

Vampire the Requiem

Player Introduction

That night changed everything. The pain, the blood, the slowing of your heart. You were dying and there was nothing you could do about it. As fear gave way to an overwhelming inevitability you came to a sudden realization — vampires were real and one of them was killing you.

Of course it didn't end then. You were turned that night, made into a vampire yourself, one the damned, one of the kindred. An 'existential crisis' doesn't begin to describe it — the anguish, the fear, the undercurrent of death's cold embrace. You are trapped in a dead body that, like a sinister joke, resembles an unchanging version of your former self.

But you have learnt how to deal, how to adjust. Perhaps that's why you were chosen, you were always a survivor and not even death was going to hold you down. Slowly you have come to discover what this night wor

Vampire Anatomy:

- You need the blood of the living to survive. If you don't chose to take it yourself, the beast, that dark passenger who rides with you, will seize it. Like it or not you must feed.
- Sunlight and fire kill you, a stake through the heart will paralyze, other wounds are of little consequence.
- You have access to supernatural abilities.
- Your reflection and photographic image are blurry.
- You must sleep during the day.



Image: tonytoo@flickr



Society

There are other vampires living in this city under the rule of a Prince, an ancient who grants feeding domains to other powerful kindred in return for their homage. You are but a pawn in this neo-feudal world and anticipate little kindness from the others of your kind. Where once you would have turned to your family and friends, now you can not. To reveal your true nature to a mortal would result in your being condemned to final death. The reasons given for the law of Masquerade are manifold, but talk of the Inquisition and being burned at the stake used precedents. And who could blame mortals for their fears? You are a monster after all.

Clans

Your character will share the same blood lineage as the vampire who created you.

- Desirable and hedonistic, the **Daeva** are seductive social hunters who struggle against their vices.
- Savage predators, the **Gangrel** are the reason behind the myths of vampires turning into animals, as such fight against their bestial natures.
- Secretive scholars, the **Mekhet** are the children of shadow, an affinity that causes them to be particularly susceptible to fire and sunlight.
- Repulsive outcasts, the **Nosferatu** embody what it is to be a monster with their powers over nightmares and darkness.
- Lords of the night, the **Ventrue** are bound by tradition and madness to believe that they are the true rulers of their kind.



Covenants

You will have also chosen to ally yourself with one of the following vampire societies:

The Carthian Movement: Passionate reformists and political firebrands.

The Circle of the Crone: Blood witches who worship ancient gods.

The Invictas: Undead aristocracy who rose from the ashes of ancient Rome.

The Lancea Sanctam: Devotees of the dark messiah, the centurion Longinus who thrust his spear into Christ's side.

The Ordo Dracul: Founded by Vlad Tepes to use mystical means to overcome the curse of vampirism.

Other questions:

Who you were? You were once human and you have not forgotten your mortal life. What was your occupation? What life did you lead? What were you like?

Why were you chosen? Not all things are known at once. There are many secrets within the world of the kindred. As far as you have been told, what is the reason your sire gave for making you? Your potential? Some quality? Guilt after a botched attempt to feed?

Who is important to you now? Your sire? Someone from your former life? A mentor from your covenant? A trusted ally? There is always someone who is important to you, giving you some small hope in a word of darkness.