

# VAMPIRE

## THE MASQUERADE

A 5E CONVERSION  
BY BTD PRESS



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Jeremy Crawford, Chris Perkins, Rodney Thompson,  
Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R.  
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# INTRODUCTION

*“No one holds command over me. No man. No God. No Prince. What is a claim of age for ones who are immortal? What is a claim of power for ones who defy death? Call your damnable hunt. We shall see who I drag screaming to Hell with me.”*

— Günter Dörn, *Dasa Ungeheuer Darin*

## VAMPIRE: THE MASQUERADE

*Vampire: The Masquerade* is a tabletop role-playing game (tabletop RPG) created by Mark Rein-Hagen and released in 1991 by White Wolf Publishing as the first of several Storyteller System games for its *World of Darkness* setting line. It's set in a fictionalized “gothic-punk” version of the modern world, where players assume the roles of vampires, who are referred to as “Kindred”, and deal with their night-to-night struggles against their own bestial natures, vampire hunters and each other.

Several associated products were produced based on *V: TM*, including live-action role-playing games (*Mind's Eye Theatre*), dice, collectible card games (*Vampire: The Eternal Struggle*), video games (*Vampire: The Masquerade – Redemption* and *Vampire: The Masquerade – Bloodlines*), and numerous novels. In 1996, a short-lived television show loosely based on the game, *Kindred: The Embraced*, was produced by Aaron Spelling for the Fox Broadcasting Company.

*Vampire* was notably new in many respects. It was conceived as a dark, moody urban fantasy game with a unique gothic feel harkening back of TSR's *Ravenloft*. It would also be the first of a series of linked games sharing the same game world. Its content was also novel, as the game focused on plots, intrigue and story as opposed to more straightforward dungeon scenarios. While the RPG industry in general trended toward a more narrative approach, *Vampire* was one of the first games of its kind to center on these things.

Horror games had traditionally been a tough sell in the RPG industry, but *Vampire* included elements that made it a dark superhero game rather than purely a horror game. An extensive list of broad supernatural powers, called disciplines, which included superior strength, speed and toughness, as well as other powers such as mystic senses, mind control and blood magic, gave the player characters a more super-human rather than horror feel. The 13 clans added late in the development process provided a much needed character class-like system based on vampiric archetypes, proving popular with players.

## D&D 5E CONVERSION

In January 2012, Wizards of the Coast announced that a new edition of the the popular *Dungeons & Dragons* game, at the time referred to as *D&D Next*, was under development. In direct contrast to the previous editions of the game, *D&D Next* was developed partly via a public open playtest. Public playtesting began on May 24, 2012, with the final playtest packet released on September 20, 2013.

Mechanically, 5th edition draws heavily on prior editions, while introducing some new mechanics intended to simplify ease of play. Actions are now more dependent on checks made with the six core abilities with skills taking a more supportive role.

This book is an unofficial and homebrew adaptation of *Vampire: The Masquerade* into the D&D 5E system. Because the two game systems are mechanically very different, it is not intended to be a direct translation. Rather is is meant to provide a unique and interesting game setting based in a richly-established world of vampires, monsters, magic, and intrigue.

# CHAPTER 1: RACES & BLOODLINES

## CAITIFFS

In a world of darkness, where vampires and humans wage a secret war against one another, there are those who walk within both worlds. Whether through weak vampire blood or some unholy abomination, these half-breeds often find themselves outcasts in a dangerous world at a dangerous time.

By tradition, vampires take create care and pride in the creation of new vampires. Tightly regulated and stepped in ritual, these neonates are brought up to serve their elders and maintain the culture of the respective clans. The failure to serve their blood with respect and honor was meat with swift destruction.

The cosmopolitan modern age has changed this exclusivity, though, as it does to all things. Now vampires are Embraced along broader lines, and knowledge of a particular vampire's clan does not necessarily bring a corresponding knowledge of the individual's strengths, weaknesses and interests. Many young neonates, Embraced for some potential outside of the clan's normal interests, rebel against the stultifying influence of the elders, taking up habits and alliances against all expectations of clan.

Occasionally, some new fledglings are abandoned by their sires, knowing little of the clans or the ways of vampiric society. These clanless, referred to as Caitiff, are often a threat to the Masquerade, and they rarely survive without instruction. Some vampires claim that such weak-blooded mules lack identifying clan characteristics and upbringing, and thus, they herald the coming End Times. These paranoid vampires hunt the clanless ones whenever they can.

What the pure and elitist fail to recognize is the fact that Caitiffs possess something they do not: a soul. Though turned undead by their sires, they have retained their humanity - though some are happy to leave their mortal values behind. As such, they are considered both blessed and cursed, monsters and men. In the end, all Caitiffs must decide if they will give in to their carnal powers, or hold onto the essence and spirit that once made them human.

## CAITIFF TRAITS

Your tainted blood gives you a variety of supernatural abilities and strengths.

**Ability Score Increase.** Your Charisma score increases by 2. You also increase either your Strength or Dexterity score (your choice) by 1.

**Age.** Caitiffs age as humans until they are Embraced, after which they effectively become immortal.

**Alignment.** Due to their nature, the vast majority of Caitiffs in the world are evil. However some rebel or fight against their undead sires, typically neutral in their quest. Others forsake their inner darkness completely, becoming champions of good – even if society has trouble accepting them.

**Size.** Caitiffs vary in height in weight, but remain with normal human range. Your size is medium.

**Speed.** Your base walking speed is 30 feet.

**Darkvision.** You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Bite.** Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

**Undead Insolence.** You have advantage on saves against mind-affecting spells and powers of undead.

**Cursed Flesh.** You are vulnerable to fire and radiant damage.



## HUMANS

It might be supposed from all this talk that the Kindred are powerful enough to run amuck, terrorizing humanity and using the world as their playground and abattoir. Centuries ago, certainly, vampires walked more openly among mortals, flaunting their immortality and supernatural powers, and stretching an iron hand over throngs of terrified mortals. Then the mortals finally rebelled, turning the collective might of the Church and humanity against their vampiric “lords.” For over 200 years, the Inquisition held the Kindred in terror, and in these nights, no Kindred who recalls those times wishes to see them come again.

In these days, there are dedicated mortals who are aware of the vampiric threat and who hunt it with the fervor of their medieval predecessors. The most notable organization of hunters is the Inquisition, which bases itself in the Catholic Church but has opened itself to those of other denominations recently. Another, more scholarly group called the Arcanum has observed the Kindred for over a century, and it shares its knowledge occasionally with more “active” hunters. Individual hunters, men and women driven by their knowledge of the Kindred and often touched by experience, follow personal crusades against the Damned, although recent nights have seen these solitaries band together into organized cells. And of course, there will always be nosy reporters who find things that don’t add up to their liking, or the detectives who insist on learning the truth behind a series of mysterious deaths.

Most Kindred youth scoff at the notion of witch-hunters being able to scratch them, still giddy with their own power. Elders, however, recollect the nights when humanity’s basilisk eye fell on them, and they fear such a return in an era of automatic weapons, a mortal population in the billions and weapons that not even a Kindred could survive.

## HUMAN TRAITS

Use the default Human racial traits, or the optional Variant traits, found in the *Player’s Handbook*.



## VAMPIRES

Vampires have been fixtures in myth and legend since time immemorial. Sometimes they've been monstrous creatures that swooped out of the darkness to ravish innocent virgins and steal babies from their cradles. Other times they've been predators of incredible beauty and sensuality, enchanting men and women alike, offering seductive death in return for a little nip. The vampires of the World of Darkness are all these things and more. There is enough about them that is similar to the vampires of myth and cinema, but more than enough that is different to cause some fatal errors for would-be hunters. The Kindred, as many call themselves, are sentient, with some faint similarities to their mortal selves, but as different from mortals and myth as night from day.

Tracing their lineage through millennia back to legendary founders, the families of vampires organize themselves along their lines as clans – vampires who share common heritage, abilities, and weaknesses. Each clan claims descent from one of the near-mythical Antediluvians; grandchilder of Caine and progenitors of the vampiric race. The predilections and curses of these Antediluvians, it is said, mark each member of the clans. As a result, the members of given clans often share similar tastes and potentials.

## ALLEGIANCES

The arguably moral Camarilla and decidedly immoral Sabbat claim the nearly exclusive membership of certain lineages. Among the Camarilla, the six clans of the Brujah, Malkavians, Nosferatu, Toreador, Tremere, and Ventrue predominate. In the Sabbat, leadership and the bulk of membership is claimed by the Losambra and the Tzimisce, though a good portion of the sect is made up of antitribu members of other clans. The Assamites, Followers of Set, Gangrel, Giovanni, and Ravnos are largely independent, with the majority of their individuals holding membership in neither sect.

## VAMPIRE TRAITS

All vampires, regardless of clan or bloodline, have certain traits in common.

**Ability Score Increase.** Your Constitution score increases by 2.

**Age.** Newly-embraced vampires are usually adults. Vampires are effectively immortal, and barely age as long as they are well-fed. Some ancient vampires do have a middle-aged or elderly appearance, though most remain looking like young adults.

**Size.** You retain your human size and form. Your size is Medium.

**Speed.** Your base walking speed is 35 feet.

**Bite.** Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

**Blood Feasting.** You can spend ten minutes consuming the blood of a living humanoid, or one slain within the past hour. This can be done as part of a short or long rest. If the victim is alive and unwilling, it must either be restrained or incapacitated during this time. After feeding, you regain 1 expended hit die. Once you feed from the target, you cannot feed from it again until you complete a long rest.

**From the Grave.** When you are reduced to 0 hit points and not destroyed outright, you are not considered Dying. After 1 minute, you regain 1 hit point and regain consciousness.

**Improved Darkvision.** Being one with the shadows, you have superior vision in dark and dim conditions. You can see in dim light within 120 feet of you as if it were bright light, and darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Undead Resistance.** You have resistance to cold and necrotic damage.

*Vampire Weaknesses.* As a vampire, you also have the following weaknesses.

**Torpor.** If a piercing weapon made of wood is driven into your heart while you are incapacitated, you are paralyzed until the stake is removed.

**Sunlight Hypersensitivity.** You take 20 radiant damage (including your vulnerability) when you start your turn in sunlight. While in sunlight, you have disadvantage on attack rolls and ability checks.

**Undeath.** You are vulnerable to fire and radiant damage. Your creature type is Undead; divination spells, healing spells, Turn Undead, hallow, dispel evil and good, and similar effects register you differently from other creatures.

## ASSAMITES

From hidden fortresses in the Middle East, the Assamites emerge as the silent stalkers of other Cainities. Secretive, insular and fanatically loyal to the precepts of their clan, the Assamites clan to be descendents of Haqim (Assam), who is said to fight Khayyin (Caine) and his curse. As a result, the Assamites seek to convert or slay Cainities, attempting to purge the foul curse Khayyin and bring honor to Haqim's cause of justice. Needless to say, such pursuits -- including hunting other Cainities for blood, and engaging in diablerie in attempts to strengthen their clan and their closeness to Hawin -- are not to popular with the other clans.

Due to their attacks on elders of other clans in the Dark Ages and their assistance to the rebels during the Anarch Revolt, the Assamites were fought and forced into capitulation. With their home fortress of Alamut compromised and peace enforced upon them, they were subjected to a great curse by the Tremere. Through this curse, the Assamites were rendered unable to drink Kindred vitae, making it

impossible for them to commit diablerie. Recently, though, the curse was broken (speculations have been rampant and none confirmed), and every Assamite across the globe

awakened to discover renewed thirst for the potent vitae of other Kindred. Though this development is not known publicly (because some Assamites, all attribute, refused to submit to the curse and this retained this ability), the Assamites are hoarding their secret, striking where they can to eliminate threats and draw on their returned strength.

The Assamite clan has undergone much upheaval recently, and not only due to the overturning of the Tremere curse. While previously young Assamites would take out contracts for the assassinations of other Kindred and collect blood tithes as fees, now the Assamites hunt and kill without any sort of contracts, codes or strictures. In addition, the clan has moved away from its former Islamic ties, instead looking to more ancient gods. With these changes have come the awakenings of lost powers and the resurgence of the clan's physical and political clout. Where once the Assamites were seen as honorable and contract-bound (and thus useful tools), they are now silent terrors that plague elders of every clan and sect.

In older times, Assamites Embraced primarily males, those of Middle Eastern descent and strong faith. In modern days, women also fill the ranks and even a few Westerners have been brought in. Skill now plays more of a role in selection than heritage; prospective clan members are Embraced from those with penchant for the hunt or kill -- assassins, mercenaries, terrorists and gang warriors of any decent. Recruits are expected to undertake rigorous training, and they are indoctrinated in many of the clan's precepts and history. These fida'i (apprentices) are watched closely, but they are allowed to progress based on their own worth and skill. Many fida'i run in small packs called falaqi, hunting other Cainities for blood and practice.

### BONUS TRAITS

**Ability Score Increase.** Your Dexterity score increases by 2.

**Quietus.** You know the *true strike* cantrip. In addition, you can cast *silence* as per the spell. You must take a short or long rest to cast it again, and Wisdom is your spellcasting ability for this spell.

**Shadow Trained.** You are proficient in Stealth. You are also proficient in unarmed strikes or one martial weapon of your choice.



## BRUJAH

Malcontents, punks, and revolutionaries of all stripes make up the ranks of the Brujah. Though the Brujah are certainly a motley rabble with no unifying agenda behind their rebellious actions, they back their ideas with fiery passion matched by few other vampires. Their elders are philosophers and teachers, well-versed in debate and oratory. Their youth are often passionately idealistic, from gangbangers who despise “the Man” to hackers and social workers. Whatever the cause, a Brujah will defend it to the doorstep of hell.

Elders tell of the days when the Brujah were revered as warrior-scholars and philosopher kings. In the modern era, many Brujah band together behind charismatic speakers and leaders of the clan, seeking to rebuild these lost times. Others simply follow for the opportunity to indulge in a little random violence. While the Rabble band together to tear down the structures of society, they can agree only rarely on what should replace it. When the dust settles from their latest crusade, they disperse back to their disparate lifestyles. As a former clan of warriors, Brujah are often front and center of any force the Camarilla musters to defend its cities.

The stereotypical Brujah is seen as an armed-to-the-teeth leather-clad punk with dangerous hair and too many piercings. In fact, Brujah look however they damn well please -- from the tweed suits of scholarly elders to grunge and everything in between. Because Brujah are expected to be rebellious, many can get away with outrageous behavior that would not be tolerated among other clans. Many use such underestimation to their advantage to further their causes and surprise more shortsighted clans.

## BONUS TRAITS

**Ability Score Increase.** Your Strength score increases by 2.

**Relentless Endurance.** When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

**Savage Attacks.** When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.





## FOLLOWERS OF SET

The desert sands of Africa hold many secrets long buried, some best left undisturbed. Claiming literal descent from the dark Egyptian god Set, the Setites hoard the secrets of their lost civilizations. According to the Setites, Set himself will rise - soon - and he will reward his faithful while plunging the world into eternal night. Organized more like a cult than a clan, the Followers eagerly search for the mystic means to rouse Set, while they simultaneously spin webs of deceit and fixation to sway others to their service.

Needless to say, the Setites are regarded with wariness at best and horror at worst.

Vague and contradictory rumors surround the Serpents' origin. Most Cainites hold that the Serpents are simply another branch of Caine's tree, from the far wandering days of the Antediluvians and their mythical sires.

For their part, the Followers of Set often insist that Set himself was no mere Cainite, but a true god of darkness.

Such wild stories are discounted by most vampires, though the Serpents seem to hold bits of lore and wisdom from lost days that would legitimize their claims...

With respect to the other clans, the Setites are carefully neutral. During the formation of the Camarilla, it is said, the Setites were invited to join, but few deigned to do so - much to the secret relief of

that sect's elders. As far as the Serpents are concerned, the Jyhad is just a petty struggle between the upstart children of Set's inferiors. The Setites thus broker their influence carefully, trading in commodities and vices that make them valuable, if covert, suppliers for many Kindred. Where a particular vampire has a weakness or desire, the Setites quickly move in to fill the vacuum, in debting the buyer to them and sometimes exacting favors through blackmail and addiction. Such tactics naturally don't endear the Setites to the other clans, so most Serpents make a great show of dissembling and an outward display of friendship. Of all the clans, the Setites reserve their greatest hate for their own kind: The Serpents of the Light, a small cult of Haitian Setites who broke away from the clan to join the Sabbat, are viewed as heretics and wiped out ruthlessly.

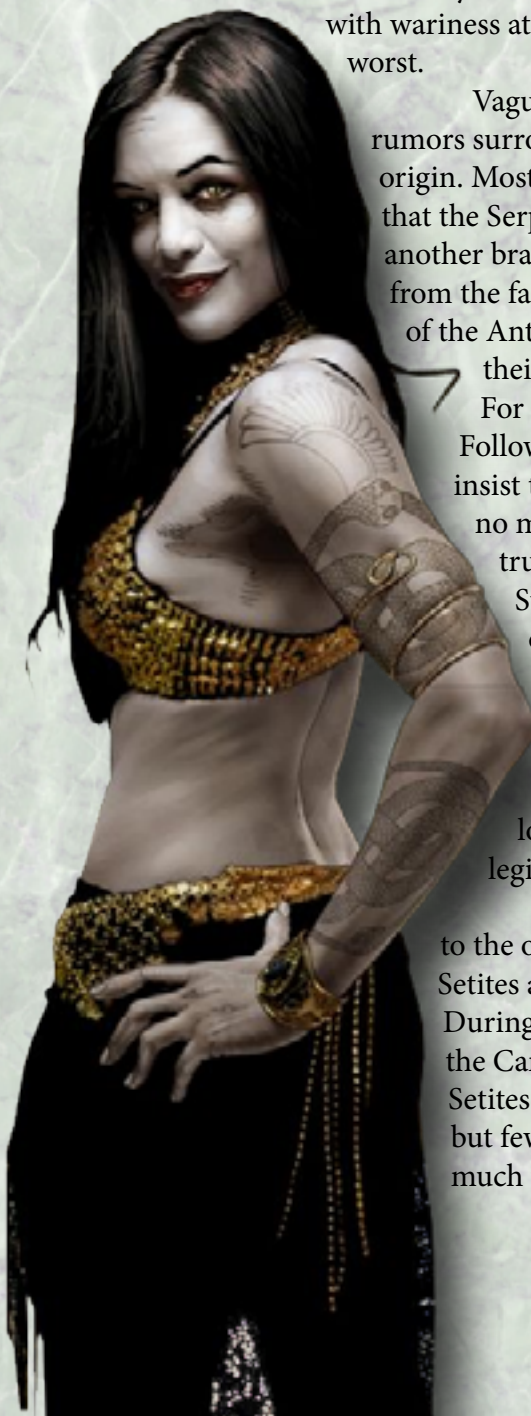
Setites tend to Embrace from among people who share an understanding of dark appetites and forbidden desire. Scholarship is highly prized in the clan, for only with the ancient lore of the earliest days can Set be found and awakened. Secrets of all manner are their stock in trade, and the vices that humiliate others are their best weapon. Those who partake of desire are naturally inclined to understand it, and so they form the basis of the clan's recruits. With time and education, Setites learn to weave webs of subtle deceit, drawing in ever more unwitting servants while plucking out the dirty secrets and lies that others try so carefully to bury.

## BONUS TRAITS

**Ability Score Increase.** Your Strength and Charisma scores increase by 1.

**Serpentis.** As a reaction to seeing a creature within 30 feet of you move, you can use your reaction to stop them from moving. Both you and the target must be able to see each other. You can use this feature a number of times per day equal to your Charisma modifier, after which you must take a long rest to regain all uses of this feature.

**Zealots.** You are proficient in Arcana and Religion. If your background also grants proficiency in either of these skills, double your proficiency bonus for that skill.



## GANGREL

From the frozen northlands, the thick forests and icy mountains, the lands of vicious beasts and monsters come the Gangrel. By turns animalistic and insightful, they embody the most fearsome predators among vampires. From their kind come the tales of such horrors as Grendel and the Norse berserkers. The undisputed masters of the wild ways, the Gangrel are feared and respected for their unmatched prowess in survival. Some, it is whispered, even hunt or deal with the dread Lupines; certainly, their clan's shape-shifting powers and animal features bring to mind legends of dire wolves.

The history of the Gangrel is disputed. Some claim that they are descended from the same line as the Ravnos, while others insist that they are a separate clan (and, indeed, animosity between Gangrel and Ravnos is often quite fierce). For their part, the Gangrel put little stock in rumors. They trade stories when they meet, test their strength in combat and evade the machinations of politics. To the Gangrel, simple survival is more than enough.

Once a part of the Camarilla, the Gangrel seceded abruptly. Theories as to the reasons behind this departure abound; in their usual detachment, the Gangrel do not discuss the matter, however. This is not to say that all Gangrel are without affiliations - some remained in the Camarilla out of loyalty or friendship, while antitribu still claim allegiance in the Sabbat - it's simply that the whole no longer bothers politics, after several centuries of Camarilla support. Naturally, this withdrawal makes Gangrel suspect in Camarilla courts, and without the support of a justicar or Inner Circle member, they can be subjected to political persecution - but few Gangrel really care.

Survivors, woodsmen and animal-lovers make up the ranks of the Gangrel clan, so it's no wonder that they have little use for political infighting or social maneuvering. Typically, a Gangrel watches a potential recruit for some time, judging the individual's ruggedness, determination and wanderlust. Those who fail the selection process are either ignored, or they become an evening meal. Those few who are chosen

are Embraced and then left to fend for themselves. The Gangrel sire typically watches from afar, only intervening in dire situations and waiting until the new childe has proven her merit before introducing himself and undertaking the process of instruction.

### BONUS TRAITS

**Ability Score Increase.** Your Strength and Dexterity scores increase by 1.

**Animal Ken.** You are proficient in Animal Handling and Survival. If your background also grants proficiency in either of these skills, double your proficiency bonus for that skill.

**Shapeshifting.** You can cast *alter self* as per the spell, taking on the appearance of an animal or growing natural weapons. Once you use this feature, you must take a long rest to use it again. Wisdom is your spellcasting modifier for this spell.



## GIOVANNI

The upstart Giovanni clan maintains a genteel exterior, dealing in matters of finance and internal business. Of course, as with all vampires, their outward facade merely hides much worse. Rumored to have wrested their position from some clan now lost to antiquity, the Giovanni keep their small and secretive ties within their own family. Where there's money to be made, it's said, there's probably a Giovanni. However, the business dealings of the Necromancers hide their debauched dealings in the magics of the dead. The Giovanni traffic in mortal crime and politics more as a way to fulfill expected stereotypes. Underneath, they study hideous necromancy and wallow in the wealth of an incestuous immortal family.

Elders whisper that the Giovanni were nothing more than an Italian merchant family of great perversity in the early Renaissance.

Boredom with earthly pleasures led them to necromancy. This study attracted an obscure branch of Cainites, who watched and guided the family's dabbling. In a surprising turnover, though, the head of the family managed to secure the Embrace from a now-forgotten Methuselah, and he finally stole the power of that ancient's blood. The founding Necromancers bonded together, Embracing only members of their own family in order to protect themselves against the newly forming Camarilla and Sabbat, neither of which looked kindly on their usurpation. At length, they signed extensive treaties forbidding Giovanni involvement in Cainite politics, leaving them to their own practice of necromancy and the financial markets that they influenced.

Because of their ostensible neutrality, the Giovanni are sometimes called on to engage in business dealings that cut across sect lines. However, they are never trusted, and they are always watched carefully. After all, they have had centuries to perfect the art of the deal, and their ghostly spies are said to be everywhere. The Necromancers' patricidal origins hardly endear them to the other clans, so for the most part they are left alone, treated as one might treat a dangerous and unpredictable beast. This wariness on the part of the other clans suits them just fine - the Giovanni have great plans, and the involvement of the other clans isn't among them. Like the brokers that they are, the Giovanni are willing to play either side, but ultimately their loyalty always lies within the family.

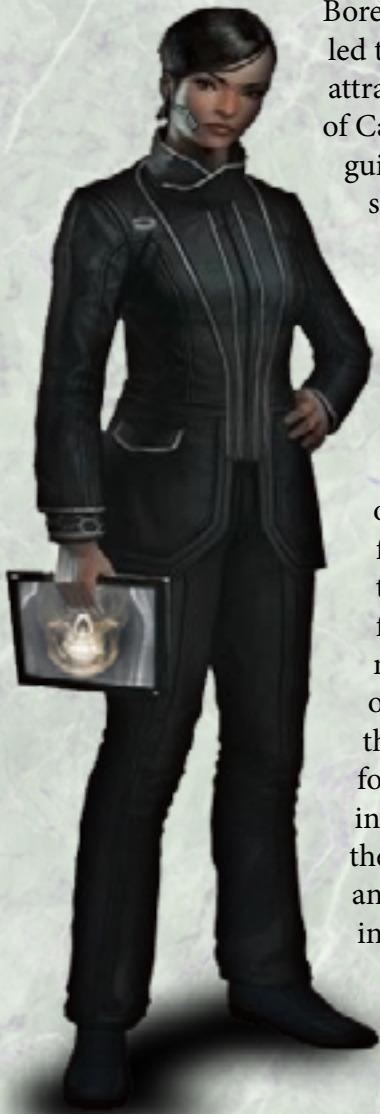
Since their inception as a clan, the Giovanni have always been particular to Embrace from within their own family. Most commonly, this nepotism involves the Giovanni of Italian descent, but intermarriages over the years have brought different families into the fold. Only very rarely is someone of a minor family or side marriage ever inducted into the undead ranks. Undeath is a reward; the best businessmen and most studious scholars are granted eternity to work their skills of behalf of the family. Others remain ghouls for eternity, or they may even stay mortals. The Giovanni are no strangers to power-brokering, infighting and influence-mongering - but ultimately, it's one's value to the family and clan as a whole that determines suitability for eternity.

### BONUS TRAITS

**Ability Score Increase.** Your Strength and Intelligence scores increase by 1.

**Cash Flow.** By spending 1 minute contacting your affiliates, you can generate 1d20 gold pieces per character level you possess. The money is deposited at a location or into a financial institution of your choice. Once you use this feature you must take a long rest to use it again.

**Ghostly Advisor.** Before you make an Intelligence or a Wisdom check, you can give yourself advantage on the check. Once you use this feature you must take a long rest to use it again.



## LASOMBRA

Master manipulators, influence brokers and scions of hidden power – the Lasombra, as their moniker implies, ply the Jyhad as a vicious game from the comfortable obscurity of darkness and misdirection. Raised from the Spanish and Italian upper class, the Lasombra exercised their influence over the Church and nobility of the Dark Ages, turning mortal rulers to their whims and bending entire societies to their service. This practice continues unabated as the Lasombra bow to no other clan, instead leading the Sabbat with keen, cultured sensibilities and ruthless efficiency.

In elder days, the Lasombra were considered an honorable and impressive clan, possessed of strong character. None underestimated their their at diplomacy or intrigue, of course, but as a whole, they exerted a powerful hierarchy from elder court to younger students. During the Anarch Revolt though, many young Lasombra rebelled against their controlling sires, seeking to lead their own unives instead of existing in eternal servitude as pawns. After decades of warfare, a Methuselah of the clan betrayed their Antediluvian, and that ancient was supposedly slain. Now, the Lasombra are free of their Antediluvian's control, free to exercise their whims as they see fit and free to rule the Sabbat in its quest to liberate all other Cainites from the thrall of the elders. Naturally, their superior knowledge in this matter grants them the right to lead the other clans in this war.

Among the clans of the Sabbat, the Lasombra are treated with respect and reverence; many positions of authority and influence are held by Keepers. For destroying their Antediluvian, Lasombra are accorded honor second

only to Tzimisce. For serving the Sabbat loyally, they granted service in turn. Though suspicion follows many Lasombra motives, the Lasombra deal with other clans through strength and cunning. Even in the Camarilla, the Lasombra are considered urbane and dangerous. A Cainite dealing with a Lasombra shows the utmost consideration, despite any thoughts of spite or treason - an attitude that the Keepers return in kind. After all, one can never tell who dances on the puppeteers' strings.

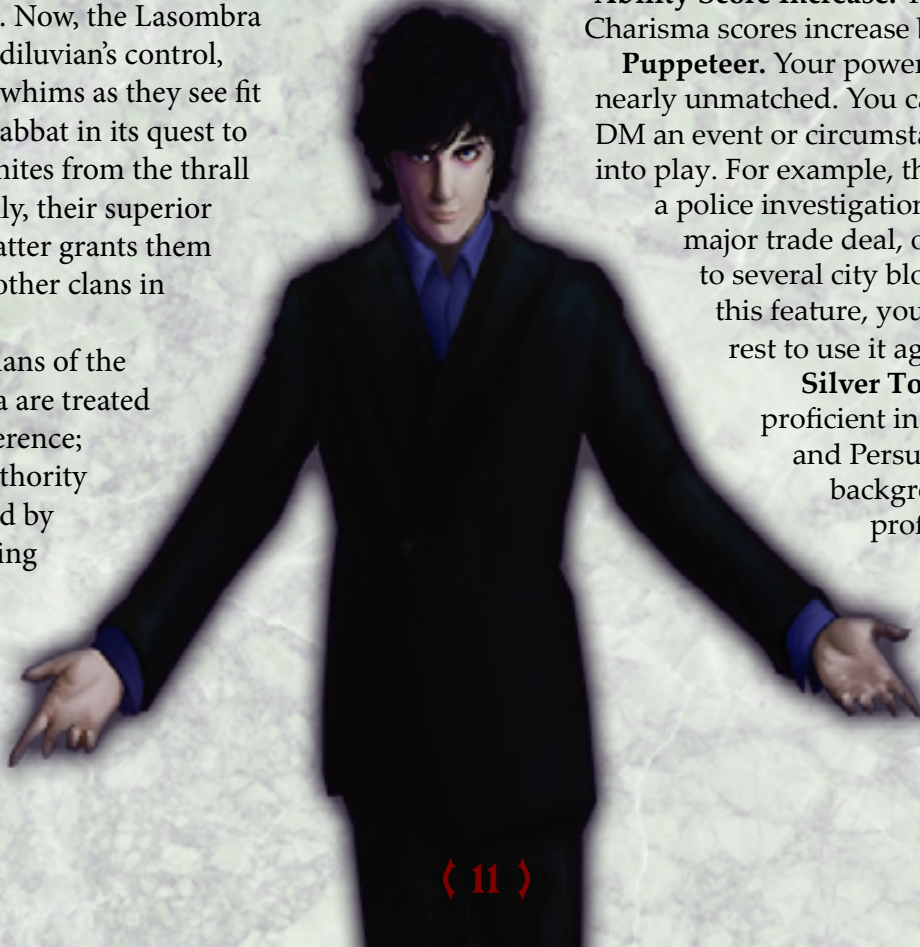
As befits their heritage, the Lasombra choose their potential childer from strong-willed mortals, selecting those with courage, cleverness and a talent for manipulation. Artistic skill, specialized knowledge and physical prowess are all secondary considerations compared to the will to power necessary to be a true Lasombra. The Lasombra recruit must have the confidence and authority to master himself and others. Naturally, these conflicting inner drives lead to friction sires, but the Lasombra wouldn't ave it any other way – through conflict comes strength, and to the victor go the spoils.

## BONUS TRAITS

**Ability Score Increase.** Your Wisdom and Charisma scores increase by 1.

**Puppeteer.** Your power of influence is nearly unmatched. You can discuss with the DM an event or circumstance that comes into play. For example, the dropping of a police investigation, rejection of a major trade deal, or cutting power to several city blocks. Once you use this feature, you must take a long rest to use it again.

**Silver Tongue.** You are proficient in Deception and Persuasion. If your background also grants proficiency in either of these skills, double your proficiency bonus for that skill.



## MALKAVIANS

Dismissed as madmen and kooks, the clan of seers is alternately derided and feared. Every last member of the Malkavian clan is twisted in some fashion, rendered incurably insane by the power of the clan's blood. For some, this madness takes the form of hideous homicidal displays or outrageous chaotic behavior; in others, a quiet, insidious bent makes it way through the vampire's thoughts. In all cases, the blood makes Malkavians unpredictable, potentially dangerous and absolutely free from the confines and expectations of normalcy.

No unifying purpose or goal binds the Malkavian clan, only a bond of shared madness. Some revel in their insanity, others deny it, but they are all inevitably drawn together by their insight into

a world altered by twisted perceptions. None can guess what Malkavians really see or think.

Indeed, to do so is to invite the Lunatics to share their

madness. Unbidden, the Malkavians seek to open the perceptions of others, using pranks, misdirection and chaos to force others into new viewpoints and to shatter accepted norms. Some vampires whisper that the Malkavians control the Jyhad subtly, that the war of ages is simply a great joke of their founder... and a few fear that the Malkavians are already laughing at the coming end.

The Lunatics Embrace seemingly at whim. Many members of the clan are insightful, some even brilliant. Any other categorizations, aside from their common insanity, fail. A Malkavian usually Embraces someone on the edge of insanity or one already driven mad, but non can really say what might motivate a Lunatic to bring another into the fold. Some new childer are not insane when they are Embraced, but their sires seek to rectify this "shortcoming" as quickly as possible. A few are physically brutal, and some can be quite socially charming when not visibly afflicted, but these outliers serve only to point up the commonality of the clan: Madness -- and enlightenment -- can infect anyone.

Most Malkavians seem to have little care for sect politics, although those who do so are terrifying in their dogged pursuit of their aim. The true loyalties of the Malkavians likely lie with whatever greater goal drives their shared insight, though. Even the most chaotic Lunatics occasionally find themselves working in tandem at the most unusual tasks.

## BONUS TRAITS

**Ability Score Increase.** Your Wisdom score increases by 2.

**Madness Network.** You know the *message* cantrip. In addition, when using *message* to contact another Malkavian, there is no maximum range of the spell. Wisdom is your spellcasting modifier for this spell.

**Seer.** You are proficient in Insight and Perception. If your background also grants proficiency in either of these skills, double your proficiency bonus for that skill.



## NOSFERATU

Hideous deformities and misshapen features are the hallmarks of the Nosferatu, vampires reshaped by the Curse of Shiera. Though they (usually) remain aware and intelligent, all Nosferatu are physically altered in some way by the blood of the clan. Boils, growths, altered features, hairy spots, warts, odd skin colors, animalistic features and even scales sprout on the faces and bodies of these wretches. Little wonder, then, that the Nosferatu prefer to congregate in sewers and caverns, away from the judgmental eyes of others.

Whether the deformities of the Nosferatu hail from a curse placed on the line by Shiera herself or from some other unwholesome source, the results are the same. As the Nosferatu cannot hope to interact with the rest of society, they must survive on their own, which they do with incredible skill. Shunned by everyone else, the Nosferatu gather in their own groups or avoid contact altogether. The outskirts of civilization and the refuse of society become their homes and sustenance.

As the Nosferatu scurry through the secret byways and catacombs in which they lair, they unearth lost secrets and find hidden caches of knowledge. Indeed, with the incredible stealth engendered as a necessity of their condition, they find it easy to spy on Kindred and kine alike in search of valuable bits of information. Spies and rumormongers of the first order, the Nosferatu parlay such information in exchange for favors, trading with clan mates freely and treating with outsiders for service and boons. Some Nosferatu their powers of concealment well enough to eavesdrop unnoticed in the middle of meetings of other Kindred, selling their secrets to the highest bidder. Woe unto the outsider who seeks to turn a Nosferatu against his clan, though -- in their communal misery, the Nosferatu have forged strong ranks of loyalty. When the only one to keep company with a monster are other monsters, they develop powerful bonds indeed.

As outcasts, the Nosferatu often Embrace among those like themselves -- derelicts, vagrants, the antisocial, the wayward and unstable individuals -- in

a commonality of social pariahs. Other victims include the beautiful and vain, or sociopath and criminals, to whom the Nosferatu wish to teach a permanent and disfiguring lesson. Whatever the case, the Embrace often has a surprising effect. Aside from inflicting the deformities characteristic of the clan over the next few weeks, the abrupt and extreme changes often force the fledgling into an utterly new existence, one in which his clan is his only anchor. It's unsurprising, then, that recruits find themselves with friends and allies among those they would otherwise scorn.

The Nosferatu remain on the fringes of vampire society. The clan lacks any sort of overarching organization as a whole, but among themselves, the Nosferatu are unfailingly polite and well-versed in the pecking order. Outsiders may see nothing but a ragged band of deformed and pitiable creatures, but among their unearthed secrets and hidden tunnels, the Nosferatu hide far more influence and knowledge than the other clans would care to know...

### BONUS TRAITS

**Ability Score Increase.** Your Strength and Wisdom scores increase by 1.

**Obfuscate.** You can use an action to make yourself invisible. You move at half your normal speed, and if you take damage or take any other actions your invisibility ends.

**Shadow Walker.** When using the Stealth skill to move undetected, you can move at your normal speed without penalty.



## RAVNOS

Once a great clan like the other 12, the Ravnos have, in modern nights, been reduced to the shell of their former selves. The treacherous tricksters once walked randomly among the other Cainites, untrusted and beholden to no one. In a recent storm of madness and death, though, they have been slain and lost until they are but a shadow of their former ranks. No more than a few hundred now claim Ravnos lineage and the strange illusions and philosophies that come with it.

The Ravnos came originally from India, predating the exodus of the Gypsy peoples by a few centuries. At first misunderstood, they wandered from place to place, ignoring the strictures of Cainite society and bringing chaos with them. Many vampires wondered if the Ravnos were Cainites at all, due to their strange behavior, foreign beliefs and unusual Disciplines. As the Dark Ages passed and the Camarilla and Sabbat arose, the Ravnos changed little; they cared not for the beliefs of the Westerners. Instead, the Ravnos continued to spread their unique brand of illusions and mind-twisting treachery across

Europe. By the modern age, they had become known well enough that any court would dread the arrival of a Ravnos, but they would never be barred from a city for bringing down a horde of vengeful Deceivers.

Obviously, the charlatanry of the Ravnos grates the other clans, yet none have bothered to move against the Deceivers. Perhaps it's because Ravnos solidarity ensures any aggressor would suffer an excruciatingly annoying demise, or maybe it's just because the Ravnos aren't worth the time. For their part, the Ravnos seem to espouse a philosophy that places most Cainites somewhere below invertebrates on the karmic scale - to the Ravnos, the undead are without purpose in the greater scheme of things, and they must be taught properly (by tearing the veils of illusion from their eyes through lies, subterfuge and thievery) or destroyed. It is for this reason that the Ravnos spread discord in their wake: They hope that an enlightened few will awaken to their true purpose as heralds of change, while others must be slain and reincarnated into new roles.

During their heyday, the Ravnos most often brought in new recruits from the Gypsy families, mostly male. The diluting blood and customs of the modern age brought in a few more worldly recruits, and now that the Ravnos are scattered and few, they take potential children where they can get them. Just about anyone with a keen wit can qualify for entry into the clan. Once regarded as buffoons, the Ravnos are now deadly serious.

### BONUS TRAITS

**Ability Score Increase.** Your Intelligence and Wisdom scores increase by 1.

**Illusionist.** You know the *minor illusion* cantrip. At 3rd level you can cast *silent image*, and at 5th level you can cast *phantasmal force*. Intelligence is your spellcasting modifier for these spells. Once you cast *silent image* or *phantasmal force*, you must take a long rest before you can cast that spell again.

**Trickster.** You are proficient in Deception and Sleight of Hand. If your background also grants proficiency in either of these skills, double your proficiency bonus for that skill.



## TOREADOR

Artists, dilettantes and degenerates make up the ranks of the Toreador clan, a lineage ensconced in sensuality and experience. Whether patronizing the arts or creating works of their own, these vampires are rarely far from the pleasures of expression and beauty. Ultimately, though, whether for aesthetics or indulgence, it is beauty that carries the members of this clan.

Works of beauty and history are found among the holdings of the Toreador, and pieces of physical art are not the sole treasures of the clan. Toreador are as likely to work with music, song, literature, poetry, physical beauty or aesthetics as any other form of expression. Bitter infighting divides much of the clan regarding what constitutes “art,” but all are united in their zeal to defend the ideals of art and beauty -- and sensuality -- through artistic expression. Some members of the clan do not possess any notable artistic ability, but they support their clan’s interests through their patronage and social graces. When a party, ball or showing is arranged in Cainite society, it is likely a Toreador organizing the event, and it is certain that the clan will bring out its most glittering members in force. In cramped artists’ studios or opulent manors, the Toreador surround themselves with the trappings with art in all forms, and carry that elegance wherever they travel and meet. The common desire to indulge in the elevation of art draws the clan together. Even when sniping over matters of status and prestige, these vampires respect the prowess of true creative genius. As the guardians of culture, the Toreador pass judgment on what victories constitute genius or what gaffes make a fool. Currying Toreador favor can do much to assist any career in Elysium.

Obviously, the Toreador are quick to Embrace those mortals with great artistic talents, the better to preserve those talents for all eternity. In some cases, members of the clan also Embrace from passion, and they are the most likely to Embrace for companionship. Though the Toreador are not uniformly beautiful, a disproportionate number are good-looking -- works of physical art to some thinking.

Time, however, is often unkind to the Toreador. Many become jaded with the passing years, seeing works fall to ruins or mortal beauty crumble with age. Consequently, they seek greater thrills and experiences to whet their palates, often falling into hedonism and decadence. Most Kindred agree that few things are more disturbing than a Toreador needing a new hobby. Even worse is the Toreador who has become bored. Like decadent, pleasure-loving nobility, they snipe and disparage those who do not meet their exact standards. For every hostess with the mostest or inspired artist, there is a catty preener whose only interest is destroying others.

## BONUS TRAITS

**Ability Score Increase.** Your Charisma score increases by 2.

**Artist.** You are proficient in Performance and one artist’s tool of your choice. If your background also grants proficiency in either of these skills, double your proficiency bonus for that skill.

**Awe.** When you are attacked by a creature within 30 feet of you that you can see, you can use your reaction to impose disadvantage on the attack roll, glaring at your attacker with a terrifying presence. An attacker that can’t see you is not affected by this feature.





## TREMERE

Once a cabal of mortal wizards, the Tremere supposedly wrested the secrets of vampirism through their own arcane studies in a covert war during the Dark Ages. With their stole birthright, they carved a place for themselves in vampiric society, hunting down and extinguishing an ancient of another lost bloodline in order to gain legitimacy while refining their own potent magics with their new unliving powers. Tightly bound by common studies of the arcane and the mistrust of other clans, the Warlocks are mysterious, distrusted and feared -- and that's just how they like it.

Though not all Tremere had mystical leanings in life, the ritualistic structure of the clan brings all recruits into a rigid hierarchy in death. Occult practices from the Dark Ages shape many of the clan's ways, while secret orders of initiation mark rites of passage in the clan's ranks. The clan itself is divided into circles of ranking, moving from apprentices (who carry out the day-to-day tasks of the clan) to regents (who oversee clan affairs in a city) to lords (who exercise dominion over a particular region) to pontifexes (whose rule extends to all Tremere activities within a large geographic area) to, ultimately, the fabled Council of Seven (whose members oversee a continent). Initiates strive diligently to outperform their peers in order to rise in rank, yet maintain a rigid code of loyalty to clan. This chain of command promotes ambition while making the Tremere more insular and structured than any other clan.

Among the ranks of the Tremere are Freemasons, mystics, witches, New Agers and antiquarians. The clan does not draw from practitioners of the arcane exclusively, though. Politicians, financiers, scientists and soldiers can all be found among the ranks of the clan. Self-discipline, a keen mind and will to power are qualities inherent to the prospective neonate. Loyalty to the clan and knowledge of the occult can be instilled later.

## BONUS TRAITS

**Ability Score Increase.** Your Intelligence score increases by 2.

**Ancient Secrets.** You are proficient in Arcana and History. If your background also grants proficiency in either of these skills, double your proficiency bonus for that skill.

**Mystic Arts.** You know two cantrips from the wizard spell list. Whenever you finish a long rest, you can choose new cantrips if you desire. Intelligence is your spellcasting modifier for these spells.



## TZIMISCE

Potent sorceries, crumbling castles, forbidding mountains, villages of huddles and fearful peasants; these images play through the history of the Tzimisce. The scholarly Friends trace their roots to the demesnes of Eastern Europe, where they ruled as feudal lords over a superstitious populace (and, in some places, they still do, it is whispered). Even in the modern day, anachronistic behavior and uncommon occult insight are hallmarks of the Tzimisce. Once the pre-eminent sorcerers of Cainite society, they now serve the Sabbat as terrifying, alien creatures that epitomize the traditional characteristics of vampires. The great Vlad Dracul himself is said to have been Tzimisce, though in the Sabbat, he is counted as a traitor to the clan.

The Tzimisce have existed since time immemorial, ruling for generations in the fiefs and provinces of Eastern Europe. There, they extended their taloned hands over the mortal villages and authorities, brooking no resistance. Their broods of blood-bound children exacted fearsome tribute, while the koldun sorcerers performed hideous rites, calling on the black-stained power of the twisted lands. With the coming of the Anarch Revolt, legions of children broke away from their domineering masters, putting castles and elders to the torch. The mystical ritual of the Vaulderie, corrupted from koldun rites, broke the blood bonds and sent children screaming as bands of terror ravaging the landscape. At last, the anarchs destroyed the Tzimisce Antediluvian, and together with the Losabra, the remaining Fiends formed the core of the Sabbat. The few surviving viovodes and koldun shut themselves away in their castles, avoiding the strife and closeting themselves in an earlier age. Now, the Fiends' influence in the Sabbat is second only to the

Losabra clan's, and many believe that the Tzimisce manipulate the Losabra as well.

Few can understand the motives of the Tzimisce. Many are insane or simply alien to human or vampiric minds. Uninterested in secular power yet wrathful and deadly when blked, incredibly intelligent but unwilling to grasp the modern age, by turns courtly and torturous, the Tzimisce are a study in contrasts - yet the Fiends themselves admit to no dichotomy. Other vampires treat the Tzimisce with a guarded sort of respect. The Fiends take the greatest insult when their domains are trespassed, yet they hoard insights that the other clans have long since lost. Once angered, a Tzimisce never fails to exact retribution. To their allies, they seem erratic, yet their knowledge and their minions are potent. Few would want Tzimisce "friends," and none want Tzimisce enemies.

In keeping with their bizarre predilections, the Tzimisce Embrace from an eclectic selection of mortals. The insane are sometimes chosen, but most often the Fiends choose those whose minds were broken by some terrible insight. More often, the Tzimisce Embrace those strong wills who were twisted but unbowed by unusual knowledge, whether scientists, magicians or philosophers. In some cases, the Tzimisce will Embrace their revenant relatives or mortal minions as a gift or reward for devoted service. Though the Embrace does not alter the fledgling Tzimisce physically, it exacts its price on the mind; few Tzimisce have the capacity to empathize with their former mortal days, while more than a few pick up disturbing new habits, sharper tempers and more territorial natures.

### BONUS TRAITS

**Ability Score Increase.** Your Dexterity and Charisma scores increase by 2.

**Historians.** You are proficient in History, and have advantage on History checks.

**Magic Resistance.** You advantage on ability saves to resist magic spells and effects.



## VENTRUE

While the other clans play at games of status or rebellion, the Ventrue take up the mantle of leadership and guide Cainite society itself. Nobility, sophistication and duty are the hallmarks of this clan. Rulership is a difficult burden indeed, but the Ventrue know themselves equal to the task. Alternately derided and respected, the Ventrue are the framework.

The responsibilities and privileges of authority are assumed by vampires of the Ventrue clan. Power belongs to those who can wield it, and so the Ventrue accumulate prestige, influence and wealth. In order to defend against the plots of subtle foes, the vampires of this clan call on their associates to form staunch allegiances.

When seeking mortal allies and compatriots, the Ventrue look to the cream of crop. Those who rise to heights of prowess through talent, hard work and noble character are the foremost recruits among the Ventrue. Of course, among the older members of the clan, blood will tell; scions of wealthy and noble families are often inducted, with the expectation that their rarefied lineage provides insight and potential beyond that of commoners.

As the rulers, the Ventrue hold a noblesse oblige, a duty and responsibility to lead and protect. Members of the clan use their political savvy and influential powers to sway Kindred and mortal politics alike, bringing prosperity to vampires and protecting the society of the undead from discovery. Thus, Ventrue naturally gravitate toward positions of power and authority, or attempt to do so. Of course, since the Ventrue cannot let other clans know the hidden secrets and burdens that they carry in the war to defend all vampires, they must assume the burdens of leadership alone. However, they are certain to drop hints about the burdensome task.

## BONUS TRAITS

**Ability Score Increase.** Your Intelligence and Charisma scores increase by 1.

**Clan Finances.** You begin play with 1000 gp, regardless of class. In addition your allies can begin with 500 gp, regardless of their classes.

**Intimidating Presence.** You can use the Intimidation skill to intimidate a target as an action. If the target is not a Ventrue, you have advantage on the skill check.



# CHAPTER 2: CLASSES & ARCHETYPES

## STANDARD CLASSES

In the modern-day setting of *World of Darkness*, magic among vampires is exceedingly rare and must be obtained by months or years of tutelage under a Caintite who knows such practices. Religious-based magical effects may be conjured by mortals, but the odds of encountering such a learned individual is even less likely than among Kindred. *World of Darkness* does not have classes, and character development is based more on skills and a progression of bloodline disciplines.

*Dungeons and Dragons* is a different story. Because it is built upon a premise of high fantasy, with lightning-hurling wizards and sword-swinging warriors, some flexibility will be necessary to adapt *Vampire: The Masquerade* into D&D context. This can be quite easy to do, if one does not adhere too firmly to the *World of Darkness* setting and mentality. Because many vampires hail from ancient times of might and magic, it could stand to reason that they use skills learned from a time of medieval fantasy.

All of the standard D&D classes can be played in some capacity in this conversion - with a few exceptions and limitations. One of the biggest restrictions comes with vampires and religious classes. Quite simple, it cannot happen. Vampires are cursed. Not only are they shunned by the deific powers that be, but their souls are tainted - and therefore have no ability to channel magic and powers of the spirit. As such, Vampires cannot become Clerics or Paladins, even if they are dedicated to evil deities. Druids and Rangers, though rare among Kindred, are only slightly more permissible under the pretext that the character has a strong connection to Earth energy. However since most animals have an aversion to vampires, compromise with the DM may be required.

Humans, though at a physical disadvantage compared to monstrous vampires, have full access to the classes and archetypes available to players. Considering the supernatural and elemental vulnerabilities of Kindred, the ability to wield divine might and conjure magical flames gives them the power they need to combat creatures of darkness.

Caitiffs (or half-vampires) fall somewhere between these extremes. In terms of classes available, they are considered Human. They have retained their soul, yet have acquired the Curse. For the most part they are able to play divine-based classes, yet the odds of a light-wielding, evil-smiting beacon of holy justice among their ranks are extremely low. If anything they would likely have a more neutral motivation, either hunting vampires who they see as abominations or acting primarily out of self-preservation.

As far as specific classes go, the rationale behind a Human or Caitiff playing them can be rather straightforward. For Vampires, they can be surmized in the following examples:

**BARBARIAN:** Your monstrous nature is barely kept in check as it is. When battle begins, your inner beasts turns you into a raging warrior.

**BARD:** Your voice has transcended the mortal veil, and you draw from the power of the aether. Whether a siren or rock star, your music can either sooth or slay savage beasts.

**DRUID:** The savagry of the wild is a paradise compared to the mechanations of man. You'd rather be left to the solitude of nature than endure the living Hell of city life.

**FIGHTER:** Raised in an age where blades where honored symbols of power and skill, ancient magic and modern guns are no match for a reliable weapon in your hands.

**MONK:** You've spent much of your life depending on nothing more than yourself. Battle is no different. Through focus and clarity you overcome all obstacles.

**RANGER:** Having grown up on the fringes of society, you prefer to keep moving and avoid the eyes of modern humanity altogether.

**ROGUE:** Shadows are the lair of the vampire, and you make them your home. Whether breaking into secured locations of climbing into open windows, you are a trained warrior of darkness.

**SORCERER:** The power in your blood grants you magic beyond mortal comprehension. Who needs to call upon the gods when you have it within you to become one?

**WARLOCK:** Let the modern fools believe themselves strong. You know the power of the Ancients and dark lords, and by serving them you will taste true strength.

**WIZARD:** The greatest secrets in history have been lost to all both those diligent enough to seek them. You have been entrusted with tomes of magic, and live to fill them with magic that has not been witnessed in centuries.

## CLASS ARCHETYPES

Since February of 2015, staff members of Wizards of the Coast have released regular installments of supplemental materials for their *Dungeons & Dragons* 5th Edition system. Among these materials are numerous new class archetypes, many of which could be appropriate for a *Vampire: The Masquerade* campaign setting. Though they cannot be included below in their entirety, due to copyright regulations, they are listed. For details, you are encouraged to look up the Wizards of the Coast website and search for the corresponding articles.

BARBARIAN:	ANCESTRAL GUARDIAN
BARD:	COLLEGE OF GLAMOUR
BARD:	COLLEGE OF WHISPERS
CLERIC:	CITY DOMAIN
FIGHTER:	SHARPSHOOTER
MONK:	WAY OF THE KENSAI
RANGER:	DEEP STALKER
ROGUE:	MASTERMIND
ROGUE:	SCOUT
SORCERER:	SHADOW
WARLOCK:	GHOST IN THE MACHINE PATRON
WIZARD:	ARTIFICER TRADITION
WIZARD:	TECHNOMANCY TRADITION

In addition, this book contains two new archetypes inspired by the Disciplines and abilities found within the *Vampire: The Masquerade* materials - the Monk archetype Way of Celerity and the Sorcerer origin Vitae.



## MONK: WAY OF CELERITY

As one of the physically augmenting disciples of vampires, and one of the more commonly-encountered, Celerity represents preternatural speed and reflexes. When angered, stressed, or consumed with need, you can use the power inherent in the blood to fuel your actions with incredible swiftness.

Moving in a blur of speed may be effective and intimidating, but it is also a considerable breach of the Masquerade. Many fresh vampire neophytes, excited over their new physical prowess, like to race each other or chase down their prey in a flash. Yet they soon find they are not fast enough to outrun the elder vampires who seek to maintain the secrecy of their kindred at all costs.

### ALACRITY

Starting when you choose this archetype at 3rd level, you have advantage on Initiative rolls. In addition, you can spend 1 ki point to reroll a Dexterity ability save. You must declare the use of this ability before the results of the roll are determined, and you must use the results of the second roll even if it is lower.

### SWIFTNESS

Beginning at 6th level, when there are multiple opponents adjacent to your movement path, you can make a single attack roll against every valid target along the way. If you spend 1 ki point before rolling, you have advantage on the attack roll.

### LEGERITY

At 11th level, as an action you can designate a 30 foot radius area centered on a point within 30 feet of you that you can see. You launch into motion, spending ki points to accomplish a certain effect of your choice:

- 1 Ki - You dash around the area performing minor actions, such as closing doors, opening windows, or picking up small objects.
- 2 Ki - You instantly douse fires, clear smoke from the area, or designate prone allies who are now standing.
- 3 Ki - You can make a single attack roll against all enemy targets in the area. If successful, you can choose to either deal damage or disarm them.

### FLEETNESS

At 17th level you become a vortex of speed, able to move so fast few can see you much less keep up with you. By spending 2 ki points as a bonus action, you can make a second Initiative roll. For the rest of the encounter you can act normally on both Initiative results. Any effect on you that is measured in rounds uses your first Initiative roll, and if any lingering effect prevents action - such as the *hold person* spell - the second Initiative action is likewise prevented.



## SORCERER: VITAE ORIGIN

Vampires are creatures of magic, yet not every Cainite can truly tap into the power of their blood. A few have harnessed this power, turning their curse into a very potent gift. In the Dark Ages, the Tremere clan rose to prominence through the use of what they call *Thaumaturgy*. By combining their mortal wizardly knowledge with their new-found powers of blood, the Tremere discovered ways to control the manipulation of Vitae, forcing it to perform specialized powers. Since then the sorcerous *Thaumaturgy* has been passed to - or stolen by - members of other clans, though the effect of the blood magic has not diminished in the hands of its new masters.

### TASTE FOR BLOOD

At 1st level, you can taste blood to determine information about the one who shed it. As an action you can make a DC 10 Insight check. On a success you determine the name, race (or vampire clan), and approximate level or challenge rating of the creature who shed the blood. If you use this feature again against a new source of blood, information about previous creatures is lost.

### THEFT OF VITAE

Also beginning at 1st level, if you have used Taste For Blood to determine information on a creature within the last hour, that creature has disadvantage on weapon attack rolls against you. If they miss you, you have advantage on your next weapon attack roll against them. You must attack them within 1 round after they miss you or the advantage is lost.

### POTENT VITAE

Beginning at 6th level, you can spend 1 Sorcery Point to reroll

a Strength, Dexterity, or Constitution ability check or save. You must declare the use of this ability before the results of the roll are determined, and you must use the results of the second roll even if it is lower.

### BLOOD FORM

Starting at 14th level, you gain the ability to enter a liquid state while moving.

When you move on your turn, you take only half damage from opportunity attacks, and you can move through any enemy's space but can't willingly end your move there.

On your turn, you can move through any space that is at least 3 inches in diameter and do so without squeezing. When you stop moving, the regular squeezing rules apply if you're in a space one size smaller than you. You can't willingly stop in a space smaller than that, and if you're forced to do so, you immediately flow to the nearest space that can fit you, back along the path of your movement.

### CAULDRON OF BLOOD

At 18th level, you can use your mastery over vitae to boil the blood of others. When you successfully hit a creature with an unarmed strike or melee attack roll, you can spend 2 Sorcery Points to deal extra damage equal to 1d6 fire damage per Sorcerer level you possess. If you have used Taste For Blood to determine information on the creature within the last hour, you can use this feature at a range of 30 feet following a success spell attack or ranged attack roll against that creature.



# CHAPTER 3: BACKGROUNDS & TRAITS

The darkness is a world of conquest, of dubious promises and secretive allies. Mortals and immortals alike hail from diverse backgrounds, and while some cling to their origins with pride others have done all in their power to remove themselves from their former days.

Any standard background from the *Player's Handbook* or other official sources could be considered appropriate to a *Vampire: The Masquerade* setting. Below is a list of new and setting-specific backgrounds to use for characters.

## BUREAUCRACY

You can manage various government agencies and bureaus. By dealing with social programs and public servants, you can spin red tape, bypass rules and regulations or twist bureaucratic regimentation to your advantage. Bureaucracy is useful in operating or shutting down businesses, faking or acquiring permits and identification papers and manipulating public utilities and facilities. Government clerks at the city and county level, utility workers, road crews, surveyors and other civil servants are potential contacts or allies.

**Skill Proficiencies:** Intimidation, Persuasion

**Tool Proficiencies:** None

**Languages:** Two of your choice

**Equipment:** Personal ID, a small knife, a dossier of important individuals, a set of fine clothes, a cell phone, a briefcase, and a wallet containing 15 gp.

## FEATURE: ALTERNATIVE LAWS

You have a knack for sidestepping legal procedures and evading political scrutiny. When you encounter a situation requiring considerable permission or red tape – such as gaining access to a political building, requesting private files, or freeing an ally from prison – you can make a few calls to pull the right strings. This diplomatic leniency does have its limits, and only protects you, so surrounding yourself with conspicuous compatriots may impede your subtlety.

## SUGGESTED CHARACTERISTICS

The laws of man do not apply to you. Through your connections and clout you've been able to move about like a ghost. While this could very well lead to a demeanor of arrogance or callousness, it is difficult for you to take the "common man" seriously. Your agendas and desires supersede such trivial nuisances as due process and paperwork.

d6	Personality
1	I have a tendency to ignore others' concerns of legal repercussions.
2	I like to drop names of important political figures, even if they're not relevant to the conversation.
3	I actually don't know much legal jargon, but I certainly pretend like I do.
4	Some people find my jokes offensive, but I really don't care.
5	My political day (or night) job is my life. I couldn't imagine doing anything else.
6	I'm very frugal with my maneuvering. Sooner or later I'm going to get caught.

d4	Bond
1	I need my job, and my job needs me. What else do I have to live for?
2	My family is my blood, and I will shed mine to serve and protect them.
3	Cities rise and fall by the laws within them, and I do my part to keep mine running.
4	I will get what I want, when I want, and will destroy anyone who gets in my way.



d6	Ideal
1	<b>Community.</b> My city needs my protection. Twisting the rules is sometimes the only way to keep them intact. ( <i>Lawful</i> )
2	<b>Family.</b> The power of my family is absolute. I do what they command, and they reward me for my service. ( <i>Neutral</i> )
3	<b>Power.</b> Laws are pathetic attempts to reign in my progress, but my ambition will not be stopped. ( <i>Evil</i> )
4	<b>Vigilante.</b> Absolute power corrupts absolutely, and I will slip through the webs that evil men weave to protect themselves. ( <i>Good</i> )
5	<b>Masquerade.</b> The world isn't ready to know what goes bump in the night. I prevent chaos by ensuring humans at large remain ignorant. ( <i>Any</i> )
6	<b>Anarchy.</b> Fancy suits in their glass towers love to lord over others. I'm going to watch their house of cards crash to the ground. ( <i>Chaotic</i> )

d6	Flaw
1	People are pawns to me. I don't even bother to learn names.
2	I grow furious whenever I don't get my way.
3	My family is the true power. I'm at their beck and call.
4	I'm constantly being watched by an elder or superior. One slip-up and I'm as good as dead.
5	My work is an obsession. I need to check in constantly.
6	I haven't always been successful. One government agency is still looking for me.



## FINANCE

Manipulating markets, stock reports and investments is a hobby of many Cainites, especially those who use their knowledge to keep hidden wealth. Though your actual available money is a function of your Resources, you can use Finance Influence to start or smother businesses, crush or support banking institutions and alter credit records. Clearly, such power over money is not to be trifled with fortunes are made and destroyed with this sort of pull. CEOs, bankers, stockbrokers, bank tellers, yes-men, financiers and loan agents are found among such work.

**Skill Proficiencies:** Investigation, Persuasion

**Tool Proficiencies:** Computers (Intelligence)

**Languages:** One of your choice

**Equipment:** Personal ID, a small tool kit,, a set of fine clothes, a cell phone, a briefcase, and a wallet containing 35 gp.

### FEATURE: MONEY TRAIL

Your intimate knowledge of the financial world allows you to pluck strings and see where they lead. You can locate the general location, financial status, and reported monetary activity as long as they have access to a bank or other financial institution. With this insight you can potentially freeze, release, or reroute funds to suit your own purposes – though great care must be chosen in selecting a potential victim. Messing with the wrong person or company's finances can be most unwise.

### SUGGESTED CHARACTERISTICS

While mortal and immortals kill one another in the name of invisible deities, you only have one god – the Almighty Dollar. Money is the true power in your world, and the source of all political gain and religious fury. You are a manipulator of the weave, hidden behind a computer screen and smiling in the face of adversity. Despite the threats and dangers you may encounter, you recognize that everyone has a price – and you intend to find it.

Use the tables for the noble background in the *Player's Handbook* as the basis for your traits and motivations, modifying the entries when appropriate to reflect a modern financial background and outlook on economy.

## HEALTH

For mortals, who are prone to illness and injury, the medical profession has become a vital and profitable industry. With the rise of mysterious wounds and horrific industries, many humans have begun to pierce the veil of the Masquerade through study and science.

Some vampires rely on connections in the medical community to acquire blood. Necromancers and practitioners of arcane arts may also require body parts or medical data to further their studies. Furthermore, maintaining the Masquerade often calls for alteration of medical records or faking of particular diseases; some Cainites even specialize in the study of blood-borne ailments. All of these sorts of research and development fall under the purview of Health Influence. Coroners, doctors, lab workers, therapists, pharmacists and specialists are just a few of the folks found in this field.

**Skill Proficiencies:** Investigation, Medicine

**Tool Proficiencies:** Healer's Kit

**Languages:** One of your choice

**Equipment:** Personal ID, a small knife, medical papers, a set of common clothes, a set of hospital/lab clothing, a cell phone, a briefcase, and a wallet containing 15 gp.

### FEATURE: MEDICAL LAB

You access to a specific medical institution, such as a local hospital or science research facility. Not only is the institution a rather reliable center for safety and employment, but you can also use it to hide wounded allies or alter their medical history. In addition, you can use your connection to locate blood donations, organs, or medical equipment that can be difficult to come by otherwise.

### SUGGESTED CHARACTERISTICS

You are aware of what many consider the supernatural, but your beliefs are tempered by an extensive scientific education. Where others see demons and magic, you see genetic aberrations and enhanced cognitive development.

Use the tables for the sage background in the *Player's Handbook* as the basis for your traits and motivations, modifying the entries when appropriate to reflect a modern medicine and scientific education.

## INDUSTRY

The grinding wheels of labor fuel the economies and markets of the world. Machines, factories and blue-collar workers line up in endless drudgery, churning out the staples of everyday living. Control over Industry Influence sways the formation of unions, the movements of work projects, locations for factories and the product of manufacturing concerns. Union workers, foremen, engineers, construction workers, manual laborers and all manner of blue-collar workers exist among these ranks.

**Skill Proficiencies:** Athletics, Survival

**Tool Proficiencies:** Two artisan's tools of your choice

**Languages:** None

**Equipment:** A small knife, a tool kit, a set of common clothes, a flashlight, and a wallet containing 10 gp.

### FEATURE: FACTORY

You access to a large warehouse, mechanic's shop or similar industrial facility. Not only is the institution a rather reliable center for safety and employment, but you can also use it to hide conspicuous vehicles, make modifications to equipment, or even manufacture weapons. As long as you have adequate raw materials, you can treat your factory as if was an industrial store from which to purchase supplies/

### SUGGESTED CHARACTERISTICS

Whether you're a Caitiff just trying to make ends meet, a human creating an armory to use against monsters, or a vampire looking to find a quiet place to sleep during the day, you gladly fit into street-level life. Your factory crew is your family, whether hired hands or veteran coworkers. Covered in oil and accustomed to forging your life with your hands, you have no problem getting dirty when the need arises.

Use the tables for the folk hero background in the *Player's Handbook* as the basis for your traits and motivations, modifying the entries when appropriate to reflect modern industrial aims.

## MEDIA

Directing media attention away from vampire activities is a key component of the Masquerade – and using the media to shine a spotlight on the undead is a growing tactic among humans. Putting specific emphasis on certain events can make an enemy uncomfortably exposed or discredit a rival.

**Skill Proficiencies:** Investigation, Insight

**Tool Proficiencies:** Computers (Intelligence)

**Languages:** One of your choice

**Equipment:** Personal ID, a dossier on a specific celebrity, a set of common clothes, a set of fine clothing, a cell phone, a video camera, and a wallet containing 15 gp.

### FEATURE: EYES IN THE SKY

With the media at your disposal, you can crush or alter news stories, control the operations of news stations and reporters and sway public opinion, with DJs, editors of all varieties, reporters, cameramen, photographers and broadcasters at your disposal. You could potentially even influence such media outlets as film and television, using social media to spread or halt propaganda.

### SUGGESTED CHARACTERISTICS

You live for the camera. The media is more than just gathering information or breaking stories. The truth of the world lies in what the people believe, and you have the power to influence that. Whether you consider the masses mere sheep who stare at blinking lights, or a powerful force that can be persuaded with a few sound bites, you know that fact and public opinion are nearly inseparable.

Use the tables for the entertainer background in the *Player's Handbook* as the basis for your traits and motivations, modifying the entries when appropriate to reflect a modern stage and web of social media.



## HUMANITY & MORALITY

Every vampire struggles with the Beast Within, the carnal drive of hunger that pushes Cainites to acts of fury, desperation and horror. Only by clinging to a moral compass - a philosophical ground to stand against the ravages of amorality - can a vampire resist the slide into total depravity.

Most vampires cling to a semblance of their human morality, repressing their monstrous urges. The vicious politics of Cainite society take an inevitable toll, though. Similarly, the ravages of uncontrollable frenzy, combined with the vampire's alienation from humanity, push many to terrible deeds. Only through strong will and determined control can a vampire resist losing the last shreds of humanity as centuries of ennui erode the vestiges of mortal feeling. A few even take to inhuman codes, seeking balance through constructed vampire ethics. Regardless, many fail to hold to their ethics well, instead sliding into amorality driven by their hungers.



## HUMANITY CHECKS

On occasion, a Vampire or Caitiff will encounter triggers that could potentially cause them to lash out like wild beasts. These triggers vary depending on their alignment. The DM ultimately decides if and when these triggers are severe enough to warrant a Humanity check. A Humanity Check is a Wisdom save, and on a failure the Cainite grows violent and aggressive. Typically this involves lashing out at the trigger itself in an attempt to destroy it, though sometimes fleeing the scene holds the greatest chance of survival. Obviously the risk of breaching the Masquerade is heightened when the Cainite is in this feral, almost mindless state of chaos. Typically the DC for a Humanity Check is 10 for a Minor Trigger and 15 for a Major Trigger, as described below.

The effect of losing a Humanity Check amounts to falling victim to the *confusion* spell. The effect lasts for 1 minute for a Minor Trigger and 10 minutes for a Major Trigger.

### UNIVERSAL TRIGGERS

The majority of vampires maintain some semblance of humanity. Even the depraved vampires of the Sabbat and the jaded Camarilla elders cling to some vestige of their mortal ethics, though the mere presence of such monsters can often betray their true natures. Regardless of alignment, all vampires have certain triggers that can potentially unleash the Beast within.

#### MINOR TRIGGERS:

- Seeing a human bleed.
- Taking radiant or fire damage.

#### MAJOR TRIGGERS:

- Seeing signs of a sunrise.
- Standing on holy or consecrated ground.

### GOOD ALIGNMENT TRIGGERS

Many vampires of good alignment are approximate to "normal" social morals, and are on par with most of mortal society. Yet some can be, ironically, more human than other humans. Many fledgling vampires cling to their moral codes more strictly as a reaction against the new predator roiling in them. Though not necessarily sweet or passive, these Kindred have high standards for themselves and often hold clearly defined concepts of right and wrong.

**MINOR TRIGGERS:**

- Witnessing a vampire killing a human for any reason besides self-defense.
- Hearing pleas for help or mercy.

**MAJOR TRIGGER:**

- Personally killing a human for any reason besides self-defense.

**NEUTRAL ALIGNMENT TRIGGERS**

People die. Stuff breaks. This vampire has little difficulty with the fact that she is a predator. While she won't always go out of her way to vandalize or kill, she accepts that sometimes fate has it in for some people. She does what needs doing with little griping or effort on her part to avoid it. Something of the vampire's inner monster starts to shine through at this stage, causing mortals to feel uncomfortable around her or manifesting some physical eeriness.

**MINOR TRIGGERS:**

- Entering a home or living space without first requesting and gaining permission.
- Encountering garlic, silver, or some other neutralizing ward.

**MAJOR TRIGGER:**

- Witnessing their reflection (or lack thereof) in a mirror.

**EVIL ALIGNMENT TRIGGERS**

The lives and property of others mean nothing to a Kindred this far gone. Such a vampire more than likely indulges in twisted pleasures, which can be all manner of atrocity. Perversion, cold-blooded murder, mutilation, wickedness for its own sake are all signs of a Kindred who has not long to continue. The next frenzy may well be the last. Such a vampire typically takes on a more demonic or corpse-like appearance. They may be physically mistaken for human, but only under certain conditions (such as dim lighting, a mask, and plenty of distractions).

**MINOR TRIGGER:**

- Encountering a crucifix or symbol of faith.

**MAJOR TRIGGERS:**

- Making contact with holy or blessed water.
- Hearing a prayer or exorcism from someone of true faith.



## DIABLERIE

The act of diablerie, also called the Amaranth, involves one Cainite draining another vampire of blood and then devouring their soul. Most vampires consider it a heinous act, akin to cannibalism. The aggressor, dubbed the diablerist, automatically has disadvantage on Humanity checks for 1 week and is branded by black streaks in their aura that may persist for several years. Still, the practice holds a great deal of allure, for it is said to bestow the greatest pleasure imaginable, and can also grant greater power.

Diablerizing the soul of a Cainite is a rapid means of advancing in strength and abilities, for if the victim possessed more potent blood the diablerist's level increases by one, possibly more if the victim was of notably higher level. However, there is the risk of some portion of the victim's soul living on within the diablerist. Rumors abound of diablerists taking on the mannerisms of their victims, and even stranger tales speak of the victims consuming their assailants from within and taking over their bodies. Some Antediluvians and Methuselah are believed to have survived their death in this manner.

The Traditions of the Camarilla strongly forbid the practice, but the majority of the Sabbat and Assamites consider it quite acceptable, one of the reasons both groups are viewed with such fear and disgust.

### PROCESS

Diablerie is performed in several stages, often times requiring multiple practitioners working together for the benefit of a single diablerist.

**Stage One.** The victim must be restrained, incapacitated or unconscious. The victim must also be at least 1 character level above the diablerist, or a Challenge Rating equal to the diablerist's level.

**Stage Two.** The victim is drained of blood. The victim makes a DC 15 Constitution save once per minute. On a failure, they gain one level of Exhaustion. Any healing stops the process at the current Exhaustion level, and the victim must be bled again to continue. This stage continues until the victim dies of Exhaustion.

**Stage Three.** With the victim dead, the diablerist leans in and uses an action to make a Charisma ability check opposed by the victim's Charisma save. If the diablerist rolls higher three times, the victim's soul is consumed. If the victim rolls higher three times, its soul is released into afterlife and the diablerie attempt fails.

### BENEFITS

After a successful diablerie, the diablerist gains a level. If the victim was at least 4 character levels above the diablerist's level or a Challenge Rating of at least 3 above the diablerist's level, the diablerist gains two levels instead.

### DRAWBACKS

A diablerist can be detected extremely easily by the detect magic spell because of the change in their aura. A successful Insight check against the diablerist's Disguise check also recognizes the signs of diablerie. The diablerist also suffers disadvantage on Humanity checks for 1 week, and often become addicted to the high that they get from committing diablerie. —



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