

GENESIS



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A Point Of Inspiration for Blood & Wine

Norbert for minimald6

White Wolf for Vampire: The Masquerade

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We need your blood

We need your flesh

We want to see you fade to black

Do you like our white skin?

Do you like our eyes?

Do you want to follow us through the night?

We are your pleasure,

We are your destiny...

We are your pleasure,

We are your destiny...

We're living in the darkness,

We hate the day

We're hunting in the night,

Take your children away

Your blood is our pleasure we want your soul

You will never die as a child of the night

We're living in the darkness,

We hate the day

We're hiding in the shadow,

To the moon, we pray

We are the creatures of the night,

We want your blood

We're the seduction of evil,

Want to conquer your world

Blutengel – Children of The Night

THE WORLD OF SHADOWS

This place has very little to do with the world as we know it. Vampires, Werewolves, Specters, and Demons are all real. The world is dark, twisted, brutal, and gothic. There are schemes and secrets everywhere. The true powers are those that thrive in the shadows. Surviving is an art and not at all guaranteed, even for Vampires.

The only reason humanity survived this far is numbers. The Vampires try to hide their existence from the world as to not draw undue attention. Attention gets you killed. Hence a council was established a long time ago to uphold the carnival, the thin layer of deception, and secrets that keep the vampires safe. Only some of the many vampire lineages submit to the authority of this council: The Beautiful, The Grotesque, The Highborn, The Mad, The Sorcerers, The Untamed, and the Warriors. The rest claim independence. But even they can appreciate the usefulness of the carnival from time to time.

It is best to keep your head down and not be noticed, but when did that ever work for long? Journey into an abyss of an afterlife, un-death, and blood.



CREATING A VAMPIRE

Vampires are not born naturally to this world, they are made in the darkest corners of this horrible place. They are monsters, a sinister, twisted mirror of mankind, driven by an incurable hunger and lust for power.

ROLL ATTRIBUTES

Roll a d6 for each attribute and note down its rank or distribute 11 points. You can also use the below terms instead of numbers to refer to your attributes.

1	2	3	4	5	6
Terrible	Poor	Average	Good	Superb	Legendary

The difference in attribute rating between two characters determines who has an advantage or disadvantage on a roll.

Glamour – Social aspects like charisma, manipulation, composure

Vigour – Physical aspects like strength, dexterity, stamina

Resolve – Willpower aspects like discipline, self-control, and grit.

Acuity – Mental aspects like intelligence, wits, and perception

OTHER CHARACTERISTICS

Vampires have several other characteristics besides attributes. They are:

Blood – Roll a D6 for your starting blood value. This is your most precious resource. You can regenerate damage or fuel your sanguine gifts with it. You need it to simply rise at night.

Essence – A Vampires Essence is equal to their highest attribute plus their generation effect. It is the amount of damage a Vampire can take. If this ever reaches 0 you are in deep slumber, unable to awaken easily.

Monster – This starts at 0 for a new Vampire. When it reaches 6 the monster takes over and feeding, sleeping and killing are all that is left.

Generation – Player Vampires are of the 6th generation with an effect of 1. This makes you more resilient against non-Vampires.

CHOOSE A LINEAGE

- Roll 2 d6 to randomly determine your lineage or choose one.
- Select 2 Traits, 1 Flaw, and 1 Gift from your lineage.

Traits, Flaws, and Gifts can enable you to do things or hinder you. They can give you an advantage or disadvantage on rolls. There are no detailed descriptions of either. Discuss around the table what these mean to your group in your game. Interpreting them is part of the fun and keeps the game light. Trust the process to shape your game world with your preferences.

	1-3	4-6
1	The Assassins	The Lost
2	The Beautiful	The Mad
3	The Dynasty	The Nomads
4	The Faithful	The Sorcerers
5	The Grotesque	The Untamed
6	The Highborn	The Warriors

WHAT DOES LINEAGE MEAN?

Vampires stem from various lineages, each can be traced back to an ancestor from the early time of humanity. Rumor has it that all have a single, biblical forefather. The oldest of all, the 1st and 2nd generation, are currently either missing or asleep. They have not been seen walking the earth for a very long time.

A lineage is in the blood of a vampire and determines the gifts they have access to. But also the flaws that a lineage is afflicted with. It can never be changed and is passed down from the vampire that turned you.

THE ASSASSINE

Hired killers and dreaded murderers, mercenaries of the shadow world.

Traits: professional killer, tenacious stalker, ruthless mercenary, quick blade

Flaws: cannibalistic tendencies, no subterfuge, blood addiction

Gifts: speed, concealment, silent death

THE BEAUTIFUL

Artists, socialites, and visionaries, dedicated to the finest things in the afterlife.

Traits: wicked cultured, social chameleon, perceptive artist, stunning beauty

Flaws: overly sensitive, attention deficit, tied to the human world

Gifts: perception and premonition, speed, charisma

THE DYNASTY

Old merchant clan, affluent beyond imagination and disciples of necromancy.

Traits: richer than god, remorseless backstabber, family ties, death dealer

Flaws: kiss of death, obviously evil, most despised

Gifts: mind control, necromancy, might

THE FAITHFUL

Cultists believing in their Lineage to an ancient god, corrupters of all.

Traits: unwavering faith, manipulative mind, occult knowledge, corruptor

Flaws: mistrusted by all, light-sensitive, indulge in all desires

Gifts: concealment, charisma, the god's avatar

THE EXOTEGUE

Disfigured and clearly inhuman, hiding underground with spies everywhere.

Traits: well informed, knows all dark corners, tech-savvy, sneaky bastard

Flaws: loathsome to everyone, sewer rat, hatred for beauty

Gifts: animal affinity, concealment, might

THE HIGHBORN

Leaders and believers in their superiority, blue bloods of the shadow world.

Traits: natural leader, have connections, always plotting, badass in a suit

Flaws: picky people eater, noblesse oblige, only the best

Gifts: mind control, toughness, charisma

THE LOST

They have no discernible Lineage, abandoned by their creators, and shunned.

Traits: independent spirit, lone wanderer, often overlooked, chance survivor

Flaws: no lineage, choose any two from other Lineages.

Gifts: choose any three from other Lineages.

THE MAD

Cursed and blessed by insanity, full of insight beyond their senses.

Traits: shared mind, collector of the strange, mad oracle, nightmare fuel

Flaws: irredeemably insane, chaotic stupid, not to be trusted

Gifts: perception and premonition, infectious madness, concealment

THE NOMADS

Untrustworthy criminals and tricksters, wandering all over the world.

Traits: gifted deceiver, devils bargainer, master of illusion, karmic trickster

Flaws: addicted to vices, distrusting, not respected

Gifts: animal affinity, illusions, toughness

THE SOLECYBERS

Used magic to gain immortality, masters of the darkest arts.

Traits: mystic library, dark scholar, brain over brawn, master planner

Flaws: overly prideful, bound to masters, weak constitution

Gifts: perception and premonition, mind control, blood sorcery

THE UNTRIED

Loners and wanderers that love the wilderness beyond human civilization.

Traits: fierce fighter, big brute, determined hunter, animal senses

Flaws: the beast within, uncivilized demeanor, no time for weakness

Gifts: animal affinity, toughness, shapechanging

THE WARRIORS

Fighters, street punks, and brutes, ready to rally and fight for a cause.

Traits: proud warrior, smart brawler, heart of gold, boisterous renegade

Flaws: bad temper, full of wrath, rebellious spirit

Gifts: speed, might, charisma

CREATE A COTERIE

You and the other vampires are part of what is commonly called a Coterie. A loose alliance of Vampires from various clans that work together with the blessing of the Council. Being in a Coterie has advantages and disadvantages. The Bad stuff first. You need to regularly report your doings to the council. You are also responsible for each other. Everything one of you does reflects on the whole group. Yes, if one of you breaks the carnival you all will be destroyed without special consideration. On the plus side, you are allowed to conduct business, acquire assets, and maintain a hideout. As a group decide on one trait from each category for your Coterie or create your own if the GM agrees.

ASSETS

Fancy Nightclub, Dingy Bar, Lavish Restaurant, Old Cinema, Run Down Theme Park, Dusty Museum, Modern Art Gallery, Cheap Theater, Shabby Comedy Club, Illegal Fight Club, Underground Porn Studio, Outdated Discotheque, Ratty Drug Den, High-End Computer Store, Tacky Strip Club, Secured Apartment, Furnished Subway station, Luxurious Flat, Fancy Loft, Imposing Office, Run Down Factory, Shady Pawnshop, Decrepit Store, Fine Suite, Urban Cave, Tidy Warehouse, Forgotten Bomb Shelter;

PEOPLE

Skilled Employees, Dependable Employees, Perceptive Employees, Numerous Soldiers, Well Trained Soldiers, Armed Guards, Loyal Guards, Staunch Fans, Trustworthy Contacts, Well Informed Contacts, Bribed Policeman, Bought Politician, Blackmailed Businessman, Hot Shot Lawyer, Rabid Vampire Wannabes, Wealthy Patron, Reliable Mortician, Well off Clientele, Loyal Customers, Indiscriminate Customers, Criminal Customers, Destitute Customers; Able Blood Puppets, Strong Blood Puppets, Clever Blood Puppets

REPUTATION

Fearful, Reliable, Privileged, Honorable, Violent, Tough, Committed, Unknown, Ambitious, Unreliable, Rich, Trustworthy, Deceitful, Dependable, Strong, New, Established, Careful, Driven, Efficient, Fierce, Glamorous, Poor, Gloomy, Greedy, Dangerous, Organized, Immoral, Corrupt, Principled, Cheerful, Perverse, Resourceful, Crazy, Useful, Daring, Cautious, Organized, Ethical, Generous, Helpful, Lazy, Observant, Patient, Young, Impulsive;

HOW THE WORLD WORKS

Below you will find all the rules you need to know to play the game.

PLAYERS

Describe what your vampire is doing. When the outcome is possible, uncertain and a certain risk is involved Roll 2d6 dice.

- Add 1d6 for an advantage of any kind: high attribute, a good trait, etc.
- Subtract 1d6 for a disadvantage of any kind: low attribute, bad trait, etc.
- Look for Fives and Sixes. Every 5 or 6 is a success.
- More successes mean better results.

Never roll more than 3d6 task dice for a check. Never roll less than 1d6. The GM will tell you when and why a task roll is necessary.

SECRETS OF GENERATION

Who made a Vampire defines their generation, there are six known today. Any Vampire made by a member of the 6th and latest generation has such diluted and weak lineage that they do not gain any benefits of their generation and are considered “Frailbloods” and as such often outcasts. The generation effect is the reverse of the generation. A Vampire of the 6th generation has a generation effect of 1 while a Vampire of the 1st generation would have an effect of 6. The difference between generations is the additional successes required to affect the creature with the higher generation. So a 6th generation Vampire fighting a 1st generation one needs 5 additional successes to even affect the old Vampire in any way. You can see that a single Vampire would be doomed at a task like this and it must be a group effort. Ordinary humans or animals do not have a generation so they always need one extra success to affect a Vampire of 6th generation and even more for Vampires of older generations. They do not require extra successes against Frailbloods. There are dark rumors of ways to “improve” your generation but knowledge about these techniques is forbidden on the threat of destruction by the council of the carnival.

SECRETS OF BLOOD

Each success in combat causes 1 damage. Narrate what happens. If Essence is ever dropped below 0 you will fall into a stupor you cannot awake from by yourself. You are at the mercy of your opponent who could then proceed to destroy you by staking. Everyone else just dies when their Essence reaches 0.

Usually, your generation effect will protect you from a lot of damage, considering a human would need 2 successes to cause 1 damage to a 6th generation Vampire. However certain attacks circumvent this protection! Any attack made with fire, sunlight, or the fangs and claws of Vampires or Werewolves are not affected by the generation effect. Only the gift of toughness can help you withstand that kind of damage even for a short while.

To heal damage you must transform one Blood into 1d6 + generation effect Essence. That is the only way. You are dead after all, the emergency room is for food not help.

SECRETS OF BLOOD

Blood. The drug that keeps a Vampire alive. And it has so many uses! You can use 1 Blood to appear living for one scene. This lets you fake a heartbeat, warm your skin, and even allows you to keep food and drink down. At least for a short while before you need to throw up. You can also let others drink your Blood. This will slowly bind them to you with their feelings towards you increasing with each drink. After the third time, they are absolutely, irrevocably bound to you. You also need to spend 1 blood to simply rise from slumber every night.

A Vampire can have a max Blood of 6. To replenish it you must feed. A human gives you 1d6 Blood if not drained and a sure 4 Blood if drained dead. Don't feed on the already rotting dead as this will probably cause nausea and result in you throwing up precious Blood.

You can use Animal blood in a pinch, but every animal only gives 1 Blood. There are also blood bags that Vampires can drink. They will give you 2 Blood per bag. Sadly not something you can buy at the corner store.

Vampires need blood, so sometimes you may be overcome with hunger. If you are feeding while your Blood is below 3 you need to make a resolve check to avoid draining the victim dry and killing it by engorging yourself.

SECRETS OF GIFTS

All Gifts work similarly. Gifts can give you an advantage on rolls, the same as Traits. But you can also channel Blood into your Gift for automatic successes at a 1:1 ratio. You can do this after the dice are rolled and the result is determined. The Gift must apply to the situation at hand. You explain how the Gift affects the scene and changes the outcome. The GM OKs it.

SECRETS OF THE MONSTER

Every Vampire is a monster, period. The question is: How far are you gone? A freshly made Vampire usually has a monster score of 0, except if he was a monster as a human already. The score describes your behavior towards others, vampires, or humans as noted in the table under behavior. If your essence is ever reduced to zero you fall into a deep slumber. The amount of time listed must pass before you can reawaken by spending a blood point.

	Behavior	Slumber
0	Normal	One Day
1	Distant	One Week
2	Removed	One Month
3	Unfeeling	One Year
4	Cold	One Decade
5	Horrific	One Century
6	Monstrous	Millennium+

Your inner Monster can rise whenever you commit an act that is abhorrent to you relative to your Monster rating. At 0 simply injuring someone would be enough for this to trigger. At 1 accidentally draining someone would do it. At 3 this would need an outright planned murder. And at 5 only gruesome torture or

bizarre serial killings will cause a further rise. In any such situation, the GM can ask you for a Resolve roll. If it fails your monster rises. If it ever does so above 6 there is nothing sane left in you and the Monster takes over.

When your Monster is above 0 the GM can ask you to roll an additional monster dice during stressful situations where there is a risk of exposing your true nature or the monster rearing its head. You are more on edge and not quite yourself. If that dice rolls equal or lower than your monster your actions become colored by it. Attacks become needlessly brutal, a negotiation easily turns aggressive, an interrogation turns violent or you will suddenly accept civilian casualties. These



things in turn could trigger your monster to rise even further

To reduce the monster you must take extra effort to be “human”. Do good deeds, truthfully change your ways. You can reduce the Monster by 1 if instead of any other advances from a level. Your behavior must reflect your wish to reduce the influence of the monster before the GM will allow for this to occur of course. Feeding the monster is easy, starving it less so.

SECRETS OF POWER

When a Vampire has survived a while and it’s dramatically appropriate they reach a new experience level. You may then pick another trait from your list (or, with a GM OK, from another list. You can even make up your own). You can also select another Gift your Lineage has access to. But then you must also choose one of the weaknesses as well! You can also decide to choose a trait for your coterie instead of for yourself. Lastly, you can reduce the monster by 1 instead of anything else if narratively appropriate.

A GM'S CALLING

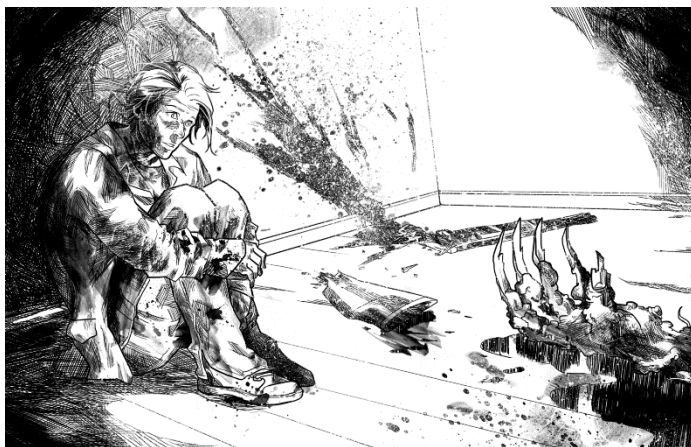
You play the grimy world and everything in it. Roll for it, if necessary. When success is likely: don't roll dice, it just happens. If it is Impossible: don't roll dice, tell the players what happens. Any skill like traits are always considered likely, except when the desired outcome is impossible. Every roll must change the situation, everything needs to keep moving forward and not stall.

Always remember: Rulings, not rules- The game is light and does not provide you with detailed procedures for every occasion. It's expected you'll make rulings on the spot. Keep it fair and be a fan of your player's characters when deciding how a situation should be resolved. All rules are somewhat optional. Make this game your own. If you don't like a rule toss it or create an alternative that works for you and your group. While being fair also make it dreary and miserable. The world is bleak and full of horrors and existential angst. As Vampires the player characters are the monsters after all.

NPC

If it's required, create traits for your NPCs (just like vampires) and create some in advance. If you are comfortable with it: just wing it. Disposable mortals and mooks just have one or two Essence, henchman have a handful and only bosses will have more.

Remember the Generation Effect. It is an important way to distinguish the supernatural from the mundane. Mythic monsters like Specters or Werewolves should have a generation rating themselves. They are a true threat to Vampires.



MAKE THE STORY...

Roll up one threat for each Vampire in the Coterie.

The antagonist is a...

	1-2	3-4	5-6
1	Politician	Dark Mage	Scientist
2	Tycoon	Vampire Hunter	Rival Vampire
3	Former Soldier	Gangster	Demon
4	Werewolf	Cultist	Specter
5	Police Chief	Homeless	Rock Star
6	Mythical Creature	Religious Official	Reporter

Who is...

	1-2	3-4	5-6
1	Slaying Vampires	Following you	Attacking Hideouts
2	Spreading lies	Conducting Sabotage	Investigating a Crime
3	Controlling Mercenaries	Stealing	Framing you
4	Acquiring Knowledge	Searching for you	Conducting a Ritual
5	Controlling Vampires	Spreading truth	Luring Werewolves
6	Interviewing Informants	Researching	Seeking blood puppets

They Want to...

	1-2	3-4	5-6
1	Destroy your Coterie	Uncover the truth	Make a Deal
2	Become Rich	Become a Vampire	Bring you to Justice
3	Experiment on Vampires	Destroy You	Become your Lord
4	Take over your business	Make you Soldiers	Cover up what they have done
5	Cure all Vampires	Become Powerful	Learn Secrets
6	Make Vampires Public	Destroy All Vampires	Turn you into blood puppets

Because You...

	1-2	3-4	5-6
1	Hurt their Loved ones	Interfered with their business	Took their friend as a blood puppet
2	Took something from them	Ruined their authority	Turned someone they know
3	Were Friends once	Committed a crime	Used them
4	Killed someone	Broke an Oath	Destroyed a place
5	Ruined their lives	Manipulated their Friends	Are a Vampire
6	Where seen feeding	Were lovers once	Didn't stick to a deal

LOCATIONS

	1-2	3-4	5-6
1	Fancy Nightclub	Dingy Bar	Exclusive Restaurant
2	Modern Art Gallery	Ratty Drug Den	Seedy Strip Club
3	Old Subway Station	Derelict Asylum	Run Down Hospital
4	New Museum	Shabby Library	Dirty Alley
5	Cheap Diner	Decrepit offices	Shady Pawnshop
6	Forgotten Bomb Shelter	Sleazy Cinema	Neglected Mansion

Location Detail

1	Guarded	The location has been fortified against intrusion
2	Damaged	The location was heavily damaged by something.
3	Renovated	The place has been recently renovated.
4	Inhabited	There are clear signs of people living here.
5	Destroyed	The place is only a ruin
6	Overrun	An enemy occupies the place

NAME

LINEAGE

BACKGROUND

GEN

BLOOD

VALOUR

EFFECT

RESOLVE

MONSTER

ABILITY

ESSENCE

TRAIT

ASSETS

FLAW

PEOPLE

QUEST

KEY