

VAMPIRE: THE MASQUERADE

A Legacy Challenge

Welcome to yet another legacy challenge by @anxiousmoodlet! This time? Vampire: The Masquerade edition. Think of this as the spooky sister to my [Magical Bloodlines: A Familiar Legacy](#) challenge.

If you're not familiar with VTM, it is an RPG universe in which vampires reign. If you *are* familiar with VTM, then I have based this challenge loosely upon the V5 TTRPG rules, and the Modern Nights setting!

A few things to bare in mind with the challenge:

- ❖ This challenge is intended to be played from start to finish as a variety of Vampires, however this is of course not required!
- ❖ The challenge assumes you own all available expansions and game packs, so substitute any content you might be missing!
- ❖ I have provided storytelling prompts, but have equally attempted to allow for room for multiple interpretations of each generation! This challenge *is* intended as a storytelling challenge
- ❖ I hope you like the charisma skill
- ❖ @wlwsims4 suggests making a club (clan!) for each generation! This way your vampires continue to mill about the world actively even as you progress through the challenge!

I would like to give huge thanks to [@wlwsims4](#) for being the most enthusiastic playtester of this challenge. They helped me a whole bunch with ideas and fine-tuning, and the challenge would not be what it is without them!

The VTM Glossary

- ❖ **Kindred:** Vampire-kind
- ❖ **Kine:** Mortal-kind
- ❖ **Cainite:** A vampire
- ❖ **Prince:** The presiding vampiric ruler of a city (gender neutral term)
- ❖ **Primogen:** The leader of a vampire clan within a city
- ❖ **Embrace:** The act of turning a mortal into a vampire
- ❖ **Diablerie:** The act of consuming a vampire's soul for their power
- ❖ **Sire:** The vampire who Embraced you
- ❖ **Childe:** A vampire you have Embraced
- ❖ **Childer:** Plural of Childe
- ❖ **Clan:** A group of vampires
- ❖ **Sect:** A group of clans
- ❖ **Camarilla:** One of the ruling sects of vampires, believes in upholding the masquerade (hiding vampirism from mortals)
- ❖ **Sabbat:** The opposing sect, believes in ruling over humanity as predators
- ❖ **Anarchs:** Vampires who belong to neither sect

Generation I: Clan Ventrue (Grey)

"The ruling class, the nobility, aristocracy, company CEOs, wealthy individuals, politicians - it's these people that make up the Ventrue clan. They ruled in life, and they rule in undeath as well. The Ventrue clan is the head of the Camarilla and members of this clan often become the "princes" or rulers of major cities."

Traits: Proper, Materialistic, Ambitious

Aspiration: Master Vampire and Fabulously Wealthy

Career: Salaryperson/Business/Politics/Lawyer

Aesthetic: Business attire *always*

You are the Childe of a blue blooded family of great repute within Clan Ventrue. Your childhood was stifled by learning proper etiquette and manners, and dulled by arduous lessons in stock broking and finance management. You keep your emotions under lock and key, and you hold your business enterprises more dearly than anything else.

- ❖ *You may begin this legacy in a lavish "starter home" inherited from your wealthy Ventrue parents*

Generation Goals:

- ❖ You may only feed from Sims who meet a certain criteria (you may select this yourself for story purposes, or roll a d10 here to have a type assigned! Note: This feeding restriction can be literally *anything* you like)
 - 1. Sims with a specific hair colour (roll on a colour generator to select)
 - 2. Sims with a specific eye colour (roll on a colour generator to select)
 - 3. Married Sims
 - 4. Single Sims
 - 5. Vegetarian Sims
 - 6. Lactose intolerant Sims
 - 7. Sims who work in the arts
 - 8. Sims who work in business oriented careers
 - 9. Sims who work in athletic careers
 - 10. Sims from a certain neighbourhood (roll on a random generator to select)
- ❖ Reach the top of your career before you marry and get to heir-making
 - Have a distant relationship with your spouse and all of your children
 - Have all your children earn the Top Notch Toddler trait and complete their aspirations
- ❖ Have at least £150,000 Simoleons in reserve
 - Have a money vault in your home
 - Have a luxurious home office... or a throne room, either works
- ❖ Max the research and debate, logic and charisma skills
- ❖ Earn the Entrepreneurial reward trait
- ❖ Earn the Workaholic lifestyle
- ❖ Earn the Command, Irresistible Slumber and Dampened Emotions perks, and the Withered Stomach weakness

Generation II: Clan Brujah (Orange)

"Scratch the surface of a Brujah, and these days you are more than likely to find a Brujah thug underneath. However, the clan is a fallen one, still mourning the death of their Carthaginian paradise and decaying from their era of warrior-scholars to the petty rebels common in the Final Nights."

Traits: Active, Hot-Headed, Bro

Aspiration: City Native and Bodybuilder

Career: Military/Athlete/Criminal
Aesthetic: Urban casual

The strict and distant regime imposed during your childhood is something you cannot wait to break away from. You crave freedom, and will do anything to gain that freedom and hold onto it; fight for it, even. Though hot-tempered and fiercely opinionated, an ancient wisdom grounds you, and you strive for a greatness beyond the rigidity your parents taught you.

- ❖ *Move out of your family home to an apartment in San Myshuno, taking none of the family fortune with you*

Generation Goals:

- ❖ You may only feed from Sims you have successfully beaten in a fight
- ❖ Have a home gym with at least one of each of the following items:
 - Punching bag
 - Treadmill
 - Weight machine
 - Climbing wall
- ❖ Run a successful club of political, vampiric activists within the city
 - Max out your club membership
 - Set the club status to Infamous
 - Purchase the club jacket and ensure it is set as the club uniform
 - Be good friends with all of the members
 - Be mischievous/mean to Sims wealthier than you
- ❖ Fill all the mural spots in San Myshuno with your own graffiti
- ❖ Complete the city posters collection
- ❖ Max the athletic and mischief skills
- ❖ Always participate in the Neighbourhood Brawl holiday
- ❖ Earn the Gym Rat reward trait
- ❖ Earn the Energetic and Adrenaline Seeker lifestyles
- ❖ Earn the Vampiric Strength and Supernatural Speed perks

Generation III: Clan Toreador (Purple)

"The Degenerates are responsible for the legends of vampires who seduce and entice their prey with beauty, love and sensuality. Famous and infamous as a clan of artists and innovators, they are one of the bastions of the Camarilla, as their very survival

depends on the facades of civility and grace on which the sect prides itself."

Traits: Romantic, Art Lover, Snob

Aspiration: Serial Romantic

Career: Painter/Style Influencer/Art Critic/Social Media

Aesthetic: Artsy fashion and haute couture

Your Brujah parents had the right of things in one sense: Freedom of the self. But you intend to do so with far more style, and whilst keeping on the good side of the Camarilla. Your passions lay in the arts, and your vampirism (and everything about it) is merely a canvas; a means of expressing yourself. You have a taste for fine, beautiful things, and you are unashamed of your passion.

- ❖ *Move to the Arts Quarter of San Myshuno, and distance yourself entirely from your parents and siblings*

Generation Goals:

- ❖ You may only feed from Sims you have a romantic relationship with
- ❖ Paint a masterpiece in every style of painting available, and hang them all in your home gallery
 - 1. Classical
 - 2. Abstract
 - 3. Pop Art
 - 4. Realism
 - 5. Surrealism
 - 6. Impressionistic
 - 7. Illustrative
 - 8. Figure
 - 9. All emotional paintings
- ❖ Have the max amount of outfits picked out for every clothing category
- ❖ Complete the crystals and experimental food photos collections
- ❖ Max the charisma, painting, flower arranging and photography skills
- ❖ Become a five-star celebrity with a pristine reputation, via your paintings
- ❖ You're easily bored, change careers at least 4 times
- ❖ Earn the Beguiling, Great Kisser and Creative Visionary reward traits
- ❖ Earn the Hungry for Love and People Person lifestyles
 - Always be in a relationship, however never stay with the same Sim for longer than a season
- ❖ Earn the Vampiric Charm, Influence Emotions and Mesmerise perks

Generation IV: Clan Nosferatu (White)

"The archetypal Nosferatu resembles Max Shreck's Count Orlok, though the curse has any number of variations. The Nosferatu are the spymasters of the dead, collecting information and selling it for a dear price. They are also the masters of the underground, living in the sewers for protection."

Traits: Loner, Paranoid, Jealous

Aspiration: Computer Whiz and Curator

Career: Secret Agent/Tech Guru/Criminal

Aesthetic: Disfigured and shrouded

To the absolute horror of your Toreador parents, you are born with a terrible disfigurement that screams to the world the undeniable truth: You are a vampire, a monster of the night. You learn the value of being alone, and the worth of going unseen, and find you can become an incredible asset to the Kindred community despite your appearance.

- ❖ *Live in a home that masquerades as something non-residential from the outside, and has the Private Dwelling lot trait and Creepy Crawlies lot challenge. This could be (for example) a warehouse, or a crypt, or an abandoned factory, or indeed even a sewer system*

Generation Goals:

- ❖ You may only feed from Sims between the small hours of 2am and 5am, when no one can see you
 - You may only leave your home lot to feed
- ❖ Never have any biological children, instead find a protégé in the form of a mortal you Embrace, and name them your heir
- ❖ Have a pet rodent, they may be your only close friend
- ❖ Max the programming, video gaming and knitting skills
 - Create at least three mobile apps
 - Create at least three video games
- ❖ Become enemies with your Toreador parents
- ❖ Complete the insects and space prints collections
- ❖ Earn the Observant, Night Owl and Connections reward traits
- ❖ Earn the Indoorsy and Techie lifestyles

- ❖ Earn the Bat Form and Always Welcome perks, and the Uncontrollable Hissing, Undead Aura and Thin Skinned weaknesses

Generation V: Clan Tremere (Red)

"In the (comparatively) little time since their founding, the Warlocks have made incredible inroads within vampiric society and are arguably the most powerful clan in the modern nights. This is due in no small part to their strict hierarchy, secretive nature, and mastery of Thaumaturgy, all of which elicit suspicion, fear, and respect from other Cainites. The Warlocks stand as a pillar of the Camarilla and are one of its main defenders, despite the fact that they exist almost as a subsect."

Traits: Bookworm, Perfectionist, Genius

Aspiration: Academic and Renaissance Sim

Career: Education/Lawyer/Writing

Aesthetic: Dark academia

Embraced by your reclusive Nosferatu Sire, and deeply appreciative of peace, quiet and secrecy... but dying (excuse the pun) to do more. You stumble upon the ancient art of sorcery, and the Tremere Clan who utilise it, and come into your own hand-in-hand with them.

- ❖ *Become a hybrid Vampire/Spellcaster ([this can be done using cheats](#), though be warned that it can be glitchy! So do so at your own discretion) and move to Britechester or Glimmerbrook*

Generation Goals:

- ❖ You may only feed from Spellcaster Sims
- ❖ Graduate from one degree with a perfect GPA (A+), and a further degree with at least a B grade
 - Join the secret society whilst at Britechester University, become a rank 3 member, and then Embrace the entire society
- ❖ Max at least 5 skills, the research and debate, logic, and vampire lore skills must be three of them
- ❖ Learn all available Spellcaster spells, including potions

- Defeat all of the Realm of Magic sages in a magic duel, and then Embrace them
- ❖ Complete the magical artifacts and elements collections
- ❖ Earn the Mentor, Speed Reader and Savant reward traits
- ❖ Earn the Occult Student perk (this must be obtained, alongside any other desired Vampire perks, before the Spellcaster hybrid is created)

Generation VI: Clan Gangrel (Green)

"Nomads who hold closer ties to the wild places than most of their city-bound cousins, they are also closer to the animal aspect of the Beast, and are masters of the Protean Discipline. They were one of the seven founding clans of the Camarilla, but became disillusioned with the sect in the Final Nights, its elders eventually deciding to sever its ties and become an independent clan."

Traits: Adventurous, Loves the Outdoors, Cat Lover/Dog Lover/Animal Enthusiast

Aspiration: Jungle Explorer and Friend to the Animals

Career: Foraging/Veterinarian

Aesthetic: Wilderness explorer in animal print

You feel drawn to your very roots, to the fanged Beast that resides with every vampire. You shun the urban life of your ancestors, and seek out the great wilds, and all of the treasures and knowledge that those wilds can offer you. Your closeness with the Beast within also gives you great empathy for the animals of the mortal world.

- ❖ *Move to somewhere remote on an Off-the-Grid, Simple Living and Wild Foxes lot, ideally to Selvadorada using a [mod](#)! Anywhere that could pass for "far from civilisation" will do however if you're playing mod-free!*

Generation Goals:

- ❖ You may only feed from Werewolf Sims
- ❖ Complete the scout career as a child
- ❖ Have at least 4 pets and max your relationship with all of them, these can be any combination of:
 - Cat
 - Dog
 - Farm animals

- Rodents
- ❖ Own a beehive and an insect farm, and max your relationship with them
- ❖ Do not have a conventional career, instead earn all of your Simoleons through:
 - Foraging
 - Collecting treasure from temples
 - Also an option: Running a small veterinarian practice
- ❖ Max the fitness, pet training and veterinarian skills
- ❖ Complete the frogs and feathers collections
- ❖ Earn the Great Storyteller and Independant reward traits
- ❖ Earn the Outdoorsy lifestyle
- ❖ Earn the Bat Form, Mist Form and Beyond the Herd perks, and the Uncontrollable Hissing and Sloppy Drinker weaknesses

Generation VII: Clan Malkavian (Yellow)

"Malkavians are an enigmatic and deeply disturbed group of Cainites. Members of the clan have assumed the roles of seers and oracles among Kindred and kine, eerie figures bound by strange compulsions and the ability to perceive what others cannot. They are also notorious pranksters whose "jokes" range from silly to sadistic. Against all odds, however, the children of Malkav are among the oldest surviving vampiric lineages."

Traits: Erratic, Paranoid, Goofball

Aspiration: Strangerville Mystery and Chief of Mischief

Career: Roll for a random career!/Paranormal Investigator

Aesthetic: Mismatched conspiracy theorist

You grew up with a secluded and simple life, and found that your closest friends were the people that no one else could see. You decide to pursue that talent of yours, and put it to use to help those around you... even if those around you are wary of your abilities, even fellow Kindred.

- ❖ *Move to Strangerville and live on a Haunted lot! AN IMPORTANT NOTE: Clan Malkavian's story in VTM is rooted in issues of serious mental illness, and as I had no desire to make light of that with this challenge, I have chosen to focus the generation's goals on their mischievous nature and their ability as seers*

Generation Goals:

- ❖ Become BFFs with Guidry, Bonehilda and Temperance
- ❖ Survive each winter with your lot's haunted level ramped up to heroic
- ❖ Complete the Strangerville storyline and defeat the Mother
 - Your spouse should be a fellow conspiracy theorist, or a scientist or military officer who is also on the case!
- ❖ Max the medium and mischief skills
 - Own a seance table and a voodoo doll
- ❖ Complete the Voidcritter card collection as a child, and the MySims trophies and Simmies collections as an adult
- ❖ Have an aquarium in your home
- ❖ Roll to randomise your responses to all phone calls, parenting prompts and career prompts
- ❖ Earn the Shameless reward trait
- ❖ Earn the Cast Hallucination perk, and the Eternal Sadness weakness

Generation VIII: Clan Lasombra (Blue)

"The Lasombra exist for their own success, fighting for personal victories rather than solely for a crown to wear or a throne to sit upon. They believe that might makes right, and are willing to sacrifice anything to achieve their goals. A clan that uses spirituality as a tool rather than seeking honest enlightenment, their fickle loyalties are currently highlighted by half their clan's defection from the Sabbat."

Traits: Self-Absorbed, Noncommittal, Child of the Ocean

Aspiration: Public Enemy

Career: Business/Secret Agent/Criminal/Lawyer

Aesthetic: Black is the new black

You will not be ridiculed by the superstitious and bestial generations that came before you, you crave more for yourself. And only for yourself. You live in the shadows, but your grandeur glints in the dark, and who needs to be able to see when you have ghouls waiting on you hand-and-foot?

- ❖ *Move to Brindleton Bay (or Sulani)! Your ancient roots lie close to the sea, and you long to feel that. Also, rob your parents of every last penny... you'll put it to better use, after all*

Generation Goals:

- ❖ You may only feed from Sims you meet at the nightclub
- ❖ Complete the seashells, buried treasure and postcards collections
 - Have a pen pal!
- ❖ Have a child's pirate playground and a pool on your home lot
- ❖ Have no mirrors on your home lot
- ❖ Never do *anything* yourself. Utilise all of the following services (these are your ghouls):
 - Butler
 - Maid
 - Nanny
 - Gardener
- ❖ Max the wellness and charisma skills
- ❖ Become the nemesis of one of your Ventrue ancestors
- ❖ Earn the Free Services reward trait
- ❖ Earn the Garlic Immunity and Odorless perks, and the Thin Skin and Day Phobia weaknesses

Generation IX: Clan Tzimisce (Pink)

"If someone were to call a Tzimisce inhuman and sadistic, the Tzimisce would probably commend them for their perspicacity, and then demonstrate that their mortal definition of sadism was laughably inadequate. The Tzimisce have left the human condition behind gladly, and now focus on transcending the limitations of the vampiric state. At a casual glance or a brief conversation, a Tzimisce appears to be one of the more pleasant vampires. Polite, intelligent, and inquisitive. However, upon closer inspection, it becomes clear that this is merely a mask hiding something alien and monstrous."

Traits: High Maintenance, Perfectionist, Maker

Aspiration: Inner Peace

Career: Scientist/Style Influencer

Aesthetic: Barely dressed and monstrous

You are tired of hiding, tired of pretending... but you won't deny the usefulness your parents' etiquette and resources have provided you. You shed yourself (literally) of humanity, and become obsessed with crafting yourself and your loved ones into perfect visions of vampirism.

- ❖ *Live in a grand home with the Science Lair trait... and make sure it has a science lair in the basement*

Generation Goals:

- ❖ Make a clone of yourself and all of your family - these are your ghouls
 - Once you have clones available, you may only feed from them
- ❖ Change your appearance (and this can be anything, physical/genetic features and all, using `cas.fulleditmode`) at least once per season
- ❖ Max the charisma, handiness and robotics skills
 - Build Servo - they are also your ghoul
 - Have at least 3 items you have crafted in each room of your home (be it furniture, or decoration, or anything!)
- ❖ Achieve a gold medal on all available social events
- ❖ Complete the aliens and microscope prints collections
- ❖ Earn the Marketable reward trait
- ❖ Earn the People Person lifestyle
- ❖ Earn the Vampiric Charm perk, and the Sleep of the Undead weakness

Generation X: Followers of Set (Black)

"Orthodox Setite belief dictates that Set will one day return to rule or consume the world, and devout Setites prepare the way for his resurrection. To this end, the clan remains independent of the sects of other Kindred, and practice with great skill the arts of corruption, deceit and ancient sorcery. They refer to themselves as the Mesu Bedshet, the "Children of Rebellion"."

Traits: Erratic, Outgoing, Insider

Aspiration: Party Animal

Career: Politics/Freelance Archaeologist

Aesthetic: Ancient Egypt

Your parents had one idea of perfection in vampirism, and you have another. You seek to bring other Kindred into the fold, and convert them to your ways of thinking... and you are not afraid to get your hands dirty in the process. You are a master of manipulation, some might even call you a snake.

- ❖ *Move to the city and live in the hubbub of the nightlife, make sure there is a nightclub in your neighbourhood!*

Generation Goals:

- ❖ *(If you use the Basemental Drugs mod... now would be a great time to utilise it)*
- ❖ You may only feed from Sims you are Good Friends with
- ❖ Max the archeology, Selvadorian culture, dancing and charisma skills
 - Never sell any of the artifacts you find, they are treasures from Set!
- ❖ Complete the Omiscan treasures and ancient Omiscan artifacts collections
- ❖ Never turn down an invitation to a bar, lounge or nightclub
- ❖ Never have any biological children, instead Embrace a mortal and convert them to Setitism, and name them your heir (it will help a whole bunch with the next generation if this Embraced heir has a pre-existing family)
- ❖ Earn the Night Owl and Incredibly Friendly reward traits
- ❖ Earn the Vampiric Charm perk, and the Uncontrollable Hissing, Day Phobia and Thin Skin weaknesses

Generation XI: Clan Giovanni (Beige)

"The Giovanni are the usurpers of clan Cappadocian and the youngest clan of Caine. Clan Giovanni is both a clan and a family. They Embrace exclusively within their family and are heavily focused on the goals of money and necromantic power."

Traits: Foodie, Family-Oriented, Mean

Aspiration: Successful Lineage

Career: Business/Salaryperson/Criminal/Secret Agent/Restaurateur

Aesthetic: The mafioso

You were raised from nothing to become the Childe of a powerful, vampiric lineage, and now you want to keep that all for yourself and your own. Death will take nothing from you, death is your b****. Your family is everything to you, and you will do anything to keep them physically safe and financially secure.

- ❖ *Disconnect yourself from your Sire and their clan entirely, sell what artifacts of theirs you can get your hands on, and start your vampiric culinary adventure!*

Generation Goals:

- ❖ Turn all of the mortal family members your Setite Sire took you from into vampires, they are the *only* people you may Embrace
 - You may have no friends outside of your family
- ❖ Have your family run a restaurant business, and only feed from the patrons of that restaurant
 - Get the restaurant to at least 4 stars!
- ❖ Have an extensive graveyard on your home lot
 - Any of your family members who die should rest here
 - Any mortals you *accidentally* kill should also rest here
- ❖ Become BBFs with the Grim Reaper
- ❖ Always have everyone in the household eligible participate in the lottery
- ❖ Complete the fossils and experimental food photos collections
- ❖ Max the logic, cooking and gourmet cooking skills
- ❖ Earn the Professional Slacker and Frugal reward traits
- ❖ Earn the Manipulate Life Spirit and Deprive Needs perks, and the Sloppy Drinker and Guilty Drinker weaknesses

Generation XII: Clan Ravnos (Teal)

"Known as wandering tricksters, mystics, and vagabonds, the Ravnos are incurable daredevils who gleefully pursue the art of unliving dangerously. Nobody in the west understood the old Ravnos, and now it is far too late to do so, as Zapathasura rose from his slumber in the Week of Nightmares; and in his death throes, wiped out nearly all of his clan. The remaining few were left without any connection to their true heritage and history, and have been forced to rewrite it themselves. But if they did not wander before, they no longer have any choice but to; or else they will meet the same fate as their progenitor."

Traits: Kleptomaniac, Goofball, Freegan

Aspiration: Outdoor Enthusiast

Career: Any and all part-time jobs/Odd jobs

Aesthetic: Nomadic mystic

Your parents' shady dealings caught up with them eventually, and forced you out on the run. You have no true home, and your perception of your heritage has been warped by a sheltered upbringing surrounded by only your family. The road is all you know now, and all of your worst ideas seem like the best ones.

- ❖ *Begin this generation with nothing, on an empty lot, rags to riches style. All of your homes thereafter must have the Reduce and Recycle lot challenge active*

Generation Goals:

- ❖ You may not feed from the same Sim twice in succession
- ❖ Steal an item worth at least 500 simoleons from every lot you visit, providing the lot has an item of that value
- ❖ Move house at least once per season, and always have a tent ready in your inventory... just in case
- ❖ You may only woohoo in bushes or dumpsters
- ❖ Complete the snow globe collection
- ❖ Max the mischief skill
- ❖ Earn the Frequent Traveller lifestyle
- ❖ Earn the Carefree reward trait
- ❖ Earn the Always Welcome perk, and the Fitful Sleep weakness

Generation XII: The Assamites (**Maroon**)

"Based in their hidden fortress Alamut in the Middle East, they are traditionally seen by Western Kindred as dangerous assassins and diablerists, but in truth they are guardians, warriors, and scholars who seek to distance themselves from the Jyhad. Throughout their history, they have remained a self-sufficient and independent clan, although they have recently joined the Camarilla."

Traits: Active, Good, Genius

Aspiration: Good Vampire

Career: Detective

Aesthetic: Devils and demons

You are exhausted by the Masquerade, by the fight between good and evil, by all of it. You crave the normality and simplicity of a mortal life, and you believe that all vampires should aspire for the same. The sun is setting on the great, vampiric reign... and you intend to be the one to drop the final curtain.

- ❖ *Move to a very nice, very normal, very mortal neighbourhood, and do your best to blend in.*

Generation Goals:

- ❖ You may only “feed” from plasma packs
- ❖ You may only befriend mortals
- ❖ Cure yourself of vampirism... and then cure *every* heir who came before you, including the legacy founder
 - Max the vampire lore skill in order to learn the cure!
- ❖ Max the parenting skill
- ❖ Marry a mortal, and have only mortal offspring
- ❖ Earn the Supernatural Speed perk, and the Insatiable Thirst weakness