VENTRUE

Vampire The Masquerade: Ventrue Clan Of Kings Jump

V1.0 By u/Only-Cellist2989

We ruled in Enoch! We ruled in the Second City Dumuzid! Gilgamesh! Zeus! Jupiter! We are every great man, every perfect man. We rule, not by strength, but by right.
-Ventru

Welcome to the World of Darkness you poor soul. There is no other way to say this, you are dead and cursed with both vampirism and being a dick. You are now a Ventrue vampire; as such you have a very unique place in the damned world. The survival rate is low in this world, so I will be giving you a little something to give you a chance to survive, and survive you must, for the next ten years. Good luck, Kindred. You are going to need it.

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

Origin:

Why were you Embraced into Clan Ventrue? Age and gender can be chosen freely.

Blue Blood: More than just old money families, but a truly noble bloodline. The blood of lords flowed in your veins and the money of generations into your bank account.

Modern Monarch: Hiding in plain sight is the obvious choice if you want to maintain control over the masses. C.E.O.'s, mob bosses, and politicians are fine examples of getting with the times.

Shadow Director: Sometimes it's better to hide behind the money and business to survive the modern nights. Being able to keep from dirtying your hands directly is a great way to avoid future problems.

Aspiring Childe (Drop-In): Not all of the clan have reached the lofty expectation set for them; many are small timers, looking to use their skills and grit to build a business empire in the next twenty years. This is also the drop-in option.

Locations:

You can freely choose where you start, or roll a 1d8 and gain **[100]**.

1) Paris: The City of Love, the most populous city of France and the core of the Toreador's world. The year is 1940, two weeks before the Battle of France so yeah, good luck.

2) Chicago: The year is 1990, two nights before "Chicago by Night" (the events that led to Helena awakening under The Succubus Club). Mind your manners and play along and you will do fine.

3) Los Angeles: The year is 2004, two nights before "Bloodlines" (the events that led to Suckhead being sire and Sebastian LaCroix going full megalomaniac). Before you ask, no, you don't take Suckhead's place like in the Bloodlines Jump.

4) Vancouver Island: The Year is 2020, two minutes before Jessica, Silas, Oliver, and Jordan all meet up for the first time. This place was a no go zone until just recently so I hope you enjoy having a good mystery.

5) New York: The big apple is an ever-changing place and fighting is a nightly event. Many places in the city have been claimed: the Ventrue hold Wall Street, clan Nosferatu

nest within Manhattan, the Tremere claim many chantries within the Five Boroughs and the Ministry has a temple in Queens. Everywhere else is fought over by both the Sabbat and the Camarilla. FYI the Tzimisce Antediluvian is in a hidden crypt beneath the city in a meditative state to reach Metamorphosis and failing hard. Before I forget, the year is 1995.

6) Boston: The year is 2020, two nights before the Second Inquisition whips out Prince Hazel Iversen's unification party. The following events will decide if the city stays in Bostonians control, becomes New London, all die, or just fall apart in a glorious shit show.

7) London: The city that will one day fall. The Ventrue Methuselah, Prince Mithras, rules this domain like no other. This place is mostly safe from the Sabbat and Kuei-jin attacks. If nothing else this is a nice place to live in and is a melting pot of different cultures. Starting year is 1979, the night Margaret Thatcher takes office.

8) Free Choice: Go anywhere and go nuts! (if you pick any above the years still apply)

General Perks:

Kindred [Free & Mandatory]: Now a descendant of Ventru, cursed with a thirst for blood, vulnerability to sunlight and immortality. Forever subject to the Beast, with animal urges of hunger, fear and rage. Gain one rank in each of the Ventrue clan Disciplines and you must take the *Rarefied Tastes* drawback.

Blood Bond [Free]: Anyone foolish enough to consume your blood directly from you will find themselves enthralled to your will. After accepting blood from you on three different nights, the fool is under the supernatural influence, unable to harm you directly. If the fool is mortal they will become a ghoul, a semi-immortal servant.

Questors [100]: Congratulations, you are in the first rank of the Ventrue hierarchy within the city, and are above only the Eiren (the common Ventrue) but it beats being at the bottom. You are a Neonate, so I hope you enjoy grunt work.

Aediles [200]: The second rank or lieutenant to the Praetor as their spokesmen, delivering instructions, requests and orders to the rest of the clan. You will also be Ancillae to the non-clan Kindred.

Praetor [400]: The highest Ventrue rank within a city's hierarchy, a.k.a the manager. This makes you an Elder and monster that's seen some shit in your day. As an added bonus you hold the title of Primogen of clan Ventrue.

The Rightful King [600]: Pick any city in North America to become its new Prince. Depending on what city you pick this may be a great opportunity or a fatal mistake. Either way, the world retcons itself so you have ruled the city for over a decade with power, influences, and enemies that come with that. This perk only gives you the city, it doesn't mean you will keep it without putting in some real time and effort. In any future World of Darkness jumps you can choose to have this perk take effect or not, but only in a World of Darkness jump.

Blue Blood Perks:

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

Trace Lineage [100 Free Blue Blood]: It is important that every Ventrue must be able to trace their lineage all the way back to Cain himself. You, on the other hand, can track the lineage of any one you meet back 16 generations.

Traditions [200 Discount Blue Blood]: The six traditions are the only real laws for the undead. So you would be shocked to find the tradition that seems to apply to you is the first. Every other doesn't seem to matter in the eyes of law enforcement if you're doing it, as long as it's not against the Prince, that is. Why are you allowed to break almost all the rules and get away with it? Simple, the powers that be like you. In the future World of Darkness jumps this perk will also take effect.

Pure Ventrue [400 Discount Blue Blood]: The blood unpolluted of generations of ~~inbreeding~~ selective breeding and selective siring of Childer. This makes you Unbondable to the blood bonded by any other Kindred.

Nepotism [600 Discount Blue Blood]: Acquiring dignitas is the only way to advance in Ventrue society. At least that's how it's meant to work. Just like Eric Trump, you are just given things you simply don't have the skills to earn yourself. A nepo-baby. You find yourself promoted in both the clan and the sect at a truly ludicrous rate. Any person above you in rank in any organization you are also a member of will find themselves thinking of you over a far more qualified person. This applies the same way in future jumps, so enjoy being a useless bitch.

Modern Monarch Perks:

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

Born Leader [100 Free Modern Monarch]: It's not enough to have leadership skills, but the business instincts and learned wisdom to use them correctly. Knowing how to motivate and inspire all members of a company is one of the only ways to turn a profit in this day and age after all. You have all of that and a bag of blood.

Corporate Executive [200 Discount Modern Monarch]: How do you navigate a boardroom with so much grace? However you do it, the powers that be within any company you own or run always move in lockstep with your vision (if you have one) of the company's direction. This doesn't make them all yes-men; they just find your ideas a great path for the future. I just hope you know where you are going or this could turn ugly.

Counselor [400 Discount Modern Monarch]: To sit on any counsel in charge of anything worth a damn, you are going to need a wide range of skills. Things like etiquette, insight, intimidation, leadership, persuasion, subterfuge, academics, finance, bureaucracy, and networking. All at the expert level in order to hold your head high. Lucky for you, all the boxes here are checked, plus one speciality in one of the skills you pick.

Enthrallment [600 Discount Modern Monarch]: Mastered up to the 5th rank of *Presence* Discipline. Minds that are naturally resistant to your power now find it far more difficult to resist. Post jump, this perk will apply to any persuasion-based abilities.

Shadow Director Perks:

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

Silent Partners [100 Free Shadow Director]: Knowing how to remove any trace of any official connections to a company you "own" is a unique skill set. You can make sure anything you own–vehicles, property, companies, and weapons, all things that normally need to have your name on it–are never directly connected to you. The paperwork always says another name, disconnecting it from you. You get a free toggle.

Reclusive CEOs [200 Discount Shadow Director]: Nowadays, everyone on earth, no matter how careful, leaves a cyber footprint. Not you, however. Every cookie, record, email, photograph, video, and any other type of internet data about or from you fades away after a week. You get a free toggle for this perk just in case you need to be in someone's system.

Puppets [400 Discount Shadow Director]: Normally when using *Dominate* on a target the effect fades after completing the commanded task. Not for you. You create psychic strings of control on the minds of those you have used *Dominate* on. No longer needing to have eye contact or even hearing your voice, just the activation of the power. The only downside is, the greater the distance the target is from you, the more likely the Discipline is to fail to activate.

Mesmerism [600 Discount Shadow Director]: Mastered up to the 5th rank of *Dominate* Discipline. Even someone with an iron will inevitably fall to your power. Post jump this perk will apply to any mind control based abilities.

Aspiring Childe Perks:

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

Banker [100 Free Aspiring Childe]: One of the most useful skills for a newbie undead is turning a small amount of money into a large amount of money. Knowing how to obfuscate money transfers, making nameless bank accounts, and exploiting the system to maximize every penny to turn a real profit. Managing money may not sound like a big deal, but don't forget that's what kept London relevant in the world after the empire fell apart.

Golddigger [200 Discount Aspiring Childe]: Baby you got a sweet ass…err, I mean there's just something about you that makes people want to be your sugar daddy or

sugar mama as the case may be. When it comes to gifts from rich assholes you are a damn magnet. Just don't expect all the "gifts" from strangers to be for free. Higher-ups are more likely to drop you a bone here and there to help you move up.

Wolf of Wall Street [400 Discount Aspiring Childe]: A noble spirit can mean many things, it turns out. In your case it means you were a Kinfolk of the Garou, giving you mostly jack shit. It's rare for a living Kinfolk to get any Gifts or Totems from Gaia. Let alone being able to keep them after death. You are one of the lucky few keeping the Gifts *Persuasion* & *Smell of Man,* and your deeper spiritual connection has granted you the *Protean* Discipline at the 4th rank. It doesn't make it an in-clan Discipline so progressing further will be difficult. Getting any more Gifts from the spirits in the future seems unlikely.

Impure Blood [600 Discount Aspiring Childe]: Oh damn, it looks like your Sire mistook you for a normal human. Wow, they were surprised when they found out after killing you that you were a Changeling. Now you're a fae-blooded Kindred with all the weird shit that entails. A new Ventrue Maeghar bloodline with *Fortitude* replaced with *Mytherceria* and mastered up to the 5th rank. You must take the *Faerie-blooded* drawback for zero points and you aren't losing your normal clan weakness. Unlike non-Ventrue Maeghar you don't have the physical features indicating their fae nature, crazy shit like six arms or having to feed from a container instead of directly. As an added bonus, you can toggle your eyes into pitch black orbs like a fae would have.

Items:

Spending Money [100]: A bank account in your name worth 4 million USD and a theft-proof ATM card. Can purchase multiple times with 4 million each. If your next jump does not take place in the modern day, you gain a magical bag instead. It can only store money and only you can pull funds out. The account resets at the beginning of each jump.

Suit [100]: A perfect-fitting suit, something that Barney Stinson would be proud of. Why pay CP for this? Because it is bullet proof. Better than any kevlar vest, as it's truly bullet proof not resistant. Thank you Tremere magic!

Herd [100]: To say some mortals relish the ecstasy of your "kiss" is an understatement. People like this are so addicted to you drinking from them it's kinda sad, but mostly tasty. Like getting fast food. Free access to willing mortals is nothing to turn your nose at, especially for someone with picky tastes. The only real downside is that other than feeding they're basically useless, not even counting as companions. In future jumps your NPCs will appear as if they were always part of the setting, back stories and all. May be taken multiple times for two NPCs at 100 cp each time.

List of contacts [200]: You have a list of around about a dozen mortals in places of authority. They are well-to-do like the mayor, chief of police, etc, and they all owe you one favor. Is it because you did them a solid in the past or have some good blackmail material? Either way applies. They're still NPC's with a one time use. You get a new list at the beginning of each new jump.

Domain [200]: Your claim to the city, your piece of the pie. It's only two city blocks with only a few real things of interest to you, but it's all yours. A great hunting area thanks to the bars, 24-hour shops, dark alleys, and low surveillance at night. Just be aware you may have to fight to protect your claim. Any Haven or other property you have purchased can be in your Domain if you wish and will carry over into the next jumps.

Private Jet [400]: Just like Taylor Swift you have your own custom-made transportation for your rich ass. It has a light-tight cabin and a team of mortals to fly & maintain it. The pilot has a set of diplomatic papers letting you go almost anywhere in the world.

Elysium [400]: Somehow you got this opera house. It's a permanent Elysium, meaning no one with half a brain cell will be willing to start a fight in your place. The opera house itself is a massive provider of "face" for you but getting it made into an Elysium is a nail in the coffin to any and all of your detractors. It's noteworthy to say the mortals that work here have no idea about vampires, so you want to "hire" some ghouls to run the other

half of the business. Speaking of business, this place will reap great paydays every event. Also, you get the title of *Keeper of Elysium* for free.

Evil Inc. [600]: Your own oversized megacorporation, giving you more money and power then Jensen Huang & Elon Musk combined. It's up to you if you want to be the C.E.O. or the boss in the shadows; either way this will open a lot of doors for you.

Victorian Estate [600]: This vast piece of real estate has a manor home, garden, and a small army of mortal staff to keep it maintained. It has around a hundred rooms, with one light-tight padded room, as nothing less than the best will ever do for your Haven.

Companions:

Normal rules apply to max 8 companions.

Vampiric Coterie [50/100/200]: You don't want to be alone in this nightmare do you? No? Good, because neither do they. Your new OC friend(s) or returning Warlord gains a free origin, 800 CP to spend as they like, and they may take drawbacks. Just in case it wasn't clear, one costs 50 CP, up to four costs 100 CP, and up to eight costs 200 CP.

Ghoul Maid/Butler [50/100/200]: I bet you're wondering why you should even pay for this, as you can just find a mortal when you arrive. Simple; quality OC ghoul(s) are going to have a much better set of skills than any average schmuck you're going to find just walking the night. You can pick their day-job so to speak, giving them a master level skill set that makes sense for that job, even if their age or what have you shouldn't make any sense. For example: someone who has only been a nurse for two years, but has the skills of a doctor with decades of experience. Misuse that baseline as you will. Just in case it still wasn't clear, one costs 50 CP, up to four costs 100 CP, and up to eight costs 200 CP.

Drawbacks:

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

Rarefied Tastes [+0 & Mandatory]: The classic clan weakness a feeding restriction that renders you incapable of feeding on anyone other than very particular mortals. For the purposes of this jump you must pick one or roll 1D10. Gain **[100]**.

1. 18+ year old virgins
2. Genuine Blondes
3. Brunettes of Swiss descent
4. Gingers with PTSD
5. Male homosexuals
6. Female athletes
7. Slutty Hapas
8. Left-handed drunks
9. Orthodox Jewish vegetarians
10. A descendant of Mohammed

Supplement Mode [+0]: Have you ever wanted to add vampire monsters to any other Jump? This modifies the original world, adding the World of Darkness monsters making it a fair bit more interesting to say the least. Fanwank responsibly. Or don't, I don't care either way.

Faerie-blooded [+100]: You are extremely vulnerable to cold iron, burning like fire at a touch, and you have an otherworldly aura about you.

Compulsion [+100]: Once a month your natural desire for power compels you to force someone to obey a command given without the use of any of your Disciplines.

Variant Bane [+100]: You are a firm believer in the Hierarchy. You are unable to disobey any command from a Ventrue of lower generation than you, no matter how dumb.

Shit Jobs [+200]: Any time you have to work for someone else, pay back a boon (favor), or help a friend, it's always the shittiest fetch quest. Something really stupid that feels like a complete waste of your time (and it is), but if you leave the job halfway you will never hear the end of it. Now bring me 13 Blackened Denarius!

Sub [+200]: Deep down you enjoy being dominated by other Kindred. If a kindred (even a weaker one) tries to use *Dominate* on you, not only will it succeed, you will get off on it. You won't want to even try to resist the command.

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

Disowned [+400]: Your sire has Disowned you. Expect all Ventrue to treat you with barely veiled contempt and back stab you on the first opportunity. This effect doesn't apply to companions.

Paranoid [+600]: A stat most Kindred find themselves in as the decades pass and their enemies gather around them. You, on the other hand, start in a state of mental illness that would shock even a Malkavian on his worst day. Simply put, your derangement will

not let you trust anyone or anything from this world, only things from your past world(s). Don't expect to get any rest as your mind is constantly looking for knives in the dark.

Fraud [+600]: Oh boy, it turns out you aren't even really a Ventrue, but a thin-blood that just so happens to share the same clan weakness. If anyone finds out, don't expect to live very long. A blood hunt would be called on you once this knowledge gets out. Anyone that can read minds or anyone that finds a single sample of your blood would be able to know the truth. As part of this drawback, any protection against someone gathering information or reading your mind will fail if it's looking into your clan.

Ending:

Did you know the word Ventrue means paunchy and pot bellied or bulging and rounded in French Err...I mean good job not meeting the final death now pick a thing.....

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. (*He doesn't even pay me, you guys. I am truly a saint and a martyr.)*
- At the end of the jump all clan weakness, Drawbacks, and light sensitivities are removed from you and any Companions you may have. This doesn't apply to anyone you sire later.
- If you can find them you should pick up a copy of the *Clanbook: Ventrue*.
- Why 10th Gen simply works in classic & V5.