stamina. At medium range, this level causes a Masquerade violation. Lasts 25 seconds per activation.

Level 4: Hunter of Night

Cost: 1 Blood

Amount of Targets: Self

Breaks Masquerade: See Description

Description: Further transforming the Gangrel into a bestial form, the vampire's claw damage is increased with a gain of +2 to Strength. The Masquerade is violated if any Kine see the vampire at long range. Lasts 25 seconds per activation.

Level 5: War Form

Cost: 1 Blood

Amount of Targets: Self

Breaks Masquerade: Yes

Description: At the highest level, the vampire is transformed into his or her war form. The vampire gains increased claw damage at this level. Lasts 25 seconds per activation.

Thaumaturgy

Guarded closely by the Tremere, Thaumaturgy is the blood magic that's the basis of their magical arts. Using their own Vitae, the Tremere can manipulate the target's blood for some devastating results.



Level 1: Blood Strike

Cost: 1 Blood

Amount of Targets: Single

Breaks Masquerade: Yes

Description: Firing a blood red projectile, this shot will strike your victim. If you remain still and the victim lives, the blood strike will return with stolen blood from your victim.

Note: If another Blood Strike is fired before the first one returns, then the returning blood from the first shot will dissipate and be lost.

Level 2: Purge

Cost: 2 Blood

Amount of Targets: Radius (any within melee range)

Breaks Masquerade: Yes

Description: Causing those around the vampire to become violently ill, the affected NPCs begin to vomit blood. Damaging to both human and supernatural foes, Purge is quite useful in stopping a swarming group of enemies.

Level 3: Blood Shield

Cost: 3 Blood

Amount of Targets: Self

Breaks Masquerade: Yes

Description: The Blood Shield envelops the Tremere vampire in a magical barrier that protects the vampire from a portion of any damage inflicted. After absorbing enough damage, the shield dissipates.

Level 4: Blood Salvo

Cost: 3 Blood

Amount of Targets: Any within a cone of the vampire's reticule

Breaks Masquerade: Yes

Description: While blood strike affects a single target, blood salvo fires projectiles at any target within the cone of the vampire's view. Like blood strike, the blood will return and provide blood to the Tremere vampire.

Level 5: Blood Boil

Cost: 4 Blood

Amount of Targets: Single/Area of Effect

Breaks Masquerade: Yes

Description: This devastating attack causes the blood in the target to heat up and explode like a bomb. Any NPCs caught within the explosion will suffer damage from the heat and force of the blast.

Appendix A: The Character Sheet

The following is a description of the various skills on your character sheet:

Attributes

Attributes are the core components of your character. They are what make your vampire function, from the physical to the mental aspects:

Strength – Strength is a measure of your character's physical prowess. It's a necessary component for Unarmed and Melee Combat.

Dexterity – Dexterity is the speed and agility of your character. It's used for **Lock Picking** and **Sneaking**.

Stamina – Stamina is the toughness and mental fortitude of your character. It's used to calculate your Kindred's bashing soak attribute.

Charisma – Charisma is how well your character can charm and influence others using their personality. It's important for **Persuasion**.

Manipulation – Manipulation is the ability to make others do what you want. It's used in **Haggle**.

Appearance – Appearance is the physical attractiveness of your character. It's a component of **Seduction**.

Perception – Perception is a measure of your character's awareness of his or her physical environment. Perception is necessary for **Ranged Combat** and **Inspection**.

Intelligence – Intelligence is the ability to learn, think and remember. This is used in **Research** and **Intimidate**.

Wits – Wits is the sharpness of the character's mind and the ability to think on his or her feet. Wits is used in **Defense** and **Hacking**.

Abilities

Abilities are the skills your character can learn:

Brawl – Brawl is the skill at which your character can fight with his or her hands. Not surprisingly, brawl is a component of the **Unarmed Combat** feat.

Dodge – Dodge is how well your character can avoid being hit by anything ranging from knives to guns. Dodge is a component of the **Defense** Feat.

Intimidation – Intimidation is how well your character can make threats sound convincing. Intimidation is necessary for the **Intimidate** Feat.

Subterfuge – Subterfuge is the ability for your character to conceal his or her motives and decipher the motives of others. Subterfuge is needed for **Seduction**.

Firearms – Firearms is how well your character can use guns of all types. Firearms is needed for **Ranged Combat**.

Melee – Melee is the ability to fight in close combat with handheld weapons such as knives and swords. Melee is needed for the **Melee Combat** Feat.

Security – Security is the knowledge of how locks and security systems work. Security is needed for the **Lock Picking** Feat.

Stealth – Stealth is the ability to move silently and avoid being detected. Stealth is a component of the **Sneaking** Feat.

Computer – Computer knowledge is how well your character can operate computers and other hi-tech devices. Computer knowledge is needed for the **Hacking** Feat.

Finance – Finance is your character's ability to evaluate the worth of different objects and manage his or her money. Finance is a component of the **Haggle** Feat.

Investigation – Investigation is the character's ability to notice minute or hidden details. Investigation is a component of the **Inspection** Feat.

Scholarship – Scholarship is the ability of your character to gather information and his or her overall knowledge. Scholarship is a component of **Research** and **Persuasion**.

Feats

Feats are the basis of the "dramatic system" in *Vampire: The Masquerade—Bloodlines*™. When your character faces an obstacle, the character's feat ranking determines how well he or she can succeed and overcome against the challenge:

Unarmed Combat – Unarmed Combat is used to fight someone in hand-to-hand combat and feeding from enemies in combat. With a low Unarmed Combat skill, your character won't be able to throw a punch to save his or her life. With a high Unarmed Combat skill, your character can box in professional fights.

Melee – Melee is the ability for your character to fight with weapons that range from knives to katanas to sledgehammers. With a low melee skill, your character will fall on his or her own weapon. With a high melee skill, characters can carve their initials in your opponent's clothing.

Ranged – Ranged combat is how well your character can handle and fire a weapon. Certain weapons such as pistols require lower ranged combat skills. Better weapons such as the rifle require your character to be highly trained in ranged combat. For a complete description on how ranged combat works, please refer to the combat system of the manual.

Defense – When an attacker has the upper hand on your character, there are times when a good defense is much better than offense. Defense is vitally important since it gives you the chance to soak damage so your character can survive longer. A shotgun blast three feet from your head can become a minor flesh wound if your defensive reactions helped you turn away at the last second.

Lock Picking – Lock picking is the art of getting into places you're not supposed to be. With a set of lock picks, which can be bought from any pawnshop, a character with high Lock Picking can break into Fort Knox if needed.

Sneaking – If your character is low on blood and surrounded by a squadron of members from the local chapter of the Society of Leopold, sneaking is a vital skill. Depending on your character's level of sneaking, he or she can move through a crowded room without anyone even noticing.

Hacking – Hacking is the ability to know a computer better than knowing your own self. With that knowledge, your character will have a much easier time getting information from any unmanned computer terminal. With a high hacking skill, your character can break into any system and have access to all data within seconds. With a low hacking skill, a vampire can barely press Ctrl+Alt+Del at the same time.

Inspection – Inspection is the feat that allows you to notice things that other people wouldn't look at twice. With a high inspection skill, certain objects will have a definite "glow" about them. In some situations, your character can find precious objects that may have fallen on the ground or possibly secret passages that wouldn't have been noticed.

Research – If your character's approach is more academic than practical, he or she will learn many new things with a high Research skill. With Research, your character will be able to read and understand arcane books. Research can lead to new skills your character can learn from just reading the book.

Haggle – Haggle is the ability to drive a price down in the buyer's market. The higher your character's haggle skill, the lower the prices will be for those important items and the higher the prices will be for items you sell.

Intimidate – While pure brawn can be used to beat out information, a character with high intimidate can merely stand silent and let his or her presence make an informant blubber like a baby. During conversations with other NPCs, intimidate can be quite useful in getting information from unwilling stool pigeons.

Persuasion – For the smooth talking character, persuasion can be a very useful ability. Characters with a high persuasion can use charm and finesse to gain important information.

Seduction – A character with a high level of seduction is the vampire equivalent of Don Juan. With a high seduction skill, your character can charm those of the opposite sex to do your bidding. This could include anything from providing information, items or even their blood.

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Music and Lyrics by
Marco Coti Zelati,
Christina Scabbia,
Andrea Ferro
Magic Arts Publishing
(ASCAP)
Courtesy of
Century Media Records

**"Cain"
by Tiamat**
Music and Lyrics by
Johan Edlund
Magic Arts Publishing
(ASCAP)
Courtesy of
Century Media Records

**"Bloodlines"
Written and
Performed by
Al Jourgensen/
Ministry**
Courtesy of
Sanctuary Records
Published by
13th Planet Music, Inc.
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**"Needle's Eye"
courtesy of
Die My Darling**
Written by F.G. Reiche
Performed by
Die My Darling
©2004

**"Come Alive"
Written and
Performed by
Daniel Ash**
© 2002
Psychobaby Records
Written by Daniel Ash
Published by
Ashman Music (ASCAP),
Administered by
Music of Windswept

**"Pound"
Performed by
AERIAL2012**
Written by J. Blackwell,
H. Cummings, S. Smith,
C. McCall and M. Wolfe
From the Album
A.E.R.I.A.L.
(A Euphoric Ride
Into Another Life)
Published by
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**"isolated"
Performed by Chiasm**
Written, Produced
and Recorded by
Emileigh Rohn
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COP International
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COP DOT COM/ASCAP

**"Lecher Bitch"
Performed by
Genitorturers**
Written by
Jennifer Vincent,
David Vincent, and
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From the album
Flesh Is the Law
© 2002 G-Force Records
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