

VAMPIRE
THE MASQUERADE

CHAPTERS



RULEBOOK

Version 1.15 (2023.10.08)



FOREWORD

WHAT IS THE WORLD OF DARKNESS?

The **World of Darkness** looks just like our world, but in the shadows dwell ancient and monstrous conspiracies. Undying creatures from the dawn of time manipulate the world, and their influence is felt everywhere. Mortals are ignorant victims and pawns of vast secret organizations ruled by supernatural beings. Vampires — among other creatures — struggle with internal factionalism. Unbeknownst to humans, these major feuds can sometimes last for centuries.

WHAT IS VAMPIRE: THE MASQUERADE?

Vampire: The Masquerade is a tabletop role-playing game (tabletop RPG) first released in 1991 by White Wolf Publishing. It was the first of several **Storyteller System** games for its **World of Darkness** universe. **Vampire: The Masquerade** is set in a version of the modern world where players take on the role of vampires, former mortals who have been turned into one of the undead by another vampire in a process called the Embrace. Vampires in the **World of Darkness** do not age, nor can they be destroyed by mundane means. Only decapitation, fire, or sunlight can lead to their Final Death, while a wooden stake through the heart merely paralyzes them until it is removed. Still, vampires can, through starvation or enough physical trauma, fall into torpor — a near-death state in which they can spend weeks or even years before they are able to rise again.

Vampires often refer to themselves as “Kindred.” In the **World of Darkness**, Kindred must deal with nightly struggles between themselves, as well as fight off vampire hunters and other threats — but that’s not all. Vampires in this world also struggle to contain the Beast within them — their own primal need for violence and control. Each night, vampires must satiate their Beast, lest they become nothing more than animals.

The only way to keep a vampire’s Beast calm and docile is to feed it blood. Where the blood comes from is indiscriminate; it can be from animals, humans — hell, even other vampires. In vampire society, the drinking of animal blood is seen as a social faux pas — something to be done only in the direst of circumstances. Draining a vampire of their Blood, an act known as **diablerie**, is forbidden, lest the Kindred cannibalize themselves and turn their unives into an endless blood feud.

To ensure they do not devolve into savage predators, the Kindred have developed a society, one loosely inspired by the medieval feudal system. At the head of this society, called the Camarilla, is the Prince, a gender-neutral title bestowed upon the one vampire who can keep all the Kindred of a city in check. Helping the Prince in their duties is the primogen, a council made up of some of the most influential vampires in town. While the Prince may rule through fear, favors, or violence, it is rare for them to dirty their hands. For that, they have a Sheriff. This special role is often given to a close ally of the Prince, one whose loyalty is without question.

When the Prince needs to address their court, they will call an Elysium — a special gathering of vampires at a preselected location. Operating the Elysium is the Herald, a sort of social butterfly of Kindred society. The Herald keeps abreast of the comings and goings of vampires, the rise and fall of their kind, and curries favors with those they choose to. The Herald is also known as a Harpy, due to their backstabbing nature, hidden behind smiles and polite greetings. Never tell them that, though.

TRADITIONS

Vampires are typically organized into sects that share common interests. The Camarilla is one of the oldest and largest sects, a true pillar of Kindred society that endures still to this day. The Traditions form the legal backbone of Camarilla society, although in modern nights, the Prince fulfills the Elder role outlined in the Traditions. Most Camarilla culture springs from these Traditions. Presentation is outlined in the Tradition of Hospitality, the blood hunt in the Tradition of Destruction, and the parceling of land in the Tradition of Domain.

1st Tradition

THE MASQUERADE

"Thou shalt not reveal thy true nature to those not of the Blood. Doing such shall renounce thy claims of Blood."

2st Tradition

THE DOMAIN

"Thy domain is thine own concern. All others owe thee respect while in it. None may challenge thy word while in thy domain."

3rd Tradition

THE PROGENY

"Thou shalt only sire another with the permission of thine elder. If thou createst another without thine elder's leave, both thou and thy progeny shall be slain."

4th Tradition

THE ACCOUNTING

"Those thou create are thine own childer. Until thy progeny shall be released, thou shall command them in all things. Their sins are thine to endure."

5th Tradition

THE HOSPITALITY

"Honor one another's domain. When thou comest to a foreign city, thou shall present thyself to the one who ruleth there. Without the word of acceptance, thou art nothing."

6th Tradition

THE DESTRUCTION

"Thou art forbidden to destroy another of thy kind. The right of destruction belongeth only to thine elder. Only the eldest among thee shall call the blood hunt."

Clans and Disciplines

In the early days of the Kindred, their numbers were limited. These first few vampires, called Antediluvians, are said to be the founders of the original clans. A clan is akin to an extended family of Kindred. While members of a clan do not necessarily share loyalties or values, each vampire can trace their lineage back to one of these thirteen ancestors.

Furthermore, each clan possesses a special suite of supernatural abilities passed down from generation to generation through the Blood. These powers are called Disciplines. While it is theoretically possible for a vampire to learn Disciplines from any clan, vampires generally have an easier time developing powers inherited through their own bloodline.

WHAT IS VAMPIRE: THE MASQUERADE – CHAPTERS?

Vampire: The Masquerade – CHAPTERS is cooperative board game set in the **World of Darkness**. It's a thrilling adventure wherein tactical combat, branching dialogue, and investigation mechanisms will impact your journey as a player.

This role-playing board game is a bridge between a narrative board game and tabletop RPG. The result is what we call an “RPG in a box” campaign experience.

The plot takes place in Montreal more than ten years after the events of the Second Inquisition and the fall of the Sabbat, a sect of vampires that rejects the Traditions of the Camarilla and their notions of staving off the Beast. Members of the Sabbat believe in accepting their vampiric natures and rejecting the humanity they have left in order to become true monsters.

After three centuries of complete domination over Montreal and most of Canada, the Sabbat has fallen. Agents of FIRSTLIGHT, part of the so-called Second Inquisition, a decentralized group of government agencies, religious organizations, and other human groups such as vigilantes and self-proclaimed vampire hunters, conducted an all-out purge of the known vampires of Montreal with the help of US Black Ops forces. This event is referred to as the **Night of Ashes** in the vampire world.

The **Night of Ashes** was a terrible **event** for the Sabbat. The strike wiped out almost all vampires in Montreal in one fell swoop. This was a horrendous coup for the Sabbat capital of dark faith.

In modern nights, Montreal has mostly been taken over by the Camarilla, a well-organized neofeudal vampire sect observing the Masquerade principles and Traditions (see p.4). Tonight, they're

mainly represented by the following clans: Banu Haqim, Malkavian, Nosferatu, Toreador, Tremere, and Ventrue, with the recent addition of the Lasombra clan on a case-by-case basis.

Montreal is also home to small groups of Anarch vampires. The Anarchs are a sect of disorganized, rebellious, free, and dangerous Kindred. They oppose the Camarilla, even if they still honor the Masquerade principle. Although they're not currently at war, tensions regularly rise between the two sects. Anarch vampires can be of any clan, but the most common are the Gangrel, the Ministry, and the Brujah.

Standing apart from the rest are the Hecata, a clan who owes loyalty only to themselves and the secretive Aziani Council. Not officially belonging to any sect, they might nonetheless ally themselves with any who may further their goals, for as long as it suits them.



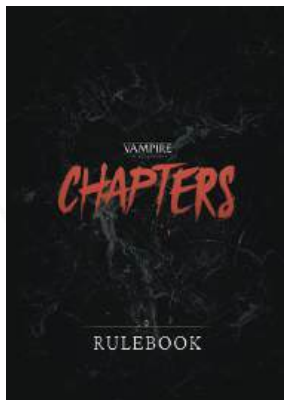
Each player will embody one of the game's eight original playable characters (or, as they become available through the story, one of the four additional expansion characters) so they can explore the dark, hidden secrets of Montreal.

All playable characters are neonates — young vampires less than a century old who are still finding their place in the newly restructured city. Their story is about to begin, with players choosing how their characters act, talk, and evolve. Your decisions will impact both your experience and the story.

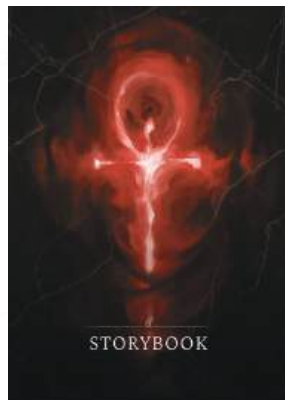
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WHAT'S IN THE BOX?



1 Rulebook



1 Storybook
(contains all chapters)



8 Character miniatures *



150 Character combat cards



134 Disciplines cards



40 Tracker covers



8 Character boards *

8 Character sheets *



56 Chapter booklets



1 Feeding Events booklet



5 Sealed envelopes



84 NPC + BOSS state cards



74 NPC + BOSS combat cards



12 Ally state cards



9 Ally combat cards



89 Item cards



28 Humanity cards



203 Effect cards



150 NPC and Ally standees
(15 plastic stands)

*Does not include character expansion packs and Kickstarter exclusives.

30 Minor BOON tokens



66 Effect tokens



34 Initiative tokens



31 Terrain tokens



5 Major BOON tokens



4 Clue tokens



12 Investigation success tokens



19 Summon tokens



1 Sand timer



1 Main tracker



16 Tracker cubes



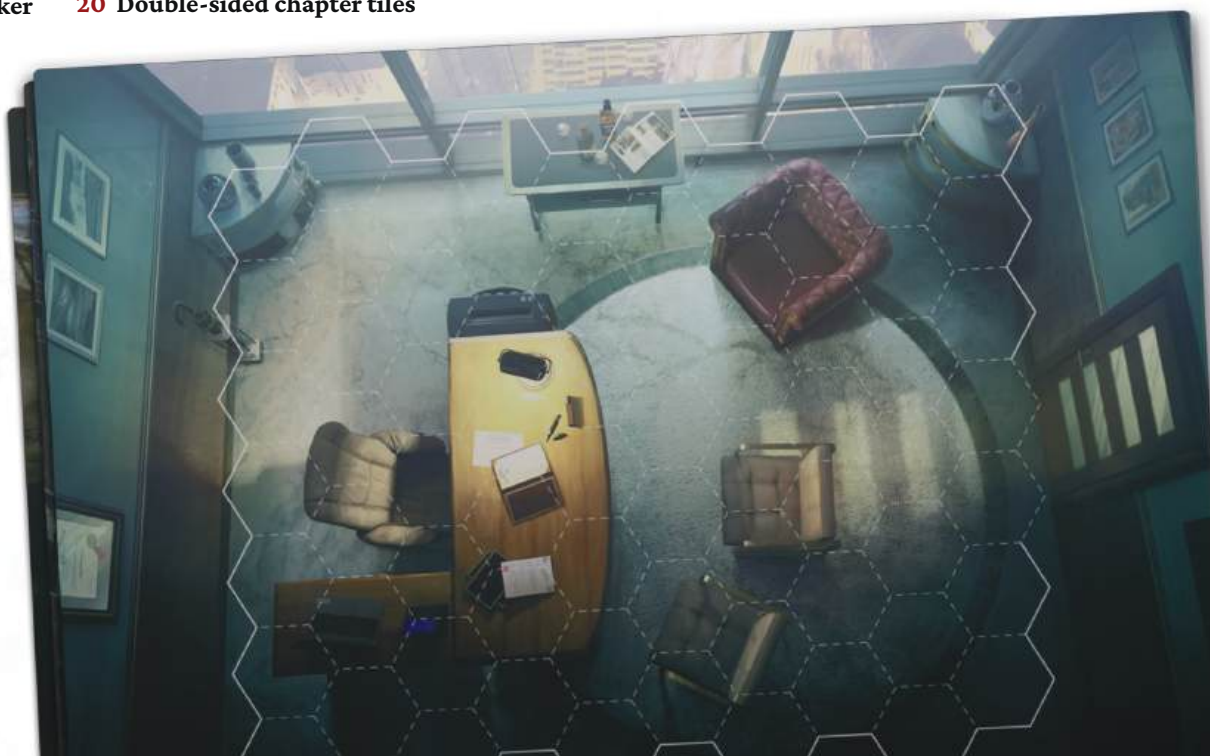
10 Trackers



15 Dice

1 Initiative tracker

20 Double-sided chapter tiles



OVERVIEW

OVERVIEW

Vampire: The Masquerade – CHAPTERS is a co-op game in which you play as a coterie, or group, of vampires. The game will refer to the coterie by default. If you play with only one character, as a solo experience, you can also have **Allies** (see *Ally*, p.28).

Note: It is possible to play the game solo, without being accompanied by an **Ally**. However, this will make the game more difficult. Even if you choose not to be accompanied by an **Ally**, the game will refer to the coterie at all times.



The campaign

The campaign is divided into multiple chapters, each of which presents players with an objective. To complete a chapter, the coterie must achieve the objective, which is indicated on the chapter's corresponding introduction page in the **Storybook**; or reach an alternative ending, if prompted. When the coterie succeeds in their objective, you will be prompted to read the conclusion to the chapter on the back of the introduction page. However, if the coterie fails to achieve their objective, you must discard everything you earned during that chapter (see p.26), then start it over until the coterie manages to reach their goal.

Throughout the game, players can choose which tactics to use to achieve the chapters' objectives. Your choices and their consequences will ripple throughout the story and impact your adventure, determining which paths your characters can take later on. As this is a cooperative board game, players are encouraged to discuss their options and reach a common decision as to which actions to take.

You will also encounter many **NPCs (Non-Playable Characters)** throughout the game. Each NPC has their own backstory and motivations. Some will attack you, while others will talk to you or even become your **Allies**.

The Storybook includes the following:

- **MAP** for Feeding Events
- **8** Prologues for the main chapters
- **41** Main chapters
- **7** Side Quests
- **Alex's inventory**
- **3** Interludes
- **8** Prologues for the expansion packs

Prologues (solo play)

All Prologues are meant to be played solo. While they are considered optional, players are strongly encouraged to play them, as the Prologues serve as:

- An introduction to the **World of Darkness**
- An introduction to your character's backstory
- An anchor to the main story
- A way to learn certain gameplay mechanics (tutorials)

Chapters

All chapters are connected by an overarching story, and can be altered by the choices you make over the course of the game. Chapters should be played in the order presented in the **Storybook**. Each chapter takes roughly 30 minutes per player.

Optional chapters

Once they become available through the **main** story, optional chapters can be played at any point between **main** chapters. Some must be played solo, while others can be played as a group. The **Storybook** will indicate which chapters must be played solo or as a specific character. Any chapters that do not display these indicators can be played with a full coterie. Optional chapters offer the following advantages:

- Additional **item** cards
- Additional **combat** cards
- Additional storylines and further insight into the plot

Expansion pack chapters (solo play)

Expansion packs are add-ons that can be obtained separately from the **main** game. These chapters include the following:

- Additional **item** cards
- Additional **combat** cards
- New **Disciplines**
- New **NPCs** (and their **state** cards)
- New characters (and their miniatures)

These characters belong to the Banu Haqim, Hecata, Lasombra, and Ministry clans.

Setting up a Chapter

1. To set up a chapter, open the **Storybook** to the corresponding page and read the introduction at the top of the page.
2. Read the setup section at the bottom of the page; then set all the indicated elements on your gaming table (tile, tokens, **NPC** standees, etc.) accordingly.
3. You can now use the corresponding chapter booklet to play through the chapter.

Example: If you're about to play Chapter 17, take the chapter booklet for Chapter 17.

Difficulty modifiers and number of players

The maximum number of players in any given chapter is 4. This includes both player characters and **coterie Allies**, but not **chapter Allies** (see **Allies**, p.28). Depending on the number of players and Allies present at the beginning of a chapter, **NPCs'** and **Allies'** **Damage** trackers, **Attack** levels, and **Initiative** will vary (see **NPC state** card, p.27).

Players can also customize their experience by choosing optional **difficulty modifiers** for chapters containing **combat** sequences. These modifiers must be announced prior to beginning a chapter. You cannot mix **Easy** and **Hard modifiers** together.

Easy modifiers:

- **PACIFIST:** All **NPCs** have -1 **Resistance** level.
- **UNPREPARED:** All **NPCs** have -1 **Attack** level.
- **WEAK:** All **NPCs'** **Damage** trackers are adjusted for 1&2 players.

Players can select multiple **Easy modifiers**, thereby simplifying the **combat** mechanics.

Hard modifiers:

- **LOUD:** All **NPCs** have +1 **Initiative** when starting **combat**.
- **PREPARED:** All **NPCs** have a **Damage** tracker corresponding to 4 players (This modifier is only available if less than 4 players, including **coterie Allies**, are present for the chapter.)
- **STRONG:** All **NPCs** have +1 **Attack** level.
- **TOUGH:** All **NPCs** have +1 **Resistance** level.
- **AGILE:** All **NPCs** have +1 **Movement**.

Players can select multiple **Hard modifiers**, thereby increasing the difficulty of the **combat** sequence. Depending on the number of **Hard modifiers** selected, the coterie receives the following rewards upon successful completion of a chapter featuring at least 1 **combat** sequence:

1 Hard modifier:
1 BOON

2 Hard modifiers:
2 BOONS

3 Hard modifiers:
1 XP (for each player)

4+ Hard modifiers:
1 XP (for each player) + 2 BOONS

Hard modifier rewards are not cumulative.

CHOOSE YOUR CHARACTER

CHARACTERS

Every character (vampire) begins their adventure with a preset character sheet and board. Some vampires are initially built for **combat**, while others excel in **dialogue** or **investigation**. It's important to remember that nothing is set in stone, however, and that your character will continue to evolve as the campaign progresses.

As a player, you will decide how your character develops throughout the campaign by choosing how to distribute your hard-earned **experience points (XP)**, which can be gained by completing a chapter or succeeding in a particular action. Players can then use this **XP** to increase their character's **attributes**, **skills**, or **Disciplines**.

When you choose a character, they will be yours for the whole campaign. However, you may be able to select another character at specified moments during the campaign. While playing, place your character sheet to the right of your character board.

Note: To ensure you choose the right character for you (especially if it's your first time playing the campaign), we strongly recommend you play through each character's Prologue. This will allow you to discover certain gameplay mechanics and the characters' backstories, and serves as the **main** introduction to the story.

Prologues begin on p.27 in the **Storybook**.

Main Clans

While all vampires are unique creatures with their own personalities and backstories, most belong to clans that share a common legacy and heritage, as well as a set of special **Disciplines**.

Each character also has their own set of flaws — weaknesses that will guide your decisions throughout the campaign.





Brujah

THOMAS CHARTRAND

As a teenager, Thomas Chartrand often found himself in trouble with the law. He rarely passed a week without spending at least one night in a cell for some transgression or another, be it picking fights or leading protests. As he got older — and, some would argue, wiser — Thomas found his calling as a leader in the workforce. His pragmatic views and skills at mediating disputes between unions and management even led him to a seat at the Trade Union Center. While meeting with co-conspirators from the FLQ militant separatist group, Thomas was lured out of a bar during a rather rowdy night and Embraced.

To protect his new fledgling, Thomas's sire brought him far away from the then-Sabbat-choked Montreal, so that he could come to terms with his new unlife and position within the vastly different power structure of the Camarilla.

As a member of the Brujah clan — the instigators and founders of the Anarch Movement — he despises all forms of abuse, namely those he sees the Camarilla perpetrating (and particularly the Ventrue). His years of negotiations came in handy upon his return to Montreal, where he now acts as the speaker for the Anarchs when treating with the Camarilla.

Disciplines:  **POTENCE**  **CELERITY**  **PRESENCE**

Flaw: **RAGE: HUNGER CAPS AT 4.**



Gangrel

AREN KONWAY

Aren Conway was born and raised in Kahnawá:ke, south of Montreal. Headstrong and unwilling to back down from any challenge, Aren got herself into more trouble than she can remember while growing up. Through her mother, she also gained a profound respect for the Mohawk traditions.

When Aren was in her early twenties, the Oka Crisis began, and Aren was on the front lines, defending the land and the people she grew up with. When the army forced the defenders to abandon their barricades, Aren went home, defeated — but instead of a warm home full of life, she found her house had been broken into. Inside was a man dressed in a Canadian Army uniform, holding her brother's lifeless body.

That was the last straw. Aren jumped on the man, determined to make him pay for what he had done there, in that house; and for everything he represented. Unfortunately, the soldier proved to be more than human, and more than Aren could handle. Yet despite it all, she fought tooth and nail to the bitter end — and that may well be what saved her.

Unbeknownst to Aren, her fight was being observed by one Yuma McKenzie, a Gangrel vampire. To this night, Aren wonders why the man was spying on her — but she nonetheless remains grateful for his Embrace.

Now gifted with supernatural resilience and some wicked claws to boot, Aren embodies everything the Gangrel aspire to be. Fierce, bold, and strong, she takes her clan's motto to heart. In the vampire world, only the strong survive, and Aren is determined to be strong — and to stop at nothing in finding her brother's killer.

Disciplines:  **PROTEAN - FERAL**  **FORTITUDE**  **ANIMALISM**

Flaw: **FERAL: -1 MENTAL DIE FOR EVERY 2 HUNGER POINTS (ROUNDED DOWN, MAXIMUM 2 DICE PENALTY).**



Malkavian

HAROLD BEAULIEU

Growing up, Harold Beaulieu kept to himself, finding solace in puzzles and neo-noir movies from the '40s. His life as a psychologist was mostly uneventful until his Embrace, which exacerbated his already troublesome anxiety — but also bestowed upon him an insight beyond the reach of humans. Chosen to become a son of Malkav, his passion for logic and gift for analysis makes him a great investigator.

In part to his heritage as a Malkavian, a clan many Kindred still see as mentally unstable, the Kindred community of Montreal often look down on Harold, perceiving him as a fragile vampire one word away from becoming a mess. However, unbeknownst to them, Harold's skills and vampiric powers give him an edge over the other members of the Camarilla. Whether through visions or his incredible deductive skills, Harold is extremely in tune with his environment — and with others' emotions. He can discern the true motives behind a Kindred's actions with little effort, and he always stays one step ahead. Of course, no one knows about this — not even his sire, Lydia. After all, in the Camarilla, it is always preferable to keep your cards to yourself and only use them at the most opportune moment.

Disciplines:  **DOMINATE - DEMENTATION**  **AUSPEX**  **OBFUSCATE**

Flaw: **ANXIETY: -1 SOCIAL DIE FOR EVERY 2 HUNGER POINTS (ROUNDED DOWN, MAXIMUM 2 DICE PENALTY).**



Nosferatu

LUCIANNA RICCI

A renowned opera singer during the cultural revolution of the '60s, Lucianna Ricci was poised to become the voice of the artistic renewal of her generation when, walking home from an especially triumphant performance in Montreal, she heard the pleas of a beggar hidden in a nearby dark alcove. She ignored them, but the dark figure followed, relentless and persistent. Exhausted by the disgusting nature of the city and its people, Lucianna confronted the man in a singularly vitriolic and cruel manner.

Irony in punishment was ever a vice of Lucianna's sire, and as his fangs sank into her neck, he made her part of the ugliness she so despised. The curse of the Nosferatu took her beauty and her voice. Yet she remained resilient and willful, adapting and eventually thriving in her new existence — though mirrors were forevermore a painful reminder of what she had become.

Shying away from the brutal Sabbat-choked Montreal of that era, Lucianna found new purpose among the Camarilla as an informant from behind enemy lines. Her luxurious past was replaced by a solitary existence in abandoned corners of the sewers. Her mastery of the burgeoning metro system and unparalleled knowledge of the expanding Montreal underground shielded her from the sun, the Sabbat, and unsuspecting citizens who gawked at her hideous visage.

After hiding during the Night of Ashes, Lucianna was relieved to see a growing Camarilla presence in her city. Though she kept a constant eye out for Sabbat survivors, she was still shocked to discover a Priest of the fallen sect lurking around her sewers — and even more shocked when he savagely lunged at her...

Disciplines: **OBFUSCATE** **POTENCE** **ANIMALISM**

Flaw: **HIDEOUS PRESENCE:** MUST TAKE THE LEVEL 1 OBFUSCATE CARD MASK OF A THOUSAND FACES. YOU MUST USE THIS DISCIPLINE TO PARTICIPATE IN A DIALOGUE SEQUENCE.



Toreador

NICO MILLER

Nico Miller was meant to be a Toreador. During their living years, Nico was a talented artist who specialized in both painting and sculpture. Although they lived off their art, they weren't particularly famous, and could barely afford the essentials.

It was during this time that Nico's close friend Philippe Charest told them a secret: he was a vampire. For years afterward, Nico begged Philippe to Embrace them, hoping to see how the vampiric condition would alter their art, and what kind of perspective immortality would give them. Hesitant at first, Philippe made Nico wait so they could both think over the decision — but eventually relented and Embraced them one night during a retro party.

Nico has an eye for beauty, but they don't share the superficiality and vanity all too common in the Toreador. Gifted with a sharp mind and a good heart as well as a strong loyalty to those they care about, even after their Embrace, Nico has remained on good terms with their mortal friends. The recent disappearance of Philippe and their other vampire acquaintances has affected Nico deeply, and they now strive to seek justice for their associates and discover who is responsible for their disappearance.

Disciplines: **PRESENCE** **AUSPEX** **CELERITY**

Flaw: **AESTHETICALLY SENSITIVE:** IN CHAPTERS MARKED BY THIS SYMBOL*, NICO FEELS UNCOMFORTABLE AND SUFFERS A -1 DIE PENALTY FOR ALL THEIR SKILL CHECKS.



* This symbol is mentioned in the "Setup" section of the **Storybook** page corresponding to the chapter.



Tremere

JADE LINH-DUPLESSIS

Jade is a young woman of Chinese and Quebecer descent. While alive, she was a brilliant student of medicine at McGill University, well on her way to her master's. Jade specialized in microbiology — more specifically in hematology and blood disorders. Her research gave her the opportunity to speak at the Annual Hematology Convention in Atlanta, Georgia. Her ambition and studious persona saw her sought after by both the Ventruue and the Tremere clans of Montreal. The Tremere got to her first, preying on her thirst for knowledge to drive her to Blood Sorcery. The Montreal Chantry, as the local Tremere call themselves, could not be happier to count Jade among their number. She took to Blood magic like a fish to water, vindicating the Montreal Chantry in their choice of recruit.

Using her prior knowledge of hematology combined with her newly acquired knowledge of Blood resonance, Jade has begun studying the link between vampiric powers and the emotional state of their prey. Montreal's Sheriff, Caleb, has also taken an interest in Jade, and often calls upon her to deal with important matters where the Traditions have been broken. Her ambition will prove invaluable to the coterie and the city.

Disciplines: **BLOOD SORCERY - THAUMATURGY** **AUSPEX** **DOMINATE - COMPEL**

Flaw: **USURPER'S BLOOD:** UNABLE TO PERFORM BLOOD SURGE (SEE P.36).



Ventrue

SAMUEL ARMSTRONG

Samuel Armstrong is a direct descendant of the Prince of Vancouver. Before being made into a vampire, Samuel was a rich lawyer, a job he kept as a cover even after his Embrace. Seeing the opportunity as a way to increase his dignitas, Samuel volunteered to move from Vancouver to Montreal to act as a mediator at the court of Martin Hilkers. To Samuel's dismay, over the years he's spent in town, he's learned how poorly the Prince is managing his domain. Unwilling to be lumped with Hilkers in the eyes of local Kindred, Samuel has begun to show the community just how a true Ventrue ought to act, taking a more active hand in the issues arising from Hilkers's mismanagement. He now spends his nights putting out the metaphorical fires that burn across Montreal. Thanks to his diplomacy and natural leadership skills, even the Anarchs are forced to admit Samuel is "not like the other Ventrue around here." His tireless efforts have made him the person to see when a problem emerges, sometimes even before an Elysium is called. He knows he is treading a dangerous line — but to Samuel, the reputation of his entire bloodline is at stake, and he will not sit back while an incompetent upstart ruins it for everyone.

Disciplines: PRESENCE DOMINATE - COMPEL FORTITUDE

Flaw: HIGH STANDARDS: CANNOT REDUCE HUNGER VIA AN ANIMAL.

Recommended for experienced players! There are clanless vampires. They are referred to as Caitiff. Abandoned after the Embrace, they are left to fend for themselves. They have no clan and are like a blank page, yours to appropriate.



Caitiff

GABE TREMBLAY

Gabriel is a Caitiff, which means he has no inherent clan, nor any of the characteristics associated with one. As if that weren't enough, he's amnesic and can't recall much about his past. All he knows is that he was Embraced back when the Sabbat were in charge.

Normally, Caitiff are looked down on, viewed with pity or outright rejected by other Kindred. However, Gabe's good looks and jaded attitude saw him taken in by Betty, the Toreador Harpy — luckily or unluckily for him, since Betty knows about everyone and everything. Even though her social vivacity means she never shuts up, Gabriel is happy to use her for his own protection, and to help him navigate Kindred society in the hope of uncovering his past.

Disciplines: Choose your own set of 3 **Disciplines** (no restrictions)

Flaw: LACK OF LINEAGE: DISCIPLINE'S XP COST INCREASED (X6 INSTEAD OF X5).

Note: Although Gabe Tremblay is referred to as male throughout the campaign for narrative purposes, you can choose to make your Caitiff character any gender and use either miniature.



CREATE YOUR OWN CHARACTER

(by choosing the Caitiff)

While every other playable character has a past, a personality, and a preset character sheet, Gabe Tremblay is a Caitiff. In the World of Darkness, Caitiff are often perceived as low-class – but this condition confers them a certain amount of freedom. Playing a Caitiff gives players the opportunity to create a character sheet from scratch.

To create your own character, distribute the following points as you see fit:

- One **attribute** at 3 / Two **attributes** at 2

Example : You are playing Gabe Tremblay. You decide to put 3 points into Gabe's **MENTAL attribute** and 2 points each in his **SOCIAL** and **PHYSICAL attributes**.

- ✓ **60 XP** to spend on **skill levels** (while respecting the **attribute/skill** restriction - see p.19)

Example : Following the **XP** rules on p.22, you spend **18 XP** to increase Gabe Tremblay's **SEARCH** skill level from 0 to 3 (3 + 6 + 9 XP). You spend **9 XP** to increase Gabe's **PERSUASION** skill level to 2 (3 + 6 XP). You now have **33 XP** left, which you spend according to the same rules until you have no **XP** left.

Note: You must spend all **60 XP** when creating a Caitiff.

- ◆ Two level 1 **Disciplines** (any combination)

DAMAGE TRACKER:
PHYSICAL attribute x 2

WILLPOWER TRACKER:
SOCIAL attribute + MENTAL attribute

HUMANITY LEVEL: 7

ACTIVE HAND: PHYSICAL attribute + MENTAL attribute

ADDITIONAL CLANS

The World of Darkness is composed of many vampire clans, some of which are rare and scattered. Vampire: The Masquerade – CHAPTERS offers the opportunity to incarnate four of these less common clans via four expansion packs — one for each clan. Each expansion pack is sold separately.

While these characters appear at given moments over the course of the main campaign, you are free to play them as early as you want. However, you will not see any character-specific choices until you reach the moment in the campaign when these characters are introduced.



Banu Haqim

AARON WISSAL

Aaron Wissal is an enigmatic figure by design. Very little is known about him — even down to his name, which is likely fake. Rumors heard through previous employers and people claiming to know him say he might have been a Buddhist monk Embraced after a violent raid against his home. Others say he willingly sought the Embrace to help him avenge a past slight. Aaron won't confirm or deny these rumors about him, content to let people wonder.

Blessed with an ambiguous physique and unremarkable features, A renowned hit man in Kindred circles, Aaron is hard to pinpoint in a crowd or pick out from a police lineup — something he has often used to his advantage. Mercenary-minded, Aaron is quiet to the point of being unnerving, and takes advantage of this when the jobs he's assigned necessitate intimidation. He sees his jobs as no more distasteful or pleasant than any day job. His only concern is completing them methodically and efficiently, and he is loath to leave anything to chance.

Having had issues connecting with mortals and even more so with other Kindred, Aaron feels a kinship with the city of Montreal instead. Its bright, lamppost-filled streets, the smells of late-night restaurants spilling onto the sidewalks, the thick, sweaty atmosphere of summer festivals....Aaron has traveled the breadth of the world for odd jobs, but had he any choice in the matter, the City of a Hundred Steeples is where he would rather lurk, kill, and feed.

Disciplines:  **BLOOD SORCERY - QUIETUS**  **CELERITY**  **OBFUSCATE**

Flaw: **BLOOD CURSED:** WHEN AARON ENTERS FRENZY, ALL CHARACTERS AND NPCs WITHIN 2 HEXES OF HIM TAKE 2 UNPREVENTABLE DAMAGE. CHARACTERS IN THIS AREA ALSO INCREASE THEIR HUNGER BY 1.



Hecata

AURORA ROSSELINI

"Ancora Tra Noi." "Circus of Vanishing Children." "Winter of the Faceless." Only the most devout horror film enthusiasts still talk about these obscure cult classics. And to know any of these titles is to also know Aurora Rosselini, the lead actress and often tragic protagonist. Born in Montefalco, Aurora has been pushed in front of cameras from a very young age. Her pale complexion, strangely calm voice, and mature demeanor charmed audiences and made her perfect for the ever-popular Giallo films, horror thrillers that became part of her brand when she caught the eye of Hollywood producers, and it brought her into the limelight.

The strangely eerie aura that accompanied Aurora worked well for the newly crowned "scream queen," and there is no doubt she would have ascended to stardom if not for the strange misfortunes that seemed to befall the productions she was associated with: fires. Unexplained disappearances. Baffling distortions of an otherwise perfect shot. While shooting *They Always Watch*, the male lead suddenly started speaking in tongues, and his body bent in unnatural ways as he started killing the crew one by one. The movie was never released, of course, but should someone watch the last scene filmed, they would see a mortally wounded Aurora gasping for help, and a tall, gaunt woman snapping the neck of the frenzied actor before whisking her out of frame and out of the limelight forever.

Although national newspapers claimed otherwise, Aurora's story did not end that night. Spared a painful death, she felt only undying gratitude and love for Charlotte Milliner, her savior. For years, she learned of the Kindred and the Hecata, and of the strange phenomena that had plagued her all her life — as well as how to no longer be victim to them, and instead bend them to her will.

But when she moved with her sire to New Orleans, they found that the vengeful spirit who had possessed Aurora's co-star — a spirit called the Surgeon — was well intent on finishing the job, and on making Aurora's last scream his to enjoy...

Disciplines:  **OBLIVION - NECROMANCY**  **AUSPEX**  **FORTITUDE**

Flaw: **PAINFUL KISS:** START WITH 5 HUMANITY. WHEN FEEDING ON AN NPC DURING A CHAPTER, ROLL A RED DIE. ON A SKULL, LOSE 1 HUMANITY.



Lasombra **EDWARD HARVEY**

Edward Harvey grew up on the streets of New York, but his sharp mind and ruthless ambition secured him a place studying law at Harvard. His tuition fees were paid by his well-connected friends, and after he graduated, he worked for the mob, helping to launder money and legitimize their business interests. Unafraid to get his hands dirty, he enthusiastically participated in blackmail, extortion, and worse.

Edward had few friends, but stayed close to what little remained of his family, who were unaware of the lines he had crossed and the secrets he kept. That all changed when he was approached by a sadistic Lasombra from Chicago, who had been watching his colorful career. After explaining his true nature, the vampire made him a one-time offer: immortality, in exchange for the lives of Edward's sister and her daughter. Edward resisted at first, but the seed was planted in the dark recesses of his mind. Over the next few months, the Lasombra ruined Edward's life from the shadows, eventually forcing him to accept the offer.

For years following his Embrace, Edward's sire tormented him — all in the twisted hope that it would make Edward more resilient and ruthless. The torture escalated until the child dispatched his sire — or so Edward thought.

Now free of his maker, Edward Harvey made his way to New York, intent on picking up where he was forced to leave off. To his dismay, Edward returned to the Big Apple only to find his sire entrenched in the New York underworld. Unable to overthrow his diabolical sire a second time, Edward took Lady Van Burrace up on her offer to migrate to Montreal as her agent. Here, he would be free to build his network, his army, and his power, and get back at his sire once and for all.

Disciplines:  **OBLIVION - OBTENEBRATION**  **POTENCE**  **DOMINATE - COMPEL**

Flaw: **RUTHLESS: START WITH 5 HUMANITY.**
TAKE THE **GLITCH #80 EFFECT CARD**.



Ministry **MELISSA SANTOS**

Melissa Santos once stood for freedom. Her unshakable faith in the responsibility the press had toward the people of a country was evident even from an early age. In high school, she pioneered an editorial-free newspaper to condemn her school's corrupt administration, almost getting herself kicked out despite her valedictorian grades. As soon as she graduated and went on to university, she plunged deeper into local and national politics, investigating the biggest crime lords in the area. Her blog, and her list of enemies, kept growing daily, with every new fact she brought to light about the moral turpitude, corruption, and profiteering in which her government was involved.




While looking into the FARCs, a group of drug lords and terrorists, Melissa ended up drawing their attention. While she was getting groceries at a local market, she was kidnapped by armed men in broad daylight, the witnesses too terrified to help.

Brought deep into their camp in the Amazonian jungle, they asked her to dismantle her blog and stop investigating their organization. Melissa refused. Each day they asked. Each day she refused. Each day, her treatment got worse.

One night, instead of her usual tormentors, a "priest" was brought in. Young and strangely handsome, his methods were curious and cruel. One night indulging all her needs, the other dosing her with strong psychedelics, covering her in spiders, or listening empathically to her life story. Through her unwavering willpower, she endured it all. Unwittingly learning from the man's methods, she started to sway her jailors to her side, listening and connecting with them with the same intensity and feigned benevolence he did.

It took months, but through these underhanded new methods, Melissa managed to make "friends" with some of the FARCs assigned to guard her, and finally managed to manipulate them into giving her an opening to escape. She ran through the wilds for three days and three nights before collapsing, exhausted. Having followed her, the priest, impressed by her unshakable faith and silver tongue, sank his fangs into her neck in the middle of the deforested waste of the Amazonian rainforest.

From her sire, Melissa learned about the Ministry and their purpose: to expose lies and lift the veil from the eyes of the blind, show people their true nature through the nine Gates of their own desires, and destabilize the powers that be. Although Melissa didn't subscribe to the entirety of her sire's beliefs, their views aligned enough that she wasn't opposed to him. They spent the next months hunting her former captors, the priest offering his new childe the gift of vengeance to seal their relationship in blood and divine retribution.

Disciplines:  **PROTEAN - SERPENTIS**  **PRESENCE**  **OBFUSCATE**

Flaw: **ENEMY OF THE LIGHT: TAKE 1 UNPREVENTABLE DAMAGE WHEN YOU BEGIN YOUR TURN ON A HEX ADJACENT TO A FIRE TOKEN.**

CHARACTER BOARD



Your character board features your character's **Damage**, **Willpower**, and **Hunger** trackers. The size of the first two of these trackers is determined by a character's **attribute** levels.

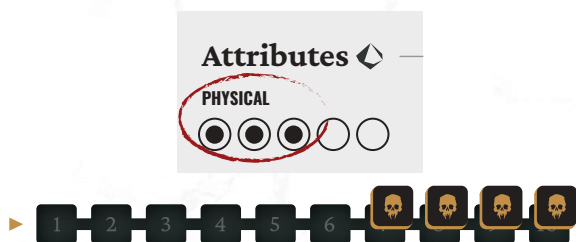
► **Damage tracker**
PHYSICAL attribute x 2 (e.g., **PHYSICAL attribute** = 3; **Damage tracker** = 6)

► **Willpower tracker**
SOCIAL + MENTAL attributes. (e.g., **SOCIAL attribute** = 3 and **MENTAL attribute** = 2; **Willpower tracker** = 5)

► **Hunger tracker**
 All characters except Thomas Chartrand have 5 **Hunger** points available.

Your character's **attribute** levels will increase during the campaign, as will the available points in their **Damage** and **Willpower** trackers. Use the tracker covers to hide the points to which you don't yet have access.

Example: If you have 6 available points on your **Damage** tracker (3 in **PHYSICAL**), use 4 tracker covers to hide the 4 remaining points on the right side of the tracker. The same principle applies for your **Willpower** tracker.



Damage tracker

The **Damage** tracker represents how much **Damage** your character can sustain before entering **torpor**. If a character sent into **torpor**, they must be removed from the tile and can no longer interact with the chapter.

To calculate the maximum **Damage** a character can take before entering torpor, multiply their **PHYSICAL attribute** by 2.

Example: Aren Conway starts with a **PHYSICAL attribute** of 3. Therefore, she can take 6 points of **Damage** (**PHYSICAL attribute** of 3 x 2) before entering torpor.

Damage

A character can take two types of **Damage**: "regular" **Damage**, and **Unpreventable Damage**. You can use **RESISTANCE** tokens to reduce the regular **Damage** you take (called preventing **Damage**), but you can never reduce **Unpreventable Damage** with **RESISTANCE** tokens.

Note: Throughout the game, "regular" **Damage** is simply called **Damage**.

To track your character's **Damage**, move the red cube from left to right on their **Damage** tracker.

Example: During combat, Aren Conway sustains 4 points of **Damage** from an enemy. She survives the combat round with 2 **Damage** points left.



A character's **Damage** tracker automatically resets at the beginning of a new chapter. A character can also recover from the **Damage** they've taken by using the vampiric ability **MEND DAMAGE** (see p.36).

You can increase the points available in a character's **Damage** tracker by using experience points (**XP**) to increase their **PHYSICAL attribute**.

Willpower tracker

Willpower represents your character's ability to concentrate on a specific task in order to get their way. After making a **skill check**, you can use 1 **Willpower** point to reroll up to 3 black dice in an effort to increase your number of successes.

To calculate a character's maximum **Willpower**, add their **MENTAL + SOCIAL attribute** values.

Note: A player can use a number of **Willpower** points up to their maximum **Willpower** in one turn.

Example : Samuel starts with a **SOCIAL attribute** of 3 and a **MENTAL attribute** of 2, for a total of 5 **Willpower** points.

While attempting to use the **PERSUASION skill** against a Vampire NPC during a **dialogue**, Samuel requires 4 successes to convince his interlocutor. He has 3 points in his **PERSUASION skill**, and thus has 3 automatic successes.

Unfortunately, after rolling 3 dice (thanks to his **SOCIAL attribute** level of 3), he does not obtain any additional successes (bad luck!).

Samuel then spends 1 **Willpower** point to reroll the 3 black dice associated with his 3 **SOCIAL attribute** points, increasing his **Willpower** tracker from 0 to 1. This time, he obtains 2 additional successes, giving him a total of 5 successes. He thus passes the check.

You can increase a character's available **Willpower** points by using experience points (**XP**) to increase their **MENTAL** or **SOCIAL attribute** levels. If you spend a point of **Willpower** while your character's **Willpower** tracker is filled, your character falls into a state of **fatigue**. (For the rules on fatigue, see p.35.)

A character's **Willpower** points reset at the beginning of a new chapter.

You can increase a character's available **Willpower** points by using experience points (**XP**) to increase their **MENTAL** or **SOCIAL attribute** levels. If you spend a point of **Willpower** while your character's **Willpower** tracker is filled, your character falls into a state of **fatigue**. (For the rules on **fatigue**, see p.35.)

Hunger tracker

Hunger represents the Beast. The Beast is an egoistic, power mongering, and sadistic force that inhabits all vampires. It urges you to kill, dominate, and control your surroundings.

When attempting to accomplish a task, swap one black die for a red die for each **Hunger** point you have.

Note: You may NOT reroll a red die with **Willpower**.

Players start each chapter with **1 Hunger** point (before Feeding Events - see p.24).

Some events and dialogues will vary depending on your **Hunger** level. Be careful, the higher your **Hunger**, the worse the consequences!

Your character sheet contains information about your character's **attributes**, **skills**, and **Disciplines**, and serves as a place to record the experience points (**XP**) you gain over the course of the campaign.

Attributes represent the innate abilities a character uses when attempting to accomplish a specific **PHYSICAL**, **SOCIAL**, or **MENTAL** task:

- During a **skill check** (see p.34), a player rolls a number of dice equal to their character's **attribute** level.

Skills are areas of expertise. A character's **skill** level in a certain area determines how many automatic successes they receive when attempting to accomplish a specific **PHYSICAL**, **SOCIAL**, or **MENTAL** check. The number of automatic successes they receive equals the number of check marks they have in the relevant **skill**.

All **skills** are divided according to the **attribute** to which they belong (**PHYSICAL, SOCIAL, or MENTAL**):

 ATHLETICS
How fast and far you can move.

- ✓ **BRAWL**
Your ability to fight and dodge.
 - ✓ **WEAPONS**
Your ability to fight with weapons (melee and ranged).
 - ✓ **STEALTH**
Your ability to sneak, ambush, and stay undetected.

- ✓ **PERSUASION**
Your ability to convince others through charm or reason.
- ✓ **INSIGHT**
Your ability to understand what motivates others.

Your ability to lie, be deceitful, or be crafty.

Your ability to use fear, coercion, or threats to convince others.

Your ability to look, find evidence, and discover clues.

How perceptive you are of your environment.

Your knowledge of the supernatural world.

Your ability to hack computers, alarms, and phones; and to use modern tools.

A character's **skill** level may not exceed (but may equal) the character's corresponding **attribute** level. For example, a character with a **SOCIAL attribute** of 2 may not have 3 points in the **PERSUASION skill**.

Disciplines are the unique sets of vampiric powers found in each clan. To use a **Discipline** power, vampires must use part of the vampiric blood (or “Blood”) contained in their body. This Blood use brings them closer to becoming starved of blood, which grants the Beast inside them more control.

To reflect this, you must make a **ROUSE CHECK** every time you use a **Discipline** power. (For more information on **ROUSE CHECKS**, see p.35).



Disciplines List:



ANIMALISM

Communicate with and manipulate animals and the Beast within each Kindred.



AUSPEX

Gain supernatural senses and understanding of your environment.



DOMINATE - COMPEL

Force your victim to obey you.



DOMINATE - DEMENTATION

Use your mental abilities to attack the minds of others.



PRESENCE

Supernatural charm and persuasion.



POTENCE

Supernatural strength.



CELERITY

Supernatural speed.



PROTEAN - FERAL

Infuse your body with wolflike abilities.



PROTEAN - SERPENTIS

Infuse your body with serpentlike abilities.



OBFUSCATE

Mask your appearance and avoid detection.



FORTITUDE

Supernatural resilience of the body and mind.



BLOOD SORCERY - THAUMATURGY

Perform rituals and use magical abilities.



BLOOD SORCERY - QUIETUS

Use Blood magic to improve your **combat** abilities.



OBLIVION - OBTENEBRATION

Call upon the shadows to assist you in **combat**.



OBLIVION - NECROMANCY

Call upon the dead to do your bidding.

Note: Read the various **Discipline** cards to discover what each **Discipline** does in more detail.

XP

Over the course of the game, you will collect **experience points (XP)**, which you can use to increase your character's **skill** and **attribute** levels. Make a note of any **XP** you collect at the bottom of your character sheet, as you will be able to transfer these points to a different character if you decide to switch characters over the course of the campaign.

Note: Changing characters is permanent; if you change characters, you cannot switch back to your previous character later in the campaign. Only **XP** is transferred between characters, so you must discard your **effect** cards and **Humanity** cards when changing characters.

Notes

As you play through each chapter, in addition to **XP**, you will collect **clues**, **BOONS**, information regarding specific characters, and more. You can use the back of your character sheet to keep track of all of this important information. We also strongly recommend recording all the **Feeding Events** you complete, since each event can be completed only once.

FINALIZING YOUR CHARACTER

Once you have chosen your clan or created a Caitiff, you must select a **Humanity** card, assemble your **combat** deck, and choose your **Discipline** power cards.

Humanity Cards

Humanity is a measure of how close a vampire is to the human they once were. It is their last protection against the Beast within — the part of them that constantly craves power, blood, and control. As a vampire ages, the Beast gnaws away at their **Humanity**, tearing it to shreds as the decades pass.

Characters lose **Humanity** by committing terrible deeds such as murder, **diablerie**, and other immoral acts. Altruistic actions can help minimize **Humanity** loss, but characters can never regain lost **Humanity**.

Unless otherwise noted, a character begins the game with a **Humanity** of 7.

At the start of the game, you must select a **Humanity** card corresponding to your current **Humanity** rating. When you lose **Humanity**, discard this card and replace it with one corresponding to your new **Humanity** rating. Some ratings confer benefits, which are detailed at the bottom of the card.



Combat Deck



Your **combat** deck consists of all the **combat** cards to which your character has access, depending on their level in the **ATHLETICS**, **BRAWL**, **STEALTH**, and **WEAPONS** skills; or their levels in certain **Disciplines**. If your character meets the card's requirement, it is included in your **combat** deck. A character's base **combat** deck is composed of several **combat** cards that will allow the character to **Defend** themselves or **Attack** during a **combat** sequence. Every character has access to the **BITE**, **GUARD**, **LOW KICK**, **PUNCH**, **SLASH**, and **SPRAY** **combat** cards by default.

WEAPON **combat** cards can only be used when combined with a **WEAPON** **item** card. The **WEAPON** **item** card must match the kind of **WEAPON** needed by the **combat** card: **RANGED WEAPON** **combat** cards require a **RANGED WEAPON** **item** card, while, **MELEE WEAPON** **combat** cards require a **MELEE WEAPON** **item** card.

A character's base **combat** deck is made up of the following cards:

CHARACTER COMBAT BASE DECK:	
Brawl	Weapon
<ul style="list-style-type: none"> Punch Low Kick Guard Bite 	<ul style="list-style-type: none"> Slash Spray

Many additional **combat** cards will become available as they are unlocked during the campaign. As you improve your character and increase their levels in the **ATHLETICS**, **BRAWL**, **STEALTH**, and **WEAPON** skills, add any newly available cards to your **combat** deck.

Example: Lucianna Ricci begins the game with 2 levels in **BRAWL**. In addition to the base **combat** deck, she receives the **HIGH KICK**, **UPPERCUT**, and **HOOK** **combat** cards for her first level in **BRAWL**, and the **IPPON** **combat** card for her second level in **BRAWL**. When Lucianna's **BRAWL** skill reaches level 3, add the **ARM BAR** and **SKULL CRUSHER** **combat** cards to her **combat** deck.

Some **combat** cards also bestow an additional effect. These effects occur after the card has been used to **Attack** or **Defend**.

Active Hand

At the beginning of a **combat**, each player selects their **active hand** (see p.44) from their character's base **combat** deck and the cards corresponding to their **ATHLETICS**, **BRAWL**, **WEAPONS**, and **STEALTH** skill levels.

The character's base **combat** deck is composed of several **combat** cards that will allow the character to **Defend** themselves or **Attack** during a **combat** sequence. Many additional **combat** cards will become available as they are unlocked during the campaign.

Discipline Power Cards



Consider your character's **Disciplines** and their respective levels, and select the **Discipline** power cards that correspond to your character's level in each **Discipline**.

You may only select 1 **Discipline** power card for each level your character has in a **Discipline**.

Example: If you are playing Samuel Armstrong, you begin a campaign with the Discipline card **CLOUD MEMORY** (**DOMINATE** - **COMPEL** - Level 1), and your choice between the **AWE** and **DREAD GAZE** (**PRESENCE** - Level 1) cards, as explained below.



As your character progresses throughout the campaign, they'll be able to increase their **Discipline** level and unlock higher-level **Discipline** power cards.

Power restriction:

When a character increases their **Discipline** level, they must select 1 new **Discipline** power card. Sometimes, the player will have to choose between two different **Discipline** power cards. They must choose only one, and cannot change it for the remainder of the campaign.

Types of Discipline power cards:

There are two types of **Discipline** power cards: **active** and **immediate**.

- An **immediate** **Discipline** power card takes effect immediately after it is played, and its **effect** stops after this single use.
- An **active** **Discipline** power remains **active** for the duration noted on the card, or until the player decides to use another **active** **Discipline** power — whichever comes first. Sometimes, an event may call for an **active** **Discipline** power to end.

Immediate **Discipline** powers can be used even while an **active** **Discipline** power is already in play.

SETUP

BEFORE STARTING A CHAPTER

Before starting a chapter, you can do each of the following, in order:

- Spend **XP** to level your character's **attributes**, **skills**, and **Disciplines**
- Use **BOONS** to buy **item** cards from **Alex's inventory**
- Complete a **Feeding Event**
- Choose your **items** for the chapter
- Choose your coterie **Allies**, if any

When you are ready to begin the chapter, read the chapter's introduction page in the **Storybook**. There, you will find:

- The chapter's narrative introduction
- Instructions on how to set up the chapter (which tile to use, which **NPCs** are involved and where to set them, etc.)
- The coterie's goal for the chapter (e.g., Find out what the ghoul is doing)
- The first action you must perform to begin playing (e.g., READ EVENT E.1)

Spending XP

At the beginning of a chapter, you can use the **XP** you've earned to increase your character's **attribute**, **skill**, and **Discipline** levels.

Refer to the tables below when increasing your character's levels:

XP COST PER ATTRIBUTE POINT					
Level	1	2	3	4	5
XP Cost	4	8	12	16	20

XP COST PER SKILL POINT					
Level	1	2	3	4	5
XP Cost	3	6	9	12	15

XP COST PER DISCIPLINE POINT			
Level	1	2	3
XP Cost	5	10	15

Attribute/skill restriction rule:

A character's **skill** level may not exceed (but may equal) the character's corresponding **attribute** level. For example, a character with a **SOCIAL attribute** of 2 may not have 3 points in the **PERSUASION skill**.

Incremental Increase Rule:

You can increase your character's **skill**, **attribute**, and **Discipline** levels only one level at a time.

Example: If your character has 2 levels in the **SEARCH skill** and you wish to reach Level 4, you must first spend **9 XP** to reach Level 3. You must then spend an additional **12 XP** to reach Level 4.

XP advice: Always keep a record of your total **XP** in the **XP** section on your character sheet.

XP

XP COST PER ATTRIBUTE LEVEL					
Level	1	2	3	4	5
XP Cost	4	8	12	16	20

XP COST PER SKILL LEVEL					
Level	1	2	3	4	5
XP Cost	3	6	9	12	15

XP COST PER DISCIPLINE LEVEL					
Level	1	2	3	4	5
XP Cost	5	10	15	20	25

XP gained during the campaign belongs to you, the player, and is transferred to any new character you choose to play. You can transfer the **XP** you've already gained to this new character. This also applies to any expansion pack characters who might appear later on in the campaign.

Note: **XP** is attributed to a player, not to a specific character.

Trading BOONS

BOONS serve as currency in the form of favors, commodities, and eternal debts among vampires. During the campaign, characters will find, earn, and spend **BOONS**.



After the Prologues and between chapters, players can trade **BOONS** for specific **items** with the **NPC Alex Simard**, whose inventory can be found on p.171 in the **Storybook**. In some chapters, you may be asked to trade **BOONS** to open new avenues of **dialogue** or **investigation**.

BOONS belong to the coterie as a whole. You must collectively decide how to spend them.

There are two types of **BOONS**: **major BOONS** and **minor BOONS**. A **major BOON** is worth **5 BOONS**, while a **minor BOON** is worth **1 BOON**. You can break a **major BOON** into **5 minor** ones if you need to.



Item cards

Item cards can feature weapons, tools, and accessories. You can collect **items** by talking to various **NPCs**, **investigating areas**, earning them by playing chapters throughout the campaign, using **BOONS** to buy them from the **NPC Alex Simard** between chapters (before setting up the next chapter), or obtaining them as rewards. Items serve multiple purposes, like enhancing your **skills**, providing blood to reduce your **Hunger**, or serving as **weapons in combat**. Many items are considered high-value finds.

Items are shared within the coterie, but can only be used by 1 player at a time.

Example: When a character acquires an **item** through a **dialogue** or an **investigation**, the character keeps the **item** until the end of the chapter, unless they want to trade it to another player. Once a chapter ends, the **item** belongs to the coterie, which decides as a group who takes what **item** for the next chapter.

When you begin a chapter, determine which **items** you'd like to take (maximum **3 items** per player) and which player gets them.

Example: The coterie has the "**BLOOD BAG**," "**KITCHEN KNIFE**," "**HANDGUN**," and "**SPECIAL UMBRELLA**" **items**. Before the chapter begins, distribute them as you see fit regardless of who originally acquired them. One character may end up with the "**HANDGUN**" and the "**BLOOD BAG**" while the other two have the "**KITCHEN KNIFE**" and "**SPECIAL UMBRELLA**," respectively. Alternatively, one character could take up to **3 items**, and leave just **1 item** to be given to one of the two other players.

As one of your actions during a sequence, players can **trade** an **item** with a player whose character is located on a **HEX** adjacent to their own character. Both players must agree to the trade for it to take effect.

Example: You have the "**KITCHEN KNIFE**" **item**, but your character does not have any points in the **WEAPONS** skill. Another player character in your coterie does, however. They can take and use the "**KITCHEN KNIFE**," even if they weren't the one to obtain the **item** originally.

Items found during a chapter do not count as part of your 3 allotted **items**. You will, however, have to decide which **3 items** you would like your character to keep at the start of the next chapter.

Trade restriction rule:

Item cards cannot be traded during a **dialogue**, **event**, or **investigation sequence**. During **combat**, you can use your action to trade an **item** with an adjacent character.

Certain **items** must be discarded after use. When discarding an **item**, place it back in the game box. To use this **item** again in the future, you will have to acquire it again, whether by purchasing it or by finding it again during a chapter. If you discard an **item** you've obtained from **Alex Simard** by offering **BOONS**, return that item to **Alex's inventory**. You will be able to buy it again in the future.

Example: The "**SET OF KEYS**" **item** card has a note which says, "Discard at the end of the chapter." The "**HANDGUN**" **item** card, however, does not. The player must return the "**SET OF KEYS**" **item** card to the game box once the chapter ends, whereas they can keep the "**HANDGUN**" **item** card over multiple chapters.

Item cards may not be traded for **BOONS**. Once acquired, **items** may not be sold.



Feeding Events

As a group, the coterie can decide to engage in a **Feeding Event** before every new chapter, unless otherwise indicated. This hunting session offers characters a collective opportunity to quench their blood thirst between chapters. If successful, this lowers each character's **Hunger** level to 0. Sometimes, a **Feeding Event** can also result in a character gaining specific rewards or penalties.

Humans cannot recall being fed on by Kindred — due in part to the fact that a vampire's Kiss — as vampires refer to biting to feed — imparts a

feeling of euphoria and calm, unless the vampire is a member of the Hecata clan. This subdues the prey while the vampire is busy draining them of their blood, and ensures the mortal will not suddenly become aware of the existence of Kindred. This way, vampires can hunt without needing to kill, and humans are none the wiser.

Like the chapters of the main campaign, **Feeding Events** are a group activity in which all players participate together.

Initiating a Feeding Event

To begin a **Feeding Event**, first look at the map of Montreal on page 168 of the **Storybook**. Your coterie's **status** (see p.31) will determine which **districts** are available to you. You can only choose a district with a level equal to or lower than your current **status**. All level 0 **districts** are always available, regardless of your status. Once you have chosen a **district**, choose your **Feeding Event** from the available list.

You can only play a **Feeding Event** once. Every time you complete a **Feeding Event**, note it somewhere so you remember. If you have already completed every **Feeding Event** available to your **status** level, you must start the next chapter without initiating a **Feeding Event**.

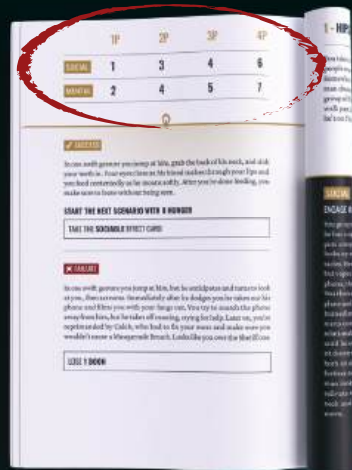
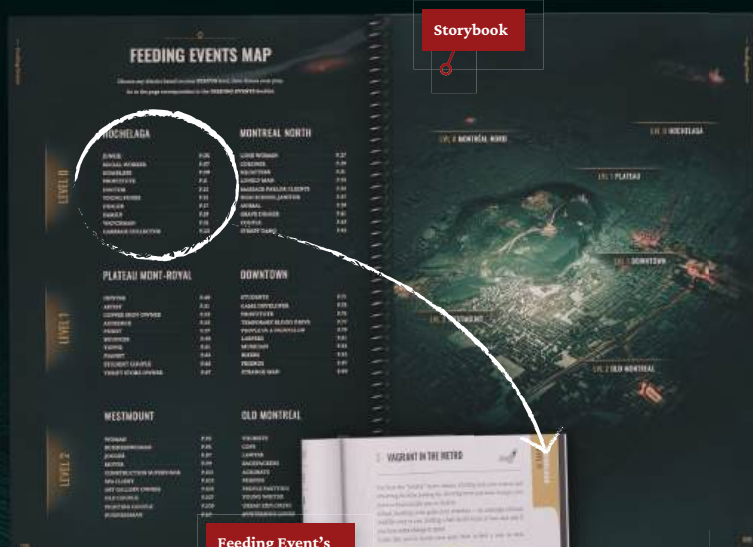
Resolving a Feeding Event

Read the introductory narrative in the **Feeding Events** booklet. This narrative will offer you a choice between two approaches to feeding, each based on one of the 3 **attributes** (**PHYSICAL**, **SOCIAL**, and **MENTAL**). As a group, choose between the two options offered.

Note: Certain choices may grant some characters bonus dice; however, that does not mean this choice will be easier than the other. Choose at your own risk!

Example:

+1 DIE IF SAMUEL ARMSTRONG IS IN THE COTERIE



Once your choice is made, each player rolls a number of black dice equal to their character's level in the chosen **attribute**. Tally the number of successes each player rolls, then turn the page and consult the table to find the appropriate **DIFFICULTY** for your check. If the number of successes you rolled is equal to or greater than the **DIFFICULTY** listed in the table, the coterie succeeds. Read the success paragraph. If you roll fewer successes than the listed **DIFFICULTY**, read the failure paragraph.

Example: If you chose a **PHYSICAL** approach to feeding, each player must roll a number of dice equal to the number of points their character has in their **PHYSICAL attribute**. If the sum of all the successes rolled is equal to or greater than the check's **DIFFICULTY**, the group succeeds. Otherwise, you fail.

Note: You can use **Willpower** during a **Feeding Event**, but you do not recover **Willpower** spent during a **Feeding Event** when you start a chapter.

Note: You cannot use the **Blood** (i.e., use **Disciplines** or perform a **BLOOD SURGE**) or use item cards during a **Feeding Event**.

If the **Feeding Event** rewards you with an **effect** card or an **item** card, choose a player to take it, unless otherwise stated. You can now begin the next chapter.

Choosing a Chapter

Choose a chapter from the choices offered in the conclusion of the previous chapter. Unless stated otherwise, you can choose to play an optional Side Quest (“Ancient Paths,” “The Hollow,” and “Obscure Past”) at any point between main chapters, once they become available.

You can play a character’s Prologue at any point in the campaign. But, to ensure the most immersive experience, we recommend playing the chapters of expansion characters only as they are unlocked throughout the campaign.

STARTING A CHAPTER

1. To set up a chapter, open the **Storybook** to the page corresponding to the chapter you intend to play and read the introduction at the top of the page. Then read the setup section at the bottom of the page.
2. Set all the indicated elements on your gaming table (tile, tokens, NPC standees, etc.).
3. Finally, select the corresponding chapter booklet.

Example: If you’re about to play Chapter 17, take the Chapter 17 booklet.

Storybook (chapter’s introduction page)

Each chapter starts with a narrative introduction found in the **Storybook**. This establishes the chapter’s setting and provides context, informing players what their characters are currently doing, what their goal is, and where to start.

Example: The introduction to Chapter 1 discusses the coterie’s investigation into the disappearance of other vampires. Their objective is to deal with the **Sabbat Priest**. The setup section indicates which **NPCs** are present and which are **dialogue NPCs** in this chapter, as well as where they should be set on the tile; and shows where to set **terrain** tokens. The conclusion summarizes the clues the coterie has uncovered and informs players where they should go next.

Players should only read the conclusion on the back of the introduction page if their characters achieve their goal for the chapter, since this text explains the aftermath of the events that occurred during the chapter, as well as the characters’ next steps. You can always read previous chapters’ conclusions to refresh your memory of past events. However, we strongly suggest you avoid reading any unplayed chapters’ introductions, as this could spoil the story and alter your experience of the game.

Note: Vampire: The Masquerade – CHAPTERS is designed to be played more than once. Sometimes, you might unlock new chapters by making different choices — leading to new gameplay tactics, **dialogue options**, and surprising **events**. In this way, each new campaign offers a different gaming experience.

Chapter tile

At the beginning of most chapters, players must set up a chapter tile depicting the location where the chapter will take place. Most of these locations are set in the city of Montreal, where the campaign occurs, allowing players to discover iconic landmarks, intimate havens, and underground areas that anchor your characters in the story and offer advanced gameplay challenges. Some chapters may see player characters visit more than one location, and therefore feature multiple tiles. Boards featuring chapter tiles are printed on both sides, so that each board features two tiles. When you set up a chapter, select the tile corresponding to the chapter you’re about to play, as indicated in the setup section of the chapter’s introduction page in the **Storybook**.

Example: You are about to play the second chapter, “A Ghoul at the Flour Mill.” To begin the chapter, take **tile #9** from the game box and set it up as indicated on the chapter’s introduction page in the **Storybook**.

Each tile is divided into several hexagons referred to as **HEXES**. Most **HEXES** are drawn in dashed lines, but certain **HEXES** have solid borders, denoting walls that block **Lines of Sight**. No character, including **NPCs**, can **Move** through these solid borders.



Chapter booklet

Each chapter has its own chapter booklet, which contains all the possible **dialogues**, **investigations**, and **events** found in the chapter. Keep the chapter booklet handy as you play, as you will refer to it often.

Dialogue (D):

NPCs with a **dialogue** option are indicated in the setup section of the **introduction** page. To begin a **dialogue sequence**, your character must be on a **HEX** adjacent to the **NPC** to whom you wish to speak.

Note: You can only speak to one **NPC** at a time.

When beginning a **dialogue** with an **NPC**, you will usually refer to **dialogue** page D.1 for said **NPC**, then follow the instructions to complete the **dialogue sequence**.

More information on **dialogues** can be found on p.41.

Note: Some **NPCs** do not have dialogue options, and are therefore not present in the chapter booklet's dialogue section.

Investigation (IN):

When beginning an **investigation**, your character must be on a **HEX** adjacent to the **investigation area** token of your choice. **Investigation areas** are numbered 1 to 4. Make sure to refer to the corresponding page in the **investigation** section of the booklet.

More information on **investigations** can be found on p.42.

Note: **Investigation areas** can be explored in any order. Players are not obligated to start with the **investigation area** labeled #1.

Event (E):

Events provide narrative context that will make your gameplay experience more immersive, and may occasionally introduce additional **NPCs**. Various situations can trigger **events**. When this occurs, follow the instructions on the page in the chapter that triggered the **event**.

More information on **events** can be found on p.37.



ENDING A CHAPTER

A chapter can end in one of two ways: **success** or **failure**. A chapter is a **success** when the characters have accomplished the goal established on the introduction page in the **Storybook**. An **event** or **dialogue** page will indicate when the chapter is finished by instructing you to read the conclusion on the back of the introduction page in the **Storybook**.

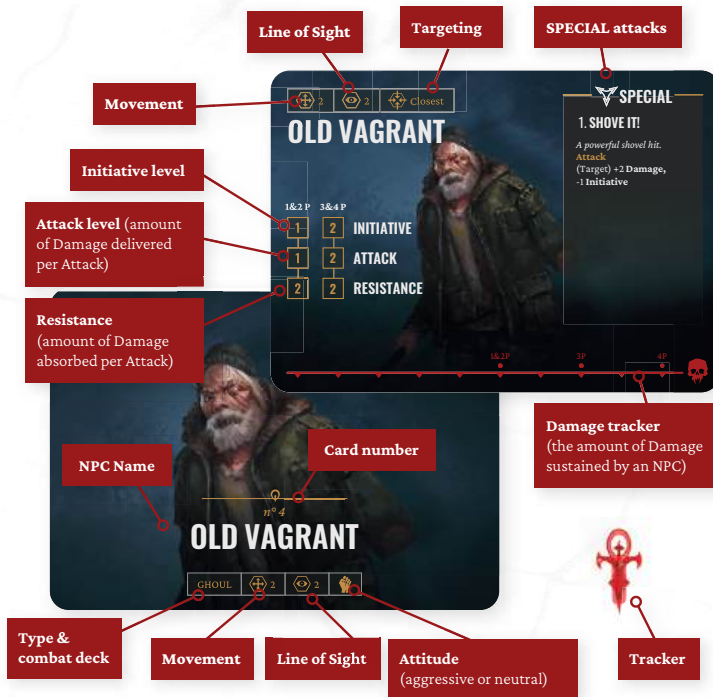
Some choices in **events** and **dialogues** can lead to a chapter's **failure**. When this happens, you cannot move on to the next chapter, and must replay the current chapter again if you wish to progress in the campaign. A chapter also fails if every player character has been sent into torpor.

When a chapter ends, discard all your **clue** tokens and **investigation success** tokens unless otherwise indicated. If it fails, you must also discard all effect and item cards you earned while playing that chapter.



NPC AND ALLIES

NPC state cards



Several Non-Playable Characters (**NPCs**) you encounter during the campaign will have an **NPC state** card. You can only begin a **combat sequence** with an **NPC** who has a **state** card. When you set up an **NPC's state** Card during the chapter's setup, place it face down , so that only the **NPC's name, Line of Sight, and attitude (aggressive or neutral)** are visible.

Note: An **NPC** without a **state** card cannot be fought.

An NPC's **Initiative**, **Attack**, **Resistance**, and **Damage** tracker values will depend on the number of players (see p.10).

NPC's Attitude



An **aggressive** NPC will immediately begin **combat** when a character enters their **Line of Sight**, unless the character is in **STEALTH** mode.



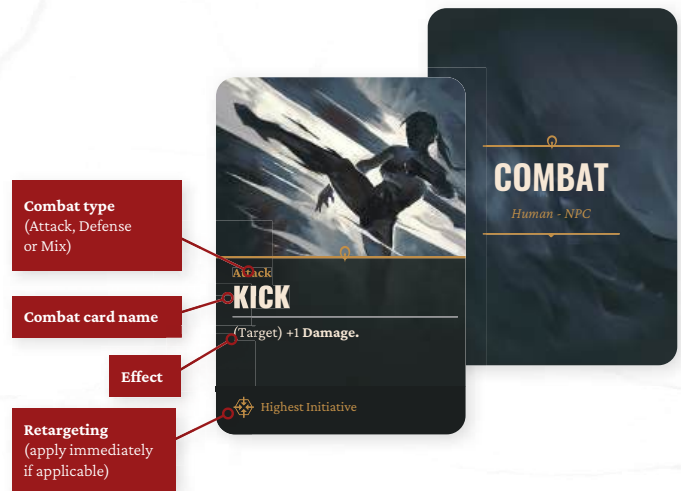
A **neutral** NPC will respond to an **Attack**, but will not initiate **combat**.

Flip an **NPC's state** card face up if:

- **Combat** begins.
- You use the **AUSPEX** Discipline power “**SCRY THE SOUL**” on that **NPC**.
- You are instructed to do so during an **event**.



NPC combat deck



All **NPCs** with a **state** card also have an associated **combat** deck. This deck includes various **combat** techniques based on the **NPC's** abilities and nature. The list of **NPC combat** decks is as follows:

- Animal
- Human
- Ghoul
- Authority
- Vampire
- Boss

NPC combat decks are composed of 3 types of cards:

Attack: The NPC Attacks, attempting to inflict **Damage** to player character(s) or **Allies**.

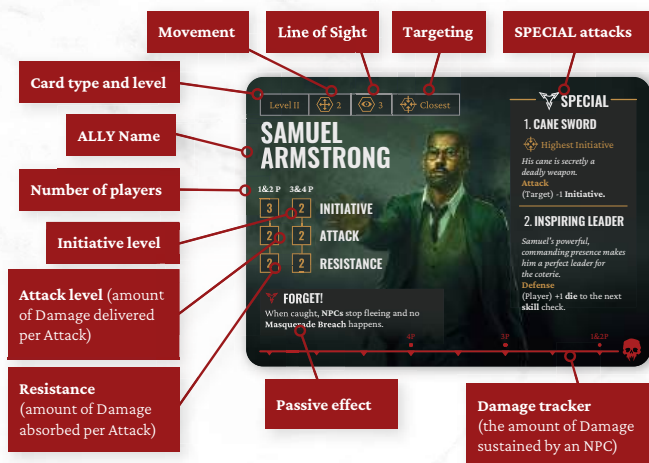
Defense: The NPC focuses on its **Defense**, and does not **Attack** during this **combat** round.

Special (1&2): The NPC uses a **SPECIAL attack**, as described on their state card.

Choose the deck corresponding to the **NPC** you encounter during gameplay.

Example: In Chapter 1, you encounter the “**STREET MUSCLE**” and “**OLD VAGRANT**” Ghoul **NPC**s. You will use the same **combat** deck for both — in this case, the **GHOUL combat** deck.

Ally state cards



Ally combat deck



There are two types of Allies: **chapter Allies** and **coterie Allies**.

Chapter Allies:

- Are introduced throughout chapters
- Remain in play only for the duration of the chapter in which they are introduced
- Do not confer any **passive effect** to the coterie

Coterie Allies:

- Represent the **8 main characters**
- Offer a **passive effect** to every other player involved in the chapter, as long as the Ally is present in the chapter and is not in torpor
- Can be selected at the start of a chapter
- Are only set on the tile when **combat** begins, and do not appear on the tile otherwise
- Begin at **Level 1** and flip to **Level 2** after the campaign's second Interlude
- Cannot be selected as an **Ally** if a player is already playing that character
- Count as players for the purposes of applying **difficulty modifiers** and determining **NPC** statistics
- Are never involved in **dialogue** or **investigation** sequences, but still apply their **passive effect**

When **combat** begins, set your **Allies** on a **HEX** adjacent to your character. An **Ally's Initiative, Attack, Resistance, and Damage** tracker values depend on the number of players (see p.10).

Example: A coterie is composed of a maximum of 4 characters plus any **chapter Allies** you might have. When playing a single-player game, you can add up to **3 coterie Allies** to aid you. When playing with 2 players, you can add up to **2 coterie Allies** to the group. When playing with 3 players, you can only add **1 coterie Ally**. You may not add **coterie Allies** when playing with 4 players.

Miniatures and standees

Each character has its own miniature or standee. This miniature's position on the tile represents the character's location and the direction it is facing, as indicated by the arrow on its base. This also determines the direction of their **Line of Sight**.

Each **NPC** has its own dedicated standee. To set up an **NPC** standee, place the standee on a plastic base and set it on the tile as indicated in the chapter booklet or Storybook. This standee's position on the tile represents the **NPC's** location and direction. The arrow on the base indicates the direction the **NPC** faces, and therefore, its **Line of Sight**. You must turn the **NPCs'** standees so they face the direction indicated by the arrow.

If a red droplet icon accompanies an **NPC's** image in the setup section of the chapter's introduction page in the **Storybook**, they are a prey **NPC**, and you can attempt to feed on them during the chapter. Use a red base for their standee. Keep in mind that if you fail in an attempt to feed on a prey **NPC**, or if you use supernatural powers in their **Line of Sight**, they will flee, and could cause a **Masquerade Breach** (see p.32).

Boss combat deck

Bosses are special types of enemies you will encounter during the campaign. When **combat** begins, shuffle the shared **Boss** deck (3 **Special 1** +3 **Special 2** cards) and the **Boss's** unique deck. When **combat** ends, remove the **Boss's** cards from the shared deck.



TOKENS

Terrain tokens

Vampire: The Masquerade – CHAPTERS uses tokens as indicators — for example, to show an area is searchable, or to indicate **difficult terrain** is present on a specific **HEX**. Refer to the introduction page's setup section in the **Storybook** to set tokens on the appropriate **HEXES**.

Note: New tokens may be added to the tile during a chapter, following an event trigger.

The list of tokens is as follows:



Difficult Terrain:

It costs **2 Movement** to move on a **difficult terrain** token, and it costs **1** to **move off** of it. You can end your turn on a **difficult terrain** token. Ranged **Attacks** can't reach a target behind a **difficult terrain** token.

Example: In this setup, the **NPC** cannot target the character with a **RANGED Attack**, and vice versa.



In this setup, the **NPC** can target the character with a **RANGED Attack**, and vice versa.



Investigation area:

An **investigation area** token blocks **Movement** and **Line of Sight** in the same way a wall does. **Investigation areas** are numbered from 1 to 4. Each token corresponds to a specific **investigation** page in the chapter booklet, and represents an area a character may examine. When investigating an area, refer to the appropriate number in the chapter booklet. Once you are done investigating the area, you will typically be asked to remove the corresponding **investigation area** token from the tile.



Action

Action tokens are numbered from 1 to 4. They correspond to a specific **event** in the chapter booklet. An **action** token blocks **Movement** and **Line of Sight** the same way a wall does. **Action** tokens are triggered immediately when you move on a **HEX** adjacent to it, ending your **Movement** for the turn.



Arms of Ahriman

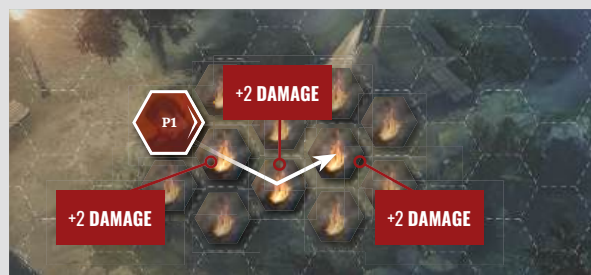
A character (player, **Ally** or **NPC**) who begins their turn on a **HEX** adjacent to this token takes **1 Unpreventable Damage**. These tokens block **Movement** and **Line of Sight**.



Fire

If a character (player, **Ally** or **NPC**) steps on a **HEX** containing a **fire** token or begins their turn there, they immediately take **2 Unpreventable Damage**. Characters stop taking Damage if they begin their turn on a **HEX** that isn't on **fire**.

Note: Damage from **fire** tokens is cumulative. If you step through **3 HEXES** covered in **fire** tokens, you would take **6 Damage**. Similarly, if you move into a **HEX** containing a **fire** token and end your turn there, you will take an additional **2 Damage** at the start of your next turn unless the **fire** token is removed before then.



At the beginning of every round, set **1 fire** token adjacent to the last **fire** token placed, in the direction of the closest **character** or **NPC**.

Note: If the closest character is already on a **fire** token, the next nearest character is targeted. If all characters are already on a **fire** token, the players choose where to set the token.



Investigation tokens

In specific chapters, **investigation area** tokens indicate places that can be examined. During this **investigation**, you will gather evidence represented by **clue** tokens, as well as gain **investigation success** tokens for accurate deductions or other choices you have made.

The list of **investigation** tokens is as follows:



CLUE

Clue tokens are numbered from 1 to 4. They offer important insight and simplify the **investigation** by offering players access to more accurate guesses, whether in **dialogue** or in other **investigation areas**.



INVESTIGATION SUCCESS

These tokens represent information gathered by a player during an **investigation**. With more **investigation success** tokens, the coterie will have access to better, more informed choices during the **final deduction** phase of an **investigation** sequence. **Final deductions** only occur in chapters featuring **investigation success** tokens (see “**Investigation**,” p.42).

Effect tokens

During a chapter, several **effects** can affect both player characters and **NPCs**. **Effect** tokens represent these **effects**. When their character is under an **effect**, players must take the corresponding token and place it on their character board, discarding the token at the end of **combat** unless otherwise specified. If an **NPC** receives an **effect** token, place it on their **state card** and leave it there as long as it remains active.

The list of **effect** tokens is as follows:



POISONED

Unless all **Damage** from an **Attack** is prevented, the affected character takes **1 additional Damage**. Discard this token when you **MEND DAMAGE**; or in the case of an **NPC**, when they are defeated. **POISON** tokens are cumulative.



BLEED

The affected character takes **1 Unpreventable Damage** at the end of each of their **active turns**. Discard this token when the character plays a **Defense card**. **BLEED** tokens are cumulative.



STUNNED

The affected character cannot **Attack**, **Defend** themselves, or **Move** during your **active turn**. Players can still use the **Blood** (**MEND DAMAGE**, perform a **BLOOD SURGE**, or use a **Discipline**). Discard this token at the end of the character's **active turn**.



RESISTANCE

Prevent **1 incoming Damage** per token. Discard after use. Players can choose not to use the token when **Attacked** and keep it. Players must discard any unused **RESISTANCE** tokens at the end of the **combat** round to gain **+1 Initiative** (max). **RESISTANCE** tokens are cumulative.



IMMOBILIZED

The affected character cannot **Move** during their **active turn**. Discard this token at the end of their turn.



SLOWED

Reduces an affected character's **Movement** by **1**. **SLOWED** tokens are cumulative. At the end of the character's **active turn**, discard all their **SLOWED** tokens.



STEALTH

A player can use an action to initiate **STEALTH** mode. As long as you are in **STEALTH** mode, this token remains on your character board. If an **NPC** spots you, discard the token (see “**STEALTH**,” p.50).



BLOOD SURGE

Add **+1** to your **Initiative**, and for one round, gain **+1** to one **attribute** of your choice, and **+1** to your **Movement**. Discard this token at the end of your **active turn**.

Effect cards

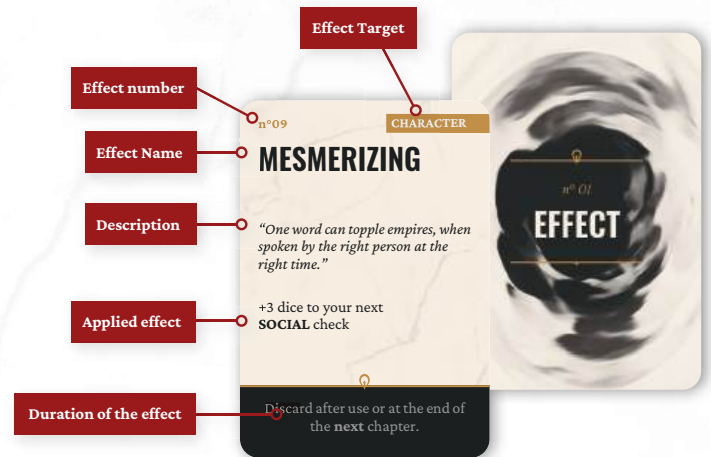
During the campaign, your character or coterie may be given an **effect** card. **Effect** cards' bonuses and penalties apply until they are discarded.

Some cards can be discarded quickly, while others are retained from one chapter to the next.

There are two types of **effect** cards: **coterie** and **character**. **Coterie effect** cards belong to the whole **coterie** and affect all members, while **character effect** cards belong to only one **character**. When players are given a **character effect** card, it goes to the player who made the check that earned this reward. If a card is given without any checks, the last player to have made a check, used a **Discipline**, or used an **item** in that same sequence receives the card.

If an **effect** card would lower your dice pool to 0 or less, you automatically fail your check despite having automatic successes from **skills**. If this occurs during a **dialogue**, you must choose the failure option. In an **investigation**, it counts as scoring 0 successes; and in **combat**, you automatically miss.

If you already have an **effect** card and are given the same card again, keep your current card and do not take another.



MAIN TRACKER

The **Main** tracker is a game component that tracks three game elements: the coterie's **Status**, **Masquerade Breaches**, and **Rounds**.

Status tracker

The **status** tracker measures your coterie's reputation among other Kindred in the city, and may increase or decrease over the course of the campaign. Vampires will react to your high or low **status** in many ways. Your **status** will also help you unlock additional **dialogue** branches, or districts where you can participate in **Feeding Events**.

Your coterie begins the campaign with a **status** level of 0.

Masquerade Breach tracker

Almost every Kindred shares the same interest in concealing their true nature, since revealing it could prompt the Inquisition's return and lead to another **Night of Ashes**. However, revealing one's condition occasionally proves unavoidable, which is why the Camarilla possesses a rigid structure and ways of "erasing" proof of supernatural activity.

The **Masquerade Breach** tracker measures your coterie's level of discretion with regard to their vampiric condition. The use of any supernatural abilities in front of humans may attract unwanted attention and prompt **NPCs** to flee, causing what is known as a **Masquerade Breach**. Only **NPCs** on which you can feed during the **main** sequence, called **prey**, will flee if they witness supernatural abilities. **Prey NPCs** are identified by a red drop icon accompanying their images in the setup section of a chapter's introduction page in the **Storybook**. You can also identify **prey** by their red base.

A **prey NPC** who witnesses a **Masquerade Breach** will attempt to flee the tile via the shortest route possible, Moving **3 HEXES** per round. To flee successfully, the **NPC** must **Move off** the tile through a **HEX** without a solid border.



If the **prey NPC** is an **animal** and not a **human**, they do not cause a **Masquerade Breach** when they successfully flee, and are simply removed from the tile.

Which actions lead to prey NPCs fleeing?

Using a **Discipline** during the **main** sequence (see p.35) in **Line of Sight** of an **NPC**.

Note: Using a **Discipline** when prompted during a **dialogue** or **investigation** does not alarm any witness, but using one without being prompted by the booklet does. For example, using **PREMONITION** to peek at a future page. The **NPC** begins to flee as soon as the **dialogue** sequence is over.

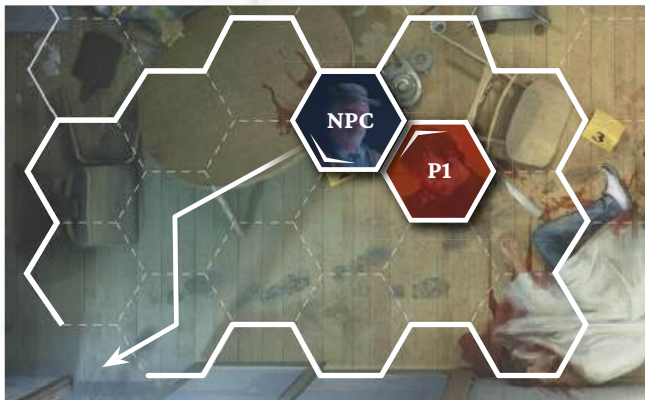
- Feeding on an **NPC** while in **Line of Sight** of a **prey NPC**.
- Failing an attempt to feed on a **prey NPC**.

Note: You can only feed on **NPCs** who have a red base, unless a prompt in a booklet allows you to do so on a different **NPC**.

Fleeing NPC

When fleeing, an **NPC** always takes their turn immediately after the player who caused the **NPC** to flee, **Moving** toward the nearest tile exit (as denoted by a hexagon without a thick outline) each round.





If the **NPC** does not have a **state** card, its **Movement** each round is 3 **HEXES**. The **NPC** has successfully fled when it has left the tile during a round.

Example: During a chapter's **main** sequence, Thomas Chartrand uses **POTENCE** in front of a **neutral NPC**, causing them to flee. Thomas's base **Initiative** is 3. The **NPC** Moves on **Initiative 3**, after Thomas's turn. If Thomas improves his **Initiative** (by performing a **BLOOD SURGE**, for example), the **NPC's Initiative** changes so that the **NPC** continues to act immediately after Thomas.

How to prevent an NPC from fleeing

During their turn, a player can try to capture a fleeing **NPC** to avoid the **Masquerade Breach**. To do so, the player's character must **Move** to a **HEX** adjacent to the fleeing **NPC** and perform one of the following three actions:

- Use the "**DOMINATE - COMPEL: Cloud Memory**" **Discipline** to make the **NPC** forget what they just saw. You must make a **ROUSE CHECK** to activate this power (see p.35). This will not cause another **NPC** witness to flee, even if you use it while in their **Line of Sight**.
- Kill the witness, losing 1 point of **Humanity**.
- If Samuel Armstrong is in play as an **Ally**, use his **passive effect**.

Note: An **Ally's passive effect** is unavailable when that **Ally** is played as a character.

If players fail to capture an **NPC** before it flees the tile or the chapter ends, increase the **Masquerade Breach** tracker by 1.

In certain **dialogues** and **events**, some choices may lead to a **Masquerade Breach**. When this occurs, follow the instructions indicated in the chapter booklet.

When you complete a chapter or **feeding event** in which you increased the **Masquerade Breach** tracker, do the following depending on where the **Masquerade Breach Tracker** is at:

- 1 POINT**
Open envelope #01
- 2 POINTS**
Play the chapter "Masquerade Breach #2"
- 3 POINTS**
Play the chapter "Masquerade Breach #3"
- 4 POINTS**
Open envelope #02. Good luck!

Note: **Masquerade Breach** levels are cumulative, and rarely decrease during the campaign! Be careful, and remain discreet.

Round tracker

When activated by an **event**, **dialogue**, or **investigation**, the **Round** tracker tracks the number of rounds that have elapsed. A round has passed after each player and **NPC** has played their turn.

When instructed, place a cube on the indicated spot on the tracker and move the cube one space to the left after each round, unless instructed otherwise. Follow the instructions indicated in the booklet for each trackable event.

- Use the red cube when instructed to activate a **Round** tracker.
- Use the black cube when instructed to activate an **Authority** tracker.

Note: Several elements can be tracked simultaneously. Be careful, and don't forget to move the cubes on the tracker after each round, or when prompted.



OTHER TRACKERS

Sand timer

In some situations, players will have to use the **sand timer** to make a decision promptly. Flip the **timer** and choose an option within the allotted time. If you fail to choose an option before all the sand has reached the bottom of the timer, all players involved in the decision must take the “**INDECISIVE**” #62 effect card.

Example: In a 4-player game, you and another player start a **dialogue** that prompts you to start the **sand timer**. You must then choose a **dialogue** branch. If you cannot choose a branch before the **sand timer** runs out, you and the other player must both take the “**INDECISIVE**” card, as you were both involved in the **dialogue**.

Initiative tracker

The **Initiative** tracker helps players track who plays first during a **combat** sequence (see p.37).

Place the **Initiative** tracker next to the chapter tile. Place your characters’ **Initiative** tokens on the left side of the **Initiative** tracker. When **combat** begins, make sure to place your **Allies**’ and any **NPCs**’ tokens on the left side of the **Initiative** tracker as well.

Unlike player characters’ **Initiative** tokens, **NPCs**’ **Initiative** tokens aren’t unique. Instead, they are tokens numbered from 1 to 8. Each of these tokens comes in pairs of the same number, and players decide which pair of **Initiative** tokens an **NPC** gets. When **combat** begins, place one token on the **NPC’s state** card, and place the other token in the pair on the left side of the **Initiative** tracker. During **combat**, use the token on the **NPC’s state** card to identify its **Initiative** token and vice versa.

Example: **Combat** begins between your coterie and a ghoul. First, flip the ghoul’s **state** card, then choose a pair of **NPC Initiative** tokens — for example, number “1.” You place the first “1” token on the ghoul’s **state** card and the second “1” token on the left of the **Initiative** tracker.

Initiative order goes down from highest to lowest, which means that characters and **NPCs** with an **Initiative** of 6 will go first, while those with an **Initiative** of 0 will go last.

Player characters’ and **NPCs**’ **Initiative** may vary during **combat**. If an **NPC** and a player character both have the same **Initiative**, the player character always goes first. **Allies** count as player characters when breaking **Initiative** ties. If 2 players have the same **Initiative**, it is up to them to determine whose character goes first.

If 2 **NPCs** have the same **Initiative**, the **NPC** with the highest **Attack** value goes first. If there is still a tie, the **NPC** with the highest **Resistance** value goes first. If there is still a tie, the players decide which **NPC** goes first.



GAMEPLAY

The game consists of 4 types of sequences: the **main**, **combat**, **dialogue**, and **investigation** sequences. The **main** sequence is played in rounds, with each player taking a turn one by one in order of Initiative.

When one or more players begins a **dialogue** or **investigation** sequence, the players involved in said sequence must complete it before moving on to another sequence. Uninvolved players must wait until the sequence is completed before proceeding with their turns.

If a player initiates a **combat** sequence, all players are involved in the **combat**.

Example: If you begin a dialogue with an **NPC**, you must complete the whole **dialogue** sequence with said **NPC** (by reaching the “**RESUME PLAYING**” instruction in the chapter booklet) before any other player can take their turn.

SKILL CHECKS

Throughout the game, players must make various **skill checks** to determine their character's level of success when attempting a task — whether it's punching an enemy, influencing someone, or searching for evidence at a crime scene. When making a **skill check**, players count the points their character has in the relevant **skill** as automatic successes, then roll a number of dice equal to their character's relevant **attribute** value to complete the success count. You must roll these dice even if you have enough **automatic successes** to pass the **skill** check without doing so, since your **Hunger** may still increase by rolling red dice. If your **Hunger** is 0, however, you may skip rolling your dice.

If you would be reduced to a dice pool of 0 dice or fewer (e.g., due to the **fatigued** state, an **effect** card, etc.) when attempting a **skill** check, you automatically **fail**, even if you would otherwise have enough **automatic successes** to pass the check without rolling.

Example: Harold Beaulieu is investigating an area. The **investigation** page asks for a **MENTAL + SEARCH** check **DIFFICULTY 4**. Harold would need to roll 3 dice, because his **MENTAL attribute** has a value of 3. He rolls 2 successes. He must then add these successes to his **SEARCH skill** level, which is 3. This gives him a total of 5 successes, which is higher than the given **DIFFICULTY**, so his **skill** check is successful.

Difficulty

A **skill** check's **DIFFICULTY** is the number of successes the character attempting the check must accumulate in order to succeed.

- **Dialogue skill checks** have a predetermined **DIFFICULTY** that is noted on the **dialogue** page whenever a player is prompted to make a **skill** check.
- **Investigation** skill checks have no predetermined **DIFFICULTY**. Instead, a player tallies their successes. **Investigations** have many outcomes. The number of successes obtained will bring you to one of these many outcomes.
- **Combat skill checks** have no predetermined **DIFFICULTY**. Instead, the number of successes a player accumulates determines the amount of **Damage** they inflict on an **NPC**, or the number of **RESISTANCE effect** tokens they take.
- **STEALTH** checks have variable **DIFFICULTY** based on a character's distance from an **NPC** and their **Line of Sight**.
- **Events** may include **skill checks**. In these cases, the **DIFFICULTY** will always be mentioned in the **event** itself.



Rolling dice

Red dice represent the Beast within each vampire.

Swap 1 black die for 1 red die for each **Hunger** level your character has. You may not use **Willpower** points to reroll a red die.

Example: Your character's **Hunger** level increases to 2. You attempt a **skill check** and roll an **attribute** (e.g., 3 dice). Two of your dice are now red due to your character's **Hunger** level, and the third remains black.



One Ankh symbol
Represents 1 success



One Ankh with a double fang symbol
Represents 2 successes



Plain, with no Ankh
Represents 0 successes



Skull symbol (red die only)
Counts as 0 successes, but increases your **Hunger** by 1 if there are more skulls than the total amount of successes during a skill check (**ATTRIBUTE** + automatic **SKILL** successes).

ROUSE CHECK

A **ROUSE CHECK** is a single red die roll.



If you succeed (1 Ankh or an Ankh with double fangs), your character's **Hunger** level does not change.



If you fail (no Ankh), your character's **Hunger** increases by 1 point.



If you roll a skull, your character's **Hunger** increases by 2 points.

Using the **Blood** (to use a **Discipline**, perform a **BLOOD SURGE** or **MEND DAMAGE**) requires a **ROUSE CHECK**. The **ROUSE CHECK** only affects your character's **Hunger** level, and is rolled after you use the **Blood** in any way.

Note: For each **Hunger** level your character has, swap 1 black die for 1 red die when performing a **skill check**. You cannot use **Willpower** points to reroll a red die.

CONDITIONS

Torpor

When your character's **Damage** tracker is full and they take another point of **Damage**, they fall into **torpor**, a state of physical and mental inactivity. The character can no longer participate in the chapter, and must be removed from the tile.

If a character falls into **torpor** during a **dialogue**, **event**, or **investigation sequence**, immediately stop reading and end the sequence, unless another character is involved in the same sequence. Do not remove the **dialogue NPC**, **action** token, or **investigation area** token from the tile, to allow another player character to attempt the sequence later.

A chapter fails when all the player characters are in **torpor**, even if a **coterie Ally** or **chapter Ally** is still standing. When you successfully complete a chapter, characters in **torpor** will come out of it before the following chapter.

Fatigue

When your character's **Willpower** tracker is filled and you spend or lose another point of **Willpower**, the character becomes fatigued. When your character is fatigued, you cannot spend **Willpower** points, and you must remove 2 dice from your **skill** checks. If this reduces your dice pool to 0, you automatically fail the skill check, even if you would otherwise have enough automatic successes to succeed.

Fatigue goes away at the end of a chapter only.

Frenzy

If your character's **Hunger** level is increased when their **Hunger** tracker is already full, they become **Frenzied** and can no longer participate in the chapter. Remove them from the tile. **Frenzy** only affects your character.

Note: **Blood bags** are expensive but useful items that can stop the effects of **Frenzy**.

Frenzied characters exit **Frenzy** when the chapter ends.

MAIN SEQUENCE

The **main** sequence is all the time characters spend on a tile during a chapter outside of **dialogue**, **investigation**, or **combat** sequences. During the **main** sequence, player characters typically **Move** from **HEX** to **HEX** and engage in preparatory actions. During this sequence, players can perform the following actions once, in any order, on their turn:

MOVEMENT

(**ATHLETICS** skill level +1 — see p.35).

USE THE BLOOD

(**MEND DAMAGE**, **BLOOD SURGE**, or use a **Discipline** — see p. 36).

PERFORM AN ACTION:

- Use an **item**;
- Declare **STEALTH** mode;
- Give an **item** to, or take an **item** from, a player on an adjacent **HEX**;
- Feed on a prey **NPC**;
- Capture a fleeing **NPC** (see p.32);
- Begin a **dialogue** sequence with an adjacent dialogue **NPC**;
- Begin an **investigation** sequence by searching 1 **investigation area**;
- Begin **combat**.

DO NOTHING

Movement

A character's **ATHLETICS** skill level +1 determines their **Movement** — the number of **HEXES** through which a character can **Move** during their turn. Several **modifiers** can affect **Movement**, such as **terrain** tokens, **items**, **BLOOD SURGE**, and certain **Disciplines**. A player character can move through a **HEX** occupied by another player character or **Ally**, but may not end their turn on that same **HEX**.

Example: A character decides to Move a distance of 3 **HEXES** to a tile to interact with an **NPC**. The character's **ATHLETICS** skill has 2 points, to which the player adds +1. The character's total **Movement** value is thus 3, meaning they can reach the **NPC** and interact with them in the same turn.

In order to speed up a chapter, you may want to improve your character's **Movement** by increasing their **ATHLETICS** skill level. Using the **Blood** to increase your **Movement** is also a good way to speed up the **main** sequence.

When the coterie splits up to initiate multiple sequences, the first player to initiate a sequence must complete it before the others may begin theirs. This means that while you are investigating an area, the other players will have to wait their turn before initiating a **dialogue** or even **Moving**, as the **main** sequence is also paused.

If you are instructed to set an **NPC** on a different **HEX** and another character already happens to be on that **HEX**, displace the latter character's miniature or standee by 1 **HEX** in any direction. Then set the **NPC** where it should be as indicated by the image in the booklet.

When **action** or **investigation area** tokens, **NPCs**, or player characters would occupy the same **HEX** because of an instruction, follow these steps in order:

- First, set the tokens on the tile.
- Secondly, set the **NPCs** on the tile. If they would share the same **HEX** as a token, place them on the closest valid **HEX**.
- Finally, set the characters on the tile. If they would share the same **HEX** as a token or **NPC**, set them on the closest valid **HEX**.

If the **NPC** should be set on top of an **action** or **investigation area** token, set the **NPC** on an adjacent **HEX** instead. The same goes for a character that should be set on a **HEX** already occupied by an **action** or **investigation area** token or an **NPC**.

Teleportation, Pushing, and other forms of Movement

Certain **Disciplines** and **combat** cards, and even the abilities of some **NPCs**, will introduce different forms of **Movement**.

Push: Move the target token or miniature away from the **NPC** or character by the given number of **HEXES**. This **Movement** stops prematurely if a **HEX** is blocked by a **wall**, **NPC**, character or a **terrain** token that blocks movement.

Teleport: Set the token on the appropriate **HEX**, unless that **HEX** is occupied by a **difficult terrain** token, an **NPC**, or a character. When teleporting, an **NPC** ignores **difficult terrain**, **walls**, and **fire**. If the teleporting **NPC** ends their **Movement** on a **HEX** occupied by a **fire** token, they suffer the **effect** of the token, per the relevant rules (see **Fire tokens**, p.29).

STUNNED and **IMMOBILIZE** tokens prevent teleportation, but do not prevent a character or **NPC** from being Pushed back by a **combat** card or **Discipline**.

Use the Blood

Using a **Discipline**, choosing to **MEND DAMAGE**, or performing a **BLOOD SURGE** calls on the Beast within and requires the use of the **Blood**.

A character may only use the **Blood** once per turn.

Note: Using the **Blood** always requires a **ROUSE CHECK** every time (see p.35).

- **MEND DAMAGE:** Mend up to 2 points of **Damage** on your **Damage** tracker.
- **BLOOD SURGE:** For 1 round, add +1 to your **Initiative**, +1 to an **attribute** of your choice, and +1 to your **Movement**.
- **Discipline:** Use one of your available **Disciplines** (see p.21)

Note: The **Blood's** properties take effect before the **ROUSE CHECK** result is applied. Only one active **Discipline** power is permitted at a time.

Feeding (during the main sequence)

Only blood satisfies the Beast, and only blood can decrease a character's **Hunger**. To feed on an **NPC**, set your character on a **HEX** adjacent to said **NPC** and declare your intent to feed. During the chapter's **main** sequence, you can only feed on **prey NPCs**, which have a red base for their standee and are labeled with a blood drop icon in the setup section of the chapter's introduction page in the **Storybook**. In **combat**, you can feed on an **NPC** with your "**BITE**" **combat** card even if they are not a **prey NPC**.

To feed outside a **combat** sequence, make one of the following **skill checks**:

- **PHYSICAL + BRAWL**
- **SOCIAL + SUBTERFUGE**

The **DIFFICULTY** of either **skill check** is always set at [5 – your character's **Hunger** level].

Example: Aren Conway has a **Hunger** level of 4 and wishes to feed on an **NPC**. The player rolls **PHYSICAL + BRAWL DIFFICULTY 1** (5 - her level 4 **Hunger**) and obtains 2 successes from the dice +3 automatic successes thanks to Aren's **BRAWL** skill level. The player character passes the check and can feed on the **NPC**.

Outside of **combat**, feeding on different living beings provides different levels of **Hunger** recovery:

- **Animals (rats, dogs, etc.):** Recover 1 **Hunger** point. The animal dies. Remove its standee from the tile.
- **Humans / Ghouls / Authority:** Recover up to 2 **Hunger** points. Remove the **NPC's** standee from the tile.

Note: You cannot feed on other **vampires**, **Bosses**, or **dialogue NPCs**.

If you fail your feeding attempt, the following occurs:

- If the **NPC** has a **state** card, **combat** begins.
- If the **NPC** is an **Animal** without a **state** card, remove its standee from the tile.
- If the **NPC** is a **prey NPC** other than an **Animal** (it has a red base for its standee or is accompanied by a blood drop icon in the setup section of the chapter's page in the **Storybook**), they flee (see p.32).

Note: Players can also drink blood during:

- **Feeding Events** (before a new chapter)
- **Combat** by using the "**BITE**" **combat** card
- **Specific events/dialogues**.
- By using **items** such as a **blood bag**.

Stealth mode

During the main sequence, a character may attempt to sneak about unseen by entering **STEALTH** mode. **STEALTH** mode is a type of **Movement** a character can make during their turn in the **main** sequence. When entering a **dialogue**, **investigation**, or **combat** sequence, all the characters involved in the new sequence exit **STEALTH** mode.

You can find more information about **STEALTH** mode on page 50.



DIALOGUE SEQUENCE

A **dialogue** sequence begins when a player sets their character's miniature on a **HEX** adjacent to a **dialogue NPC** and declares the beginning of the **dialogue**. (Use the chapter booklet as a guide to know which **NPCs** are **dialogue NPCs**, or refer to the setup section of the chapter's introduction page in the **Storybook**.) When a **dialogue** begins, turn to the page in the chapter booklet that corresponds to the beginning of the **dialogue** for the **NPC** you wish to talk to (usually page D.1).

During a **dialogue** sequence, players can perform the following actions, in no particular order:

- Depending on the choices you've made, select one of the available options listed on the current **dialogue** page in the chapter booklet.
- Use the **Blood** (**MEND DAMAGE**, perform a **BLOOD SURGE**, or use a **Discipline** (see p.36)).
- Use **Willpower** points (see p.18).

During a **dialogue** sequence, players cannot begin another sequence. They must complete the entire **dialogue** sequence with their chosen **NPC** (see p.41).

INVESTIGATION SEQUENCE

An **investigation** sequence begins when players explore an **investigation area** (see p.42). During an **investigation** sequence, players cannot begin a different sequence. They must complete the **investigation** of the area (represented by a token numbered 1 to 4 on the tile - see p.29).

During an **investigation** sequence, players can perform the following actions (in no particular order):

- Choose one of the options listed at the bottom of the current page in the chapter booklet.
- Use the **Blood** (**MEND DAMAGE**, perform a **BLOOD SURGE**, or use a **Discipline** (see p.36)).
- Use **Willpower** points (see p.18).

COMBAT SEQUENCE

The **combat** sequence begins if:

- A player declares **combat** with an **NPC** with a **state** card in their character's **Line of Sight**.
- A player who did not declare **STEALTH** enters an **aggressive NPC's Line of Sight** (see p.50).
- A player fails their **STEALTH** check while in the **Line of Sight** of an **aggressive NPC**.
- It is triggered by an **event** or a **dialogue** in the chapter booklet.

During a **combat** sequence, players cannot begin another sequence. All players are considered participants in a **combat** sequence, even if they are far away from each other on the tile. Players must complete the **combat** to end the sequence.

When **combat** begins, every **NPC** with a **state** card takes part in the **combat**. Flip the **NPCs' state** cards and set their **Initiative** tokens next to the **Initiative** tracker.

Choose which pair of numbered **Initiative** tokens each **NPC** gets. Place one on the **Initiative** tracker and the other on the **NPC's state** card (see p.27).

At the beginning of a **combat** sequence, players must perform the following actions in this exact order:

1. Establish their **active hand** (see p.44).
2. Set their character's **Initiative** by setting their **Initiative** token next to the **Initiative** tracker (see p.33).
3. When the **Initiative** tracker reaches their **Initiative** token, do any of the following in any order:
 - **Move** (up to a number of **HEXES** equal to the character's **ATHLETICS** skill level +1)
 - Use the **Blood** (**MEND DAMAGE**, perform a **BLOOD SURGE**, or use a **Discipline** (see p.36)).
 - Perform an action: use an **item**, give an **item** to or take an **item** from a character on an adjacent **HEX**, or use a **combat** card (see p.45).
 - Do nothing and end your turn.

Note: You can build a new **active hand** at the start of each **combat** sequence, even if multiple **combats** occur during the same chapter.

Events

Events represent moments of change within a chapter. They inform the plot, offer gameplay instructions, and contextualize the story, making it more immersive. They may reveal a new **NPC**, set up a **combat**, initiate round tracking, etc.

Events will occur throughout the whole campaign. When an **event** occurs, follow the instructions indicated on the corresponding **event** page.

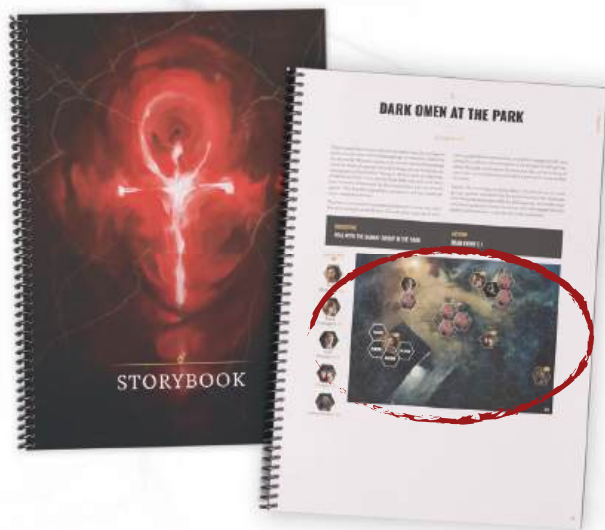
While an **event** is happening, players cannot perform other types of actions, nor leave an **event** sequence in which they are involved before completing it. The **event** page will let you know when to resume playing. Sometimes, events will lead directly to a **combat**, **dialogue**, or **investigation** sequence.



CHAPTER SETUP EXAMPLE

Here's a handy list of what to do when setting up a chapter.

1. Open the **Storybook** to the chapter's introduction page.



2. Set the chapter's corresponding **tile** on the table.
3. Select the tokens required for that chapter (**difficult terrain**, **investigation area**, **action**) and set them on the tile according to the image shown in the **Storybook**.



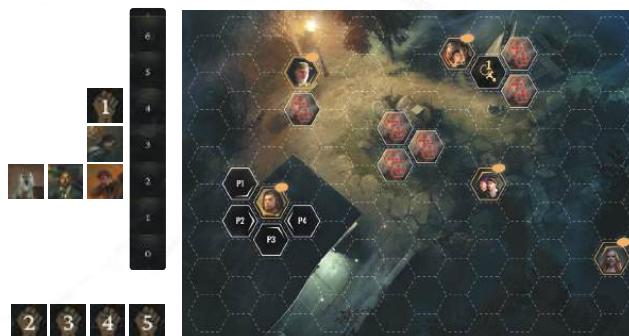
4. Set any **NPCs** present at the start of the chapter on the tile according to the image. If an **NPC** has a **state** card, place it face down on the table near the tile. If a blood drop icon accompanies an **NPC's** image, use a red base for their standee. Finally, turn the **NPCs'** standees so that they face the directions indicated by the arrows as shown in the **Storybook**.



5. Set your characters in the starting area on the tile.



6. Place the **Main** tracker and the **Initiative** tracker on the table near the tile.
7. Place the **Initiative** tokens of every character present in the chapter to the left of the **Initiative** tracker.



8. Read the chapter's introduction page in the **Storybook** to dive into the story.
9. Read the prompt instructing players what to do to begin the chapter. (Usually, players will be told to read an **event** page in the chapter booklet.)



10. Select the corresponding chapter booklet from the game box. This booklet contains every **dialogue**, **event**, and **investigation** that can take place during the chapter.

CHAPTER PLAYTHROUGH EXAMPLE

Once you've completed the chapter's setup, it's time to sit down and play. In this section, we will use the game's first chapter, "Dark Omen at the Park," as an example.

1. The instruction on the chapter's introduction page in the **Storybook** says, "Read your character's introduction page (E.1 to E.8)." Characters' introductions can be found in the chapter booklet. Follow the instruction to begin.

Note: For the purpose of this example, let's say you play as Aren the Gangrel. You would read her introduction on page E.3.

2. At the bottom of Aren's introduction page, an instruction tells you to "Read 'Yuma McKenzie' **dialogue** page D.1."
3. Flip through the chapter booklet's pages to reach **dialogue** page D.1 for Yuma. (When you begin a **dialogue** sequence, which almost always starts with reading the relevant **NPC's** D.1 **dialogue** page, the game freezes, and only the characters involved in the **dialogue** may act. You can find more information about **dialogue** sequences on p.41.)
4. Page D.1 presents four options, one of which is only available if someone in the **dialogue** is playing Aren. Two of the options require a **skill check**. (You can find more information on **skill checks** on p.34.) Finally, one option has no requirements.
5. Choose among the options available to you, and keep following the instructions in the chapter booklet as you navigate the **dialogue**. At some point, such as on page D.12, the instructions will state that the **dialogue** sequence has ended. When this happens, the game enters the **main** sequence.
6. During the **main** sequence, each player in turn may move their character across the tile and begin other sequences. You can find more information on the **main** sequence and **Movement** on p.35.
7. In Chapter 1, players can interact with 4 **NPCs** and 1 **investigation area**.




Investigation area, represented by this token

8. For this example, let's say you want to speak with the Park Warden first. To do so, you would need to move your character to a **HEX** adjacent to the warden and initiate a **dialogue** sequence.

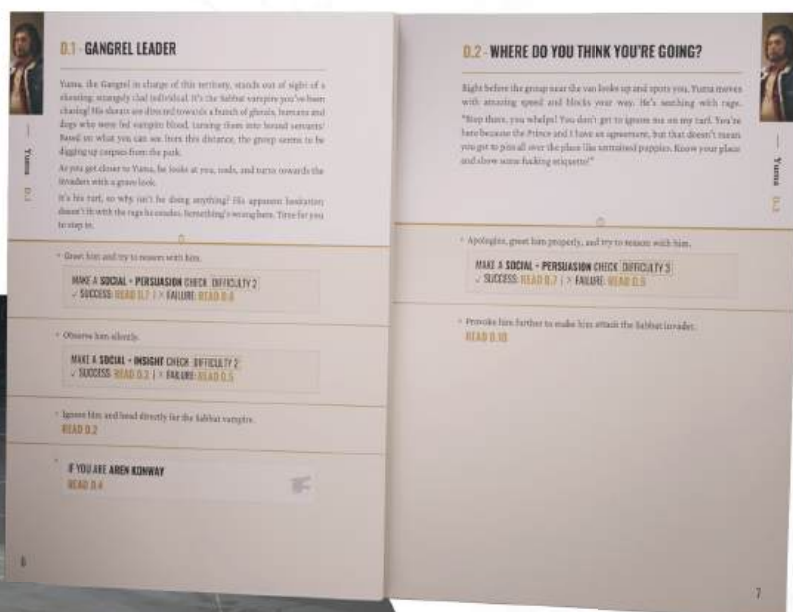
Note: Chapters are not linear — you can speak to any **NPC** and begin any **investigation** or **combat** sequences in any order you choose.

Note: Remember, the **main** sequence pauses until the **dialogue** is complete. If you want to include other coterie members in the **dialogue**, you will have to wait until each of their characters is also on a **HEX** adjacent to the **NPC** before initiating the **dialogue** sequence.

9. When the **dialogue** sequence begins, use the **Table of Contents** in the chapter booklet to locate the Warden's D.1 page. You could also locate this page by flipping through the booklet until you find a full-page illustration of the warden identical to the illustration on his standee.

As with Yuma, follow the prompts and instructions in the chapter booklet until you reach the end of the **dialogue**. (Note: Early in this **dialogue**, players are offered a special option that they can choose if one of the characters participating in the **dialogue** has the **ANIMALISM**  **Discipline**. You can only choose this option if you have at least 1 level in the required **Discipline**.)

10. Once the **dialogue** has ended, you may be surprised to see that the Warden leaves you with a set of keys. This is represented by an **item** card, which you must now retrieve from the game box. **Items** are useful tools in many chapters, and **items** acquired during a chapter can often unlock special branches in **dialogues** and **investigations** in that same chapter, or in later chapters. You can find more information about items on p.23.
11. With the **dialogue** with the Warden completed, let's say the coterie now splits up. You decide to **investigate** the tepee represented by the token shown earlier, while the other coterie members decide to speak to the other **NPCs** on the tile.
12. When the coterie splits up to initiate multiple sequences, the first player to initiate a sequence must complete it before the others may begin theirs. This means that while you investigate the tepee, the other players will have to wait for their turn before initiating a **dialogue** or even Moving, as the **main** sequence also pauses.



13. When you reach a **HEX** adjacent to the **investigation area** token, consult the chapter booklet's **Table of Contents** to locate the page on which the related **investigation** sequence begins. Much like earlier, with the **dialogues**, the first page of an **investigation area** contains a full-page illustration of what your character is investigating.
14. During an **investigation**, as opposed to a **dialogue**, you are not presented with choices, but with a challenge. In this case, as you search the tepee, you must make a **MENTAL + SEARCH** check and tally up your successes. The number of successes you get will determine which story branch you must follow. You can find more information about **investigation** sequences on p.42.
15. Assuming you rolled high enough, you will find an **item** in the tepee. As with the keys, you must take that **item's** associated **item** card from the game box.
16. After the **investigation** sequence ends, the other players similarly begin and complete their **dialogue** sequences, going through the same steps as with Yuma and the Warden earlier. Once the coterie has spoken to every **NPC**, they decide to approach the mysterious vampire in the lower right corner of the tile.
17. Surprise! This **dialogue** sequence rapidly turns into a **combat** sequence. This is done through an **event** — in this case, **Event E.13**. Note, however, that there is a conditional option in the Sabbat Priest's (the mysterious vampire was part of the Sabbat!) **dialogue**: If there are any humans left on the tile, you would have to remove them, or risk a **Masquerade Breach**. Good thing your coterie spoke with everyone and got them away from here before surrounding the Priest!
18. Go to page E.13 in the chapter booklet. (**Events** are always located last in the booklet, after the **dialogues** and **investigations**. E.13 leads to E.15, and **combat** begins.

19. A scripted **combat** like this one is a **combat** that does not result from a player initiating **combat** with an adjacent **NPC**, a failed **STEALTH** check (for more information on **STEALTH**, see p.50), or a failed feeding attempt. The chapter booklet will prompt you to arrange your characters on the tile according to the image shown on the page.

20. **Combat** begins! (You can find more information on **combat** sequences on p.44.) The chapter booklet tells you what to do if you win — in this case, you must read page E.17. If you lose any **combat**, you fail the chapter unless otherwise specified. In that case, you must start the chapter over again, losing all **items**, **effect**, **BOONS**, and experience points (**XP**) you gained during that chapter. However, let's assume you are victorious. You would read page E.17, which tells you that you have won.

21. The last prompt in a chapter will always instruct you to read the chapter's conclusion in the **Storybook**. This conclusion, which is located on the back of the page you used to set up the chapter, explains how your actions have furthered the plot, and grants you rewards for successfully completing the chapter.

Note: If a chapter proves too difficult for the coterie, you can always lower the **difficulty** by choosing some of the **Easy modifiers** on p.10.

22. Add the **XP** you gained during the chapter to your total **XP** on your character sheet. Keep a record of your total **XP** at all times.

23. You can now move on to the next chapter!



DIALOGUE IN DETAIL

Throughout the campaign, characters will need to engage in conversations with various **NPCs** and speak on behalf of their coterie. **Dialogue** sequences utilize an interactive branching mechanism, with each **dialogue** page providing options that offer players various paths through the conversation. Choices you make during a **dialogue** will have repercussions in the current chapter and/or future chapters.

Initiating dialogue

Dialogue NPCs are listed in the chapter booklet's **dialogue** section. Those immediately available at the start of a chapter are indicated on the introduction page's setup section. Others may become available at various points throughout the chapter.

To begin a **dialogue**, move your character to a **HEX** adjacent to a **dialogue NPC** and open the chapter booklet to the corresponding **dialogue** page (usually page D.1) for the chosen **NPC**, then read the page and follow the steps indicated. If multiple players want to engage in a **dialogue** with an **NPC**, each player must set their character on a **HEX** adjacent to that **NPC**. When this occurs, all players involved in the **dialogue** must make the decisions relevant to that **dialogue**. In case of any disagreements, the player whose character has the highest **SOCIAL** attribute has the final say.

You cannot renege on your choices during a **dialogue**.

Note: Some passive **Ally** bonuses can affect the **dialogue**.

Dialogue skill checks

When prompted, a **skill check** is performed by 1 character only.

Unless a specific character is forced to make a check, any character involved in the **dialogue** can make the check. Players can alternate making **skill checks** when participating in the same **dialogue**. If a single player has initiated the **dialogue**, only they will make the **skill checks** for the entire **dialogue**.

Note: Even a successful **skill check** can lead to an unfortunate ending. You can intimidate a Brujah on their own territory...but is it a good idea? Don't make choices simply because you have the right skill to succeed at them. Choose the wisest option, and pay attention. If necessary, you can also use **Willpower** points to reroll up to 3 black dice.

Using Blood in dialogue

During a **dialogue** sequence, each player involved in the **dialogue** can use the **Blood** once per page, by performing a **BLOOD SURGE** or using **Disciplines**. The bonuses last only for the page they are currently on.

Using Disciplines in dialogue

When a **dialogue** option requires access to a specific **Discipline**, you can only choose that option if you meet the **Discipline** level requirements. Most of the time, you will need to make a **ROUSE CHECK** on the following page.

Multiple characters in a dialogue

When using **Disciplines** and making **skill checks** in a **dialogue**, the results on the page that follows only apply to the character that has made the check or used the **Discipline**. When a choice is only available to a specific character, only that character suffers any consequences or gains any bonuses listed on the page that follows, unless otherwise specified. However, if the page that follows presents a choice, the entire coterie can weigh in on that choice.

Example: In Chapter 12, page D.1 of the **dialogue** with Marie Dumont offers a choice to use **AUSPEX**. Let's say Nico chooses to use **AUSPEX**. They will be the one making the **ROUSE CHECK** on the page that follows, D.4. However, page D.4 also offers a choice: either a path that requires Harold to be present, or a **skill check**. Because this is a choice (character path or **skill check**), the coterie chooses as a group, not just Nico; and any character may attempt the presented **skill check**, even though Nico was the one who brought them there by using **AUSPEX**.

To help you remember this, the following table lists the consequences that affect only the character who used a **Discipline** or made a **skill check**, and those that affect the whole coterie regardless of who made a **skill check** or used a **Discipline**.

AFFECTS ONE PLAYER	AFFECTS THE ENTIRE COTERIE
Making a ROUSE CHECK	Gaining or losing Status
Gaining or discarding an effect card	Breaching the Masquerade
Gaining or discarding an item card	Gaining XP
Increasing or decreasing Hunger	Making a new skill check
Taking or mending Damage	Gaining or losing BOONS
Gaining or losing Willpower	Choosing a new dialogue branch
Gaining or losing Humanity	
Being removed from the tile	

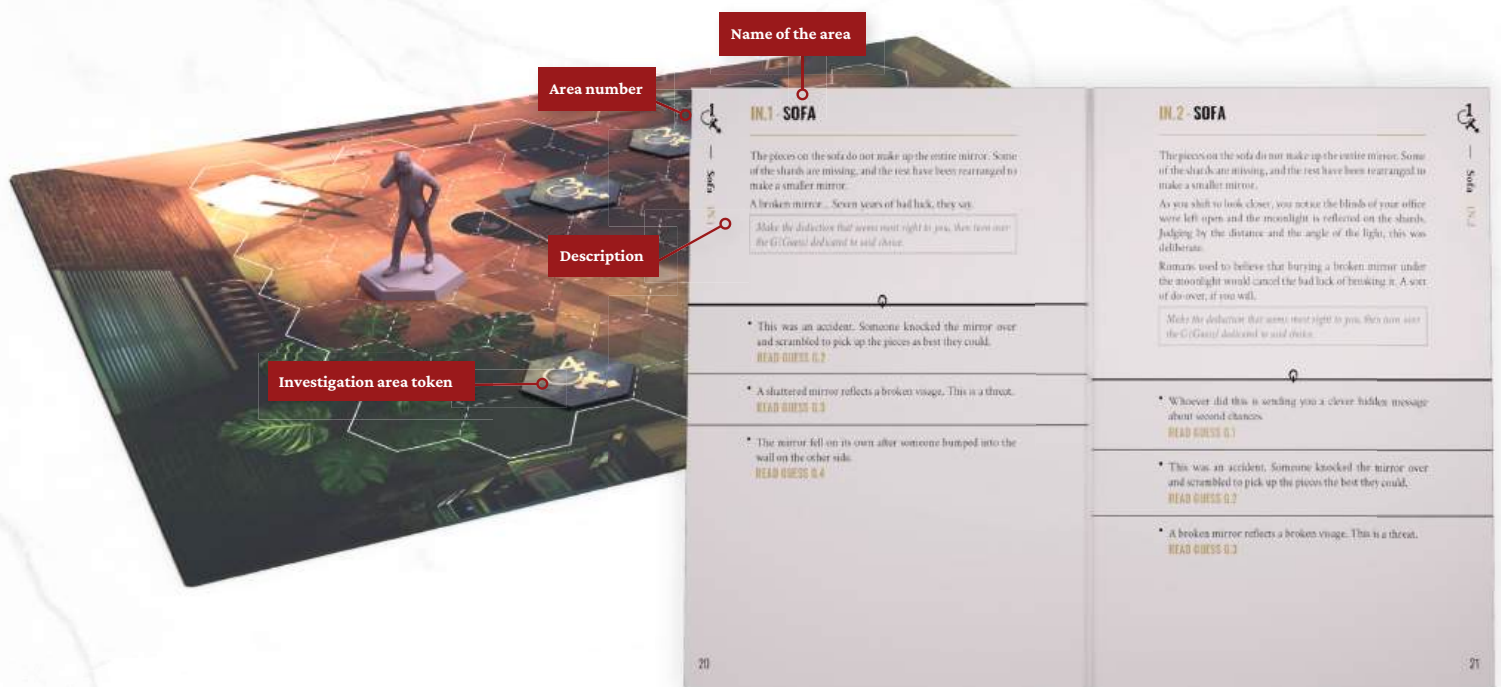
End of dialogue

During a **dialogue**, players cannot perform other types of actions. You cannot exit a **dialogue** sequence in which you are involved before that sequence ends. You must reach the **"RESUME PLAYING"** instruction (or a designated event page) to end a **dialogue**.

Example: If one player has entered a **dialogue** with an **NPC**, they must complete the **dialogue** before other players can resume playing. A **combat** and a **dialogue** cannot be played simultaneously. Each sequence must be played separately and completed before moving on to the next.



INVESTIGATION IN DETAIL



The goal of an **investigation** is to solve a mystery by using the player characters' **MENTAL** skills and the players' own deductive reasoning. An **investigation** includes several areas on the tile in which players will collect **investigation success** and **clue** tokens. The more successful the players are at finding evidence, the more **investigation success** tokens they will collect. This will allow them to make a better **final deduction**.

Initiating an investigation

To begin an **investigation**, the coterie must choose an **investigation area** to examine. Move your character to a **HEX** adjacent to an **investigation area** token and flip to the corresponding page in the chapter booklet. As with **dialogue** sequences, only characters on a **HEX** adjacent to an **investigation area** token can participate in that **investigation**.

The first page of an **investigation** sequence describes the scene. This description contains information that will help you make more informed choices later, so make sure to keep it in mind.

Next, one player must make a **skill check** based on the **attribute + skill** (**OCCULT**, **SEARCH**, **AWARENESS**, or **TECHNOLOGY**) required for that **investigation**. Based on the number of successes, different choices and options will be available.

Note: You can also use **Willpower** points during an **investigation** sequence to re-roll up to 3 black dice during a check.

Guess (G)

After rolling the initial **skill check**, a description of your analysis will be presented on the corresponding page. All players involved in the **investigation area** must decide together on a hypothesis for that specific **investigation** based on their intuition and knowledge and read the corresponding guess page. If players disagree, the player whose character has the highest **MENTAL** attribute has the final say.

Depending on the accuracy of the answer, players may be rewarded with **investigation success** tokens, a numbered **clue** token, or a combination of both.

Once a player has investigated an area, that area's **investigation area** token is typically removed from the tile. This concludes the **investigation** sequence.

Clue tokens



Players can obtain **clue** tokens while exploring an **investigation area**, or during a **dialogue**. When indicated, **clue** tokens can open new branches of **dialogue** or **investigation** and offer a shortcut to efficiently solve an **investigation**. **Clue** tokens belong to the entire coterie, regardless of which character found them.

Investigation success tokens



Investigation success tokens represent the ideas and hints characters compile during an **investigation**. They are shared by the coterie, and unlock better branching options during the **final deduction** phase of a given chapter's **investigation** sequence. Gathering more **investigation success** tokens will increase your odds of making an accurate **final deduction**.

Example: You decide to split the coterie to cover ground more quickly. A player gains 3 **investigation success** tokens in their **investigation area**. If another player gains only 1 token in a separate **investigation area**, the coterie has a total of 4 **investigation success** tokens available for the **final deduction**.

End of investigation

While an **investigation** is happening, players cannot perform other types of actions. To complete an **investigation**, you must reach the **"RESUME PLAYING"** prompt, or a designated **event** page. You cannot leave an **investigation** sequence in which you are involved before completing it.

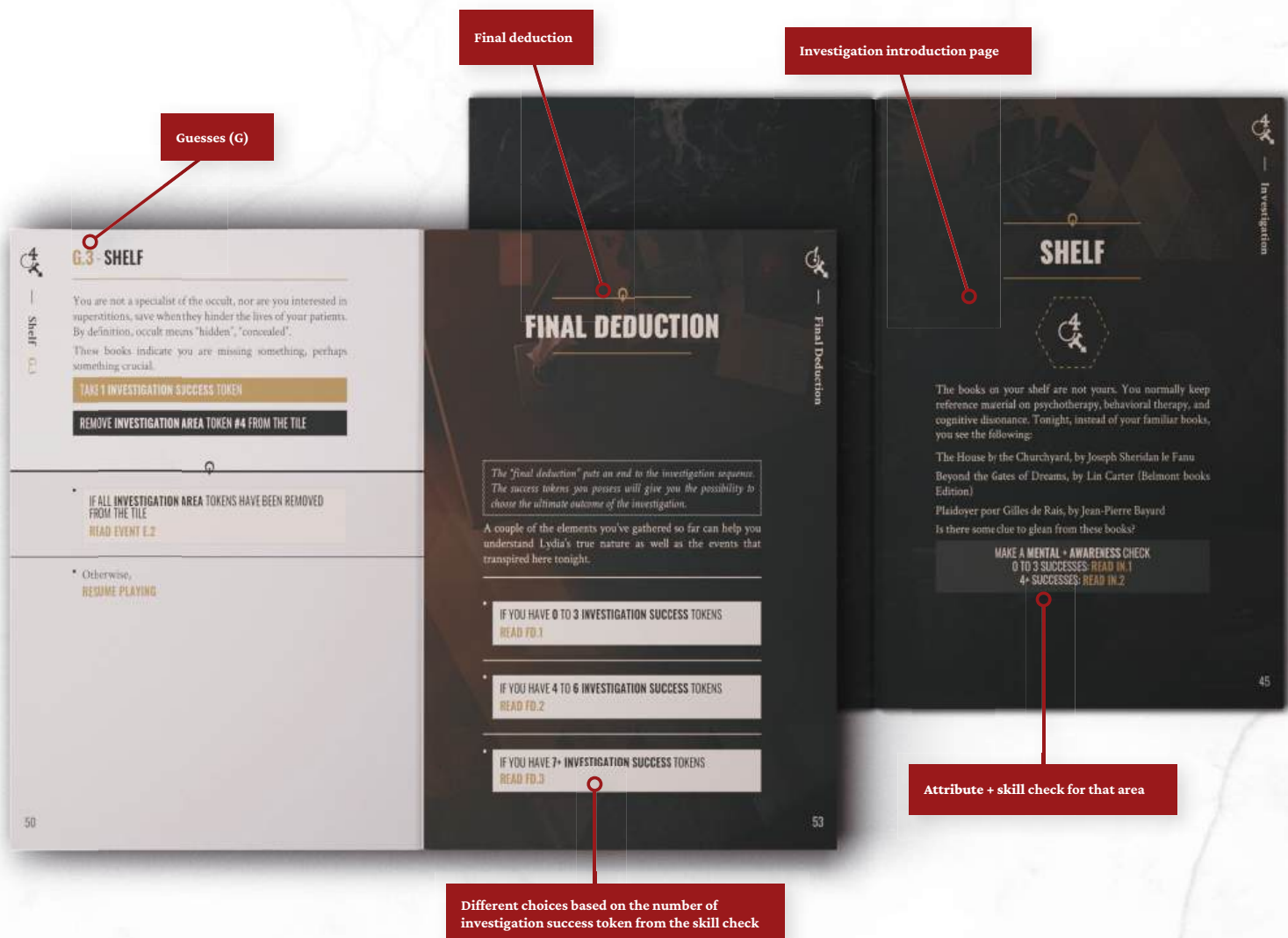
Final deduction (FD)

When given the option to do so, players can make a **final deduction**. **Final deductions** are available during a **dialogue** sequence with an **NPC** (often related to the case). Making a **final deduction** requires you to use your intuition as a player.

Depending on the number of **investigation success** tokens collected, different hypotheses will become available.

All players are involved in **final deduction** sequences. Choosing a hypothesis requires consultation between players. To pick a hypothesis, the whole coterie must reach a unanimous decision.

Based on the players' decision during a **final deduction**, the coterie may receive rewards, or find themselves in a bad spot. Once the **final deduction** has been made, discard all your **investigation success** tokens. Keep your **clue** tokens until the end of the chapter.



COMBAT IN DETAIL

There may be times during the campaign when a character must engage in **combat** situations. This section will provide you with all the instructions necessary to conduct a successful **combat** sequence.

How combat begins

A **combat** sequence begins for all members of the coterie when any of the following conditions are met:

- A **dialogue** or an **event** page prompts the beginning of **combat**
- An **aggressive NPC** detects a player character (or **Ally**) within their **Line of Sight**
- You flip over an **NPC's state** card to declare **combat**

How combat ends

A **combat** sequence ends when one of the following conditions is met:

- All enemy **NPCs' Damage** trackers are reduced to 0 and they are removed from the tile
- Every player character is in **torpor**
- An event calls for the end of the **combat**

INITIATIVE

A player character's **Initiative** corresponds to their **PHYSICAL attribute** value, while an **NPC's state** card displays their **Initiative** value. Depending on the number of players, the latter value may vary. A character's **Initiative** value can never exceed 6, nor be lower than 0.

NPCs' Initiative tokens come in pairs that share numbers from 1 to 8. When **combat** begins, choose one pair of tokens per **NPC** involved in the **combat** sequence and place one of the tokens on the **NPC's state** card and the other token in the pair on the left side of the **Initiative** tracker. This **NPC's Initiative** is represented on the **Initiative** tracker by the token of the same number as the one on its **state** card. Now place each player's **Initiative** tokens on the left side of the **Initiative** tracker, stacking tokens that share the same **Initiative** tracker value.

Note: If you initiate **combat** while in **STEALTH** mode, you gain +2 Initiative.

A character's **active turn** begins when the **Initiative** tracker reaches their **Initiative** token. If an **NPC** and a character both have the same **Initiative**, the player character always goes first. **Allies** count as players when breaking **Initiative** ties. If two players have the same **Initiative**, they determine who goes first. **Initiative** goes in descending order, with characters with the highest **Initiative** acting first.

After a character has taken their turn and their **active turn** is over, move their token to the **Initiative** tracker's right side.

A **combat** round is complete when all **Initiative** tokens have been moved to the right side of the **Initiative** tracker. To begin a new round, place all tokens in the same locations on the left side of **Initiative** tracker.

Modifiers to **Initiative** remain in effect until the end of **combat**, unless otherwise specified. If a player's or **NPC's Initiative** value changes during **combat** (due to **skill** or **effect** cards), move their corresponding token on the **Initiative** tracker and place it next to the newly updated value.

Note: Modifiers to **Initiative** remain in effect until the end of **combat**.

HOLD INITIATIVE

Before performing an action during their **active turn**, a player can choose to hold their **Initiative**, lowering their **Initiative** value to play after any characters, **Allies**, or **NPCs** with a higher **Initiative** value. To hold your **Initiative**, move your character's **Initiative** token to any lower number on the **Initiative** tracker. This becomes your new **Initiative** value for the remainder of the **combat** sequence, unless your **Initiative** is further altered by **effects** from cards, for instance. You can only hold your **Initiative** once per **combat** round.

ACTIVE HAND

When **combat** begins, you must create an **active hand** of **combat** cards for this particular **combat**. Select a number of cards equal to your character's **PHYSICAL + MENTAL attribute** values (see p.19), as noted on your character sheet. You can select your choice of cards from all the character **combat** cards to which you have access.

Example: You are playing Aren Conway (Gangrel). She has a **PHYSICAL attribute** of 3 and a **MENTAL attribute** of 2. Your **active hand** consists of 5 cards.



You can spend 1 **Willpower** point to return all of your used **combat** cards to your **active hand**.

If your **active hand** is empty because you have played all of your **combat** cards, take all of your discarded **combat** cards back into your hand without spending a **Willpower** point.

NPC COMBAT DECK

When beginning **combat** with an **NPC**, use the appropriate deck as indicated on the **NPC's state card**.

Each **NPC** type has its own **combat** deck composed of its own **combat** cards:

<ul style="list-style-type: none"> · <i>Animal</i> · <i>Human</i> · <i>Ghoul</i> 	<ul style="list-style-type: none"> · <i>Authority</i> · <i>Vampire</i> · <i>Boss</i>
---	---

The **NPC combat** deck must be shuffled at the beginning of **combat** and once more when all the **combat** cards have been used and discarded.



COMBAT CARDS

At the beginning of a **combat** round, players must select one card from their **active hand**

This will provide the player with the **Attack**, **Mix**, or **Defense** values mentioned below:



Attack

Provides bonus dice to an **Attack**, but provides no **Defense** value.



Defense

Provides bonus dice to a **Defense**, but provides no **Attack** value.



Mix

Provides **Attack** or **Defense** values.



Special

An **NPC-specific combat** card. Only **Allies** and **NPCs** can use these cards.

Example: A player with no **Defense** value or **RESISTANCE** tokens receives the full amount of **Damage** from an **NPC's Attack**.

You cannot play **combat** cards against **Allies** unless instructed otherwise.

If an **NPC** or an **Ally** has only one **SPECIAL Attack** on their **state card** and they draw a "**SPECIAL 2**" **combat** card, they will use their "**SPECIAL 1**" **Attack** instead.

Additional effects:

When a **combat** card has additional effects on it, they take place when the card is used (see p.46). For **effects** affecting an enemy, these take place only if the **attack** deals at least **1 Damage**. For **effects** affecting your character, they take effect at the start of your turn during the round.

Example: You have chosen the "**GUARD**" **combat** card for the round. Once your turn comes, you gain a +1 to your **initiative**. If you had chosen "**LOW-KICK**" instead, you would give your opponent a **SLOW** token only if you deal at least **1 damage** to them on your turn.

For **NPCs**, however, the **effect** must be applied as soon as the card is revealed (so, if it is a defense card, when the **NPC** is attacked or at the beginning of their **active turn**).

Mix cards bonus:

A **Mix** card can be used to give your character a bonus to an **Attack** OR **Defense**. The additional dice bonus from a **Mix combat** card can only be applied to the chosen action (**Defense** OR **Attack**). If you use a **Mix** card to defend against an **Attack**, you must discard it right after and cannot also use it to **Attack**. Similarly, if you use a **Mix** card to **Attack**, you must discard it afterwards and cannot use it to defend that round.

Example: The "**PUNCH**" **combat** card provides +1 die to **Defense**, but none to **Attack**. If it is used to **Attack**, the attacking player gets no bonus die from playing the card, but would gain an extra die if the card was used to defend.

Added **effects** granted by **Mix combat** cards only apply in certain situations. If the **effect** affects only your character, then it applies only when using the card to defend. If the **effect** should affect an enemy, apply it to them only if you deal at least **1 Damage**, like with an **Attack** card.

POSITIONING

To use a **combat** card, a player character or **NPC** must be on a **HEX** adjacent to their target — though some **NPC combat** cards may alter this rule. In addition, if you have a **RANGED WEAPON** item card, you can use **combat** cards combined with your **RANGED WEAPON** item to target any character in your **Line of Sight**. If the target is outside that range, behind a **difficult terrain** token, or behind a wall, you cannot **Attack** them with a **RANGED WEAPON**.

Note: **Lines of Sight** are blocked by walls, other characters, and **NPCs** in a straight line of **HEXES**.

For an **NPC** to use a **combat** card, they must be on a **HEX** adjacent to their target. Some **NPC combat** cards may alter this rule.

Players and **Allies** cannot **Move** through a **HEX** occupied by an enemy **NPC**. Players and **Allies** can **Move** through a **HEX** occupied by a player or an **Ally**, but cannot end their **Movement** there. **NPCs** can **Move** through **HEX** occupied by other **NPCs** (except **Allies**), but cannot end their **Movement** there. **NPCs** cannot **Move** through **HEX** occupied by players.

Example: An enemy **NPC** cannot **Move** through a **HEX** occupied by an **NPC** allied with the coterie. Similarly, an **Ally** cannot **Move** through a **HEX** occupied by an enemy **NPC**, despite both being considered **NPCs** in the rules.

When an **NPC Attacks**, rotate its standee so that the arrow faces the target.


On a player's **active turn**, they can rotate their miniature as often as they like. Once the player's **active turn** is over, the miniature can no longer be rotated.


Attack bonus: When attacking an **NPC** from behind (opposite direction of the arrow on the standee), add **+1 Damage** to the total **Damage** inflicted before applying **Resistance**.

Since **Allies** are under the players' control, players can decide if they **Move** to **Attack** from behind. **Enemy NPCs** will always **Attack** according to their targeting. If the target of their **Attack** happens to be facing the opposite way, the **NPC** will **Attack** them from behind. **NPCs** do not circle around characters to **Attack** from behind.

TARGETING


Every **NPC state** card list a default target for that **NPC's Attacks** (see p.27). **Combat** cards or the **SPECIAL Attacks** of an **NPC** will sometimes change this targeting. An **NPC's** target always belongs to one of the following categories:

-  **Closest**

-  **Self**

-  **Most Injured**

-  **Least Injured**

-  **Highest Initiative**

-  **Lowest Initiative**

In the case of ties in targeting, the **NPC** will target the **Ally** or character with the highest **Initiative** on the tracker. In the event that this also results in a tie, the coterie gets to decide which character becomes the target.

In case an **NPC** cannot reach their original target (no one is in the **NPC's Line of Sight** or it does not have enough **Movement** to reach its target), the **NPC** will discard their **combat** card to get a +2 bonus to their **Movement** during their active turn and move towards their initial target (either specified on the **combat** card or the **NPC's state** card).

Player Characters

When using any **Attack** other than a **RANGED WEAPON Attack**, the character must target an adjacent **NPC**.

A character's **Line of Sight** is used to make **RANGED WEAPON** based **Attacks**. These **Attacks** can only be made if the target is within a character's **Line of Sight** of 3 **HEX** (this can be modified by certain **items**) and is not behind a **difficult terrain** token or a **wall**.

A target is considered behind **difficult terrain** if the **difficult terrain** token is within a straight line between their **HEX** and that of your character.



STEP-BY-STEP COMBAT

Beginning a combat round

At the beginning of a **combat** round, each player individually selects a **combat** card and places it face down on the table. Players may announce which type of cards (**Attack**, **Defense**, or **Mix**) they are playing.

Next, players draw the top card of each **NPC's combat** deck and place them face down on the table, next to the associated **NPC's state** card.

Next, players and **NPCs** take their **active turns** in order of **Initiative**.

Note: **NPCs** of the same type share the same deck, but not the same cards.

Example: All ghouls share the **GHOUL** deck. Despite this, the player must draw one card per ghoul at the beginning of each new round, as they do not share the same cards.

Players' active turn

During your **active turn**, you may perform the following actions once, in any order:

MOVEMENT

(**ATHLETICS** +1 — see p.35).

USE THE BLOOD

(**MEND DAMAGE**, perform a **BLOOD SURGE**, or use a **Discipline** — See p.36)

AND PERFORM ONE ACTION FROM THE FOLLOWING:

- Use a **combat** card (**Attack**, **Defense**, or **Mix** — see p.45).

Note: When using a **combat** card, you can spend a **Willpower** point to reroll up to 3 black dice as many times as you want.

- or use an **item** card.
- or discard your **combat** card to increase your **Movement** by 2 **HEXES**.
- or give an **item** to, or take an **item** from, an adjacent player.

DO NOTHING AND END YOUR TURN

If you choose to use your **combat** card, flip it face up.

Note: You can use a **Defense** card before your active turn in response to an **Attack** made against you. Afterward, discard the card. You cannot play another **combat** card until your next active turn.

If you played a **Defense** (or **Mix**) card as a reaction to an **NPC's Attack** before your **active turn**, you can still perform other actions during your **active turn** (**Movement**, use the **Blood**, **Willpower**).

If you do not use your **combat** card by the end of the **combat** round, return the card to your **active hand**.

Example: You played the "**DODGE**" **combat** card this round, but nobody **Attacked** you. At the end of the **combat** round, return the "**DODGE**" card to your **active hand**.

Note: You cannot split your **Movement** before and after your action. You don't have to perform every **combat** action on every **active turn** (thereby allowing you to do nothing if you wish).

Example 1: You are 3 **HEXES** away from an **NPC**. You Move closer to the target in order to **Attack** them. Your character has an **ATHLETICS** skill of 2. You move your character 3 **HEXES** closer to the **NPC**. You then decide to use your "**PUNCH**" **combat** card. You could use the **Blood**, but decide not to, thus ending your **active turn**.

Example 2: You decide to use the **Blood** to **MEND DAMAGE** you received last round. You then choose to use your "**UPPERCUT**" **combat** card against an **NPC**. You roll the dice, but roll 0 successes. You also use a **Willpower** point to reroll all 3 of your black dice. You roll 2 successes, thereby making your **Attack** successful. Finally, you decide to Move away from the **NPC**.

Example 3: You decide to do nothing during this **active turn**.

How to Attack

1. When playing an **Attack** card or a **Mix** card (as an **Attack**), begin by tallying your automatic successes from your **skill** points. This is the same **skill** you are using to make the **Attack**.

Note: The **BRAWL** skill requires **BRAWL** cards, the **WEAPONS** skill requires **WEAPONS** cards, etc

2. Next, roll a number of dice equal to your **PHYSICAL** attribute level plus any bonus dice conferred by the card you used.
3. Add your automatic successes from your **skill** to the number of successes you've gotten from your dice roll. This is the **Damage** value of your **Attack**.
4. Subtract your target's **Resistance** (modified by their **combat** card) from your **Damage** value to determine the total **Damage** you inflict on your target.

Note: A player must briefly reveal an **NPC's combat** card to see if a defensive card may change the final **Damage** result. When an **NPC** gains a **Resistance** bonus because of a **combat** card, that bonus remains until the end of the round.

Example: Player 1 **Attacks** the "OLD VAGRANT" **NPC**. Flipping the **NPC's combat** card over, Player 1 sees that the **NPC** is using the "GUARD" **combat** card, which grants the **NPC** +1 to their **Resistance**. Player 1's **Attack** is reduced by the **NPC's Resistance** + the bonus conferred by the **NPC's combat** card. When Player 2 **Attacks** the **NPC**, the bonus conferred by the "GUARD" **combat** card remains and guards against this **Attack** as well. When the round is over, the bonus is removed.

Use this formula to determine the **Damage** an **NPC** receives:

Damage = (Successes rolled* + Skill automatic successes) - (NPC **Resistance** + **combat** card bonus)

***PHYSICAL** attribute + **combat** card die bonus

5. Place the used **Attack** or **Mix** card(s) in the discard pile.

Players may also recover all discarded **combat** cards by spending 1 **Willpower** point, regardless of how many cards have been discarded. This can be done at any time during the **combat** sequence. When you have no cards left in your **active hand**, you recover all of your discarded cards without needing to spend a **Willpower** point.

Example: You played the "BITE" **combat** card during your last **active turn** and the "HOOK" **combat** card during this **active turn**. You want to get them back before the next **combat** round so you can use the "BITE" **combat** card again. You therefore spend 1 **Willpower** point and retrieve all your discarded cards.

How to defend yourself

1. When playing a **Defense** card (or a **Mix** card as a **Defense**), begin by tallying your automatic successes from your **skill** points. This is the same **skill** mentioned on the card.
2. Next, roll a number of dice equal to your **PHYSICAL** attribute level plus any bonus dice conferred by the card you used.
3. Add your automatic successes from your **skill** to the number of successes you got from your dice roll. This is the number of **RESISTANCE** tokens you gain.
4. You can spend **RESISTANCE** tokens to reduce the **Damage** received. For each **RESISTANCE** token spent, prevent 1 **Damage**.

Note: You can use **Defense combat** cards to defend yourself against ranged attacks, even if such an attack comes from outside your **Line of Sight**.

5. If you have any **RESISTANCE** tokens left at the end of the **combat** round, discard them and gain a +1 **Initiative**. The bonus is always +1, no matter how many **RESISTANCE** tokens you have discarded.

Note: You may choose not to use all your **RESISTANCE** tokens against a single **Attack**, and even keep some until the end of the round to gain +1 to your **Initiative**.

NPCs' active turn

An **NPC** can only **Move** to reach its target. The **NPC** will **Move** before attempting to **Attack**, and will use the quickest path. If the **NPC** cannot reach its target, it will discard its **combat** card to gain +2 **Movement** and try to reach its target.

Note: When **Attacking** an **NPC**, a player must flip the **NPC's combat** card briefly to see if it is a **Defense** card or not. If it is a **Defense** card, the **NPC** uses it immediately.

Next, discard the **combat** card and place it in the appropriate **NPC's combat** discard pile. Once the **NPC** has played all of their **combat** cards, shuffle the discarded cards to form a new deck.

If an **NPC's combat** card increases their **Resistance**, the bonus remains until the end of the round.

How NPCs Attack

1. When an **NPC** plays an **Attack** card or makes a **SPECIAL Attack**, tally the **Damage** by adding their **Attack** attribute to the card's bonus.
2. If the targeted player uses a **Defense** card, refer to the section above, "How to defend yourself," to calculate their character's **Resistance**.

If the targeted character has not played a **Defense** card, that character takes the full **Damage**, as calculated in step 1.

Use this formula to determine the **Damage** an **NPC** deals:

Damage = (Attack level + **combat** card bonus) - (**RESISTANCE** tokens spent by the player)

3. Place the used **combat** card in the **NPC's** discard pile. **NPCs** regain their **combat** cards only once they have run out of cards in their **combat** deck.

How NPCs defend themselves

Note: **NPCs** always apply their base **Resistance** against every attack, even if they do not play a **Defense** card.

1. When an **NPC** plays a **Defense** card, determine their **Resistance** by adding their **Resistance** attribute to the bonus conferred.
2. Reduce the **Damage** taken by the **NPC** by an amount equal to their **Resistance**. This **Resistance** applies to every **Attack** made against the **NPC** this round.

Use this formula to determine the **Damage** an **NPC** receives:

Damage received = (Player successes rolled* + Skill automatic successes) - (NPC **Resistance** + **combat** card bonus)

***PHYSICAL** attribute + **combat** card die bonus.

3. Place the used **combat** card in the **NPC's** discard pile. **NPCs** regain their **combat** cards only once they have run out of cards in their **combat** deck.
4. If the **NPC's Damage** tracker is full, remove its standee from the tile.

ALLIES AND SUMMONS IN COMBAT

Allies and **Summons** are meant to aid the players in their mission. In **combat**, they follow the same rules as **NPCs** when it comes to **Movement**, **Attack**, **Resistance**, **SPECIAL Attacks**, and **Initiative** order. **Allies** who grant a **passive** bonus to other players continue to grant their bonus during **combat**, as long as they are not in **torpor**.

Summons are weaker than **Allies** and have no **combat** deck, but excel at directing **Attacks** away from the coterie. Judicious use of **Summons** can turn the tide of **combat** in your favor!

Allies' active turns

On an **Ally's** active turn, reveal the **Ally's** **combat** card and resolve it. Unless the **combat** card specifically states otherwise, an **Ally** will always target **NPCs** according to the targeting listed on its **state** card. An **Ally** can only **Move** to reach its target, if necessary, and will do so before attempting to **Attack**. If the **Ally** cannot reach its target in one turn, they discard their **combat** card to gain +2 **Movement** during their active turn and **Move** toward their target.

Place used **combat** cards in the **Ally's** discard pile. If an **Ally's** **combat** card increases their **Resistance**, the bonus remains until the end of the round. Once the **Ally** has played all their **combat** cards, shuffle the discarded cards to form a new deck.

How Allies Attack

1. When an **Ally** plays an **Attack** card or a **SPECIAL Attack** card, add their **Attack** level to the bonus conferred by the card to calculate the **Damage** they deal.
2. If the targeted **NPC** used a **Defense** card, refer to the "How **NPCs** defend themselves" section above to calculate that **NPC's** **Resistance**. If the targeted **NPC** has not yet played, briefly flip their **combat** card to check whether they are using a **Defense** card.

Use this formula to determine the **Damage** done by an **Ally**:

Damage = (Ally **Attack** level + Ally **combat** card bonus) - (NPC's **Resistance** level + NPC **combat** card bonus)

3. Place the used **combat** card in the **Ally's** discard pile. **Allies** regain their **combat** cards only when they have run out of cards in their **combat** deck.

How Allies defend themselves

1. When an **Ally** plays a **Defense** card, add their **Resistance** attribute to the bonus conferred by the card to calculate their **Resistance**.
2. Reduce the **Damage** taken by the **Ally** by an amount equal to their **Resistance**. This **Resistance** applies to every **Attack** made against the **Ally** this round.

Use this formula to determine the **Damage** an **Ally** receives:

Damage received = (NPC's **Attack** level + NPC **combat** card bonus) - (Ally's **Resistance** level + Ally **combat** card bonus)

3. Place the used **combat** card in the **Ally's** discard pile. **Allies** regain their **combat** cards only when they have run out of cards in their **combat** deck.

Summons

When a **Summon** enters **combat**, add them to the **Initiative** tracker as you would an **NPC** and set their token on a **HEX** adjacent to the summoner. A **Summon** cannot take their turn on the same round they come into play.

Summons function just like **Allies**, except for the fact that they do not have a **state** card or a **combat** deck. Refer to a **Summon's** **Attack** level to know how much **Damage** it will inflict to an enemy **NPC**. **Summons** do not defend themselves and only use their **Resistance** level when taking **Damage**. When a **Summon** dies, remove its token from the tile. You can summon it again on your next active turn.

Summons have a **Movement** of 3.

Arms of Ahriman

The **Arms of Ahriman** are special **summons**. They cannot be targeted by characters (**Players**, **Allies**, **NPCs**), nor do they move.

Here are some examples of **Summon** tokens:



BOSSSES IN COMBAT

Bosses are a special type of NPC that are only encountered in **combat**. **Bosses** are identified by the **BOSS** tag on their **state** card.

BOSS COMBAT DECK

A **Boss** uses both shared **Boss** cards (consisting of 3 **SPECIAL 1** and 3 **SPECIAL 2** cards) and personal **combat** cards — usually 4, though this number can vary. When beginning **combat** with a **Boss**, shuffle the shared **Boss** cards with that specific **Boss's** **combat** cards to create a new deck. The **Boss** will use **combat** cards from that new deck throughout the **combat** sequence. At the end of the **combat** sequence, separate the cards so that the shared **Boss** cards are ready for the next **Boss**.

Bosses are immune to certain **effects**. The chapter booklet will detail the **effects** to which any given **Boss** is immune.

BOSS IMMUNITIES

Bosses are unaffected by **STUN** tokens.

PHASES

Most **Bosses** have 2 Phases. Their **Attack** and **Resistance** levels and **SPECIAL Attacks** can vary from one phase to another. Each side of a **Boss's** **state** card shows a different **Phase**. When beginning **combat** with a **Boss** with 2 Phases, place their **state** card with their “Phase I” face up.

When you completely fill the **Damage** tracker of a **Boss's** first Phase, read the **event** page listed at the end of the **Damage** tracker, where a skull symbol would normally be. The **Boss** is defeated when the **Damage** tracker of its second Phase is completely filled.

PASSIVE

Some **Bosses** have a **PASSIVE** ability, as indicated on their **state** card. These abilities work similarly to a coterie **Ally's** **PASSIVE** effect. A **Boss's** **passive** effect remains active until the **Boss** is defeated.



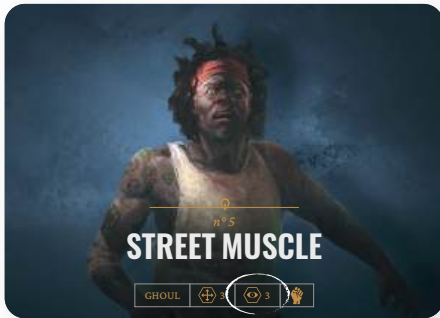
STEALTH MODE

During the **main** sequence, characters may attempt to Move discreetly through an area without being noticed. When they do so, they enter **STEALTH** mode. When you begin a **combat** sequence while your character is in **STEALTH** mode, your character gains a bonus to their **Initiative** (see p.44).

LINE OF SIGHT

Each **NPC** has a **Line of Sight** — the area within which they can see others. The default **Line of Sight** is always a triangle 3 **HEXES** long on each side that extends outward from the character in the direction they're facing.

An **NPC's Line of Sight** value is indicated on the **NPC's state** card. If an **NPC** has no **state** card, their default **Line of Sight** value is 3. An **NPC's Line of Sight** extends for a number of **HEXES** equal to the **NPC's Line of Sight** value, but does not go through walls, characters, or **NPCs**. In addition to this triangle, the **NPC's Line of Sight** extends to every **HEX** immediately adjacent to them.



Note: The direction an **NPC** is facing is indicated by the arrow on their base.

Even inside a character's **Line of Sight**, another character is hidden if a straight line drawn between the centers of the **HEXES** on which the characters stand crosses a wall, a **difficult terrain** token, an **investigation area** token, an **action** token, or another character of any kind.



STEALTH CHECKS

To make a successful **STEALTH** check, a player must first declare **STEALTH** mode while their character is outside the **Lines of Sight** of all **NPCs** present on the tile. They must then attempt to **Move** discreetly through the **Line of Sight** of the **NPC** of their choice. Once their character enters an **NPC's Line of Sight**, they must pass a **STEALTH** check with a score equal to or exceeding the value of **STEALTH** check's **DIFFICULTY**, which is determined by the **NPC's Line of Sight** + the **proximity modifier**.

When making a **STEALTH** check, a player counts their character's **STEALTH skill** points as automatic successes, then rolls a number of dice equal to the character's **PHYSICAL attribute** level. They then add

the successes they received thanks to this roll to the automatic successes conferred by their character's **STEALTH skill** level to calculate the character's final **STEALTH** score.

When a player character **Moves** through an **NPC's Line of Sight**, the player character must pass only one **STEALTH** check: the one of the greatest **DIFFICULTY** value on their path to avoid detection.

If the character passes the **STEALTH** check, the **NPC** does not detect the character. If the character fails the **STEALTH** check, the **NPC** detects the character, and one of the following options occurs:

- If the **NPC** has a **state** card and an **aggressive attitude**, **combat** begins immediately, and the **NPC** receives +1 to its **Initiative**.
- If the **NPC** has a **state** card and a **neutral attitude**, the **NPC** gains +1 **RESISTANCE** token to use if **combat** begins later.
- If the **NPC** does not have a **state** card, the character simply loses their **STEALTH** token.

Note: If you fail a **STEALTH** check against a neutral **NPC** or an **NPC** without a **state** card, you can exit their **Line of Sight** and try entering **STEALTH** mode again.

If an **NPC's Movement** would put your character in their **Line of Sight**, you may make an immediate **STEALTH** check to hide. If your character is already in **STEALTH** mode, you must make a new **STEALTH** check to remain hidden from view.

If you initiate **combat** while in **STEALTH** mode, you gain +2 **Initiative**.

You must make a **STEALTH** check for each **NPC** whose **Line of Sight** you are in, or **Move** through, during a round.

Proximity modifier:

The closer a character in **STEALTH** mode is to an **NPC**, the greater the chance they'll be detected. This chance is represented by a **proximity modifier** determined by the **NPC's Line of Sight** value. The **HEXES** closest to the **NPC** have a **proximity modifier** equal to the **NPC's Line of Sight** value. As the distance between characters increases, the **proximity modifier** decreases by 1 for each **HEX** the distance increases.

As previously noted, an **NPC's Line of Sight** forms a triangle of **HEXES** in front of the **NPC**. The **HEXES** on each side of the **NPC** have a **proximity modifier** of 0, and the ones behind the **NPC** have a **proximity modifier** of -1.

Example: If an **NPC** has a **Line of Sight** of 4, the **HEXES** directly adjacent to them in the direction they are facing have a **proximity modifier** of +4, the ones beyond those a +3, and the ones beyond those a +2. The farthest **HEXES** still within the **NPC's Line of Sight** have a **proximity modifier** of +1.

You must make a **STEALTH** check for each **NPC** whose **Line of Sight** you are in, or move through, this round.

STEALTH TOKEN

When your character enters **STEALTH** mode, place a **STEALTH** token on your character board. Keep it there as long as your character is in **STEALTH** mode. When you are detected, discard your **STEALTH** token.

When **combat** begins, characters are automatically no longer in **STEALTH** mode. Remove the token. You may not enter **STEALTH** mode during a **combat** sequence.

When a **dialogue** or an **investigation** begins, characters are automatically no longer in **STEALTH** mode. Remove the token. You may not enter **STEALTH** mode during a **dialogue** or an **investigation** sequence.

Note: To enter **STEALTH** mode you must be out of the **Line of Sight** of any **NPC**.

STEALTH EXAMPLES

An **aggressive NPC** with a **Line of Sight** of 3 is standing on a **HEX**.

Example #1:

Your character has entered **STEALTH** mode and is trying to **Move** through the **NPC's Line of Sight**.

To remain undetected, you must make a **STEALTH** check. The **proximity modifier** of the **HEX** your character is crossing is +1. Since the **NPC's Line of Sight** is 3, you must make a **PHYSICAL + STEALTH** check with a **DIFFICULTY** of 4 (meaning you need 4 successes to pass the **skill** check).



Example #2:

Your character is trying to **Move** across 2 **HEXES**, both of which are in the **NPC's Line of Sight**.

To remain undetected, you must make a **STEALTH** check. The **HEX** with the highest **proximity modifier** your character will encounter has a value of +2. Since the **NPC's Line of Sight** is 4, you must make a **PHYSICAL + STEALTH** check with a **DIFFICULTY** of 6 (meaning you need 6 successes to pass the **skill** check).



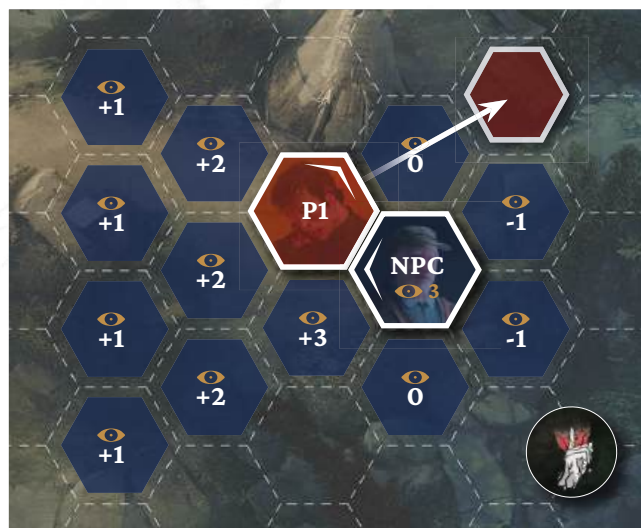
Example #3:

Your character has succeeded in their previous **STEALTH** check and stopped within the **NPC's Line of Sight**. You decide your character will **Move** out of the **NPC's Line of Sight** by crossing 2 **HEXES** closest to the **NPC**. To remain undetected, you must make another **STEALTH** check. The **proximity modifier** of the **HEXES** your character is crossing is +3. Since the **NPC's Line of Sight** is 3, you must make a **PHYSICAL + STEALTH** check with a **DIFFICULTY** of 6 (meaning you need 6 successes to pass the **skill** check).



Example #4:

Your character is **Moving** past the **NPC's** side through their **Line of Sight**. To remain undetected, you must make a **STEALTH** check. Since the **NPC's Line of Sight** is 3, and the **proximity modifier** is 0, you must make a **PHYSICAL + STEALTH** check with a **DIFFICULTY** of 3 (**Line of Sight** value only).



Example #5:

Your character is **Moving** through 2 **NPCs' Lines of Sight**. To remain undetected, you must make 2 **STEALTH** checks: 1 for each **NPC**. The **HEX** with the highest **proximity modifier** your character will encounter while passing the first **NPC** has a value of +2, and the **proximity modifier** of the **HEX** your character will cross while passing the second **NPC** is +1. Since both **NPCs' Line of Sight** is 3, you must make a **PHYSICAL + STEALTH** check with a **DIFFICULTY** of 5 when you cross the first **NPC's Line of Sight**, and a **PHYSICAL + STEALTH** check with a **DIFFICULTY** of 4 when you cross the second **NPC's Line of Sight** — meaning you need 5 successes to pass the first **STEALTH** check, and 4 successes to pass the second **STEALTH** check.

If you fail either **STEALTH** check, the **NPC** whose **Line of Sight** you are crossing will react according to its **attitude** — an **aggressive NPC** will begin **combat** with +1 to their **Initiative**; while a **neutral NPC** will gain +1 **RESISTANCE** token, but will not begin **combat** unless you **Attack** them first.

Note: If your character is spotted, complete your **Movement** before **combat** begins.



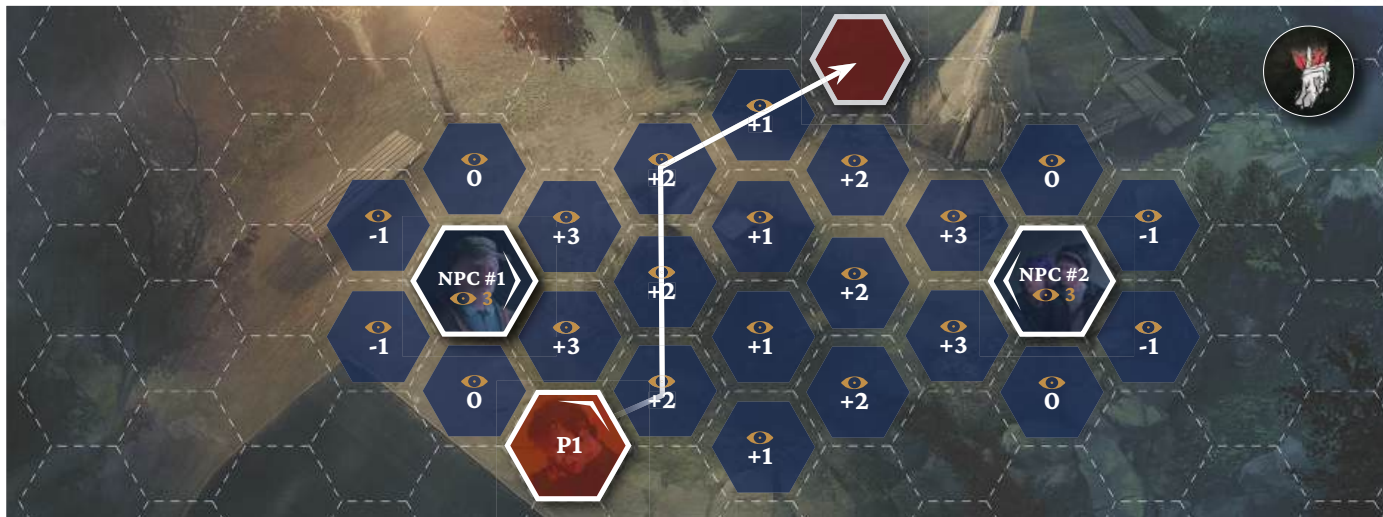
Example #6:

Your character is **Moving** through 2 NPCs' **Lines of Sight**. To remain undetected, you must make 2 **STEALTH** checks: 1 for each NPC. The **HEX** with the highest **proximity modifier** your character will encounter while passing the first NPC has a value of +2. Since the first NPC's **Line of Sight** is 3, you must make a **PHYSICAL + STEALTH** check with a **DIFFICULTY** of 5 (meaning you need 5 successes to pass the first **STEALTH** check). For the second **STEALTH** check, the **proximity modifier** of the **HEX** your character is crossing is +1. Since the first NPC's **Line of Sight** is 3, you must make a **PHYSICAL + STEALTH** check with

a **DIFFICULTY** of 4 (meaning you need 4 successes to pass the second **STEALTH** check).

Even if 2 NPCs' **Lines of Sight** overlap, you must treat their **proximity modifiers** separately. Do not add them together.

If you fail either **STEALTH** check, the NPC whose **Line of Sight** you are crossing will react according to its **attitude** — an **aggressive** NPC will begin **combat** with +1 to their **Initiative**, while a **neutral** NPC will gain +1 **RESISTANCE** token, but will not begin combat unless you **Attack** them first.



Example #7:

Your character is **Moving** behind an NPC.

To remain undetected, you must make a **STEALTH** check. The **proximity modifier** of the **HEX** your character is crossing is -1. Since the NPC's **Line of Sight** is 3, you must make a **PHYSICAL + STEALTH** check with a **DIFFICULTY** of 2 (meaning you need 2 successes to pass the **STEALTH** check).



Example #8:

Your character is hidden from an NPC's **Line of Sight**, because you can't draw a straight line between your character and the NPC without crossing a **difficult terrain** token. However, if your character **Moves** 1 **HEX** in any direction, then you would enter the NPC's **Line of Sight**, because you could draw a straight line between your character and the NPC without crossing any token or wall.





GLOSSARY

Action Token:

Generic token that represents an object or area a character can interact with.

Active Hand:

Combat cards the player holds during combat, for use in Attacking and Defending.

Ally:

An NPC that is on the characters' side and will help them in the event of a fight. Allies are split between two categories: those present only for one chapter, and those that remain for the whole story.

Anarch:

A vampire who opposes the tyranny of Elders and operates outside the secret society of the Camarilla.

Arms of Ahriman:

Shadowy tendrils created and controlled by certain vampires through use of the OBLIVION Discipline.

Attack Bonus:

+1 Damage added to the total Damage inflicted before applying Resistance when attacking an NPC from behind (as indicated by the direction of the arrow on the NPC's standee).

Attack Card:

Combat card that adds a bonus to a character's die roll to injure an opponent.

Attitude:

An NPC's general behavior toward the player characters.

Attribute:

Overall gauge of a character's potential in an area (PHYSICAL, SOCIAL, or MENTAL). In-game, each level of attribute represents 1 die that the player must roll during relevant skill checks.

The Beast:

The inchoate drives and urges that threaten to turn a vampire into a mindless, ravening monster.

The Blood:

The supernatural, semisentient Blood of a vampire, as opposed to mortal or animal blood.

Blood Hunt:

A punishment sentencing a vampire to Final Death at the fangs of their peers.

Blood Surge:

The act of using vampiric Blood to enhance a vampire's attributes.

BOONS:

Intangible favors gifted among vampires. They are used both as currency and leverage.

Boss Phase:

Part of a combat sequence against a Boss-type enemy. Each phase brings additional challenges.

Caitiff:

A vampire of unknown clan, or no clan at all.

The Camarilla:

A sect of vampires devoted primarily to maintaining the Traditions, particularly that of the Masquerade.

Chapter:

A gameplay experience that presents a narrative. Each chapter leads to another, forming the overarching main story of Vampire: The Masquerade - CHAPTERS.

Character Board:

A game component used to track Hunger, Willpower, and Damage. The character sheet goes next to the character board.

Character Sheet:

A sheet of paper detailing a character's name, clan, flaw, attributes, skills, Disciplines, and experience (XP), as well as a reference for spending XP.

Childe:

A vampire created through the Embrace; a childe is the progeny of their sire. This term is often used derogatorily to indicate inexperience. Plural: childer.

Clan:

A group of vampires who share common characteristics passed on through the Blood. There are thirteen known clans.

Coterie:

A small group of Kindred united by the need for support, and sometimes by common interests.

Damage Tracker:

A game component found on character boards and NPC state cards, used to determine how close a character is to torpor or an NPC is to defeat.

Dablerie:

The consumption of another Kindred's Blood to the point of the victim's Final Death. Vampires may gain tremendous power through this abhorrent practice.

Dialogue Sequence:

An interval in the game during which one or more characters speak with NPCs. A chapter's dialogues can be found in the chapter booklet's Dialogue section.

Defense Card:

Combat card that adds a bonus to a character's die roll to defend themselves from harm.

Difficulty:

The minimum number of successes a character must obtain to succeed at a skill check.

Discipline:

A group of related vampiric powers. Each level a character has in a Discipline unlocks new Discipline power cards for the character.

Discipline Power Card:

A card detailing a specific vampiric power.

Domitor:

A ghoul's vampiric master, who gives the ghoul their Blood and issues commands.

Effect Card:

A card that modifies a character's attribute, skill, or other aspect.

Elder:

A vampire who has experienced two or more centuries of unlife.

Elysium:

A place where vampires may gather without fear of harm. Court functions in an Elysium are kept strictly apart from mortals and surrounded by secrecy, but the building that houses an Elysium could be a public museum, gallery, or club.

The Embrace:

The act of transforming a mortal into a vampire, during which a vampire drains the victim and replaces that victim's blood with a bit of their own Blood.

Experience Points:

In-game currency used to increase a character's attribute, skill, and Discipline levels.

Feeding:

The in-game act of decreasing a player character's Hunger by draining the blood of a prey NPC, or through use of the BITE combat card.

Feeding Event:

A mini-event set between chapters of the main story during which player characters can hunt a mortal and gain rewards.

Final Death:

The end of a vampire's existence, marked by their passage from undeath into true death.

Frenzy:

A state vampires enter when they lose their self-control and abandoning themselves to the Beast.

Generation:

The number of "steps" between a vampire and the mythical Caine, the first vampire; how far descended from him a given vampire is.

Ghoul:

A minion created by giving a bit of vampiric vitae to a mortal without first draining the mortal of their blood (which would create a vampire instead).

Haven:

A vampire's "home" or base, where they find sanctuary from the sun.

HEX:

A delimited hexagonal space on a game tile that can be occupied by a character, NPC, or token.

Humanity:

A vampire's attachment to their former life and the values and morals of humankind, which prevent them from becoming ravenous beasts. As their humanity is lost, a vampire becomes more monstrous.

Humanity Card:

Cards used to track a character's remaining Humanity. Each card bears the current amount as well as any bonuses or penalties associated with it.

Hunger:

The urge to feed. For vampires, Hunger replaces all other drives with its own powerful call. In the game, Hunger is tracked on the character board, and represents the number of times you can fail a ROUSE CHECK before succumbing to Frenzy and being removed from the chapter.

GLOSSARY

Initiative:

A character's Initiative corresponds to their PHYSICAL attribute value.

Initiative Tracker:

A game component that tracks the order in which player characters and NPCs act during combat.

Investigation Area Token:

A generic token that represents an object or area a character can investigate. During a chapter, any investigation area tokens in that chapter are linked to a page in the chapter booklet.

Investigation Sequence:

A moment in the game when one or more characters interact with an investigation area. A chapter's investigation sequences can be found in the chapter booklet's Investigation section.

Item Card:

A card detailing the effects of an item found in the game, as well as how to use it.

Kindred:

The Camarilla term for a single vampire, or vampires as a whole. According to rumor, this term came about in the 15th or 16th century, after the Anarch Revolt.

Kine:

A largely contemptuous term for mortals. The phrase "Kindred and kine" refers to the world at large, or everything.

The Kiss:

The vampiric act of drinking blood from another being, especially a mortal. The Kiss causes feelings of ecstasy in the victim.

Line of Sight:

An area within which an NPC can detect a character in Stealth mode, or in which characters and NPCs may make ranged attacks.

Lupine:

A werewolf, the natural and mortal enemy of the vampire race. Plural: lupines.

Main Tracker:

A game component used to record the player characters' status level, the number of Masquerade Breaches they have caused, and the number of rounds that have elapsed since an event (often the beginning of a chapter) or before the arrival of the authorities.

The Masquerade:

The habit (or Tradition) of hiding the existence of vampires from humanity. Designed to protect vampires from destruction at the hands of mankind, the Masquerade was adopted after the Inquisition claimed many Kindred unlive.

Mend Damage:

The act of using vampiric Blood to repair wounds dealt to a vampire.

Miniature:

Plastic figurine representing a player character or NPC.

Mix Card:

A combat card that adds a bonus to a character's die roll to either injure an opponent in combat, or prevent injury by an opponent.

Movement:

The number of HEXES a character can cross in a turn. A character's ATHLETICS skill level +1 determines their Movement per turn.

Neonate:

A young Kindred, recently Embraced.

NPC:

A Non-Player Character; any being encountered in the game that is not played by a player.

Prey NPC:

An NPC that cannot be interacted with during chapters except for the purpose of feeding. Prey NPCs' standees use a red base.

Prince:

A vampire who has claimed a given expanse or domain — generally a city — as their own, and supports that claim against all others. The term can refer to a Kindred of either sex.

Resistance:

An NPC attribute that indicates how many points of Damage the NPC can ignore out of each Attack made against them.

Rouse Check:

A roll of a single die to determine if a character's Hunger increases or not.

The Sabbat:

A sect of vampires that rejects humanity, embracing their monstrous nature. They are currently believed to be engaged in the Gehenna War, having left or been driven out of their holdings in the West.

The Second Inquisition:

A term used among vampires to refer to the recent coordinated efforts of intelligence agencies to combat Kindred as if they were a terrorist threat. Few individual agents understand what they are fighting, and the interagency collaboration codenamed FIRSTLIGHT places enormous importance on keeping their operations secret and disguised as ordinary antiterrorist action.

Sect:

A group of vampires (arguably) united under a common philosophy. The two most widely known sects currently populating the night are the Camarilla and the Anarch Movement.

Sire:

A vampire's begetter; the Kindred who created them.

Skill:

An area in which a character displays exceptional aptitude. In-game, each level a character has in a skill grants them 1 automatic success during skill checks.

Skill Check:

An in-game event that requires a die roll to determine a character's success or failure in achieving a certain goal.

Standee:

A cardboard illustration of an NPC that can be clipped to a plastic base for use on a game tile.

State Card:

The NPCs' equivalent to a character board.

Status:

A measure of how well received and perceived the player characters are in vampiric society.

Summon:

A special type of NPC whose attributes are written on a small card instead of a state card. A summon never rolls dice; when necessary, it simply uses the numbers written on this card.

Thin-Blood:

A vampire of the 14th or 15th generation (and possibly more) who does not experience the curse of Caine in the same way as other Kindred.

Token:

A round, square, or hexagon-shaped cardboard piece featuring an image of what the token represents (see p.29).

Torpor:

A state of paralysis into which a vampire falls either due to loss of Blood or being staked through the heart. When a character enters torpor, they are removed from the current chapter playthrough, but can return to play at the beginning of the following chapter.

Tradition:

The set of laws that govern vampires in Camarilla-held cities. Apart from the Masquerade, the Anarchs rarely respect them.

Use the Blood:

To perform one of a group of in-game actions that require vampiric Blood.



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TROUBLESHOOTING AND COMMON SENSE

In **Vampire: The Masquerade – CHAPTERS**, you might encounter situations wherein rules from the Rulebook contradict the rules found in certain game components. There also might be moments wherein rules simply do not account for your unique situation. Here’s how these situations should be resolved:

- **SPECIFIC SUPERSEDES GENERAL:** Instructions found in other game components always supersede the rules in this Rulebook (specific rules > general rules).
- **USE “COMMON SENSE”:** If in doubt, don’t hesitate to discuss the situation and resolve it in whichever way makes sense to the majority of players at your table.
- **VISIT OUR ONLINE TOOLS:** If you cannot find a suitable answer to your question, we invite you to visit www.vampirethemasquerade-chapters.com. Our website offers numerous resources to simplify your information search.



NOTES



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