

The background of the title card is a dark, red-tinted image of a city skyline at night, with a prominent Gothic-style building in the center. The title 'VAMPIRE' is written in a large, white, serif font, underlined. Below it, 'THE MASQUERADE' is written in a smaller, white, serif font, with a small symbol (a circle with a vertical line and a horizontal line) above the letter 'Q'. At the bottom, 'COTERIES OF NEW YORK' is written in a large, white, serif font.

VAMPIRE

THE MASQUERADE

COTERIES OF NEW YORK

Vampire The Masquerade: Coteries of New York Jump

V1.0 By u/Only-Cellist2989

The Sabbot have suddenly left the Big Apple, creating a power vacuum. The struggle for power between the traditionalist Camarilla and the rebellious Anarchs unfolds. On top of that pointless drama, the SIS is beginning to 'disappear' the weaker Kindred in the area.

Welcome to the World of Darkness, you poor soul. The massive dick head (spoilers) has cashed in a debt, resulting in your death. You are Embraced and transformed into a fledgling vampire by a mysterious stranger. Then you will get picked up by Sheriff Qadir al-Asmai and taken before the court of Prince Hellene Panhard. After a fun little stage drama you will be sentenced to death in accordance with the vampire traditions. Fortunately, you will have your dead ass saved Sophie Langley. She will offer to take you under her "protection". Langley provides you with a Haven, teaches you how to hunt, as well as other vampire-related knowledge, and generally being a bitch every chance she gets. First thing's first; as the title says you're going to find yourself a coterie to keep your dead ass safe from the dawn.

You receive **1000 cp** to help you survive this world of darkness.

Origin:

Normally your origin is just a “what if you were born in this world” then you possess your what-if selfless body at the start of the Jump. You are straight up stealing some poor bastard's body at the moment they die so you can be a vampire.

Eric: You are now a rebellious Asian-American man Embraced by a tattooed girl you hooked up with at a club. Turning you into a Brujah without a true sire to show you the “ways” of the clan. You are starting with one real touchstone in the world, your ex-girlfriend Jessica.

Amanda: You are now an overworked, hard-nosed businesswoman Embraced during a business dinner with a client. Turning you into a Ventrue without knowing your feeding restriction and without a proper lineage. Sadly, your only touchstone is your lazy-ass boss who you actually can't stand, but you just don't have anyone else.

Lamar: You are now a gay African American artist Embraced after spending an evening with a new patron. (Happy Pride!) Turning you into a Toreador with an adopted sire who is actually the same clan as you. You have a little sister, Emma, with several times your influence in the NYC art world and wealthier to match.

Drop-In: So you really don't want to have your mind and soul shoved into a freshly murdered body just to become a vampire? Okay, but there is a price to pay, and I don't mean CP either. You're now a Duskborn without a touchstone in this world and without any knowledge of how to use thin-blood alchemy.



Locations:

New York and only New York. Where you wake is based on your Origin.



General Perks:

Better Start [100]: You're not really meant to start this jump knowing how to use your in-clan Disciplines, just learning and reacting on instinct. Hell, you're paying CP so pick one of your in-clan to start with (the equivalent of two dots), and a second to start with one dot. This may not sound like much, and it's not. But it's better than being a fledgling with zero Disciplines under their belt.

4th Disciplines [200]: Do you wish your clan had a fourth for you to draw power from? The clan may not have another, but you certainly do as of now. Pick any Discipline from 5th edition that you don't already have as in-clan and make it in-clan. You don't start with any dots in the Discipline, but it will develop naturally just like your normal in-clan Disciplines.

Faith-proof [400]: Maybe you're too close to mortality for True Faith to affect you or you're just an Atheist. Either way, True Faith can't affect you at all. No damage, no fear, no weird power, etc. In future Jumps, things of the same nature as True Faith are affected, think a Paladin's *Smite* or a Cleric's *Turn Undead* not doing shit.

Second Soul [600]: Oh you didn't just steal their body, but you locked their soul away. The poor bastard soul is kept separately from your soul and mind screaming in the dark. Why do I want this, I hear you ask. Simple, this second soul can be used as a "meat shield" to protect your soul. Any attempt to investigate, damage, steal, or devour your soul will instead target the caged soul. Oh, if you ever sell your soul it will be this soul, not the one you actually care about. Auspex will see the emotions of the other soul, keeping yours private. If someone tries to Diablerie you they will eat the other soul and you can possess their body. If the soul gets used or damaged you get a brand new sacrifice at the start of your next jump. It's pretty messed up. You know you're going to hell, right?

Eric Perks:

Discounts for Eric are 50% off, with the [100] perk being free.

Dance Moves [100 Free Eric]: You have some interesting steps. From moving your hips on the dance floor of a rave, ducking & weaving in a fist fight, or parkouring up a wall. You move like a pro athlete even without proper training, and that's before you activate Celerity or Potence to make things broken.

Riding the Wave [200 Discount Eric]: You can willingly activate a frenzy, harnessing the Beast's destructive power. The Beast's primal instinct in combat and natural ability with all the physical Discipline makes you a demon on the battlefield. The bad part is you are giving the Beast the driver's seat and trying to regain control after is going to be a pain in the ass.

Falcon Punch [400 Discount Eric]: Unless your target is using something like *Earth's Perseverance* with any level of Potence on they are going flying back when you punch them. Not only are you doing much more damage with each punch, but it will keep your target off their feet. A person not standing isn't throwing anything back at their attacker, now are they? The effect increases with greater levels of Potence in both damage and distance hurled back. Don't forget to say FALCON PUNCH when using *Fist of Caine* for the lols.

Amanda Perks:

Discounts for Amanda are 50% off, with the [100] perk being free.

Lonely at the Top [100 Free Amanda]: The crushing loneliness of being an undead surrounded by heartless monsters can break the weaker willed. Not you. Years of overtime for the capitalist machine have dulled that part of you. Spending the night or even years alone have zero effect on your sanity and humanity, even if it really should.

Fine Tech [200 Discount Amanda]: You have a deep understanding of modern technology like computer comprehension, AI science, surveillance security, processor manufacturing, and computer programming knowledge. You could keep a bloated company in the black or break into an overconfident company's firewall. You're no master hacker, but you know the ins and outs of a computer company's offices; meaning you can find the sticky note that has the boss's password rather than spending hours reading lines of code to hack into the network.

Femdom [400 Discount Amanda]: It's time to break out the *Daunt* and strap on stiletto heels, because your Intimidation now pays dividends. The more fear you pour into the target's mind the more they will break to your will. Not just menacing them into doing your bidding, but turning them into a submissive worm. The process of turning someone may take nights or weeks on a mortal or months on a kindred. Either way you will have to make repeated use of the scary power to break someone. Your new worm will be both terrified and umm...aroused by you in equal measure. Expect a whimpering boot licker that may try to hump your leg. I should note this doesn't make them loyal, just very scare-roused by you unless you also blood bond them.

Lamar Perks:

Discounts for Lamar are 50% off, with the [100] perk being free.

Dead Sexy [100 Free Lamar]: Just a beauty Perk putting you a 8/10 or 9/10 on a good night.

Touchstone [200 Discount Lamar]: You find it far easier to find a touchstone among the mortal population to help keep your Humanity. Touchstones reconnect you to the mortals around you, forcing your Beast back into its cage. This can also be helpful in just finding a friend.

Spot Imperfection [400 Discount Lamar]: Having an eye for details is a thing every artist wants to have. You have a unique gift in that your eyes glean past the world's borders when you use Auspex. You can now read the "game" character dossier when

looking at people using Auspex. Detailed information includes, but is not limited to: real name, faction, physical age, true age, generation, clan, who they have blood bonded to, who has them blood bonded, a small synopsis of the person, etc. The better you are with Aspex the more details you can read, just be aware people will notice you are staring at them.

Drop-In Perks:

Discounts for Drop-In are 50% off, with the [100] perk being free.

Mask [100 Free Drop-In]: You have one hell of a poker face, don't you? You can lie through your teeth without any tells. You can even fool people with ridiculous perceptions like, I don't know, Qadir al-Asmai.

Gumshoe [200 Discount Drop-In]: All the skills needed to be the best damn investigative journalist in the Big Apple. Hunting down clues, deciphering their meaning, and solving a mystery are just the first part. Shadowing a suspect in a crowd, breaking into their place to steal some evidence, then writing it up in a both revealing and thrilling manner. Helpful skill set when secrets are a major currency in this world.

Old School Lasombra [400 Discount Drop-In]: You truly cast no reflections, unlike the new 5th edition version of the Lasombra clan. You may ask, why is this a perk and not a drawback? Simple, it also applies to photographs, recordings, security cameras, ect. In a time when CCTV is everywhere, it really helps not to show up at all. Maybe that's why they changed it in the 5th edition? Just a heads up, this doesn't come with a toggle. So I hope you got a perk for that somewhere else

Items:

Secret Haven [100]: A door labeled "maintenance" in a multi story car park is in fact a very well hidden emergency Haven. The crawl space with a door you call a Haven only has a light bulb on a chain, military cot, and mini-refrigerator.

Delivery Services [100]: Once a week you get a courier delivering you a box of blood bags chilled in dry ice. Please remember not to eat the courier unless you want the food to run out until the next jump starts.

Qadir's Baseball Bat [200]: A perfectly balanced curved blade made to remove heads. For some reason the blade ignores all vampiric supernatural defense like Fortitude.

Kaiser Car [200]: A limo with a light tight backseat full of computer monitors being fed a live-stream of the city's CCTV. The car is bulletproof, but far from a mobile fortress. It is

still useful for getting around and finding a secret or two along the way. Just make sure Kaiser doesn't find out you're copying his style as he can be a dick.

SIS Kit [400]: Now where did you get this good shit? Kevlar ceramic composite body armor, plexiglass riot shield, carbonized steel sword, illegal as hell assault rifle, and an obscene amount of incendiary ammo all stuffed into an oversized duffle bag. Great kit for hunting vampires or slaughtering mortal authorities.

Panhard's Panties [400]: A pair of clean, black satin panties. Not really her undergarments, but in fact a token of a greater boon, a kind of debt owed by the Prince of New York Hellene Panhard to someone. Who doesn't matter; what matters is that token means she owes you now. This is a one time item with no refills and no takesies-backsies. If you don't use it by the end of this jump the item resets in the next to same equivalent.

Sturbridge Spellbook [600]: Hahaha, now we are talking! It's a copy so you don't have to worry about a ward going off turning you into a pile of ash. You have access to the deep secrets of Thaumaturgy from descriptions of all the paths, rituals, simplified instructions on teaching Blood Sorcery (blood magic for dummies), lore, and all her cliff notes. If you can't learn how to sling Vitae like a Tremere from this then you probably just can't learn it.

Just a Nail [600]: In a small box, an artifact pulses with a mind numbing amount of True Faith. This is basically a holy mini-nuke capable of wiping out every monster in New York city in an instant. The box holding all this power within is just a simple wood frame, so be careful not to drop it. This artifact refills its "charge" at the beginning of each jump.

Companions:

Normal rules apply to max 8 companions.

Canon [100 each]: You can pick from Agathon, Gianni D'Angelo, Tamika, and or Hope. Yes, before you ask you can still recruit them, but by paying points they start off liking you and are far less likely to betray you one day.



Coterie [100 each]: You don't want to be alone in this nightmare do you? No? Good, because neither do they. Your new OC friend(s) gain a free clan (any from the Core rule book), 400 CP to spend as they like, and they may take drawbacks. The personality, background, age, gender, and appearance are up to you as long as it makes sense for a Neonate or Childer.

Drawbacks:

you may take up to 600 CP worth of drawbacks for extra points.

Continuity [+0]: Maybe you have been to the World of Darkness before and want to keep going? Really? Umm ok so all the effects you had on this world will be remembered.

Supplement Mode [+0]: Have you ever wanted to blend this fresh hell with another setting? Here you go, enjoying breaking a world that had hope. You must keep the CP separate, other than that have fun.

Breach [+100]: The SIS already knows you are a blank-body and has a SWAT team coming to end you. They will be using flamethrowers and True Faith instead of guns and stakes. Don't expect to be taken "alive" by them, just ended on sight.

Bond Junkie [+200]: You are going to start this jump fully blood-bonded to your Toreador Patron Sophie Langley. She is a bitch and more importantly a damn fool who is (spoilers) so yeah, good luck.

True Classic [+400]: Gain all the classic vampire weaknesses; garlic, crucifix, silver, counting grain, require invitation, holy ground, etc.

Nagaraja [+600]: Forget the clan you got from your origin, you are now a Nagaraja. Meaning you must eat raw human flesh as well as drink blood in order to gain any nourishment. As an added problem your mouth is full of razor sharp teeth like a shark

and your kiss is very painful. Good luck keeping your Humanity as eating living people every night is going to shred it.



Ending:

Why the fuck did Paradox give Bloodlines 2 to The Chinese Room? Fuck that's just stupid I was promised Brian Mitsoda's crazy ass, not a half-assed action game developed by walking simulators-r-us. Err I mean.....

Stay: Staying in this trash fire of a world?

Go Home: Probably a good idea after all this.

Continue: Sounds like fun.

Notes:

- Special thank you to my wife for the spell checking. *(God is punishing me for my hubris, and my work is never finished.)*
- At the end of the jump all clan weakness parts of the mandatory perks, Drawbacks, and light sensitivities are removed from you and any Companions you may have. This doesn't apply to anyone you sire later.
- Yes, it's one of the nails of the cross.