Dedicated in loving memory, Paul Kraaijvanger Sr.
A sliver of moon broke through the grey clouds as Christof reached the top of the hill. The night wind cut through his battered armour, chilling his overheated body. His limbs ached as they never had before and cried out for rest. But he had not prayed all day and would not let his body collapse until he had done so.

The Crusaders of the Order of the Swordbrethren had been on a forced march since dawn, chasing the faster, lighter-armoured barbarians. Sir Cuthbert had reluctantly allowed them to stop only when nightfall made further travel impossible.

After pitching their tents, the Crusaders gratefully collapsed onto their straw mats. But Christof did not. He had a need greater than sleep. Friar Bertrand’s energetic orations against the barbarians were stirring, but his perfunctory prayers gave little consolation to the eighteen-year-old Crusader. The Saviour had decreed that Christians pray alone, in their private chambers, and Christof had diligently followed that stricture every day since childhood. But there were no private chambers in the wastelands of Moravia, so the desolate, windswept hilltop would have to suffice.

Christof paused at the peak of the hill and looked down. From his perch he could see the entire Crusader camp etched in cold moonlight. A dozen watch-fires glowed reassuringly around the perimeter, warding off the terrors of the night. Most of the Crusaders slumbered, bone-weary from the day’s forced march. Even some of the watch dozed fitfully at their posts. All was quiet, except for a few unarmoured sorts who scurried about the camp, hauling sacks of grain, digging a shallow cesspit and preparing for the morning meal.

For the first time that day, Christof felt safe. He pulled off his heavy, battered helmet and let it clatter to the ground. The cold night air lashed his long, brown hair; which was matted and dripping wet. He rubbed his eyes with a mailed fist, wiping away rust and sweat mingled with the grit of the road. His armour was battered and in need of repair.

The white cloth over his mail hauberk was torn in many places and streaked with dull, brown dried blood. But the crimson cross across the chest was still as bright and proud as the day he first wore it. His limbs ached from weeks of marching. But Christof was not ready to rest.

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The massive pig wheeled to survey the damage it had done. It snorted with satisfaction and lowered its yellowed tusks to charge the screaming child again. Then it noticed Christof, now very alone on the green. It charged in Christof’s direction, testing the lone, insolent creature who did not fly from his wrath. Christof quickly stopped sideways, toward a hut, narrowly evading the creature. The boar sped past him and hurtled back around the green.

Satisfied that Christof no longer defied him, the boar returned his attention to the squalling child.

Christof grabbed a sharpened tent pole from the hut and approached the child. The boar snorted with rage, stomped the grass and charged Christof, butt end of the spike in the ground and braced against it. He faced the beast and lowered the toward its onrushing jaws.

The spike snapped like dry kindling as the boar toppled Christof and gored his right shoulder. The beast snarled a blast of hot, foul breath... the spike had torn though the boar’s gaping mouth and shattered its neck bone. Its monstrous head glowered with impotent, disbelieving rage as the light slowly faded from its eyes.

The villagers poured into the green, cheering. They hauled the monster off the gasping and bleeding Christof. The village elders held a week-long festival in Christof’s honour, and for those seven days, he was great as King David. “Christof, God hath given thee a great gift of courage,” the elders said. “Thou art meant for greater glory than life as a freeman baker or cobbliner. Perhaps thou shalt become the youngest village elder.” The vainglorious felt sweet but also embarrassed him. The lads adored him and lavished him with lonely praise.

“Christof, thou art the bravest man in Christendom! Blessed is she thou taketh to wife!” The lads also admired him.

“Christof, thou shouldst fight for the glory of God! Go thou! Go far from St. Claire! Join the Crusade, and bring fame to our village!” But Christof barely heard any of them. All he could see was the massive, oppressive face of the beast inches from his face. Angry. Hateful. Fire in its dead eyes.

***

In his sixteen years, Christof had never struck a blow in anger. In the little French village of St. Claire, he had raced against, wrestled and mock-duelled every lad and able-bodied man. He won most of his bouts and always emerged unscathed, as if protected from on high. Until the day a wild boar had thundered across the village green.

The boar charged the villagers, who scattered before it like geese, jabbering in terror as the boar snorted and slashed. Two watchmen panicked and fled, dropping their hatchets as they ran past slower-moving villagers. Christof easily outran the massive pig, but a scream more piercing than all the others cut through him like a razor. He turned and saw that the boar had trampled a small child, who lay crying on the green. A white-hot fury ignited in Christof’s chest. He stopped, and held his ground as the slower villagers ran past him. In a moment, the village green was empty except for the child, the boar and Christof.

He drew his broadsword from its scabbard, plunged the tip into the crust of the dry earth and knelt before it. He pressed his feverish brow into the handle, closed his eyes and prayed quietly.

“Our Father who art in Heaven....”

But his mind did not stay on the prayer. The tension that had coiled around his warrior’s spine slowly melted away. And as the tension ebbed, a flood of memories rose up, unbidden. And unwelcome.

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Christof grabbed a sharpened tent pole from the hut and approached the child. The boar snorted with rage, stomped the grass and charged Christof, determined to punish this act of defiance. Christof crouched low, planted the butt end of the spike in the ground and braced against it. He faced the beast and lowered the toward its onrushing jaws.

The spike snapped like dry kindling as the boar toppled Christof and gored his right shoulder. The beast snarled a blast of hot, foul breath in frustration as it realised that it had charged, open-mouthed, right into the tent spike. It stomped its hooves and ripped at Christof’s chest, tusks inches from Christof’s face. But the spike had torn though the boar’s gaping mouth and shattered its neck bone. Its monstrous head glowered with impotent, disbelieving rage as the light slowly faded from its eyes.

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***

Christof shook his head to dispel the memory and focused again on his prayer. He was anxious to finish and eager to sleep. He
backward, nearly toppling into Sir Cuthbert's tent. But the short serf effortlessly pulled the large man away from the tent and quietly lowered his body to the ground. Then the serf darted toward the guard at the opening of Sir Cuthbert's tent.

Christof pulled the sword from the ground as he leapt to his feet. He tried to cry out but no sound emerged from his mouth. He charged down the hill as the small serf scurried past them. Only when the serf disappeared inside Sir Cuthbert's tent did Christof finally find his voice.

"Alarum! Alarum!" he shouted breathlessly, bursting into the tent. The serf was already crouching over Sir Cuthbert, who lay atop his straw pallette, dead to the world. Christof froze. For a moment, all was still in the tent as the serf looked eyes on him. Dead eyes. Full of hate.

Then the serf snarled and clawed at Christof with long, cracked fingernails encrusted with filth. Christof dimly noticed his sword bouncing silently off the yellow teeth. The yellowed fangs flashed in the torchlight as he silently lunged toward Christof's unarmoured head.

The stillness abruptly shattered with a roar, as shouting men in clanking mail burst into the tent. The serf unlocked his grasp on Christof's arm and pushed him toward the charging Crusaders. Christof stumbled backward, blocking their path. The serf howled a hideous, high-pitched snarl and turned, shredding the back of the tent with a sweep of his razor-sharp talons. He bounded through the hole and ran, toppling a Crusader who stood in his path.

Christof tried to suddenly move again and charged after the serf. He ran headlong through the dark, past groggy troops rising from their deep and troubled sleep. An uproar swept through the camp. Finally, Christof slowed. He peered into the darkness but to no avail. The creature had vanished into the chill of the night.

Fear replaced exhaustion in the hearts of the Swordbrethren and banished all hope of sleep as word of the blood-mad devil raced from man to man. Two of Sir Cuthbert's officers found the shivering Christof and led him back to Sir Cuthbert's tattered tent, which flapped in the night wind despite the efforts of several serfs to mend it. The tent was now ringed with a barrier of Cuthbert's retainers, who muttered angrily to one another, debating the most fitting punishment for the serf, once they caught him. Sir Cuthbert's steward parted them and beckoned for Christof to enter. The retainers stepped aside to admit Cuthbert's officers, but they scowled suspiciously at Christof, who appeared indistinguishable from any other young, front-line soldier.

Inside the tent, the white-haired company empiric was examining a pale Sir Cuthbert, who looked weary, but solid as granite. At length, the old man gruffly announced, "’Tis the will of God that Sir Cuthbert be delivered from the devil's grasp! He is whole."

The officers roared with relief and toasted his health. But an impatient Sir Cuthbert pushed them off and strode out of the tent. Outside, the anxious troops erupted in cheers. With an abrupt wave of his hand, Sir Cuthbert cut them off, and the camp fell silent. Sir Cuthbert surveyed his men for a long moment before speaking.

***

In his seventeen years, Christof had never killed a man. The hot sun beat down on him and a roaring filled his ears, drowning out the angry clash of steel on steel. Sparks flew before his eyes, and his head spun around as the barbarian's axe struck his helmet from the right.

Christof was certain he was dead. He prayed that the Lord would find his soul in the midst of the battlefield wasteland and blindly gave his sword one final thrust. The pommel rattled painfully in his hand as his blade bit deeply into flesh and struck hard bone. The barbarian collapsed like a straw man at a harvest festival and lay still.

The ringing in Christof's ears subsided, and his vision slowly cleared. He tugged at his sword, which had pierced the barbarian's heart. But the weapon did not budge. It was caught on the barbarian's ribs, and would not dislodge. Christof gripped the hilt with both hands and yanked furiously. The barbarian's corpse writhed upwards, as if rising from the dead. The shattered chest bones creaked like the hinges of Hell and snapped open as the sword burst free. The broken body crashed back to the tent, swaying drunkenly on its post.

Christof opened his eyes and watched as a small serf in a hood and tunic whispered into the ear of the tall guard. The guard fell back, blocking their path. The serf lowered his head, his gaze fixed on the guard outside Sir Cuthbert's tent.
“What is your name, boy?” asked Sir Cuthbert.

“Christof Romuald, of St. Claire.”

“Thou art a brave lad, and true, Christof Romuald of St. Claire. Dost thou love God?”

“Aye, my liege.”

“Seek ye salvation of thy sinner’s soul?”

“Aye, my liege.”

“Art thou prepared to die for the Kingdom of God?”

“Aye, my liege.”

“Thou hast cleft the devil’s skull in twain and lived to boast of it.”

“Saved,” he hoarsely bellowed, “by the grace of God!” The troops cheered, again, louder.

Christof tried to follow Sir Cuthbert out of the tent, but the empiric blocked his path. The old man pealed back the blood-spaked mail from Christof’s right forearm and gripped his bicep to stanch the blood flow. He forced Christof to sit on a barrel.

“The demon unleashed a torrent of blood from thy arm,” the old man scolded, pouring wine over the jagged claw marks. “Thy very life leaks out upon the uncaring soil!” He gently dried grit from the wound and wrapped it tightly in fresh linen. “Disturb not this dressing,” he said sternly. When he finished, the empiric retrieved Christof’s broadsword from the ground. The old man scowled as he handed Christof the weapon, saying, “When next thou are inclined to chase the spawn of Hell... pray remember to bring thy sword!” And just for a moment, Christof thought he saw a hint of smile on the sour face of the old man who had witnessed so much suffering and death.

Outside the tent, Friar Bertrand intoned, “In the name of our Lord and God Jesus Christ, for His glory and for the exaltation of His holy faith. Amen. The barbarian dogs felt the sting of God’s wrath in our swords, and they fear us. They flee our wrath like cowards. They cannot win by honest force of arms, so they have sent a devil to our camp to slay your lord and master, Sir Cuthbert. But the Lord was with us this day and drove the devil from the sight of righteous men!”

The Crusaders cheered again, louder. As Friar Bertrand continued his litany, Sir Cuthbert stepped back into the tent. He approached his steward and said, “Give the men an extra tot of brandy tonight, or they will never rest.”

“Thou hast lost those jackals,” Sir Cuthbert snapped. “We’ve been wandering these hills for weeks and not find their trail. The filthy barbarians wear armour of fur so that they may run like deer and hide like mice. But it will protect them no more than it did the beast they skinned!” He paused and composed himself. “No. Let the men sleep past sunrise. We’ve pushed them hard enough for one week.”

“Whither do we go after sunrise?” the steward asked.

“To the barbarian supply camp! We shall seek for it here in these Moravian hills. It was doubtless the hoard’s destination. And we are close, by God, or their demon master would have never risked entering our camp, even by night!”

“Aye, my lord!” the steward replied. “But they will continue to seek thy murder!”

“Aye. My retinue will protect me, if God wills it. Now fetch the men their brandy. Tomorrow we scout these hills. I want the men full of vigour when we find the barbarian camp.”

“It shall be so,” the steward nodded, turning to leave.

Sir Cuthbert glanced at Christof. “Who is this boy?” he snapped at the steward.

“The very one who smote the demon and drove him from this tent!”

The steward studied Christof a moment and then motioned him to approach. Christof stepped forward, trying to conceal the trembling in his knees. He had never been this close to the great Crusader before. Christof fumbled as he clumsily sheathed his sword and knelt.

“What is your name, boy?” asked Sir Cuthbert.

“Christof Romuald, of St. Claire.”

“Thou art a brave lad, and true, Christof Romuald of St. Claire. Doest thou love God?”

“Aye, my liege.”

“Seek ye salvation of thy sinner’s soul?”

“Aye, my liege.”

“Art thou prepared to die for the Kingdom of God?”

“Aye, my liege.”

“No longer shall thou fight upon the line. Thou shalt join my retinue and smite all who would kill me.”


“Thou hast cleft the devil’s skull in twain and lived to boast of it.”

Christof nodded slowly. “God has smiled upon thee. He spared thee from certain death because He has conceived a higher purpose for thee. Therefore, fear not in battle, but give the devil his due, for thou art blessed!”

“Aye.” Christof replied, though he was far from reassured.

Christof slept deeply that night, dragged under by weariness and wine. For the first time, the hateful, hollow eyes of the dead boar and the dead barbarian no longer haunted him. Instead, all he could see were the hateful, living eyes of a dead man.
Chapter Two: How to Play Vampire

The following chapter explains the basic information needed to play Vampire: The Masquerade: Redemption. In V:TM Redemption, you will take on the role of Christof Romuald as he makes his journey from the world of mortals to the world of the undead. Travelling through four different cities across the span of time, you will venture into the dark underbelly of the world in your undying quest for love. Choices will be made that will affect your future, and you must learn to temper your unending thirst for blood brought on by the Beast raging inside you. You will encounter all of this as you journey into the world of Vampire: The Masquerade Redemption.

Game Controls

In this section, you will learn the various controls and commands used to play V:TM Redemption. To interact with anything in the game, position your mouse cursor over the desired object, which will highlight to show that it is being targeted, and then press one of the mouse buttons to trigger a command.

When you put your cursor over an object that highlights, the cursor will change shape to show what action will be performed if you click on the highlighted item. The cursors are Talk, Attack and Pickup/Use. Rollover text will also appear in the text window, giving you more information about your target.

Character Movement

To move your character around the game world, position your mouse cursor over the spot you wish your character to move towards, and then left click on that spot. If your character can move there, a movement target icon will appear on the ground, and your character will immediately move towards it. If your character cannot move to that spot, then a large red X icon will appear, and your character will stay where she is.

If you do not wish to click on the destination for your character, there is another method of moving him as well. You can click on your destination and, as your character begins to move toward it, hold down the mouse button and begin to move it to a new destination point. As long as you hold down the mouse button, your character will redirect himself to wherever you place the mouse cursor. However, if your character runs into a wall or you leave you cursor in an area where he cannot walk, then he will stop moving and you will have to restart this process. This method may be easier for those who know an area well and wish to run quickly through it without clicking repeatedly.

Depending on the distance to your destination, your character will either carefully walk towards the spot or run towards it. If the destination is near the character, she will walk carefully to it. If it is further away, then the character will run to the location. If you want to make the character run to a desired spot regardless of the distance, then hold down the shift key and left click with the cursor over the spot. Also, if you have a three-button mouse, you can use the third mouse button instead of clicking and holding down the shift key.

Please note, if your character is badly wounded, she will limp for several steps before resuming his or her normal walking speed.

To operate doors and other portals, you must place your cursor on the portal and left click. When you first place your cursor on the portal, it will highlight to show that it has been targeted. After you left click on the portal, your character will move to it and interact with it (e.g. open the door.) If the portal cannot be opened, then a message will appear in the text box in the middle of the screen.

Attacking

In order to initiate an attack, move your cursor over an enemy, and the Attack icon will appear. When you left click on the target, the character you are controlling will then attack the target using whatever weapon is in his or her hand at the time. If you continue to hold the left mouse button down, your character will continue to auto attack your target until the target is killed or until you are damaged. Pressing the third mouse button or holding the shift key while attacking, will cause your character to perform a secondary attack.

This is normally a slower, yet more damaging attack.

Next to the standard melee weapons, there are a variety of ranged weapons in the game. Unlike melee weapons, ranged weapons will require ammunition, which can be found by defeating enemies or purchasing it from a store. On some of the ranged weapons (e.g. pistols, revolvers, bows, crossbows, rifles, etc), the secondary attack will fire rounds with a higher accuracy, however this will be at the expense of a slower firing rate. As you progress through the game, you will also encounter certain guns (e.g. machine guns, chain guns) with which you can hold down the ALT key and point at the location where you would like to fire. You can then focus your fire on an entire group of adversaries in the distance instead of one single enemy.

To use a throwing weapon (e.g. grenade or holy-water vial), you will first have to select the item by either right or left clicking on the item when it is in your inventory. If you have selected the item, then your icon will change into the image of the item that you have selected. Also, if item in your inventory is a quick item (e.g. holy-water vial) you can hit the corresponding quick item key to use the item. (For more information, please see Chapter Two: Main Game Screen). To use the item on an enemy, you will simply have to left click on your target, and the item will be thrown and it will then disappear from your inventory. If you accidentally equipped an item and wish to return it to your inventory, you can left click on an open spot in your inventory or right click anywhere on the in-game screen and the item will be automatically returned to your inventory. Special targeting modes such as ALT+left click will work for thrown weapons as well as projectile weapons.
Using a scroll is done in a similar fashion as well. To prepare a scroll for use, right click or left click on the scroll when it is in your inventory. Your cursor should now become the image of the scroll indicating that you are now ready to use the scroll. To use the Discipline, place the image of the scroll over the intended target and press the Right Mouse button. Your character will then use the scroll on the intended target (which may be an enemy character, a friendly character, an item in your inventory, or a comrade depending on the purpose of the scroll) and the scroll will then disappear from your character's inventory. If you choose not to use a scroll which is being held, simply left click on an empty inventory slot, and the scroll will be placed there.

**Discipline Usage**

To attack a target with a Discipline, make sure that you have the correct Discipline selected and then right-click over the highlighted target. If your place your cursor over the Discipline icon in the Discipline window, a small description of the Discipline, which includes the target type, will appear in the status window which is located in the bottom middle of the screen. Note: if you have selected a Discipline that does not require a target, for example Blood Healing, that Discipline will activate even if nothing is highlighted by the cursor. Also, if you right click on a target and cannot use the Discipline, then you may not have enough blood to use the Discipline or the selected target may not be affected by the selected Discipline.

**Coterie Control**

In your travels through the World of Darkness™, your party of vampires, which is also known as a coterie, will encounter a variety of enemies. In order to survive in this world, you will need to carefully control the attitudes and actions of your coterie members.

By default, the characters in a player controlled coterie are set to a Neutral stance, meaning that they will follow your lead character and engage in combat as needed and directed by their leader. To switch characters, click on the head of the character that you want to control in the bottom middle of the screen. This character will then become the lead character that the others take their cues from, and a red border will surround the status bar of this character to indicate that you are currently controlling him. Also, you can hit the Tab key to cycle through the characters until you find the one that you want to control. Another keyboard shortcut that you can use is the F6-F9 keys. Hitting F6 will allow you to take control of Christof, F7 will allow you to take control of the character to the right of Christof, F8 will let you take control of the character two slots to the right of Christof, and F9 will let you control the character in the fourth slot.

When you control a character, you can change the stance of the coterie members by clicking on the Offensive/Defensive buttons, which are located on the lower left hand corner of the game interface. A character set to offensive will seek out enemies to fight on his her own and will be freer in their use of Disciplines and blood. A character set to defensive will conserve his her resources and avoid combat wherever possible. You can return a character to neutral stance by clicking on the Neutral button at any time.

To gain more control over individual coterie members, you can separate them from the group by clicking on the green light next to their character portrait. Once a character is "out of the group" she will no longer follow the lead character. Clicking the Regroup button will cause the entire coterie to return to the lead character.

If you want the entire party to meet at a specific point, move the cursor to that point and hold down the CTRL key and left click on that location. Note: when a coterie member is separated from your group, she will not come to the lead character's aid if he is damaged nor will this character engage any enemies at all.

If you want to focus all of the coterie attacks on one enemy, then highlight the enemy with the cursor and hold down the CTRL key on your keyboard as you attack. The entire coterie should then focus their attacks on this enemy as long as you continue to hold down the CTRL key while you attack.

**Blood**

As a human, blood courses through your veins in order to sustain life. As a vampire, blood no longer courses through your veins, but it is still as important as ever in sustaining your life. In order to be able to use your Disciplines, as well as to prevent your character from frenzying, you will require blood. In your character's status bar, there is a red bar, which indicates your current Blood Pool. As you use Disciplines, blood will be used from your Blood Pool, and this bar will go down. In order to replenish your Blood Pool, you will need to Feed (for information on using the Feed Discipline, please see Chapter 3: Traits and Disciplines) on other creatures throughout the game. However, not all creatures can be fed upon, and there are many that will attempt to resist you. Failure to catch someone in your grasp will leave you in a vulnerable position, and you will be open for a counterattack. It is commonly known that a creature under your powers can be more easily fed upon than creatures that still have the use of their own free will.

If you are unable to find a suitable vessel of blood, there are other ways of obtaining blood in the game. Rats that you can find scurrying around the city are always good for a small supply of blood. However, there is always a chance that they will infect your character with any diseases that they may have. Also, bottles of vitae can be found scattered throughout a rival vampires haven and are excellent sources of blood. In certain cases, some bottles of vitae may not only replenish your Blood Pool but even hold some special powers when ingested.

**Frenzy**

Vampires are monsters, possessed of an inner Beast. Though, like humans, they have the capability to overrule their baser instincts, sometimes they fail. When this occurs, the Hunger and the Beast become uncontrollable, and no one is safe.

In the game, there is an orange bar, which monitors your Frenzy level. As you take damage from enemies, your Frenzy level will increase until you can no longer control your actions, and friend and foe alike must be wary of you, since you will begin to attack indiscriminately. The rate at which your frenzy increases will depend on a few variables including the clan type (some Clans frenzy more quickly than others). Blood Pool level (if your character is starving for blood, then he is more likely to frenzy), and the type of damage (some types of Aggravated damage such as fire will increase the Frenzy level faster). Certain Disciplines will also cause a character to frenzy faster, and there are also a few Disciplines that will lower the Frenzy level as well. Eventually, your character will naturally become unfrenzied. However, if you are on the verge of frenzying, the use of the Heal Discipline has been known to subside the need to rage.
Awaken

If one of your characters is damaged until s/he no longer has any Health, then that character will fall into a state of torpor, which is a death like sleep. In order to bring your character out of torpor, you will need another character to use the Awaken Discipline on the fallen comrade. The Awaken Discipline is available for use by acquiring scrolls or learning the Discipline by spending experience. When you have the Awaken Discipline selected, simply right click on the portrait of your fallen comrade, and your character will use this Discipline.

If your character is successful, then your fallen friend will Awaken with a low blood supply and a minimal amount of Health. For more on Disciplines, please see Chapter Three: Traits and Disciplines.

If all of your characters fall into a state of torpor, then the game is over, and you will need to load from an older saved game.

Saving/Loading a Game

In V:TM Redemption, there are two possible ways of saving a game:

First of all, you can choose to let the game autosave for you. Every time you enter a new area (this occurs when the “loading” screen appears), all of your character’s information and status will be automatically saved. The autosave is particularly useful when you are going from one level of a dungeon to another and you do not wish to travel back to the Haven in order to save the game.

Second, you can save the game by clicking on a save cross (if you are human) or a save ankh (if you are a vampire), which are located in your Haven. When you are saving, the save cross/ankh will bring up the save game screen. Simply click on the slot, where you wish to save the game, and then click on ok.

To load a saved game, just go to Single Player, and then click on “Load a Saved Game.” When the Load game screen appears, you can then click on Autosave to load an autosaved game or click on a specific game slot. In the game slots, the name of the level and the time, which you saved, will be listed here. Once you have chosen the game that you wish to load, just click on “OK”, and the game will load it up.

Game Controls Overview

The following is a summary of the game controls in both Single Player and Multiplayer. Generally speaking the controls will do the following:

- Left Click: Walk to Location, Talk to Person, Attack an Enemy, Pickup Item
- Left Click + Alt: Fire at Ground (clicking on the ground), Pickup to Cursor (clicking on an item)
- Left Click + Ctrl: Party Attack (clicking on enemy), Party Regroups to Location (clicking on the ground)
- Left Click + Space: Hold Attack (enemy), Turn in Place (ground)
- Hold down Left Click: Automatic Attack
- Right Click: Use Discipline or hold scroll. Store held item back into inventory
- Right Click + Space: Use While Stationary
- Third Mouse Button: Acts like Shift + Left Click

For users with a Mouse with more than two buttons:
- Button 3 (middle): Acts like Shift + Left Click
- Button 4: Zoom to first person view/Acts like “Z”
- Button 5: Party Toggle (clicking on the UI head) / Acts like Ctrl + Left Click
- +Space: Stationary cast

The specific combination controls for single player and multiplayer are the following:

Mouse Controls (Single Player)

- Select current character: Left click on character portrait
- Autowalk: Hold down Left click on desired target location
- Attack: Left click on highlighted enemy to attack
- Secondary Attack: Third mouse button click on enemy to attack
- Activate door/switch: Left click on door/switch
- Talk to NPC: Left click on NPC if talk cursor is present
- Pick up item: Left click on item if pickup cursor is present
- Use current Discipline/Numina: Right click on target to use Discipline/Numina
- Use inventory item: Right click on item to use from inventory
- Set current Discipline/Numina: Left click on Discipline from quick-list or from the Discipline Pane
- Feed/Kiss: Press “F” or select “Feed” Discipline from list and use as normal
- Display Statistics Pane: Left click on “Character” button
- Display Inventory Pane: Left click on “Inventory” button
- Display Discipline Pane: Left click on “Disciplines” button
- Display Map: Left click on “Map” button
- Display Quest Log: Left click on “Quest” button
- Change Coterie stance: Left click on desired stance from coterie controls icons
- Take gold/money: Left click on gold display type in amount (defaults to half total).
- Remove stake from coterie member: Left click on character to de-stake, the current character will approach and remove the stake
MAIN MENU

The main menu offers the main options to the game. You may choose Single Player, Multiplayer, Options, View Credits or Quit.

SINGLE PLAYER
This will start a Single Player game. You will be prompted to Start A New Game or Load A Saved Game.

MULTIPLAYER
This will start a Multiplayer game. You will be prompted to connect over the LAN or the Internet.

OPTIONS
This brings up the Options Menu.

VIEW CREDITS
This will bring up the list of all the people who have contributed to this game.

QUIT
This will exit the program.

KEYBOARD CONTROLS (SINGLE PLAYER)

Pause game/display in-game menu: Esc
TAB: Cycle current character s, release Possession of character
Stop action: Spacebar
Force run to destination: Shift + Left Click on destination
Display Character Pane: “C”
Display Inventory Pane: “I”
Display Discipline Pane: “D”
Display Map: “M”
Display Quest Log: “Q”
Close all Panes: Backspace
Use quick item: F1 - F5
Quick Character Selection: F6 - F9, F6 for Christof, F7 for character in slot two, etc.
Toggle Status Bar Display: F12
Take Screenshot: F12 (saves to desktop.bmp in current directory)
Select active Discipline from quick list: 1 - 6
Zoom Camera: +/-
Regroup coterie: R
Try Out coterie toggle: G
Switch to First Person View: Hold down Z
Select View/Toggle: X or Num pad 5
Fire at the ground (missile weapons only): ALT + Left click on the ground
Party attack: CTRL + Left click on target
Party Regroup to Locations: CTRL + Left click on destination
Secondary attack: Shift + Left click on target
Force run: Shift + Left click on the destination
Turn in place: Space Bar + Left Click on the ground
Stationary Discipline casting: Space Bar + Right Click on the target
Skip current conversation line: Space
Abort/End current conversation: Esc
Exit shop/conversation bar: Esc

GAME MENUS

NEW GAME
This option starts a new game of V:TM Redemption. After selecting this option, the game transitions into the opening cutscene, and the game begins. Warning: Clicking on New Name will erase the current autosave.

LOAD GAME
You can use this option to load previously saved games. A list is presented containing the save game names. The first item on this list is always your autosave. The names of the other saves consist of the save location, game date and time (e.g. “Convent,” 3:54am). By selecting one of these options and hitting “Ok,” the game loads and begins from the point at which you saved. Selecting “Cancel” on this screen returns you to the Main menu.

VIEW CREDITS
This will bring up the list of all the people who have contributed to this game.

QUIT
This will exit the program.
OPTIONS SCREENS

Select Options from the Main Menu to bring up the Game Options Screen. There are four options to select from the Game Options Screen. From any of the options screens hit OK to accept the changes you have made or CANCEL to return to the previous screen making no changes.

DISPLAY

The Display Options Screen allows you to optimise the look and performance of the game based on the video card in your system. The options are broken down into basic and advanced options.

BASIC SETTINGS

DEVICE: Shows the current display driver installed on your computer, and allows you to change drivers between primary and secondary cards (if you have a secondary card installed.)

VIDEO MODE: Shows the current display resolution and colour depth. Not all video cards will support all resolutions, and colour depths and settings that are too high may severely impact performance.

DETAIL LEVEL: This allows you to raise or lower the graphics detail to optimise performance on your machine. Detail level ranges from Very Low to High and can be adjusted by clicking the arrows next to the box.

BRIGHTNESS: This slider controls the brightness of the game display. Slide the arrow to choose a setting that is compatible with your monitor's settings.

ADVANCED DISPLAY OPTIONS

The Advanced Display Options allow you to customise the graphics settings for the game on your machine. If a feature does not have a check box in it, then it is most likely that your video card cannot support this particular feature. Some of these options are very video card dependent and may cause the game to fail to run properly if they are enabled. Non-advanced users are cautioned against any changes of these settings!

DRIVER INFO: This box displays information about the video card currently used by the game.

DRAW SKY: This box turns the sky on and off.

3D UI HEAD: This enables the animation of the 3D User Interface Head.

REFLECTIONS: This will toggle whether the game displays reflections or not.

TEXTURE BIT DEPTH: This allows you to switch between 16-bit and 32-bit colour depth.

GAME MENUS

MULTIPLAYER MENU

LAN games are played over a Local Area Network. You will not need to login (assuming your computer is constantly connected) and will be taken directly to your game to begin playing. Should you wish a wider range of games and players, you will need to connect to the Internet via WON.

INTERNET GAMES

Internet Games connect your computer to WON, where you can chat, find games to play and connect with users from all over the world. You can connect to WON from any machine that has direct Internet access.

From here, you can log onto WON with an existing account or create a new account. To use an existing account, simply enter in your Username and Password, and click the OK button. Remember, both your User Name and Password are case sensitive.

FOR ALL NEW USERS TO WON:

To create a new account, click on the Create Member button. Your Internet Browser will open, taking you to the WON pages. Please follow the instructions in order to create a new account. If you are having problems creating a new account, please contact WON.

The panels on the right-hand side of the login screen will take you to the websites of WON, Activision, Nihilistic Software and White Wolf.
GAME MENUS

TEXTURE FILTERING: This allows the selection of bilinear or trilinear texture filtering. Filtering reduces jitter and “sparkling” of textures as they move into the distance and smoothes them when they are close.

STATIC LIGHTING: This toggles between the use of lightmap or vertex-based lighting. Lightmaps provide more accurate shadows but are slower. Vertex lighting is faster but less detailed.

STYLED LIGHTS: This turns styled lights on or off.

DYNAMIC LIGHT BLOBS: This enables dynamic lighting (from fireballs, muzzle flashes, torches).

MODEL LOD: This slider sets the level of detail for character models.

UI HEAD LOD: This slider sets the level of detail for the character portraits.

PARTICLE LOD: This slider sets the level of detail for particle effects in the game.

DECALS: This slider sets the number and frequency of decals in the game.

AUTOMATIC MIP LEVELS: This determines how many mip levels of a texture the engine will auto-generate.

MIP SELECTION: This will allow users, who have 3D cards with low memory, to select a default mip map level lower than the default. This causes textures to appear blurrier, but uses less texture memory and increases performance.

CHARACTER DYNAMIC LIGHTS: This slider sets the level of dynamic lighting on character models.

CHARACTER SHADOWS: This slider sets the number of shadows that each character in the world casts.

SHADOW DETAIL: This slider controls the appearance of shadows from simple blobs to detailed character silhouettes.

SOUND

This options menu allows you to adjust the in-game sound settings. The following options are available:

3D SOUND DRIVER: These selections allow you to set the best sound driver for your hardware should you have 3D sound available.

SPEAKER SETUP: These buttons allow you to choose the configuration of the speakers that best describes your computer’s setup.

MUSIC VOLUME: This slider allows you to adjust the volume of the in-game music.

SOUND FX VOLUME: This slider allows you to adjust the volume of game sound effects.

CONTROL

The Control Options menu allows you to set some of the basic control options of the game relating to the mouse and coterie AI.

CONTROL OPTIONS

ENABLE MOUSE PITCH: This options toggles whether moving the cursor to the edge of the screen will move the camera or not.

AUTO CAMERA SWING: This option sets the camera to automatically swing into position behind your lead character.

AUTO REPEAT ATTACK: This option allows you to repeat attacks by holding down the mouse button.

GAME MENUS

AUTOLOAD QUICK SLOT FROM BACKPACK: This option toggles whether items on the Quick Inventory Slots are reloaded from the character’s backpack if the same item, e.g. a Blood Vial, exists in both places.

COTERIE AI OPTIONS

USE QUICK DISCIPLINES ONLY: This sets the AI to only use the Disciplines in their Quick Discipline Slots.

USE QUICK ITEMS ONLY: This sets the AI to only use Quick Inventory Slot items and not to reach into their backpack.

AUTO-DISCIPLE USE:

AUTO-USE HEALING: This toggles if you allow AI controlled characters to use healing Disciplines, e.g. Blood Healing.

AUTO-USE BUFF: This toggles if you allow AI controlled characters to use buffing (enhancing) Disciplines, e.g. Fortitude.

AUTO-USE DAMAGE: This toggles if you allow AI controlled characters to use damaging Disciplines, e.g. Fireball.

AUTO-USE SPECIAL: This toggles if you allow AI controlled characters to use special Disciplines, e.g. Earth Meld.

GAME OPTIONS

The Game Options screen allows you to turn blood and subtitles on or off.

NO BLOOD: Use this option to turn the appearance of blood off in the game.

SUBTITLING: Use this option to turn subtitles during cutscenes on or off.

GAME OPTIONS

TEXTURE FILTERING: This allows the selection of bilinear or trilinear texture filtering. Filtering reduces jitter and “sparkling” of textures as they move into the distance and smoothes them when they are close.

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CONTROL OPTIONS

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AUTO CAMERA SWING: This option sets the camera to automatically swing into position behind your lead character.

AUTO REPEAT ATTACK: This option allows you to repeat attacks by holding down the mouse button.
These buttons allow you to issue commands to the rest of your group and are very useful in determining how your characters will react when not directly controlled by you.

The first series of buttons, Aggressive/Neutral/Defensive, set the stance of the AI for each character in the coterie. Characters set to Aggressive stance will be much more proactive, seeking out and destroying enemies on their own initiative. Also, they will burn a lot of blood, choosing to use powerful Disciplines in order to eradicate the opposition. Characters in the Neutral stance will follow the main (player-controlled) character's lead, conserving their resources and staying closer together. Characters set to the Defensive stance will protect themselves from harm and will show little initiative even in dangerous situations.

Beneath these buttons is the Regroup button. Pressing this will cause all coterie members to rejoin the group and gather close to the main character. Next to the orders of the leader, and if the light is off, then that coterie member will be independent of the player's coterie.

In addition to these specific tools, you can influence the coterie AI in subtle ways: Items such as Blood Vials that you place in the Quick Inventory Slots are available for AI use, and the Disciplines you place in the Quick Use Slots are more likely to be used by the AI than any other powers. In this way, you can influence the actions of the characters that you are not directly controlling. You can set many options relating to coterie AI control from the Control Options menu.

This button opens the Quest pane, which lists all the quests your coterie has undertaken and whether they have been successfully completed or not. When a new quest is available, the Quest Button will have a flashing red border to indicate this. Also, when you complete a Quest, the red flashing border will appear as well. After bringing up the Quest pane, if you leave your cursor over a specific quest, more description about that quest will appear in the text box.

This button opens the Map pane, displaying a map of the city you are currently in. You will notice that specific locations are identified by name on this map and that your coterie's current location is also displayed. While the Map pane is open, the game is paused.

The 3D view shows the environment from a third person perspective, with the camera view being behind the currently selected character at about a 45° angle. You can alter the perspective by moving the mouse cursor to the edges of the 3D window. Thus, you can tilt the camera up or down slightly, so you may look at the horizon, cityscape and sky. If you press and hold-down the Z key, you can shift into first-person mode for a better look at your surroundings. While in first-person mode, your cursor is disabled.
The character's Traits are shown in this window. Their name, clan, rank and generation followed by their Attributes, Health, Blood Pool, Humanity and Frenzy levels.

The character's Attributes are shown with the current level, influenced by wounds, Discipline use or magic, first followed by their base level. This allows you to gauge the effect of different equipment and powers on your character. Another important Attribute that is listed is your Humanity level. Your actions within the story will change your humanity, and if your Humanity falls to zero, then your character will go mad, and the game will end.

The range for the character's currently equipped weapon is displayed along with the damage type. Also, the soak totals for all of your armour (including helms, shields and body armour) against both normal damage and elemental attacks are clearly shown here as well.

All of these character Traits are explained in their own sections later in this manual.

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All of these character Traits are explained in their own sections later in this manual.
When buying, you are presented with a list of the merchant's wares with prices. If you highlight an item you will see its icon and be able to hit the Buy button to purchase it if you have sufficient money. The cost of the item will then be deducted from your cash reserves. If you do not have enough money to buy an item, then that item will be greyed out. Also, if an item is listed in red, then your character does not currently have the Attributes to wield the weapon or wear the armour. You can still purchase the item, however you will not be able to equip it until you meet the item's minimum Attribute requirements. When selling, you can select any of the items that your character is carrying, and the price you are being offered will appear on the merchant's side of the screen. If you accept the offer, hit the Sell button, and the money will be added to your total.

On a side note, the price your character pays for items and the money they receive for selling can be higher or lower depending on the Manipulation Attribute. Thus, a Manipulation of 90 will garner a much better buying and selling price than if your character has a manipulation of 10.

Between completing quests in the single player chronicle, you will have the opportunity to spend the experience points you have earned on the various character Attributes. In certain missions, an advancement window will automatically pop up after the mission is complete. You can also visit your Haven at any time to spend experience points for any of your coterie. To do this, when you are at your Haven, just click on the coffin in your Haven to bring up the Advancement Screen. In multiplayer games, you can click on the coffin in your Haven to bring up the advancement screen, however it is also up to the Storyteller's discretion to award extra experience points for a well played scenario or completing a quest.

The Advancement Screen shows your character sheet with the current levels of Attributes and Disciplines, and crosses next to each item that you may advance. The Storyteller has access to an Advancement Screen similar to this, although s/he has the capability of modifying the experience you receive, along with what new Disciplines are available to you. There is an Advancement Screen.
SOAKING

Before damage is applied, the victim has the chance to absorb part or all of the damage before it affects the character's Health. This ability to absorb damage is also known as "soaking." Soaking accounts for the existence of armour and other natural and prenatural abilities to resist damage. As indicated above, there are specific requirements for soaking certain types of damage. The factors involved in soaking are:

**ARMOUR**

Armour allows soaking of all three forms of damage, except for the specialised Aggravated types of fire, sunlight, holy, electrical and cold (some exceptions exist here, like special grounding armour, magically enhanced items or heated devices.)

**STAMINA**

Humans may soak only Bashing damage using their Stamina. Vampires use their Stamina to soak both Bashing and Lethal damage but not Aggravated.

**FORTITUDE**

Fortitude is a specialised Discipline that allows soaking of Aggravated damage. It has an advantage over items and armours which normally only defend against a limited number of Aggravated damage types. Fortitude also adds to the soak values for Bashing and Lethal damage.

STAKING

When a vampire is impaled in the heart with implements of wood, it renders them completely immobile until the stake is removed. If one of your characters is staked, another member of the coterie can remove the stake by selecting the available character and then left-clicking on the staked character. Also, if you do not have a character that can unstake you, a staked character will be able to expel the stake from his or her body after some time has passed.

Staking can occur with actual stakes (used as a melee weapon) or with ranged weapons such as crossbows and stake-guns. If the stake hit is considered critical, a staking occurs.

COTERIE COMBAT AI

During play, all coterie members, other than the ones you have selected, will move and attack on their own, but in accordance with any coterie commands you have selected. AI controlled characters can perform a wide range of tasks automatically, including reloading their weapons, switching from a ranged attack to a melee weapon, as well as healing and replenishing their Blood Pools. Also, by holding down CTRL and left-clicking on an enemy, you can tell the rest of your coterie to concentrate their attacks on that one opponent.

SOME GENERAL NOTES ABOUT COMBAT

**DAMAGE TYPES**

There are three main types of damage that can be suffered in the game: Bashing, Lethal and Aggravated. These types are distinguished in order to allow for certain resistances that vampires may have and to show how human and Kindred alike can soak them.

**BASHING**

These attacks include punches, kicks and any other kind of blunt trauma, which are less likely to kill a victim instantly (especially a vampire). All characters (including humans) can use Stamina to soak Bashing damage.

**LETHAL**

These are attacks meant to cause immediate and fatal injury to a victim. Vampires can soak Lethal damage with their Stamina Attribute, but humans have no natural resistance to it.

**AGGRAVATED**

Attacks that are deadly even to the undead, including fire, sunlight, the teeth and claws of vampires and werewolves and certain Holy attacks, are considered to be Aggravated attacks. Aggravated damage can only be soaked with the Fortitude Discipline.

In addition to these three main types of damage, the game supports resistance or sensitivity to the following specialised forms of damage:

- **Electrical**
  - Includes lightning bolts, high-voltage traps, etc.

- **Cold**
  - Freezing attacks, ice weapons, freezer traps, etc.

- **Fire**
  - Fireballs, fire traps, lava, hot rooms, etc.

- **Sunlight**
  - Direct sunlight or sunlight-casting artifacts. Only damages vampires.

- **Holy**
  - Prayers, attacks with holy water or holy ground. Only damages vampires.
**Chapter Three: Traits and Disciplines**

Much of a character’s life comes from the way in which you describe and roleplay him. However, certain aspects of a character, his physical prowess, looks and special powers, are described in numerical terms and used in conjunction with the mechanics of the game. These features are called Traits and Disciplines.

**CHARACTER TRAITS**

Most Traits are based on a 1-100 scale for player characters, though there is no upper numerical limit. Disciplines are the exception, as they utilise a system of dots (+) to represent levels of power. The more dots the more power a character has in that particular Discipline, with the maximum being five dots.

**PHYSICAL ATTRIBUTES**

**Strength**

The raw brute power the character can use for lifting, pushing and inflicting melee attacks. Strength allows the character to be able to move large objects and also modifies the amount of damage inflicted by melee weapons. Some items, such as armour, have minimum Strength limitations you must meet before you can utilise the equipment.

**Dexterity**

Dexterity modifies the base movement and attack speeds for the character and also increases the aiming ability for projectile weapons. A high Dexterity will also increase a character’s chance of making a critical hit, which causes an enormous amount of damage. Also, some weapons have a minimum Dexterity for usage.

**Stamina**

Stamina is the character’s constitutional ability to soak damage. Humans use Stamina to soak only Bashing damage, while Ghouls, Vampires and some monsters can soak Bashing and Lethal damage with their Stamina Attribute.

**MENTAL ATTRIBUTES**

**Perception**

Perception is the ability to observe one’s environment.

**Intelligence**

Intelligence is the character’s grasp of facts and knowledge and ability to reason and solve problems. A high Intelligence is required for the most advanced Disciplines.

**Social Attributes**

**Charisma**

Charisma measures your character’s force of personality and command. Characters with a high Charisma are better able to overwhelm the minds of their foes with Disciplines such as Dominate and Presence.

**Manipulation**

Manipulation is the ability to lie, connive and convince others of your point of view. It is an insidious Attribute that allows you to influence others.

**Appearance**

Appearance is the measure of the character’s physical attractiveness, poise and natural beauty. This becomes extremely important as you use the Presence Disciplines.

**Rank**

Based on a character’s experience points, they are given a Rank. This can be very useful in quickly determining how ancient, powerful and dangerous a particular character is. Refer to the “Generations of Caine” section in Chapter Six for detailed information on each Rank. In the game, a character’s rank will apply bonuses to his or her Blood Pool and Health as s/he gains experience.

**Blood Pool**

A Character’s Blood Pool measures how much blood (a.k.a. vitae) the vampire has in his or her body, and it is from their Blood Pool that characters draw energy to use their supernatural powers. Most Disciplines drain anywhere from a small to a large amount of your character’s Blood Pool when activated (the rollover text will list each Discipline’s specific cost.) Vampire characters may replenish their Blood Pool by drinking blood from any number of sources including bottles of vitae or humans.

**Health**

Health measures a character’s physical condition, from perfect health to torpor or Final Death. As characters are wounded their Health level goes down and they have a harder time performing actions. The more a character’s Health diminishes the harder it will be for him or her to do the things you want him or her to do. As a character loses Health, s/he will move slower and suffer penalties to his or her Attributes. Once a vampire’s Health reaches zero, s/he will collapse into a coma-like state known as torpor. Without the intervention of an ally with the Awaken Discipline, this sleep of the ages can lead to Final Death.

**Note:** Characters in frenzy ignore all Health-related penalties.

**Frenzy Rating**

The Frenzy rating is the character’s tendency to frenzy and speed at which s/he will reach it. As a character takes damage or loses blood, s/he becomes more prone to frenzy, eventual falling into an uncontrolled rage. While a character is frenzied, s/he will attack anyone without any discretion. Over time, the Frenzy level will subside and the character will regain his senses.

**Humanity Rating**

The Trait of Humanity is an integral part of the underlying theme of any V:TM game. It is a moral code that allows vampires to retain their mortal sensibilities even though they’ve been transformed into...
COMMON DISCIPLINES

Note that in V:TM—Redemption all vampiric characters automatically start with the Feed and Blood Healing Disciplines. This represents the inherent ability of all vampires to feed and heal themselves. In multiplayer games, all vampires and ghouls will start with these abilities. However, human characters will not have any inherent Traits.

**DISCIPLINES**

Though vampirism is a curse, the Blood of Caine grants great mystical powers to those with the insight and dedication to pursue them. These powers are known as Disciplines.

Following is a list of the more common Disciplines wielded by vampires and other supernatural creatures. Rare vampires and stranger creatures may have powers not on this list, as there are mysteries that remain hidden within the World of Darkness. The term Discipline refers to both the Discipline group (Animalism, for example) and the powers within that group (Feral Whispers). Each clan possesses a group of Disciplines that are common among their ranks. However, it has been whispered that vampires can learn Disciplines outside their clan’s strengths but at a much higher cost.

Most Disciplines are linked to a key Attribute and will be resisted if used upon an enemy. There is also a chance of failing to use a Discipline based upon the character’s Attribute. Use of an Attribute to cast a Discipline almost always has minimum Attribute requirements; for example, you cannot use Heightened Senses unless you are already perceptive or Fireball unless you are very intelligent.

As you gain more experience through your battles, you can use this experience in order to increase your Disciplines. As you increase in power, your mastery over the Discipline will allow you to cast the Discipline more effectively and at a lower blood cost. Thus, if you have a Discipline of five dots, then you are truly a master, while a vampire with a Discipline level of one dot will be casting it at a very rudimentary level.

There are certain items in the game which may only be used by human characters. Likewise, humans may not use Kindred Disciplines or mystical items.

**Feed**

Various levels of this Discipline indicate the ability to effectively drain a creature of its blood without killing the victim. Feeding is remarkably important for a vampire, as it is the best way to replenish your Blood Pool. As your level increases, your ability to feed without killing your victim will increase as well.

**Blood Healing**

This allows a vampire to convert Blood Pool points into Health points, in order to heal his or her wounds. The various levels of the Discipline dictate how fast you can heal and how much Health is regained and may enable healing of extraneous things like disease.

**Blood Strength**

This Discipline grants a temporary increase of the character’s Stamina Attribute, which can be used to increase melee damage or for any Strength-related puzzles.

**Blood Dexterity**

This Discipline grants a temporary increase of the character’s Dexterity Attribute, which can be used to increase combat effectiveness.

**Blood Stamina**

This Discipline grants a temporary increase of the character’s Stamina Attribute, which can allow for the soaking of more damage than normal. It does not grant you the ability to soak Aggravated damage.

**Awaken**

This Discipline is normally used to awaken, or reanimate, another Vampire who has nearly been killed and lies in torpor. Unless a character has died an unequivocal Final Death, the use of this Discipline allows the subject to be awakened. Such characters will awaken with little blood or Health and will need to feed very soon, since they are quite prone to frenzy with their need for blood.

**Walk the Abyss**

This dark power draws on the connection between a vampire and its Haven, opening a mystical portal between the two. When this Discipline is used, a two-way gate opens between the coterie’s current location and its Haven. To be able to open such a portal, you must know the location of your Haven and the abyssal portal can be blocked by mystical means.

**Animalism**

Vampires with the Discipline of Animalism find themselves with greater control over both the animal world and the Beast Within. While the Gangrel are known to be the masters of this Discipline group, other clans, such as the Nosferatu, have shown skill in Animalism as well.

Key Attributes: Intelligence and Wits.

**ANIMALISM**

Though vampirism is a curse, the Blood of Caine grants great mystical powers to those with the insight and dedication to pursue them. These powers are known as Disciplines.

Following is a list of the more common Disciplines wielded by vampires and other supernatural creatures. Rare vampires and stranger creatures may have powers not on this list, as there are mysteries that remain hidden within the World of Darkness. The term Discipline refers to both the Discipline group (Animalism, for example) and the powers within that group (Feral Whispers). Each clan possesses a group of Disciplines that are common among their ranks. However, it has been whispered that vampires can learn Disciplines outside their clan’s strengths but at a much higher cost.

Most Disciplines are linked to a key Attribute and will be resisted if used upon an enemy. There is also a chance of failing to use a Discipline based upon the character’s Attribute. Use of an Attribute to cast a Discipline almost always has minimum Attribute requirements; for example, you cannot use Heightened Senses unless you are already perceptive or Fireball unless you are very intelligent.

As you gain more experience through your battles, you can use this experience in order to increase your Disciplines. As you increase in power, your mastery over the Discipline will allow you to cast the Discipline more effectively and at a lower blood cost. Thus, if you have a Discipline of five dots, then you are truly a master, while a vampire with a Discipline level of one dot will be casting it at a very rudimentary level.

There are certain items in the game which may only be used by human characters. Likewise, humans may not use Kindred Disciplines or mystical items.

**Feed**

Various levels of this Discipline indicate the ability to effectively drain a creature of its blood without killing the victim. Feeding is remarkably important for a vampire, as it is the best way to replenish your Blood Pool. As your level increases, your ability to feed without killing your victim will increase as well.

**Blood Healing**

This allows a vampire to convert Blood Pool points into Health points, in order to heal his or her wounds. The various levels of the Discipline dictate how fast you can heal and how much Health is regained and may enable healing of extraneous things like disease.

**Blood Strength**

This Discipline grants a temporary increase of the character’s Stamina Attribute, which can be used to increase melee damage or for any Strength-related puzzles.

**Blood Dexterity**

This Discipline grants a temporary increase of the character’s Dexterity Attribute, which can be used to increase combat effectiveness.

**Blood Stamina**

This Discipline grants a temporary increase of the character’s Stamina Attribute, which can allow for the soaking of more damage than normal. It does not grant you the ability to soak Aggravated damage.

**Awaken**

This Discipline is normally used to awaken, or reanimate, another Vampire who has nearly been killed and lies in torpor. Unless a character has died an unequivocal Final Death, the use of this Discipline allows the subject to be awakened. Such characters will awaken with little blood or Health and will need to feed very soon, since they are quite prone to frenzy with their need for blood.

**Walk the Abyss**

This dark power draws on the connection between a vampire and its Haven, opening a mystical portal between the two. When this Discipline is used, a two-way gate opens between the coterie’s current location and its Haven. To be able to open such a portal, you must know the location of your Haven and the abyssal portal can be blocked by mystical means.

**Key Attributes: Intelligence and Wits.**
**Feral Whispers**

Makes the targeted animal temporarily fight for the player’s coterie.

Key Attribute: Manipulation

**Beckoning**

Allows the caster to temporarily enlist the assistance of an animal, possibly lasting beyond the scope of a single combat.

The animal is summoned to the action by the vampires will and disappears when finished. The summoned animal acts like a temporary member of the character’s coterie, fighting with and traveling alongside the caster until the effect wears off. (For clans that have separated themselves from the natural world, the creature thus summoned may be distinctly unnatural; for example, Cappadocians summon a skeleton to fight at their sides and the Tremere a homunculus.)

Key Attribute: Charisma

**Quell the Beast**

Has the effect of calming the target. When cast upon a coterie member, this reduces his or her frenzy amount, bringing him or her out of frenzy faster or indeed stopping it altogether.

Key Attribute: Manipulation

**Subsume the Spirit**

Allows temporary possession of an animal. You will have full control over the creature, perceiving the world through its eyes until the effect ends or you hit TAB to return to your own body.

Key Attribute: Manipulation

**Drawing Out the Beast**

Dumps the caster’s Frenzy level onto another. This causes a frenzy mode on enemies (frenzied enemies would attack each other, flee or generally behave erratically, with all the advantages/disadvantages frenzy offers). In mortals, it triggers the fear mode. Use of this should be limited to times when the Frenzy level is nearly full, but at the highest level, a full Frenzy level is not required to cast this.

Key Attribute: Manipulation

**AUSPEX**

The Discipline of Auspex bestows telepathic and extrasensory perception powers on its practitioners. As the vampires powers grow, he will not only be able to sense the psychic aura and flow on creatures and objects, but he will also be able to project his or her body into an astral form in order to see what is around him or her. The death loving Cappadocians, as well as the Toreador and Tremere clans, all specialise in the Auspex Discipline.

Key Attribute is Perception.

**Heightened Senses**

This allows the character to see invisible or hidden enemies and objects.

Key Attribute: Perception.

**Aura Perception**

The user of this Discipline may sense the invisible “aura” surrounding all living creatures, allowing the caster to gain insight into the true nature of the target. The user will learn information about the creature including the target type, Health and Blood Pool.

Key Attribute: Perception.

**The Spirit’s Touch**

Allows the caster to determine the nature of an object – its base statistic limitations, its abilities/curses, its “true” name, etc. A successful use of this Discipline will give an enhanced description of that item from then on. When this effect is activated, you will need to click on an unidentified object in your possession to receive information about it.

Key Attribute: Perception.

**Psychic Projection**

Psychic projection allows you to control a “ghost” object, much like the ST ghost, to move unseen through areas for a brief time. No interaction with objects is possible in this state.

Key Attribute: Perception.

**Celerity**

Those with Celerity are dangerous foes, for this Discipline enables them to move and attack at superhuman speeds. To mortals, they appear to be nothing more than a blur. As the levels of this power increase, so does the speed of the vampire and the duration of the Discipline.

**Dementation**

This Discipline is the special legacy of the Malkavian clan, a mental sickness that allows those infected with it to channel madness, focus it and pour it into the minds of those around them.

Key Attributes: Charisma, Manipulation and Perception.

**Passion**

The character may stir his victim’s emotions, either heightening their fear or stirring them into a crazed frenzy.

Key Attribute: Charisma.

**The Haunting**

This power is used to disturb the sensory centres of the target’s brain, flooding them with visions, sounds, scents or feelings that aren’t really there. In effect, the victim will believe himself to be under attack from a host of nightmarish apparitions. Most mortals will flee in fear, while supernatural creatures will be momentarily distracted as they fend off their imagined ghostly assailants.

Key Attribute: Manipulation.

**Eyes of Chaos**

This peculiar power allows the user to take advantage of the fractured wisdom hidden in insanity. With it, the character can detect the aura of another.

Key Attribute: Perception.

**Voice of Madness**

With this power, the character can speak to another and pull forth the madness that resides in the deepest recesses of the victim’s mind, focusing it into an overwhelming wave of total insanity. This power has driven countless victims, mortal and supernatural alike, to unfortunate ends.

Key Attribute: Manipulation.
DOMINATE

Those with Dominate may mesmerise others or even control their minds outright. Many of the powers of Dominate are resisted by the victim's Wits Attribute. Kindred who specialise in the use of Dominate include the Giovanni, Lasombra, Tremere, and Ventrue.

Key Attributes: Manipulation, Wits and Charisma.

Command

This power allows the vampire to seize control of another's mind for a short time. While the effect lasts, the victim is under the total command of the vampire who used the power.

Key Attribute: Manipulation.

Mesmerise

Use of this Discipline puts the target into a trance-like state, whereby they cease all action and stand still. At higher levels, the target will dreamily walk towards the character that mesmerised him or her. The effects of Mesmerise are cancelled if the target is attacked by one who used the Discipline.

Key Attribute: Manipulation.

The Forgetful Mind

This power sends the target into a dazed state and causes them to forget about what they were doing. This will make enemies ignore you and return to their normal routine.

Key Attribute: Wits.

Possession

The user of this Discipline forces their will upon the target and takes total control of them. This gives the player total control over the enemy character, seeing the world through his or her eyes and forcing him or her to perform any action until the effect expires.

Key Attribute: Charisma.

FORTITUDE

Characters with Fortitude prove unnaturally resistant to damage. They must often be literally hacked apart before they can be stopped, as even the most devastating wounds prove nothing more than a nuisance. This Discipline also helps protect against damage from sources such as sunlight and fire. The Cappadocians, Gangrel, and Ventrue clans all have a natural predisposition to this Discipline.

MORTIS

This Discipline was developed by the Cappadocians in an attempt to uncover the secrets of death. It seeks to explore many aspects of death, from outright cheating it, to causing it with a single touch.

Key Attributes: Wits and Intelligence.

SHAMBLING HORDES

This power allows a character to call forth the dead from their graves to fight alongside him or her. Though weak and not particularly adept, these undead allies can still be of great aid in battle. To use this power, target a fresh corpse close to the character.

Key Attribute: Wits.

Vigour Mortis

By feeding a corpse some of his blood, the character may reanimate the body, creating an undead servant that serves its master until it falls completely into decay. To employ this power, the character must find a corpse to target.

Key Attribute: Wits and Intelligence.

SUMMON SOUL

With this power, the character is able to summon a wraith beyond the shroud that separates the world of the living from that of the dead. The wraith can only exist in the world of the living for short periods of time, but while there, it will do the character's bidding. A wraith can only be summoned at the scene of a recent death.

Key Attribute: Perception.

PLAGUEWIND

An advanced Mortis effect, this power conjures up a whirlwind of decay and chaos. Any caught within this cloud of destruction will suffer massive amounts of damage, as the full effects of Death's cold breath are unleashed upon them.

Key Attribute: Intelligence.

BLACK DEATH

This power turns the character's hand into the hand of Death itself. By touching an individual, the character can cause the victim to experience an early death or, in the case of vampires, to enter a torpor. This power inflicts massive damage on a single target.

Key Attribute: Intelligence.

OBFUSCATE

Obfuscate is the ability to mystically cloak oneself in illusions or shadows, thereby disguising or concealing oneself. With Obfuscate, you can attack an enemy and then mystically fall back into the shadows. At higher levels, this ability will become more effective, and you will be able to strike your enemy before they can realise it. Obfuscate can be defeated by the use of other Disciplines, most notably Heightened Senses. If a creature has a Heightened Senses Discipline higher than your Obfuscate level, then he will be able to detect you with ease.

While there are several clans that use this power, it is the Nosferatu that has truly perfected its use.

Key Attribute: Wits.

CLOAK OF SHADOWS

The vampire may disappear from plain sight. The lowest level of this power allows the user to remain effectively invisible if standing still within shadow. Higher levels of Obfuscate allow the user to remain invisible even while moving.

Key Attribute: Wits.

CLOAK THE GATHERING

This Discipline is similar to Cloak of Shadows, save that it affects the entire coterie. The level of this Discipline indicates duration, and the effectiveness is equal to the equivalent level of the Cloak of Shadows power.

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Key Attribute: Wits.
EARTHMELD
Using this Discipline, the character can burrow into the earth and remain there, basically safe, until he or she chooses to emerge. The frenzy reduction rate is doubled when buried, and the character also gains Health back slowly (without further blood usage).

SHAPE OF THE BEAST
The character may transform into a wolf; gaining increased movement speed and the ability to cause Aggravated damage with his or her bite. The character may not use any items or most other powers while this Discipline is active.

MIST FORM
The character transforms into a cloud of misty vapour. The character may not attack while in mist form but can be damaged only by sunlight or fire.

THAUMATURGY - GENERAL
Thaumaturgy is a form of vampiric sorcery that is divided into a number of Paths, each with its own focus and special range of spells. These Disciplines are largely restricted to the Tremere, though others are rumored to employ them as well, such as the Assamite viziers and the Koldunic sorcerers of the Tzimisce.

THAUMATURGY - BLOOD MAGIC
The Blood Path is based upon the manipulation of blood, both mortal and Kindred vitae. 

POTENCE
Characters with Potence are terrifying opponents, for they possess the strength of several humans. The higher the level of Potence is, the stronger the character. The Giovanni, Brujah, Lasombra and Nosferatu clans have superhuman strength through the use of this Discipline.

PRESENCE
All supernatural creatures are impressive, scary monsters, but those with the Discipline of Presence are particularly captivating. Characters with Presence can manipulate others' emotions, becoming their victims' dream lovers - or their most terrifying nightmares. Vampires must learn to be wary of their feelings when they are in the company of a Brujah, Malkavian, Toreador or Ventrue as these clans are known for their skills in this Discipline.

MAJESTY
Characters with Majesty are quite literally awesome. Majesty bestows an almost godlike aura upon the vampire - mortals fall to their knees in worship or terror, and even other supernatural creatures must struggle with themselves to attack, insult or be anything other than respectful and deferential to the character. This power allows the character to do anything without fear of reproach.

PROTEAN
Protean is the Discipline most closely associated with the shape-shifting Gangrel, though they have taught their secrets to a few outside of their clan. Characters with Protean may shape-shift into a variety of forms.

AWE
The character gains a charismatic aura, becoming a natural leader, seducer and orator. This power draws mortal victims near and stops enemies from attacking.

DREAD GAZE
The character, by hissing and baring fangs, instills an unnatural terror in foes. This power instills fear in those who are targeted by it.

EYES OF THE BEAST
This power increases a character's visual senses. In some instances it has been known to cause fear in mortals that see it in action, as the user's eyes turn a sinister red in colour.

FERAL CLAWS
The character's nails transform into long, bestial claws. These talons are wickedly sharp, able to rend flesh with ease and even carve stone and metal with little trouble. These talons cause Aggravated damage and are feared by all in combat.

BLOOD RAGE
This power allows the character to force another to spend blood against his or her will. This act has two effects; it reduces the amount of blood the target has in him or her, and increases the likelihood that the target will lose control of the Beast and enter frenzy.

BLOOD OF POTENCY
The character gains such control over his own blood that he may effectively concentrate, or focus it, making his or her blood more powerful for a limited time. While this power is active all other Disciplines will cost less blood to use.

THEFT OF VITAE
A character using this power can siphon blood from a distant target, effectively feeding from the target without any physical contact. This power can cause serious harm to mortals and enrage vampires.

CAULDRON OF BLOOD
This dreadful power causes the blood within the target's body to boil and burst into flame. It causes Aggravated fire damage and "burns off" a large portion of his or her Blood Pool. Few beings can survive even a single attack with this dreadful power.
This fearsome power accelerates decrepitude in its victims. Mortals literally crumble to dust at the mere touch of a skillful practitioner of this Discipline. When used on supernatural creatures, this power causes massive damage. If a vampire dies from this damage, they too will crumble to dust, leaving nothing behind to Awaken.

Key Attributes: Intelligence and Low Humanity.

**THAUMATURGY**

- **LURE OF FLAMES**

  The Path Lure of Flames is based upon the manipulation of fire through it, a traditional bane of vampiric existence. It has been harnessed by the sorcery of the Tremere.

  Key Attribute: Intelligence.

- **HANDS OF DESTRUCTION**

  This Path is practiced almost exclusively by the thaumaturges of the Sabbat. Though it is not widely seen outside of that sect, a few non-Sabbat have managed to learn its secrets.

  Key Attributes: Intelligence and Low Humanity.

**TORCH**

This power allows the character to call forth a small magical flame that floats near his or her head. The light from this flame is similar to that of a hand-held torch. Though this flame provides light, it does not generate any heat.

Key Attribute: Intelligence.

**FIREBALL**

The character may hurl mystical fireballs that engulf their target in a fiery configuration. This spell may hurt friends as well as foes and should be used with care.

Key Attribute: Intelligence.

**FLAME RING**

The character generates a pulse of heat and flame that surrounds him or her for an instant, incinerating any nearby enemies. The hot flames mean that neither the caster nor those they ally with can be harmed.

Key Attribute: Intelligence.

**IMMOLATE**

This power calls a bolt of fire into existence that strikes a single enemy, doing extreme damage.

Key Attribute: Intelligence.

**HAUL TO DUST**

This power temporarily makes the caster immune to the effects of fire and, at higher levels, sunlight.

Key Attribute: Intelligence and Wits.

**SUMMON ELEMENTAL**

The caster summons forth a supernatural creature of the elements that will remain under the character's control for a short period of time. Use of this power has its dangers, as sometimes the summoned entity will attack the one who called it forth.

Key Attribute: Intelligence and Wits.

**FAITH**

Faith is one of the few truly powerful personal weapons a mortal has against his or her supernatural foes. With Faith, a hunter can cause a Vampire to turn away or be unable to approach any further. Although the character may believe that this power comes from a higher power, it is actually the strength of his or her belief that protects him or her.

Key Attribute: Faith.

**HEAL**

This power draws on a mortal's inner strength to repair damage to his or her body.

Key Attribute: Faith.

**CALL LIGHTNING**

The character calls forth a bolt of lightning from above, obliterating the intended target.

Key Attributes: Intelligence and Wits.
In your travels, you will encounter many foes – both living and dead – and be able to find many treasures ranging from weapons and armour to artifacts of ancient power.

**ENEMIES**

**GHOULS**

Ghouls are mortal Kindred servants that have been fed vampiric blood by their masters. The ghoul does not age as long as it is supplied with vitae and gains some limited vampiric abilities (most notably level one Potence). Since they aren’t affected by sunlight as Kindred are, they make useful servants and protectors during the daylight hours. Most ghouls appear as normal mortals, but some long-term ghouls develop side effects resembling their domitor’s clan weakness (i.e. a Nosferatu ghoul may begin sprouting unsightly boils and buboes.) Some ghouls may also learn one level of a Discipline their masters are familiar with, but this is very uncommon. Ghouls have use of any kind of weaponry usable by humans, along with their learned Disciplines.

**KNIGHTS OF ST. JOHN**

Led by Grand Prior Pierre de Varreau, the Knights of St. John patrol the streets of Prague, especially the Little Quarter (Mala Strana), and keep the peace. Usually heavily armed with armour, shield and sword, these mortals are formidable enemies, especially when patrolling in groups. If the Knights witness an illegal act, they will attack.

**NUMINA**

Numina consists of those strange and amazing powers which some few mortals have possessed throughout the ages, powers such as psychic abilities, spells and complete faith in a higher power. Numina and Faith are unique to mortals. Humans power these abilities with Mana instead of blood.

**INVISIBILITY**

This power allows the mortal to hide from plain view, effectively turning invisible. Higher levels of this power allows the character to remain invisible while moving about and performing actions.

**TRUE FAITH**

True Faith is belief in a power, entity, consciousness that is greater than oneself, and as such, it is not limited to any particular religion. A character with True Faith is able to surround him- or herself with a protective field that causes damage to any supernatural creature coming into contact with it.

Key Attribute: Faith

**PRAYER**

This power allows the character to focus his or her Faith and direct it in a ranged attack to damage an enemy. Those with particularly high levels of this power can affect several targets within a given area.

Key Attribute: Faith.

**FLASH**

The character can create a flash of light that temporarily stuns supernatural creatures and may even trigger frenzy in vampires.

Key Attribute: Intelligence.

**TRUE SIGHT**

Mortals with this power can see through the effects of powers that hide others from normal sight, as long as the character’s True Sight is more powerful than whatever power is keeping the other hidden.

Key Attribute: Perception.

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Key Attribute: Faith.
Szlachta

The Tzimisce use their Vicissitude Discipline to mould the flesh and bone of their ghoul servants, creating horrific shapes, some of which serve the purpose of being war-ghouls. With pointed bones erupting from their arms and great maws filled with razor-sharp teeth, the Tzimisce create Szlachta from animals when useful, including grotesque forms based on wolves, dogs, horses, etc. Szlachta use a variety of melee attacks, involving the use of their crafted claws/teeth.

Ghoul-rats

These ghoulized rodents grow to large size, with horribly extruded fangs and claws. They create large tunnels throughout their underground lairs, and are in constant search for blood. They normally travel in packs.

Zombu

The Cappadocians create Zombu from corpses and fuel them with vampiric vitae. They usually crumble to dust after three days but, while animated, are mindless and capable of only simple labour or aggression. Their saving grace is an utter absence of fear; they will battle any opponent until destroyed.

Dark Ages

Cappadocian Kindred

These vampires can be found somewhere in medieval Prague, where they pursue their endless research of death. Dressed in black robes and bearing a deathly white visage, they attack using various Disciplines, mostly death spells.

Homunculi Hopper

Homunculi Hoppers are small creatures, similar to a witch's familiar, created from a sacrifice of blood and flesh from their Tremere master. They are simple-minded and mischievous and require regular feedings of blood from their creator. These tiny homunculi are usually no larger than a rat, having large, staring eyes and opposable thumbs. They attack by clawing and biting their razor-sharp teeth into an unsuspecting enemy.

Gargoyles

The Tremere created the Gargoyles from the unliving flesh of captured Tzimisce, Nosferatu and Gangrel. A “base” Kindred is given various potions and is the focus of several rituals, after which a horrific transformation takes place, with great black wings sprouting from the victim's back and the addition of large claws and a demonic visage. Gargoyles are particularly dangerous opponents and easily capable of killing a careless vampire.

Demonhounds

These demon-possessed dogs turn night-black and grow to disturbing proportions. Further evidence of their possessed nature is the sizzling saliva that drips from their massive fangs and the way shadows seem to come alive in their presence. They can be found in packs guarding infernalist worship sites or private chambers, and they attack with vicious bites.

Werewolves

Werewolves are the mortal enemies of vampires and will normally attack them on sight. They can be found in forested areas, where they roam hunting wild beasts and seeking to restore the land to its rightful natural beauty. Their claws and teeth make deadly weapons, and some werewolves will “rage” when highly damaged, which results in quick, sporadic attacks with great fury.

Demystyl Revenants

Revenants are families of ghoul servants that have been fed vitae for so many generations that they are now born with a tiny amount of vampiric blood already in their system. This allows them to exist as ghouls without needing to drink a vampire’s blood; something all other ghouls must do in order to retain their supernatural powers.

Society of Leopold Members

The members of this order are sworn to kill any creature of the night. They arm themselves heavily with the weaponry of the time, also including weapons designed to fight vampires such as holy water, stakes, torches and holy symbols. They wear the dress of scholarly priests and soldiers.

Ghoul-spiders

Immense arachnids created by the feeding of vampiric vitae. They attack with venomous bite and leave sticky traps of web in attempts to snare passers-by to appease their hunger for blood.

Wraiths

The wraiths in Redemption can harm Kindred using strange life draining spells. Seen as translucent apparitions, the wraiths normally occupy deserted places of worship or areas where scenes of torment or death have occurred.
BLADED WEAPONS

Bladed weapons include anything with a sharp edge and are primarily found in the Dark Ages, but they continue to be used by some even in the modern nights. In game terms, these sharp bladed weapons do Lethal damage.

One-handed blades include anything with a sharp edge or pointy tip. One handed blades come in a great variety of shapes and sizes and are the most common armaments found in the Dark Ages. They occupy the weapon slot on your character and can be used with a shield. Examples of one-handed bladed weapons include the Dagger, Hand-Axe, Broadsword and the feared Wooden Stake.

Two-handed blades include anything with a sharp edge or pointy tip. Two handed blades are slower than their one-handed cousins but are capable of delivering much more damage in any given attack. These weapons occupy both the weapon and shield slots on your character. Examples of these weapons include the Quarterstaff and Warhammer.

BLUNT WEAPONS

Any weapon without a bladed edge or sharp point is considered to be a blunt weapon. Instead of cutting their targets, these weapons deliver their damage through hard, crushing blows. Painful bruises, broken bones and ruptured internal organs are the result of attacks from these weapons. In game terms, blunt weapons cause Bashing damage.

One-handed blunt weapons include any blunt weapon that can be held in one hand. They occupy only the weapon slot on your character and can be used with a shield. Common examples include the Club, Mace and Flail.

Two-handed blunt weapons are slower than their one-handed cousins but are capable of delivering much more damage in any given attack. These weapons occupy both the weapon and shield slots on your character. Examples of these weapons include the Quarterstaff and Warhammer.

RANGED WEAPONS

In both the Dark Ages and modern nights, there are many weapons that can inflict damage from afar. These weapons are collectively referred to as ranged weapons. Some examples from the Dark Ages include the Short Bow and Crossbow. Modern examples include everything from a simple Pistol to such heavy weapons as the Rocket Launcher. A unique component of ranged weapons is Ammo, each ranged weapon uses a certain type of Ammo and becomes useless once that supply has been exhausted. Special Ammo types can enhance, or even alter, a ranged weapon’s effect.

Vipers

A powerful Setite (using the Serpentis Discipline) may disgorge from his mouth a large poisonous serpent. The Setites use these creations as guards, patrolling their temples. Most are individually marked with a pattern representing their creator. They attack with a fierce poisonous bite.

Ghoul-Alligators

Within the sewers of NYC, the Nosferatu have drawn all sorts of beasts to their lairs through the use of Animalism. The most dangerous of these is the small number of alligators in the sewers, flushed there by those in the city who won them at Coney Island. They've since been transformed by Nosferatu blood into horrendous creatures of great size and disfigurement, having enormous maws and extruded points of bone.

EQUIPMENT AND TREASURE

Throughout your adventures, the coterie will find many items – some of them mundane, others concealing secret powers. You may also find unique items such as a Discipline Tome, which will give your character the ability to learn a new set of Disciplines that would normally not be available to him.

Most items need to be equipped in your inventory to prove useful, and each has a specific place to go. Other items require activation, which can be done with a right-click on the object or by using the Quick Slot inventory hot-keys.

A few items that you find will require identification to reveal their secrets. To identify an item, you must use the Spirit's Touch Discipline (which can also be found as a blood scroll). When you activate this Discipline, your cursor will change into the identify icon. Then, bring up the Inventory Pane of your character, and left click on the item that you wish to identify. The item should now be identified, and a description will appear when you leave your cursor on top of the item.

WEAPONS

There are many weapons to be found and used in V:TM Redemption, ranging from medieval swords to modern assault rifles.

Weapons statistics fall into three categories: Damage, which determines how much hurt you can inflict with the weapon; Accuracy, which adds a bonus to your chance-to-hit, and Speed, which determines how fast your character can wield his or her weapon. This information will appear in the rollover text for each weapon.

Not all weapons are created equal: You may find rusty and other poor quality items on your travels as well as fine and even exquisite weaponry. The quality of the weapon adds bonuses to the base weapons statistics. Even modern firearms can be modified to increase their power with laser sights and other adaptations.

Some weapons have minimum Attribute requirements representing a particular difficulty in using those items. For example, a Great Sword requires a high score in your Strength Attribute to wield. Likewise, characters with low Strength cannot wear some heavy armour.

All weapons also have three different stats: Damage, Accuracy and Speed. The damage number is quite simply the amount of damage that you will inflict on an enemy. Accuracy is the amount, which is added to your base dexterity, when calculating the chance of you hitting an enemy. If a weapon has an Accuracy of 10 and you have a Dexterity of 20, then the game will assume that you are attacking with a Dexterity of 30. Certain weapons will have an accuracy bonus while others will not, and this usually depends on the type of weapon, its size, ability to be wielded easily, etc. Finally, speed is the amount of time it takes for your character to swing the weapon again. If the weapon that you are wielding has a high number, then you will be able to swing this particular weapon faster than one with a low number, which indicates that the weapon cannot be swung as easily.
THROWN WEAPONS

Thrown weapons are a special class of ranged weapons. These items are all individually thrown at an opponent and disappear after one use. These weapons can be activated by equipping them in the character's hands or by using the Quick Inventory slots. Examples include Greek Fire, Holy Water, Concussion Grenades and Satchel Charges.

ARMOUR

There are many types of armour available in V:TM – Redemption, ranging from simple leather clothing through full Gothic plate and modern tailored Kevlar. Just like weapons, certain types of armour may require your character to have a minimum level in an Attribute (normally Strength) to be able to equip them.

Each piece of armour provides soak bonuses against Bashing, Lethal and Aggravated damage. Some special armour will also provide protection from environmental damage and even True Faith. Such special armour is very rare indeed.

PIECES OF ARMOUR

Sets of armour usually come in individual pieces that can be equipped in the different slots of your inventory. Helmets need to be placed on the character's head; gloves and gauntlets on their arms and hands; and large sets onto the character's body slot. Thus, a character may have a metal chest plate, leather gloves and no headgear at all as his armour. Examples of armour include Chain and Plate Mail, Tailored Armour, Full Helmets and Motorcycle Helmets.

SHIELDS

Shields are a special class of armour that is equipped in the character's shield/utility slot. If you want to use a weapon that requires both hands, such as the Halberd, you will not be able to equip a shield. Likewise, you may have to choose between equipping a shield and equipping a utility item such as a torch. Shields are more common in the medieval period than today, with the exception of police riot shields. Example shields include the Buckler and the Footman's Shield.

OTHER EQUIPMENT

Your character can find many other pieces of equipment in the World of Darkness. Some of these items are merely cosmetic, others can be powerful indeed. Most of these items need to be equipped in appropriate inventory slots for their power to take effect. Others require activation by right clicking on the object in question or activating them from a Quick Item slot with keys F1 – F5.

UTILITY ITEMS

The most common utility items that you will find are sources of light. Such items can be equipped in your character's utility/shield slot thus negating the use of a shield or two-handed weapon. Examples include a Torch and a Flashlight.

RINGS AND JEWELLERY

Rings and jewellery are often merely cosmetic, but many conceal hidden powers. You will need to equip rings on the character's hands, bracelets on his or her arms and a necklace about his or her neck. You may find magic jewellery that alters your character's Attributes, makes the use of Disciplines easier and many other powers.

SCROLLS

Scrolls are another product of sorcerous research – the essence of a Discipline or Numina encoded onto paper, their power stored to be released at a later time. Humans mages have created Numina scrolls that temporarily awaken the power of human potential, and Kindred alchemists have made Discipline scrolls (also known as bloodscrolls) that unlock powerful Disciplines to any Cainite.

To use a scroll, either activate it from a Quick Slot or right-click on it from your inventory. The power's icon will appear in your Active Discipline slot. You can use that power once, activating it as you would any other Discipline (right-clicking on an appropriate target). Using a scroll costs neither Blood nor Mana, and you require no ability in the power being activated, so these items are greatly prized.

DISCIPLINE TOMES

These rare books contain the Cainite wisdom of the ages, revealing secrets of the blood that unlock great power. Each fabled tome is named after a specific Discipline.

The power of these tome is potent, and one tome can provide enough power for a Disciple to develop powers for all their Disciplines.

so, according to legend, there is one for each Discipline group. The character that studies such a tome will unlock its Discipline group and be able to develop powers from it.

ARTIFACTS

Unique and extremely rare, artifacts are handcrafted items with mystical powers. Every artifact is a one-of-a-kind creation. There are a number of artifacts scattered throughout the world, but examples include the Ainkurn Sword, the Monocle of Clarity and any number of Holy Relics.

AINKURN SWORD

An ancient Cainite relic, this blade is rumoured to have been quenched in the blood of an Antediluvian during its forging. The blade is entirely black, with a matte look.

MONOCLE OF CLARITY

This device, created by the Tremere for the purpose of unmasking Nosferatu spies, appears a heavy glass monocle framed in gold and silver filigree.

HOLY RELICS

Items imbued with the venerated power of Faith, the use of these weapons is limited to mortals, as simply being in the presence of one of these relics causes pain and discomfort to most supernatural creatures.
CHAPTER FIVE: MULTIPLAYER AND STORYTELLING

INTERNET GAMES

Vampire: The Masquerade – Redemption supports Internet play exclusively through the World Opponent Network (WON). By selecting Internet from the Multiplayer screen, you will be taken to the WON login screen. Here, you are asked to input a name and password. Currently registered WON players may use their existing account info to log in. New players not yet registered with WON must click on the Create Member button to create a new WON account, which is free of charge. The process of creating a new WON account takes place with your Internet browser, which will open automatically should you select this option. You must select a WON name, password and provide (optional) information to create an account.

Remember: Both your User Name and Password are case sensitive.

The panels on the right-hand side of the login screen will take you to the websites of WON, Activision, Nihilistic and White Wolf.

LAN GAMES

LAN games are played over a Local Area Network. You will not need to login (assuming your computer is constantly connected) and will be taken directly to your Haven when you choose this option. In a LAN game, you will only be able to chat and play with other users that are on the same LAN as you are.

Should you wish to find a wider range of games and players, you will need to connect to the Internet via WON.

THE CRYPT AND CHARACTER CREATION

Whether you intend to be a Storyteller or player, the first screen you visit will be the Crypt, where you can select a previously created character or create a new one.

On the right-hand side of the Crypt will be a list of all your available characters: listed by name and clan affiliation. If you highlight one of the character names, a summary of his or her abilities as well as a full-body character portrait will appear on the left-hand side of the screen. If you have a lot of characters in your Crypt, use the scroll bar to peruse the list of names until you find the one that you are looking for.

Should you wish to play that character, highlight it and hit OK.

If you wish to permanently remove a character from your Crypt, hit DELETE.

To begin creating a new character, hit CREATE.

To return to the Main Menu, hit CANCEL.

CREATING A NEW CHARACTER

There are several stages to creating a new character, most of which are fairly self-explanatory.

Should you decide you do not want to create a character right now, hit the CANCEL button to return to the Main Menu.

NAMING YOUR CHARACTER

Your character’s name is important in that it will be how you are identified to others. The name you choose will colour people’s initial expectations of your character; for example, other players will treat you differently if you call yourself Player*Killer rather than Lady Lilian D’Arco.

Choose a name that you are comfortable with and that suits the style of play you most enjoy.

SELECTING A TYPE OF CHARACTER

The type of character you play determines your supernatural status and what powers and vulnerabilities you might have. You can play either as a Vampire, a Human or a Ghoul.
Vampires begin play with the most basic vampiric abilities (Feed and Blood Healing) but are able to spend starting points on three Discipline groups according to their clan.

Ghouls are caught in the no-man’s land between vampires and the mortal herd. Gifted with blood and power by their masters, they can use basic vampiric Disciplines, according to their master’s clan, but cannot feed like a true vampire. They must rely on stored blood (vials, etc.) to restore their dark power.

A Human is one of the herd, but no common mortal. Through faith, dedication or strange events, you can access the awakened powers known as Faith and Numina. Lacking the great supernatural powers of vampires, or even ghouls, a human character has to rely on equipment for many tasks, such as healing or defending themselves. A human character does not have a Blood Pool but, instead, relies on Mana that regenerates slowly over time. One major advantage of a human character is that he will not frenzy when damaged. As a result, the frenzy bar is replaced by your Faith level, which indicates the level of strength and belief that you are crusading for the good forces in the world.

SELECTING A CLAN
If you are a vampire or a ghoul, your choice of clan is very important. (Humans may not choose a clan.) Your clan determines your character’s blood lineage from Caine and defines his or her supernatural abilities. As a ghoul, you are selecting the clan of your domitor (vampire master) whose blood defines your supernatural abilities. Nine of the great Cainite clans are available to play in multiplayer games.

STARTING CLAN DISCIPLINES

<table>
<thead>
<tr>
<th>Clan</th>
<th>Disciplines</th>
</tr>
</thead>
<tbody>
<tr>
<td>Brujah</td>
<td>Celerity, Potence and Presence</td>
</tr>
<tr>
<td>Cappadocian</td>
<td>Auspex, Fortitude and Mortis</td>
</tr>
<tr>
<td>Gangrel</td>
<td>Animalism, Fortitude and Protean</td>
</tr>
<tr>
<td>Giovanni</td>
<td>Dominate, Mortis and Fortitude</td>
</tr>
<tr>
<td>Malkavian</td>
<td>Auspex, Dominate and Obliviate</td>
</tr>
<tr>
<td>Nosferatu</td>
<td>Animalism, Obliviate and Potence</td>
</tr>
<tr>
<td>Tremere</td>
<td>Auspex, Dominate and Thaumaturgy</td>
</tr>
<tr>
<td>Ventrue</td>
<td>Dominate, Fortitude and Presence</td>
</tr>
<tr>
<td>Caitiff</td>
<td>Any</td>
</tr>
</tbody>
</table>

Each blood lineage defines itself through the Disciplines its members excel in. Each clan has immediate access to three Discipline groups in addition to the common powers of vampires, and you may only spend your starting points on these powers. Choose your clan wisely, as it will determine your character’s future progress.

There are also the Caitiff, clanless vampires, who can choose from the full-range of Disciplines but pay greater experience costs due to the lack of refinement in their blood. The starting Disciplines that come with the blood are always the cheapest for you to learn and enhance, other Disciplines will always be harder for you to master.

More details on the vampire clans can be found in Chapter Six: the World of Darkness.

DEFINING YOUR TRAITS

The character creation screen functions exactly the same as the character advancement screen, which is used in Single Player (See Chapter Two). Next to each Attribute or Discipline that you can spend experience to increase will be a cross; clicking on that cross sends the experience necessary to raise that Trait to the next level. The rollover text will provide full details of the cost and, for Disciplines, the minimum requirements.

Once you have spent your initial experience point allocation, hit OK to continue.

LAN GAMES:
LOBBY AND CHAT
When you join a LAN game, you will begin in the LAN lobby. At the top left of the screen will be a list of all the players on the LAN, and to the right will be a list of all the games currently up. The two windows at the bottom of the screen are for general (Lobby) chat and in-game chat. To chat with other players on the LAN, enter your text in the window to the left, and to chat to only the other players in the same game as you enter your text in the window to the right. You can use TAB to switch between the two boxes.

The Create Game button allows you to create your own game.
The Player Setup button takes you back to the Haven.
The Join Game button allows you to join a game that is running. First highlight the name of the game in the window to the top left, and then click this button.
The Start Game button allows you to launch a game you have created or joined.
The Game Options button will show you additional details of the game you have joined.
The Cancel button takes you back to the main menu.

STARTING AND JOINING A LAN GAME
To join a LAN game that is already in progress, highlight the name of the game, and click the Join Game button. After a few seconds, you will have joined the game and be able to chat to the other players. When you are ready to start a game, click on the Start Game button.

Note: The Start Game button will be greyed out until the host/Storyteller has started a game.

To create your own game, click on the Create Game button to go to the game creation screen.
CREATE A GAME

Once you have joined a room, you will be able to chat with other players and create or join a game.

The windows at the top of the screen show the name of the room you have joined, the players in that room and any games that are currently running.

The two windows at the bottom of the screen are for general room chat and in-game chat. To chat to other players on the LAN, enter your text in the window to the left, and to chat to only the other players in the same game as you, enter text in the window to the right. You can use TAB to switch between the two boxes. You can only use in-game chat for a game that you have joined.

The Create Game button allows you to create your own game.

The Player Setup button takes you back to the Haven.

The Join Game button allows you to join a game that is running. First highlight the name of the game in the window to the top left, and then click this button.

The Start Game button allows you to launch a game you have created or joined.

The Game Options button will show you additional details of the game you have joined.

The Cancel button takes you back to the main menu.

You can also password lock your game by entering a password in the window near the middle of the screen. To enable a password only game, click on the box until it is red. You can give this password to your friends so that only they can join your games.

In this screen, you can set toggles that affect the game as a whole.

The Co-op/Combative toggle sets whether the players in your game will be able to attack one another or not. The default "on" setting is cooperative.

The Track Humanity toggle sets whether you want the players in your game to suffer Humanity loss for evil actions or not. The default "on" setting means that Humanity will be lost for evil acts.

The ST Moderation setting allows whether or not the host can switch to ST mode during the course of the game. Thus, the host can choose to either play as one of the players or as the ST/Player. The default setting of "on" allows the host to become the ST at any time.

Finally, the Automatic Storyteller option will enable java scripts that are built into the chronicle. The host can choose to either have complete control of all story events in the game or allow java scripts to play out and sit back and watch the game events transpire. With the default setting of "on," all scripts will be enabled.

When you are ready to begin, click on the Create Game button. You will be returned to the chat room you were in, and your game will be visible to other players.

INTERNET GAMES:
THE WON LOBBY AND ROOMS

After logging in to the WON network, you will be taken to the Creating and Choosing a Room screen. Here there will be a list of the rooms currently open to play Vampire in. The first room is always the Lobby, which is a permanent room that is always available. The other rooms on the list are all player created.

CHOOSING AND CREATING YOUR OWN ROOM

To join a room, highlight its name, and then click on the Join Room button.

To create your own room, click on the Create Room button. You will be asked to name your room and can create a password for it if you choose.

Note: The Vampire Lobby is also accessible from your Internet browser, go to http://vampire.won.net/ and select Elysium Chat, and you will be able to chat with other players without launching Vampire.
PLAYING IN A MULTIPLE GAME

The controls for a multiplayer game are essentially the same as those used in the single-player chronicle. You move the cursor around the screen, clicking on selected targets to take an action. The core differences arise from interactions with other players and the Storyteller.

CONTROLS

The core controls for your character are identical to the ones used in single-player games. Your character portrait has been moved to the left-hand side of the screen. In place of the portrait window in the centre of the screen is the in-game chat window. This area will display messages from other players and the Storyteller.

CHAT/TEXT INTERFACE

Replacing the character portrait window is the new chat window. Here messages from the other players and the Storyteller will be displayed along with rollover text. To chat to other players, hit “Enter” or click in the text box below the chat window, type your message and hit enter to send it. The message will appear as being spoken by your character.

There are several special chat commands that you can use in multiplayer games.

CHAT CONTROLS FOR MULTIPLAYER GAMES

<table>
<thead>
<tr>
<th>Command</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Whisper / Whisper to ST</td>
<td>Full stop</td>
</tr>
<tr>
<td>Team Say ,</td>
<td>Comma</td>
</tr>
<tr>
<td>Emote : wave, bow, menace, taunt</td>
<td></td>
</tr>
<tr>
<td>ST Emote ; (doesn't show name)</td>
<td></td>
</tr>
<tr>
<td>“Shout” !</td>
<td></td>
</tr>
<tr>
<td>Roll one % (then hit Enter)</td>
<td></td>
</tr>
<tr>
<td>Roll multiple %X (roll X d10s)</td>
<td></td>
</tr>
<tr>
<td>10-sided Die</td>
<td></td>
</tr>
<tr>
<td>10-sided Dice</td>
<td>Where the outputs will be comma delimited</td>
</tr>
</tbody>
</table>

ROLLING DICE

For those that are used to the pen and paper game, the ST can use the 10-sided die commands in order to make it easier to make a roll. To use this command, bring up the chat window, type “%,” and hit “Enter” to roll one 10-sided die or type “%X,” where X is the amount of dice that you want to roll (e.g. you type “%5” and then hit “Enter,” you will get five different rolls shown on your screen.)

GAME MENU

Hit Escape to bring up the Game Menu: This does not pause a multiplayer game. The Game Menu has many of the same controls as the single-player menu.

Resume: This returns you to the game in progress.

Save As: As a player, this forces a save of your character (to protect it from a crash or power surge, for example.) As a Storyteller this saves the current state of the chronicle into your multiplayer saved games folder. As the ST, you can then load this chronicle up in the future if you wish to continue the game over another gaming session.

Revive: If your character dies during the course of the game, you can choose to revive, which will place you at the start of the chronicle.

Options: This brings up the game Options menu.

Quit: This exits the game you are in.

STORYTELLING A MULTIPLEMENT GAME

The Storyteller has great power as well as great responsibility. As a Storyteller, you have great control over the game, being able to alter events, add or delete objects or actors and basically control the game world.

CORE STORYTELLER TOOLS

In Storyteller mode, you have a different set of controls over the game than do players. All objects in the world will highlight under your cursor. Click on an object to centre your camera view over it; then you can use your Storyteller tools to alter, delete or otherwise affect it.

To follow players through the chronicle, you can either click on their characters to attach your camera view to them or use TAB to switch your view between all the characters in the game. Thus, if you happen to lose a player character, simply hit TAB, and you will eventually find him.

There are several controls which are exclusive only to the Storyteller in a multiplayer game.

STORYTELLER CONTROLS

<table>
<thead>
<tr>
<th>Command</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>End Possession</td>
<td>Tab</td>
</tr>
<tr>
<td>Place ST Head Right click on target position</td>
<td></td>
</tr>
<tr>
<td>Toggle Player and Actor Pane</td>
<td>Toggle</td>
</tr>
<tr>
<td>Toggle ST hud</td>
<td>A</td>
</tr>
<tr>
<td>Object Pane Toggle</td>
<td>O</td>
</tr>
<tr>
<td>Controls Pane Toggle</td>
<td>V</td>
</tr>
<tr>
<td>Locations Pane Toggle</td>
<td>L</td>
</tr>
<tr>
<td>Scenes Pane Toggle</td>
<td>S</td>
</tr>
<tr>
<td>Jump to Location</td>
<td>ALT+Right</td>
</tr>
<tr>
<td>Toggle Possession</td>
<td>P</td>
</tr>
</tbody>
</table>

OBJECT PANE

The Object Pane gives you the ability to add new objects, props or actors to the world. You can highlight an item from any of the Object Pane lists and create it in the world at your current location. The item will immediately be apparent to any players present and will interact with the world normally.

Create Object: Hitting this button creates the selected item at your current location. The item you have selected appears in a text box above the main display.
The Locations Pane shows all the locations available in the current chronicle. The one you have selected appears in a text box above the main display. The list shows all the locations in the game, the one you are currently in is marked with a star (***).

Go To: This button moves your character to the selected location. To do this, click on the actor's name that you want to view, and then click on the “go to” button.

Revive: This button instantly revives a character from death or torpor. It is most useful to revive fallen PCs but can restore an NPC also.

Set Stance: This sets a character stance between Talk, Neutral and Enemy. Talk: This stance sets the NPC as a talk only character. The PCs will not be able to attack them.

Neutral: An NPC in Neutral stance will not be available either to talk or to be attacked by the players. This effectively sets them as background.

Enemy: An NPC set to Enemy stance can be targeted by player attacks and will actively seek to harm the players in the game. Any opponents should be set to Enemy mode.

Delete: This deletes the selected from the game. You cannot delete player characters.

Kill: This automatically kills the selected character.

The Scene Pane shows the pre-scripted scenes in the chronicle. Scenes govern the players' quests, as well as unlocking certain location in the chronicle.

Advance Scene: This advances the current scene to the next and makes all necessary changes to the game world.

Skip to Scene: This jumps the chronicle to the selected scene, skipping any intermediary scenes.

The Controls Pane gives you meta-controls over access to the game.

Automatic Storyteller Controls

AI Enabled: This toggle turns enemy AI on or off.

Lock Game: This locks the game from any new players who attempt to join.

Lock Outside Communication: This locks any messages from outside the game (i.e. from the chat room) from being displayed.

Elapsed Time: This shows the current length of time you have been in the game.

Player List and Kick: This display shows all the players in the game. The kick button to the right allows you to ban the selected player from your game.

In addition to these windows, there are several controls available from the main Storyteller UI.
When you switch into character mode, the normal character screen replaces your Storyteller tools. The only exception being that underneath your character portrait is a button that returns you to Storyteller mode. You can go into character mode either in your character body (to experience the game as a player would) or in the form of any of the NPCs.

The simplest way to create your own chronicle is to use one of the empty hubs we have included with the game (each based on the single player chronicle). Once you have completed your own version of the level, you can save it by hitting the Escape key and then clicking on Save.

For more advanced users, the overall engine/toolset, which is known as the "Nod Engine," will be released to allow players to create more complex chronicles.

The editing tool, which is known as the "Embrace" is based on QERadiant, which is used to edit Quake levels. It is basically a brush-based system where you place walls, floors, etc., and the editor compiles all the information to create a runnable level file for you. Please note that it is not BSP-based like Quake, so although the tool looks the same on the surface, the resulting level files are not compatible and not at all similar.

Those of you that are interested in creating your own chronicle should take a look at Activision's V:TM Redemption site (http://www.activision.com/games/vampire/) and other online sources for information.

PLEASE NOTE: the use of the "Embrace" and "Codex" is up to the user discretion and risk. Help with the editor is not supported by Activision Customer Support.

Within the Nod Engine, the player will have access to the "Codex" tools, which you can use to create your own scripted events and alter the parameters of various facets of the game. The programming language of the Codex tools is based on Java, with lots of special native function calls that allow you to interact with the game engine.

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PLEASE NOTE: the use of the "Embrace" and "Codex" is up to the user discretion and risk. Help with the editor is not supported by Activision Customer Support.
The world of Vampire: The Masquerade is not our own, though it is close enough for fearsome discomfort. Rather, the world inhabited by vampires is like ours, but through a looking glass, darkly. Evil is palpable and ubiquitous in this world; the Final Nights are upon us, and the whole planet teeters on a razor’s edge of tension. It is a world of darkness. Superficially, the World of Darkness is like the “real” world we all inhabit. More present than in our world, though, is the undercurrent of horror — our world’s ills are all the more pronounced in the World of Darkness. Its fears are more real. Its governments are more degenerate. Its ecosystem dies a bit more night. And vampires exist.

Many of the differences between our world and the World of Darkness stem from these vampires, or Kindred as they refer to themselves. Ancient and inscrutable, these creatures are centuries-old rivals. Immortality is a curse to vampires, for they are locked in stagnant existences and dead bodies.

### THE GENERATIONS AND CAINE

One way the Damned distinguish themselves is through a combination of age and generation, or how far removed a Kindred is from the progenitor vampire, Caine. Young vampires must prove themselves to their elders to be afforded any bit of status, and Kindred society is often as stagnant and stultifying as the immortal Damned themselves. There is a small degree of mobility, however, as elder Kindred are always looking for assets and allies who may aid them against their rivals in the Jyhad.

The greatest status is accorded to the Antediluvians. These ancient vampires, vampires of the Third Generation, are only two steps removed from the First Vampire, Caine. Members of the Third Generation, the Antediluvians are two steps removed from the First Vampire, Caine.

The greatest status is accorded to the Antediluvians, vampires of the Third Generation. Most vampires consider these Kindred to be legendary — certainly, none has been verifiably seen in the modern nights. The lowest rung of status is held by rank neonates and the dullest Calitiff; those claimed by no clan or with blood too weak to trace a proper lineage.

- **Antediluvians:** These ancient vampires, if they exist at all, are likely the most powerful creatures in the world. Members of the Third Generation, the Antediluvians are only two steps removed from the First Vampire, Caine.

- **Methuselahs:** If the Antediluvians are the Kindred’s gods, the terrible Methuselahs are demi-gods and avatars. At a point between a vampire’s thousandth and two-thousandth year, a grave change overtakes the Kindred. Sometimes the change is physical, while at other times, it is mental or emotional. Whatever the nature of the change, the end result is that the vampire no longer bears any semblance of humanity. Having truly moved from the earthly into the realm of the supernatural, the Methuselahs often retire into the earth, where they may slumber, away from the thrifty throngs of younger vampires. Their powers are so great, however, that they continue to direct their inscrutable plans mentally, communicating magically or telepathically (and almost always invisibly) with their minions.

- **Elders:** Elders are Kindred who have existed for hundreds of years and typically range from sixth to eighth generation. With centuries of accumulated cunning and a terrible thirst for power, elder Kindred are the most physically active participants in...
their clan, not a sect. The sect known as the Camarilla is arguably the largest and most prevalent in the modern nights, though its rival the Sabbat has recently made considerable inroads against it and still opposes the Camarilla at every turn.

The Camarilla came about in an attempt to hold vampire society together against the power of the Inquisition in the 15th century. Under its iron guidance, the T... tonight, the Camarilla concerns itself with the enforcement of the Masquerade, hiding among humans lest it be destroyed.

The Camarilla's archenemy is the monstrous sect known as the Sabbat. While the “Kindred” of the Camarilla espouse concealing themselves among mortals... humans nor to act as pawns in the schemes of their elders, Sabbat vampires instead prefer to revel in their undead nature.

THE BEAST AND HUMANITY

Many of a Kindred’s first nights are spent learning what it means to be undead. The child inevitably meets her Beast — the wild, uncontrollable monster inside her that thrives on terror and bloodlust — and either falls to frenzy or learns early on how to subjugate its wild call. The sire may offer aid and guidance in thwarting the Beast, or he may watch as it overtakes his childe, then admonish her for weakness afterward. It is now that the childe learns that undearth is indeed a curse — despite the power brought by the Embrace, she is no longer entirely herself and must forever be wary of the Hunger that burns inside her.

Also at this time, a Kindred learns — too late! — to appreciate the emotional capacity possessed by mortals. As a vampire, the child's heart has died, leaving her a cold corpse incapable of truly feeling anything. Most vampires compensate by making themselves feel, conjuring up memories of emotions long dead. These last vestiges of humanity are
all that separate them from ravening rage, from falling to the Beast completely. Desperation is all that remains in the hearts of many vampires, as they realise what they have lost as their mortal selves died.

The unlife of a vampire is a litany of bleak revelations. Many Kindred cannot cope with the terrible new world of night into which they have been reborn and choose to meet the obliterating rays of the sun rather than continue their existences.

THE TRADITIONS

The Six Traditions that form the laws of vampire society are believed to have been passed down since the wars that slew the Second Generation. They are rarely written down, but they have never been forgotten, and they are known by all Kindred in some form. Even vampires who scorn the Traditions know them, though their specific wordings may vary, the intent behind them never falters.

It is a popular Camarilla conceit that a sire recite the Traditions to his childe before that childe is recognised as a neonate. Some princes stage grand spectacles to honour new childer's transition from fledgling to neonate, while others need not even witness the release, trusting the sire with the proper execution. Almost all childer learn the Traditions well before this rite, but the act is accorded great symbolism and gravity in Camarilla affairs. Staunch supporters of the Camarilla and the Traditions maintain that a newly Embraced Kindred has not truly become a vampire until her sire speaks the Traditions to her. Obviously, the Traditions are quite a serious matter, and the sire is held accountable for the childe until, by speaking them to her, he makes her responsible for upholding the code herself.

Some vampires believe that Caine himself created the Traditions when he sired his childer and that what modern vampires follow are their progenitor's original wishes for his descendants. Others, however, think that the Antediluvians created them to maintain control over their childer or that they were simply a set of common-sense ideas that were upheld over the millennia because they worked. The Tradition of the Masquerade, for example, is thought to have existed in some form since the nights of the First City, but it changed in response to the Inquisition.

A number of young vampires, children of the modern world, see the Traditions as being merely a tool of the elders to maintain their stranglehold on Kindred society, and an antique tool at that. The times that produced the need for the Masquerade are over and done, ancient history. Caine, Gehenna, the Antediluvians — all myths with about as much substance as the Flood or the Tower of Babel — and all for the sake of controlling the younger generations. It's time to drop the Traditions and live in the modern age. The vampires of the Sabbat rabidly adhere to this reasoning, and their scorn for the Traditions is one of the primary motivations behind their constant attacks on the ancient power structures.

Most elders see the young as temperamental adolescents who think they know everything but who lack the wisdom and experience of age. As many of the rebels are anarchists and revolutionaries, mostly powerless and without voice in Kindred society, it should come as no great surprise that they are so wild. However, not every elder takes such an indulgent viewpoint. Many feel that the reckless whips who demand the Traditions be dropped may get their wish when they bring mortal society down on their heads. Natural selection takes care of a
few of these, but such selection has occasionally been “assisted” by a prince exasperated beyond patience with a particularly recalcitrant young vampire.

What follows is the most common wording of the Traditions. Bear in mind that this is the phrasing used by elders and on formal occasions. The wording may change according to the clan, the age of the vampire speaking or simple circumstance. During a childer's presentation to the prince, she may be required to recite the Traditions as proof that her sire has taught them to her.

LEXICON

The Kindred have their own dialect of specialised words and phrases. Vampires have a tremendous capacity for double-talk; what they say often means something other than its literal interpretation or something in addition to its simple meaning.

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

**Camarilla, The:** A sect of vampires devoted primarily to maintaining the Traditions, particularly that of the Masquerade.

**Childe:** A vampire created through the Embrace — the childe is the progeny of her sire. This term is often used derogatorily, indicating inexperience. Plural: childer.

**Clan:** A group of vampires who share common characteristics passed on by the Blood. There are 13 known clans, all of which were reputedly founded by members of the Third Generation.

**Coterie:** A group of Kindred who work together under a common purpose, whether this be clan, gang, wartime or even diplomatically related.

**Embrace, The:** The act of transforming a mortal into a vampire. The Embrace requires the vampire to drain her victim and then replace that victim’s blood with a bit of her own.

**Generation:** The number of “steps” between a vampire and the mythical Caine; how far descended from the First Vampire a given vampire is.

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

**Jyhad, The:** The secret, self-destructive war waged between the generations. Elder vampires manipulate their lessers, using them as pawns in a terrible game whose rules defy comprehension.

**Kindred:** The race of vampires as a whole or a single vampire.

**Masquerade, The:** The habit of hiding the existence of vampires from humanity. Designed to protect the Kindred from destruction at the hands of mankind, the Masquerade was adopted after the Inquisition claimed many Kindred unives.

**Sabbat, The:** A sect of vampires that rejects humanity, embracing their monstrous natures. The Sabbat is bestial and violent, preferring to lord over mortals rather than hide from them.

**Sect:** A group of Kindred arguably united under a common philosophy. The two most widely known sects currently populating the night are the Camarilla and the Sabbat.

**Sire:** A vampire’s “parent”; the Kindred who created her.

**Torpor:** The death-like sleep common to the undead, particularly among ancient vampires. Torpor may be entered voluntarily (certain undead, weary of the current age, enter torpor in hopes of reawakening in a more hospitable time) or involuntarily (though wounds or loss of blood).
Cainites and Society

Dark Medieval society is feudal, with power and rank dependent upon lands held and military might. In the medieval world there is no such thing as “equality of opportunity.” If your family is powerful, then you will have an immediate and tangible advantage over others. If your family members are peasants, you will live in poverty and die young. A man’s rank is determined by his birth. A woman’s rank is determined by her husband’s.

Medieval men divide themselves into those who fight, those who work and those who pray. The nobility are the military, landholding class. The great nobles own the land; petty nobles retain tracts of land in exchange for military service and money. Many nobles are trained from their youth to fight and are equipped with fine armour and weaponry. On a day-to-day level, however, they are administrators and civil servants — running their lands, enforcing royal law, commanding garrisons, working as officers of the law courts or as senior servants in royal households.

Cainites who dwell among the mortal nobility have a dual existence. They must function within the society of other nobles and lord over the ... Yet Cainite nobles also have responsibilities to their undead kind, whether in positions of authority or subservience.

But the “dark” part of Dark Medieval means something more and is not restricted to a single decade or century. The shadow that has fallen across much of Europe is a moral darkness, a rejection of the spiritual. Respect for one’s fellow man has been eroded by the day-to-day struggle to survive. Many commoners obey the laws of God and man more out of fear of the consequences than from any real belief in what is “good” or “right.” The vampires who hold much of the power rule unchecked and rarely face the consequences of their actions. But the mortal world will not live in fear forever, and the day may come when the living will rise up against the predators in their midst.

In the centuries that follow the Dark Ages, vampires learn the importance of hiding themselves away from mortal eyes. Inquisitions of Church and state decimate the Cainite population, and only those who are able to blend into mortal society survive. But those nights seem distant in the Dark Ages. In the minds of most mortals, vampires are creatures of the Devil, to be feared — and either fought by the Church or avoided entirely. With the power of their vampiric Disciplines and a cunning born from centuries of experience, some vampires sit themselves up as lords of outlying areas, taking their tithes of blood from any unfortunates who pass by. Others influence the mortal rulers of the land, through potent blood oaths and the work of their half-mortal ghouls.
The difficulties of observing the responsibilities of mortal gentility arise from being undead. Vampire lords cannot appear before their underlings and serfs during the day and must arrange all affairs to occur at night. Such nocturnal behaviour cannot go unnoticed for long, and that is when superstitious rumours spread among the mortals.

The best way for a Cainite lord to manage her mortal affairs might be through kine proxies or ghouls. A sheriff can be an effective tool at enforcing the laws and seeing justice done, while a seneschal can arrange the affairs of the manor house. Of course, should there be a daytime emergency....

The fact is, a feudal noble holds stable power when his authority can be directly attributed to a name and a face. When many subjects fail to see the face of their master, it is easier to blame problems on him. Still, there’s much to be said for the ominous silhouette of a lord standing atop his battlements, the moon casting his cold shadow across the cringing mortal souls below.

Other difficulties of feudal authority lie in reconciling mortal and immortal power. How does a duke explain his meekness before a mere baron who comes calling after sunset? If a noble’s Cainite authority spreads much further than his mortal authority, how does he explain the presence of some of his ghouls in the lands of another mortal lord? And what of a group of rebellious vampires who won’t answer to a mortal overlord, but will answer to a lesser lord, who also happens to be the local Cainite prince?

Peasants

The medieval masses are the peasants — the farmers who till the noble’s fields. The more fortunate are “freemen,” who rent land from the nobles, working their plots in return for heavy rents, tithes and taxes. The less fortunate are “serfs,” peasants who are the slaves of their noble masters, who own nothing — not even their own bodies. A serf pays heavier taxes and may not marry or move away without his lord’s permission; if a serf is assaulted, the attacker must pay a fine or compensation to the serf’s lord for damaging his “property.”

Although mortal social classes have little bearing on Cainite society, it is difficult for neonates and others sired since the time of Charlemagne to recognise the privilege of some vampires over others. Vampires with such limited vision have particular difficulty with Cainites who were drawn from or exist among the mortal peasantry. It is difficult for a newly sired vampire, who is a noble or dregman in mortal society, to take orders from a vampire who is ostensibly a mortal freeman. That is the paradoxical nature of Cainite society, though, and the newcomer who cannot adapt quickly is short-lived.

Vampires who exist among kine peasants do bear a terrible burden, though. To try to remain true to her former lifestyle, a peasant Cainite must somehow account for her absence during the daytime, when everyone else in the manor or town is working. She is also expected to go to Mass with everyone else and would be missed at the frequent festivals that manor lords often allow their serfs.

Clergy

The Church is the single greatest institution in the medieval world. Arguably it is the only important institution. The Church runs the universities and cathedral schools of medieval Europe, educating the sons of the wealthy and powerful. It appoints priests to local parishes, and from every pulpit, those priests tell the people to obey God and their mortal masters. Few people outside the Church can read, nor do they own books. The monasteries and cathedrals of Europe own vast amounts of land and are the most important patrons of the arts. The power of the Church in the Dark Medieval world can not be understated. The lords of the Church are very wealthy and very influential. They tell people what to believe and bribe and cajole them with the promise of eternal life. An angered bishop may “excommunicate” an unfortunate soul, cutting...
In the Dark Medieval world, Europe is dominated by a small number of powerful kingdoms. The Holy Roman Empire is the largest state in Europe and covers Germany, northern Italy and part of western France. It is currently in the midst of a long civil war fought between two rival Emperors, Otto of Brunswick and Philip of Swabia. The empire actually comprises dozens of small dukedoms; the dukes owe allegiance to the emperor but often rule their lands as independent monarchs, and it is the feuds between these rulers that so often divide the empire.

The English kings (currently King Richard the Lionheart) rule lands in England, Wales, northern France and (theoretically) Ireland. In 1199, Richard is killed in battle and is succeeded by his vicious brother John. The Kingdom of France under Philip II, perhaps the strongest single kingdom in Europe and certainly the best administered, is expanding by seizing lands in northern France from England. Constantinople, under the Emperor Alexius III, controls an empire including modern-day Turkey (disputed with the Moors), Serbia and Greece.

Other kingdoms rule the fringes of Europe, including the kingdoms of Hungary, Poland, Jerusalem (actually based on Cyprus, as Jerusalem itself is in Muslim hands) and Scotland; the Principalities of Russia; and the “Empire” of Bulgaria. Numerous smaller kingdoms and principalities also exist, such as the petty kingdoms of Iberia; the four principalities of Ireland; the tiny states of Switzerland and the kingdom of Denmark. Europe also contains one last bulwark against Christianity, the pagan kingdom of Lithuania and the lands surrounding it along the Baltic coast.
Perhaps the most powerful person in Europe is the Pope. The Pope controls his own private principality in central Italy, including the city of Rome itself, but more importantly, he is the head of the Church throughout Western Europe. For while the earthly kingdoms are divided among warring monarchs, all acknowledge the Pope as a higher spiritual authority beneath whose jurisdiction all mortal kingdoms fall. Some also argue that as Christ’s representative on Earth, the Pope should have supreme authority on all matters, and claim that all secular rulers should bow down in obedience to him. The year 1198 sees the death of the moderate Pope, Celestine III, and his replacement by the shrewd and domineering Innocent III.

**THE MODERN NIGHTS**

“Gothic-Punk” is perhaps the best way to describe the physical nature of the modern World of Darkness. The environment is a clashing mélange of styles and influences, and the tension caused by the juxtaposition of ethnicities, social classes and subcultures makes the world a vibrant, albeit dangerous place.

The Gothic aspect describes the ambiance of the World of Darkness. Buttressed buildings loom overhead, bedecked with classical columns and grimacing gargoyles. Residents are dwarfed by the sheer scale of architecture, lost amid the spires that seem to groove toward Heaven in an effort to escape the physical world. The ranks of the Church swell, as mortals flock to any banner that offers them a hope of something better in the hereafter. Likewise, cults flourish in the underground, promising power and redemption. The institutions that control society are even more staid and conservative than they are in our world, for many in power prefer the evil of the world they know to the chaos engendered by change. It is a divisive world of have and have-not, rich and poor, excess and squalor.

The Punk aspect is the lifestyle that many denizens of the World of Darkness have adopted. In order to give their lives meaning, they rebel, crashing themselves against the crags of power. Gangs prowl the streets and organised crime breeds in the underworld, reactions to the pointlessness of living “by the book.” Music is louder, faster, more violent or hypnotically monotonous and supported by masses who find salvation in its escape. Speech is clearer, fashion is bolder, art is more shocking, and technology brings it all to everyone at the click of a button.

The world is more corrupt, the people are spiritually bankrupt, and escapism often replaces hope.

As if this weren’t fearful enough, the last few years have seen a quiet but pervasive dread grip the Kindred community. Many Kindred whisper of the Jyhad, the eternal war or game said to consume the most ancient vampires. This struggle has been waged since the dawn of time, but many vampires fear that, as one millennium passes to the next and the curse of undeath grows weaker, an apocalyptic endgame is at hand. Signs and portents, many recorded in the prophetic Book of Nod, trouble vampires of all clans and lineages, even those who profess not to believe. Whispers in Sabbat covens and Camarilla salons alike speak of turmoil in the East, of armies of clannish rabble, of vampires whose blood is too thin that they cannot Embrace, of meetings with mysterious elders whose vast power betrays no discernible lineage, of black crescent...
Though the Camarilla is the largest sect, just over half of the 13 known vampire clans actively participate in its affairs. The sect holds meetings attended by active clans’ representatives; these gatherings are known as convocations. It also calls periodic conclaves, which are open to any and all members of the sect, to discuss matters of imminent sect importance. Only justicars, officers elected by the Inner Circle to attend to matters of the Traditions, may call conclaves. Justicars are always of great age and rightly feared; as such, their interpretations of the Traditions are heeded out of self-preservation. Coteries of vampires known as archons attend the justicars; meeting an archon is usually a portentous event.

Officially, the Camarilla does not recognize the existence of the Antediluvians or Caine. It reasons that these vampires, if they ever existed at all, have long since suffered the Final Death, and those who allude to them are publicly derided.

The sabbat
Rumoured to have its origins in a medieval death cult, the sabbat is greatly feared by Kindred who do not belong to it. The sect is monstrous and violent and no longer clings to any trappings of human philosophy or morality. Members instead revel in their vampiric unlives. Sometimes referred to as the Black Hand, the sabbat actively seeks the overthrow of the Traditions, the destruction of the Camarilla and the subjugation of humankind.

The evolution of the sects
Sects are groups of vampires and clans that supposedly share a common ideology. They are a modern contrivance but an important one. Sects as they are known in these nights first surfaced after the Great Anarch Revolt, a continent-wide upheaval which took place in Europe during the 15th century. Many elders accept sect membership grudgingly, degrading sects as “foolishness.” The Blood is all that matters.” In the nights before the Great Anarch Revolt and the Inquisition, these elders claim, there were no sects at all. Other vampires argue that this is still true.

— a vampire in a sizable city may go a decade or more without ever seeing another Kindred, so of what use is a sect?

Regardless, most vampires belong to one sect or another; others claim independence, no preference or that they are affiliated with their clan, not a sect. The sect known as the Camarilla is arguably the largest and most prevalent, though its rival the sabbat has recently made considerable inroads against it and still opposes the Camarilla at every turn. The secretive Inconnu, when it may be reached for comment, maintains that it is not a sect, although it seems to be organized and manages to steer clear of the other sects. On the opposite side of the coin, the anarchs make much show of pretending to be a sect; though they are the first to enlist Camarilla aid when the sabbat appears at a city’s borders. Thus, the Camarilla considers the anarchs to be under its purview.

The camarilla

The largest sect of vampires in existence, the Camarilla concerns itself with the Masquerade, thereby hoping to maintain a place for Kindred in the modern nights. The Camarilla is an open society; it claims all vampires as members (whether they want to belong or not), and any vampire may claim membership, regardless of lineage.

According to the often-contradictory history of the Kindred, the Camarilla came to be at the end of the Anarch Revolt, sometime in the 15th century. The Kindred of Clan Ventre loudly claim to have been instrumental in the sect’s formation, to which many Kindred owe their unives. With the enforcement of the Masquerade, Kindred had a means of foiling the Inquisition, a Church office sworn to the destruction of super-natural creatures.
oppose. They see the Camarilla as pawns of the Ancients, and oppose its members politically as well as physically. Most Sabbat express bilious contempt for the vampires of the Camarilla, whom they perceive as cowardly wretches unable to accept their predatory natures.

Outsiders know little about the Sabbat’s inner workings. Some Camarilla Kindred even doubt its existence, believing it to be a rumour created by elders to keep troublesome children in line — an undead boogeyman. Lurid tales about the sect spread like wildfire, including claims that its members indulge in ceaseless debauchery, worship demons, hunt and kill other vampires, and possess the ability to break blood bonds. The only consistent rumour attributed to the Sabbat is its members’ apparent love of fire — the sect has a fearsome reputation for leaving burning wakes behind it.

The Inconnu

The Inconnu are not a sect so much as they are a disparate group of like-minded vampires. No longer wishing to be the puppets of those older than they and tired of the incessant manoeuvring of those younger than they, the Inconnu seem to have dropped out of the Jyhad altogether. This is what distinguishes an Inconnu vampire from those of other sects — the Inconnu distance themselves from other vampires and their contemptible machinations.

The Inconnu are rumoured (as no one ever really goes looking for them) to be of great age and potency. Many reportedly spend much time in torpor or otherwise sleeping, the better to avoid the Jyhad. Although members of the Camarilla, the Inconnu are vocal in their desire to see Kindred affairs change from the status quo.

Gehenna — The End is Near

Central to Kindred myth is the idea of Gehenna. The Kindred believe that this approaching apocalypse bears down ever more each night upon the world. When Gehenna arrives, the Antediluvians shall arise and make a wasteland of the world, consuming Kindred and mortal alike in the culmination of their horrendous Jyhad.

Although few Camarilla Kindred would admit it, many vampires see the world on a downward spiral and believe that Gehenna will occur soon — perhaps even within the next few years. Frantically piecing together the signs from whatever Caine histories and mythological fragments they can compile, the Kindred seek to learn the true nature of Gehenna and possibly avert it. Elder vampires know, however, of the implacable wills of the Antediluvians. Should they so will it, Gehenna will come and overwhelm the world, destroying every mortal and vampire in a tide of blood and fire.

Even so, the Kindred attempt to foil or aid the Jyhad as they see their roles coming to critical culmination. The millennial tension that plagues the planet is certainly a precursor to the coming apocalypse, and the Final Nights are upon us. Unless…

As the fear of Gehenna grips the Kindred community, more and more Gehenna cults form. These groups, which resemble secret societies or cliques, are most common among the Camarilla, though some Gehenna cults pervade the Sabbat and even the independent clans. Due to the stigma of belonging to a Gehenna cult, cult business is always conducted in secret, and the cults are officially derided as foolish rumour. In recent nights, though, they have proven potent, and certain Gehenna cults have grown in strength and influence.

The State of the World

Much has come to pass recently in the World of Darkness, and many Kindred are convinced that the Final Nights have arrived. Numerous events portend the movement of the Antediluvians; the world has undergone significant changes, as have the Kindred themselves.

Varying accounts of Antediluvians, most unreliably accredited, have become common, and it would seem that the world spirals toward its presumed destruction, some subtlety has been lost in the Jyhad. Whether these sighting are actual or not, they reveal an unsettling paranoia and a sense of urgency previously unknown. Stories of encounters with beings who claims to be Caine are also circulating like never before. Whereas it was once fashionable to mock such preposterous conversations, many Kindred wonder if there may be some legitimacy to the matter.

The Sabbat has recently increased its activity, actively vying for power in Chicago, Atlanta, Washington, DC, and other elder-controlled cities. Animalistic and monstrous, the sect has swarmed like locusts over the East Coast and southern borders of the United States. Its influence in Canada has also increased, and it appears as if the Sabbat is realising a grand enfilade surrounding the United States and cutting off all access except that which it grants. Many Kindred en route from Europe to the United States or vice versa have been destroyed or disappeared altogether as the Sabbat exerts its influence where it can: at the borders.

It would seem that the West Coast is relatively free of Sabbat presence, but this is true only because an influx of exotic vampires from Asia and Europe have moved in. The anarch holdings of California have become battlegrounds, and the proud anarchists have even begged the Camarilla’s Inner Circle for aid in turning back the Asian peril. The Kindred of the East have made significant advances into the United States from the West Coast, and their presence may shift the balance of power among the Children of Caine.

The Camarilla as a whole seems less and less dominant, its influence eroding by the night. Years ago, it seemed as if the sect virtually owned North America. As millennial hysteria rises, more and more slips through the ever-tightening grip of the sect, leaving its members consistently losing ground. Indeed, one of its greatest
members, the mighty justice known as Petrodon, was struck down and destroyed in Chicago by parties unknown.

The Sabbat has suffered its own losses, however, and may hardly be said to have the upper hand. Recently, all the Tremere of the Sabbat were destroyed in a great conflagration in Mexico City. Add to this the fact that the Sabbat Malkavians have communicated their terrible madness to their Camarilla and anarch brethren, and the Sabbat no longer has the edge it once did. Both sides suffer from incursions of independent Kindred, particularly the Assamites, who pursue their murderous ways anew. Even the formerly carefree Ravnos have begun to act with greater purpose and malice, and some elders wonder if, in dismissing the Deceivers, they have ignored fangs long poised at their throats.

Thus, the World of Darkness decays and crumbles more each night. With less and less to be sure of and many more ominous portents becoming plainly visible, many Kindred wonder what the immediate future holds, and it seems that immortality may not mean much if the end of the world is nigh.

**THE CLANS**

The following pages introduce the characteristics of each of the 13 great clans of Kindred. At the top of each page is their outlook during the Long Night, or Dark Ages; the bottom of each page presents them as they appear in the modern nights. Some of the Kindred have remained very staid and static since almost a millennia ago, while others have changed radically...

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**Assamite**

The Crusaders brought back many tales from the Holy Land, some of which concerned a band of fanatical killers. The word the Europeans coined for these silent murderers was assassin. The Cainites, however, already knew of a similar but far more dangerous threat from Araby — the diablerists of Clan Assamite. The vampires of the West had encountered the Assamites long before the Crusaders. Some say that the conquerors who set out for the East — Alexander, for example — were pawns of the Cainites who feared the Assamites. Rumours aside, the Assamites are dreaded for good reason — they seek to better themselves through the practice of diablerie.

The Assamites are feared assassins from lands far to the east. No other clan has earned such a deserved reputation for diablerie, though they also sell their murderous services to other Kindred, acting as contract killers. Some Kindred believe that the Assamites act at the behest of older powers, perhaps preparing to play their part in the Jyhad's final moves.
CAPPADOCIANS

Known among Cainites for millennia as the “Clan of Death,” the Cappadocians are shunned even by their brethren for their macabre interests. Still, the secretive nature of the clan has caused as many people to fear them as respect them. In vampiric society, Cappadocians often fill the role of advisor to princes. They are respected for their insight and wisdom and largely trusted due to their lack of interest in earthly power. The clan has recently Embraced a small cabal of necromancers in order to further their studies.

BRUJAH

The Brujah are the ultimate scholar-warriors, always striving toward perfection of mind and body. The elders of the clan can recall the Golden Age and speak wistfully of lost Carthage. Unfortunately, no wound stings worse than a dream denied. The death of Carthage seems to have only increased their rancor, and the other clans’ refusal to move beyond the status quo leaves a bitter taste in their mouths. So they fight. They fight the Ventru for destroying Carthage, they fight the Laombra for encouraging the status quo, they fight the Tremere for slaying Saulot — the list seems eternal. The Brujah are nothing if not lovers of a cause.

In the modern nights, the Brujah are perceived as little more than spoiled children who have no sense of pride or history. One of the mainstays of the Great Anarch Revolt, the Brujah were barely brought to heel by the founders of the Camarilla, and the clan as a whole still resents the elders. Although technically members of the Camarilla, the Brujah are the sect’s firebrands and agitators, testing the Traditions and rebelling in the name of whatever causes they hold dear. Many Brujah are outright anarchs, defying authority and serving no prince.

GIOVANNI

Reviled perhaps more than any other single clan of Kindred, the Giovanni clan is a family of financiers and necromancers. Trafficking in the commodity of souls has given this clan a disproportionate amount of power, while trafficking in world finance has made the clan rich. Soon after becoming a vampire, the Giovanni clan leader destroyed his sire, reinventing the clan in his own image.
Followers of Set

Few vampires would willingly grant hospitality to a Follower of Set, and for good reason. The Setites, as they call themselves, are servants of darkness and corruption incarnate. The clan’s ultimate goal is to corrode the ethics away from humanity and Cainites alike, creating a surfeit of slaves for themselves and their dark master. Legends name Set as the clan’s founder. Some say Osiris banished Set, while others claim Horus defeated him. In any event, Set swore to re-establish his rule but this time from the darkness. And in his footprints walked his children.

Originally hailing from Egypt, the serpentine Setites are said to worship the undead vampire-deity Set, serving him in all their efforts. The Setites seem intent on “corrupting” others, enslaving victims in snares of their own weaknesses, but for what inscrutable purpose, none can guess. Other Kindred despise the Followers of Set, and the clan claims no allies. Inevitably, sin and debasement follow in the Setites’ wake, and many Kindred refuse to allow them in their cities.

Gangrel

Through the forest nights wander the lonely, nomadic Gangrel. Unlike their brethren, Gangrel spurn the trappings of civilization, preferring to roam the deep wilds in solitude. The Gangrel is a clan only in the loosest sense; its members tend to be rugged individualists, indifferent to the protocols of either mortal or vampire. Indeed, Gangrel tend to be more comfortable with the creatures of the wilds than with the mortals they were or the vampires they have become.

The night-prowling Gangrel are feral vampires and possess disturbing animalistic tendencies and features. Rarely staying in one place, Gangrel are nomadic wanderers, satisfied only when running alone under the night sky. Distant, aloof and savage, Gangrel are often tragic individuals; although many hate the cities’ crowds and constrictions, the presence of hostile werewolves prevents most Gangrel from existing outside their confines.
Clan Malkavian seems to be the most incoherent bloodline of vampires. The gently deluded and slavering psychotics are found in equal numbers, and they are but a taste of the diversity characterising this clan. If not for the common trait of insanity, they would scarcely seem a clan at all. But the other clans have no choice but to acknowledge them. Malkavian oracles have been part of vampiric courts for generations, and even the Lasombra and haughty Ventrue, if they seek information, will sup with the Malkavians — with a long spoon. Every member of Clan Malkavian is afflicted with madness, and all are slaves to their debilitating lunacy. The Malkavian clan founder is rumoured to have been one of the most important vampires of old, but in committing some grievous crime, Caine cursed him and his descendants with insanity. Throughout Cainite history, Malkavians have been alternately feared for their bizarre behaviour and sought out for their even more bizarre insight.
The Nosferatu bear an ancient and terrible curse, for they are no longer made in God’s image; the vampiric transformation warps their forms, rendering them abominations in the eyes of men and angels. Outcast from mortal and vampire society alike, these misshapen horrors haunt the catacombs, wastes and other hidden places of the Dark Medieval world. Recently, as cities have grown, some Nosferatu have ended their exile, but this is relatively uncommon; most other vampires still revile and condemn them.

The members of Clan Nosferatu suffer the most visible curse of all. The Embrace hideously deforms them, twisting them into literal monsters. Nosferatu have reputations as information brokers and harvesters of secrets, as their horrid appearances have forced them to perfect their mystical ability to hide, sometimes in plain sight.

The Ravnos are scattered like chaff on the wind throughout Europe. Every country hosts a few, but where they can be found varies from night to night and whim to whim. Many travel with bands of roving tinkers or other undesirables. It is rare for more than one or two to be found in the same place at the same time, for they are solitary Cainites and prefer audiences and marks to company.

Descendants of the Gypsy Roma and their forebears in India, the Ravnos vampires lead nomadic unlives. The Ravnos are also known for their ability to create amazing illusions, the better with which to trick their marks. Many vampires persecute the Ravnos because of the chaos that follows these Kindred. The Ravnos return the scorn of their peers manyfold, holding other vampires in contempt. Note: The Ravnos Clan does not appear in Vampire: The Masquerade Redemption.
Once a cabal of mortal sorcerers, the Tremere became obsessed with the search for immortality to permit them time enough to perfect their craft for eternity. Their efforts proved fruitful; although it took the deaths of an elder Cainite and many of their apprentices, the cabal achieved eternal life — or so they thought. All they had truly claimed was vampirism.

No clan is so shrouded in deliberate mystery as the Tremere. The inventors and practitioners of terrible blood magics, thesecretive Tremere have a tightly knit political structure based on the acquisition of power. Some Kindred claim that the Tremere are not truly vampires at all, but rather mortal wizards who cursed themselves for eternity while studying the secret of immortality.
**Tzimisce**

From time immemorial, the Tzimisce have haunted Europe beyond the Elbe. Along the Oder and Danube, through the Priepet Marshes, amid the Carpathian crags, stalk the Fiends, each claiming its lair and wreaking a terrible vengeance on intruders. Millennia of defending their holdings from all sides have made Tzimisce extremely vicious, and Tzimisce cruelty is infamous even among vampires. By the modern nights, the Tzimisce have been uprooted from their Old Country manes and relocated into the clutches of the Sabbat. Clan Tzimisce leads the Sabbat in its rejection of all things human. They practice a “fleshcrafting” Discipline that they use to disfigure their foes and sculpt themselves into beings of terrible beauty.

**Ventrule**

Striding from battlefield to battlefield and throne room to throne room, the Ventrue are the knights and kings of the Cainite chessboard. Theirs are the conquests, the wars and the Crusades; they rule from the manor houses and the throne rooms. Many were conquerors in life and have yet to shake the habit in death, while others achieved success as merchants or moneylenders. All triumphed, however, and as a reward, were taken into Clan Ventrue.

There are no failures among the Ventrue, only successes and the fondly remembered dead.

The nominal leaders of the Camarilla, the Ventrue claim to have created and supported the organisation of the sect since its inception. Ventrue Kindred actively involve themselves in the jihad, in which they exercise their formidable influence over the doings of the kine. As reluctant aristocracy of the Kindred, the Ventrue strive for their damnation by enforcing the Traditions and the Masquerade.