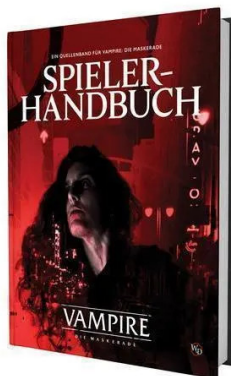


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**CHILDREN OF KAIN** The children of the night what games they play! And what games can we play with them? Vampires have been lurking among us since the first nameless cities emerged on the Euphrates. They have powerful powers and strange magic. They hunt in their own way and even band together when the times call for it. This book brings together new options for character creation, powers, instructions for playing together, alone and online, and new ways to use the old rules. The perfect companion to the Vampire: The Masquerade core rulebook. The Vampire Player's Guide includes: - Profiles of seven Kindred clans: Banu Haqim, Hecata, Lasombra, the Priesthood, Ravnos, Salubri, and Tzimisce - Expanded rules for playing Outcasts: Caitiff, Thinbloods, Ghouls, and Mortals - New and consolidated Discipline powers, Blood Magic rituals, and Thinblood Alchemy formulas, as well as the Forgetting Discipline and its ceremonies - Systems and benefits for Caitiffs, including a Caitiff bow - Guidelines and advice for non-traditional Chronicles, including: Thinblood groups, group styles, and playing online or in pairs. - Updated rules for Anchors, In Memoriam, and Projects

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