VAMPIRE
THE MASQUERADE

MAKE-A-VAMPIRE

◀ 1. Get your free character sheet: ▶

RENEGADE STORE
Official VS sheets

STORYTELLERS VAULT
Fan-made sheets in STV store

FAN-MADE CONTENT
Sheets available on private websites, blogs, and Discord servers

◀ 2. Pick your clan: ▶

SOLVE OFFICIAL CLAN QUIZ AVAILABLE ON WORLDOFDARKNESS.COM

...or decide here! As a vampire, you:

Use your physical prowess to fight against your enemies, protecting what's important to you

GANGREL
Prowlers, (un)living close to nature and their Beasts

BANU HAQIM
Judges capable of silently punishing transgressions

Brujah
Rebels, always opposing the status quo

Stay low, lurking from the outskirts of undead society
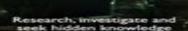
Nosferatu
Lurkers with monstrous appearance

SALUBRI
Three-eyed healers and undead fugitives

THIN-BLOOD
Neither fully vampire or human, envied and despised by other vampires

Research, investigate and seek hidden knowledge

HECATA
Necromancers fascinated by death and what lies beyond

MALKAVIAN
Oracles and prophets, perceiving more than others

TREMERE
Blood mages, always researching and perfecting their craft

Rule, own and command others

LASOMBRA
Manipulators working from the shadows

TZIMISCE
Owners and hosts, closely tied to their lairs

VENTRUE
Rulers and blue-bloods, always aiming for the throne

Seduce, please, tempt and deceive others

THE MINISTRY
Tempters and influencers, convincing others to break their rules

RAVNOS
Nomads and tricksters, using illusion and deceit

Toreador
Beauty-obsessed artists, or seducers looking for a new thrill

◀ 3. Attributes: ▶

Pick your STRONGEST (••••) and WEAKEST (•) attribute.
Pick three attributes you're quite good at (•••). The remaining four will be (••).

HUMANITY: ♥♥♥♥♥♥♥ (7)   **HEALTH:** STAMINA + 3   **WILLPOWER:** COMPOSURE + RESOLVE

◀ 4. Skills: ▶

Pick one of the three skill distribution methods that fits your character best!

JACK OF ALL TRADES
1 skill at (•••)
8 skills at (••)
10 skills at (•)

BALANCED
3 skills at (•••)
5 skills at (••)
7 skills at (•)

SPECIALIST
1 skill at (••••)
3 skills at (•••)
3 skills at (••)
3 skills at (•)

Add 1 free specialty and gain 1 specialty in Academics, Craft, Performance, and Science if you have dots in these.

Vampires The Masquerade Bloodlines Guide

Sherri L. Brown,Carol Senf,Ellen J. Stockstill

Vampires The Masquerade Bloodlines Guide:

Vampire Dan Irish,2004 BradyGames Vampire The Masquerade Bloodlines Official Strategy Guide includes the following The World of Darkness is a dangerous place and not one to enter without preparation Learn about the vampire CLANS and their ATTIRBUTES ABILITIES FEATS and DISCIPLINES so you can create a Kindred capable of more then just survival Even the most powerful vampire may need some additional help Inside this guide is a listing of ITEMS and WEAPONS to help you through dangerous late night encounters Don t walk the dangerous streets of Los Angeles in the dark The WALKTHROUGH is augmented with DETAILED MAPS showing the key points of interest From the streets of Santa Monica to the encounters in Chinatown every step of your adventure is covered Platform PC Genre RPG This product is available for sale worldwide

Vampires and the Aftermath: A Guide to the Real and the Fictional Pasquale De Marco,2025-05-09 Embark on a captivating journey into the realm of vampires where myth and reality intertwine to create an enduring and enigmatic legacy This comprehensive guide unveils the secrets of these supernatural beings exploring their origins their presence in human culture and their impact on our collective imagination Uncover the origins of vampire folklore tracing the ancient beliefs and superstitions that shaped our perceptions of these supernatural creatures Separate myth from reality as we investigate the scientific basis for vampirism examining the medical conditions that may have contributed to the vampire legend Delve into the captivating world of vampire subculture from the aesthetics and fashion to the conventions and gatherings that celebrate this unique fascination Discover the psychology of vampire fandom examining the motivations and experiences of those drawn to this enigmatic world Our journey continues through the rich tapestry of vampire literature and film tracing the evolution of vampire characters and tropes from classic novels to modern cinema Analyze the cultural impact of vampire media examining how these representations have shaped our collective imagination and influenced popular culture Explore the complex and ever evolving presence of vampires in society examining the fear and prejudice that have often accompanied vampire beliefs Investigate real life cases of suspected vampirism shedding light on the historical and cultural factors that fueled these panics and persecutions Whether you are a seasoned vampire enthusiast or a curious newcomer this guide provides a comprehensive and thought provoking exploration into the realm of the undead Gain a deeper understanding of these enigmatic beings and their enduring fascination unraveling the mysteries that have captivated our imaginations for centuries If you like this book write a review on google books **The Palgrave Handbook of the Vampire** Simon Bacon,2024-04-16 Winner of the The Lord Ruthven Assembly Award for Non Fiction 2024 This Handbook MRW is a unique encompassing overview of the figure of the vampire Not only covering the list of usual suspects this volume provides coverage from the very first reports of vampire like creatures in the 17th century to film and media representations in the 21st century The Palgrave Handbook of the Vampire shows that what you thought you knew about vampires is only a fraction of the real and fascinating story **A Research Guide to Gothic Literature in English** Sherri L. Brown,Carol Senf,Ellen

J. Stockstill,2018-03-15 The Gothic began as a designation for barbarian tribes was associated with the cathedrals of the High Middle Ages was used to describe a marginalized literature in the late eighteenth century and continues today in a variety of forms literature film graphic novel video games and other narrative and artistic forms Unlike other recent books in the field that focus on certain aspects of the Gothic this work directs researchers to seminal and significant resources on all of its aspects Annotations will help researchers determine what materials best suit their needs A Research Guide to Gothic Literature in English covers Gothic cultural artifacts such as literature film graphic novels and videogames This authoritative guide equips researchers with valuable recent information about noteworthy resources that they can use to study the Gothic effectively and thoroughly *The Red Moon Pack: A Guide to the Supernatural World* Pasquale De Marco,2025-05-13 The Red Moon Pack A Guide to the Supernatural World takes you on a journey into the hidden realm of supernatural beings and phenomena revealing the secrets of vampires werewolves witches demons ghosts angels and more From the bloodthirsty vampires who stalk the night to the benevolent angels who watch over us the supernatural world is a vast and complex tapestry of powers and mysteries This book explores the origins abilities and weaknesses of these supernatural beings providing you with a comprehensive guide to the unseen forces that shape our world Whether you are a seasoned practitioner of the occult or simply curious about the supernatural this book has something to offer With its in depth research and engaging writing style this book will captivate your imagination and leave you with a newfound appreciation for the hidden world that surrounds us Within these pages you will discover The secret history and origins of supernatural beings The powers abilities and weaknesses of each type of supernatural creature The laws and customs that govern the supernatural world The role of supernatural beings in human history and culture How to protect yourself from supernatural threats This book is your essential guide to the supernatural world Read it and be prepared for a world beyond your wildest dreams If you like this book write a review on google books **The Tourist's Guide to Haunted Wellman** James A. Moore,Charles R. Rutledge,2025-06-24 Like most small towns Wellman Georgia has its share of ghost stories A group of amateur paranormal investigators plan to write a book about these macabre legends The Tourist s Guide to Haunted Wellman But after the ghost hunters perform a late night ritual in a graveyard the old stories seem to be coming true Something has been awakened Something angry Something hungry Occult specialists Jonathan Crowley and Carter Decamp begin separate investigations of the occurrences in Wellman but soon their paths will converge bringing them into conflict with malignant and dangerous entities And it may be more than even their combined knowledge and skills can overcome James A Moore and Charles R Rutledge return to shadow haunted Wellman the setting of their Griffin and Price novels for one last tale of suspense and dark horror **The Vampire Goes to College** Lisa A. Nevárez,2013-12-23 This collection of original essays presents pedagogical tools methods and approaches for incorporating the figure of the vampire into the learning environment of the college classroom in the hopes of ushering the Undead out of the coffin and into the classroom

The essays foster interdisciplinary collaboration and dialogue and serve as a collective resource for those currently teaching the vampire as well as newcomers to vampire studies Opening with a foreword by Sam George the collection is organized around such topics as historicizing the vampire teaching the diverse vampire and engaging the student learner Interwoven throughout the volume are strategies for incorporating writing instruction and generating conversations about texts texts defined broadly so as to include film and other media The vampire allows instructors to explore timeless themes such as life and death love and passion immortality and monstrosity and Otherness **Creating Second Lives** Astrid Ensslin,Eben Muse,2011-05-09 This book aims to provide insights into how second lives in the sense of virtual identities and communities are constructed textually semiotically and discursively specifically in the online environment Second Life and Massively Multiplayer Online Games such as World of Warcraft The book s philosophy is multi disciplinary and its goal is to explore the question of how we as gamers and residents of virtual worlds construct alternative online realities in a variety of ways Of particular significance to this endeavour are conceptions of the body in cyberspace and of spatiality which manifests itself in natural and built environments as well as the triad of space place and landscape The contributors disciplinary backgrounds include media communication cultural and literary studies and they examine issues of reception and production identity community gender spatiality natural and built environments using a plethora of methodological approaches ranging from theoretical and philosophical contemplation through social semiotics to corpus based discourse analysis **PC Magazine** ,2005 **The Vampire Almanac** J. Gordon Melton,2021-10-01 Grab a stake a fistful of garlic a crucifix and holy water as you enter the dark blood curdling world of the original pain in the neck in this ultimate collection of vampire facts fangs and fiction What accounts for the undying fascination people have for vampires How did encounters with death create centuries old myths and folklore in virtually every culture in the world When did the early literary vampires as pictured by Goethe Coleridge Shelly Polidori Byron and Nodier as the personifications of man s darker side transform from villains into today s cultural rebels Showing how vampire like creatures organically formed in virtually every part of the world The Vampire Almanac The Complete History by renowned religion expert and fearless vampire authority J Gordon Melton Ph D examines the historic societal and psychological role the vampire has played and continues to play in understanding death man s deepest desires and human pathologies It analyzes humanity s lusts fears and longing for power and the forbidden Today the vampire serves as a powerful symbol for the darker parts of the human condition touching on death immortality forbidden sexuality sexual power and surrender intimacy alienation rebellion violence and a fascination with the mysterious The vampire is often portrayed as a symbolic leader advocating an outrageous alternative to the demands of conformity Vampires can also be tools for scapegoating such as when women are called vamps and bosses are described as bloodsuckers Meet all of the villains anti heroes and heroes of myths legends books films and television series across cultures and today s pop culture in The Vampire Almanac It assembles and analyzes hundreds of vampiric characters people and creatures including

Buffy the Vampire Slayer Vlad the Impaler Edward Cullen and The Twilight Saga Bram Stoker Lestat De Lioncourt and The Vampire Chronicles Lon Chaney True Blood Bela Lugosi Dracula Dark Shadows Lilith Vampire Weekend Batman Nosferatu and so many more There is a lot to sink your teeth into with this deep exhumation of the undead Quench your thirst for facts histories biographies definitions analysis immortality and more This gruesomely thorough book of vampire facts also has a helpful bibliography an extensive index and numerous photos adding to its usefulness   Gamer's Tome of Ultimate Wisdom 2006 William Abner,2005-12 Your dose of gaming goodness for Xbox PlayStation GameCube GameBoy PCs Macs and Linux The 2006 Gamer s Tome of Ultimate Wisdom An Almanac of Pimps Orcs and Lightsabersis filled with entertaining reviews previews and commentaries on all gaming platforms and the gaming industry as a whole The book takes a month by month look back at the significant game releases of 2005 and looks ahead to the exciting titles you can expect to see in 2006 Along the way theGamer s Tomeoffers insights into anything and everything that has to do with gaming including why sports games are the biggest rip off in the industry advice on how to talk about games in public without being shunned by regular people and even what energy drinks give you that extra oomph you need to get through an all night LAN party This book is for you if you view gaming be it PC console or handheld gaming as a major component of your life   *Reading Digital Fiction* Alice Bell,Astrid Ensslin,2024-04-18 Reading Digital Fiction offers the first comprehensive and systematic theoretical methodological and analytical examination of digital fiction from a cognitive and empirical perspective Proposing the new concept of medial reading it argues for the centrality of an audience s interest in awareness of and or attention to the medium in which a text is produced and received and which we argue should be applied to reader data across media The book analyses and theorises five generations of digital fiction and their reading including hypertext fiction hypermedia fiction narrative video games app fiction and virtual reality It showcases medium and platform specific methods of qualitative reader response research across a variety of contexts and settings from screen based and embodied interaction to gallery installation and from reading group and individual interview to think aloud methodologies The book thus addresses the unique affordances of digital fiction reading by designing and reporting on new empirical studies focusing on hypertextuality interactivity immersion as well as medium specific forms of textual you ontological ambiguity reader orientation and empathy In so doing the book refines critiques and expands cognitive transmedial and empirical narratology and stylistics by placing the reader of these new narratives front and centre The Open Access version of this book available at http www taylorfrancis com has been made available under a Creative Commons Attribution Non Commercial No Derivatives CC BY NC ND 4 0 license   Software and CD-ROM Reviews on File ,2005   *The Ultimate Encyclopedia of Fantasy* David Pringle,Tim Dedpulos,2021-09-30 This essential reference book details everything the novice needs to know about the genre and everything the well read fan is calling out for Lavishly illustrated and expertly informed it is edited by Tim Dedopulos and David Pringle editor and co founder of the internationally acclaimed Interzone magazine and features forewords by legendary

authors Terry Pratchett and Ben Aaronovitch They have assembled a team of expert contributors to compile a visually stunning informative and fascinating guide to the world of fantasy from its origins and early trailblazers to the cultural phenomena of today s mega fantasy properties *Videogames and Agency* Bettina Bódi,2022-12-30 Videogames and Agency explores the trend in videogames and their marketing to offer a player higher volumes or even more distinct kinds of player freedom The book offers a new conceptual framework that helps us understand how this freedom to act is discussed by designers and how that in turn reflects in their design principles What can we learn from existing theories around agency How do paratextual materials reflect design intention with regards to what the player can and cannot do in a videogame How does game design shape the possibility space for player action Through these questions and selected case studies that include AAA and independent games alike the book presents a unique approach to studying agency that combines game design game studies and game developer discourse By doing so the book examines what discourses around player action as well as a game s design can reveal about the nature of agency and videogame aesthetics This book will appeal to readers specifically interested in videogames such as game studies scholars or game designers but also to media studies students and media and screen studies scholars less familiar with digital games The Open Access version of this book available at http www taylorfrancis com has been made available under a Creative Commons Attribution Non Commercial No Derivatives 4 0 license   **Monsters, Aliens, and Holes in the Ground** Stu Horvath,2023-10-10 A richly illustrated encyclopedic deep dive into the history of roleplaying games When Gary Gygax and Dave Arneson released Dungeons Dragons in 1974 they created the first roleplaying game of all time Little did they know that their humble box set of three small digest sized booklets would spawn an entire industry practically overnight In Monsters Aliens and Holes in the Ground Stu Horvath explores how the hobby of roleplaying games commonly known as RPGs blossomed out of an unlikely pop culture phenomenon and became a dominant gaming form by the 2010s Going far beyond D D this heavily illustrated tome covers more than three hundred different RPGs that have been published in the last five decades Monsters Aliens and Holes in the Ground features among other things bunnies ghostbusters soap operas criminal bears space monsters political intrigue vampires romance and of course some dungeons and dragons In a decade by decade breakdown Horvath chronicles how RPGs have evolved in the time between their inception and the present day offering a deep and gratifying glimpse into a hobby that has changed the way we think about games and play   **Death, Culture & Leisure** Matt Coward-Gibbs,2020-08-20 Death Culture and Leisure Playing Dead is an inter and multi disciplinary volume that engages with the diverse nexuses that exist between death culture and leisure At its heart it is a playful exploration of the way in which we play with both death and the dead   **The Slings & Arrows Comic Guide** Frank Plowright,2003 Reviews and analyses of over 5000 titles from the 1930s to date Every comic of note from the past fifty years is included in this comprehensive guide to American comics From the underground to children s comics autobiography to fantasy   TV Guide

,1998 **Vampire The Masquerade - Swansong Complete Guide [New Updated]** Jacqueline C Deaton,2023-12-07 Welcome to our Vampire The Masquerade Swansong Complete Guide New Updated Vampire The Masquerade Swansong developed by Big Bad Wolf Studios creator of the recent highly reviewed episodic game The Council and published by Nacon is a very unique title when compared to the others in the Vampire The Masquerade series and the greater World of Darkness universe in general This is especially true when compared to both Bloodlines and the of New York VN series In overall style and gameplay Swansong appears to be a mix of elements from both their RPGs and VNs Like in RPGs you control your character explore and interact with the world around you have character customization like Attributes Skills and Abilities Traits and more And like VNs the game is heavily story based and is primarily told in dialogue the vast majority of the game is spent simply talking to people with multiple dialogue options and several decisions that lead to different outcomes and eventually different endings Overall while Swansong s greater story setting and world information fits in quite nicely into the World of Darkness framework it s a completely unrelated story to any of the other previous titles Throughout the game you will take turns playing 3 different characters Emem a female Toreador who dislikes the Court and can be brash Galeb the Ventrue protector of the Camarilla the main group of vampires in Boston and Leysha a mother and Malkavian seer whose visions are important to the Camarilla s leader Prince Hazel Each has their own tale to tell but how they act and respond to the world around them and whether they survive thrive or fall is entirely up to you This Walkthrough will take you through the entire game and it includes all possible routes interactions items dialogue choices and basically anything and everything important Following it will also guarantee you the Platinum in the shortest amount of time possible and will prevent you from needing two or more playthroughs

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