



Violence

Violenc	e	No mercy for the vampire. Only death.
Oath Spe	CIAL ABILITIES	
NORMAL	TAUNT: Gain +1d when taunting an enemy into focu Taunted enemy may not attack any other ally until ye THREATEN: +1 Potency when using boasts, threats, foes. WHOLESALE CARNAGE: Gain +1 scale when using scale than your own. FLESHMEND: You may expend this ability as if it w LEAD FROM THE FRONT: +1 to any morale clock personally deal. COMMON STRUGGLE: Give +1 Potency to an ally if assist an ally in doing violence. BLOODTAKER: Instantly gain +2 Essence whenever DRINK DEEP: Gain an additional Essence slot. MULTIFACETED: Gain an ability from a different N	ou "release" it from the state. and general shouting t intimidate your Carnage to fight a group that is at a larger ras Armor to avoid physical harm. of a cohort or allied group you f you spend 2 total Stress or Essence to you defeat a vampiric enemy.
increase the effect of a related A		 TEAMWORK ASSIST a teammate. Lead a GROUP ACTION. PROTECT a teammate. SET UP a teammate.
When you Carnage, you f	u use close, personal violence. fight at a distance. mmand others in the heat of battle. violence to protect your comrades.	MASK XP At the end of each session, for each item below, mark I Mask XP or 2 Mask XP if that item
A Blade or two Shield Armor +Heavy Lantern Ashwood OO Short Bow Long Bow Crossbow	 Rifle Demolition Tools Subterfuge Tools Tinkering Tools Burglary Gear Climbing Gear Black Powder () () Pistol I Pistol 2 	 occurred multiple times. When the Mask XP fills, choose a new Special Ability or add a new Mask Dot. You fulfilled your Oath You defeated a Vampire of a higher Threat than your Tier. You taught someone else something or learned something important.



Torment

The agony of action. The pains of freedom.



Judgement

Pass judgement and carry out the will of the many.





