

VAMPIRE[®]

THE MASQUERADE

(Add-on to the Vamp for Urban Shadows)

The world of Vampire is a dark reflection of our own. The shadows loom longer here, and the night is more reluctant to yield to day. Dishonesty runs rampant, from the government through private corporations and into the various subcultures that revel in these culturally bankrupt times. It is a world of contrasts, of haves versus have-nots. It all looks very much like the real world, as seen through an extremely stylized filter that turns up the contrasts between dark and light. The technology is the same as ours right now, but the people who use it are different — darker, in personality and motive — and that changes how the world functions.

BACKGROUND

Vampires, which call themselves **Kindred** or **Cainites**, are created through a process called the embrace. Some vampire Clans embrace more casually than others, but the embrace is almost never given lightly. After all, any new vampire is a potential competitor for food and power. A potential child is often stalked for weeks or even years by a watchful sire, who greedily evaluates whether the mortal would indeed make a good addition to the society of the Vampire. The embrace is similar to normal vampiric feeding as the vampire drains her chosen prey of blood. However, upon complete exsanguination, the vampire returns a bit of her own immortal blood to the drained mortal. Only a tiny bit — a drop or two — is necessary to turn the mortal into a new vampire. This process can even be performed on a dead human, provided the body is still warm.

Once the blood is returned, the mortal “awakens” and begins drinking of his own accord. But, though animate, the mortal is still dead; his heart does not beat, nor does he breathe. Over the next week or two, the mortal’s body undergoes a series of subtle transformations; he learns to use the Blood in his body, and he is taught the special powers of his Clan. He is now a vampire. Of course, there’s a downside as well. Inside every vampire lurks an impassioned, hungry creature that is the opposite of the Man. Though mortals may call it **Corruption**, it is the Beast, and the Beast knows only three activities: kill, feast, sleep. It is the roiling, inchoate desire every Vampire feels to slay her prey rather than taking just enough. It is the inevitable urge to be what the vampire is — a predator who doesn’t answer to the will of men or hide from their numbers. When the Beast takes control over a vampire, she is said to enter a state of frenzy, directing the vampire into a response of fight or flight.

Whatever their origins, or whatever they believe to be their origins, vampires are an outgrowth of the people who populate this desperate environment. Vampires exist because they are the monsters among us, the products of a world so dark that only something truly horrible and captivating can challenge the depths into which the living residents of the world have plunged it. A Vampire’s

Clan is her lineage, the vampiric “family” into which she was Embraced. A Sect is an artificial organization of vampires, usually composed of multiple Clans that form a league or compact. In most cases, one’s Clan has immense influence on one’s Sect, but exceptions do occur. Some Clans belong to no Sect at all.

The **Masquerade** is the very foundation of Vampire. Once the character is Embraced, they are drawn behind the curtain, and everything they know is changed. The Vampires try to keep the curtain closed, convincing their prey that monsters do not, in fact, hide among them. Inevitably, cracks appear in the façade and the Damned are revealed for who they are.

The **Camarilla** is also known as “The Ivory Tower,” and the sect lives up to that moniker. Created in the 15th century, the Camarilla was formed to preserve and protect vampire society against the decimation brought on by the Inquisition as well as the power drain presented by the War of Princes during the Dark Ages. The Camarilla considers itself to be Vampire society, and there is some validity to their hubris. It is the largest sect of Vampire, after all, and nearly any city on the globe likely has some Camarilla presence. The Camarilla holds up the traditions as the highest authority, with a figure known as the Prince acting as the ultimate authority to both interpret and enforce those laws in each domain. First and foremost, the Camarilla sees its role as maintaining the Masquerade, but in domains with accomplished Vampire, the conflicts between them regularly bring the rest of the traditions into consideration as well. Camarilla vampires swear to uphold the legendary Six Traditions. Like any other laws, the traditions are commonly ignored, bent or violated outright. Nonetheless, they are the foundation of Camarilla society, and the Vampire who callously flouts them does so at his peril. The Six Traditions state that if one wants to Sire a new Kindred, have another slain, or live in a Camarilla city, they must gain permission from the Prince first. It also states that Prince is the absolute word of law, and when one Sires a new Kindred, they are completely responsible for their actions until they are ready to be released from the Sire’s care. Above all, though, the Masquerade must be maintained, and under no circumstances should a Kindred risk allowing their kind to be seen for what they are.

Opposite the Camarilla stand the sect of inhuman Vampires known as the **Sabbat**. While Vampires of the Camarilla cower among mortals and cling to outdated Traditions, the Sabbat prefer to indulge in their vampiric nature. The Sabbat holds an apocalyptic outlook, believing that the time for the end is nigh, and the Ancients will soon rise from their graves and devour their errant children. It has little regard for the traditions other than immediate self-preservation, and its domains are hellish urban war zones where people may well have seen vampire activity but simply chalk it up to the weirdness and horror. The list of principles by which the Sabbat define themselves is called the Code of Milan. This Code of Ethics essentially demands that those in the Sabbat are to be loyal to the Regent, ruler of the Sabbat, that they respect and demand respect and freedom of their comrades and superiors, that any serious disputes should be handled through monomacy, a one on one duel to the death often ending in *diablerie*, that they are to protect their Sect and territory from all enemies, and finally, to support the Black Hand, an enigmatic group of assassins within the Sabbat. The penalty for breaking these rules is a brutal form of “eye for an eye” justice.

The **Anarch Movement** is localized and sporadic, without any real central organization outside individual cities where they try and establishes themselves. In fact, the Camarilla considers the “Anarchs” under its own purview. The central tenet of the Anarchs is that rule by elders is an outmoded concept, and



that Vampire domains should be governed by merit, with a fundamental respect for the individual Vampire. Effectively, the Movement seeks to redistribute the power in domains from the hands of the old elite into a more equitable arrangement. Regardless, what the Anarchs lack in organization, they more than make up in passion. From the most in-your-face angry neonate punk to the most eloquent and soft-spoken intellectual, Anarchs are collectively driven, which provides a momentum that most Vampires simply aren’t used to. Even more terrifying to most Vampires, the Anarchs appear to actually believe in what they say. While the Anarch Movement once had the goal of setting up a Free State in the West Coast, those plans had met a disastrous end, and they have since become what is essentially a tolerated political party within the Camarilla.

Standard Advances

- ❑ Get +1 Blood (max +3)
- ❑ Get +1 Heart (max +3)
- ❑ Get +1 Spirit (max +3)
- ❑ Get +1 Mind (max +3)
- ❑ Get a new Vamp move
- ❑ Get a new Vamp move
- ❑ Get a new Vamp move
- ❑ You join a Vampire Clan (Choose 1 Discipline and choose 1 move from that Discipline)
- ❑ Get a new power move from Discipline already taken
- ❑ Take a move from another archetype
- ❑ Take a move from another archetype

After 5 advances, you may select:

- ❑ Get +1 to any stat (max +3)
- ❑ Get +1 to any stat (max +3)
- ❑ Get a new Clan Discipline (Choose 1 move from that Discipline)
- ❑ Get a new power move from Discipline already taken
- ❑ Erase a Corruption Advance
- ❑ Erase a Corruption Advance
- ❑ Take a move from another archetype
- ❑ Take a move from another archetype
- ❑ Advance 3 of the basic moves
- ❑ Advance 3 of the basic moves

After 10 advances, you may select:

- ❑ Get a new Clan Discipline (Choose 1 move from that Discipline)
- ❑ Get a new power move from Discipline already taken
- ❑ Take one move from any archetype/ add-on (must be able to properly use)
- ❑ Change to a new archetype
- ❑ Your character goes into a long safe sleep

INFORMATION

Here you will find the **Vampire the Masquerade** add-on rules/ text, for the Vamp playbook associated with Urban Shadows. You can expect to find:

- New Advancement Chart increasing advancements of your character
- 14 Clans from the 3 opposing Sects
- 17 Disciplines and a variety of powers each entails

Note: Vampires created with the Urban Shadows: Vamp playbook, do not automatically start in a Clan or with any Clan Disciplines. It is up to the group/MC that if you want to start their vampires in a Clan, then you give up your beginning playbook Move to be inducted to a Clan and take a Discipline at the start of the game.

ADDITIONAL VAMP MOVES

☒ **The Embrace:** If you are **human**, when a vampire feeds you their blood after draining you dry, you die and rise as a vampire. Change playbooks, using the standard procedure. The vampire which embraced you takes 2 debts against you as if **blood bond** had been used. When you **embrace an NPC human**, feeding their dying body your blood, they rise as a vampire. You also take 2 debts

against the NPC as if **blood bond** had been used.

☒ **Blood Bond:** One of the most wondrous and terrible properties of Vampire blood is its ability to enslave nearly any being who drinks of it. Each sip of a particular Vampire’s blood gives the Vampire in question a greater emotional hold over the drinker. The **blood bond** is most commonly used to ensnare mortals and ghouls, but Vampire can bind each other as well. When another Vampire partakes in your blood, both Vampires mark Experience and Corruption, plus you write down 2 Debts against that Vampire.

❑ **Ghoul Creation:** When you feed your blood to a human with the desire to make them your thrall, you choose one to give them:

- Great strength
- Great speed
- Great fortitude

Note: As long as your blood courses through them they have that ability, and you may always **persuade them with a 10+, no need to roll. They also become addicted to vampire blood; any night they go without a taste of vampire blood they become erratic, desperate, and may look to obtain the blood by any means necessary.*

ADDITIONAL VAMP CORRUPTION MOVES

❑ **Creature of the Night:** You have become callous to human suffering and have accepted your place as a predator to their kind, that they are nothing but cattle to be culled and feed on as you see fit. Now, you only view those of the Night to be your equals and worthy of the compassion you once felt for humanity. You gain 0 Corruption when killing or feeding off those of the Mortality faction. However, when you kill any character that belongs to the Night faction without provocation, gain 2 Corruption.

❑ **Diablerie:** Diablerie is the act of feeding on a Vampire in the way that a Vampire feeds on a mortal. In so doing, not only does the murderer consume the victim’s blood, but the victim’s power and soul as well. A Vampire seeking to commit diablerie must drain all the blood from his victim. Without solid evidence, it’s difficult for even the most despotic Vampire to make an outright accusation of murder, but those who commit the atrocity soon learn that diablerists wear the evidence of their crime on their very souls. When you commit diablerie, mark Corruption and roll+Night Rapport. On a 10+, choose 3 positive effects and 1 negative effect. On a 7-9, choose 2 positive effects and 2 negative effects. On a Miss, choose 1 positive effect and 3 negative effects.

Positive Effects

- Once you drain the blood of your Vampire victim, you receive one of their Vampiric Disciplines for the rest of the session / the next session (MC Choice.)
- You are able to moderately heal your wounds through the sweet blood in their veins, gain 2 healing.
- You feel overwhelmed with power, stake +1 forward.

Negative Effects

- It takes time to drain a corpse, leaving yourself open or put yourself in a spot.
- Fear of such deeds spread through the undead community, take -1 to Night Faction.
- You give 1 debt to the closest player serving under the Vampire Camarilla sect, as this act is considered an abomination with the penalty of death. If there are no players under the Camarilla sect, then give a debt to a Camarilla NPC, MC’s choice.

❑ **Advanced:** You are unphased when you partake of the soul of another Vampire, choose 2 positive effects and 0 negative effects.

VAMP CLANS
(Can only choose one Clan)

Joining a Vampire Clan is conferring not only your Clan’s disciplines, but also the group/gang benefit at the same time.

Assamites

❑ **Clan Assamites:** Your Clan are the Assamites. The childer of Haqim, known as Assamites to the rest of vampires, are a silent knife in the dark, an order of bloodthirsty assassins who participate in the secret wars of the undead by operating as killers for hire. The Assamites are feared assassins from lands far to the east. No other Clan has earned such a deserved reputation, though they also sell their murderous services to other Vampire, acting as contract killers. According to the Assamites’ own teachings, they drink the blood of other Vampire on the command of their founder, in an attempt to purify their own taint.



Sect: For the most part, the Assamites tend to be independent, letting the Sects hire them to operate on their own terms. That said, some Assamites believe an allegiance with the Camarilla or the Sabbat would allow the entire Clan to stand more strongly.

Bonus: You are a trained assassin, +1 on rolls where your unnatural stealth benefits you.

Penalty: “Vampire Assassin” doesn’t help you make many friends, take -1 forward on any *gather resources* roll.

Disciplines Assamites can take: Celerity, Obfuscate, and Quietus

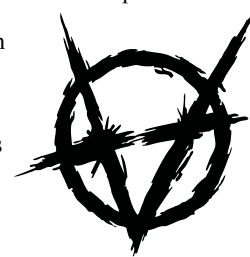
Brujah

❑ **Clan Brujah:** Your Clan are the rebellious Brujah. As the Brujah tell the tale, they were once philosopher-kings of Mesopotamia, Persia and Babylon. Since then, the Brujah have suffered inescapable decline. Now they are perceived as little more than a spoiled child who have no sense of pride or history. More so than any other Clan, the Brujah still feel the flames of the passions that once inspired them as mortals. Clan Brujah loves a cause and is quick to act on a stirring speech, accusation of injustice, or a call to arms. This connection to passion can be a blessing, but inspiration can also yield to the madness and hunger of the Beast. Some vampire historians claim that the Brujah have parlayed their ancient betrayal into a role as agitators against the very order that they help support. Others claim the Brujah have long since submitted to the will of that same order, being little more than loyal opposition rendered impotent. Most Brujah don’t care either way, as long as someone needs a good ass-kicking and they can be the ones to deliver it.

Sect: Many Brujah are a part of the Anarch Movement, still many others still owe their loyalty to the Camarilla proper. The Brujah who owe their allegiance to the Sabbat are far more disciplined than their Camarilla counterparts, and are regarded as the shock troopers for the sect.

Bonus: You are driven to quick action, when you *take a chance* with fast and direct action, roll+Blood instead of +Heart.

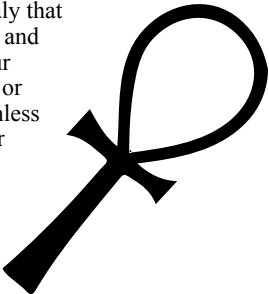
Penalty: You are quick to frenzy, when you suffer a Critical or Grievous injury, roll+Spirit. On a 10+, you maintain your cool. On a 7-9, take -1 ongoing to



any action that does not involve retaliating against your attacker. On a Miss, you lose control and the MC can make a hard move.
Disciplines Brujah can take: Celerity, Potence, and Presence

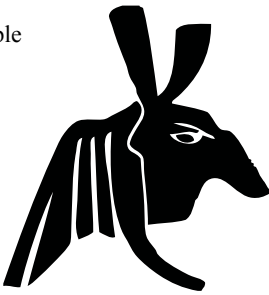
Caitiff

❑ **Caitiff** : You are Clanless, maybe you were Embraced by another of the Clanless, or perhaps when you were Embraced, for whatever reason, your Sire’s Clan didn’t imprint properly. You possess none of the weaknesses of the other Clans, but also none of their unique powers. You are a pariah in all corners of Vampire Society, an anomaly that has appeared within the last century. The Camarilla, and by extension, the Anarchs to a lesser degree call your kind “Caitiff”, a derogatory term meaning “wretch” or “villain”. It is believed by many Elders that the Clanless are impure half bloods. In the Sabbat, however, your kind go by a different name, “**Panders**” in honor of Joseph Pander who united all Clanless under his banner during the last Sabbat Civil War during the 50’s and struck numerous powerful blows to the opposing forces of their current rulers. Even in the Sabbat the Clanless are only given a grudging respect, though, often being charged with the most lowly of tasks, and rumors of assassination attempts on Joseph Pander, who still walks in modern nights, runs rampant.
Sect: The Caitiff are found in each of the Sects, though rarely on their own as they are likely to be either converted or killed in those circumstances. They are tolerated rather than accepted in Vampire society, but in the Sabbat they are treated marginally better, due to the exploits of Joseph Pander for whom they are named.
Bonus: What you lack in raw power, you make up for in flexibility. Rather than having three set Clan Disciplines, choose any two Disciplines as your Clan Disciplines that are not Signature Clan Disciplines. Replace the advancements for the third Discipline with additional Vamp or Clan Moves from Disciplines already taken.
Penalty: You are often looked upon with suspicion or as a second class member of Vampire society and made to feel like an outcast. You take -1 when you attempt to *persuade* and *study someone* on non Caitiff Vampires.
Disciplines Caitiff can take: Animalism, Auspex, Celerity, Dominate, Fortitude, Obfuscate, Potence, and Presence (see Bonus)



Followers of Set

❑ **Followers of Set:** Your Clan are the enigmatic Followers of Set. Originally hailing from Egypt, the serpentine Followers of Set are said to worship the undead vampire-deity Set, serving him in all their efforts. The Setites seem intent on “corrupting” others, enslaving victims in snares of their own weakness, but for what inscrutable purpose, none can guess. The Followers of Set are as much a chthonic religion as they are a Clan, though the faith includes the Clan. Its mythology is complex and convoluted, an impenetrable pantheon of god-monsters. At the apex of this worship stands a syncretism of the Egyptian Lord of the Underworld Set and the Greek hydra Typhon, as much spiritual guardians of secret places as they are the “liberators” of other’s souls. To outsiders, this is all blasphemous religious affectation, but to devout Setites, the cult and



cause are real, and their dark lord works his will through them. Needless to say, the politics of desperation and the placation of evil gods place the Serpents on the outside of vampire society.
Sect: The Setites are somewhat isolationist and are practically a Sect of their own. There is, however, a Sabbat offshoot known as the **Serpents of the Light**, that are virtually the same, but with their roots in Haitian Voodoo practices. The Setites and Serpents believe each other to be heretics.
Bonus: Sometimes your forked tongue can be a blessing and other times a curse, roll+your Rapport with their faction to **persuade**.
Penalty: You are photophobic, so take -1 ongoing while in the presence of bright light.
Disciplines Setite can take: Obfuscate, Presence, and Serpents

Gangrel

❑ **Clan Gangrel:** Your Clan are the animalistic Gangrel. The night-prowling Gangrel are feral Vampires and possess disturbing animalistic tendencies and features. The Gangrel have other characteristics in common with animals as well. Many shun the elaborate social constructs of both vampire and kine. A number of them prefer to move alone or as a member of small packs or coteries. Most are tough and, when pressed, ferocious. And when Gangrel succumb to the depredations of the Beast, they are left with some feature redolent of the animal kingdom. As a Clan, the Gangrel are wary and aloof. Most would prefer to spend their nights stalking prey or wilding on the rooftops than minding Princely edicts or lobbying for recognition of domain.
Sect: The Gangrel at least nominally belong to the Camarilla, but the Clan has always had a vocal faction that spurns membership in any Sect. They claim that political games and social structures do nothing for the primal Gangrel.
Bonus: You can communicate with animals, take +1 forward to *persuade* or *study someone* when your target is an animal.
Penalty: You have animal instincts that take over in times of great stress, when you suffer a Critical or Grievous injury, roll+Spirit. On a 10+, you maintain your cool. On a 7-9, take -1 ongoing to any action other than to *retreat* from or *unleash* against your attacker. On a Miss, your animal instincts take over, your next action must be *retreat* or *unleash*, and discuss with the MC the animal feature that you gain..
Disciplines Gangrel can take: Animalism, Fortitude, and Protean

Giovanni

❑ **Clan Giovanni:** Your Clan are the Giovanni necromancers. Achieving prominence during the Venetian Renaissance, the Giovanni family built their fortune on the rise of the middle class and the ready profit of banking and Mediterranean trade (and the criminal enterprise that came with it). Since those first nights, the Giovanni have accepted no limits on their ambitions, despite opposition from vampire outside their Clan and a well-deserved reputation as “Devil vampire.” They studied forbidden arts. To this night, the Giovanni are known for the insular nature of their Clan and the incestuous practices by which they populate it. Other Vampire are loath to trust the mercenary Giovanni, who seem to be using their influence toward some unknown end. Part of Clan Giovanni’s



unhealthy reputation stems from the fact that it is a very insular Clan, drawing almost all its members from its incestuous mortal family.
Sect: The Giovanni proudly maintains its independence of all over Clans, but is more than happy to play all sides against each other, provided that the Family profits from it. They are rivals with the Followers of Set and the Grimaldi family for influence in high finance, smuggling, drug trafficking, and other lucrative interests, but are not such an annoyance to bestir the Camarilla, Sabbat, or Independent Clans as a whole.
Bonus: Family ties are important - When Gathering Resources among family members, mortal or vampire, roll at +3 instead of your relevant Rapport rating with the faction.
Penalty: The move *Excruciating Kiss* replaces the *Eternal Hunger* move from the Vamp playbook with this one:,
Excruciating Kiss: Your kind feed off of fresh human blood and your kiss causes excruciating pain. When you feed on a willing victim you both mark Experience, if your victim is a player and knows the pain that they will endure, they must roll to *face their fear*. Willing victim or no, roll+Blood. On a 10+, choose 3. On a 7-9, choose 2. On a Miss, choose 2, but you may not choose “They don’t die”.

- You reduce one injury
- You take +1 forward
- You quiet their screams
- They don’t die

If you feed on the same person again in 24 hours, you may not choose “They don’t die”.
Disciplines Giovanni can take: Dominate, Potence, and Necromancy

Lasombra

❑ **Clan Lasombra:** Your Clan are the graceful Lasombra. To the mind of a Lasombra, it is better to reign in hell than to serve in heaven. Once, the Lasombra were nobles, but the chaos of Vampire history and the formation of the Sabbat have caused most of them to turn their backs upon their origins. Now, the Lasombra give themselves wholly over to the damnation of being vampires. Fear, frenzy, the power to determine whether another lives or dies: these are at the root of the power that the Lasombra hold dear. While the night belongs to all vampire, the Lasombra are truly born to darkness, to the degree that their very Clan name reveals their tie to shadow. The Lasombra are masters of this darkness and possess a knack for leadership as keen as that of Clan Ventrue.
Sect: The Sabbat would be very different without the influence of the Lasombra, and they remain its most prominent Clan. Young Lasombra often make auspicious starts as Sabbat Priests, leading their fellows by charging into the fray or demonstrating mastery of the Beast.
Bonus: As a creature of darkness, you see better in the dark than others see in the light, +1 to *study someone* and *keep an eye out* when the target or situation is poorly lit.
Penalty: You don’t reflect in mirrors or cameras, which makes many uneasy, -1 to Rapport rolls with when you are in the presence of something that would reflect your image.
Disciplines Lasombra can take: Dominate, Obtenebration, and Potence



Malkavian

❑ **Clan Malkavian:** Your Clan are the insightful Malkavians. Clan Malkavian has suffered throughout history, and continues to do so to this very night. Clan Malkavian is twice damned: once by the curse of being vampire, and again by the turmoil that disturbs their hearts and minds. Upon the Embrace, every Malkavian is afflicted with an insurmountable insanity that fractures her outlook for every night thereafter, making her unlife one of madness. Some consider this a form of oracular insight, while others simply consider them dangerous. Throughout Vampire history, Malkavians have been alternately feared for their bizarre behavior and sought out for their even more bizarre insight. Vampire who have regular dealings with the Malkavians report that the Clan is now more morbidly unstable than ever, spreading madness in its wake like a contagious disease. Their precarious stability makes it hard for most vampire (or, indeed, any human with whom they may meet) to interact with Malkavians.

Sect: Traditionally, the Malkavians are the unorthodox thinkers of the Camarilla, using their unique insight in their more lucid moments to provide valuable information to the Elders. Those of Clan Malkavian on the Sabbat side are much more violent and demented, often taken from serial killer and sociopathic stock.

Bonus: You're crazy, when someone tries to *persuade* or *study you*, they take -1. If you attempt to *interfere*, decrease Rapport in their faction by 1 to reduce their roll as normal, receiving your bonus and the results of the *interfere* move.

Penalty: At the start of each session the Malkavian must make a roll+Corruption. On a 10+, your delusions are overwhelming, and you count as hindered when you *study someone* and *keep an eye out*. On a 7-9, the delusions only throw you off track until you get used to them; take -2 forward for your first use of either of those moves. On a Miss, you are lucid; take +1 ongoing towards *letting the darkness in*.

Disciplines Malkavian can take: Auspex, Dementation, and Obfuscate

Nosferatu

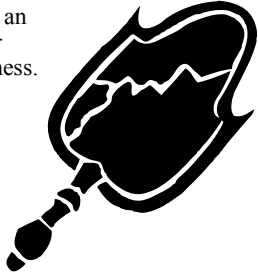
❑ **Clan Nosferatu:** Your Clan are the hideous Nosferatu. The members of Clan Nosferatu suffer the most visible curse of all. The embrace hideously deforms them, twisting them into literal monsters. To their credit, the Nosferatu come to possess many of the whispered secrets of their reluctant fellows. The Sewer Rats enjoy a grudging respect as the information- brokers of the vampire, given their supernatural acumen at stealth and the fact that many vampire would rather ignore them than acknowledge them. Savvy Nosferatu exploit this for all it's worth, turning the hypocrisy of other vampires to their own profit.

Sect: Most Nosferatu owe their allegiance to the Camarilla, but there are still others who find themselves aligning with the Anarch Movement or the Sabbat. Aside from Sect differences, there is virtually no difference in how they operate, and often they look at each other as allies rather than enemies.

Bonus: You have sources of information that others can't match, treat any miss on *hit the streets* as a 7-9 result.

Penalty: You're hideous and disgusting to look at, and people react badly. You can't use *persuade* until you have proven yourself to them.

Disciplines Nosferatu can take: Animalism, Obfuscate, and Potence



Ravnos

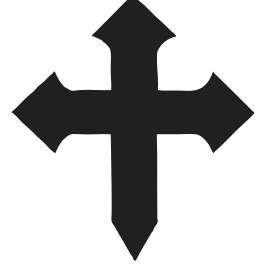
❑ **Clan Ravnos:** Your Clan are the deceitful Ravnos. Nobody in the west understood the Ravnos, and now in the Final Nights, it's too late to do so. Misunderstood as a Clan of gypsies and tricksters, the western Ravnos are a minor and heretical branch of the undead lords of India, the Ravnos Vampires lead nomadic unlives. Like the Gypsies of history, the Ravnos are spurned due to their reputations as thieves and vagrants. With reputations like these, the Ravnos are considered outsiders even among those vampire who do not ally themselves with Sects. In fact, many choose to make themselves into the ravening terrors that other vampire believe them to be. They are also known for their ability to create amazing illusions, the better with which to trick their marks.

Sect: Clan Ravnos often has a difficult time heeding the rigorous order of many Camarilla cities, and has no inherent love for the violence of the Sabbat. Thus, the Deceivers find themselves independent for lack of a more suitable option.

Bonus: You are a master of deceit, when you are the target of a *study someone*, you can choose to answer one question however you like..

Penalty: You have a vice. Pick one: Lying, cruelty, theft, arson, drugs, sex. When presented with the opportunity to indulge in your vice and you want to resist the vice, roll+Spirit to resist. On a 10+, you resist your base impulses. On a 7-9, the temptation is great, take -1 ongoing until you distance yourself from the temptation. On a Miss, you give in, exposing yourself to danger, retribution, or cost.

Disciplines Ravnos can take: Animalism, Chimerstry, Fortitude



Toreador

❑ **Clan Toreador:** Your Clan are the decadent Toreadors. Prodigals of the Vampire, Clan Toreador indulges in excess and degeneracy, all while claiming to maintain patronage of the arts. Of course, for vampires of this disposition, it's easy to become jaded and bitter. More than the other Clans, Toreador often succumb to ennui, or fight the eventual boredom of unchanging immortality by playing at rivalries. An excess of stimulation turns them into slaves to the sensations they seek. The vampire of Clan Toreador often involve themselves greatly in the world of mortals. They have any number of reasons, whether enjoying proximity to the blush of life, cultivating veritable cults of doting followers, or influencing and following the trends that their own kind simultaneously mock and venerate.

To a great degree, this patronage is true, as the Clan claims many talented artists, musicians, writers, poets and other gifted creators. On the other hand, the Clan possesses just as many "poseurs," those who fancy themselves great aesthetes but lack the ability to create at all.

Sect: The Toreador are the social backbone of the Camarilla, and are a great part of their success in keeping the Clans happy and loyal. In the Sabbat, the Toreador are a different beast altogether, sadists who find beauty in the grotesque and horrific.

Bonus: Your blood calls out to mortals. When you *gather resources* among mortals, you may roll+Blood instead of +Rapport.

Penalty: When presented with a "beautiful" item/person/experience, roll+Spirit. On a 10+, you remain aware of your surroundings and can act normally. On a 7-9, you are absorbed in the work, take -1 ongoing until you are



separated from the work. On a Miss, you are enraptured, wild horses couldn't drag you away.

Disciplines Toreador can take: Auspex, Celerity, and Presence

Tremere

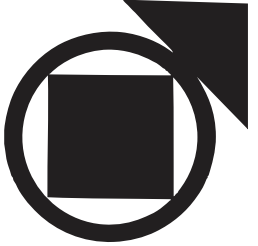
❑ **Clan Tremere:** Your Clan are the Tremere arcanists. Clan Tremere is a Clan shaped by its practice of blood sorcery. A flexible Discipline, Thaumaturgy is heavily entrenched within the Tremere, and they maintain cultic havens known as chantries to study its uses and share secrets among each other. To the Tremere, blood is both sustenance and the source of mystical power; they gather in their witch houses to further their understanding of the vitae that is such a focal point of their unlives. Tremere have a tightly knit political structure based on the acquisition of power, as well as a fanatical Clan loyalty practically unknown to any other Vampire.

Sect: Clan Tremere considers itself one of the pillars of the Camarilla. It is rumored that they once performed a ritual that all but eradicated those of the Clan not loyal to the Camarilla (and thus the Tremere's pyramidal hierarchy).

Bonus: Your access to the Tremere's chantry gives you the Expert's workspace move, as long as you are in good standing with your kin.

Penalty: At the beginning of a session, roll+Heart. On a 10+, fortune favors you and your sire/Clan asks nothing of you. On a 7-9, they will ask you to perform a task, if you refuse or fail, they take a Debt against you. On a Miss, they ask you do something difficult or against someone you care about.

Disciplines Tremere can take: Auspex, Dominate, and Thaumaturgy



Tzimisce

❑ **Clan Tzimisce:** Your Clan are the fiendish Tzimisce. Formerly the tyrants of Eastern Europe, the Tzimisce (zhi-mee-see) have been uprooted from their Old Country manes and relocated into the clutches of the Sabbat. Possessed of a peculiar nobility, coupled with an evil that transcends mortal perception, Clan Tzimisce leads the Sabbat in its rejection of all things human. Clan Tzimisce is a Clan of extremes, and long, cold nights spent in remote castles have turned the Fiends' perspectives both greatly inward and outward. Tzimisce practice a strange Discipline known as Vicissitude that allows them to twist the skin and bone of their victims. In many cases, they refine their fleshly arts by practicing upon themselves, but they just as frequently use it upon their lackeys and retainers, turning their boyars and szlachta into monstrous thralls.

Sect: The Tzimisce are longtime but largely detached members of the Sabbat. They were instrumental in the Sect's nascence, and remain one of its most numerous Clans.

Bonus: +1 to *persuade* or *threaten* when using you shape your body into something more pleasing or more fearsome.

Penalty: Tzimisce are tied to their domain of origin. They must sleep with "native soil". Each night spent without native soil, roll+Spirit. On a 10+, your will is strong, take stun-harm. On a 7-9, you really need to find some dirt, choose 1: take one injury or -1 ongoing. On a Miss, you are a wreck and will expose yourself to danger, retribution, or cost in order to get access to your native soil.

Disciplines Tzimisce can take: Animalism, Auspex, and Vicissitude.



Ventruie

❑ **Clan Ventruie:** Your Clan are the noble Ventruie. The nominal leaders of the Camarilla, the Ventruie claim to have created and supported the organization of the sect since its inception. Much curiosity exists among the Vampire as to the inner workings of this well-organized Clan, as rumors of dark mysteries and slumbering Ancients sometimes slip out from under the Ventruie’s austere facade. Tonight though, the Ventruie are a synthesis of the modern and the ancient, often in stark contrast within the Clan and among one another. Theirs is money of old, from the vaults of Croesus, but their young manipulate stock markets and influence currencies. Elders may command armies or even whole governments, while neonates conjure their assets from a website or smartphone app. But for all their wealth, their distinguished history, and their status among the Damned, each and every Ventruie must still seek that one resource that makes vampire society egalitarian: precious blood.

Sect: Clan Ventruie are the de facto leaders of the Camarilla, using their wealth and leadership skills to guide them even in Modern nights, and the majority of Princes are Ventruie. Sabbat Ventruie, on the other hand, try to be loyal followers, a task for which they are ill suited.

Bonus: Your blue blood begs to be obeyed. When you spend a debt offering someone XP to do what you want and they turn you down, keep the debt

Penalty: You have chosen blood, define a type of prey when this Clan is selected, you can only feed on them. When quenching your Eternal Hunger, take no benefit if not of your preferred vintage.

Disciplines Ventruie can take: Dominate, Fortitude, and Presence

DISCIPLINES

(Disciplines are associated to particular Clans)

❑ **Animalism:** The Discipline of Animalism allows the Vampire to develop a close, intense connection with his primordial nature. Animals grow distinctly agitated in the presence of a vampire who lacks this Discipline.

❑ **Feral Whispers:** The vampire creates an empathic connection with beasts. When you rely on your animal instincts to make sense of a charged situation, roll+Blood. On a 10 up, ask the MC three questions. If you act on one of the MC’s answers, add 1 to your first roll. On a 7-9, ask one:

- Where’s my best escape route or way in?
- Which enemy is the most vulnerable to me?
- What’s their secret weakness?
- What poses the biggest threat to me?
- Who’s in control here?

❑ **Drawing Out the Beast:** The Vampire has a keen understanding of the Beast Within, and is able to release his feral urges upon another being, roll+Blood. On a 10+, transfer up to 2 Corruption to another being. On a 7-9, you transfer 1 Corruption, but unleash it upon a random individual. On a Miss, you are unable to control the beasts, mark +1 Corruption and the MC makes a hard move.

- If the transfer is to a PC, they record the transferred Corruption and mark a Debt against you.
- If the transfer is to an NPC, the NPC takes a Faint injury for 1 Corruption, a Grievous injury for 2 Corruption (ap close)

❑ **Auspex:** This Discipline bestows uncanny sensory abilities upon the vampire.

❑ **Heightened Senses:** When you *keep an eye out*, always ask one extra question, even on a miss.

❑ **Aura Perception:** You sense others’ emotional state, roll+Mind. On a 10+, you perceive the intensity and dominant type (anger, sorrow, love, confusion, etc.) of others’ emotions as clearly as you can see the color and details of their clothes (or something equivalently obvious if your dominant sense is something other than sight). On a 7-9, you can perceive either intensity or type, but not both. On a Miss, you can perceive either intensity or type, but others nearby also sense your own dominant emotion without consciously knowing why they’re so certain about you.. Aura sensing lasts a few minutes per effort.

❑ **Telepathy:** The vampire projects a portion of her consciousness into a nearby mortal’s mind, creating a mental link through which she can communicate wordlessly or even read the target’s deepest thoughts. The Kindred “hears” in their own mind the thoughts plucked from a subject as if they were spoken to her. A vampire focusing on their target can do a deeper scan to uncover thoughts or memories protected by the subconscious, roll+Mind. If physical contact can be made, add a +1 and an additional question is received, this can be through intimacy or by touching a helpless target. On a 10+, hold 3. On a 7-9, hold 1. Spend your hold to ask the player or MC questions, 1 for 1:

- What thoughts have consumed the majority of the character’s time?
- What secret pains or regrets does the character harbor?
- What plan(s) is the character constructing or initiating in the next few days?
- For what does the character seek forgiveness?
- In what ways is the character mentally vulnerable?
- What is the characters current attitude toward me?
- Where has the character recently been that they wish to\ keep secret?

On a Miss, they hold 2 over you, on the exact same terms.

❑ **Advanced:** On a 12+ you can completely recall memories that the target has recently experienced in place of any questions.

❑ **Celerity:** Not all vampires are slow, meticulous creatures. When needed, some vampires can move fast — really fast.

❑ **Like Lightning:** When you need to travel a long distance in an impossibly short amount of time or complete a task in record time, *take a chance* but roll+Blood. On a hit, you make it there in time or finish your task, but are winded take -1 ongoing until you get a chance to rest.

❑ **Rapid Response:** You use Celerity to move with amazing swiftness in times of stress. When you *unleash* on any hit, take an additional option. In addition, take +1 to *retreat*.

❑ **Faster Than Thought:** (*requires Rapid Response or Like Lightning*) The embrace gifted you with startling speed and reflexes. You gain +1 Blood (max +3). If you are already at +3 Blood you may stretch to +4 Blood max at the cost of erasing your Mortality Rapport permanently.

❑ **Chimerstry:** The Ravnos are heirs to a legacy of illusion, and none can say exactly why. Chimerstry is an art of conjuration; the Vampire may draw upon her inner reserves to bring phantoms to life.



❑ **Ignis Fatuus:** The vampire may conjure a minor mirage that confounds one sense, roll+Heart. On a 10+, the image is believable, choose 2. On a 7-9, the image does not hold up under scrutiny - you can instill it with a bit of your life force and take a Faint injury to make it believable and choose 1:

- Enable the mirage to move within your line of sight
- The mirage confounds an additional sense
- The mirage lasts for a short time after you stop concentrating

❑ **Horrid Reality:** Rather than create simple illusions, the vampire can project traumatic hallucinations directly into a victim’s mind, roll+Heart. On a 10+, choose 1. On a 7-9, choose 2:

- They end up in another dangerous yet very different situation
- They suffer an injury on the way out
- They leave something important behind
- You learn how they break under pressure, take a Debt against them

❑ **Dementation:** The special legacy of the Malkavian Clan, Dementation allows the Vampire to channel madness, focus it, and pour it into the minds of those around him. The practitioner of Dementation need not actually be mad himself, at least initially, although madness seems to grant a certain insight into the key tenets of this Discipline.

❑ **Wavering Reality** - Due to your unique perception you may replace a single question from *study someone*, with one from **keep an eye out**. And vice versa.

❑ **The Haunting:** The vampire manipulates the sensory centers of his victim’s brain, flooding the victim’s senses with visions, sounds, scents, or feelings that aren’t really there, roll+Mind. Take +1 if you are able to touch the subject. On 10+, choose 2. On a 7-9, choose 1 and mark a 1 Corruption. On a Miss, you are enraptured with the formation and world of your own prank/nightmare, MC makes a hard move.

- A dreadful, reality altering nightmare or delusion is wormed into the subjects mind. They become stunned for the next scene.
- The victim experiences a primal sense of fear, as if the very shadows are closing in to suffocate them and **retreats** from the cause of their fears in haste (player dictates what their fear is.)
- The victim is unable to ***face their fear*** taking stun-harm. doing anything other than staring is taking a chance.

❑ **Eyes of Chaos:** This peculiar power allows the vampire to take advantage of the fleeting clarity hidden in insanity. At the start of every session, you will recall a dream carrying encoded information about the session, roll +Mind. On a hit, the MC will give you a clear impression of what your future has in store for you based on the dream you create. On a 10+, you can also ask one question and have the MC answer it. On a 7-9, you just get a clear impression. On a Miss, you get only a vague idea of what your dream was about.

❑ **Dominate:** This Discipline involves influencing the very thoughts and actions of others through the vampire’s own force of will. Commands must be issued verbally; direct mind-to-mind contact is the purview of Auspex.

❑ **Mesmerize:** By using your voice to subtly influence a subject, you can verbally implant a hypnotic suggestion in the subject’s subconscious mind, roll+Mind. On a 10+, hold 3. On a 7–9, hold 1.

Spend one hold to make the target take one of these actions:

- Speak a few words of your choice
- Give you something they hold
- Make a concerted attack on a target of your choice
- Truthfully answer one simple question

If you run out of hold the discipline ends. If the target takes damage you lose 1 hold. While the discipline is ongoing, to take any other action you must ***take a chance***.

❑ **The Forgetful Mind:** After capturing the subject’s gaze, the vampire delves into the subject’s memories, stealing or re-creating them at his whim, roll+Mind. On a 10+, choose 3 of the following. On a 7-9, choose 2. On a Miss, choose 1, but the MC may add complications.

- May alter or remove entire scene from subject’s memory
- Instead of lasting 1 day, the memory is permanent
- Person involved is unaware of your action

❑ **Fortitude:** All Vampires possess a preternatural constitution that makes most normal damage inconsequential.

❑ **Thick Skin:** When you activate fortitude, roll+Spirit. *On, 10+, choose both. On a 7-9, choose 1 and mark a Corruption. On a Miss you over exert yourself and take -1 for the scene. Choose from:

- Take +1 armour (max armour +2)
- Once this scene you can reduce an injury that you take by one level.

❑ **Demon Hide:** (*requires Thick Skin*) Once per scene, you can ignore any one injury and mark 1 Corruption. Mark an additional Corruption if it was an Instant Kill.

❑ **Resilience:** Your body will mend any injury, given time. Faint injuries can be healed in three days. Grievous injuries will heal in a week. A Critical injury will heal in two weeks.

❑ **Necromancy:** Over the centuries, the various schools of vampiric Necromancy have evolved and diversified from an earlier form of death magic, leaving several distinct paths of necromantic magic available to Vampires. Unsurprisingly, the elements of Necromantic ritual are things like long-buried corpses and hands from the cadavers of hanged men, so obtaining suitable materials can be quite difficult.

❑ **The Sepulchre Path:** Through the Sepulchre path, the vampire can peer into the lands of the dead, summon and command the spirits of the dead, and even affect things in the spirit realm. Since many other areas of Necromancy involve dealing with ghosts, this is the most common path for necromancers to start with.

❑ **Shroudsight:** You can see through the Shroud, the mystical barrier that separates the living world from the Underworld, and communicate with its denizens. By using this power, the vampire can spot ghostly buildings and items, the landscape of the so-called Shadowlands, and even Spectres themselves. You can use *study someone* on Spectres and ***keep an eye out*** to examine your surroundings in the Underworld.

❑ **Compel Soul:** The power of Summon Soul allows a necromancer to call a ghost back from the Underworld and can command a ghost to do his bidding or bind them for a while, roll+Mind. On a 10+, hold 3. On a 7-9, hold 1 and mark 1 Corruption. On a Miss, mark 1 Corruption and the MC makes a hard move. Spend hold 1 for 1 to:

- Summon a soul that you knew in life, witnessed

in death, or possess an item with which the soul interacted. The soul will only stay for a short time.

- Compel a soul to perform a task of less than a night’s duration.
- Compel a soul to answer one question truthfully.
- Bind the soul to a place or object for one night.

❑ **Dead Hand:** You have the ability to reach across the Shroud and affect Spectres and objects in the Underworld, otherwise known as the Shadowlands. You can affect Spectres or objects when you ***unleash***.

❑ **Ex Nihilo:** You can enter the Underworld physically. While in the lands of the dead, the vampire is essentially a particularly solid ghost. He can be hurt only by things that inflict damage on ghosts (weapons forged from souls, certain ghostly powers, etc.) and pass through solid objects in the real world, roll+Mind. On a 10+, you cross the Shroud and your stay is not unduly taxing. On a 7-9, it is difficult to cross the Shroud, choose: take a Faint injury or mark 1 Corruption.

❑ **The Bone Path:** The Bone Path is concerned primarily with corpses and the methods by which dead souls can be restored to the living world — temporarily or otherwise.

❑ **Animate Corpse:** By concentrating, you can imbue a nearby corpse with the semblance of life, and under your control. When you animate a corpse, roll+Heart. On a 10+, you can control the corpse like a part of yourself and gain +1 ongoing on any action with it. On a 7-9, you can control the corpse like a part of yourself. On a Miss, you suffer a Faint injury as you infuse the corpse with a bit of your life essence.

❑ **Shambling Hordes** (*requires Animate Corpse*): With access to a number of corpses, you can cause them to rise up and obey your bidding. Treat your horde of zombies/skeletons as a small gang. Your horde is not too bright and your grip on their spirits is tenuous, roll+Heart. On a 10+, your mastery over them is effortless. On a 7-9, they need constant control and it is a struggle to perform, any other action and you must ***take a chance***. On a Miss, mark Corruption and the horde takes on a mind of their own.

❑ **Soul Mastery:** You can rip a soul from its living body or forcibly bind a soul into a soulless corpse. A mortal exiled from his body by this power becomes a wraith with a single tie to the real world; his now-empty body. A corpse imbued with a soul is reanimated, but is still a corpse that will irrevocably decay after a week, but it does give either a wraith or a free-floating soul a temporary home in the physical world. On a 10+, the soul goes where you want it. On a 7-9, it takes considerable effort to move the soul, take a faint injury. On a Miss, mark Corruption and the MC makes a move.

❑ **Obfuscate:** This uncanny power enables Vampire to conceal themselves from others’ sight. By simply wishing to remain unseen, a Vampire can disappear, even if he stands in full view of a crowd.

❑ **Cloak the Shadows:** The vampire must rely on nearby shadows and cover to assist in hiding his presence. He steps into an out-of-the-way, shadowed place and eases himself from

normal sigh, roll+Blood. On a 10+, You become invisible and no one can see you. You can move but using any action that interacts with another cancels this effect. On a 7-9, choose 1:

- Movement gives you away
- You are only hidden when in shadows
- Your own view is heavily clouded

❑ **Advanced: Cloak the Gathering:** Using Cloak the Shadows, you can extend your coverage for up to 10 people in close range.

❑ **A Thousand Faces:** You can make the people around you think you are someone else, roll+Heart. On a 10+, Choose 1. On a 7-9, Choose 1, but something about you seems off to onlookers any attempts to *persuade* or *threaten* are at a -1.

- You appear as the same person to everyone. They don’t necessarily expect to see you or know who you are, but you don’t look like yourself.
- You appear as a different person to everyone who views you. But they expect to see you and know who you are impersonating.

❑ **Obtenebration:** Obtenebration grants its users power over darkness. The precise nature of the “darkness” invoked is a matter of debate among the Keepers.

❑ **Shadow Play:** This power grants the vampire limited control over shadows and other ambient darkness. Though the vampire cannot truly “create” darkness, she can overlap and stretch existing shadows, creating patches of gloom. Once a Kindred takes control of darkness or shadow, it gains a mystical tangibility. You can shape and control darkness and shadow, roll+Blood. On a 10+, hold 2. On a 7-9, hold 1 and mark 1 Corruption. On a Miss, mark 1 Corruption and a dark power gains 1 Debt on you. Spend hold 1 for 1 to:

- As you are hidden, take +1 forward to *threaten an NPC*
- Being unseen lets you take +1 forward to *retreat*
- In stealth, take +1 forward to *unleash*
- Use your creations to strangle and smother an air-breather, inflict an injury (ap close loud)

❑ **Black Metamorphosis:** The Vampire calls upon his inner darkness and infuses himself with it, becoming a monstrous hybrid of matter and shadow. Though still humanoid, the vampire takes on an almost demonic appearance, as the darkness within him bubbles to the surface. You take on the form of a shadow demon full of tentacles and inky darkness, roll+Blood. On a 10+, hold 2. On a 7-9, hold 1 and mark 1 Corruption. On a Miss, mark 1 Corruption and a dark power gains 1 Debt on you. Spend hold 1 for 1:

- ❑ Your tentacles deal 1 Grievous injury (close, loud) to your victim
- ❑ Your tentacles can grasp a target, pinning them in place
- ❑ Take +1 armour as your form fades into and out of darkness (max armour +2)

❑ **Potence:** Vampires endowed with this Discipline possess preternatural strength. Potence enables Vampires to leap tremendous distances, lift massive weights and strike opponents with terrifying force.

❑ **Rebel’s Ferocity:** In combat, your blows hit like a Mack truck. When you *unleash* on a 12+, deal a second injury of the same severity.

❑ **Force of Nature:** You are capable of tremendous feats of strength. On a 10+, the scenery is moved or smashed and you get what you want. On a 7–9 you get what you want and smash or move the

scenery, but you are bruised up so take a Faint injury (ap), and choose: you are disoriented and need to *take a chance* for follow-up actions, leave something behind, or take something unwanted with you.

❑ **Predator’s Exertion:** (*requires Rebel’s Ferocity*) The embrace gifted you with startling strength. You gain +1 Blood (max +3). If you are already at +3 Blood you may stretch to +4 Blood max at the cost of erasing your Mortality Rapport permanently.

❑ **Presence:** Vampire who develop Presence can inspire zealous fervor, devoted passion or unspeakable terror in mortal and immortal alike.

❑ **Dread Gaze:** While all Vampire can frighten others by physically revealing their true vampiric natures — baring claws and fangs, glaring with malevolence, hissing loudly with malice — this power focuses these elements to insanely terrifying levels, roll+Heart. On a 10+, hold 3. On a 7–9, hold 1. At your will, no matter the circumstances, you can spend your hold 1 for 1:

- Inflict 1 Faint damage (ap)
- They take -1 right right now
- You take +1 forward to *threaten or unleash*

If they fulfill your command, that counts for all your remaining hold. On a Miss, you inflict 1 Faint damage (ap) upon your subject, to no benefit.

❑ **Muse:** (only for Clan Toreador) when you perform your chosen art, any act of expression or culture, or when you put its product before an audience, roll+Heart. On a 10+, spend 3. On a 7–9, spend 1. Spend 1 to name an NPC member of your audience and choose one:

- This person must meet me
- This person must have my services
- This person loves me
- This person must give me a gift
- This person admires my patron

On a Miss, you gain no benefit, but suffer no harm or lost opportunity. You simply perform very well.

❑ **Entrancement:** When you have time and solitude with someone, they become fixated upon you. Roll+Heart. On a 10+, hold 3. On a 7–9, hold 2. They can spend your hold, 1 for 1, by:

- Giving you something you want
- Acting as your eyes and ears
- Fighting to protect you
- Doing something you tell them to

For NPCs, while you have hold over them they can’t act against you. For PCs, instead, any time you like you can spend your hold, 1 for 1:

- They distract themselves with the thought of you. They’re *taking a chance*.
- They inspire themselves with the thought of you. They take +1 forward right now.

On a Miss, they hold 2 over you, on the exact same terms

❑ **Majesty:** (*requires Dread Gaze or Entrancement*) Under Majesty’s influence, hearts break, power trembles, and the hold shake. At this stage, the vampire can augment her supernatural mien a thousandfold. When you impose your will on a crowd, roll+Heart. On a 10+, choose 2. On a 7-9, choose 1.

- They do what you want
- The fight as a gang for you
- None of them fight you back
- None of them escape

On a Miss, they all fight back.

❑ **Protean:** Vampires who develop this Discipline can grow bestial claws, assume the forms of wolves and bats, transform into mist and meld into the earth.

❑ **Feral Claws:** The vampire’s nails transform into long, bestial claws. Treat your claws and fangs as 1 Critical damage hand natural.

❑ **Shape of the Beast:** You can take the form of a bat or wolf, roll+Blood. On a 10+, you shift fine. On a 7-9, choose 1. On a Miss, choose 2, but the MC may add complications.

- You drew upon the darkness to change. Mark 1 Corruption.
- The change was painful. Mark 1 Faint injury (ap).
- Your secret is revealed. Take -1 Rapport against closest non-Night faction around.

❑ **Mist Form:** This truly unsettling power enables the vampire to turn into mist. His physical shape disperses into a hazy cloud, but one still subject entirely to the immortal’s will. While you are in Mist Form, you cannot interact with anything and nothing can interact with you. If you are using Mist Form to *retreat*, treat the 10+ as the advanced 12+.

❑ **Quietus:** Quietus, the Discipline of silent death, is practiced by the assassins of Clan Assamite. Using the principles of poison, vitae control and pestilence, this blood-based Discipline focuses on the destruction of its target through varying means.

❑ **Baal’s Caress:** Your can turn your blood into a poison that when applied to a weapon increases the severity of the injuries on your next attack, roll+Blood. On a 10+, you inflict an injury one step higher on your target for your next attack. On a 7-9, you inflict an injury one step higher on your target and take 1 Faint injury yourself. On a Miss, the poison is worthless against anyone but you. Take 1 Faint damage and Mark 1 Corruption as your blood boils within you.

❑ **Silence of Death:** You use the darkness to create a zone of silence around you or can silence certain sounds only, roll+Mind. On a 10+, Hold 3 On a 7-9, Hold 1 and mark 1 Corruption. On a Miss, the silence is overwhelming, mark 1 Corruption.

- Spend 1 of your Hold to silence everything within a Hand range, including yourself. After that You may spend 2 Hold to increase this range by 1 step (Close, Close/Far).
- Spend Hold on a 1 for 1 basis to silence a single target, including yourself

❑ **Serpentis:** Serpentis can evoke an almost primordial fear in others, particularly those who recall the tale of Eden.

❑ **The Eyes of the Serpent:** This power grants the vampire the legendary hypnotic gaze of the serpent. The Vampire’s eyes become gold with large black irises, and individuals in the character’s vicinity find themselves strangely attracted to him, and unable to do anything besides gaze into their eyes, roll+Mind. On a 10+, hold 2. On a 7–9, hold 1. Spend your hold 1 for 1 to make eye contact with an NPC present, who freezes or flinches and can’t take action until you break it off. On a miss, your enemies identify you immediately as their foremost threat.

❑ **Cobra Fangs:** You gain a venomous bite along with his serpentine form. This Serpentis power enables a vampire to gain the deadly bite without the full-body transformation, making it more useful for taking victims by surprise when you inflict harm, inflict +1 harm.

❑ **Thaumaturgy:** When you choose the Thaumaturgy discipline, choose your primary path and take a power from that path. Path of Blood is the most common Thaumaturgical path. As a standard advance, you can take an additional path and get a power from that path. In order to take a new path, beyond your first path, you must spend time with another Tremere to teach you that knowledge. They take 1 Debt on you.

❑ **Path of Blood:** Almost every Tremere studies the Path of Blood as her primary Thaumaturgy skill. It encompasses some of the most fundamental principles of Thaumaturgy, based as it is on the manipulation of Vampire Blood, what the Vampire call vitae.

❑ **Taste for Blood:** This power was developed as a means of testing a foe’s might, whenever you touch the blood of a subject, roll+Mind. On a hit take +1 forward to your next interaction with the subject. On a 10+, hold 3. On a 7–9, hold 1 and mark Corruption. On a Miss, your psychic read gets reversed and the MC gets 1 hold on their behalf. Spend hold 1 for 1 to ask a question from the list below:

- What is the subject’s attitude towards me?
- What is the subject’s weakness?
- Who do they hold debts over?
- Who holds debts over them?
- What is their approximate location?

❑ **Theft of Vitae:** (*requires Taste of Blood*) You can siphon the blood from a subject within a short distance (50’,) roll+Blood. On a 10+, hold 2 On a 7-9, hold 1 and mark 1 Corruption. On a Miss, something went horribly wrong, mark an injury and 1 Corruption. Spend hold 1 for 1 to:

- Take +1 forward
- Reduce one injury
- Subject takes 1 Faint damage

❑ **Path of Elemental Mastery:** This path grants the thaumaturge power over the elements.

❑ **Lure of Flames:** This path grants the you the ability to conjure forth mystical flames. Roll+Spirit, on a hit, you inflict harm. On a 10+, hold 2 On a 7-9, hold 1 and mark 1 Corruption. On a Miss, you lose control of the flames. Spend hold 1 for 1 to:

- Inflict Grievous damage (+injury level)
- Summon a large fire (+area)
- Maintain control of the flames
- Cause the flames to burn out after affecting your target

❑ **Animate the Unmoving:** Objects affected by this power move as the vampire using it dictates. By concentrating, you can impart an animating force with another object within close range and treat it as an extension of yourself. When you animate an object, roll+Mind. On a 10+, you can control the object like a part of yourself and gain +1 ongoing on any action with it. On a 7-9, you can control the object like a part of yourself. On a Miss, you suffer 1 injury as a bit of your life essence leaks out.

❑ **Verdant Haven:** With access to a sufficient amount of plant matter, you can craft a magical shelter, roll+Mind. On a 10+, hold 3. On a 7-9, hold 2. On a Miss, hold 1, but your structure is imperfect in some way that the MC will tell you. Spend hold 1 for 1:

- The structure is big enough for 3 others
- You camouflage the structure

- It has a healing aura, those who rest in it reduce an injury by one level
- The occupants are protected from the elements
- It is nearly impenetrable, +2 armour (max armour +2).

❑ **Prison of Water:** You can command a sufficiently large quantity of water to animate itself and imprison a subject., roll+Mind. On a 10+, hold 2. On a 7-9, hold 1 but it will only last a moment On a Miss, you water takes on a mind of its own. Spend hold 1 for 1:

- Hold a target in place, unable to move or physically attack
- Block the target’s line of sight
- Drown them, +1 harm ap close

❑ **Weather Control:** (*requires Prison of Water*) You can control the weather, roll+Mind. On a 10+, hold 3. On a 7-9, hold 1. On a Miss, the weather is uncontrolled and wild. Spend hold 1 for 1:

- Widespread, you affect a large area +far
- Summon fog, attempts to *study someone* or *keep an eye out* take -1
- High winds, everyone in the area takes +1 armour versus all ranged attacks (max armour +2).
- Thunder and lightning, deal 1 Grievous damage ap loud to a single target

❑ **Vicissitude:** Vicissitude allows the Tzimisce to shape and sculpt their own or others’ flesh and bone.

❑ **Mask of Clay:** All Tzimisce are schooled in the basics of fleshcrafting, you can change your own appearance. When you take another humanoid form, roll+Mind. On a 10+, you’ve got it just right and can stay that way as long as you desire, provided you have *studied* them as noted below. On a 7-9, choose one:

- Your impersonation doesn’t hold up under scrutiny;
- Assuming the disguise is an agonizing process. Take 1 Faint injury (ap);
- The disguise won’t last very long.

Add to the list of options for *study someone*, *You have studied their appearance and mannerisms and can duplicate them.

❑ **Horrid Form:** You can alter your body into that of a monster, roll+Blood. On a 10+, hold 2. On a 7-9, hold 1 and mark 1 Corruption. On a Miss, your craft has gone awry and you expose yourself or your target to danger, retribution, or cost. Spend your hold 1 for 1:

- Armoured hide: +1 armour (max armour +2)
- Body weaponry: 1 gre hand natural
- Enhanced running: +1 to *retreat*

