



VAMPIRE

TRANSLATION GUIDE™

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OR PERHAPS THE
INVICTUS INTO YOUR
MASQUERADE GAME?

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*A copy of Vampire:
The Masquerade Revised Edition,
the World of Darkness core rulebook,
and Vampire: The Requiem are all
recommended for use with this product.*



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VAMPIRE TRANSLATION GUIDE™

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VAMPIRE TRANSLATION GUIDE

Vampire: The Masquerade was first released in 1991, and became one of the most recognizable and popular roleplaying games of all time. In 2004, the game line officially ended, and was replaced by **Vampire: The Requiem**, which has gone on to a successful run in its own right.

Both of these games take place in a World of Darkness, though the respective Worlds of Darkness for **Masquerade** and **Requiem** are quite different. Over the six years (as of this writing) that **Requiem** has been supported, fans of both games have expressed the desire to use elements from one game in another. Some people feel that the game systems of **Requiem** are far more streamlined and functional than those of **Masquerade**, but that the setting material of the earlier game is still compelling. Some feel that the newer World of Darkness is, on the whole, perfectly functional, but they would like to bring back some of their favorite clans or bloodlines from **Masquerade**. And some players would prefer to just mix the games and see what sort of chronicle falls out.

These translation documents are meant to assist in the process of playing **Requiem** with **Masquerade** rules, or vice versa. The major clans and bloodlines of both games are reexamined here with the opposite game's rules in mind, as are Disciplines, covenants/sects, Humanity, character creation, and the basic setting assumptions of the games.

Through all of this, however, it's important to remember the Golden Rule, the one rule that has remained unchanged through all iterations of **Vampire** and the **World of Darkness**: The rules are less important than the story. It's on p. 195 of **Vampire: The Masquerade Revised** and on p. 120 of the **World of Darkness Rulebook**, stated in different ways, but the intent is very clear. How you're rolling the dice isn't as critical as how the story is unfolding. It's more important that everyone's having fun than that everyone's following the rules.

We bring this up here because the translation from **Masquerade** to **Requiem** isn't seamless. They are different games, written by different people with different intents during different times. When situations come up in play that this document doesn't address, the Storyteller should look at the rules of both games, figure out the intent, and translate it over as best he can. If it becomes less fun somehow, try again. That's really the only way to get it wrong.

MASQUERADE VS. REQUIEM

Before we get into the numbers, it behooves us to take a look at the different Worlds of Darkness that the Kindred of both games inhabit, and to shine a light on the differences between the games. Below are the main points on which the games differ.

A LARGER WORLD OF DARKNESS

Both **Masquerade** and **Requiem** take place in a game setting much like the modern world, but in which monsters lurk in the shadows. Vampires are not the only monsters in either setting: Werewolves, mages, ghosts, faeries and other, stranger creatures share the shadows with the undead. But in the original World of Darkness, the different game lines were ostensibly worlds unto themselves. That is, although crossover systems and products existed, it was always stated up front that the "Lupines" of **Vampire: The Masquerade** weren't necessarily the Garou of **Werewolf: The Apocalypse**.

In **Requiem**, this isn't true. The core rules of the setting are found in the **World of Darkness Rulebook**, and the World of Darkness is assumed to hold as few or as many monsters as the Storyteller wishes. The rules are the same across the game lines, meaning that a Storyteller who wishes to introduce werewolves into her **Requiem** game doesn't have to do nearly the same amount of rules revision

(or at least consideration) as one who wants to include werewolves in a **Masquerade** game. While products, revisions and supplements were released over the years to make this easier on original World of Darkness players, the fact remains that the assumption was that each game line had its own ruleset.

The effect that this had on the games themselves was that **Masquerade** and its sister games in the original World of Darkness were distinct and compartmentalized, and crossover attempts weren't easy (though obviously they weren't impossible, either). In **Requiem**, vampires are simply one part of a larger world.

UNIFIED MYTH

Vampire: The Masquerade assumes one main creation story for the Kindred: That the son of Adam and Eve, Cain, killed his brother Abel and was cursed by God to roam the Earth forever as an unliving monster. Cain's childer created 13 vampires between them, and these vampires gave rise to the clans of **Masquerade** (though in the ensuing centuries, some clans were destroyed and their positions usurped, and numerous offshoot bloodlines arose). Many of the sectarian disputes of **Masquerade** were built around differing interpretations of this creation story, and artifacts occasionally arose in supplements that seemed to indicate that this story was factually true. The creation of vampires is firmly grounded in the setting of the game, and while various factions quarrel over the existence of Cain and the Antediluvians, the setting very much assumes this story to be the correct one.

In **Vampire: The Requiem**, however, the very nature of vampiric aging and memory (see p. 72) make proving or disproving any given creation story impossible. The Circle of the Crone and the Lancea Sanctum tell very different stories about the origins of vampires, but they are hardly the only ones. The supplement **Mythologies** (published in 2006) presents a number of different potential geneses for the Kindred, and the system treats none of them as more or less valid than any other. This is in keeping with the more mysterious feel of the current World of Darkness — just as many stories exist, but less evidence points to one being *true*.

As a result, such discussions in **Masquerade** are more limited and insular. A religious debate doesn't tend to dispute whether the Antediluvians ever existed, but rather how active they are tonight. A similar discus-

sion in **Requiem** might debate whether any vampire is really older than 200 years or so, the nature of the vampire curse, or something even more esoteric.

GLOBAL VS. LOCAL

Vampire: The Masquerade is a game of cities, but vampires across the world are connected. The Camarilla, one of the two powerful sects of vampires, has an organizational structure that spans the Western world. Infractions of the Traditions may draw down punitive action from outside a given city, and although travel is still problematic for logistical reasons, moving between cities isn't usually a deadly gamble. After all, the city is likely to be Camarilla- or Sabbat-dominated, a fact which the traveler can certainly find that out ahead of time.

Vampire: The Requiem, and the current World of Darkness in general, embraces a more local feel. Characters know what the political power structure is in their home city, and maybe other cities *if* they know someone in those locales. But a member of the Ordo Dracul can't point to a city in which his covenant holds power and definitively say how things will be or how best to navigate the nights there. At best, he might be able to make some educated guesses, and knows enough of the terminology to avoid making fatal errors, but in **Requiem**, each city or region is a domain unto itself.

As such, **Masquerade** enables a more global feel. Characters from other cities might visit, but be able to trade on position within their sects, which enables a greater cast of characters (and enables players to more easily bring in new characters from outside the existing city's power structure). In **Requiem**, however, a vampire from a neighboring state might seem exotic if her city's customs are different enough, so establishing a sense of mystery is easier. Also, because characters don't usually have to report back to a larger governing body, the players' characters can more easily seize and hold their own domains.

DIFFERING TONE

The tone of **Vampire: The Masquerade**, perhaps because the focus is wider, is more overt and action-oriented than that of **Vampire: The Requiem**. **Masquerade** vampires can reshape a target's flesh with a touch, punch through walls easily, take multiple actions in a turn and summon up shadowy tentacles to throttle their enemies.



Requiem vampires display superhuman levels of strength, speed and endurance, but their supernatural abilities don't drift as far from the vampires presented in popular mythology (as described by Stoker, Rice, Moore, etc.).

Understanding this difference requires looking at the systems of both games and recognizing how they work and where they differ. In **Masquerade**, Potence (the supernatural power that grants vampires their enhanced strength) adds *successes* to Strength rolls. In **Requiem**, Vigor, the equivalent power, adds *dice*. Even taking into consideration the ways that the different games register multiple successes, this puts a very different face on what the undead can do.

METAPLOT

Vampire: The Masquerade, and in fact the original World of Darkness in general, operated on the principle that the events put forward in a given supplement or edition of the game were “canon,” and future books took those events into consideration. For instance, in **Nights of Prophecy** (published in 2000), a powerful Nosferatu known as Baba Yaga was killed in Russia. As far as the continuing **Masquerade** game line was concerned, she was dead. Over the long life of the game line, many such changes occurred, some of which were fairly small and insignificant, and some of which altered the game line as a whole. Notably, an entire clan was nearly wiped out in **Time of Thin Blood**.

The current World of Darkness (and therefore **Vampire: The Requiem**) operates on a “year zero” principle. That is, events in any given book are assumed to have just happened, and events from previous books aren't recognized as having happened at all. Any event, character or situation in a **Requiem** supplement is an option for the Storyteller to use, and once the book is published, future books don't mention, change or “invalidate” them.

Opinions vary, of course, on the benefits of metaplot. It does enable the writers of the game line to create an ongoing story within the game world, and some fans enjoy being able to follow that story from one book to the next. On the other hand, some players enjoy having the wider range of options that the more “toolbox” nature of the current World of Darkness provides. Since the writers don't have to worry about a book's contents becoming “canon” or synching up with previous supplements, they are free to break the game's established rules and present strange or esoteric possibilities (the **Mythologies** sourcebook is built on this principle).

CLANS

In both **Masquerade** and **Requiem**, vampires belong to one of a number of clans. In both games, while an individual vampire does not choose her clan, the clan that she belongs to make certain assumptions and statements about her. The Toreador of **Masquerade** are aesthetes and sometimes dilettantes. The Mekhet of **Requiem** are secretive and perceptive. The stereotypes about clans extend to what sort of person a given vampire might Embrace, and are reinforced by the clans' weaknesses and selection of innate Disciplines.

For all the similarities, though, "clan" means something different in the two games. In **Masquerade**, the 13 main clans descend from the 13 Antediluvians (or from vampires who diablerized one of those ancients). In **Requiem**, the history of the clans is fragmentary at best. Each has several myths about their own origins, and these myths usually suggest that each clan is a different, if similar, kind of monster. The common origin of the Kindred is that they all come from humanity, rather than a single supernatural force. In both games, it is possible to gain status within one's clan, though this status is of necessity more widely recognized in **Masquerade**, where the members of individual clans communicate more among themselves. Indeed, in **Masquerade**, several clans are sects in their own right.

"Converting" an existing character from one game to the other is covered at the end of these documents. The sections below simply discuss changing the clans as a whole, systems included, from one game to the other.

MASQUERADE TO REQUIEM

Below are brief descriptions of each of the 13 clans of **Vampire: The Masquerade**, as well as some notes on what needs to change in order to make them fit into **Vampire: The Requiem** and the current World of Darkness. The descriptions are abbreviated by the nature of these documents, and do not take into account the years of backstory added by supplements, clanbooks and the like.

Note that several **Masquerade** clans were included in **Requiem**, either as full clans or bloodlines. This section addresses taking every clan as it appears in **Masquerade**, regardless of their presentation in the latter game.

ASSAMITE

The Assamites are a clan of assassins and diablerists. They believe that other vampires are inferior and that taking the blood and souls of these lesser Kindred is akin to a sacrament. In **Vampire: The Masquerade**, they labored for years under a magical curse that prevented them from indulging in diablerie, but as of the Revised edition of the game, that curse had been lifted and the clan was again targeting and slaughtering other Kindred in earnest.

Requiem Assamites: The Assamites are a sect unto themselves, and given their particular leanings that probably doesn't change from one game to the other. However, because the nature of "clan" is much less bound up in mortal nationality and ethnicity in **Requiem**, the Storyteller might consider making Assamites a covenant. Vampires of any lineage might be allowed to join, provided they demonstrate the necessary skills and temperament, and the Discipline of Quietus (see below) would be taught as a perk of membership. If the Storyteller has access to **Clanbook: Assamite Revised**, **Blood Magic: Secrets of Thaumaturgy**, **Libellus Sanguinus III** or any of the other **Vampire: The Masquerade** books that contain Assamite blood sorcery, she should be able to convert these systems into **Requiem** powers similar to Crúac or Theban Sorcery.

The Assamites might also work well as a Mekhet bloodline, since they already share two of the clan's Disciplines. Simply add Auspex and the Mekhet weakness, and assume that "the One" that they speak of is their bloodline founder. For the mythology to work, the Assamites would have to be an especially ancient bloodline, but that's workable.

If the Storyteller wishes to keep the Assamites as a clan, however, she has two possibilities. One is to make the clan initially small and local to the Middle East and northern Africa, but spreading as the clan gains influence and power outside of that area. The other is to keep the Middle Eastern influences on the clan's origins, but stipulate that while the clan's power base is there, the clan proper has long since moved out of the area.

In play, an Assamite's habit of committing diablerie as a religious rite raises the same problems in **Requiem** as in **Masquerade**. It's not impossible for a vampire to hide his proclivities from a coterie (though his aura betrays him in both games), and having a dark secret can be an interesting source of conflict and drama, provided the player in question doesn't mind potentially fatal repercussions for their character.

Systems: The Assamite clan Disciplines are Celerity, Obfuscate, and Quietus. The first two work as described in **Vampire: The Requiem**, and Quietus is converted below. The favored Attributes are Dexterity and Wits.

Before the blood curse was lifted, Assamite vampires were unable to safely drink Kindred blood, suffering one point of lethal damage per Vitae point they attempted to drink. This system works as written in **Requiem**. After the curse was lifted, the weakness shifted, making Assamites more susceptible to blood addiction. In **Requiem** terms, Assamites do not receive the +1 bonus to resist drinking Vitae even if they do successfully deny it once (see p. 158 of **Vampire: The Requiem** for systems for Blood Addiction). In addition, Assamites start play with a mild blood addiction, and therefore suffer a -1 to the Resolve + Composure roll to avoid drinking Kindred blood when given the chance. While it is *possible* for an Assamite to score the exceptional success necessary to avoid blood addiction, it isn't likely, and falling into torpor becomes his only real recourse. That assumes, of course, that the Assamite *wants* to lose the addiction, rather than reveling in it.

BRUJAH

The Brujah of **Masquerade** are an odd mix of brutes, thugs, rabble-rousers and philosophers. Over the years, this mindset was explained by delving deep into the clan's history, but for purposes of this translation document, it's enough to say that **Masquerade** Brujah look more like **Requiem** Carthians than

Requiem Bruja (p. 235 of **Vampire: The Requiem**). They value individuality and political discourse, but their clan weakness makes them volatile and dangerous to be around.

Requiem Brujah: The clan works more or less as written for **Requiem** games. Brujah might find a home in any of the major covenants. While the Carthian Movement is tailor-made for the clan's brand of political fervor, Brujah can be passionate about just about any cause, which means that a Brujah who sees the **Masquerade** as the greatest Kindred good might make a superb Invictus enforcer, while one who sees himself as God's perfect monster would be quite welcome in the Lancia Sanctum.

The Brujah might also function as a Daeva bloodline. The Daeva focus on Vice and depravity skews the Brujah clan concept slightly, but to play on the clan's notorious temper the Storyteller might stipulate that becoming a Brujah immediately shifts the character's Vice to Wrath. Resilience would make for a good bloodline Discipline.

Systems: The Brujah clan Disciplines in **Masquerade** are Potence, Presence and Celerity. In **Requiem**, simply change them to Vigor, Majesty and Celerity. Their favored Attributes are Presence and Strength.

The clan's weakness is also simple to convert: Brujah are prone to frenzy. Any attempt resist frenzy suffers a -2 penalty. This applies to anger frenzy and hunger frenzy, but not to Röttschreck. It does apply to attempts to ride the wave, however (see pp. 178-181 of **Vampire: The Requiem**).

FOLLOWERS OF SET

The Setites have their own goals and methods of meeting them. Unlike the Daeva, whom they resemble in some ways, they don't just revel in vice but use it as a weapon and a recruiting tactic. The ultimate goal of the clan at large is the resurrection of Set, whom the Followers believe to be not a mere Antediluvian but the literal God of the Underworld. Whether or not there is anything to that claim is up for debate (and the Setites don't have a great deal of compelling evidence), but even the clan members that don't fully subscribe to this philosophy make use of the tactics of temptation and seduction.

Requiem Followers of Set: The Setites are close enough in ideology that they resemble a sect more than a clan. As with the Assamites, the Storyteller might consider allowing vampires of any clan to join the Setites, using the Discipline of Serpents (see below) as the “perk” for membership. Theban Sorcery also makes a great deal of sense for the Setites, given its Egyptian origin (and as a point of interest, the **Requiem** sourcebook **Ancient Mysteries** presents a discussion of ancient Egypt in the current World of Darkness).

Another possibility is for the Setites to be a splinter group — or rather, a heretical offshoot — of the Lancea Sanctum. While their pre-Christian roots might indicate more synchronicity with the Circle of the Crone, the Setites are nothing if not adaptable, and again, the magic of the Holy Lance has its roots in the Setites’ homeland.

If the Storyteller wishes to reduce the size of the clan and keep the familial focus on the veneration of Set, she might wish to stipulate that the Followers of Set are a Daeva bloodline. In that case, the Setites’ clan Disciplines are Majesty, Celerity, Obfuscate and Serpents.

Systems: As a clan, the Setites have the following Disciplines: Obfuscate, Majesty and Serpents (converted below). Their favored Attributes are Manipulation and Dexterity.

Their clan weakness works as written in **Vampire: The Masquerade** — they suffer two additional points of damage from exposure to the sun (but not to fire, making this weakness slightly different than the Mekhet weakness) and a –1 penalty to all rolls in overly bright light.

GANGREL

Of the three clans that appear in both **Masquerade** and **Requiem** as full clans, the Gangrel are probably the one that changed the least. Both versions of the Gangrel are animalistic and self-reliant. **Masquerade** Gangrel focus a bit more on the wilderness and dwelling between cities, while their **Requiem** counterparts are simply predatory, rather than strictly animalistic. **Requiem** Gangrel are also a bit more willing to join sects and spend time around other Kindred, but beyond that, a Gangrel character can be shifted between the two games fairly easily.

Requiem Gangrel: The Gangrel are already a core clan of **Vampire: The Requiem**.

Systems: The system that needs to switch over from **Masquerade’s** portrayal of Clan Gangrel is the weakness. Every time a Gangrel succumbs to frenzy, she gains an animalistic feature, such as slitted eyes, tufted ears, wolf-like hair, and so on. While the system presented in **Masquerade** for these features (for every five, the character loses a dot of a Social Attribute) can be ported to **Requiem**, it seems a bit harsh. An alternative might be that every three such features imposes a –1 penalty to Manipulation or Presence rolls, *except* those made to Intimidate.

The favored Attributes of the Gangrel remain Composure and Stamina.

GIOVANNI

The Giovanni began as a merchant family with a penchant for necromancy, and wound up usurping control of one of the Clans of Caine. In the **Masquerade** mythology, they did so when the leader of the vampiric Giovanni family (which was, at the time, a subset of a clan called the Cappadocians — in **Requiem** terms, the Giovanni resembled a bloodline) committed diablerie on the Cappadocians’ Antediluvian founder.

The Giovanni managed to survive the ensuing nights and remain an independent force in the modern era, not allying with the Camarilla or the Sabbat. They believe that when Armageddon comes, they will be able to take control of the risen dead, and make a good and comfortable unlife in the meantime. They resemble an organized crime family with a good dash of unholy death magic into the bargain.

Requiem Giovanni: Vampire: The Requiem boasts a Mekhet bloodline called the Sangiovanni (which can be found in **Bloodlines: The Chosen**), which is quite similar to the Giovanni, down to the focus on necromancy. If the Storyteller wishes to include **Masquerade**-style Giovanni in a **Requiem** game, however, she is faced with similar choices as those encountered with the other independent clans.

The Giovanni can remain a sect unto themselves, although their familial focus precludes taking on

members of other clans. They should probably remain a clan, although their status as usurpers doesn't work, given the nature of clans in the current World of Darkness. As such, while they probably have unsavory reputations due to their history as mobsters and necromancers, this is by no means as ghastly in **Requiem** as destroying and replacing a clan was in **Masquerade**.

Another possibility is that the Giovanni are a bloodline. While Sangiovanni of the current World of Darkness are listed as a Mekhet bloodline, given the megalomaniacal nature of Augustus Giovanni, the clan's founder, the Giovanni might make more sense as a Ventrue bloodline. What this means for the bloodline's Disciplines is discussed below.

Systems: As a clan, the Giovanni's clan Disciplines are Dominate, Vigor and Auspex. Their favored Attributes are Resolve and Strength.

If the Giovanni are a bloodline, they might descend from either the Mekhet or the Ventrue. In the former case, the clan's Disciplines are Auspex, Obfuscate, Celerity and Vigor. In the latter, the Disciplines are Dominate, Resilience, Obfuscate and Vigor (they lose Animalism, but gain Obfuscate). In any case, Necromancy remains a form of blood magic similar to Crúac or Theban Sorcery, rather than a Discipline, and is converted to **Requiem** mechanics in the appropriate section, below.

LASOMBRA

Clan Lasombra was once deeply involved with the Catholic Church, but in the modern nights has largely abandoned (or lost) that power base to rule the Sabbat. They are among the strangest of the clans, animating and solidifying shadows to fight their battles and obey their whims. In **Masquerade**, they were somewhere between shadowy manipulator and coldly efficient leader, fighting the holy war against the Camarilla and the Antediluvians.

Requiem Lasombra: Remove the Jyhad from the equation, and the modern Lasombra lose much of their *raison d'être*. Including the clan in the current World of Darkness might require looking back to their presentation in **Dark Ages: Vampire** (one of the historical settings for **Vampire: The Masquerade**) in which the Lasombra were nominally devout and heavily involved with the Church.

With a strong religious and spiritual focus, the Lasombra would make for a strong force in the Lancea Sanctum. Playing on their connection with strange shadow-magic, they might also find a home in the Ordo Dracul or the Circle of the Crone. Because they don't fill an obvious vampiric stereotype the way the five core clans of **Requiem** do, they might function as a rare but steady presence in the World of Darkness (and if you have access to **Mage: The Awakening**, you might consider making some kind of connection between the Abyss of **Mage** and the Abyss from which the Lasombra draw their darkness).

If you would prefer, the Lasombra could be a bloodline rather than a clan. As with the Giovanni, Mekhet and Ventrue make the most sense, and the choice is down to which one the Storyteller feels is a better match. The original Lasombra clan weakness effectively combines both the core Mekhet weakness and the alternate Hollow weakness introduced in Mekhet: *Shadows in the Dark*. This means that Lasombra fit very nicely as a bloodline of core Mekhet who acquire the Hollow weakness as their bloodline weakness, or vice versa. Which, in turn, suggests that the Lasombra may be a Shadow Cult, both culturally and under the rules provided in **Shadows in the Dark**.

System: The Lasombra's clan Disciplines are Dominate, Vigor and Obtenebration (converted to **Requiem** mechanics in the Disciplines section). Their favored Attributes are Composure and Dexterity.

The clan weakness works as written — Lasombra *cannot* cast reflections, even the blurry ones that most Kindred do (see p. 169 of **Vampire: The Requiem**), and cannot alter this condition with Willpower. In **Masquerade**, Lasombra also take an extra point of damage from sunlight, and if Lasombra in **Requiem** are a Mekhet bloodline, this is appropriate. If they are a clan in their own right, the inability to appear in mirrors, photographs and video recordings is probably enough.

If the Lasombra are a Mekhet bloodline, their Disciplines are Auspex, Celerity, Dominate and Obtenebration.

If the Lasombra descend from the Ventrue, their Disciplines are Dominate, Vigor, Resilience and Obtenebration.

MALKAVIAN

Clan Malkavian was a strange and often misunderstood part of the original World of Darkness. The Malkavians were insane to a man, but their insanity wasn't (entirely) born of any recognized mortal cause of mental illness. They were insane because it was in their blood, and the supernatural insanity brought a special kind of insight with it. The Malkavians could therefore be mad jesters, visionaries and prophets in addition to psychopathic killers or tortured artists.

Requiem Malkavians: A Ventruë bloodline called the "Malkovians" already exists, and can be found on p. 241 of **Vampire: The Requiem**. If the Storyteller wishes to include the Malkavians as described in **Masquerade**, he is encouraged to put the clan's focus on their status as prophets and seers rather than on madmen. A prophet has value to any of the covenants, after all, and if the Malkavians have some insight to share, it's easier to understand why the other Kindred keep them around, given their instability.

Ventruë: Lords Over the Damned presents another way to include Malkavians in your chronicle, by making their madness a transmissible disease called Malkavia.

Systems: As a clan, Malkavians possess the following Disciplines: Obfuscate, Auspex and Dementation (see p. 23). Their weakness works as written in **Vampire: The Masquerade** — all Malkavians have a derangement that they cannot overcome. Storytellers might wish to stipulate that this be a severe derangement. Their favored Attributes are Manipulation and Intelligence.

The Storyteller might want a way to simulate the prophetic visions of the Lunatics. One possibility is for the player to spend a point of Willpower. This automatically triggers the character's derangement, but in the midst of mad ravings, catatonia, violence or whatever the outward effect of the derangement is, the character receives a vision relevant to the current situation. This vision is essentially a waking dream, which means any information it contains will be couched in opaque symbolism. A character hearing the Malkavian's descriptions of the dreams might be able to interpret it; this requires a successful Intelligence + Academics roll from the interpreter's player (Malkavians can interpret their own visions once they are lucid). Success on this roll means that the Storyteller should

give the players hints about the correct interpretation of the vision, and an exceptional success should result in full or nearly full disclosure. The Storyteller can and should trigger this facet of the Malkavians' madness as a way to further the chronicle's plot.

NOSFERATU

The Nosferatu of **Masquerade** are hideously ugly. They cannot pass for human without covering their faces somehow, or by making use of the Obfuscate Discipline. They are information-gatherers and masters of stealth, but also take a perverse pleasure in bringing other vampires to face the brutal reality of their existence: No matter how pretty one of the Kindred is, he is exactly as much a vampire as the ghastly Nosferatu.

Requiem Nosferatu: The Nosferatu exist as a core clan in **Vampire: The Requiem**. The major change is that while all **Requiem** Nosferatu are unsettling or monstrous, not all (or even most) are physically monsters. The other important shift is that **Requiem** Nosferatu deal less with grotesquerie and more with the concept of vampire-as-monster. The Nightmare Discipline was designed to highlight this theme. If the Storyteller wishes to bring a **Masquerade**-Nosferatu bloodline into **Requiem**, simply use the weakness provided below and add the Animalism Discipline.

Systems: The **Masquerade** weakness for the Nosferatu deals with the Appearance Attribute, which does not exist in the current World of Darkness. Instead, the character incurs a -5 penalty to any Social roll in which physical appearance is relevant (except for attempts to Intimidate). This penalty does not apply to rolls made against other vampires, or to Discipline rolls. In addition, the character is memorable and, depending on how horrifying he looks, might be a walking violation of the **Masquerade**.

If the Storyteller wishes to use the **Masquerade** interpretation of Clan Nosferatu, he should consider their clan Disciplines to be Obfuscate, Vigor and Animalism. Their favored Attributes are Composure and Strength.

RAVNOS

The Ravnos are the fourth "independent" clan. They are tricksters, con men and illusionists, and have a long association with Gypsies. The clan's power base and origin is in India, but they lead a nomadic unlife, and wind up in all parts of the world.

The Ravnos do sometimes join the Camarilla and the Sabbat, but are normally without political attachment. Unlike the other three independent clans, though (Assamites, Setites and Giovanni) the Ravnos don't seem to have a grand plan for Armageddon. They're just trying to get by.

Note that in **Time of Thin Blood**, the greater portion of Clan Ravnos was destroyed as their clan founder awoke in India and battled strange beings of great power. When it fell, its death throes spread to most of the Ravnos on the planet, and they crumbled to ash. Not every Ravnos was destroyed, but enough of them were that calling the Ravnos a "clan" after this event isn't really accurate. For **Requiem** purposes this is largely moot, unless the Storyteller wishes to include these events (collectively called the Week of Nightmares) in her chronicle. The results of Time of Thin Blood may be explained by an amplification of **Requiem's** Blood Sympathy mechanic. Under extreme circumstances, Blood Sympathy scales beyond the effects listed in the **Requiem** core book, as in **Daeva: Kiss of the Succubus**.

Requiem Ravnos: As with the Giovanni, the Ravnos work best as a group of independents. They would often be unaligned, but if they need to be in a covenant, the Ravnos fit best into the Carthian Movement, since this covenant doesn't ask for much in the way of loyalty or action from its members (not compared to, say, Invictus). It's also not impossible that a Ravnos might have the spiritual bent to join the Lancea Sanctum or the Circle of the Crone, or the curiosity and scientific mindset to join the Ordo Dracul.

The Ravnos might also function as a bloodline. In the original World of Darkness, they were sometimes associated with the Gangrel, but the Daeva better represent their outlook in the current World of Darkness.

Systems: As a clan, the Ravnos possess the following Disciplines: Animalism, Chimerstry and Resilience. Their favored Attributes are Manipulation and Dexterity.

To use the Ravnos as a Gangrel bloodline, add Protean to their Disciplines. As a Daeva bloodline, their Disciplines are Celerity, Majesty, Vigor and Chimerstry.

The Ravnos weakness compels them to indulge in some form of trickery or deceit. Whenever the opportunity arises to do so, the player must roll Resolve + Composure -1 for every night in which the character has *not* indulged.

TOREADOR

The Toreador are a clan of aesthetes, sensualists, and degenerates, but also artists, patrons and muses. They are in many ways the backbone of the Camarilla; they endorse the Masquerade not just for safety's sake, but because they have some genuine regard for the kine. Of course, it's not difficult to find a Toreador for whom "art" means something much more unsavory than painting, song or sculpture, but the clan has its genesis in appreciation for (or even obsession with) the works of art that are so beautiful as to be timeless.

Requiem Toreador: The Toreador are included in **Vampire: The Requiem** as a Daeva bloodline (p. 246). These Toreador, apart from including an explanation for the bloodline's odd name and the tight familial focus necessary for a bloodline, mirror the **Masquerade** Toreador fairly well. If the Storyteller wishes to include the **Masquerade** Toreador in **Requiem**, she could simply drop the specific connection to Spain and bullfighting.

Systems: As a clan, the Toreador have the following Discipline: Auspex, Majesty, and Celerity. Their favored Attributes are Presence and Wits. Their weakness is as described for the Toreador bloodline (p. 248 of **Vampire: The Requiem**) except that the player must roll Resolve or spend Willpower when the character is exposed to anything she finds beautiful. The player and the Storyteller should discuss where the character's interpretation of "beauty" lies before the chronicle starts, just so the Storyteller has an idea of when this weakness might come into play.

TREMERE

Like the Giovanni, the Tremere came to their current stature by treachery and diablerie. They simply did it first, and became useful enough over the centuries that their crime has largely been forgotten by modern nights. The Tremere were originally mages of the Order of Hermes who stole the curse of vampirism using magic. They managed to usurp clan status with the destruction and diablerie of Saulot, the Antediluvian founder of Clan Salubri. They Tremere retained their magical abilities, however, and their command of Thaumaturgy made them so powerful and versatile that they were able to survive the onslaught of the other clans. They made bargains and offered their services until the formation of the Camarilla, and became a founding clan.

Requiem Tremere: The Tremere don't really work as a clan in **Requiem**. They are more properly a sect, as their signature ability — Thaumaturgy — is akin to the blood magic practiced by the Circle of the Crone and the Lancea Sanctum (though the clan itself is, in outlook, closer to the Ordo Dracul). In addition, they don't have a clan weakness — the one listed in **Vampire: The Masquerade** is dependent on societal circumstance, not on any inborn property of their blood. A mortal Embraced by a Tremere vampire would have no weakness and, for that matter, only two clan Disciplines, since it isn't possible to spontaneously develop Thaumaturgy.

If the Storyteller wants to bring the **Masquerade** Tremere into the current World of Darkness, the best way to do so is as a sect rather than a clan. Although **Vampire: The Requiem** focuses on individual domains rather than globe-spanning conspiracies, the notion of a sect of blood-magician vampires with a tight, blood-addiction-fueled hierarchy based in Vienna is appealing and appropriate for the game. Vampires of any clan might therefore be “Tremere,” operating within Kindred domains as barely trusted but recognizably useful viziers.

It is possible, in fact, to take this approach one step further. While bloodlines are officially meant to be offshoots of a given clan, several examples exist of bloodlines that are open to multiple clans (the Therion in **Belial's Brood**, the Mortifiers of the Flesh in **Lancea Sanctum** and the Sta-Au in **Ancient Bloodlines**). If any group of vampires could figure out how to create a bloodline that would accept any vampire, regardless of clan, it would be the Tremere. In this scenario, the Tremere are both clan (bloodline, anyway) and sect.

Systems: As a sect, a vampire of any clan can be a Tremere. Covenant Status (Tremere) bestows the ability to learn Thaumaturgy, which is described in **Requiem** terms below. Beyond that, the Tremere function much as they do in **Masquerade**.

As a bloodline, the Tremere gain a fourth Discipline in addition to their parent clans' powers. Which Discipline they gain is a question for the Storyteller. It is possible that Thaumaturgy is a system of blood magic so deeply tied to a vampire's Vitae that it functions as a Discipline, meaning that only those who have undergone the proper rites can learn it. In that case, a vampire gains access to Thaumaturgy upon being accepted into

the Tremere bloodline (and this sets Thaumaturgy apart from Crúac and Theban Sorcery, which, while similar, could theoretically be taught to Kindred outside of the respective covenants that teach them). Another possibility is that the new Tremere learns **Auspex** or **Dominate**, both Disciplines associated with **Masquerade** Tremere. Which Discipline a character learns is the player's choice, although obviously the choice is already made for Mekhet or Ventrue characters.

TZIMISCE

The Tzimisce are the scholars and priests of the Sabbat, tying a gruesome Old World orthodoxy to the comparatively new sect of freedom and revolt. In centuries past, they were, if not genteel, then at least noble. They demanded sacrifice and fealty but they stood by their word. In modern nights, some of that attitude creeps in, and at first blush, the Tzimisce can seem charming. What most Kindred see, though, is their ability to twist flesh with a touch of their hands.

Requiem Tzimisce: The Tzimisce bear some resemblance to the Ventrue, inasmuch as they play on the “vampiric noble” archetype. A strong undercurrent of grotesquerie runs through the clan, though, exemplified by **Vicissitude**. In **Requiem**, the Tzimisce would make superb priests and enforcers of the **Lancea Sanctum** or the **Invictus**. In addition, their focus on the malleability of form and on metamorphosis makes them natural additions to the **Ordo Dracul**.

The Tzimisce would work well in **Masquerade** either as a clan in their own right or as a Ventrue bloodline.

Systems: The Tzimisce clan Disciplines are **Animalism**, **Auspex** and **Vicissitude**. Their favored Attributes are **Resolve** and **Dexterity**. If they are a Ventrue bloodline rather than a clan, then substitute **Fortitude** for **Auspex** and add **Dominate** (making **Vicissitude** their bloodline Discipline).

The clan's weakness is as described in **Vampire: The Masquerade**, save that the Tzimisce's player loses one die from all pools (not half the dice) for every day that the character fails to sleep in her special earth (“special,” because the earth must be from an area important to the character — birthplace, grave site, etc. The specifics vary from Tzimisce to Tzimisce, but any given character has only one such site). This modifier cannot grow larger than -5 , but once it reaches this point it persists until the character has spent a full night in at least two handfuls of appropriate soil.

VENTRUE

The Ventrue appear in both incarnations of **Vampire**, and are fairly similar. The Ventrue of **Masquerade**, however, are leaders, nobles and, to hear them tell it, examples to the other clans. They have been at the center of the Camarilla since its inception, and led the charge to conceal vampiric existence from mortals. Most vampiric princes are Ventrue, and they maintain a strong sense of *noblesse oblige* with regards to those “beneath” them (which is, to them, just about everyone). Whether or not the other clans outwardly buy into this image of the Ventrue, the fact is that the Ventrue *are* in charge, so they must be able to keep control somehow. Their focus on nobility and divine right permeates every aspect of the clan, right down to their inability to feed on certain types of vessel.

Requiem Ventrue: The Ventrue as presented in **Requiem** are similar, but the focus of the clan is less on nobility and more on command. Also, their weakness can’t be masked as rarefied taste anymore — Ventrue go mad, sooner or later, because the thirst for power consumes their minds.

If the Storyteller wishes to use the **Masquerade** Ventrue in a **Requiem** chronicle, she might consider them to be a bloodline of the **Requiem** clan, or might simply rename one of the clans.

Systems: The Ventrue as presented in **Masquerade** have the following clan Disciplines: Dominate, Majesty and Resilience. Their favored Attributes remain Presence and Resolve. If the **Masquerade**-Ventrue are a bloodline of the **Requiem**-Ventrue, Majesty becomes a bloodline Discipline and Animalism a clan Discipline.

The **Masquerade**-Ventrue weakness is as presented on p. 81 of **Vampire: The Masquerade**: A given Ventrue can only feed on one type of mortal blood, chosen at character creation. The Storyteller is the final arbiter of whether or not the blood type is too broad to be a weakness or too narrow to be viable. The Ventrue can drink blood from other sources, but her undead body treats it like normal food (that is, she will vomit it up soon after drinking it — see p. 157 of **Vampire: The Requiem**).

CAITIFF

In **Masquerade**, vampires can be “clanless.” A vampire abandoned after the Embrace might not adopt the weakness and Disciplines of his sire, but

instead display the ability to learn any Discipline. **Masquerade** includes certain societal problems for the Caitiff vampires, apart from not having a sire to show them the ropes. Caitiff are viewed as vermin, or sometimes even as harbingers of Armageddon.

From a game play perspective, of course, Caitiff are versatile and actually have something of a leg up on other Kindred, as they don’t suffer from a clan weakness. It isn’t difficult for a given Caitiff to fake membership in a clan (not Nosferatu, naturally, but Toreador, Ventrue, Gangrel, Malkavian — none of those clans wear their affiliation too obviously).

Requiem Caitiff: The notion of a “clanless” vampire goes against the assumptions that **Requiem**’s cosmology makes. Because of the deliberate act of will required, all vampires have a clan, whether or not they are formally inducted into the Danse Macabre.

That said, rules are made to be broken (**Night Horrors: Wicked Dead** and the **Requiem Chronicler’s Guide** even include rules for “clanless” vampires). Including Caitiff in **Requiem** means altering one of the core assumptions about vampires, but that’s fine with us if it works for your chronicle. If that’s the case, and Caitiff fulfill the same role in greater Kindred society (that is, scapegoats, vermin, etc.) then use the systems below.

Systems: Caitiff don’t have a clan weakness, but that’s not to say that they don’t have their own afflictions. Their blood is weak. Spend a point of Vitae boosts a Caitiff’s Physical Attribute by one, not two (see p. 157 of **Vampire: The Requiem**). In addition, the vampire purchases all Disciplines as though they were “out of clan” (new dots x 7). The player can choose one “affinity” Discipline for the character; this Discipline costs (new dots x 6) to raise. Caitiff aren’t explicitly barred from membership in covenants, but they have a harder time becoming accepted — the Status (City) and Status (Covenant) Merits cost (new dots x 3). Status (Clan) is banned.

Caitiff characters do not receive favored Attributes.

REQUIEM TO MASQUERADE

The clans as presented in **Vampire: The Requiem** are meant to cover broad swaths of the vampiric myth, rather than to build on specific, in-game ideas the way **Masquerade** clans do. As such, the clans, while fewer in number, contain more in the way of concept. **Requiem** uses bloodlines to showcase more specific vampiric ideas or concepts, and because bloodlines spring from the whims and actions

of individual Kindred, they can be strange and singular without raising the overall “weirdness” level of the game.

Converting a **Requiem** clan to **Masquerade** requires putting some thought into that clan’s history and place in the original World of Darkness. The sections below present some options, but Storytellers interested in doing this might benefit from having a look at the clanbooks for **Vampire: The Requiem**, each of which injects some potential history and specific mythology into its respective clan.

DAEVA

The Daeva take inspiration from stories of vampires as seducers, tempting predators and sex symbols. This version of vampirism is comparatively recent, but it is extremely pervasive. Every vampire portrayed sympathetically, every vampire anti-hero or love interest, is another victory for Clan Daeva, because it is a lure they can use to bring in prey. They are not disinterested dilettantes, however. They are passionate — or rather, they are trying desperately to hold on to their passions. That often means, of course, that they cannot hold on to their Humanity, but the Requiem is full of hard choices.

Masquerade Daeva: The Daeva take some inspiration from the Toreador and the Brujah, but their status as tempters is similar to the Setites. Keeping them from becoming redundant would require a backstory and a way to include them in the Jyhad that doesn’t step on these other clans’ toes. A suggestion: The Daeva seek their humanity, but not through Golconda. They don’t see humanity as humble, spiritual and understanding. They see humanity for what it is: a species concerned only with getting its next fix, fulfilling its base needs, and living as long and as comfortably as possible. Seduction, vice and hedonism, therefore, are not sins. They are sacraments, and can ultimately lead to a marriage of living human passion and unliving, immortal power.

Such Kindred are equally likely to be found in the Camarilla or Sabbat, depending on how extreme their views are.

System: In **Masquerade** terms, the Daeva have the following clan Disciplines: Potence, Presence and Celerity. If you don’t wish to have them mimic the Brujah quite so closely, substitute Auspex for Celerity.

The Daeva weakness works as written in **Vampire: The Requiem** (perhaps using Nature instead of Vice), though the Storyteller might wish to lower the penalty to one lost point of Willpower.

GANGREL

The Gangrel of **Requiem** are designed to play to the notion of vampires as animalistic hunters. Note, though, that this doesn’t restrict itself to vampires dwelling in the wilderness. The Savages are hunters and survivors who are, first and last, comfortable with that part of their nature.

“Animalistic,” too, doesn’t mean “has the features of animals.” The beastly mindset of the Gangrel is better represented in **Requiem** by something subtler than growing fur. These vampires see the world in the terms of predator and prey, and are unashamed about it. Whether they hunt the cities, the country, the wilderness or the open roads between, the Gangrel accept the reality of their situation without descending into depravity or pure horror, as some of their compatriots do.

Masquerade Gangrel: The Gangrel, as described above, exist as a **Masquerade** clan and are fairly similar to the Gangrel as presented in **Requiem**. If the Storyteller wishes to bring **Requiem**-Gangrel into a **Masquerade** game, he is advised to play on the “noble savage” facet of the clan, rather than “wilderness hunt” aspect (as **Masquerade**-Gangrel already have that covered). These Gangrel focus on finding peace with their situation, not ignoring it, not transcending it, not making it worse by wallowing in blood. Such Gangrel are more likely to join the Camarilla than the Sabbat, simply because the Masquerade makes more sense for a safe unlife than the Sabbat’s more overt tactics, but an independent, apolitical existence is even more appealing.

Systems: The Gangrel clan Disciplines are Animalism, Fortitude and Protean. The clan weakness as described in **Vampire: The Requiem** works in concept, but not with the **Masquerade** system. Use the following system instead: The difficulties of all Intelligence or Knowledge rolls are increased by two. This does not apply to Discipline rolls.

MEKHET

The Mekhet draw on legends of vampires as shadowy, fast night-hunters and blood-soaked occultists. These vampires are seldom seen, and leave only exsanguinated bodies as evidence of their passing. They have razor-sharp senses, and a highly refined sense of taste — these vampires might be almost invisible, but they still have *style*. The might stay out of the light, but they start cults, they trade secrets and they can read minds. If a Mekhet becomes well-known, he will be known by name and deed, but not by sight.

Masquerade Mekhet: The Mekhet do not have an easy analog in the original World of Darkness. Certainly the Lasombra and the Nosferatu bear some resemblance, but those clans' identities are bound up in their strangeness more than anything. The Mekhet are subtler than that. Including the Mekhet in a **Masquerade** game would not be difficult — the clan falls easily into the Jyhad, its members working equally well as Camarilla members or Sabbat priests. Of course, a deeper goal is necessary, so consider this: The Mekhet carry an ancient tradition of hastening Gehenna. They believe that they can hide from it, slipping by the End Times as they do so many other trials, becoming one with the shadows and emerging into whatever world awaits them after the Ancients awaken. Various clan myths state that this "Kindred Rapture" will either be a time of tribulation or a veritable paradise on Earth for the Kindred, but in any case, the Mekhet bear their time here with the patience of saints. The End Times hold no horror for them — they stare into that abyss eagerly.

Systems: The Mekhet clan Disciplines are Auspex, Celerity and Obfuscate. The clan weakness works as described in **Vampire: The Requiem**: Mekhet suffer two additional levels of damage from fire and sunlight.

NOSFERATU

The Nosferatu are, in a way, the purest representation of the vampire myth. Long before beautiful, sympathetic, humane vampires, there were the bloated, ugly, monsters that drove peasants to exhume and mutilate their dead. The fear of death, the fear of predation and the primal, basic, fear of *blood* inspired the Nosferatu.

Not all Nosferatu in **Requiem** are ugly, but all of them are terrifying. Fear, not revulsion, is their watchword. They don't skulk through shadows and sewers because they fear discovery or because they are grotesque. They do so because that is what monsters do — they lurk, they strike, they terrify and then they vanish.

Masquerade Nosferatu: The difference is subtle, but important. In **Masquerade**, Nosferatu are hideous, but not necessarily terrifying. In **Requiem**, they are terrifying, but not necessarily hideous (a Nosferatu in either game can be both, of course). If the Storyteller wants to include **Requiem**-Nosferatu in a **Masquerade** game, as with Gangrel and Ventrue, something is necessary to set them apart from their counterparts in the original

World of Darkness. One possibility is to split the clan. On the one side, the Nosferatu who wear their curses on the sleeves — they aren't always humane, but they keep the Traditions, they belong to the Camarilla and they are much more likely to remember the past nights when their clan had a strong reputation for piety and humility. On the other, the Nosferatu that look outwardly human, but exude menace from every pore. These monsters might belong to the Camarilla, but are much more likely to join the Sabbat so as to become the monsters that everyone already knows they are.

Systems: **Requiem** Nosferatu have the following clan Disciplines: Obfuscate, Potence and Nightmare (converted below). Their clan weakness as presented in **Vampire: The Requiem** doesn't work mechanically in the original World of Darkness. Instead, increase the difficulties of all rolls for social interactions (except Intimidation) by two. This does not affect Discipline rolls, but if a Nosferatu should learn Presence, all of the emotional responses it engenders are tinged by strong fear, not love. A Nosferatu can use Entrancement, but the target does the Nosferatu's bidding out of fear for his life, not out of desire to please.

VENTRUE

The Ventrue are the archetype of the vampiric lord: the master of the shadowy castle on the hill who commands a throng of wolves and a vicious band of minions. In modern nights, this is more likely to be a penthouse, a guard dog and a high-priced lawyer, but the principle is the same. The vampire is untouchable because he is an immortal ruler. The way to beat him is by exploiting his own madness, which, fortunately, is very much an option.

Masquerade Ventrue: As presented in **Requiem**, the Ventrue are focused more on power than on leadership, to the point that they go mad over time. In a **Masquerade** game, they resemble both the **Masquerade**-Ventrue and the Tzimisce (and the Malkavians, a bit), and including the **Requiem**-Ventrue would require a specific take on the clan.

Consider this: The Lords are a result of a millennia-old commingling of blood between the Ventrue and Malkavian clan founders. These Ventrue, which exist invisibly within the Blue Bloods, act as a wedge keeping the two clans from merging entirely. Should they be wiped out (and who knows how many there really are), Clan Malkavian will completely subsume Clan

Ventruue, and nearly every prince on the planet will go irretrievably mad overnight. At least, that's the story.

Systems: The Ventruue have the following clan Disciplines: Animalism, Fortitude, and Dominate.

Their clan weakness changes the way that degeneration works (see p. 221 of *Vampire: The Masquerade*). If the degeneration roll is a botch, the character loses a dot of Humanity and Conscience, and gains a derangement as usual. If the degeneration roll fails (meaning the character loses a dot of Humanity), the player immediately rolls the new Humanity rating. If this roll fails, the character gains a derangement *or* loses a dot of Conscience. If the roll is a botch, the character loses both.

BLOODLINES

Bloodlines in *Requiem* work differently than in *Masquerade*. In the original World of Darkness, bloodlines are minor deviations in a clan's makeup. At most, a bloodline involves a new Discipline and weakness, but anything more dramatic than that and the bloodline's pedigree usually isn't so obvious (consider the Daughters of Cacophony, for instance — their ancestry is variously considered to be Toreador or Malkavian, but the truth isn't clear). Bloodlines very rarely trace to one particular vampire, while in *Requiem*, *all* bloodlines eventually go back to one particular Kindred who created a deviance in his parent clan (though sometimes the bloodline is old enough that this parent can't be easily identified). In addition, *Requiem* bloodlines *add* a new Discipline and a weakness, rather than replacing the existing one.

Nonetheless, it's fairly simple to convert existing bloodlines from *Requiem* to *Masquerade*. Remove the original clan's weakness and use only the bloodline weakness, and remove one of the Disciplines, leaving the one that the bloodline gains. Which Discipline to remove is up to the Storyteller, but it should be whichever Discipline fits least with the bloodline's outlook.

For instance, the Bruja of *Requiem* are a Gangrel bloodline, and they have the following Disciplines: Animalism, Protean, Resilience and Vigor. In *Masquerade*, this bloodline (which would also need a new name to avoid confusion with Clan Brujah) would have Protean, Fortitude and Potence (Animalism isn't inappropriate, but of the choices it's the least in keeping with the biker bloodline's proclivities). In addition, the Bruja lose the Gangrel's problems with cognition, but retain their laziness when it comes to feeding (see p. 237 of *Vampire: The Requiem*).



SECTS AND COVENANTS

Vampire: The Masquerade used clan as a character identifier more than sect, largely because it only had two major sects—and they were at war. **Requiem** downplays the importance of clan in favor of allowing characters to define themselves by which covenant they join. Using the sects of one World of Darkness in the other requires some work no matter which direction you look, because those worlds are so different.

It is by no means impossible to import the Camarilla and the Sabbat in the current World of Darkness, or the five covenants in the original. It just requires broadening one's gaze and converting a few systems.

MASQUERADE TO REQUIEM

One of the main problems with moving the Camarilla and the Sabbat to **Requiem** is that their reasons for existing aren't present. **Requiem** doesn't have an ancient war between the Antediluvians. Vampires very rarely survive long enough to be truly ancient, and even when they do their memories aren't reliable enough for this sort of war to continue. As such, moving the two main sects of Kindred into **Requiem** requires rethinking them a bit.

CAMARILLA

The Camarilla only came into existence in the 15th century — hundreds of years ago, yes, but not so long ago that tracing the records is impossible. The sect arose to protect vampires from humanity, as the Inquisition hunted down the Kindred and burned them. The Traditions, most importantly the Masquerade, were instituted to keep vampires from exposing their race to humanity and bringing down destruction on all Kindred.

The Camarilla differs from **Requiem** covenants in that it doesn't require any effort to claim membership. Indeed, the default assumption in **Masquerade** is that a vampire is a member of the Camarilla, and Kindred are subject to its laws whether they buy into the sect or not. A **Requiem** Storyteller wishing to use the Camarilla therefore has two choices.

First, the Storyteller can alter the Camarilla so that it resembles a **Requiem** covenant. A character must have Status (Camarilla) to claim membership. The covenant as a whole is primarily concerned with maintaining the Masquerade and keeping Kindred society as a whole safe. They share some ground, therefore, with Invictus, but where the First Estate is the province of the powerful, the Camarilla is a more practical organization. They focus on training Kindred to survive, providing a network of support for vampires who run the risk of exposure, educating vampires whose only knowledge of the undead comes from pop culture and helping older vampires maintain enough Humanity to remain functional. (Kindred within the Roman Empire were once ruled by an organization called the Camarilla, as described in *Requiem for Rome*. A failed Victorian revival of this Camarilla is mentioned in **Daeva: Kiss of the Succubus**. Either may be related to this sect.)

Of course, they have a darker function, too. A vampire that has exposed his kind to mortals needs to be put down. A vampire that has attracted the attention of hunters had better lose them or kill them quickly, because the Camarilla has no problem removing that vampire entirely to avoid greater exposure. Vampires that create progeny with no regard to how much Kindred a domain will support find that they must choose between their unlikes and that of their childer. The Camarilla has no problem with vampires interacting with mortals — they must, if they are to survive — but the Masquerade *must* remain inviolate.

Systems: A character with Status (Camarilla) learns to function more smoothly within mortal society. The player can purchase the Herd and Contacts Merits at half price. In addition, if the player spends a Willpower *dot* in order to preserve his image on a photograph or other medium (see p. 170 of **Vampire: The Requiem**), the player need only pay two experience points to recover that dot, not the usual eight.

The other option for the Camarilla is that the sect functions much like it does in **Masquerade**, just on a smaller scale. Camarilla cities are heavily patrolled by ghouls and younger Kindred. Every vampire entering a Camarilla city is expected to following the Camarilla's laws, and that includes claiming membership. The sect behaves like a cult, sending representatives to prey upon neonates and disenfranchised Kindred of all covenants, luring them into Camarilla cities with promises of plentiful Vitae and perfect safety from threats both supernatural and mortal.

Systems: In this scenario, the Camarilla is more a sect of antagonists than a covenant that player-controlled characters would join, but if the players do wish to portray Camarilla enforcers, they gain the following benefits: Herd, Haven, Allies, Mentor and Retainers Merits are purchased at half price, and the character gains two dots to place into any of these Merits when she joins the Camarilla.

SABBAT

The Sabbat is easy to dismiss as violent monsters, but the truth of the matter is that it has a highly organized and ritualized system, dating back to its inception in the 15th century. The Lasombra and the Tzimisce, two clans with heavy respect for ritual and form, created the sect, and someone studying the Sabbat's rituals and vocabulary would doubtless be reminded of the Catholic Church.

Of course, the Church doesn't perform rituals involving burying people and hoping that they will claw their way to the surface, or of hanging living people upside down and spilling their blood. The Sabbat is composed of monsters, and it would be extremely difficult for a Sabbat character to maintain enough Humanity to remain viable in a **Requiem** chronicle. The Sabbat resembles Belial's Brood in many ways (and those who have read the **Belial's Brood** sourcebook have a very good sense of how the Sabbat worked in **Masquerade**). Also, the Sabbat could be an identity for VII.

So what role could the Sabbat play in a **Requiem** chronicle? If you remove the focus on the Final Nights—which isn't a part of the current World of Darkness—the Sabbat's desire to openly rule humanity is still a viable goal. This blatantly violates the First Tradition, giving all of the existing covenants

(whether or not the Camarilla is a part of the game) a reason to oppose them.

One possibility, and one that places minimal work on the Storyteller, is for the Sabbat to champion the Caine mythology that permeates **Vampire: The Masquerade**. The Sabbat claims that all vampires can be traced back to the First Murderer. Sabbat packs perform rites to honor Caine, killing their prey and abandoning their Humanity. Cities in which the Sabbat holds power are dangerous to humanity, but not necessarily to other Kindred. The Sabbat doesn't force its beliefs on other Kindred, but that isn't out of any kind of religious tolerance. The Sabbat knows that in an environment where everything is permitted, the Kindred will come around sooner or later.

Playing a Sabbat character, therefore, becomes an exercise in moderation. Can the characters participate in the *ritae* enough to prove their devotion, but retain control of their Beasts? Or will they attempt to get out while the getting is good?

Systems: Joining the Sabbat confers a +3 modifier to avoid the Vinculum to another vampire, no matter how powerful his blood (since Sabbat members share blood with each other). In addition, Sabbat characters may choose a number of out-of-clan Disciplines equal to their rating in Status (Sabbat). These Disciplines are purchased at a discounted rate (new dots x 6), due to frequent imbibing of other vampires' blood.

ANARCHS

Anarchs are slightly different than the unaligned Kindred of **Requiem**. They bear a closer resemblance to the Carthian Movement, but while individual Carthians usually have a well-defined political view, many of the extreme anarchs just want to tear down established Kindred society. Such Kindred can exist in the current World of Darkness just as easily as the original, with similar goals and passions. Of course, since the Carthians contain political views just as extreme, it would be a truly violent and anarchist Kindred that would be able to claim the title of "anarch" in **Vampire: The Requiem**.

No systems are required to simulate these Kindred, since the lack of covenant confers no mechanical benefit.



REQUIEM TO MASQUERADE

The covenants of **Vampire: The Requiem** differ from the sects of the **Masquerade** in many respects, but one of the most important is that in **Requiem**, characters have no assumption that a given vampire belongs to *any* of them. Certainly, a vampire might see a well-dressed, obviously affluent Kindred and think, “Invictus,” but that assumption has no basis beyond the observing vampire’s bias. That well-to-do vampire might be an Ordo Dracul researcher, a Carthian politico or even a Circle of the Crone priestess. Whereas a **Masquerade** vampire seeing *any* other Kindred thinks “Camarilla,” because if he has a reason to think “Sabbat,” he has a reason to call for help and burn the outsider to ash.

Taking the covenants from **Requiem** and transferring them to the War of Ages of **Masquerade** is, for the most part, simple. Some conversion of game systems is required (and provided anon), but the covenants themselves only need one question answered in order to make them work in the original World of Darkness. Namely: How does this covenant view the Jihad?

CARTHIAN MOVEMENT

The Carthian Movement in a **Masquerade** chronicle likely has no use for the Jihad. The Movement is secular, and as such, mythology about ancients rising up from the ground and consuming their childer is just a bit Old Testament for the modern world. The Kindred have *real* problems: Lupine attacks, vampire hunters, Sabbat incursions, but also more mundane issues like the overcrowding of cities and the spread of disease. Shouldn’t these things occupy more of the Kindred’s attention?

And besides, even if the End Times are coming, by entering into a blood war with other Kindred, aren’t the undead just playing right into the Antediluvians’ hands? Centuries of social and scientific progress have shown that there are better ways to approach such problems than by whispered prophecies and other such madness.

The Carthian Movement doesn’t need to change much to be used in a **Masquerade** game. They focus on their political agendas (which, of course, vary greatly from vampire to vampire) and leave the mysticism to other covenants. If the Caitiff are increasing number, then it is among the Carthians that they find a home.

Systems: Once per game session, a Carthian character may draw on the resources of his covenant. In game terms, the character can use his Status (Carthians) Background as though it was one of the following Backgrounds: Allies, Contacts, Herd or Resources. This doesn't require a roll, but once the dots are assigned, they cannot be changed until the next game session. The character must reasonably be able to contact members of his covenant — if the character is in the middle of the woods, he is unlikely to be able to find a Carthian to lend him access to Resources, no matter how useful it might be. The player may split Status dots between Backgrounds if he wishes. For instance, a Carthian with Status 5 might allocate one dot to Contacts (to get information on the person he needs to locate) and four dots to Allies (so he has some backup when he finds that person). The Storyteller is encouraged to disallow absurd or abusive uses of this ability, and extravagant but still plausible uses might require the player to roll Manipulation + Status (difficulty varies based on *how* extravagant the request).

CIRCLE OF THE CRONE

The Circle of the Crone is one covenant with a thousand beliefs. Drawing from pre-Christian traditions from around the world, the Circle venerates creation and pain.

In the original World of Darkness, however, the Circle of the Crone has a place in the Jyhad, albeit an obscure one. **The Book of Nod** tells a story of a being called the Crone, a sorceress who tricked Caine into making her a vampire, and bound him with her blood. She made the mistake of teaching him magic, however, and eventually he broke the Vinculum she held over him and put a stake through her heart, leaving her for the dawn.

The Circle of the Crone tells a different version of the story, of course. They acknowledge the Crone's role in Caine's story, but believe that the Crone enslaved Caine in order to protect Zillah (the beautiful young woman that, in the **Book of Nod**, Caine was trying to woo when he sought the Crone's help). Zillah was the Maiden, Lilith (Adam's first wife, who in the **Book of Nod** grants Caine magical powers by Awakening him) is the Mother, and the Crone is, obviously, the Crone. The Circle has its own mythology surrounding these women, one that rejects much of the dogma of both the Lancea Sanctum and the Sabbat.

The Circle believes that the prophecies of the **Book of Nod** and other such texts contain only fragments of a larger, older truth. The Final Nights *are* coming, and Gehenna is near, but this isn't necessarily Armageddon. The Circle regards creation and tribulation as sacred, and the covenant believes that when the Ancients awaken, the world will see tribulation the likes of which it never has — but those that can endure it will partake of the enlightenment and power that this brings.

Systems: Members of the Circle of the Crone have access to Crúac, converted to **Masquerade** systems below.

INVICTUS

The Invictus presents itself as a meritocracy. Those most fit to rule, do. Those fit to serve, do that instead. In **Requiem**, though, some form of mobility exists, because vampires eventually enter torpor as their blood becomes too thick for them to feed easily. This isn't the case in **Masquerade**, in which elders can remain active and viable for many centuries (while it can happen that elder Kindred grow to subsist only on vampiric blood, it doesn't happen consistently and isn't supported by mechanics).

In **Masquerade**, the Invictus wants to be what the Camarilla already is — monolithic, universally recognized, and basically the only game in town. However, if the Storyteller is moving the covenants over from **Requiem**, that means that the Camarilla must be changed somewhat as well. One of the versions of the Camarilla listed above might be one way to approach this issue. If, for instance, the Camarilla is the organization dedicated to Masquerade preservation, the Invictus does not need to focus quite so heavily on it. In fact, the Invictus can become a kind of sister organization to the Camarilla — while the Camarilla devotes itself to maintaining secrecy from mortals, the Invictus devotes itself to the other five Traditions. The Invictus maintains codes of conduct for creating and training progeny, for affording (and taking advantage of) hospitality, and on the destruction of troublesome Kindred. Oaths, favors and feudal privilege are the meat and drink of this organization, for only through this sort of give and take can Kindred society survive. What else, after all, would the undead use for currency?

For the most part, then, the Invictus doesn't change from its **Requiem** presentation. It is not concerned with Gehenna or the Jyhad, except insofar as conflicts over this issue creating violations of the Traditions and opportunities for favor-trading.

Systems: As with the Carthian Movement, except that the vampire can use his Status (Invictus) Background to access Herd, Mentor, Resources and Retainer.

LANCEA SANCTUM

The Lancea Sanctum raises an interesting issue when brought into the original World of Darkness. **Vampire: The Masquerade** posits that the first vampire was Caine, the son of Adam and Eve. This is not necessarily counter to the Sanctified's beliefs, because they don't feel that Longinus was the first vampire. However, the Kindred of the Lancea Sanctum feel that Longinus was the first vampire to truly accept his place inside God's plan. This actually dovetails well with the **Book of Nod** and the stories of Caine, because Caine is usually presented as a selfish, prideful monster, existing in defiance of God. Caine spurned the role that God wanted him to play, but Longinus accepts it, and so do his spiritual descendants.

The Lancea Sanctum, VII and Belial's Brood were all deliberately given elements of the original Sabbat. That might make for some interesting plot points in a **Masquerade** game that includes both sects. What if the Lancea Sanctum and the Sabbat have a common origin, and the vampires that developed the Paths of Enlightenment were working from heresies derived from the Testament of Longinus? The Sanctified and the Sabbat would be engaged in a holy war, born of ideological discrepancies first, but surely including some rhetoric about the End Times and the will of God. Given that scenario, the Storyteller might find it appropriate to allow both the Sabbat and the Lancea Sanctum to make use of Theban Sorcery.

In any case, in night-to-night survival, the Lancea Sanctum doesn't need to change much. Its members still wish to dictate the spiritual unives of all Kindred, and are still willing to baptize into the faith any vampire that wishes to commit himself.

Systems: The vampires of the Lancea Sanctum are allowed to learn Theban Sorcery, which is converted to **Masquerade** mechanics below.

ORDO DRACUL

Vlad Tepes shows up in **Vampire: The Masquerade** as a member of Clan Tzimisce, and indeed, he's emblematic of much of what that clan represents (minus the flesh-shaping). In **Requiem**, Dracula is the founder of a covenant, though what the covenant has become in modern nights differs fairly significantly from what Vlad probably envisioned. In any event, including the Ordo Dracul in a **Masquerade** game would probably require (or at least benefit from) linking it heavily with the Tzimisce. Focused as they are on transcendence and metamorphosis, it's not hard to imagine that in this World of Darkness, Dracula was Embraced as a Tzimisce but later moved beyond the notion of "clan." Rumors in **Requiem** stated that he Embraced childer of different clans — perhaps in **Masquerade**, where history is less mysterious and more accessible, this isn't rumor but verifiable fact. Maybe no one since Dracula has managed to accomplish this feat, and the Dragon himself is out there somewhere, but the Ordo continues searching for the secrets that their founder left behind.

Given that Clan Tzimisce's philosophy went a long way toward creating the Ordo Dracul's, it's not a stretch to include Ordo in **Vampire: The Masquerade** as written. Their attitude on the Jyhad is much like the Tzimisce's as well — by transcending the physical and base, one will be prepared for the coming apocalypse.

Systems: Kindred of the Ordo Dracul can learn the Coils of the Dragon, translated into **Masquerade** mechanics below.

UNALIGNED

The unaligned differ from the anarchists of **Masquerade** in that the term simply refers to vampires that don't belong to a covenant. While it might not be advantageous to try and brave the Requiem alone, being unaligned isn't the same kind of statement in **Requiem** that shunning the Camarilla is in **Masquerade**. While many unbound vampires remain so because they find the strictures imposed by the covenants too tightly binding, that doesn't necessarily mean that they reject or wish to destroy all established orders. Many unbound just want to lead their Requiems in peace.

Systems: Unbound Kindred cannot, by definition, possess the Status (Covenant) Background, and the Storyteller might wish to restrict how high they can rise in Status (City). For example, a city with a heavy Invictus presence probably isn't going to grow too fond of an unbound vampire, at least without a very good reason.

DISCIPLINES

Below are the Disciplines from each incarnation of **Vampire**, with mechanics reconfigured for the other version. The flavor text and description of the powers are not reproduced, due to space considerations, but page numbers are provided. In some cases, the different assumptions and cosmologies of the original vs. current World of Darkness require reworking a power more thoroughly. In these cases, individual Discipline powers receive longer entries.

COMMON DISCIPLINES

The two **Vampire** games have several Disciplines in common. Although they go by different names in some cases, the intent behind the Disciplines is the same and so conversion isn't necessary. These Disciplines are: Potence/Vigor, Fortitude/Resilience, Celerity, Presence/Majesty, Dominate, Auspex, and Animalism. Protean and Obfuscate are largely the same. Some of the powers are different in **Requiem** because of the Predator's Taint. If you choose to use Predator's Taint in a **Masquerade** game, you can use the **Requiem** version of these Disciplines if you choose (but then the systems given in **Vampire: The Requiem** work as written). Also, dramatic failures in **Requiem** are far less frequent than botches in **Masquerade**, another factor to keep in mind when translating from one to the other.

MASQUERADE TO REQUIEM

CHIMERSTRY

Chimerstry can be found on pp. 153-155 of **Vampire: The Masquerade**.

- **Ingnis Fatuus:** Spend one Willpower point (no roll required).
- **Fata Morgana:** Spend one Willpower point and one Vitae (no roll required).
- **Apparition:** Spend one additional blood point to make an illusion move (no roll required).
- **Permanency:** Spend one Willpower point, and the illusion becomes permanent until the vampire dismisses it.

- **Horrid Reality:** Spend two points of Willpower. Attacking with an illusion requires a roll of Manipulation + Subterfuge + Chimerstry – the target's Composure. This "attack" inflicts bashing damage, but might feel and look like something far more serious to the target. If the target's Health track is filled by this imaginary damage, he immediately falls unconscious or into torpor. Unconscious targets wake during the next scene, while vampires driven into torpor can awaken the next night. This requires a Resolve + Composure roll and the expenditure of one Vitae. If this roll fails, the character's length of torpor is calculated normally (see p. 175 of **Vampire: The Requiem**), though the character's allies can attempt to awaken him early (see Forced Revival, p. 178 of **Vampire: The Requiem**).

DEMENTATION

Vampire: The Requiem includes a version of the Dementation Discipline, which can be found in **Ventruue: Lords Over the Damned** (pp. 116-122). That Discipline is quite different from the one presented in **Vampire: The Masquerade**, however, so we present a conversion of the **Masquerade** version here. The **Masquerade** version can be found on pp. 155-156 of **Vampire: The Masquerade**.

- **Passion:** The vampire can heighten or dampen existing emotion. In game terms, each success on the activation roll for this Discipline adds or subtracts a die on *one* roll to resist frenzy or resist a Social action (making the character more or less receptive to seduction, for instance). The Malkavian's player rolls Presence + Empathy + Dementation – Composure. While the game effect lasts only for one roll, the emotional effect lasts for the remainder of the night. If the player scores an exceptional success, the die penalty (or bonus) lasts the remainder of the night as well.
- **The Haunting:** The player spends one Vitae and rolls Manipulation + Subterfuge + Dementation – Resolve. If successful, the victim is plagued with minor hallucinations for a period of time based on whatever dice penalty that the activating vampire's player takes when using the power (see the chart below). Once

used on a given target, The Haunting cannot be used again on that target until the initial use wears off.

While under the effects of The Haunting, the Storyteller should occasionally impose a -1 penalty to Mental and Social rolls and Initiative, not more than once per night. However, while under the effects of The Haunting, the character receives a -1 to all resistance traits or rolls to resist other Dementation powers.

DURATION	MODIFIER
—	1 night
-1	Three nights
-2	One week
-3	One month
-4	Six months
-5	One year

••• **Eyes of Chaos:** Roll Intelligence + Occult + Dementation - Composure to determine a character's Virtue and Vice. Complete strangers impose a -3 penalty, while acquaintances impose a -1 and close friends bestow a +1 bonus. The character can also use this power as the Merit: Common Sense (p. 108 of the **World of Darkness Rulebook**). This use of the power uses the same roll (without the resistance trait, obviously) and requires the expenditure of a Willpower point.

•••• **Voice of Madness:** The player spends a Vitae point and rolls Manipulation + Empathy + Dementation vs. Resolve + Composure + Supernatural Tolerance (Blood Potency, Primal Urge, etc.). The character can use this power on multiple targets, but suffers a -1 for each mortal target and a -2 for each supernatural target. Targets roll separately to resist and compare their results to the vampire's. Affected characters fly into a blind rage or an unreasoning fear. Vampires and werewolves enter frenzy or Death Rage, and may attempt exit this state normally. Note that this power does nothing to protect an incautious vampire from frenzied targets.

••••• **Total Insanity:** The vampire must engage the target in conversation. The vampire can then attempt to drive the character completely mad.

Cost: 1 Willpower

Dice Pool: Manipulation + Subterfuge + Dementation vs. Resolve + Composure + Supernatural Tolerance

Action: Extended and contested (each roll equal one minute; see below for target numbers)

Roll Results:

Dramatic Failure: If the vampire's player rolls a dramatic failure, the victim becomes aware of what the vampire was trying to do. Her mind closes against the vampire and she is immune to any further uses of Dementation from that vampire. If the victim rolls a dramatic failure, she is immediately afflicted as though the vampire's player had won with an automatic success.

Failure: No successes are added to the total.

Success: Successes are added to the total. The vampire's player attempts to accumulate successes equal to the target's Resolve + Composure, plus any he wishes to add for duration (see below). The victim attempts to accumulate successes equal to the vampire's Humanity.

If the vampire accumulates the target number of successes first, the victim immediately develops five mild derangements, two severe derangements or one extreme derangement.

If the victim accumulates her target number first, she realizes that something is terribly wrong. She doesn't necessarily realize that the attacker is a vampire, but she knows that he is inhuman and trying to harm her. She will never trust that character, and any Social actions that the vampire makes toward the victim in the future receive a -3 modifier (not counting Intimidation). Future uses of Dementation also receive this modifier.

Exceptional Success: Considerable successes are added to the total. If the vampire wins the contest with an exceptional success, the victim goes mad as described above, but the vampire gains full control over the victim's madness. He can activate the victim's derangements at will, whenever the victim is within line of sight.

If the victim wins with an exceptional success, she becomes immune to any uses of Dementation by the attacker, and any attempted uses of Dominate or Majesty by the attacker on this victim receive a -3 modifier.

As mentioned above, the vampire must add success to the target for duration:

SUCCESSES	DURATION
1	One scene
2	One night
3	One week
4	One month
5	One year

NECROMANCY

Necromancy is divided into three paths—Sepulchre, Bone and Ash. A Giovanni character learns the Sepulchre Path first (and this costs new dots x 7), and her rating in the other Paths cannot exceed her rating in the Sepulchre Path (other Paths cost new dots x 6). Necromancy rituals are discussed at the end of this section.

Many of the Necromancy powers involve dealing with ghosts. If the vampire has an object of great importance from the ghost's life, the player receives a +1 modifier to any appropriate rolls.

SEPULCHRE PATH

The Sepulchre Path can be found on pp. 161-163 of **Vampire: The Masquerade**.

• **Insight:** Roll Wits + Composure + Sepulchre Path. This power requires eye contact, which isn't normally a problem when used on corpses. It can be used on vampires in order to witness their last moments of life (that is, the Embrace), and in this case, subtract the vampire's Wits from the necromancer's pool. If the vampire is willing to submit to this power, do not apply this penalty. The necromancer's player suffers a penalty based on how thorough the information he is trying to uncover. Use the chart on p. 161 of **Vampire: The Masquerade**, but replace the number of successes with a dice penalty. For example, if a necromancer wants a clear image, with sound, of the minutes preceding death, the player incurs a -3 penalty.

•• **Summon Soul:** The necromancer can call up a ghost from the Underworld or from Twilight. The vampire acts as a temporary anchor, allowing the ghost to

manifest and answer questions. Vampires that have been diablerized and souls that have been destroyed or passed on cannot be summoned with this power. The vampire must know the ghost's name in order to summon it.

Cost: 1 Willpower

Dice Pool: Presence + Occult + Sepulchre Path

Action: Extended (target number equal to the ghost's Willpower, or 5 if the Storyteller does not have traits for the ghost)

Roll Results:

Dramatic Failure: The ghost that the vampire summons is malevolent, powerful and completely out of control. Use the statistics for any of the ghosts on pp. 215-216 of the **World of Darkness Rulebook** that you wish. The ghost can remain in the area and bedevil the Kindred until the necromancer's player succeeds on a Manipulation + Occult roll to cancel the summoning.

Failure: No successes are added to the total.

Success: Successes are added to the total. If the player reaches the target number, the ghost appears. The player can ask a number of questions equal to the vampire's Necromancy rating, which the ghost answers to the best of its ability. Any questions beyond this number require a Manipulation + Occult roll to keep the summoning steady. If this roll fails, the ghost vanishes.

Exceptional Success: As Success. In addition, if the player achieves the target number with an exceptional success, the vampire can ask as many questions as he wishes of the ghost.

suggested modifiers:

modifier	situation
Vampire is holding one of the ghost's anchors (doesn't apply to locations)	+3
Ghost has been dead less than a day	+3
Ghost has been dead less than a week	+2
Ghost died violently	+2
Vampire personally killed the person whose ghost she now summons	+1
Ghost is within 1 mile of the vampire	+1
Ghost is within 10 miles of the vampire	—
Ghost with within 100 miles of the vampire	-1
Ghost is more than 100 miles away from the vampire	-2
Ghost is in the Underworld	-3
Ghost died more than 50 years ago	-5

••• **Compel Soul:** The vampire can use this power to command ghosts, whether he first uses Summon Soul to call the or simply finds them in the course of an investigation. In the latter case, the vampire must know the ghost's name.

Cost: —

Dice Pool: Manipulation + Occult + Necromancy

Action: Contested (Storyteller rolls the ghost's Power + Resistance)

Roll Results:

Dramatic Failure: The vampire loses the contest, and the ghost is able to anchor itself to the vampire for the remainder of the night. The ghost might decide simply to follow the vampire around, or might actively and maliciously haunt him. In any case, the vampire cannot use Necromancy (any path) on this particular ghost for the rest of the night.

Failure: The player achieves fewer successes than the Storyteller. The ghost resists the attempt to compel it. If the ghost remains in the scene, the character can try to compel it again, but incurs a -1 penalty for each failed attempt.

Success: The vampire's player achieves more successes than the Storyteller. The ghost is bound in service to the vampire for the remainder of the scene. It must answer any questions truthfully and perform any service the vampire requires of it (within its ability), but it is bound only by the letter of the law, not the spirit. If the vampire isn't careful in how he words his commands, he runs the risk of the ghost turning the tables on him.

Exceptional Success: The vampire's player wins the contest and rolls an exceptional success. The ghost is bound in service for the remainder of the scene, and must serve the vampire to the best of its knowledge and ability, following the vampire's intent as well as his literal commands.

If the vampire succeeds in compelling the ghost, the player can spend a point of Willpower to bind the ghost for the remainder of the night. He can spend a Willpower *dot* to bind the ghost for a year and a day.

•••• **Haunting:** The vampire can bind a ghost to a place. The roll is Presence + Occult + Sepulchre Path contested by the ghost's Power + Resistance. If the vampire wins, the ghost is trapped in the given locale for the remainder of the night (the player can extend this to a week by spending a point of

Willpower, and a year with a *dot* of Willpower). This removes the ghost's ability to jump automatically to any other anchors it might possess, but the ghost can attempt to escape once per night. This requires a Power + Resistance roll with a penalty equal to the vampire's Necromancy rating. If the ghost attempts to leave the area and fails this roll, it suffers one point of aggravated damage per turn until it returns. If it loses all of its Corpus to this damage, it is destroyed.

••••• **Torment:** This is a simple attack against a ghost or spirit in Twilight. The vampire must touch the ghost (see Touching an Opponent, p. 157 of the **World of Darkness Rulebook**). If this action succeeds, the player rolls Strength + Occult + Sepulchre Path - the ghost's Resistance. Every success inflicts a point of lethal damage to the ghost.

BONE PATH

The Bone Path can be found on p. 163 of **Vampire: The Masquerade**. This path involves raising the dead as zombies. The current World of Darkness uses the following rules for zombies:

Each zombie has the following base traits:

Attributes: Power 1, Finesse 1, Resistance 2

Size: 5 (or less if the corpse is small)

Speed: 1*

Initiative: 1*

Defense: 1*

* These traits begin at 1, regardless of Attribute scores.

Zombies do not suffer wound penalties and cannot heal damage naturally. Bashing, lethal and aggravated wounds are marked normally, but zombies never suffer incapacitation — they just keep going until their last Health point is lost to aggravated damage. When a zombie's final (rightmost) Health box is marked with bashing damage, no roll is required to remain conscious. When its final Health box is marked with lethal damage, it does not collapse and begin bleeding to death — it keeps going. Any damage suffered after that is upgraded to aggravated. Once this happens, the corpse loses body parts with each new upgraded wound until it is completely pulverized or disintegrated (the Storyteller decides which parts fall off with each wound).

A zombie continues to rot. It suffers one lethal point of damage with each passage of a number of days equal to its Resistance. A zombie with a Resistance of 3 therefore suffers one lethal point of rotting damage every three days.

In addition, zombies created by a given vampire have a vulnerability to one specific type of attack, such as fire, damage to the brain or carving a mystic sigil on one's body. If a zombie suffers at least one lethal or aggravated point of damage from an attack to which it is vulnerable, it is destroyed instantly. The player chooses the zombie's vulnerability when the vampire first learns the Bone Path.

- **Tremens:** The player rolls Dexterity + Occult + Bone Path and spends a Vitae point. The corpse must be within line of sight of the vampire. The roll is modified based on how elaborate the vampire wishes to make the corpse's movement.

Under no circumstances can the vampire use the corpse to attack a target.

suggested modifiers:

modifier	movement
—	The corpse moves one limb, opens its eyes or mouth, or performs some other simple movement
-1	As above, but with a trigger—the corpse opens its eyes if someone touches it within the next scene
-2	The corpse makes a movement involving up to half of its body (kicks legs, sits up, covers its eyes)
-3	As above, but with a trigger
-4	The corpse makes an elaborate movement—the corpse sits up, opens its eyes, and points in particular direction
-5	As above, with a trigger

- **Apprentice's Brooms:** The player spends a Vitae point and rolls Wits + Occult + Bone Path, with a penalty equal to the number of corpses the character wishes to animate. The zombies created are the basic zombies described above, and perform their task until they rot away, the work is completed, or something destroys them.

- **Shambling Hordes:** The vampire can create zombies capable of attacking targets. The player spends one Willpower point, rolls Wits + Occult + Bone Path with a penalty equal to the number of

corpses being raised, and spends a point of Vitae for *each* corpse. The corpses can be set to guard an area or an object, and will wait there until they rot or the necromancer releases them. If the necromancer's player expends a *dot* of Willpower, the zombies do not rot, and can wait forever to fulfill their tasks (they can still be destroyed normally, however).

The vampire can improve the zombies. Every success on the roll can be used to raise an Attribute by one point. This change applies to all zombies raised with a particular application of the zombie.

For example, a Giovanni attempts to create zombie guards out of four corpses. The player spends one Willpower point and four Vitae, and rolls Wits + Occult + Bone Path – 4 (because the player is raising four zombies). The player rolls two successes, and chooses to raise the zombies' Power by two points (the zombies hit a little harder than usual, but are still fairly fragile). If the character had a lot Willpower to spare, he could raise each zombie individually. It would cost more Willpower, but allow for a larger dice pool for each zombie (which could translate to more successes to improve the zombies).

- **Soul Stealing:** The vampire can pull a living soul from its body. This requires a contested roll of the vampire's Resolve + Occult + Bone Path vs. the victim's Resolve + Composure. This power only functions on non-supernatural mortals, not on vampires, werewolves, mages and so forth. The number of successes that the vampire's player rolls is the number of hours that the soul is ripped loose from its body. During this time, the soul wanders, probably very confused, in Twilight, and the vampire can use the body as a vessel for Daemonic Possession.

- **Daemonic Possession:** The vampire inserts a ghost into a soulless or recently dead (no more than 30 minutes) body. The ghost must agree to this arrangement. The vampire's player spends a Willpower point, but no dice roll is necessary. If the body is dead, this power does not prevent it from decaying, meaning that it will eventually lose the ability to pass as human. If the body's soul was removed with the Soul Stealing power, the body's original owner can attempt to repossess it once per night (contested Resolve + Composure roll with the ghost using the body).

ASH PATH

The Ash Path can be found on pp. 164-165 of **Vampire: The Masquerade**. Note, though, that ghosts and the plane of existence on which they dwell are very different in the original World of Darkness, and therefore the relative power levels of the Ash Path are inappropriate in a **Vampire: The Requiem** game. As such, the first two levels have been combined into the Lifeless Tongues Necromantic ritual (see below), one that most necromancers learn very early in their careers.

- **Death Calls to Death:** The vampire can sense ghosts. Whenever the character enters a haunted area or comes within 20 feet of a ghost's anchor, the Storyteller should roll the character's Wits + Composure. If the roll succeeds, the character realizes that he is near a ghostly object or a haunt. This doesn't necessarily mean that a ghost is presently nearby (since some ghosts have multiple anchors), but it lets the vampire know that he might wish to investigate further.

- **Dead Hand:** As the original Ash Path ••• power. The player spends a Vitae point and rolls Wits + Occult + Ash Path. Success means the character is able to interact with Twilight entities until the end of the scene, or until he cancels the power, which ever comes first.

- **Shroud Mastery:** The vampire can alter the ease with which ghosts can manifest. The player rolls Resolve + Occult + Ash Path and spends one point of Willpower. Every success allows the vampire to raise or lower the manifestation modifier of his immediate area by one (see p. 210 of the **World of Darkness Rulebook**). Any changes made last for one scene.

- **Ex Nihilo:** The character can enter Twilight directly. All of the character's clothes and small objects that he carries (but not larger objects such as vehicles, and not other living or unliving beings) change with him. While in Twilight, the vampire can interact with Twilight entities and move as a ghost, but cannot feed on ghosts or spirits. The player spends a point of Vitae and a point of Willpower and rolls Stamina + Occult + Ash Path. The vampire can exit Twilight at any time.

- **The Black Key:** The vampire can create a doorway to the Underworld. The Underworld is a dangerous and mysterious place, even for the Kindred. The ghosts that dwell there are well beyond their liv-

ing days and have no anchors, and delving deep into the Underworld leads to strange domains with rulers and denizens over which even the Giovanni have no sway (see the sourcebook **World of Darkness: Book of the Dead** for an in-depth treatment of the Underworld and more information on how the Kindred interact with it). The character must draw a door in chalk or blood. The player spends one Vitae and two points of Willpower and rolls Manipulation + Occult + Ash Path. If the roll succeeds, the gateway opens and remains so for one minute per success. Once the gateway closes, the vampire must use this power again to exit the Underworld.

RITUALS

Rituals in Necromancy function much like the rites of Crúac and Theban Sorcery. The vampire must have the Necromancy Discipline (any Path) at a level equal to or higher than the ritual he is trying to perform. All rituals have the same roll and activation cost.

Cost: 1 Vitae

Dice Pool: Intelligence + Occult + Necromancy (primary Path)

Action: Extended. The number of successes required to activate a ritual is equal to the level of the ritual (so a level-three ritual requires three successes to enact). Each roll represents one turn of ritual casting. Note also that each point of damage suffered in a turn is a penalty to the next casting roll made for the character.

If a character fails to complete the ritual in time (such as by being sent into torpor before accumulating enough successes) or decides to cancel the ritual before garnering enough successes to activate, the effect simply fails.

Roll Results:

Dramatic Failure: The ritual fails in some spectacular fashion. This usually involves the vampire becoming the target of a ghost's wrath for a short period of time.

Failure: No successes are added to the total.

Success: The ritual takes place as described.

Exceptional Success: The ritual takes place as described. In many cases, extra successes are their own reward, causing additional damage or conferring extra duration or capacity.

Call the Hungry Dead (Level-One Necromancy Ritual)

As described on p. 165 of **Vampire: The Masquerade**. Successfully casting this ritual on a target imposes a -4 penalty to any Wits-based roll involving hearing.

Ashen Caul (Level-One Necromancy Ritual)

This ritual comprises the first two levels of the Ash Path as written in **Vampire: The Masquerade**. The vampire burns a small piece of fabric to ash, and smears the ashes on his eyelids and tongue. For the remainder of the scene, the vampire can see, hear and speak with any ghosts in the area.

Eyes of the Grave (Level-Two Necromancy Ritual)

The visions that this ritual inflicts can strike at any time. When they do, the target's player rolls Resolve + Composure. If the roll fails, the character suffers a -3 on all actions for the remainder of the scene as he is plagued with visions of his own death. These visions persist for a week.

Ritual of the Unearthed Fetter (Level-Three Necromancy Ritual)

This ritual can be used to locate a ghost's anchor.

Cadaver's Touch (Level-Four Necromancy Ritual)

Using this ritual on a target imposes a -3 modifier to all Social rolls, Perception rolls, and Initiative.

Grasp the Ghostly (Level-Five Necromancy Ritual)

This ritual allows the necromancer to conjure up anything he can think of from the Underworld. This ritual can't be used to conjure up advanced technology (cars are acceptable, but not computers), but the technology it summons up only requires a point of Willpower every week to keep running. These objects fade after about a year of use, but during that time they function normally, and travel with the vampire if he enters Twilight or the Underworld. If the vampire doesn't pay the weekly Willpower cost, the object fades away and returns to the Underworld. The vampire must trade an object of roughly equal mass for the object he is conjuring up, but the material is unimportant — he can trade a small pile of trash for a functioning gun, for instance.

OBTENEBRATION

Obtenebration can be found on pp. 168-170 of **Vampire: The Masquerade**.



• **Shadow Play:** The player spends one Vitae point to activate the power. The vampire can either cloak herself in darkness or use the darkness to distract an opponent. Used on the vampire, Shadow Play adds one die to Stealth rolls, subtracts one die from all incoming ranged attacks and adds one die to Intimidation rolls. Used against an opponent, it subtracts one from the target's Defense. Mortals who witness either use this power may panic; roll Resolve + Composure. If the roll fails, the mortal suffers a -1 to all rolls while the power is visible.

•• **Shroud of Night:** The vampire can create a patch of darkness 10 feet in diameter anywhere with 50 yards. The player rolls Manipulation + Occult + Obtenebration. If the target is outside of the character's line of sight, the roll suffers a -2 penalty and the power requires a Vitae point.

Once created, the cloud is static, though the character can create multiple patches. A character in a patch of darkness is blind, and even a character using some kind of supernatural ability to heighten his senses (such as Auspex •) suffers a -2 to all actions. The patch extinguishes any light within it except fire, and reduces all Stamina-based dice pools by two.

Mortals and animals immersed in the cloud must succeed on a Resolve + Composure roll or flee the area.

••• **Arms of the Abyss:** The character can summon up tentacles from shadows. The player rolls Manipulation + Occult + Obtenebration. Each success calls one six-foot tentacle. The tentacles have Strength ratings equal to the vampire's Obtenebration rating, and the vampire can set the tentacles to attack or grapple targets. The dice pool for the grapple attack is the tentacle's Strength + Obtenebration - target's Defense. The player can spend Vitae to raise the tentacle's Strength rating by two for a turn, or to increase a tentacle's length by six feet.

The vampire can instruct each tentacle to attack a target, whereupon the tentacle will attempt to grapple and constrict the target (see p. 157 of the **World of Darkness Rulebook**). If the vampire wishes to have the tentacles perform other actions, she must concentrate on the tentacles. She loses her Defense and can perform no other actions while manipulating the tentacles. If the character wishes

to take her Defense or perform other actions, the tentacles can do nothing but attack and constrict. If their target escapes, they lash out and attack any target within range. They attack living targets in preference to unliving ones.

The tentacles have no armor, but have a Defense rating of one. They can suffer damage equal to the vampire's Composure before dissipating. One point of damage from fire or sunlight destroys a tentacle.

•••• **Black Metamorphosis:** The character takes on a horrifically shadowed, tentacled form.

Cost: 2 Vitae

Dice Pool: Manipulation + Occult + Obtenebration

Action: Instant

Roll Results:

Dramatic Failure: The darkness eats at the vampire's flesh, inflicting two points of aggravated damage.

Failure: The character cannot undergo the Black Metamorphosis for the remainder of the scene.

Success: The character surrounds herself with blackness. Four tentacles sprout from her abdomen, and her head and hands fade away into nothing. Mortals and Kindred who have never seen the Black Metamorphosis must succeed on a Resolve + Composure roll or flee (Kindred enter Röttschreck). The character inflicts lethal hand damage while in this state, and may inflict a free attack using the tentacles. This enables the character to grapple with the tentacles and then strike or bite in the same turn. If used to strike, the tentacles inflict 2L damage.

Exceptional Success: As above, but the character inflicts aggravated damage.

••••• **Tenebrous Form:** The character can become the darkness. The player spends three points of Vitae, and the character transforms after the last point is spent (meaning that unless the character can spend multiple points of Vitae in a turn, the transformation takes three turns). Once transformed, the character is an unliving shadow. She is immune to physical attacks, can slither up walls and across ceilings, can slip into any crack, no matter how small, and can "see" in pitch darkness. She can envelop targets, affecting them in the same manner as Shroud of Night. She can also use mental Disciplines (including Dominate, Majesty and Animalism) on enveloped targets. The character

still suffers damage normally from fire and sunlight, and resisting Röttschreck from these sources requires one additional success.

QUIETUS

Quietus can be found on pp. 175-176 of **Vampire: The Masquerade**.

- **Silence of Death:** No roll is required. The vampire spends one Vitae to create complete silence in a 20-foot radius around himself.

- **Scorpion's Touch:** The player rolls Resolve + Medicine + Quietus and spends at least one point of Vitae. The Assamite can rub the poison on a melee (not ranged) weapon, in which case the player spends Vitae equal to the Size rating of the weapon. The character can also poison his hands or lips (one Vitae) or spit the poison at a target (one Vitae, and requires a Stamina + Athletics – Defense roll to hit). This power creates a poison with a Toxicity rating equal to the player's successes on the roll. The target's player rolls Stamina + Resolve – the poison's Toxicity. If the character fails the roll, he is poisoned. His Stamina rating is reduced by the Assamite's Quietus rating, which reduces the target's effective Health rating as well. If the target's Stamina falls to zero or below, the target falls into torpor (if Kindred) or becomes incapacitated with illness (if mortal). The effects of this poison last for one night, after which mortal targets can begin to heal and Kindred targets awaken from torpor.

- **Dagon's Call:** The Assamite must touch the target, and the player spends a Vitae point. For an hour afterward, the Assamite can activate this power with the expenditure of a point of Willpower. The Assamite's player then rolls Stamina + Medicine + Quietus – opponent's Stamina. The target suffers any successes as lethal damage. The Assamite can continue making attacks, one per turn, as long as he has Willpower to spend. This power works on Kindred as well as mortals, provided that the target Kindred has at least one Vitae point.

- **Baal's Caress:** The Assamite coats a weapon (which might include her hands or teeth) with a number of Vitae points up to twice the weapon's Size. For every point of Vitae on the weapon, it inflicts aggravated damage for one successful attack. An unsuccessful attack does not consume a point of Vitae.

- **Taste of Death:** The character spits caustic blood at a target. The player rolls Stamina + Athletics – Defense to hit, and the range is 10 feet per dot of Strength that the character possesses. The attack inflicts aggravated damage, and the player's dice pool is increased by two for every point of Vitae the player spends (up to the usual limits imposed by Blood Potency).

SERPENTIS

Serpentis can be found on pp. 176-178 of **Vampire: The Masquerade**.

- **Eyes of the Serpent:** The character immobilizes targets by locking eyes with them. Mortals are frozen in place as long as the Setite retains eye contact. Supernatural beings can attempt to resist by rolling their Resolve + Composure + Supernatural Tolerance trait (Blood Potency, Primal Urge, Gnosis, Azoth, Wyrd or Psyche) vs. the Setite's Presence + Persuasion + Serpentis. If the Setite wins, the target is immobilized. If the target, mortal or otherwise, suffers damage while immobilized, her player can roll Resolve + Composure to break free.

- **Tongue of the Asp:** The Setite attacks a character with her tongue. The target must be in range of a normal melee attack. The roll is Dexterity + Brawl – Defense, and the tongue inflicts 2L damage. If the Setite hits, she may immediately drink the target's blood as though she had bitten him. The Setite can also flick the tongue in and out of her mouth like a snake, halving any penalties from being blinded (see p. 166 of the **World of Darkness Rulebook**).

- **The Skin of the Adder:** The player spends a point of Vitae to initiate the change. The character gains armor equal to her Serpentis rating, can squeeze through any opening big enough to fit her head into, and her jaws elongate and widen (granting a +1 to bite attacks). The character's armor does not apply to damage from fire or sunlight.

- **The Form of the Cobra:** The character changes into a black cobra. This requires the expenditure of one Vitae point and the transformation takes three turns. Clothing and small items change with the vampire. The snake is roughly 10 feet long and twelve inches around. While in snake form, the character can use Disciplines that do not require the use of hands. The transfigured Kindred receives a +2 on all Perception rolls based on sight or smell, but a –3 on all Perception rolls based on hearing. The

cobra inflicts bite damage equal to the vampire's, but the bite carries venom with Toxicity equal to the Setite's Serpentis rating. Anyone bitten must succeed on a Resolve + Stamina – Toxicity roll or suffer lethal damage equal to the snake's Toxicity rating.

••••• **The Heart of Darkness:** The character can remove her heart or the heart of another vampire. This requires an extended Dexterity + Medicine roll (one roll per hour, with a target number of 5; no unskilled penalty if the vampire has no Medicine). Once the heart is out, the vampire is immune to being staked in the chest, and receives a +2 on all rolls to avoid frenzy. If the heart is staked, the character immediately falls into torpor. The heart is otherwise immune to damage from all sources except fire or sunlight. If the heart is exposed to sunlight or cast into fire, the vampire is immediately destroyed.

THAUMATURGY

Thaumaturgy, like Necromancy, is a series of Paths. When a character first learns Thaumaturgy, he chooses a primary Path. Raising this Path costs (new dots x 7) experience points. The character can learn other Paths, but secondary Paths can never exceed the primary Path's rating. Secondary Paths cost (new dots x 6) to raise.

The system to use any Thaumaturgical Path power is as follows:

Cost: 1 Vitae

Dice Pool: Resolve + Occult + Thaumaturgy (rating in primary Path) – level of power being attempted

Action: Instant

Roll Results:

Dramatic Failure: The character loses a *dot* of Willpower as the magic takes a toll on her mind.

Failure: The effect does not happen, and the Vitae point is still spent.

Success: The effect happens as described in the text.

Exceptional Success: Extra successes are usually their own reward. In some cases, an exceptional success indicates an increased duration or effect; these cases are noted below.

PATH OF BLOOD

The Path of Blood can be found on pp. 178-180 of **Vampire: The Masquerade**.

• **A Taste of Blood:** With a taste of the subject's blood, the vampire learns the following information: Whether the subject is vampire, what clan he belongs to (within the thaumaturge's experience — if he's never encountered the clan before, the information he gains is "new clan"), the subject's Blood Potency, and whether the subject has committed diablerie in the last month.

•• **Blood Rage:** The thaumaturge must touch the target (this action is considered reflexive; see *Touching an Opponent* on p. 157 of the **World of Darkness Rulebook**) before using this power. The character can force the character to expend one point of Vitae per success, and may exceed the usual limits imposed by Blood Potency. The thaumaturge can force the target to spend Vitae on anything he could normally spend it on, including Physical Augmentation and counterfeiting life. Each success also imposes a –1 penalty on the target's roll to resist frenzy for the rest of the scene.

••• **Blood of Potency:** The character raises his effective Blood Potency. Additional successes can be used to raise Blood Potency or to increase the duration by one hour: two successes on the roll can raise the character's Blood Potency by one for two hours or by two for one hour (the first success in each category is "free," provided the Thaumaturgy roll succeeds). Increasing Blood Potency increases the vampire's Vitae pool and adds to resistance rolls for certain powers. It may also increase the amount of Vitae the character can expend in a turn. Finally, the character responds to other vampires differently with regards to the Predator's Taint, based on his new effective Blood Potency. When the power wears off, any Vitae in addition to the character's normal pool is lost.

•••• **Theft of Vitae:** Subtract the target's Defense from the roll in addition to the usual –4 penalty. Each success drains one point of Vitae from any visible target within 50 feet of the vampire. The blood erupts from the target's mouth and nose and flies toward the vampire, who absorbs it into his hand or mouth. Used on a vampire, this can create a Vinculum.

••••• **Cauldron of Blood:** This power requires that the vampire touch the target (see p. 157 of the **World of Darkness Rulebook**). The touch is a reflexive action. Subtract the target's Stamina from

the spell, in addition to the usual -5 penalty. The character then boils one point of blood per success on the roll. Any success kills a mortal immediately; vampires suffer successes as aggravated damage.

LURE OF FLAMES

This Path can be found on p. 180 of **Vampire: The Masquerade**.

The vampire creates fire anywhere in his line of sight. The amount of damage that this fire causes is listed on p. 180 of **Vampire: The Masquerade**. The character can “hold” fire in his hands, and then release it at any time, but once released it burns the spellcaster as along with anything else.

MOVEMENT OF THE MIND

This Path can be found on p. 181 of **Vampire: The Masquerade**.

The character can lift and manipulate items based on their weight, according to the chart on p. 181 of **Vampire: Masquerade**. Each success garners one turn of control. The player can make another control roll to maintain the spell, which does not require the expenditure of Vitae. At level three, the character can levitate and fly at her normal Speed. At level four, the character can throw objects at targets, inflicting +0B damage (the Storyteller may rule that throwing knives and other bladed objects inflict lethal damage).

THE PATH OF CONJURING

This Path can be found on p. 181 of **Vampire: The Masquerade**.

The character can conjure objects out of nothing. More successes indicate cosmetic improvement, but the object’s equipment bonus is always the standard for a normal example of the item in question. The vampire cannot summon anything larger than himself.

- **Summon the Simple Form:** A simple object with no moving parts: a knife, a lead pipe, a wooden stake. The player must spend a Willpower point to maintain the item for each turn after the first (unless the character uses Permanency).

- **Permanency:** The player spends three (one for using Thaumaturgy + two more) Vitae, and any object created with this Path remains in existence. This power still requires a Thaumaturgy roll, but if it fails only one Vitae is lost.

- **Magic of the Smith:** The player spends five Vitae (one for using Thaumaturgy + four more) to create complex items such as bicycles, guns and computers. These items are permanent once created.

- **Reverse Conjunction:** The vampire can cancel other thaumaturgists’ conjurations. In addition to the Vitae point, the player must expend a point of Willpower.

- **Power Over Life:** The thaumaturgist can create living creatures. The player must spend 10 Vitae (one for using Thaumaturgy + nine more). These creatures obey the vampire’s commands, but have no will otherwise (they must be commanded to eat and drink). They fade from existence in one week.

HANDS OF DESTRUCTION

This Path can be found on p. 182 of **Vampire: The Masquerade**.

- **Decay:** The character must touch the target object. It loses one point of Durability per success, but cannot fall below Durability 0.

- **Gnarl Wood:** The character can warp 50 pounds of wood per Vitae spent in using this power, subject to the usual limits imposed by Blood Potency. The character merely needs to see, not touch, the wood. The wood must be dead — the vampire can’t use this power on living trees. The vampire also can’t sculpt the wood; if he tries, it withers and cracks, becoming useless.

- **Acidic Touch:** The character secretes acidic blood from her skin. She is immune to damage from her own acid, though her clothes and other objects she carries are not. One use of the acid is enough to burn through one point of Structure of a target object. Used offensively, the character can make one hand-to-hand attack per use of this power, and inflicts aggravated hand damage.

- **Atrophy:** The character can wither limbs. This requires touching the target limb (p. 157 of the **World of Darkness Rulebook**), and the player subtracts the target’s Stamina from the Thaumaturgy roll in addition to the usual -4 penalty. Success cripples the limb, making it useless (which imposes either the **Lame** or **One Arm Flaw** on the target). This power is permanent when used on mortals, though powerful magic can repair the damage. Vampires can spend five Vitae to rejuvenate the limb.

••••• **Turn to Dust:** The vampire ages the target by 10 years per success. The vampire must touch the target (making a reflexive touch attack), and the player subtracts the target's Stamina from the Thaumaturgy roll in addition to the usual -5 penalty. Vampire are unaffected by this power. Aging a target beyond her natural lifespan kills the target instantly (the Storyteller makes the call as to how many successes is required to kill a given target).

RITUALS

Rituals in Thaumaturgy function much like the rites of Crúac and Theban Sorcery. The vampire must have the Thaumaturgy Discipline (any Path) at a level equal to or higher than the ritual he is trying to perform.

Cost: 1 Willpower

Dice Pool: Intelligence + Occult + Thaumaturgy (primary Path)

Action: Extended. The number of successes required to activate a ritual is equal to the level of the ritual (so a level-three ritual requires three successes to enact). Each roll represents one turn of ritual casting. Note also that each point of damage suffered in a turn is a penalty to the next casting roll made for the character.

If a character fails to complete the ritual in time (such as by being sent into torpor before accumulating enough successes) or decides to cancel the ritual before garnering enough successes to activate, the effect simply fails.

Roll Results:

Dramatic Failure: The ritual fails in some spectacular fashion. A ritual intended to damage a subject inflicts its damage upon the caster, for example, while a ritual designed to store Vitae in an object depletes the caster of some amount of his own.

Failure: No successes are added to the total.

Success: The ritual takes place as described.

Exceptional Success: The ritual takes place as described. In many cases, extra successes are their own reward, causing additional damage or conferring extra duration or capacity.

Defense of the Sacred Haven (Level-One Thaumaturgy Ritual)

As described on p. 183 of *Vampire: The Masquerade*. This ritual requires 1 Vitae in addition to the Willpower point.

Wake with Evening's Freshness (Level-One Thaumaturgy Ritual)

The thaumaturgist wakes automatically at the first sign of trouble during the day, and can ignore the Humanity roll to stay active (see p. 184 of *Vampire: The Requiem*) for two turns. The player must still spend one Vitae for the character to awaken.

Communicate with Kindred Sire (Level-One Thaumaturgy Ritual)

As described on pp. 183-184 of *Vampire: The Masquerade*. A vampire who belongs to a bloodline may use this ritual to communicate with his Avus as well as his sire.

Deflection of Wooden Doom (Level-One Thaumaturgy Ritual)

As described on p. 184 of *Vampire: The Masquerade*. Note that this ritual is slightly different than the Crúac ritual of the same name, in that it defends against only the first attempt to stake the vampire.

Devil's Touch (Level-One Thaumaturgy Ritual)

The victim of this ritual must be carrying the enchanted coin on his person somewhere, which might require the vampire's player to succeed on a Dexterity + Larceny roll to plant it on him. In any case, once afflicted with the curse, the victim suffers a -4 penalty to all Social rolls for the remainder of the night. This also applies to any attempt to use the Status Merit. This ritual does not work on supernatural beings, though at the Storyteller's discretion there might be a higher-level version that does.

Ward vs. Ghouls (Level-Two Thaumaturgy Ritual)

Once cast, this spell inflicts three points of lethal damage on any ghoul that touches the object. A ward can be placed on a bullet or other missile, but the vampire must ward each bullet separately. If the bullet hits, add three successes to the roll. If the bullet misses, the effort is wasted.

Principal Focus of Vitae Infusion (Level-Two Thaumaturgy Ritual)

This ritual is similar to the level-one Theban Sorcery ritual Vitae Reliquary, but note the differences: The Thaumaturgy ritual can be used on smaller objects, it only holds one point of Vitae, and the blood is not "neutral" but can be used to create a Vinculum.

Incorporeal Passage (Level-Three Thaumaturgy Ritual)

This ritual lasts until the vampire dispels it. Other than that, it works as described on p. 184 of **Vampire: The Masquerade**.

Pavis of Foul Presence (Level-Three Thaumaturgy Ritual)

As described on p. 184 of **Vampire: The Masquerade**, except that it works on the Majesty Discipline.

Bone of Lies (Level-Four Thaumaturgy Ritual)

As described on pp. 184-185 of **Vampire: The Masquerade**.

Blood Contract (Level-Five Thaumaturgy Ritual)

Enforcement of the contract is left to the Storyteller. If she wishes to be subtle about it, oath-breakers might suffer runs of horrible bad luck as long as they fail to uphold the contract (which might be represented by dice pool penalties). If she wishes to be more overt, demon hounds might manifest and rend the character's undead flesh until he complies (use the dog statistics on p. 203 of the **World of Darkness Rulebook**).

VICISSITUDE

Vicissitude can be found on p. 185-187 of **Vampire: The Masquerade**. Many uses of this Discipline use the Crafts Skill, but the character requires a specialty in Body Crafts to make full use of it. Using Vicissitude without this Specialty imposes a -2 penalty on the appropriate roll.

Alterations resulting from Vicissitude are permanent. Vampires can heal these alterations as though they were aggravated damage, while mortals require corrective surgery. Uses of this power to inflict damage do heal, but leave noticeable scars. A Tzimisce can make a Nosferatu look more human, but this wears off an hour after the work is completed.

- **Malleable Visage:** Changing the vampire's form requires a roll of Dexterity + Crafts + Vicissitude and the expenditure of one Vitae per body part changed. Impersonating another person requires a Wits + Subterfuge roll. The character can grant herself the Striking Looks Merit using this Discipline. Doing so requires the expenditure of a Willpower point, and imposes a -2 or -4 penalty depending on which version of the Merit she is trying to gain.

- **Fleshcraft:** Using this power in combat requires the character to grapple the target (p. 157 of the **World of Darkness Rulebook**), and this makes fine manipulation impossible. The character can disfigure a character fairly easily, imposing a -2 penalty on Social rolls depending on physical appearance. The character can also inflict organ damage, using this power as an attack inflicting lethal damage. Given time, the vampire can shift flesh and muscle, reordering a target's Physical Attributes as she sees fit.

Using this power for quick and dirty alterations is an instant action (Dexterity + Crafts + Vicissitude - Stamina). Using it to bestow Striking Looks or reordering Attributes is an extended action using the same dice pool (each roll is one hour of work, three successes per dot moved or level of Striking Looks bestowed). The power requires one Vitae.

- **Bonecraft:** The character can alter the target's bones. Used as an attack, the roll is Dexterity + Medicine + Vicissitude - Defense, and inflicts 3L damage. The character can also cause a target's rib cage to move inward, piercing the heart. This imposes an additional -5 to the roll, but instantly kills a mortal target. Against vampires, it halves the target's Vitae pool in addition to inflicting lethal damage normally.

Used to alter, the character can give a target (or himself) bony spikes on his knuckles or quills from anywhere on the body. Either application inflicts one point of lethal damage. This requires an extended action (one hour per roll, target is three success for knuckle spikes or five for quills). The roll is Dexterity + Crafts + Vicissitude - Stamina. Knuckle spikes inflict 1L damage, and quills inflict two points of lethal damage per turn during a grapple, or one point of lethal damage to anyone making a barehanded attack on the character.

Clever players will doubtless come up with other uses for this power, and the Storyteller should use these systems as a guideline.

- **Horrid Form:** The player spends two Vitae to awaken the horrid form. All Physical Attributes increase by two, while any Social actions other than Intimidation automatically fail. The character also grows bony spikes from his hands, which inflict 2L damage.

..... **Bloodform:** The character can liquefy his physical form, turning part or all of it into a pool of blood. If the character changes part of its body into a pool of blood, the player determines how many Vitae points that part is “worth.” The blood can move on its own, and the vampire can see through the blood, manipulate objects as though the blood had Strength 1, and slip into the mouths of sleeping individuals to create a Vinculum. If the pool is destroyed, the vampire can regrow the missing part by expending Vitae equal to the amount that the part was “worth.” If the vampire liquefies his entire body, he can move and behave as described for Tenebrous Form, above. He is likewise immune to physical damage, except for damage caused by fire or sunlight.

REQUIEM TO MASQUERADE

COILS OF THE DRAGON

The Coils of the Dragon work, for the most part, as described on p. 149-150 of *Vampire: The Requiem*. Changes are noted below.

Blood Seeps Slowly: The vampire loses a blood point to wake for a number of nights equal to his Intelligence.

Blood of Beasts: Animals are considered to have five additional blood points than they usually would.

Conquer the Red Fear: The difficulties on all rolls to resist Röttschreck triggered by fire or sunlight are reduced by two.

Surmounting the Daysleep: The player spends a Willpower point. The character can stay awake all day with no penalties.

Sun's Forgotten Kiss: Sunlight at twilight and dawn causes lethal damage, but the vampire can soak it with his full Stamina + Fortitude pool.

Lure the Beast: This tier allows a character who does not follow a Path of Enlightenment to ride the wave in frenzy, using Self-Control instead of Instinct (see p. 287 of *Vampire: The Masquerade*). Vampires who do follow Paths of Enlightenment receive a -2 to the difficulty to ride the wave.

CRÚAC

Crúac is similar to Thaumaturgy, except that it is composed entirely of rituals; there are no “Crúac Paths.” The roll to activate a Crúac ritual is Manipulation + Occult (difficulty 3 + the level of the ritual being attempted).

Most rituals require only one success to function, though multiple successes can be beneficial for many.

LEVEL ONE RITUALS

Pangs of Proserpina

The ritual roll is opposed by the target's Willpower (difficulty 7). Vampires affected by this ritual are considered hungry for purposes of resisting frenzy (see p. 228 of *Vampire: The Masquerade*).

Rigor Mortis

This ritual roll is opposed by the victim's Stamina (difficulty 7). Otherwise it works as described on p. 143 of *Vampire: The Requiem*.

LEVEL TWO RITUALS

Cheval

This ritual is opposed by the victim's Willpower (difficulty 8). Otherwise it works as described on p. 143 of *Vampire: The Requiem*.

The Hydra's Vitae

As described on pp. 143-144 of *Vampire: The Requiem*.

LEVEL THREE RITUALS

Deflection of Wooden Doom

As described on p. 144 of *Vampire: The Requiem*. Note that this ritual is slightly different than the Thaumaturgy ritual of the same name, in that it defends against *all* attempts to stake the vampire, not just the first one.

Touch of the Morrigan

The damage that this spell inflicts is lethal, but is not soakable. The caster must touch the opponent to use the spell. This requires a successful Dexterity + Brawl roll (difficulty 6), which the opponent may dodge normally. Otherwise it works as described on p. 144 of *Vampire: The Requiem*.

LEVEL FOUR RITUALS

Blood Price

This ritual is opposed by the victim's Willpower (difficulty 8). Otherwise it works as described on p. 144-145 of *Vampire: The Requiem*.

Willful Vitae

As described on p. 145 of *Vampire: The Requiem*, substituting “blood bond” for “Vinculum.”

LEVEL FIVE RITUALS

Blood Blight

The target opposes the caster's roll with Stamina (difficulty 8). The victim suffers the difference as lethal, unsoakable damage (if mortal) or as Vitae loss (if Kindred).

Feeding the Crone

Damage inflicted by the vampire's teeth while this ritual is in effect cannot be soaked. Otherwise the ritual works as described on p. 145 of **Vampire: The Requiem**.

NIGHTMARE

- **Monstrous Countenance:** The vampire's player rolls Charisma + Intimidation (difficulty 7) vs. opponent's Willpower (difficulty 7). If the vampire wins, the opponents flee the area in terror, and continue fleeing until they can no longer see the vampire. The Storyteller may choose to make one Willpower roll for multiple opponents, using the highest Willpower present.

- **Dread:** The player spends one Vitae and rolls Manipulation + Empathy (difficulty 7) vs. Willpower (difficulty 7). Any opponent who does not equal or exceed the vampire's total successes suffers a +2 on all difficulties, and cannot spend Willpower for automatic successes as long as the power persists.

- **Eye of the Beast:** The player spends a point of Vitae and rolls Charisma + Empathy (difficulty 6) versus the opponent's Willpower (difficulty 7). If the vampire wins the contest, the target is paralyzed with fear unless struck, in which case he flees the vampire and continues to do so for the rest of the scene. If this power is used successfully on a vampire or another supernatural being capable of frenzy (such as a werewolf), the subject immediately enters fear frenzy.

- **Shatter the Mind:** The vampire's player spends a point of Vitae and rolls Manipulation + Empathy (against a difficulty equal to the victim's Willpower). If the vampire succeeds, the victim loses his next action and suffers a derangement of the Storyteller's choice (see pp. 222-224 of **Vampire: The Masquerade**) for the next week.

- **Mortal Fear:** The player spends one point of Willpower and rolls Charisma + Intimidation (difficulty of the target's Courage + 5, maximum 9). The target suffers any successes as lethal damage, which

he may "soak" with his Courage. Vampires suffer this damage as Willpower loss, but may also "soak" this loss with Courage.

THEBAN SORCERY

Theban Sorcery is similar to Thaumaturgy, except that it is composed entirely of rituals; there are no "Theban Sorcery Paths." The roll to activate a Theban Sorcery ritual is Intelligence + Academics (difficulty 3 + the level of the ritual being attempted). Most rituals require only one success to function, though multiple successes can be beneficial for many. Theban Sorcery rituals require offerings, as described on p. 145 of **Vampire: The Requiem**.

LEVEL ONE RITUALS

Blood Scourge

The roll to attack with the whips is Dexterity + Melee. The number of whips created adds to the damage roll, and damage is considered lethal. Otherwise this ritual is as described on p. 146 of **Vampire: The Requiem**.

Vitae Reliquary

As described on p. 146 of **Vampire: The Requiem**. Note the differences between this ritual and the Thaumaturgy ritual Principle Focus of Vitae Infusion: It only works on objects at least the size of the caster's fist, and blood contained there is "neutral" and cannot be used to create a blood bond.

LEVEL TWO RITUALS

Curse of Babel

This ritual is opposed by the victim's Willpower (difficulty 8). Otherwise this ritual is as described on p. 146 of **Vampire: The Requiem**.

Liar's Plague

This ritual is opposed by the victim's Willpower (difficulty 8). Otherwise this ritual is as described on p. 147 of **Vampire: The Requiem**.

LEVEL THREE RITUALS

Blandishment of Sin

This spell is *not* contested, but the victim may attempt to soak the damage normally. This ritual is opposed by the victim's Willpower (difficulty 8). Otherwise this ritual is as described on p. 147 of **Vampire: The Requiem**.

Malediction of Despair

This spell is contested by the victim's Willpower (difficulty 8). If the victim suspects he has been cursed by this ritual (not just "cursed" in general), the player can spend a point of Willpower and roll Willpower (difficulty 9) to shake it off. If the conditions for the curse are met, the player's difficulty on the appropriate roll is increased to 10. In addition, the roll is considered a botch if no successes are rolled, whether or not the dice show any other 1s.

LEVEL FOUR RITUALS

Gift of Lazarus

As described on p. 147 of *Vampire: The Requiem*.

Stigmata

The victim of this ritual opposes with a Stamina roll (difficulty 7). Otherwise, it works as described on pp. 147-148 of *Vampire: The Requiem*.

LEVEL FIVE RITUALS

Transubstantiation

This ritual is opposed by the victim's Stamina (difficulty 7). Otherwise, it works as described on p. 148 of *Vampire: The Requiem*.

Wrathful Judgment

Damage from this ritual is not soakable by any means, but the ritual itself is opposed by the victim's Stamina (difficulty 7). Otherwise, it works as described on p. 148 of *Vampire: The Requiem*.

TRAITS AND SYSTEMS

The core systems of the two *Vampire* games are quite similar, but they differ in some subtle but important ways. Traits appear in one game but not the other in some cases, while in others, traits are nearly identical but simply have different names. This section discusses these various systems and provides conversions for them.

MASQUERADE TO REQUIEM

NATURE AND Demeanor

In *Vampire: The Masquerade*, a character's Nature is a one-word representation of the character, her true inner self. This archetype is what determines how the character regains Willpower. Generally when the character performs an action that reaffirms her Nature, she gains one point of Willpower back.

Her Demeanor, on the other hand, is the face she presents to the world. Some characters have identical Natures and Demeanors, but in most cases, the two traits differ at least a bit. Vampires are notoriously duplicitous, after all. Demeanor does not have a game effect except to inform roleplaying.

If you wish to use the Nature and Demeanor system in *Vampire: The Requiem*, you don't have to change much of anything. When the character fulfills the

condition listed for her Nature, she regains a point of spent Willpower. This system can be used in place of or alongside the Virtue/Vice system provided for *Vampire: The Requiem* (converting one to the other is covered below).

BACKGROUNDS

Backgrounds define a character's material assets and social networks. Most Backgrounds in *Masquerade* are represented by Merits in *Requiem*, with the notable exception of Generation.

GENERATION

In *Masquerade*, Generation measures how close to Caine a given vampire is. If Caine is the "First Generation," then his children are the "Second Generation" and so on. The Antediluvian clan founders are Third Generation, and by default, players' characters are Thirteenth Generation (though players can purchase the Generation Background to lower this trait). The only way to alter Generation after character creation is through diablerie.

Requiem, since it does not measure distance from an original vampire, does not have a Generation trait. Blood Potency takes on the same job from a system standpoint, but measures something different (see below).

If you are running **Masquerade** using the **Requiem** system, then you can use the Blood Potency system to represent Generation easily enough. Simply assume that the default player character Generation — 13th — is represented by one dot of Blood Potency. Lowering Generation by one raises Blood Potency by one, and so on. The major difference is that Generation doesn't change, except via diablerie, and so this version of Blood Potency is harder to raise.

VIRTUES

In **Masquerade**, vampires (and mortals) have traits called Virtues. These traits are used to compute characters' Willpower and Humanity ratings, and to adjudicate degeneration and frenzy. Mortals and most vampires track the Virtues of Conscience, Self-Control and Courage. Some vampires (discussed below) track Conviction, Instinct and Courage instead.

Because Willpower, Humanity, frenzy and degeneration are calculated differently in **Requiem**, Virtues do not have an analog in the current World of Darkness.

HUMANITY AND PATHS OF ENLIGHTENMENT

In **Masquerade**, mortals and vampires both track Humanity (which is different than the current World of Darkness, in which mortals track Morality — a similar, but subtly different trait). A vampire's Humanity is equal to his Conscience + Self-Control, but apart from the difference in computation it means much the same for vampires of both games.

In **Masquerade**, vampires also have the option of following Paths of Enlightenment. These are alternate moral systems that enable the Kindred of the Sabbat and other factions to behave in inhuman ways, but not lose their minds and becoming ravening monsters. The Paths of Enlightenment highlight the differences between the spiritual philosophies of the original and current Worlds of Darkness. In the original, it was possible to retain control of oneself by altering what one believed; the world was more forgiving of moral relativism. In the current World of Darkness, the moral system is a bit more structured, and vampires can't dodge their struggle with Humanity by altering their points of view (on the other hand, the systems dealing with Humanity are also slightly more forgiving).

If the Storyteller wishes to bring the Paths of Enlightenment into **Requiem**, the degeneration system is the same as for Humanity. Only the threshold sins are different. The Storyteller should use the number of dice required for a degeneration roll at a given level of Humanity to determine the number of dice for a degeneration roll for the given Path. For example, a follower of the Path of Paradox must roll to avoid degeneration for failing to destroy another vampire if his Path rating is 6 or more (see p. 294 of **Vampire: The Masquerade**). For that transgression, the Storyteller would have the player roll three dice, just as if a vampire following Humanity had committed grand theft (see p. 182 of **Vampire: The Requiem**).

WILLPOWER

Both iterations of **Vampire** use a Willpower trait, but they are calculated and used differently. In **Masquerade**, Willpower starts equal to the Courage Virtue, and is spent to add one automatic success to any roll. In **Requiem**, Willpower starts equal to the sum of the Resolve and Composure Attributes, and a point of Willpower adds three dice to a given roll.

In both games, though, Willpower represents mental strength and discipline, and in both games the trait ranges from 1 to 10. The trait is therefore nearly identical; it only differs in application.

MERITS AND FLAWS

Vampire: The Masquerade includes optional traits called Merits and Flaws. These traits stand apart from the rest of the game systems, and are purchased at character creation only with "freebie points," which are used to customize a character after all of the normal character creation steps have been completed. Flaws grant the player more freebie points to use at character creation, while Merits cost freebie points.

Merits are similar to the traits of the same name in **Requiem**, but the range they cover is much wider. While some Merits (Ambidextrous, Huge Size) have direct analogs in the current system, others (Eat Food, Blush of Health) allow characters to break the rules of vampirism. When converting **Masquerade** Merits into a **Requiem** game, the Storyteller needs to judge the Merits on a case-by-case basis.



Flaws, again, provide their benefit up front in **Masquerade**, whereas in **Requiem** they provide extra experience when they come into play. Changing a **Masquerade** Flaw to **Requiem** is simple enough; just use the system on p. 218 of the **World of Darkness Rulebook**. Don't worry about the relative "level" of a Flaw — more serious Flaws will impair the character more, true, but that means that the character gains the experience bonus more often.

REQUIEM TO MASQUERADE BLOOD POTENCY

A character's Blood Potency measures the character's age and power. A vampire's Blood Potency increases the longer she remains active, whether she wants it to or not (players can also raise it with experience points). It can also increase through diablerie. As Blood Potency increases, through whatever means, the vampire loses the ability to feed on animals (Blood Potency 3) and then mortals (Blood Potency 7). When a vampire enters torpor, however, her Blood Potency falls by one for every 25 years she remains asleep.

Blood Potency is not tied to the Blood Potency of a vampire's sire. It's assumed that older Kindred have more potent blood, but again, a few centuries in torpor will thin a vampire's blood to neonate levels.

If you wish to run **Requiem** using the **Masquerade** system, simply use the character's Blood Potency to determine the character's capabilities using the Generation chart on p. 139 of **Vampire: The Masquerade**. Characters are assumed to start at 13th Generation (Blood Potency 1), and every dot of Blood Potency decreases the character's Generation by one.

Note, again, that while Generation and Blood Potency have effectively the same game mechanics, they indicate something different. Blood Potency changes on its own as a vampire gets older, while Generation remains static unless the vampire commits diablerie. A 900-year-old vampire of the 10th Generation would still have a trait maximum of 5, a maximum blood pool of 13 and being able to spend one Vitae per turn, but would doubtless be very powerful in terms of the Disciplines and Skills she knew. Meanwhile, a character of similar age in the **Requiem** system, provided she was able to avoid torpor, might well have Blood Potency 9 or 10, and be frighteningly powerful as a result.

VIRTUE AND VICE

In the current World of Darkness, all characters have a Virtue and Vice, traits that represent the best and the worst of their personalities. Either of the traits can be self-affirming (and allow for Willpower recovery). Virtues and Vices, like Nature, include a condition under which the character regains Willpower. A character's Virtue allows her to regain all spent Willpower, but only once per session. Vice only grants her one point of Willpower, but she can use it once a scene.

As mentioned above, the two systems aren't mutually exclusive. If the Storyteller wishes, a character could easily have a Nature, a Virtue and a Vice and regain Willpower from all of them.

MERITS

Merits in the current World of Darkness combine the roles of Backgrounds and Merits from the original system. Characters receive a number of dots to place into Merits at character creation, and players can purchase more with experience points as their characters progress. Some **Masquerade** Merits do not fit neatly into the **Requiem** system. For instance, **Masquerade** includes a Merit called "Eat Food," that allows the character to eat normally (though he must eventually vomit it back up). In **Requiem**, though, all vampires are capable of this, and so the Merit is extraneous. Some **Masquerade** Merits are now covered by other traits, as well. The Efficient Digestion Merit, for instance, works very similarly to the Coil of the Dragon called Perspicacious Blood. The Storyteller will need to adjudicate whether or not a given **Masquerade** Merit is appropriate as a **Requiem** trait, and if so, what kind of trait.

BLOOD TIES

In **Requiem**, vampires gain to use certain Disciplines against other Kindred in their own "family." "Family" here is defined by Kindred two steps away from the vampire in question. That is, the vampire would receive the bonus against his sire's sire, his sire, his childer, and his childer's childer. In **Requiem**, the bonus is a +2 to the activation of Auspex, Dominate, Nightmare and Majesty, and a +4 to uses of Crúac (other Disciplines detailed in various supplements sometimes note that the blood ties bonus applies).

If you wish to use this rule in a **Masquerade** game, the effect is a -2 to the difficulties of these powers. The Discipline of Dementation also receives this bonus.

THE TASTE OF FAMILY

Kindred in **Requiem** are able to recognize the taste of Vitae from their own clan and family. The system for this is presented on p. 163 of **Vampire: The Requiem**, and works as presented for the **Masquerade** system (assume a difficulty of 6 on the Intelligence + Occult roll).

BLOOD SYMPATHY

When a vampire's relative (as specified under Blood Ties) experiences something powerful — committing diablerie, a strong frenzy or a loss of Humanity — the character might feel it. The system for this is presented on p. 163 of **Vampire: The Requiem**. In **Masquerade** mechanics, the difficulty of the roll is 7, and the number of successes indicates how clearly the character understands what is happening. With one success, she only understands the basic emotion at work — fear, pleasure, pain. With three successes, the character gets a better sense of what is happening. If the character's sire is committing diablerie, for instance, the character might understand that her sire is feeding and that the experience is much more intense than usual. A result of five successes indicates that the character has a brief but crystal clear vision of what is happening.

PREDATOR'S TAINT

Vampires in **Requiem** can recognize each other on sight. Unfortunately, vampires are predators, and their vicious natures sometimes get the better of them. When two vampires meet for the first time, they run the risk of losing control of their Beasts.

In game terms, when vampires meet for the first time they check for frenzy. The more powerful vampire (as defined by having a higher Blood Potency) checks for hunger/anger frenzy, while the weaker vampire (lower Blood Potency) checks for fear frenzy. In **Masquerade** terms, this system is the same, using either Blood Potency or Generation as the benchmark. The difficulty on the roll starts at 2, and might increase if the vampire is already on edge or hungry. Even if a vampire fails, though, the player can spend a Willpower point to allow the vampire to control himself. It's obvious that he lost control for a moment, and that can lead to an embarrassing loss of face and a reputation as a yokel, but absent some extreme circumstance, the character doesn't fly into a full-blown frenzy (unless the player wants him to for some reason).

CHARACTER CONVERSION

The sections below discuss converting a character from one rules set to the other, using the example characters provided on pp. 109-112 of **Vampire: The Masquerade** and pp. 97-99 of **Vampire: The Requiem**. The process in either case is modeled after the steps in character creation, and these should work even if you want to convert a long-standing **Masquerade** character into the current World of Darkness, or see what your **Requiem** character would look like in the original **Vampire** game.

MASQUERADE TO REQUIEM

STEP ONE: CONCEPT

When converting a **Masquerade** character to **Requiem**, examine the concept that you have put together. Is there anything that just isn't going to work in the current World of Darkness? A character that is tightly bound up in the mythology of **Vampire: The Masquerade** — a Noddist scholar, for instance, or a Sabbat purist — won't have a direct analog in **Requiem** (but see above for ways to incorporate the **Masquerade** sects into **Requiem**). For the most part, though, conversion is just a matter of changing focus, emphasis and a bit of terminology. Look over the comparisons between the two games at the beginning of this document and see if any part of your concept needs changing.

Example: Veronica Abbey-Roth's concept is explained on p. 110 of **Vampire: The Masquerade**. While her clan and sect might need some tweaking, those things will be addressed later, under Vampire Template. For now, the essential bits of her concept — the scion of a once-prominent family now in decline, rubbing elbows with the nocturnal elite — is just as appropriate for **Requiem** as for **Masquerade**. No changes are necessary at this step.

STEP TWO: ATTRIBUTES

Attributes serve largely the same function in both versions of the game, but there are differences. For one thing, in **Requiem** one success is generally suf-

ficient. As such, starting characters get fewer dots to allocate to their primary and secondary categories. When converting a starting character to the new system, strip out two dots from the primary category and one from the secondary.

Also, the Attributes themselves are different, and this requires some attention:

The Physical Attributes are the same in both games, and so they don't need to change.

The Mental Attributes in **Masquerade** are Perception, Wits and Intelligence, while in **Requiem** Perception is gone (Perception rolls are handled by Wits + Composure) and characters have Resolve instead.

The Social Attributes in **Masquerade** are Charisma, Manipulation and Appearance. In **Requiem**, they are Presence, Manipulation and Composure. Charisma and Presence are roughly equivalent, but Appearance and Composure measure very different things. Composure indicates how well a character keeps her cool in social situations, so when converting Social Attributes, keep that in mind (and note that Appearance is only represented by a game trait for extremely attractive characters, and we'll get to that in Merits).

Example: Veronica Abbey-Roth has Charisma 3, Manipulation 3, and Appearance 4 for her primary category (Social). She has different Attributes to work with now, though, and two fewer dots. Later on in the character creation process, Veronica is described as "cool and levelheaded." That means that she'll want a decent Composure rating. Since she is a vampire, however, she's got *some* impulse control issues, so the player decides to leave Presence and Manipulation at 3 dots, and Composure at 2.

In Mental Attributes, Veronica has two Perception, three Intelligence and three Wits. The Perception Attribute no longer exists, and since Veronica is savvy and shrewd, a high Wits rating seems appropriate. The player leaves Wits at 3, and leaves the other two Attributes at 2.

Finally, Physical Attributes. In **Requiem**, as in **Masquerade**, the tertiary category receives three dots. Veronica's totals here don't need to be changed — she has Strength 1, Dexterity 3 and Stamina 2.

STEP THREE: SKILLS

Skills differ from the Abilities of **Masquerade**, because they are divided into Physical, Mental and Social rather than into Talents, Skills and Knowledges. The traits themselves don't match up perfectly, either, and of course, the number of points is different. When converting a **Masquerade** character to **Requiem**, simply remove the ratings in Abilities that don't have analogs in **Requiem**, and be sure that the number of dots matches the new totals (11/7/4 rather than 13/9/5). Note, too, that in **Requiem** it is permissible for a Skill to be rated higher than 3 at this stage, though the fifth dot in a Skill "costs" two dots. Because of the way that Skills are categorized in **Requiem** vs. **Masquerade**, it might be easier to change Abilities to Skills directly and then make sure that the prioritization makes sense afterward.

Example: Veronica's dots in Empathy, Expression, Streetwise and Subterfuge transfer over to **Requiem** easily. She also has dots in Leadership and Etiquette, neither of which exist in **Requiem**, but it makes sense that she would have dots in Persuasion and Socialize. The player moves one dot out of Subterfuge, places two in Persuasion and two in Socialize. This gives Veronica 11 dots in Social Skills: Empathy 2, Expression 2, Persuasion 2, Socialize 2, Streetwise 1 and Subterfuge 2.

Looking now at Mental Skills, Veronica has two dots in Academics, one in Computer, four in Finance, and three in Politics. Finance doesn't exist in **Requiem**, and without it, she's at six dots in Mental Skills. The player decides to add a dot in Investigation — Veronica had a rating in Alertness, after all, and although that Talent doesn't have a direct analog in **Requiem**, the rationale behind buying it works for Investigation, too. Veronica's Mental Skills are: Academics 2, Computer 1, Investigation 1, Politics 3.

Finally, Physical Skills. Veronica has Dodge 1, Drive 1, Firearms 1, and Stealth 1. Easy enough — the player just changes the Dodge dot to Athletics, and that leaves four dots in Physical Skills.

STEP FOUR: SKILL SPECIALTIES

In **Masquerade**, Specialties are an option available for any Attribute or Skill rated at 4 dots or more, and they simply allow characters to re-roll 10s (which is a standard rule in **Requiem**). In **Requiem**, they are a way to better define a character's Skills. When converting a character from **Masquerade** to **Requiem**, consider not only which specific areas of Skills she excels in, but also any Abilities from **Masquerade** in which the character had a high rating but that don't appear in **Requiem**.

Example: Veronica had four dots in the Finance Skill, which doesn't have a direct analog in **Requiem**. "Finance," therefore, seems like a good Academics Specialty. She also had a high rating in Leadership, another Skill that doesn't appear in the current rules. Her write-up in **Vampire: The Masquerade** says that she's used her Leadership Talent to keep her company afloat, indicating that she's an inspirational figure. "Inspiring" seems like a good Expression Specialty. Finally, Veronica attended finishing school and is a product of Chicago's highbrow set. "High Society" becomes her Socialize Specialty.

STEP FIVE: VAMPIRE TEMPLATE

In this step, the mortal becomes the vampire. Here, we check to make sure that the character's clan still exists in **Requiem** (or convert it if it doesn't), decide on a covenant, and determine Disciplines.

Check with your Storyteller to find out if she wants to convert the **Masquerade** clans directly over to **Requiem**, or if she would prefer you to choose a clan from the five presented in the current game. This question is relevant even if the character is a Ventrue, Nosferatu or Gangrel, because as mentioned above, the presentations of these are very different in one game than the other. It is certainly possible to take a Ventrue concept in **Masquerade** and play the same character as a Ventrue in **Requiem**, but you will probably need to adjust your view of the character to compensate for the differences — Ventrue in **Requiem** are prone to madness, and "refinement" plays a less prominent role than "ambition."

If you can convert the clan over directly, that's fine. If not, think about the **Masquerade** character in terms of the five vampiric archetypes that the clans in **Requiem** represent. Is the character a seducer,

a wild predator, a night-stalker, a mad lord or a pure monster? The clans in **Requiem** are deliberately broad, and any vampire concept can fit into one of them somehow (and don't forget — bloodlines are an option down the road. It's perfectly acceptable to create a Gangrel character with an eye toward joining the Bruja).

Covenant requires you to think about your **Masquerade** character in the context of the current World of Darkness a bit more. In **Masquerade**, characters are assumed to belong to the Camarilla or, perhaps the Sabbat. The most obvious analog to the Camarilla is the Invictus, but other options exist. Look at the covenants of **Requiem** and decide which one your character would choose, given the option. Did he always keep to his faith, and wonder how to reconcile it with his new condition? He might have joined the Lancea Sanctum. Did your character rail against his fate and search for a way to "cure" it? He might have gravitated to the Ordo Dracul. Do you find the anarchs more compelling than the Camarilla? Consider the Carthian Movement.

Requiem vampires receive a free dot in one of two Attributes, determined by clan. This dot can take an Attribute to 5 without violating the "fifth dot costs double" rule. The write-ups of the **Masquerade** clans, above, include favored Attributes for them as **Requiem** clans, if your Storyteller is converting the clans over.

All **Requiem** vampires start with a dot of Blood Potency. Start with one dot even if you bought the Generation Background; we'll deal with that in the next step.

Finally, characters receive three dots in Disciplines, at least two of which must be allocated to clan Disciplines.

Example: Veronica is a Toreador, which is not a clan that appears in **Masquerade**. We could use the conversion given above, but let's assume that Lynn's Storyteller wants to use only the five **Requiem** clans. Which of these vampiric archetypes fits Veronica? Looking at the description and the conceptual information in **Vampire: The Masquerade**, we find that Veronica is defined by her ambition to put her family back into power. That sounds pretty quintessentially Ventrue. Her favored Attributes are Presence and Resolve, and Lynn decides that the

Embrace awakened in Veronica a ruthless streak. She puts the free dot into Resolve, giving her a rating of 3 in that Attribute. Lynn also marks her character's clan weakness on the character sheet.

Now for covenant. Veronica, as a **Masquerade** character, is a Camarilla vampire, but she really doesn't have a lot of other options. Looking again at her goals — build up her family business through finances and favor-trading — it seems that the more mystically inclined covenants don't make a lot of sense. That leaves the Invictus and the Carthian Movement. Given Veronica's genteel sensibilities, Invictus might make sense, but there are several references in Veronica's write-up to her not being opposed to using more modern techniques and assets to offset her lack of influence. Either covenant would make sense, and her player decides that the Invictus snagged Veronica early on by promising her the chance to rebuild her family's fortunes tomorrow if she scratched the right backs tonight.

Lynn fills in one dot of Blood Potency on the sheet. Veronica was 13th Generation as a **Masquerade** character, and Lynn doesn't see having the Merit dots handy to raise Blood Potency, so she goes ahead and marks Veronica's Vitae pool at a maximum of 10 and her Vitae per turn rate as 1.

Veronica gets three dots in Disciplines, two of which have to come from the Ventrue clan Disciplines of Dominate, Resilience and Animalism. Lynn feels that Veronica still isn't a physical character, and eschews Resilience. Likewise, Animalism just feels a little too... coarse for Veronica. Lynn puts two dots into Dominate, and with the third picks up a dot of Majesty.

STEP SIX: MERITS

Merits, as mentioned, cover much of the same ground as Backgrounds did in **Masquerade**. When converting a character, look at the character's Backgrounds and see if an analog exists in **Requiem**. If you find yourself with extra dots, have a look through the Merits in the **World of Darkness Rulebook** and see if any of them are appropriate to your concept (likewise, if your **Masquerade** character made use of the optional Merits and Flaws systems, you might have traits there that convert to Merits in **Requiem**). Note, too, that you can spend three Merit dots to raise Blood Potency by one point. As

such, it's not possible to raise Blood Potency higher than 3 at character creation, meaning that even if your **Masquerade** character was of 8th Generation, the numbers won't *quite* match up. That's fine — Generation doesn't exist in **Requiem**, and you're free to reconsider your character's assets.

Requiem characters receive seven dots in Merits.

Example: Veronica, as a **Masquerade** character, had Resources 4, Retainers 1 and Contacts 2. This point distribution works for a **Requiem** character, too, but let's have a look at the comparison between the Merits and the Backgrounds. In **Masquerade**, Resources 4 equates to roughly \$10,000 a month and \$500,000 assets. Looking at p. 115 of the **World of Darkness Rulebook**, we find that it's roughly the same there. Retainers, however, has changed. In **Masquerade**, a one-dot Retainer is a potentially a ghoul, but a perfectly capable human being in any case. In **Requiem**, a one-dot Retainer is "a child, an automaton or a madman with limited capabilities and freedom of thought"—hardly a fitting description of Veronica's chauffeur, Marcus. Lynn decides to move one dot out of Resources to put Retainers up to two dots. Finally, Veronica had Contacts 2, representing "old family acquaintances." In **Requiem**, though, Contacts indicate a field in which the character knows people, and so "Family" would only represent one dot of Contacts. That leaves Veronica with one free dot in Merits, but something bothers her player.

In **Masquerade**, Veronica is a beautiful woman (Appearance 4). There is no Appearance trait in **Requiem**, though, so physical beauty is represented by the Striking Looks Merit. It's at least a two-dot Merit, though, and so Lynn would have to free up one more dot to take Striking Looks. The Storyteller also reminds Lynn that she needs to allocate one dot to Status (Invictus). Lynn needs to make some hard choices.

Finally, Lynn decides that Veronica *was* an exceptionally beautiful woman...before the Embrace. Becoming a vampire granted her a strange, predatory zeal that somehow puts people off. She's still attractive, and she can still use her looks to get what she wants (using the Persuasion Skill), but she's different now, and it's cost her something. Lynn puts her last Merit dot into Status (Invictus) and moves on.

STEP SEVEN: ADVANTAGES

Requiem vampires do not have Virtues. Their Willpower is the sum of the Resolve and Composure Attributes, while Humanity starts at 7 by default. As an optional rule, Storytellers can allow players to lower a character's Humanity in exchange for five experience points per dot (to a minimum of Humanity 5).

Characters also receive a Virtue and Vice. When converting a **Masquerade** character, let the character's Nature inform the choice of Virtue and Vice. A Caregiver character might have the Virtue of Charity, but the Vice of Pride — he's giving, but damn it, he wants to be recognized for it. A Celebrant might have the Virtue of Hope (everyone loves being around her) but the Vice of Lust (she's a slave to her passions).

Finally, the character's Size, Defense, Initiative, Health, Speed are calculated as described in the **World of Darkness Rulebook**.

Example: Veronica's Willpower starts at 5, and her Humanity starts at 7. Her write-up doesn't include any mention of horrible acts she's committed as a vampire, so Lynn doesn't think it's appropriate to lower her Humanity.

Veronica's Nature is Director (her Demeanor is Gallant, but that's not relevant to who she really is, it's just what she presents). Lynn translates that into the Virtue of Fortitude. Veronica believes that she can persevere and rebuild her fortunes, elevating herself to true greatness. The Vice of Pride is appropriate, but Lynn decides to give Veronica a nastier streak — her Vice is Envy. Veronica may not even realize it yet, but her ascension will taste sweeter when she's looking down at the bodies of those who got in her way.

STEP EIGHT: SPARK OF UNLIFE

At this stage, look over the **Masquerade** character's history and prelude and make sure that nothing happened there that doesn't make sense for a **Requiem** game. For the most part, that won't be a problem — the games are similar enough that, especially for neonates, your character's history should translate well.

Example: Lynn considers her character's write-up, and note that in her original conception of the character, Veronica had a Tremere lover who taught her Dominate. As a **Requiem** character, Veronica is

a Ventrue and therefore Dominate is a clan Discipline. Lynn decides to keep the lover, though. She stipulates that her lover is a Daeva who belongs to the Circle of the Crone. Their affair is a welcome break for Veronica — the Acolyte's focus on magic and occult matters is so different from the numbers and politics with which Veronica fills her nights. Lynn decides that this character taught Veronica the basics of the Majesty Discipline.

REQUIEM TO MASQUERADE

STEP ONE: CONCEPT

For the most part, this stage is the same in both games. Think about your character in broad terms. Is there anything in the initial concept that doesn't work in **Masquerade**? For the most part, the concept should translate well, although if your character belonged to the Circle of the Crone, the Lancea Sanctum or the Ordo Dracul, you are dealing with philosophies that don't have easy analogs (which is not to say they are impossible to translate, just that you may have to consider what they mean in a **Masquerade** context).

Have a look at the character's Virtue and Vice, and see what those suggest in terms of Nature. A character with the Virtue of Justice and the Vice of Wrath might be a Judge, while one with the same Vice but the Virtue of Fortitude might be a Bravo. Consider how the Virtue and Vice apply to the character, and let that guide your choice of Nature. Demeanor, of course, is simply a guide to how you portray the character, so you just need to consider how he comes across when choosing this trait.

This stage differs from **Requiem's** concept phase in that you are asked to consider the character as a vampire right away, rather than making the mortal first and applying a template. As such, one of first things to consider is clan. Find out from your Storyteller if the Mekhet and Daeva clans will be included in the game (conversions for these clans are included above), or whether you need to come up with a new clan for your character. Clan is a greater indicator of a character's unlife and proclivities in **Masquerade** than in **Requiem**, so let some of the same questions that influenced your choice of covenant speak to clan as well. A Daeva who is a staunch member of the Carthian Movement might be more appropriate as a Brujah,

for instance, while a Circle of the Crone mystic of any clan might translate well as a Tremere.

Example: Christopher is translating his character, James Cesar, from **Requiem** to **Masquerade**. The basic concept — the political, back-alley journalist — works just fine, but James is a Mekhet, and the Storyteller has decided that only **Masquerade** clans will be allowed. Christopher notes that he originally considered Clan Nosferatu for James, but since **Masquerade** Nosferatu are all hideously ugly, is that the kind of choice he wants to make for his character? Based on James' strong focus in Social Skills, Christopher decides against it. James might work as a Brujah, given his focus on politics, but Christopher thinks that the Rabble is just a little too brutish for James. He wants something allows for James to remain in the background, underestimated (which rules out Toreador). Christopher eventually settles on Malkavian. It adds new twist for James — madness — but Christopher likes the idea of James being a little unhinged by his Embrace. That means Christopher needs to choose a derangement for James. Looking at the list on pp. 222-224 of **Vampire: The Masquerade**, he decides to make James' derangement Fugue. When James thinks about the life he left behind, sometimes he just...goes away.

Looking ahead to Virtue and Vice, James had Charity (out of a desire to help the homeless) and Pride (using his political clout to strike back at his enemies). By themselves, these don't suggest much of a Nature, not one that's consistent with the rest of James' write-up. Christopher eventually decides that James is a Judge. He wants to understand his unlife as a vampire, and that has led to a focus on unraveling the mysteries of the World of Darkness, even at the expense of what was left of his mortal life. As for Demeanor, James' nightly routine sees him muttering like a madman to homeless people, "talked about as though he were nightmare made flesh." Sounds like a Monster.

STEP TWO: ATTRIBUTES

Characters have more Attributes dots to work with in **Masquerade**, but the Attributes themselves ask the player to consider different facets of the character. **Masquerade** includes an Appearance trait, for instance, meaning that the player needs to think about how the character's looks and bearing affect

him on a nightly basis. Likewise, while in **Requiem** a character's alertness is represented by his Wits + Composure, in **Masquerade** the character uses the Perception Attribute.

Physical Attributes convert over directly. Note that in **Masquerade**, melee attack rolls are made using Dexterity rather than Strength, and so combatant characters probably want a higher rating in this Attribute.

Note, too, that vampires in **Masquerade** don't get a favored Attribute.

Example: James has Social as his primary Attribute group, but that might not be appropriate anymore. As a **Requiem** character, he has Presence 2, Manipulation 3 and Composure 3. As a **Masquerade** character, Christopher feels that having a high Manipulation still makes sense, but James' Appearance and Charisma could be average at best. Christopher makes Social Attributes secondary, rather than primary, and puts Manipulation up to 4 while Appearance and Charisma stay at 2.

Mental Attributes were initially secondary, but Christopher decides that James needs a high Perception and Wits, so he makes this category primary. He places three dots each into these Attributes, leaving Intelligence at 2. Resolve, of course, doesn't exist in **Masquerade**.

Finally, Christopher considers Physical Attributes. He sees no reason to reallocate dots here, leaving James with Strength 1, Dexterity 3 and Stamina 2.

STEP THREE: ABILITIES

In **Masquerade**, Abilities are categorized by innate ability, acquired aptitude and studied lore rather than by physical, social and mental capability. When converting from **Requiem** to **Masquerade**, the easiest thing to do is translate the common traits (those that appear in both games) directly, and then fill in the rest of the points as appropriate for the concept. Afterward, make sure that the dot distribution works for the 13/9/5 split that **Masquerade** characters receive. Note, too, that no Ability can be rated higher than 3 dots at this stage.

Example: Christopher looks over the **Masquerade** sheet and fills in the Abilities that James has as a **Requiem** character. This leaves him with Athletics 1, Empathy 1, Expression 2, Streetwise 3, Subterfuge 2,

Firearms 2, Survival 1, Academics 1, Investigation 2, Medicine 1, Occult 1 and Politics 2.

James has nine dots in Talents, three in Skills and seven in Knowledges. Two of his Skills from **Requiem** — Persuasion and Socialize — don't have direct analogs in **Masquerade**, but Christopher can represent them in other ways. It seems clear that Talents are primary for James, Knowledges are Secondary and Skills tertiary, so Christopher sets to work making up the difference.

He has four dots to spend in Talents. He buys a dot in Leadership (since he had dots in Persuasion, it seems appropriate), two in Alertness (again, James is perceptive, but this Talent doesn't exist in **Requiem**) and one in Dodge.

Christopher has two more dots to spend in Skills. He puts them both into Stealth — sneaking around the alleys hunting homeless people implies that he's got some talent there.

Finally, Christopher spends two more dots in Knowledges. He puts one dot into Computer, and the last one into Investigation, bringing that trait up to three dots.

STEP FOUR: ADVANTAGES

During this stage, the player converts Disciplines and Merits over to **Masquerade** terms. **Masquerade** characters receive three dots, just like **Requiem** characters, but unlike **Requiem** characters, all three of these Discipline dots must come from in-clan Disciplines (but you can purchase out-of-clan Disciplines with freebie points, later, so if a **Requiem** character has an out-of-clan Discipline you don't necessarily lose it). Backgrounds and Merits, however, probably require a little more work.

If your character has Merits such as Common Sense, Eidetic Memory, and almost any other Mental or Physical Merit, these are usually represented by Merits in **Masquerade**. These traits are optional (but if you are converting a **Requiem** character, the Storyteller is advised to let you purchase the appropriate ones), and buying them happens in the next stage of character creation.

Social Merits, however, easily become Backgrounds. Characters receive five dots in Backgrounds in **Masquerade**. That said, three specific issues at this stage need addressing.

First, vampires in **Requiem** don't have Generation, but players can use Merit dots to buy up their Blood Potency. If the **Requiem** character in question has done this, consider whether you want to buy up the Generation Background to represent this more potent blood. It's not necessary to have these traits match, since Generation measures something different than Blood Potency, but the conversion works in the player's favor because Generation is much cheaper than Blood Potency.

Second, **Masquerade** does not include a Haven Background. Instead, a character has a haven based on his rating in the Resources Background. If your **Requiem** character has dots in Haven, you will need to reallocate them to other areas.

Third, characters in **Requiem** often have dots in Status (Covenant). Since vampires in **Masquerade** are assumed to belong to the Camarilla, this trait can be reassigned (perhaps to Clan or City Status).

Masquerade characters receive seven dots in Virtues. Virtues are used to calculate Humanity and Willpower, and so you can use those traits to "reverse engineer" the Virtue scores (for instance, if a **Requiem** character's Willpower is 4, then in **Masquerade** his Courage Virtue might start at 4), but that doesn't take into account things like freebie points and the different uses for the traits. It's generally better just to allocate the seven dots according to the character's concept.

Example: James, as a Mekhet, had Auspex 2 and Celerity 1. As a Malkavian, he still has access to Auspex, but Celerity is not a clan Discipline. Christopher isn't interested in Dementation (not yet, anyway), so he puts the other dot in Obfuscate.

Looking at James' Merits, Christopher sees he has some work to do. James had Contacts 3, Status 1 (Press), Haven (Security) 2 and Herd 1. Christopher only has five dots to allocate to Backgrounds. He decides to keep Herd 1 and Contacts 3. He eschews Resources, meaning that James has no permanent

Haven, but takes Influence 1 to represent James' press credentials.

For Virtues, Christopher decides that James is very controlled, but his Conscience has suffered since his Embrace. He puts four dots into Self-Control, two into Courage, and one into Conscience. That means his Willpower starts at 3 and his Humanity at 7.

STEP FIVE: FINISHING TOUCHES

At this stage, the player gets to spend 15 freebie points according to the chart on p. 104 of **Vampire: The Masquerade**. Use these points to repurchase traits that you weren't able to fit into the normal character creation process, but that your character had as a **Requiem** vampire, such as out-of-clan Disciplines and Merits.

Also at this stage, check and make sure that your presentation of the character fits into the original World of Darkness. If the covenants figure heavily into your character's backstory, you might need to consider how those elements translate into **Masquerade**. Work with your Storyteller to figure out what the most important elements are and how they could best make the transition between the games.

Example: Christopher has 15 freebie points to spend. He knows he wants a dot of Celerity, so he spends seven of his points to purchase it. He also feels that Willpower 3 is too low, so he spends three points to bump it up to six. Since Herd works a little differently in **Masquerade**, he spends one dot to raise it to 2. With four points remaining, Christopher looks at Skills. He buys a dot of Security (unlife on the streets is easier when you can pick locks) and a dot of Intimidation (crazy people can be scary).

James' backstory doesn't include anything that Christopher's Storyteller can't work around. James and his sire were both Carthians, but neither was as dedicated as anarchists in **Masquerade**. James Cesar has made the transition from **Requiem** to **Masquerade**, and it's driven him a little crazy.

Vampire: The Requiem

Name: Veronica Abbey-Roth
 Player: Lynn
 Chronicle:

Virtue: Fortitude
 Vice: Envy
 Concept: Wealthy Socialite

Clan: Ventrue
 Bloodline: -
 Covenant: The Invictus

ATTRIBUTES

POWER	Intelligence ●●○○○	Strength ●○○○○	Presence ●●●○○
FINESSE	Wits ●●●○○	Dexterity ●●●○○	Manipulation ●●●○○
RESISTANCE	Resolve ●●●○○	Stamina ●●○○○	Composure ●●○○○

SKILLS

MENTAL (-3 unskilled)

Academics	●●○○○
Finance	●●○○○
Computer	●○○○○
Crafts	○○○○○
Investigation	●○○○○
Medicine	○○○○○
Occult	○○○○○
Politics	●●○○○
Science	○○○○○

PHYSICAL (-1 unskilled)

Athletics	●○○○○
Brawl	○○○○○
Drive	●○○○○
Firearms	●○○○○
Larceny	○○○○○
Stealth	●○○○○
Survival	○○○○○
Weaponry	○○○○○

SOCIAL (-1 unskilled)

Animal Ken	○○○○○
Empathy	●●○○○
Expression	●●○○○
Inspiring	●●○○○
Intimidation	○○○○○
Persuasion	●●○○○
Socialize	●●○○○
High Society	●●○○○
Streetwise	●○○○○
Subterfuge	●●○○○

OTHER TRAITS

DISCIPLINES

Dominate	●●○○○
Majesty	●○○○○
-	○○○○○
-	○○○○○
-	○○○○○
-	○○○○○
-	○○○○○
-	○○○○○

MERITS

Retainer	●●○○○
Resources	●●○○○
Contacts (Family)	●○○○○
Status (Invictus)	●○○○○
-	○○○○○
-	○○○○○
-	○○○○○
-	○○○○○

FLAWS

-	_____
-	_____
-	_____
Clan Weakness:	_____
rolls to avoid derangement	_____

Weapon _____

Dice Mod. _____

Range _____

Rate _____

Conceal _____

Experience: _____

HEALTH

●●●●●●●○○○○○
 □□□□□□□□□□□

WILLPOWER

●●●●●○○○○○
 □□□□□□□□□□

BLOOD POTENCY

●○○○○○○○○○

VITAE

□□□□□□□□□□
 ▣▣▣▣▣▣▣▣▣▣

Vitae Per Turn: 1

HUMANITY

10 _____ 0
 9 _____ 0
 8 _____ 0
 7 _____ ●
 6 _____ ●
 5 _____ ●
 4 _____ ●
 3 _____ ●
 2 _____ ●
 1 _____ ●

Size: 5 Armor: _____

Speed: 9 Defense: 3

Initiative Mod: 5

Attribute: New dots x5 • Skill: New dots x3 • Skill Specialty: 3 • Clan/Bloodline Discipline: New dots x5 • Theban Sorcery or Crúac Ritual: Ritual level x2
 Other Discipline/Coils of the Dragon: New dots x7 • Merit: New dots x2 • Blood Potency: New dots x8 • Humanity: New dots x3 • Willpower: 8 xp
 Health = Stamina + Size • Willpower = Resolve + Composure • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure
 Speed = Strength + Dexterity + 5

VAMPIRE

THE MASQUERADE

NAME: James Cesar
 PLAYER: Christopher
 CHRONICLE:

NATURE: Judge
 Demeanor: Monster
 Concept: Back-Alley Journalist

CLAN: Malkavian
 GENERATION: 13th
 SIRE:

ATTRIBUTES

PHYSICAL

SOCIAL

MENTAL

Strength _____ ●●●●●●●●
 Dexterity _____ ●●●●●●●●
 Stamina _____ ●●●●●●●●

Charisma _____ ●●●●●●●●
 Manipulation _____ ●●●●●●●●
 Appearance _____ ●●●●●●●●

Perception _____ ●●●●●●●●
 Intelligence _____ ●●●●●●●●
 Wits _____ ●●●●●●●●

ABILITIES

TALENTS

SKILLS

KNOWLEDGES

Alertness _____ ●●●●●●●●
 Athletics _____ ●●●●●●●●
 Brawl _____ ●●●●●●●●
 Dodge _____ ●●●●●●●●
 Empathy _____ ●●●●●●●●
 Expression _____ ●●●●●●●●
 Intimidation _____ ●●●●●●●●
 Leadership _____ ●●●●●●●●
 Streetwise _____ ●●●●●●●●
 Subterfuge _____ ●●●●●●●●

Animal Ken _____ ●●●●●●●●
 Crafts _____ ●●●●●●●●
 Drive _____ ●●●●●●●●
 Etiquette _____ ●●●●●●●●
 Firearms _____ ●●●●●●●●
 Melee _____ ●●●●●●●●
 Performance _____ ●●●●●●●●
 Security _____ ●●●●●●●●
 Stealth _____ ●●●●●●●●
 Survival _____ ●●●●●●●●

Academics _____ ●●●●●●●●
 Computer _____ ●●●●●●●●
 Finance _____ ●●●●●●●●
 Investigation _____ ●●●●●●●●
 Law _____ ●●●●●●●●
 Linguistics _____ ●●●●●●●●
 Medicine _____ ●●●●●●●●
 Occult _____ ●●●●●●●●
 Politics _____ ●●●●●●●●
 Science _____ ●●●●●●●●

ADVANTAGES

DISCIPLINES

BACKGROUNDS

VIRTUES

Auspex _____ ●●●●●●●●
 Obfuscate _____ ●●●●●●●●
 Celerity _____ ●●●●●●●●
 _____ ●●●●●●●●
 _____ ●●●●●●●●
 _____ ●●●●●●●●

Herd _____ ●●●●●●●●
 Contacts _____ ●●●●●●●●
 Influence _____ ●●●●●●●●
 _____ ●●●●●●●●
 _____ ●●●●●●●●
 _____ ●●●●●●●●

Conscience/Conviction _____ ●●●●●●
 Self-Control/Instinct _____ ●●●●●●
 Courage _____ ●●●●●●

MERITS & FLAWS

MERIT	COST
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
FLAW	COST
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

HUMANITY/PATH

●●●●●●●●○○○

WILLPOWER

●●●●●●●●○○○
 □□□□□□□□□□

BLOODPOOL

□□□□□□□□□□
 ■■■■■■■■■■■■■■■■■
 ■■■■■■■■■■■■■■■■■

POINTS PER TURN: 1

HEALTH

Bruised		□
Hurt	-1	□
Injured	-1	□
Wounded	-2	□
Mauled	-2	□
Crippled	-5	□
Incapacitated		□

WEAKNESS

EXPERIENCE
