VAMPIRE
THE MASQUERADE
BLOODLINES
CAMARILLA EDITION
Version 1.3

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# Opening Letter

Dear VTMB Community,

You probably don't know me yet as I have been busy modding other RPGs such as Oblivion, Fallout 3, and the KOTOR and Neverwinter Nights series. I have long been a huge fan of Vampire both pen and paper as well as the computer games. I still remember trying to get down Anezka's pants in Redemption, or waking up in a coffin several centuries later in the Society of Leopold Base feeling extremely powerful.

In fact I am such a fan of VTM that I pre-ordered my copy of Bloodlines from EBGames back in the fall of 2004. I had to wait until the spring of 2005 to build a rig with my college money just to play it. Needless to say I'm pretty much obsessed with this game. I have made it a note to fire up Bloodlines at least twice per year since 2005 just to run through it again. The game has even gotten to the point that it's almost boring to play, which is why I'm here today.

Ever since Wesp5 brought us the unofficial patches and included all the necessary tools to make modifications, I have been secretly improving Bloodlines. After countless hours of research and hard work, as well as the even harder work of the VTMB Community, I have compiled an extensive Bloodlines Overhaul that will give new meaning to the game. I guarantee the changes will draw you into your character even further after hunting for your next meal and fighting for survival in the world of the undead.

So join me in this realistically horrifying experience and prepare your fangs in the pursuit of blood. Welcome to Vampire the Masquerade: Camarilla Edition!

-Zer0Morph

# Introduction to version 1.3

Hello bloodsuckers around the world,

as this is my first attempt on serious modding, I cannot promise perfection.
When I agreed to take the main responsibility for this mod from Zer0morph, I had three main goals in mind:

1) Repairing the broken quests, and removing the mixups between Basic and Plus patch features. For most parts I choose to use the Plus Patch, but there are some things that will be handled differently: I couldn't just put all the items for the posterquest back, and I wanted Heather to give you something more individual than a silver ring. So the broken quests got a completly new setup. And the CE community decided after some discussion, there will be no Dragon Breath, and you don't get the Body Armor, if you decide to save Heather from the Sabbat.

2) The Nosferatu are at a serious disadvantage, if they get their new haven only after completing Chinatown. So I made a small quest with the Sewer Haven granted as a reward.

3) When I play games like vampire, my character usually ends up with loads of money and no possibility to spend it on something useful. CE 1.2 made a drastic change of the disciplines. As BloodBuff and BloodHeal now require spending xp to get the full use, I was inspired to invent something to buy upgrades for the Abilities. So I came up with the main new feature for this version: the email college. You will find a complete description in the Attributes and Abilities section of this manual.

So have fun and “good hunting“
Malkav

# Requirements

• 3D hardware accelerator card-100% DirectX 9.0c-compatible 64MB video card and drivers

• 1.2 GHz Athlon or 1.2 GHz Pentium III processor or higher

• 384MB of RAM (512MB of RAM recommended)

• English version of Microsoft Windows 98/ME/2000/XP

• Quad-Speed CD-ROM drive and drivers

• 3.3GB of uncompressed hard disk space for game files and saved games (plus 1.4GB for Windows swap files)

• 100% DirectX 9.0c-compatible 16-bit sound card and drivers

# Installation

Installation of VTMB: CE 1.3 is pretty easy. First you will want a clean copy of VTMB void of any mods or updates. Next you will want to download and install VTMB: Camarilla Edition Ver. 1.3 which you can find at our forum at http://CamarillaEdition.DarkBB.com. Because Unofficial Patch Ver. 6.5 comes with CE 1.3, there is no need to install anything else with it.

If you are running Windows XP 32-bit, you can click on the default settings for everything. If you are running XP 64-bit, Vista, or Windows 7, you may need to change the install path to point to the appropriate folder. That's it, You're Done! (Note: Steam installations may need redirecting.)

# Frequently Asked Questions

Q: Will I have compatibility issues using Wesp's Unofficial Patches and VTMB: CE 1.3?
A: You shouldn't as long as you install VTMB: CE after the Unofficial Patches. This overhaul overwrites a lot of the Unofficial Patch files however VTMB: CE was built on Unofficial Patch 6.5. I haven't tested compatibility with extremely early Unofficial Patches however I believe if you stay within versions 5.0+ you should be ok. Newer versions of the Unofficial Patch will probably cause Problems

Q: Can I use other mods with VTMB: CE 1.3?
A: Yes and No. Feel free to use any mod that alters skins or music however using mods that change the way the game is played will break VTMB: CE. This overhaul changes many aspects of Bloodlines especially the game mechanics so any mod along those lines should be avoided.

Q: Are there any known issues I should be aware of while playing VTMB: CE 1.3?
A: Yes however they are extremely minor and shouldn't decrease immersion, details below.

#1. When first entering a zone you may see a tiny message that says "A.I. Disabled" or "Node Graph is out of date" and it may take an extra few seconds to load. This is perfectly normal and nothing is wrong with your game. The first time I saw this I freaked out but it's nothing to worry about. This is due to missing node/graph files and it only happens the first time entering a zone. The next time you enter it will load instantly. (This was fixed in Ver. 1.1)

#2. You will notice when you finally get tier 3-5 powers from Disciplines like Dementation and Dominate, when you scroll through your powers with your mouse they won't be there. In order to use them you will need to hotkey them to any number key 0-9. To do this hit "K" to open up the hotkey menu (by default) and you can set them there.

#3. As of now Auto/Toggle walk/run is bound to the "SHIFT“ and “ALT” keys. If you hit “Use Defaults” it will temporarily break the bindings. To restore it simply get out of the game and come back in, that will fix it.

## Camera Options

The usual setup for the third person view camera is this: all the camera commands are located on the NUM block, where 2 is the camera position behind you, looking forward; and 6 the camera position to your right, looking left, etc. This is set in the file “\vampire-bloodlines\vampire\cfg\autoexec.cfg”
In case you don't like this, CE 1.3 comes with 2 possible replacements: if you prefer the view forward on the 8, rename autoexec.8up to autoexec.cfg. Zoom is on the + and - keys in both versions. If you don't want any camera options on the NUM block, use autoexec.noc instead.

## Attributes & Abilities

Here is where we start getting into the major changes with Camarilla Edition, so I figured I would start with Attributes and Abilities. The changes are pretty minor in comparison to others but I went through and changed how a couple Attributes and Abilities affected the Feats. I made this change for better game balance and felt the synergy between the Attribute or Ability worked better with the appropriate Feat. See below for details…

Wits → Defense
Intelligence → Hacking and Research
Manipulation → Haggle and Intimidate
Stamina → Bloodloss

# The email college

The email college will give the opportunity to spend your money on increasing your abilities on nightly courses at your haven pc. As we can't make the player sit at the computer and wait for hours on end, the time necessary for the studies is simulated by additional bloodloss. This bloodloss is based on the level you want to achieve, your wits, and your level in scholarship*. The number of courses is limited to an equivalent of 66 xp. So you could raise two abilities from scratch to 5. Cost for a course is $100 per xp. An additional requirement is that the attribute for the corresponding feat must be at least one less than the current level of the ability you want to increase.
So if you want to raise Brawl from 3 to 4, this will cost you $900 and your Strength must be at least 2.
When you select a course, the college will check all requirements except for the bloodloss.
This means, you can't do the course if you don't have enough choices left, if your money doesn't suffice, or the Attribute is too low.
If you meet all requirements, you will automatically succed, but if you don't have enough blood to spend the time needed for your studies, you will loose the money and the choices.

* The exact formula for the bloodloss is: Bloodloss={10-[(Wits+Scholarship+1)/2]+[2*abs(Ability-1)]}

# Disciplines

By far the most comprehensive changes in Camarilla Edition are the Disciplines. Each Discipline has been carefully examined and changed with game balance and overall design in mind. Most of the non-offensive Disciplines no longer cost blood, or cease to cost blood as you grow in their power. Also as you continue to master a Discipline, you will be able to keep up it’s affects significantly longer requiring less blood over time.

Most of the Disciplines are also a little stronger in general with range increases to higher damage. Extremely old Vampires are among the most powerful creatures in the world, which you will grow to realize as your character learns to harness his/her own dark power.

## Animalism

Animalism gives the Vampire the unique power to call on animals to carry out their will and can even learn to embrace and control the Beast within. Animalism should be used with discretion in Safe Areas, lest you risk violating the Masquerade.

**Level 1: Animal Succulence**
This ability allows the Vampire to gain more vitae when feeding on the blood of animals. This discipline does not risk violating the Masquerade.
**Blood Cost:** 0
**Duration/Recovery:** 30 seconds / 30 seconds

**Level 2: Song of Serenity**
Singing in animal tongue this power is used to reduce frenzy in both mortal and beast alike.
**Blood Cost:** 0
**Duration/Recovery:** 8-10 seconds / 20 seconds

**Level 3: Beckoning**
The Vampire can call upon nearby ravens to attack the given target and anyone around them.
**Blood Cost:** 1
**Duration/Recovery:** 10-12 seconds / 15 seconds

**Level 4: Pestilence**
This dreaded power allows the Kindred to summon a huge swarm of insects upon the victim and anyone near them.
**Blood Cost:** 1
**Duration/Recovery:** 9 seconds / 25 seconds

**Level 5: Free the Beast Within**
Mastering the art of Animalism the Vampire has learned to harness and control the Beast within. This ability allows the Vampire to enter and leave a frenzied state at will gaining all of the benefits of its use.
**Blood Cost:** 1
**Duration/Recovery:** 120 seconds / 30 seconds

## Auspex

Auspex enhances your mental faculties and allows you to see the auras of those around you. As your power grows in this discipline so will your ability to sense incoming danger. All levels of Auspex reveals the auras of the living & undead and cost 1 blood to use.

**Level 1: Duration:** 30 seconds, **Aura Range:** Short, Adds 1 point to Wits.
**Level 2: Duration:** 60 seconds, **Aura Range:** Moderate, Adds 1 point to Wits/Perception.
**Level 3: Duration:** 120 seconds, **Aura Range:** Large, Adds 2 points to Wits/Perception, 1 point to Intelligence.
**Level 4: Duration:** 180 seconds, **Aura Range:** Great, Adds 3 points to Wits/Perception, 2 points to Intelligence.
**Level 5: Duration:** 240 seconds, **Aura Range:** Tremendous, Adds 4 points to Wits/Perception, 3 points to Intelligence.

## Blood Heal

One of the Vampire's greatest feats is the ability to reconstitute their broken body. By focusing the blood they can close buckshot wounds and regrow lost appendages. All levels of Blood Heal costs 1 blood to use.

**Level 1: Duration:** 10 seconds, Improves characters health regeneration rate by 85%.
**Level 2: Duration:** 20 seconds, Improves characters health regeneration rate by 86%.
**Level 3: Duration:** 40 seconds, Improves characters health regeneration rate by 87%.
**Level 4: Duration:** 60 seconds, Improves characters health regeneration rate by 88%.
**Level 5: Duration:** 120 seconds, Improves characters health regeneration rate by 89%.

## Blood Buff

The Vampire may push its body to the peak of human prowess for a short time, for a price in blood. Blood Buff represents the Vampire's innate ability to enhance the physical attributes. As you increase in level the amount of blood used to Activate this power will decrease while the cost to maintain it will remain the same. The Blood Cost is shown as (Activate/Maintain)

**Level 1: Duration:** 20 seconds, All physical attributes increased by 1. **Blood Cost:** 3/3
**Level 2: Duration:** 40 seconds, All physical attributes increased by 2. **Blood Cost:** 3/3
**Level 3: Duration:** 60 seconds, All physical attributes increased by 3. **Blood Cost:** 2/3
**Level 4: Duration:** 90 seconds, All physical attributes increased by 4. **Blood Cost:** 2/3
**Level 5: Duration:** 120 seconds, All physical attributes increased by 5. **Blood Cost:** 1/3

## Celerity

Those with Celerity are dangerous foes, for this discipline enables them to move and attack at superhuman speeds. To mortals, they appear to be nothing more than a blur. All levels of Celerity cost 1 blood to use. Level 2 or higher violates the Masquerade.

**Level 1: Duration:** 14 seconds, Character moves with a level 1 speed enhancement.
**Level 2: Duration:** 28 seconds, Character moves with a level 2 speed enhancement.
**Level 3: Duration:** 42 seconds, Character moves with a level 3 speed enhancement.
**Level 4: Duration:** 56 seconds, Character moves with a level 4 speed enhancement.
**Level 5: Duration:** 90 seconds, Character moves with a level 5 speed enhancement.

## Dementation

The unique legacy of the Malkavian clan, Dementation channels madness and pours it into the minds of those around you. Dementation effects are covert actions: they cannot be traced back to you and carry no risk of violating the Masquerade.

**Level 1: Hysteria**
The victim becomes temporarily incapacitated with laughter. Taking any action against the victim will end the effect prematurely.
**Blood Cost:** 0
**Duration/Recovery:** 10-13 seconds / 7 seconds

**Level 2: Insight**
Opening your mind to the Malkavian Madness Network you temporarily gain a +3 to Inspection and a +2 to Research feats.
**Blood Cost:** 0
**Duration/Recovery:** 120 seconds / 30 seconds

**Level 3: Babble**
This ability allows the Vampire to derange his victims, reducing their combat skills down to infant levels. The effect of this power reduces all combat, defense, and soak feats of the victim and anyone around them by -5.
**Blood Cost**: 0
**Duration/Recovery:** 30 seconds / 20 seconds

**Level 4: Shattered Minds**
The Vampire has truly learned to pour her lunacy into mass groups causing great insanity. While these groups are laughing hysterically they will be unable to defend themselves. The next attack that hits a hysterical target will cause extreme damage and most likely kill the victim in one single blow.
**Blood Cost:** 1
**Duration/Recovery:** 9-12 seconds / 20 seconds

**Level 5: Lingering Malaise**
This power is the very definition as to why the Malkavians are feared as much. The Vampire has learned to harness all voices of Dementation and dump them into one single target causing the victim to be locked in a prison of insanity. This power does great damage to both supernaturals and humans.
**Blood Cost:** 2
**Duration/Recovery:** 10 seconds / 45 seconds

# Dominate

The superior strength of the vampiric mind allows your character to control the minds of weaker kine and even some Kindred. All but Tyrant's Gaze are covert actions and cannot be traced back to you and carry no risk of violating the Masquerade.

**Level 1: Trance**
The target momentarily sinks into a deep trance. Taking any action against the target will wake them prematurely.
**Note:** You may not use this power on a victim already in a tranced state, however as they are waking you can use this to re-trance them.
**Blood Cost:** 0
**Duration/Recovery:** 10-14 seconds / 7 seconds

**Level 2: The Forgetful Mind**
This ability enables the Vampire to temporarily erase the mind of it's victims as if he were never there.
**Note:** This power targets the victim and affects everyone around him in a large radius.
**Blood Cost:** 0
**Duration/Recovery:** 15 seconds / 20 seconds

**Level 3: Tyrant's Gaze**
With just one glance the Vampire can strike immortal fear into anyone who meets his eye. The mental assault not only causes great pain to the victim and anyone near him, but also destroys their confidence with a -3 penalty to Strength, Brawl, Melee, Firearms, Perception, and Defense against feeding.
**Blood Cost:** 1
**Duration/Recovery:** 15 seconds / 15 seconds

**Level 4: Chain the Psyche**
The Vampire has learned to link the human psyche over a large location to one single conscience. Doing so grants him dominance over his victims and can temporarily block all forms of thought. This discipline has been known to even affect supernaturals, however taking any action against the targets will end the effect prematurely.
**Blood Cost:** 0
**Duration/Recovery:** 14-16 seconds / 25 seconds

**Level 5: Still the Mortal Flesh**
Reaching the pinnacle of mind control the Vampire can literally stop all bodily functions of the target with a mere thought. In doing so the unfortunate victim will quickly die as well as anyone near him. Though most supernaturals can withstand this mental attack, they will take great damage in doing so.
**Blood Cost:** 1
**Duration/Recovery:** 3 seconds / 30 seconds

## Fortitude

Vampires with Fortitude prove unnaturally resistant to damage. They must often be literally hacked apart before they can be stopped, as even the most devastating wounds prove nothing more than a nuisance. All levels of Fortitude cost 1 blood to use.

**Level 1: Duration:** 20 seconds, Adds 1 guaranteed point to all soak feats.
**Level 2: Duration:** 40 seconds, Adds 2 guaranteed points to all soak feats.
**Level 3: Duration:** 60 seconds, Adds 3 guaranteed points to all soak feats.

**Level 4: Duration:** 80 seconds, Adds 4 guaranteed points to all soak feats.
**Level 5: Duration:** 120 seconds, Adds 5 guaranteed points to all soak feats.

## Obfuscate

Obfuscate is the ability to mystically cloak oneself in illusions or shadows, thereby disguising or concealing oneself. With Obfuscate, you can attack an enemy and then mystically fall back into the shadows. All levels of Obfuscate cost 1 blood to use and do not violate the Masquerade.

**Level 1: Cloak of Shadows**
Invisibility as long as you remain motionless. If you move or take any action, you will become visible and the timer will run.
**Duration:** 20 seconds

**Level 2: Unseen Presence**
You may move invisibly while crouched. You will be revealed if you touch anyone else, or if you interact with the environment.
**Duration:** 40 seconds

**Level 3: Hidden Killer**
You may perform stealth kills while invisible using the attack key. Touch your victim and you will be revealed. Additionally, any melee attack that breaks Obfuscate will gain a 50% damage bonus.
**Duration:** 60 seconds

**Level 4: Advanced Invisibility**
You may move freely while invisible. You will be revealed if you interact with the environment, or if you touch anyone. Additionally, any melee attack that breaks Obfuscate will deal double damage.
**Duration:** 80 seconds

**Level 5: Master of Shadows**
You may move freely and interact with the environment. You will be revealed if you touch anyone. Additionally, any melee attack that breaks Obfuscate will deal triple damage.
**Duration:** 120 seconds

## Potence

Vampires with Potence are terrifying opponents, for they possess the strength of several humans. The higher the level of Potence is, the stronger the character. All levels of Potence cost 1 blood to use.

**Level 1: Duration:** 20 seconds, Adds 1 point of supernatural strength to all melee and brawl attacks.
**Level 2: Duration:** 40 seconds, Adds 2 points of supernatural strength to all melee and brawl attacks.
**Level 3: Duration:** 60 seconds, Adds 3 points of supernatural strength to all melee and brawl attacks.
**Level 4: Duration:** 80 seconds, Adds 4 points of supernatural strength to all melee and brawl attacks.
**Level 5: Duration:** 120 seconds, Adds 5 points of supernatural strength to all melee and brawl attacks.

# Presence

Vampires with Presence can manipulate others' emotions, becoming their victims' dream lovers or their most terrifying nightmares. Vampires must be wary of their feelings when they are in the company of these awesome beings. All levels of Presence cost 1 blood to use this aura based discipline.

**Level 1: Awe**
Enemies suffer a -1 penalty to Strength, Wits, and Perception, and a reduced rate of attack within a short distance of the character.
**Duration:** 25 seconds

**Level 2: Entrancement**
Enemies suffer a -2 penalty to Strength, Wits, and Perception, and a reduced rate of attack within a moderate distance of the character. Victims suffer a 10% chance to be mesmerized.
**Duration:** 50 seconds

**Level 3: Eyes of Fear**
Enemies suffer a -3 penalty to Strength, Wits, and Perception, and a reduced rate of attack within a large distance of the character. Victims suffer a 20% chance to be mesmerized.
**Duration:** 75 seconds

**Level 4: Dread Gaze**
Enemies suffer a -4 penalty to Strength, Wits, and Perception, and a reduced rate of attack within a great distance of the character. Victims suffer a 30% chance to be mesmerized.
**Duration:** 100 seconds

**Level 5: Majesty**
Enemies suffer a -5 penalty to Strength, Wits, and Perception, and a reduced rate of attack within a tremendous distance of the character. Victims suffer a 40% chance to be mesmerized.
**Duration:** 140 seconds

## Protean

By embracing the Beast within, the vampire gains bestial forms and abilities. These effects are readily apparent and supernatural in nature. Protean should therefore be used with discretion in Safe Areas, lest you risk violating the Masquerade. All levels of Protean cost 1 blood to use.

**Level 1: Gleam of Red Eyes**
You gain heat vision, with a +1 bonus to Wits.
**Duration:** 20 seconds

**Level 2: Feral Claws**
Your hands change to deadly claws that deal aggravated damage.
**Duration:** 40 seconds

**Level 3: Protection of the Beast**
You gain thicker skin and hair giving you added protection from damage for a +2 to Stamina.
**Duration:** 60 seconds

**Level 4: Hunter of Night**
You gain greater bestial might for a +4 to Strength.
**Duration:** 80 seconds

**Level 5: Shape of the Beast**
You shapeshift into a creature of the night granting you exceptional strength and prowess, with a +8 bonus to Unarmed Combat.
**Duration:** 120 seconds

## Thaumaturgy

Blood Magic, Vampire practitioners of Thaumaturgy can bend blood to powerful and terrible ends. The effects are spectacular and obviously supernatural, and should not be used in Safe Areas, lest you risk violating the Masquerade.

**Level 1: Blood Strike**
This ability allows the Vampire to project their own blood violently towards the victim. This is damaging to both human and supernatural enemies.
**Note:** Unlike the vanilla version, blood does not return to you.
**Blood Cost:** 1
**Duration/Recovery:** Instant/Instant

**Level 2: Blood Purge**
Enemies near your character will become violently ill, vomiting blood. Damaging to both normal and supernatural foes.
**Blood Cost:** 1
**Duration/Recovery:** 10 seconds / 10 seconds

**Level 3: Bloodform**
A thick layer of blood envelopes the Tremere, absorbing almost all damage inflicted. Bloodform will dissipate only after it has absorbed enough damage.
**Blood Cost:** 2
**Duration/Recovery:** Infinite / 15 seconds

**Level 4: Theft of Vitae**
One of the Tremere's most incredible powers is the ability to feed on their victims from a distance. Doing so cost no blood and puts the victim into a catatonic state however this is a violation of the Masquerade.
**Note:** Using this Discipline will drain the victim of their blood, but will never kill them.
**Blood Cost:** 0
**Duration/Recovery:** Instant / 20 seconds

**Level 5: Cauldron of Blood**
This dreadful power causes the blood within the victim's body to boil until it explodes. Anyone near the victim will suffer damage from the sheer force of the blast. Few beings can survive even a single attack from this horrific power.
**Blood Cost:** 1
**Duration/Recovery:** Instant / 30 seconds

## Bloodpool

“Ask me the most basic question, what do we eat?”. Probably the coolest quote of any Vampire movie I’ve seen, and it best describes what Camarilla Edition is all about. As Smiling Jack says in the tutorial, “Ya, that’s what it’s all about right there”. The first time playing Bloodlines I was disappointed to find that my bloodpool never ran down on its own. I could stand in one place for 10 hours and never get hungry, never feel the need to hunt my prey and this really stole the essence of being a Vampire. Previously, blood has been nothing more than standard mana fueling my magic powers, making humans feel like walking mana deposits, nothing more. Well, Camarilla Edition changes all of that.

## Bloodloss

The new bloodloss system is what sets Camarilla Edition apart from any other mod and the concept is very simple. Now in all parts of the game (except the tutorial) you will lose 1 blood point every 4 minutes which forces you to feed on occasion. Blood is now used not only to fuel your Vampiric abilities, but now also sustains your Vampiric body. This loss of blood occurs in all instances even in dialogue, so it’s very important to keep a few bags of blood in your inventory for those times when blood is scarce. As your blood drops below 50% your body will start to whither away, damaging health over time. If you reach 0 blood you will not die but other detrimental effects begin to occur.

## Hunger/Frenzy

Frenzy checks occur when your character suffers a large amount of damage in a single blow, or in cases when he/she becomes hungry for blood. There is nothing more dangerous than a starving…

…Vampire because at any time they can turn on you for blood. When your character reaches 1 blood point they will begin making hunger checks every 30 seconds at a -10 penalty, making most Vampires (especially Brujah and Gangrel) frenzy every 30 seconds. If you frenzy I guarantee you will kill an innocent which will lower your humanity, making it easier to frenzy in the future, and the downward spiral begins.

## Regeneration

One of the most unique aspects of any Vampire is the innate ability to quickly regenerate ones own body. Vampiric regeneration has proven to close buckshot wounds, mend crippled limbs, and even regrow lost appendages in a matter of minutes. This proves true even in Camarilla Edition however some changes have been implemented from the vanilla version of Bloodlines.

In Camarilla Edition a Vampire does regenerate naturally however unlike the vanilla version, natural regeneration is much slower. It will now take approximately 5 minutes to regenerate a full bar of health and feeding no longer speeds up this process. Regenerating Aggravated Damage works as normal.

## Histories

About 90% of the histories have been overhauled for game balancing issues. We felt the histories should weigh much more on the character for both bonuses and penalties, and the new overhaul reflects this. Also many new histories have been added in both Ver. 1.0 and Ver. 1.1. They are as follows…

Megalomaniac (1.0)
Hidden Strength (1.0)
Heart of Stone (1.1)
Vagabond (1.1)
Disconnected (1.1)
Tzimisce Blood (1.1)
Zen Master (1.1)
Child of Saulot (1.1)
Adrenaline Junkie (1.1)

## Skin/Eyes

In Camarilla Edition you will find that many of the PC skins have been changed, along with some NPCs and even automobiles. It would take too long to list all of the changes but hopefully you will be pleased with the updates.

Ever notice that many humans in Bloodlines have vampiric eyes? Or some vampires have human eyes? Did that bug any of you? It sure did us, SO WE FIXED IT! We went through the entire game and any human with vampire style eyes were changed to human eyes, and any vampire with human style eyes were changed to vampire eyes.

Also, we felt that Gangrel are a special clan and being that they are so close to the Beast we decided to give ALL Gangrel in the game (aside from Beckett) the same greenish/yellow colored eyes that glow in low light areas. Now they really do look like bestial predators on the hunt.

## Music

The music Troika chose was excellent for the World of Darkness feel so we didn't feel we needed to change much. However we wanted to give some of the bars a new feel so we changed the music in the following clubs…

The Asylum – Santa Monica
Confessions – Los Angeles
The Last Round – Los Angeles
Asp Hole - Hollywood

# Interface/UI

I don't know about you but I never liked running from place to place, it made me feel like I was running errands. Not only that, but this game isn't about rushing through, is it? I enjoy taking my time getting from place to place, I mean why would I be in a hurry, I'm a Vampire for goodness sakes. Because of this fact we overhauled the entire user interface to better give that "Oblivion" feel to Bloodlines.

First we added a "Pause" feature that can be changed in the keyboard options menu. When you pause the game you can still configure hotkeys, change weapons, and even activate and change disciplines on the fly. Then when you unpause the game all of your changes will immediately take affect.

Next we added a Auto walk/run and a Toggle walk/run feature. With Auto walk/run when you hit the ALT key you will continue moving forward until stopped. With Toggle walk/run when you hit the SHIFT key you will switch from walk to run or vice versa. We also disabled the Auto-Renew disciplines feature due to bugs.

# How to change the Bloodtimer

Changing how quickly your blood drains is very simple. There is a file called vamputil.py located in \Vampire - Bloodlines\Vampire\Python. Open that file up using notepad and navigate to the line that says BLOOD_MAX_COUNT = 16. The number divided by 4 equals the time in minutes. Examples…

BLOOD_MAX_COUNT = 8 = 2 Minutes
BLOOD_MAX_COUNT = 16 = 4 Minutes
BLOOD_MAX_COUNT = 12 = 3 Minutes
BLOOD_MAX_COUNT = 20 = 5 Minutes

# Hookers and Blood Dolls

One of the biggest complaints we heard from the Bloodlines community was that Seduction was a complete waste of experience. The benefits gained from Seduction did not weigh the amount of experience needed to raise it. We took these concerns to heart and decided the Bloodlines community was right, something needed to be done.

Hookers and Blood Dolls (as of CE 1.2) are now approached a little differently as they can now be fed on right there in the streets (or in the clubs) without the need to go anywhere. In order to benefit from this new ability you will need a relatively high Seduction feat. The following chart below will show you the approximate level of Seduction you will need to perform such actions for each stage of the game .

Santa Monica – Level 3 Seduction for Blood Dolls, Level 4 Seduction for Hookers.
Downtown Los Angeles – Level 5 Seduction for Blood Dolls, Level 6 Seduction for Hookers.
Hollywood – Level 7 Seduction for Blood Dolls, Level 8 Seduction for Hookers.
Chinatown – Level 9 Seduction for Blood Dolls, Level 10 Seduction for Hookers.

New Blood Dolls were also created for CE 1.2 and follow the same Seduction requirement as Hookers. Below are the locations of these new pedestrian Blood Dolls.

Santa Monica – Female (Hangs out in front of the Asylum club).
Downtown Los Angeles – Female (Inside The Last Round club) Male (Outside Hallowbrook Hotel).
Hollywood – Female (Outside Vesuvius) Male (Alcoholic outside of Abrams Jewelry Store).
Chinatown – Female (Hangs outside of Tongs club, is usually smoking or using the payphone).

## Clan Weakness

After all of the amazing changes over the past few versions of Camarilla Edition, the Clan Weakness feature had to be updated and re-balanced. In doing so we put a little more weight into these features making the penalties separate the different clans even further. Below are the new balanced Clan Weakness overhauls.

Brujah clan weakness; -4 to frenzy checks.
Gangrel clan weakness; Costs more to raise social attributes.
Malkavian clan weakness; +1 Inspection instead of +2.
Nosferatu clan weakness; Removed +3 blood to rat feeding, rats still approach Nosferatu.
Tremere clan weakness; Cannot raise physical Attributes or Blood Buff above 3.

## Stamina

The Stamina attribute also has been tweaked a little bit. This is not a major thing but worthy of note for the instructions manual. By default each Kindred loses 1 point of blood every 4 minutes, as discussed in the Bloodloss section. Now however Stamina plays a large role in how quickly your character will lose that blood.

For every point in Stamina over 1 that your character has, 30 seconds will be added to the rate at which you lose blood. Also this does not cap out at level 5 Stamina. Supernatural means can raise the cap to level 6 and beyond and this rule still applies. Examples below:

Stamina Level 2: 4:30 minutes
Stamina Level 3: 5 minutes
Stamina Level 4: 5:30 minutes
Stamina Level 5: 6 minutes

# Camarilla Edition Team

I would like to take the time to introduce to you the team that made this wonderful expansion possible. Every member greatly contributed to a very important aspect of Camarilla Edition and if it weren't for their hard work, we would not be where we are today.

Team Roster
Zer0Morph – Project Lead/Media/Forum Maintenance
Burgermeister01 – Programming/Design
PhilK1988 – Lead Beta Tester
Childe of Malkav – Beta Tester, Project Lead for v 1.3
Horosha – Beta Tester

Speak with our Team on our Official Forum: http://CamarillaEdition.DarkBB.com

# Special Thanks

VTM Bloodlines – Troika Games
Unofficial Patch Series – Wesp5
VampEd – Dave Gaunt
VPKTool – Turvey
Music – Lunatic Calm, Sister Machine Gun, Pitchshifter, V-Shaped Mind, and God Module

Bloodtimer – Lothario, Burgermeister01
Scripting Help –Dheu, Childe of Malkav
Text Editor - Tinkerbell
Skin/Modelers – Xaltar, P0rnstar13, MooCHA, Greywaste, and Shikamaru
The VTMB Community for supporting us!

Thanks to these CE and PV forum members for their ideas, support, and encouragement to keep going during those lonely nights – YamiRaziel, Brujahfolife, Lofgren, Malhavoc, 8people, Celsius, Hedeley, Khannis, Maximus1, Walking Shadow, Dark Blessing, Maxus Corvin, Wolfen_1984, Jimmyto, Claudia