MIND'S EYE THEATRE

VAMPIRE

THE MASQUERADE

LAWS of the NIGHT

BY NIGHT STUDIOS

LAWS of the NIGHT

Copyright 2023 Paradox Interactive AB (publ). All rights reserved.
Paradox Interactive®, Vampire: The Masquerade®, World of Darkness®
Visit the World of Darkness online at www.worldofdarkness.com

LAWS
of the
NIGHT

Credits

By Night Studios, LLC
Daphne Reader, Rion Bergquist, Silja Sample, Nycci Daniels

Investors
Ryan Aughtry, Chris Angell, Allen Levy, Holly & Pete Houtekier,
Bernard "BJ" McManus, LGB, Gerard Kelly, Rion Bergquist, Matt Grace

Publication Team

WRITERS
Jason Herman, Corrigan E. Cassidy, Erin Miracle, DVM, Colleen Kaster

DEVELOPERS
Jason Herman, Corrigan E. Cassidy

EDITOR
April Asbury

PRODUCER
Jimmy Reckitt

LAYOUT ARTIST
Sarah Olick

COVER ART
James Johnson

ARTISTS
James Sheppard, James Johnson, iDrumm, PStojnic, Sierra

PHOTOGRAPHERS
James Sheppard, Peri Stojnic, Sierra Grace Koder, James Johnson

MODELS

Ben Sheppard, Ben Waskett, Chris Biggs, Mark White, Anastasia Duncan, Xin Chen, Shannon Elliott, Elodie Junkere, Annie Machalik, Malwina Jones, Luke Brough, Aiden Dalby, Katharine Stothert, Andre Arissol, Cindafckinrella, Denisa Stoklaskova, Louis Brown, Jamison Leyer, Chuck Farmer, Derek Howard, Laura Drummond, Kylie Knisley

Benedictions, Dedications, & Appreciations

VAMPIRE THE MASQUERADE™ CREATORS

Mark Rein•Hagen with Steven C. Brown, Tom Dowd, Andrew Greenburg, Chris McDonough, Lisa Stevens, Josh Timbrook, and Stewart Wieck

SPECIAL THANKS

Chelsie Cassidy, Kathryn Rhinehart, Kara Johnson, KingPenguin Will, Allie Farley
Paradox Interactive (Tomas Arfert, Jason Carl, Dhaunae Devir, Karim Muammar)

In loving memory of Bekkah Anderson, Dan Corbett, Damon Edwards, Jamison Leyrer, & Cathryn Riplinger

And especially, everyone who's enjoyed Laws of the Night throughout the years

LAWS OF THE NIGHT PLAYTEST GROUPS

Sarah Lavrisa, Michael Gaiser, Chelsie Cassidy, Murdoch Uriel, Sarah Payne-Haynes, Brad Penstone, Erin Miracle, DVM, John Fischer, Conner Nigrovic, Hope Bowman, Chris Bennett, Lacey Nigrovic, Chris Young, Adam Tomplait, Michael Dyer, Ian Gibson, Michael Letsch, Travis Abston, Molly Fenlin, JD Dos Passos, Nathan Brown, Russ Desman, Jason Price, Erin Brown, Darwyn Siplin, Zach Gamble, Christian Major, Alexander Driscoll, Ren Zimmerman, Elise Caitbog, Wyatt Wheeler, Sandra Elliot, Michael Andrew Berthiaume

LAWS OF THE NIGHT BETA TESTERS

Taylor Longmore, Kyle Elliot, Michael Pucci, Catie Griffin, James Dutton, the geek lawyer, Eric Hart, James T. Leavitt, Karl Fox, Daniel Briscoe, Paul Crawford, Sean McKeown, Brian Ellis, Andrew Fowler, Heather Vogler, Chris Wadkins, Daniel Hicks, Giuseppe De Lellis, Mike Longley, Randy Blackwell, Antonio Ferraro, Gioele Vaccaro

Contents

Foreword 1

Chapter 1: Introduction 3
Welcome to a New Night! 3
What is the World of Darkness 4
Settings Update 4
Lexicon 8

Chapter 2: The Clans 11
Banu Haqim 12
Brujah 16
Gangrel 20
Hecata 24
Lasombra 28
Malkavian 32
The Ministry 36
Nosferatu 40
Ravnos 44
Salubri 48
Toreador 52
Tremere 56
Tzimisce 60
Ventrue 64
Catiff 68
Thin-Bloods 72

Chapter 3: Character Generation & Progression 77
Step 1: Who are They? 77
Step 2: Choose a Clan 80
Step 3: Assign Generation & Blood Potency 82
Step 4: Assign Initial Attributes 83
Step 5: Assign Initial Skills 84
Step 6: Choose a Predator Type 89
Step 7: Starting Backgrounds & Loresheets 95
Step 8: Merits & Flaws 95
Step 9: Assign Initial Disciplines 95
Step 10: Spending Initial XP 96
Step 11: Finishing Touches 96
Character Creation Cheat Sheet 97

Chapter 4: Core Systems 98
Time Units & Durations 98
Challenges 98
Combat Scenarios 102
How to Run a Combat Scene 102
Types of Attacks 103
Rapid Mass Combat Resolution 104
Mass Combat 107
Example Combat 108
Health & Damage 108
Downtime Actions 113

Chapter 5: Dramatic Systems 115
Vampire Characteristics 115
A Mortal's Embrace 116
Ghouls 116
Hunger 117
Compulsions 118
Rousing the Blood 118
Slaking Hunger 120
Generation 122
Blood Potency 123
Gifts of the Blood 125
Prices of the Blood 126
Dangers to the Blood 128
Blood Resonance 130
The Blood Bond 133
Humanity 134
Diablerie 138

Chapter 6: Backgrounds 141
Spheres of Influence 142
Mortal Connections 144
Determining Success Between Competing Mortal Connections 154
Loresheets 155

Chapter 7: Merits & Flaws 181
Removing Merits & Flaws 181
Bonding Merits 182
Bonding Flaws 182

Connection Merits 182
Connection Flaws 182
Feeding Merits 183
Feeding Flaws 185
Ghoul Merits 185
Ghoul Flaws 186
Mythical Merits 186
Mythical Flaws 186
Physical Merits 189
Physical Flaws 189
Psychological Merits 189
Psychological Flaws 190
Thin-Blood Merits 190
Thin-Blood Flaws 192

Chapter 8: Powers of the Blood 195
General Rules 195
Animalism 198
Auspex 204
Blood-Sorcery 212
Celerity 218
Dominate 222
Fortitude 230
Obfuscate 234
Oblivion 242
Potence 248
Presence 252
Protean 258
Thin-Blood Alchemy 266
Blood Sorcery Rituals 272
Ceremonies 282

Chapter 9: Vampire Society 293
Your Crew: Coteries & Gangs 293
Territory 294
City Status 295
The Camarilla 301
The Anarch Movement 306
The Autarkis 309
Prestation 309

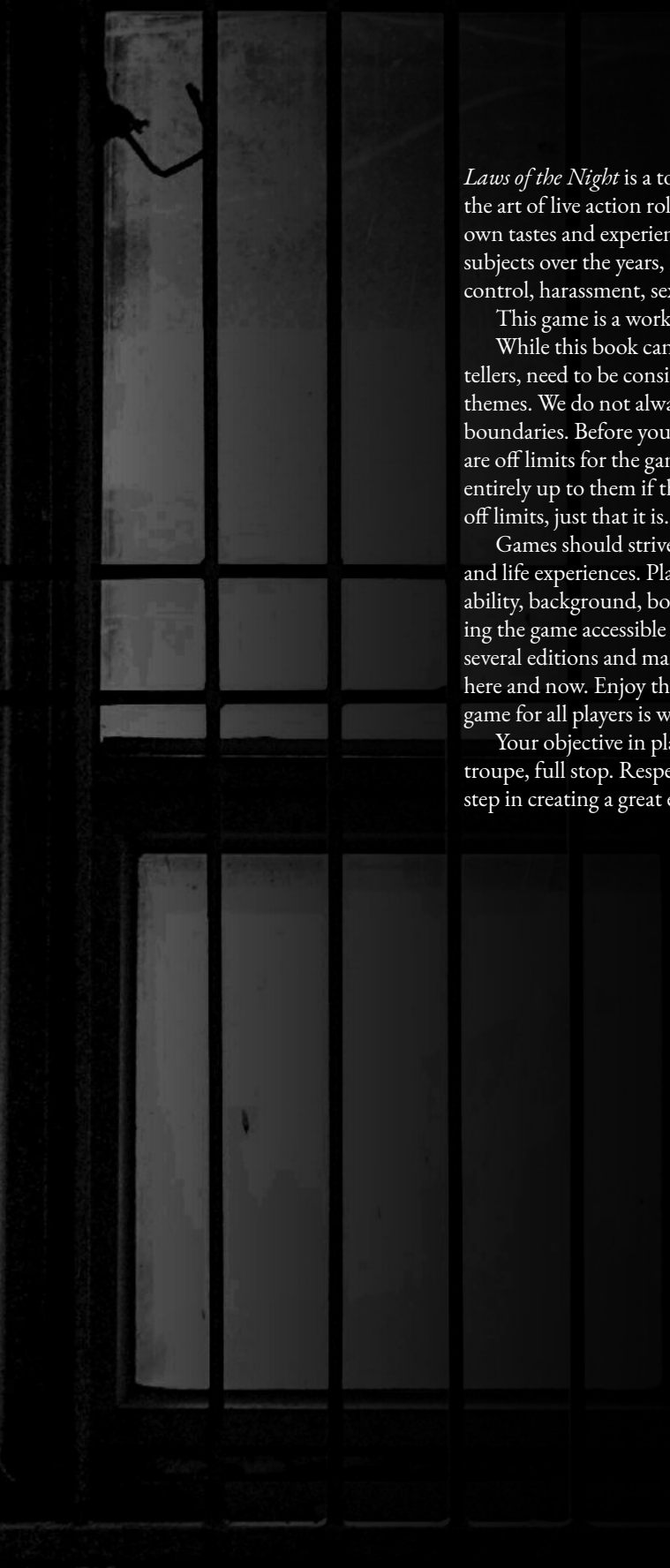
Chapter 10: Storytelling Tools 313
Storytelling 313
Planning a Chronicle 314
Realism & Game Logic 315
Competence Assumption 315
How to Make a Story Hook Work 315
Running a Game 316
The Cut 316
Description 316
Spotlight Distribution 317
Planning a Session 317
Running a Dynamic Combat 317
The Relationship Chart 320
Antagonists 320

Appendix A: Equipment 330

Appendix B: Structure & Size 333

Index 334

Foreword



Laws of the Night is a toolkit for telling horror stories about the darkness in the world through the art of live action roleplaying. What is 'dark' varies from person to person, based on their own tastes and experiences, and *Vampire: The Masquerade* has explored a wide range of difficult subjects over the years, including political extremism, extreme violence, genocide, abuse, mind control, harassment, sexual assault, kidnapping and mass murder.

This game is a work of fiction. The health and safety of players comes first.

While this book can be used to tell horror stories in many forms, we, as players and Storytellers, need to be considerate and respectful to our fellow players while we explore these dark themes. We do not always know what other people have experienced, and everyone has different boundaries. Before you play, talk with each other and work as a team to figure out what subjects are off limits for the game and players. Each player has their own history and experiences, and it is entirely up to them if they want to share details or not. No one needs to explain why a subject is off limits, just that it is.

Games should strive to be diverse and welcoming, with people of many different backgrounds and life experiences. Players should be respected and uplifted, regardless of gender, race, sexuality, ability, background, boundaries, or faith. Making the game a welcoming place also includes making the game accessible to new players. *Vampire: The Masquerade* has a storied history, including several editions and many books. However, this game tells stories about what vampires are doing here and now. Enjoy the lore, but never forget that the most important and accessible part of the game for all players is what happens tonight.

Your objective in playing this game should be to tell a great story for everyone involved in your troupe, full stop. Respecting the boundaries, identities, and needs of your fellow players is the first step in creating a great experience for everyone.

Chapter 1
Introduction

"Softly, my childe, remember this always. When the night hands you a dead-man's hand, be the joker in the deck."
– Don Diego de la Vega

Welcome to a New Night!

We are excited to introduce *Laws of the Night*, the official Live Action Role Playing (LARP) system for *Vampire: The Masquerade* (V:TM). Our chief design goal is to make a simple and fast system of mechanics to allow your character actions to flow quickly into the story. We all LARP for the immersive experience, and this system is designed to maximize that desire and allow for players familiar with the tabletop version of *Vampire: The Masquerade Fifth Edition* easily and quickly convert their favorite tabletop characters and transition directly into the live action space. In the same way, characters created with our LARP rules can be converted for use in a tabletop chronicle with only a few adjustments.

This system is ideally suited for *V:TM Fifth Edition* stories—stories centered on younger vampires struggling to face a world where their elders are largely gone, Beckoned to a faraway war, resulting in a power vacuum. The vampiric world is now a young vampire's bloodsoaked oyster. For good or for ill, it will be transformed by them as they face significant change.

V:TM has pushed the struggle for humanity to the forefront. The fight to maintain one's humanity or the descent into madness is a core part of the personal horror aspects of *Vampire: The Masquerade*. For example, the Stains mechanics system embraces that idea by allowing characters to take action, make mistakes, and engage the monstrous side of their vampiric existence in a consequential and meaningful way.

With this in mind, Backgrounds now serve as a collaborative way for you and your Storyteller to flesh out the world around you. The Relationship Map provides a great way for a Storyteller to populate a world with NPCs that characters care about: their Allies, their Touchstones, the people they rely upon. No longer are Backgrounds a complex mini-game played out on a spreadsheet; they are both tools for characters to use to make their downtime activities easier and the people who keep them connected to their humanity.

Customizability is key for player enjoyment, and vampires are designed to be created in countless interesting and enjoyable ways. Disciplines present options that players can select, most of which are useful for solving problems without battle. With these options, characters with the same Discipline dots can function quite differently as players tailor their powers to their playstyle.

When players need to do basic math, the calculations are designed to be fast so that you can get back to roleplaying. The LARP rules for *Vampire: The Masquerade* are designed around core mechanic on which all game systems are built: a quick rock, scissors, paper game, where a tie is resolved by adding an Attribute and Skill or two Attributes together and comparing them. Bonuses and penalties that modify this core mechanic are few and far between. The rules have been tailored for rapid resolution.

Speed. Simplicity. Versatility. These are the core tenets of our design philosophy. We hope you enjoy it.

With love,
– Jason, Colleen, Corrigan, Erin and the rest of the BNS Team

What is the World of Darkness?

At first glance, it looks a lot like the world we live in. The places you know here exist there as well. It is when you go deeper into the shadows that the real nature of the *World of Darkness* begins to emerge. For those who try to stay within the comforts of normality, the safety of brightly-lit streets, there is some hope to live out their lives and a chance to remain oblivious to the horrors lurking just out of sight. Those who stray from the light, who are brave or foolish enough to look deeper into the shadows, may stumble into all manner of secrets and conspiracies . . . if they follow the clues.

At the end of some rabbit holes lie the evil that mortals perpetrate. At the end of others, there are monsters. In the *World of Darkness*, vampires and stranger things conceal themselves among the mortal masses, pretending to be like us. They are wolves in sheep's clothing—the predators preying upon humans. The rules of that world are similar to the rules of this one, and mortals may never realize that the monsters walk among us before it is too late. They could be anyone, and they could be anywhere.

Corruption, violence, and lies are facts of life for a great many people. The monsters take these parts of humanity and amplify them, harnessing them to accomplish their objectives, tempting the best of us to be less good and the worst of us to great evil. By turning mortals into their pawns, they can change narratives, cover up their tracks, and influence the shape of world events.

Vampire: The Masquerade is a horror game. Reality provides many horrific themes that Storytellers can focus on to create a dark world for their players to experience. Which themes you choose to emphasize is up to you. Perhaps the police and politicians are corrupt. Perhaps the news media cares more about money than the truth. You need only look at the ugly side of the world around you and draw the shadows deeper to reflect the *World of Darkness*. Seemingly good people are capable of evil things, and, sometimes, even a monster can have a heart. Why? That is up to you.

In *Vampire: The Masquerade*, there are no heroes. Players portray the monsters, feeding on and manipulating the living. Vampires are not good people, and you are not playing the good guy. Your character might be a jaded ancilla, long used to the ugliness of vampiric existence. Or perhaps your character is a fledgling, slowly accepting they must throw away pieces of their human morality to get the blood they need to stay alive. Vampires who try to be good people do not survive. They end up cautionary tales for the ones that do.

It is important to remember that the *World of Darkness* is a fiction. As players in a horror game, we are separate from the story being told, like actors in a movie. By honoring the story, honoring the setting, and most importantly, honoring one another, a great deal of emotional meaning, pathos, and fun can be found in exploring moral questions through the lens of immoral monsters in a horror game.

In this chapter, you will learn about the recent history of the *World of Darkness* from a vampiric perspective. Everything is poised for potential change, with the factions off balance and ready to be tipped by player action. Stories can be world-shifting or deeply personal. As a Storyteller, you decide how much of this world you want to use in your game. It is your toolbox.

Welcome to the *World of Darkness.* Enjoy walking into the shadows together.

Settings Update

The following is a summation of the important updates in the *Vampire: The Masquerade* setting. If you are only familiar with previous editions, these provide an introduction to core aspects of the most current version of *Vampire: The Masquerade* setting, often referred to as *V5*. For more detailed information, you may explore the expansive catalog of tabletop books for *Vampire: The Masquerade*. Also, look for more *Laws of the Night* supplements to follow from *By Night Studios.*

New Opportunity: The Camarilla

Created centuries ago, the Camarilla was the brainchild of forward-thinking elders who wished to see their kind safe and prosperous. For centuries, this global conspiracy kept vampires safe from prying mortal eyes. Their Traditions have been key, six sacred Laws that have guided and kept Kindred in their rightful place as kingmakers and the power behind the throne. The "Ivory Tower" is invincible—or so says the propaganda that Camarilla Princes spread.

For a long time, it might have been close to true, but things changed. The elders who created the Camarilla were essential to its power for centuries. In the last two decades, however, the elders began to disappear, called away to parts unknown by a mysterious force called the Beckoning, leaving the Camarilla in a precarious situation.

With that, the rebel cause known as the Anarch Movement gained the opportunity to strike at the seemingly invincible regime. Powerful domains such as London and Berlin, once thought unconquerable, have fallen out of Camarilla hands entirely. In many other domains, the aristocratic Camarilla shares territory in an uneasy balance with the Anarchs.

However, with a power vacuum comes opportunity. For the young and ambitious of the so-called Ivory Tower, there are many roles left vacant by missing elders. Their fortunes and networks have been left behind for the taking. Right now, the Camarilla domains are on the defensive, but the old ways of thinking are disappearing with the ancients that spawned them.

The young understand the modern world in ways the elders never could. They understand technology, surveillance, social media, and the sheer speed with which the modern world moves. As the Camarilla moves into the twenty-first century, with younger Kindred making more and more decisions, its strategy has changed from passive inaction to exerting its power in the modern world.

Centuries of stagnation have suddenly been shaken off. For the youth of the Camarilla, it is time to make things happen.

An Existential Threat: The Second Inquisition

The Masquerade has long been touted as essential by the Ivory Tower, which feared a mass uprising of mortals that could lead to an unstoppable purge of vampire-kind from the world. They were right to fear this. Unfortunately, it is too late to keep everything under wraps. The greatest threat to the existence of vampires

comes from governments and religious organizations that have learned the undead are real and are doing everything in their power to understand the supernatural threat they face.

A secret Vatican organization known as the Society of St. Leopold held the records and knowledge from the medieval Inquisition. What they lacked was credibility and support. Now, these hardline Hunters find themselves allied with and supplied by powerful intelligence agencies who will stop at nothing to gain information about vampires.

However, the mortal authorities do not want to spark a panic. The agencies conducting this Second Inquisition are classified at the highest levels. Not every CIA or MI-5 agent knows about vampires. However, enough key people do that it is a major threat to vampires everywhere. The proof is in the results.

Clan Tremere's Prime Chantry in Vienna has been destroyed. Camarilla Princes in London and Las Vegas were slain. Anarchs and the Sabbat have suffered greatly as well, losing many who were either too arrogant or too incautious to survive. The predators are not used to their prey fighting back, and the inquisitors are vicious people used to engaging in the nastiest fighting the world has to offer.

The Second Inquisition is an ongoing event that is designed to give players good reasons to take the Masquerade seriously. With vampiric keywords being flagged by the NSA, reports of mass anemia understood as potential overfeeding, and thermal scanners installed at airports and government facilities to check for *blankbodies* who come up cold, these antagonists are competent, effective and dangerous.

A SURGING REVOLT: THE ANARCH MOVEMENT

Long live the revolution!

Oppressed by the Camarilla and weakened by infighting, the Anarch Revolt has swept across the world. Without their elders, weakened Camarilla domains simply could not hold the line where they once dominated. The vacuum left by the Beckoning was exactly what the Movement needed to turn into a full-blown revolution. In many cities, the elite retreated from the streets to their Elysia, and the Anarchs claimed their abandoned territory.

The Anarch Movement is not a single ideology or organization. It is wave after wave of oppressed young vampires fighting for their own freedom. It is as unified and capable as the people on the ground in any given city are. With the Camarilla weakened by the Second Inquisition and the loss of their elders, new opportunities arise to try toppling the Ivory Tower.

What happens next? That is the question on wise Anarchs' minds. Is the Anarch Revolt simply a wave of violence and revenge? Or is there a chance for a new society to be built by those who are clever and charismatic enough to make it happen?

UNDER THE RADAR: THE UNBOUND

The vampiric world has been shaken to its core by a constellation of circumstances, leaving room for vampires who are not members of either sect to try to exist in their own way. The Hecata, known as the Clan of Death, has made a particular mark, claiming territories of their own and sending emissaries to Anarchs and the Camarilla Courts to create a place for themselves in the night.

Some individual vampires build their own domains and rule as tyrants; others form rural communes far from cities, and nomads drive through the night to eke out an existence on the road. There are as many ways to live in the night as there are vampires, and a clever vampire can hide right under the nose of authorities simply by embracing the Masquerade well. After all, keeping track of everyone within cities of millions is very difficult.

An Evil in the Shadows: The Sabbat

Once a powerful military movement of vampires reveling in violence and inhumanity, the antagonist group known as the Sabbat has been struck from many angles. Second Inquisition strike teams have annihilated much of the Sword of Caine. The Anarch Revolution has torn territories from their grasp, and ambitious Camarilla Kindred seeking their share of new opportunities have taken even more. Some Sabbat members bent the knee to the Camarilla. Others pose as Anarchs.

With their cities taken and their organization splintered, many Kindred thought the Sword of Caine was on the edge of destruction. They could not have been more wrong.

The truly dedicated members of the Sabbat who remain are now free to strike from the shadows, spreading terror and death in their wake. No longer are they required to run a large organization. Working in cells in cities of their choosing, the true believers strike at targets of opportunity in the name of the Dark Father before fading away into the shadows. To what end, the Camarilla and the Anarch Movement do not know, amplifying the terror they leave in their wake.

Lexicon

The Anarch Movement
A vampire sect that opposes the tyranny of elders and has placed itself outside the secret society of the Camarilla.

Ancilla
A vampire who has proven themselves, ranking between elders and neonates. Plural: ancillae.

Antediluvian
A member of the Third Generation of vampires.

Autarkis/Unbound
A vampire who remains outside the larger Kindred society of a given city, either by ignorance or choice.

The Beast
The inchoate drives and urges that threaten to turn a vampire into a mindless, ravening monster.

The Becoming
The moment one passes from fledgling into "full" vampire status as a neonate. In the Camarilla, one may not Become until their sire deems them ready and gains the Prince's approval.

Blood Bond
A mystical bond created through drinking the blood of a vampire.

The Book of Nod
A collection of Kindred legend and history.

Cainite
Another word to refer to vampires by those who believe all vampires are descended from Caine, the first vampire. Some consider the word heretical (see also Kindred).

The Camarilla
A sect of vampires devoted primarily to maintaining the Traditions, particularly that of the Masquerade.

Chantry
The traditional name for the Tremere headquarters in a city, usually part shelter, part library, and part laboratory.

Coterie
A small group of Kindred, united by the need for support and, sometimes, common interests.

Diablerie
The consumption of another Kindred's blood, to the point of final death. A way for vampires to lower their generation permanently through consuming one another.

Domitor
A ghoul's master; one who gives blood to the ghoul and issues commands.

Elder
A vampire who has experienced at least two centuries of unlife. The most active participants in the Jyhad.

Elysium
A place where vampires may gather without fear of harm. Court functions in Elysium are strictly kept apart from mortals and surrounded by secrecy.

The Embrace
The act of transforming a mortal into a vampire. Requires the vampire to drain the victim's blood and replace it with a bit of their own vampiric blood.

Fledgling
A newly created vampire, still under their sire's protection.

Gehenna
The rumored Armageddon when the Third Generation will rise and devour the race of vampires and the world.

Ghoul
A minion created by giving a bit of vampiric blood to a mortal without removing all of their blood first.

Chapter 2
The Clans

"A sense of superiority is only pretentious in the Toreador. With the Ventrue, it's simply a statement of fact."
– Prince Alexander Meridian

According to Kindred mythology, Caine made three childer. These direct descendants sired the Third Generation of vampires before the Great Flood. These Antediluvians, or vampires from the time before the biblical Flood, became the progenitors of the modern clans. In modern nights, there are 13 clans, as well as the clanless Caitiff and thin-bloods. The clans have common powers, compulsions and weaknesses that are reflective of the Antediluvian from whom they descend. Each vampire character is a member of one of these families.

Disciplines: The term vampires use to refer to the supernatural powers that they possess as Disciplines. Every vampire clan has three inherent Disciplines, usually referred to as 'in-clan' Disciplines. Within each Discipline there are multiple different powers that a vampire can Rouse their Blood to employ. The three Disciplines listed for each clan are the Disciplines they can learn without any tutelage. A vampire can learn other Disciplines outside of these three but it requires tasting the Blood of a vampire who already possesses the Discipline.
For more information on Disciplines, see page 195.

Archetype: We provide three different archetypes for every vampire. These represent the common themes, roles, nuance and characteristics of the clan. These are not exhaustive and you are not required as a player to represent one of these three archetypes when creating your character. They are provided as guidance for new players who might be less familiar with the themes of each clan.

Bane: All vampires share a number of weaknesses brought on by their vampirism, such as sunlight and stakes through their heart. For more information on these weaknesses, see Dangers of the Blood **(page 128)**. In addition, each vampire clan has a unique Bane. This Bane is a supernatural limitation inherent to the vampire clan and is one of THE defining features of that clan. As a vampire grows more powerful, so do the debilitating effects of their Bane.

Compulsion: When a vampire begins to lose control of themselves their Beast takes over driving them to act compulsively. All vampires can be driven to compulsive acts of hunger, dominance, harming others, and paranoia. In addition each clan of vampire has their own Compulsion, the second defining feature of each clan. For more information on Compulsions **(page 118)**.

Banu Haqim

"Now that the Blood Curse has been broken, the Banu Haqim once again thirst for Kindred blood. They bear our clan a great enmity, and the secrets of the Blood are known to them. We must step ever carefully in the Night lest their vengeance be realized."

– Santiago de la Casa de Tremere, Spokane Chantry Archivist and Librarian

The Banu Haqim is a clan balanced between judges, warriors, and scholars, representing a triad of decision, action, and knowledge. Some members of the clan act as unbiased judges working to solve constant infighting and bickering within the growing Kindred population. The *Judges* have produced many lawmakers and rational thinkers who examine all sides of a situation before acting. Some take on martial roles, acting as deadly executioners who carry out judgments swiftly and silently. Others are scholars Embraced for their hunger for knowledge that is carried beyond life, while some are accomplished sorcerers who experiment with blood magic to battle threats that swords cannot touch.

The one constant among all *Judges* is a strong sense of justice. With the changing times, most have branched outwards from the clan's original laws of conduct, but every one of these Kindred subscribes zealously to some code of ethics—religious doctrine, a constitution, a personal ideology, and so forth. They follow this code in every aspect of their unlives, and they expect others to do the same or pay for their crimes in blood.

In modern nights, the *Judges* still play a pivotal, often unseen role in vampiric society. They follow in their progenitors' footsteps as defenders, judges and executioners of the Kindred world, and they tend to keep themselves at a neutral distance from politics and Courts so they can better carry out those duties. The clan has earned a well-deserved reputation as assassins, for when someone has been judged guilty, the Banu Haqim are quick to strike them down and take payment in blood.

DISCIPLINES

Blood Sorcery: The study of sorcerous manipulation of vitae is part of the Banu Haqim legacy. Some warriors tend towards the aspects of this Discipline that weaponize their Blood to make an assassination go smoothly. Others use the manipulation of Blood as a tool for doling out punishment or drawing out the truth from a less-than-cooperative accused.

Celerity: The *Judges* rely on speed and precision in order to catch a target, outmaneuver them in the field, and prevent their quarry from escape. If a Banu Haqim assassin strikes fast enough, they may complete their mission before their target even realizes what is happening.

Obfuscate: Being able to hide themselves without cover significantly helps the Banu Haqim stalk their targets and learn their patterns. For the less violent of the clan, this Discipline is useful for observing how others interact without their knowledge, allowing the *Judges* to see their target's true colors rather than their best public facade.

ARCHETYPES

Judge: These Kindred have existed long enough to be firmly confident in their own code. Their idea of "right" is, of course, the best possible "right," and they have become just as confident in their ability to judge others' actions. They are often the lawmakers of the city, following in their progenitor's footsteps, dispensing justice among both Kindred and kine.

Former Assassin: These Banu Haqim were once called upon when justice needed to be delivered at the end of a blade—or when someone offered the right price. Stealthy and deadly, they struck seemingly from nowhere and disappeared, leaving no evidence. However, the clan has joined polite society now, so these Kindred often act as protectors of their domains. However, training in murder never goes away, and, for the right price, a former assassin might be persuaded to do one more job.

Scholar: Masters over blood magic, scholars might study sorcery out of a desire to learn everything they can. Perhaps they want to understand their clan's Bane. Perhaps they are simply fascinated by the intricacies and properties of vitae. Whatever their motivation, scholars who integrate with other Kindred have chosen to put that knowledge towards the betterment of vampiric society.

BANE

The Banu Haqim have been cursed with an incredible lust for the vitae of other vampires. From the first sip, they are on the edge of losing control and drinking everything they can, even to the point of committing diablerie, the act of devouring another vampire's essence. When a Banu Haqim tries to Slake one or more Hunger with vitae from another Kindred, they must immediately test for Hunger Frenzy against a Difficulty of 2 + *Bane Severity*. If they fail this challenge, they will enter a Frenzy and continue gorging on their Kindred meal. If not stopped, they will attempt to drain their victim and commit diablerie.

COMPULSION: JUDGMENT

Each member of the clan has their own code of ethics that they follow, and that they expect others to follow. Blood or 'public trial' is the only appropriate payment to absolve the judged of their transgression. When this Compulsion is triggered, for the rest of that scene the Banu Haqim is compelled to pass judgment on anyone they observe acting against one of the Banu Haqim's Convictions. In combat, this can be satisfied by Slaking at least one Hunger from the offender. Out of combat, this can be satisfied by making a public declaration in front of the Banu Haqim's peers about the perceived 'crime' that has been committed. Until they do so, or until the Scene ends, the Banu Haquim suffers the Impaired Condition **(see Conditions, page 111).**

Bryah

"No, 'your highness,' you don't understand. This is a democracy now, and you've been voted out. As part of the changeover we're here to facilitate your departure, forcefully if necessary."

– Robert "Spit" Taylor

BAR

Rebellion. Revolution. Revolt. Regardless of their background, most Brujah have some cause that they fight for. With a tendency to rise up against perceived authority, upset established norms, and show off strength, members of this clan rarely Embrace the meek. When these *Rebels* see a violation of their ideals, they make it known—loudly, and, when necessary, violently. Passions rule the clan, and those passions are often expressed without filter or control.

A typical Brujah embraces the thrill of standing up for (or against) something bigger than themselves, and members of the clan value strength of body, mind, and spirit. While some Brujah lead a violent, rebellious existence by the sword, many others are shrewd tacticians and charming leaders. The interests of these Brujah lie more in planning or inspiring their revolution than in throwing punches. After all, real change does not just spring up overnight.

However, not every Brujah's cause is noble or just. Some *Rebels* will rebel against a good thing just as hard as they would a bad thing; they formed their opinions, and nothing will change that. Stubbornness, strength and the will to make change at any cost can be very dangerous.

DISCIPLINES

Celerity: Speed is often key to victory, whether the fight is a clash on the battlefield or a competitive boxing match. To the Brujah, Celerity keeps them a step ahead, giving them the freedom to outmaneuver their adversaries.

Potence: For a clan that places great value on strength, Potence is a natural asset. The Brujah will regularly throw party-like *Rants* with clanmates to show off their skills, competing to see who is able to best the others in feats of athleticism. Superior strength is as good as speed when it comes to ending a fight quickly—after all, a torpid opponent cannot hit back.

Presence: The inferno of revolution starts with a spark, and a wise Brujah never forgets the value of passionate words to light a blaze in the hearts of those who seek to upset the system. Presence is a common ability among the Brujah, making them appear as larger-than-life figures to be trusted, believed, and followed.

ARCHETYPES

Revolutionary Iconoclast: Passion and leading with the heart is the Brujah way, and few members of the clan lack strong opinions about things that are important to them. The iconoclast is a leader for social change for its own sake. Power is not a motivator for these Brujah; they will lead the people in the war, but, once they have won, they have no interest in ruling.They relish the fight itself, and there will always be another cause.

Street Tough: Violence is a part of life, especially among the Brujah, but the street tough lives it regularly. These are the people who never get their security deposit back on an apartment because of the holes in the wall. They are loud, explosive, violent, and often difficult to tolerate in large doses. However, they have survived for this long because of their chosen family, and, to those they choose, they are loyal to a fault.

Philosophical Teacher: Some Brujah want to see others reach their full potential, and they are willing to Embrace a person others may deem unworthy because they see something special in them. Skilled guides and tacticians, these teachers help others grow, building their vision for a brighter future for Clan Brujah.

BANE

Brujah have earned their reputation as a violent clan of loud thugs, and it is not at all undeserved. The clan has a strong temper. When they get angry and their temper flares, they have difficulty reigning in their Beast. A Brujah must subtract their Bane Severity from their test pool on any challenge they make to resist Fury Frenzy **(see Frenzy, page 127).**

COMPULSION: REBELLION

If there were nothing to rally against, the Brujah would be lost. But, luckily, they tend to be incredibly good at making their own fights. When their Compulsion is triggered, a Brujah suffers a -2 penalty on all challenges (including those to resist Frenzy) until the end of the scene or until they have successfully "rebelled"—this could mean anywhere from disobeying an order to changing someone's mind. This act of defiance must be witnessed by other characters, but it does not have to be violent.

SANGREL

"You're a survivor above all things. Keep calm. Watch. Act when you are sure you need to, and do whatever it takes to see that survival through."
– M.L. Peace, Anarch Advocate

Unbound by city limits and unchained from creature comforts, the *Ferals* of Clan Gangrel go where they wish because they are ready for whatever they may find. Whether they spend their days concealed from the sun in a condemned basement or submerged in the earth outside of town, the Gangrel are hardy survivalists whose greatest strengths are their self-sufficiency and freedom.

Chief among the *Ferals* is a keen understanding of challenge and merit. Gangrel are not inclined to accept a leader simply because they say they are in charge. Deferring only to those who demonstrate worthiness through talent, courage and sheer will, the Gangrel care about what people have actually done to prove themselves. "Getting shit done" establishes reputation among the *Ferals*, and deeds determine who warrants the Embrace. Conflict is a part of their lives, and pecking order is often determined among the Gangrel by competition and fighting.

While being a great fighter is not required to be a great Gangrel, the will to act is a defining feature of the clan. Would-be Gangrel sires look for signs of tenacity. Mortals who show leadership qualities, stubborn dedication to their ideals, and staunch support of causes (whether they are winning or losing) are the kinds of people who might be Embraced by *Ferals*.

DISCIPLINES

Animalism: Their connection with the natural environment gives the Gangrel advantages. Whether they want to seek aid from an animal companion in their plans, suss out who is a vampire in a crowded room, or seize control of a Frenzying vampire to turn a conflict to their advantage, Animalism provides Gangrel with a broad set of tools to engage their surroundings.

Fortitude: Resilient beyond mortal ken and prone to standing up for their beliefs with ragged claws, Fortitude is very valuable to any Gangrel. The world is a dangerous place, and growth in Fortitude gives the *Feral* a real shot at surviving and overcoming the threats they face. Why worry about a sneaky assassin or a blood-thieving sorcerer when you can endure far more punishment than they can?

Protean: Transformation is central to the reputation of the Gangrel, giving them the tools to survive in rugged and harsh environments. *Ferals* take the shape necessary to overcome challenges and are not restricted by human form. Physical prowess alone means little when one can capitalize on all the benefits that come with a mutable shape.

ARCHETYPES

Wandering Courier: This Gangrel lived for the road, even in life, the siren's song of his motorcycle driving him all over the continent while he lived. After the Embrace, he continued to go wherever he saw fit—only now, he makes his living taking messages, packages, and information dossiers from one domain to another. He will never stop moving until he has to. The road is his freedom, and he feels more alive than ever.

The Controlling Interest: Business is war, words are bullets, and productivity reports are artillery, and this Gangrel knows it. They get what they want because they are the biggest dog in the room. Commanding power through strong execution of good ideas. They understand what it takes to compete and do not shy away from making calls that benefit their shareholders above all else, morality be damned.

Mystery Seeker: Drawn to the mysteries of the world, there is nowhere this well-read and wise wolf is afraid to go to find the next secret. Creatures of the night know to fear her because she knows their weaknesses and because she can out-think them just as well as out-fight them. Whether it is a cave network in the mountains of Peru or a tomb in Egypt, the mystery seeker is an occultist who will stop at nothing to sate her curiosity.

BANE

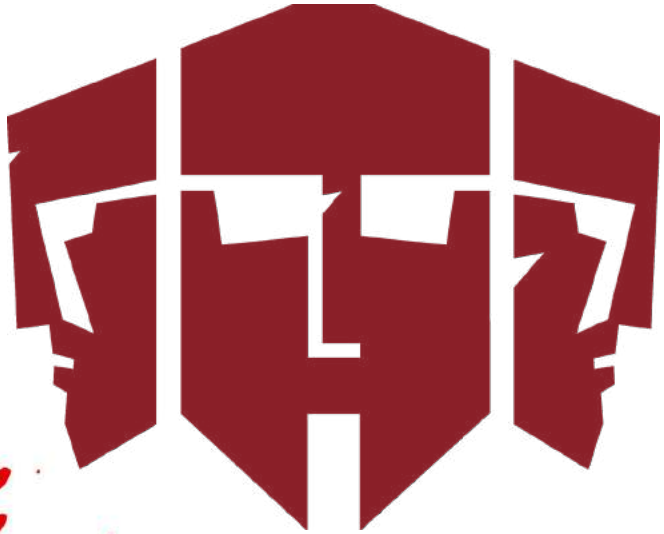
The Beast within a Gangrel is unleashed by Frenzy, causing the Kindred to gain one or more animal features that last until the end of the next night. Whenever a gangrel enters a Frenzy they gain a number of animal features equal to their Bane Severity. A character who chooses to *Ride the Wave* of Frenzy by spending a *Willpower* in the first round after she begins a Frenzy can choose to manifest only one feature regardless of their Bane Severity **(see Riding the Wave, page 127)**. These features might be a physical change, a musky stench, or a feral behavior. All are obvious, and each reduces one Attribute by one point while manifested. The Storyteller and player may agree on which Attribute a feature logically affects, but, if nothing immediately comes to mind, the feature reduces *Intelligence* or *Manipulation*.

COMPULSION: FERAL IMPULSES

Gripped by the Beast, the vampire regresses into an animalistic state. Speech is difficult, reason is cumbersome, and violence is a more straightforward way to make their displeasure known. Until the end of the scene, the vampire suffers a -2 penalty to all challenges involving Manipulation or Intelligence and may only speak in one word sentences.

HECATA

"Death is ubiquitous and diverse. As are we."
– Papa La Croix



Atypical among Kindred for their origins, the Hecata is a union of the surviving bloodlines and clans that focused on the study and mastery of death itself. For centuries, the *Scions of Death* fought among themselves for power and even survival. All were descendants of the same Antediluvian, but through internal internecine violence and the relentless march of the Second Inquisition, the students of death whittled themselves down to the point where the only option was to set aside their grievances and recognize that, whatever face Death wore, it was still Death. It no longer mattered if a vampire was from the Giovanni delegation, the hidden Cappadocian remnants and their Lamia protectors, the rotting Samedi, or the cannibalistic Nagaraja. Old grievances were put aside for the sake of survival. Within the clan, the Hecata call the moment where the different Scions of Death joined the Reunion.

Together, the Hecata have managed to form an independent bloc of sufficient size and strength that are able to stand alone without the protection of a sect. When they look to Embrace, they tend to look to their extended mortal families. If they look outside of the familiar, they tend to look to mafiosos, soldiers, murderers, or others experienced in death. Doctors, forensic examiners, academic and religious scholars, nurses, morticians, occultists, detectives, and others with a religious or scientific interest in death also tend to attract the interest of the Hecata. People possessed of black humor, grim insight, and firm resolve are valued.

The process of becoming part of the Hecata is rarely quick. Prospects are often made ghouls before eventually earning the vote of the family to be Embraced, and they may not even be Embraced by their domitor. Usually, candidates for the Embrace are prepared for it long before they know they are being considered. Their domitor and eventual sire are almost always someone they know. They may not have played a large role in that mortal's life, but they were a feature at some point. After they conquer death and rise anew, they become one of the family, and loyalty to family is all that matters.

DISCIPLINES

Auspex: The Hecata believe that fate has grand plans for them, and they do not hesitate to interfere in the fate of others. What better way than to do so with a power that allows one to receive visions of the future? They use Auspex to help predict a mortal's death, or they might use it to prevent or hasten their departure. For a clan whose members rarely act on impulse, this Discipline is key to piecing together mysteries and allowing them to catch glimpses of the restless dead.

Fortitude: If the *Scions of Death* were easily killed, they could hardly be masters of death. Believing themselves to be closer to death than any other Kindred, they manifest this Discipline to lay credence to these claims. Absorbing wounds without feeling or consideration, the Necromancers shrug off harm which would destroy a lesser being.

Oblivion: Delicate and mysterious, the Hecata's ability to commune with, manipulate, and control the energies of death is jealously guarded. Using it, they solve mysteries by interrogating specters, fight their rivals with dark powers, and perform powerful mystic ceremonies. Oblivion stains the spirit, but the Hecata gladly pay the price for power over death itself.

ARCHETYPES

Cult Leader: Charismatic, natural born leaders, and swift talkers, the cult leader learned to build a loyal following and ruthlessly defend it. The Embrace only enhanced their efforts, and though their name never was Giovanni or any other name that mattered, that hasn't stopped them from cultivating a cult of willing blood donors falling all over themselves just to catch their eye.

Graveyard Shift: It's not all unlifestyles of the rich and the famous. Clan Hecata was successful for so many years because they had immortal members in all walks of the mortal world. All across the globe are organizations and businesses whose doors are open 24/7 and who need people to staff the counter. First responders, morgue attendants, law enforcement, gas station attendants and everyone in between can fall into this category. While they generally do not find themselves on the fast track to running a city, their role is vital.

Number One Fan: Life imitates art, and there are far too many examples to list. When they were alive, these Kindred were covered in black, obsessed with Death, magic, and the occult. Horror movies and vampires just had to be real, so these Kindred were unsurprised when the time came for the Embrace.

BANE

Suffering is part of death, and death is part of every member of this clan. The bite of the Hecata does not bring feelings of bliss as with other Kindred. Victims will violently resist unless restrained, and few will submit willingly to such torture. When feeding, Hecata may only take harmful drinks that result in blood loss **(see Feeding from Mortals, page 120)**. Unrestrained targets will attempt to escape, and those coerced or willing must succeed in a Stamina + Resolve check against Difficulty 2 + Bane Severity in order not to recoil from the pain. Many Hecata resort to alternative feeding methods, such as drinking from blood bags, fresh corpses, or using needles and bloodletting to deal with this Bane.

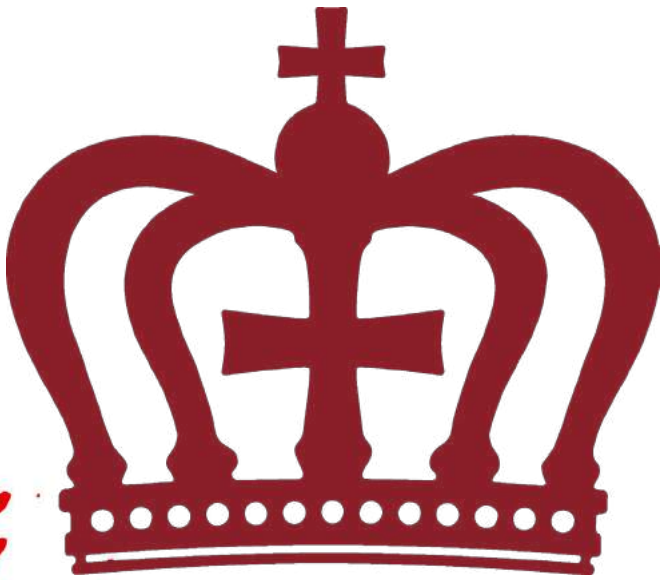
COMPULSION: MORBIDITY

The *Scions of Death* are fascinated with the cycle of life and death. When this Compulsion is active, they suffer a -2 penalty to challenges not related to killing or returning something to life. This act of moving something from life to death, or vice versa, can be figurative or literal. The subject does not have to be a person; this "movement" can be as abstract as reviving a conversation or restoring a broken object to working order. The penalty from this Compulsion lasts for a scene or until the Scion has ended or resurrected something.

LASOMBRA

"You ask how I have held on to my domain despite so many others falling around us? Why, it is a simple matter. In these modern nights fear and tyranny no longer hold sway as they once did as so many elders fall to torpor and others see weakness laid bare. No, now you must persuade others to follow you out of respect or love, else you simply fuel the anarchs' hatred and hasten your fall. Rule with wisdom, honor, and charity, and you may be surprised at the strength of those that answer when you call."

– Prince Angelo d'Silva



There is nothing more absolute in the world than a Lasombra's belief in their own superiority. Theirs is a clan built on obtaining power and wielding it ruthlessly. For centuries, the *Shadows* were among the rulers of the Sabbat, but, with its downfall, most have switched sides and now vie for positions of power within the Camarilla. However, the switch came at great cost: many Princes required that any Lasombra aspiring to join their Sect put an older Lasombra or a powerful member of the Sabbat to the torch as proof of their new allegiance.

The *Shadows* are exacting and callous in selecting candidates for the Embrace. Members of the clan are attracted to people who have shed weak notions like sympathy and morality to pursue power. Some Lasombra excelled throughout their mortal lives within institutions of organized religion. These childer were not chosen because of any particular level of faith or cruelty. Rather, they were selected because they rose to prominence by acting on their desire: to control their associated congregations through spirituality and using that control as a way to advance their own interests. Also, people who have been exposed to the worst of humanity and emerged victorious, such as crooked cops, crime bosses, pit fighters, and sociopaths, are common Embraces among the Lasombra.

DISCIPLINES

Dominate: *Shadows* do not hesitate to use Dominate to crush wills and compel obedience in others. Dominate allows them to force their prey into safe spaces for feeding, then wipe away the memory of their presence. To some Lasombra, Dominate is a reflection of their birthright of power.

Oblivion: Said to stem from the end beyond death, this ability yields power to harness and weaponize shadows and the dead. However, wise *Shadows* remember that Oblivion is a corruptive influence that comes at a cost to their Humanity.

Potence: Ruthlessness is a characteristic that most Lasombra share, and sheer supernatural strength is a vicious and effective way to demonstrate it. Potence may not be subtle, but, when a final point must be made, tearing an opponent limb from limb can be a very effective way to make it.

ARCHETYPES

Bruiser: Among those who excel at winning, there is always room for people who win through sheer brute force. As mortals, these Lasombra were likely prize fighters, bullies, or boxers. The clan's culture of respect for the ruthless acquisition of power has not given them any reason to change old habits.

Perfectionist: Seeking perfection in all they do, these *Shadows* tend to focus on one thing, until they master it so completely there is nothing left for them to learn. Their pursuit of perfection is often at the expense of those around them, sometimes fatally.

Power Junkie: A self-serving politician, a police officer on a power trip, and an overbearing fast food manager all have one thing in common: the love of power. They tasted it when they were Embraced, and they dedicate their existence to getting more. The *Shadows* whisper of gains without limit, if only they would reach out and grasp it. These Manipulators do whatever they can to gain power, and hold onto it no matter the cost.

BANE

Any reflective surface or recording device renders the Lasombra's image as faded or distorted in some way. The distortion is clearly unnatural to the observer and betrays the Lasombra's undead state. To those ignorant to the existence of vampires, the reflection appears unnatural and upsetting. This effect will not hide the identity of a vampire, nor will it allow Lasombra to be less difficult to catch on surveillance.

Similarly, modern communication technology has a more difficult time obeying the presence and actions of a Lasombra. Any time physical interaction based solely on touch is required to operate a modern communication device, the Lasombra must make a test using their Technology Skill vs. a Difficulty of 2 + Bane Severity. If this test fails the device refuses to respond in some way, such as the touch screen not working. This includes the use of touch screen phones, voice activated sensors, and similar technology. More archaic communication devices, such as rotary phones, phones with physical buttons to push, or devices such as BlackBerrys will work until used for a call or voice recording. Then if a Technology test fails, the call fails to transmit the Lasombra's voice. Technology such as machinery or cars that rely on turning a key, pulling a lever, or depressing a physical button is unaffected by this Bane. However, a car that has seat sensors to make sure someone is in the driver seat might fail to recognize the Lasombra and then fail to start.

This Bane can never benefit the Lasombra. A Lasombra can't simply grab someone's phone to erase video taken of her or touch the car of escaping prey to turn it off. This Bane also makes her easier to detect. A Lasombra also gains a penalty to any pool used to avoid electronic detection systems equal to her Bane Severity.

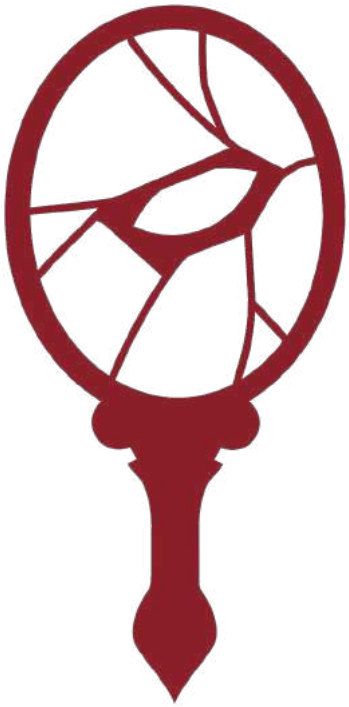
COMPULSION: RUTHLESSNESS

Failure is a sin among the Lasombra, and their Blood drives them to increasingly vicious actions when they suffer this Compulsion. The next test they fail after suffering this Compulsion causes a -2 penalty to all tests until they succeed at another attempt at the same action or until the end of the scene.

Malkavian

"You can see the twitching in someone's eye that tells you that they're lying. You can smell the whiff of a perfume last worn during the Second World War. You can hear the beating of the heart beneath the floorboards. And you can make sense of the chaos around you... And make chaos of the sense around you. Now, how does that sound? Are you ready to get the insights of the ancients jacked directly into your skull?"

– Carolyn Penelope Knowles to her childer, Cindy McHugh



Throughout time, mortals have whispered stories of wise diviners, *Oracles* who are possessed with the ability to see beyond the mundane. Some claim to see into the future; others interpret dreams and provide insight into worlds beyond the understanding of humanity. Such mortals have drawn the attention of Clan Malkavian from its very beginning.

In modern times, the Malkavians continue to Embrace those with "second sight," but they have also expanded their prospects to mortals with a talent for insight. Doctors, psychologists, and all manner of academics can be found among their ranks, providing the *Oracles* with a plethora of information at their fingertips. Some Malkavians look for possible childer among individuals who are recovering from trauma as well, seeing great potential for insight through lived experience.

However, insight comes at a cost. Among the stories of those who seek knowledge of the future or the hidden are cautionary tales of what happens when a mind is unprepared for what it finds. All Malkavians suffer from a warped sense of reality to some degree, either from a mortal condition or imparted by the Blood through the Embrace. Sometimes both. To outsiders it seems as if every member of the clan suffers from some sort of derangement.

Other clans look to the *Oracles* for their knowledge and their willingness to delve into the unknown without fear of what they might uncover. They tend to pay them little mind otherwise, allowing an attentive Malkavian to listen, learn, and put together pieces they might not otherwise know.

DISCIPLINES

Auspex: The *Oracles* tend to use Auspex for its extrasensory abilities, though the ability to strengthen one's regular senses has its benefits. Many Malkavians have used this power with frightening efficiency while they hunt, preying on the fears of their designated victim.

Dominate: For a Malkavian, the powers of Dominate can be used to make their victims into puppets, twisting their memories of events, making them doubt their own reality. Some even choose to experiment on the human mind, exposing or inflicting psychoses or other altered mental states.. While such experimentation can provide insight, the ability to convince a mortal to willingly give up their blood is the primary benefit of the Discipline.

Obfuscate: Deceiving the senses and hiding in plain sight are valuable skills. When subterfuge is needed they will resort to their ability with Obfuscate, allowing them to observe a Court from the shadowed corners of the room, secret themselves into unsuspecting houses, and watch sleeping mortals before they feed.

ARCHETYPES

Haruspex: Haruspexy is the practice of divination through inspection of the fresh entrails of a sacrificial offering. In ancient times, animals were typically sacrificed, but Malkavians who consider themselves to be haruspices read the entrails of any freshly-sacrificed mortal creature. They must be cautious, as leaving behind too much evidence can lead to undue suspicion falling on the Kindred society as a whole.

Bleeding-Edge Scientist: Obsessed with scientific and magical research and experimentation, these *Oracles* use their insights, Disciplines, technology and the scientific method to make new discoveries and explore hidden truths. Addicted to the high of exploration, these Malkavians spend countless nights bent over lab tables and fine tuning their experiments.

Copy-Cats: With the combination of Disciplines available to the Malkavians, they make exceptional spies. They employ different methods for this work. Some are so concerned with being seen in open spaces that they skulk around in the shadows, relying on Obfuscate to hide and Auspex to listen and learn. Others turn themselves into mirror images of the clan they are currently watching, ingratiating themselves and conveniently omitting the nature of their clan when asked. If they are "made," Dominate comes in handy for covering a trail.

BANE

All Malkavians suffer from a derangement. They receive a penalty equal to their Bane Severity to all challenges involving one Attribute category (Physical/Social/Mental) when they suffer a Bestial Failure **(see Bestial Failures, page 117)**. This penalty lasts for the scene. The category of Attribute affected is unique to each character and is chosen at character creation. Work with your Storyteller to describe the derangement and how it affects your characters behavior along with the appropriate Attribute category affected.

> **Example:** *Denise has decided that her Malkavian character suffers penalties to her Social Attribute when she commits a Bestial Failure. Her Bane Severity is one this means for one scene she would suffer a -1 penalty to pools that use any of the three social Attributes, so for remainder of the scene she suffered the Bestial Failure. To roleplay her derangement, Denise decides that her character becomes annoyingly inquisitive and looks for hidden meanings in every sentence when suffering a Bestial Failure.*

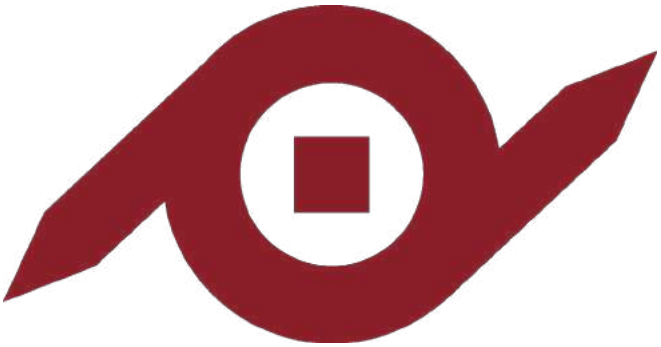
COMPULSION: DELUSIONS

When suffering from their Clan Compulsion, Malkavians begin seeing visions and portents that skew their perceptions. They suffer a -2 penalty to all challenges that use the Insight, Awareness and Investigation Skills. In addition, they suffer a -2 penalty to resist Terror Frenzy. These penalties last until the scene ends.

THE MINISTRY

"Never forget that your existence is a miracle, that it is a blessing to think and believe with a brain that no longer buzzes with electricity. And it is a further blessing to be inducted by Set, because I ain't never seen a Nosferatu with any damn cake this good."

– Narcissa Twice-Blessed



The Ministry's mission is true freedom, bringing spiritual liberation to all descendants of Caine using temptation and subversion. The Ministry are truly adept at breaking their targets down: separating them from their prized possessions, shattering allegiances and friendships, and even destroying someone's faith. Some consider them more of a cult than a clan, especially their detractors, who consider them to be degenerates and heretics who promise anything to get what they want.

The *Serpents* tend to Embrace from the more underhanded members of mortal society. Criminals, heretics, and the irreligious are common targets, but they find themselves joined in unlife by stage fraudsters, con artists, politicians and self-help gurus. Anyone who knows their way around the lies of mortal life could make a good candidate. Mortals who seek to find the truth behind myths may also find themselves under the watchful eyes of a would-be sire. Academics, philosophy students, teachers, and the occasional archeologist have been embraced for these reasons.

Their mission and beliefs are as much a part of their nightly routine as the need for blood. Prospective childer generally begin their indoctrination into the Cult of Set before the Embrace, and many continue on its path after. The goal is reasonably simple: to undermine whatever beliefs that individual held before. As such, their mission can take many forms, mutable and ever-adapting to the individual and their creeds, liberating the believer from the chains that bound them. When they are not performing such a vital service, the Serpents spend their time searching for and obtaining ancient writings and artifacts that would help achieve their lofty goals.

The *Serpents* generally serve two roles to vampires in any given city. They are the hands that sully themselves with things like sex, drugs, smuggling, anything on the "wrong side of the tracks." Hypocritically, they also serve as the spiritual center of a coterie. They preach spiritual purity to others, while sinning so that others don't have to. Most Kindred are happy to have a friend willing to risk Humanity so that they do not.

Members of the clan often organize into "temples," with larger cities having multiple small shrines and places of worship. These locations are far from obvious, generally tucked away into the nooks and crannies of back alleyways, seedy dens of iniquity and squalor where Serpents can preach and worship without interruption. For those few who don't follow the Ministry's beliefs, others of the clan largely let them be. As long as the clan's secrets remain hidden, its members are free to do as they please.

DISCIPLINES

Obfuscate: Being able to hide silently and in plain sight makes it easier to discover the secrets and beliefs of mortals and vampires alike. Powerful *Serpents* use this Discipline to wear the faces of known and trustworthy members of their surrounding populace, enabling them to lure prey to secluded locations, and even into Ministry shrines.

Presence: Priding themselves on their ability to coerce and manipulate, the Ministry relies heavily on the powers of this Discipline. Presence allows *Serpents* to make grand speeches that cut directly to the heart of a congregation in worship or of a single mark waiting for their next fix.

Protean: With the ability to change their own shapes, the Ministry inspires awe in observers. The Discipline's usefulness for making a quick and secure getaway has also not been lost on the Ministry. It is not uncommon to see *Serpents* taking the forms of snakes as opposed to wolves, but they are masters of its power just as much as the Gangrel.

ARCHETYPES

Kingpin: These *Serpents* are leaders of organized crime on all levels. Cybercrime, trafficking, smuggling—if you can name the crime, these are the ones engaged in it. Likely, this was their lot in mortal life, although the Embrace may have inspired a hostile takeover of their former employers.

Psychiatrist: Seeking the truth hidden in lies, these *Serpents* then twist it back. The irony of the role these Ministers play is not lost on them, nor on anyone else in the clan. They master the persuasive arts, hypnosis, and pharmacotherapy in order to bring mortals further into the fold. With other Kindred, *Serpents* are often the first to break down any reservations one might have, then plant the seeds of belief.

The Non-Believer: As an initiate into the Cult of Set, these mortals really wanted to believe. Something happened, either during or after the Embrace, that removed their blinders once and for all. Having seen the truth, they can't go back into the dark. They keep their heads down and maintain clan secrets because it's preferable to the alternative: final death. The clan simply allows them to exist and try to make something of their new-found eternity.

BANE

The Ministry have always been sensitive to light. Exposure to direct light, natural or otherwise, causes a Serpent to recoil. They take a penalty equal to their Bane Severity to all challenges while subjected to bright light directed straight at them. Ministry also take twice their Bane Severity in Aggravated Damage (before any reduction from protection) from exposure to sunlight.

COMPULSION: TRANSGRESSION

Set teaches his children to break the chains binding their mind and spirit. When a *Serpent* suffers from this Compulsion, they receive a -2 penalty to all offensive challenges not related to enticing someone to break a Chronicle Tenet or personal Conviction or doing so themselves. This Compulsion ends when they cause at least one Stain, to their target or themselves, or until the end of the scene.

Nosferatu

"Sure, things have gone to shit in the world above. But we're still here. We're always here. Dug in deep, with eyes and ears open. That's our first and only rule: survive."

– Primogen Cyrus Eddington

From the first moments of their new existence, a *Sewer Rat* is separate from other vampires. No other Kindred can understand the pain of the *Sewer Rat's* long Embrace, of their body swelling, twisting, breaking and reforming. No other Kindred knows the shock of the first look in a mirror, expecting to see their own face, but being met with a nightmare instead.

Other Nosferatu have experienced all of this, which often brings members of the clan together as a close-knit family. It doesn't matter what sect they're in; the clan has extensive networks for gathering information and communicating between themselves. With connections like that, *Sewer Rats* make for excellent spymasters. As the other vampires roam the city on the surface, these Kindred have made the sewers their domain, earning their nickname as the uncontested masters of the underground.

While their bodies suffer deformities, crippling injuries and other physical abnormalities, they are not a Masquerade breach. Yet many Nosferatu are hesitant to pass on the Embrace to anyone they actually like. In those rare cases, their childe is chosen from the dregs of human society, those who already know how it feels to be shunned and hidden in places no one wants to look, where even the Nosferatu Embrace would be better than what they had in life.

On the other hand, revenge Embraces are common, either to teach a lesson or knock someone down a peg. Should a *Sewer Rat* witness a stuck-up beauty queen harassing a lower-class worker, that beauty queen may quickly find herself in the agonizing process of joining the most hideous of the undead. She may spend the rest of her existence miserable, and on the outside of the outsiders, or she may learn to see beyond surface appearance and be welcomed as a worthy member of the clan – after all, she has a new perspective now.

DISCIPLINES

Animalism: With their often-frightening looks, many Nosferatu find animals more useful allies than other Kindred. Animals are often overlooked, and opening communication with Animalism makes them a perfect network of spies and messengers.

Obfuscate: Some Nosferatu take pride in their looks; their monstrous images make them distinct as a clan. But many just want to appear "normal," and Obfuscate allows them to blend in. Even for those that care little for normality, Obfuscate is an extremely effective hunting tool.

Potence: If you can take an enemy by surprise, you have the advantage. The common hit-and-hide strategy of the clan, combined with the titanic strength granted by Potence, can make it difficult for targets to thwart and attack before it is too late.

ARCHETYPES

Private Eye: With ears and eyes everywhere, this vampire is hard to surprise. In the rare cases they don't know an answer to a question, they know who to ask to figure it out. In their mortal life, they may have been a police officer or a detective. Now, they work because they enjoy it—they cannot resist following connections, solving puzzles, and learning the secrets they collect in the process.

Freak Show: The carnie might live shunned on the edges of vampire society, but, when they're on stage, they're truly themselves. Perhaps they like seeing the fear in the eyes of the crowd, or maybe they just want a moment in the spotlight when so often they're in the shadows. With the show as an explanation for their looks, they try to keep the Masquerade by hiding in plain sight—a dangerous gamble.

Survivalist: This Nosferatu just wants to exist, and they'll do anything to make that happen. Maybe they miss being able to walk outside or interact without hiding, but they have long since accepted that their existence is limited to sewers and secret places, and they're going to keep that going as long as possible. If they cannot avoid a conflict between sects, they are on whichever side is winning, making deals with both in ways that neither will find out.

BANE

All Nosferatu appear hideous and vile, though not always supernaturally so. Nosferatu suffer a -2 penalty on all mundane social challenges when their natural appearance is visible. Additionally, all attempts by the character to disguise their deformities, including with the use of Disciplines, incur a penalty equal to the character's Bane Severity.

COMPULSION: CRYPTOPHILIA

Almost every Nosferatu gains a deep hunger for secrets. Whether a piece of information is relevant to them or not is a completely different story; every secret has a purpose, even if that purpose is to trade for more secrets. When their Compulsion is triggered, a Nosferatu has a -2 penalty to all actions that are not spent attempting to gather secrets. Once they learn something important enough to be useful or the scene ends, the Compulsion ends. Actually putting the secret to use is their own choice. They may save it for a later trade.

RAVNOS

"If you are to drop your coin on one thing, let it be that you understand; if you are to lie, it should be a good one. Because a good lie can be a great story."

– Stefan Marcu, Survivor of the Week of Nightmares

Ravnos prefer subtlety over physicality, masters of deception and manipulation. Why fight your way in when you can charm your way in. This mentality is well known to other clans and many *Ravens* keep their identity hidden. When discovered they generally move on to places that are not familiar with them. Many Ravnos believe they are akin to the trickster gods: Coyote, Anansi, Loki, Raven, and others. All cultures seem to have a tale of a capricious deity whose divine task is to teach humility and more through their tricks and chaos. The *Ravens* take this sacred duty to heart, and they continue to 'instruct' vampires in all walks of life on a nightly basis. This earns them precious few allies and innumerable hostile relationships. Forced to live on the move, and continually on the outskirts of all society, their lives are lonely and difficult.

The Ravnos take these hardships in stride, looking at each task with the smirk of an overconfident stuntman about to make their next leap. For potential childer, they look to mortals who have already severed their close ties to other people. Their isolation makes it so that many newly Embraced Ravnos adjust to the rigors of their changed lives easier than most vampires.

The clan is disorganized. Due to their need to be constantly on the move, it is difficult for Ravnos to gather in any number. Through an established and elaborate system of symbols, iconography and gestures, Ravnos come to recognize and know each other, even when they would hide their identities from other clans. Whenever they get the chance, they stop moving in the presence of their clanmates long enough to share stories, a warm meal, and a safe place to spend the day.

DISCIPLINES

Animalism: Furthering the belief that they are the children of capricious trickster deities, the *Ravens* find they have an affinity towards animals, especially ravens, foxes, coyotes, spiders and monkeys. Ravnos use animals as spies, distractions and companions while on the move.

Obfuscate: The Ravnos excel at manipulating the powers of Obfuscate to create elaborate and sustained hallucinations. The ability to vanish and change their appearance is a must-have in any *Raven's* arsenal, but the Ravnos have mastered combining this Discipline with Presence to propel certain properties of Obfuscate beyond themselves into the world.

Presence: *Ravens* lean heavily on the use of Presence. It is an obvious tactic in situations where their innate charm and persuasion just isn't enough. Almost every Ravnos utilizes this Discipline to some degree.

ARCHETYPES

Master of Illusions: Every good magician knows that magic is all about misdirection. Perhaps during their mortal lives they were illusionists, street game hustlers, or even carnival barkers, but one thing remains constant: their force of personality allows them to misdirect and control the narrative. No matter how hard others try to keep their eyes on both hands, there is always a split second where someone blinks. Once this Ravnos has the upper hand, it's all downhill from there.

Faceless One: These *Ravens* found a way to set down stable locations, multiple havens in cities large enough that they can sleep in a different place every day, avoiding the curse of their bloodline. Maybe they have a mobile haven, and they park in a different lot each night to avoid detection. Whatever it is, these Ravnos wear different aliases and are comfortable no matter what illusory face they are wearing on a given night. It's unlikely anyone outside the clan even knows what their real clan is.

Daredevil Extraordinaire: A rare exception to the rule that most Ravnos tend to hide who they are from the surrounding vampiric populace, this *Raven* thrives in the limelight. They are the ultimate distraction, keeping their cousins safe by drawing attention towards themselves. They teach lessons through their actions and back up every one of their wild claims.

BANE

The fire of the sun that incinerated their clan founder erupts from a *Raven's* Blood if they ever settle in one place too long. If a Ravnos does not spend one downtime action per month moving from haven to haven or sleeping in different locations, they take a number of Aggravated Damage equal to their Bane Severity. This damage is unaffected by any levels of Fortitude they possess. Instead, for each point of damage she would take, she can make a simple test against the Storyteller. On an outright win, she avoids one point of Aggravated Damage. The Ravnos starts the next game with any remaining Aggravated Damage from failed or tied tests, as well as any other Aggravated Damage unmended between game sessions **(See Damage Mended, page 126)**. The downtime action is spent making sure the Ravnos does not sleep within a mile of the last place for seven days in a row. Ravnos cannot take the No Haven Flaw at character creation.

COMPULSION: TEMPTING FATE

A Ravnos is driven by their Blood to pursue danger. When suffering from their Compulsion, a Ravnos is incapable of attempting a safe solution to any problem. She suffers a -2 penalty to any actions that the Storyteller deems safe or unthreatening. This penalty does not apply to defensive test pools.

For example, a Ravnos fleeing from an assailant while under this Compulsion could attempt to cross the river safely and quietly on foot. She would suffer a -2 penalty to her Athletics and her Stealth pools by taking this safe action. On the other hand, she could drive her motorcycle through open territory while under her opponent's gunfire. This Driving check would not suffer a penalty. In combat, a Ravnos suffering from her Clan Compulsion uses dangerous and unsafe tactics, either fighting against the odds or not retreating when she otherwise would. As long as the player can appropriately describe why her combat actions are dangerous, she does not suffer a penalty.

This Compulsion persists until the problem is solved, the scene ends, or further attempts become impossible.

SALUBRI

"Share your pain. Share your pain with me—and gain strength from the sharing."
– Xaverius

PEPSI

Vampire society is about the long game, in which there are winners and there are losers. The Salubri have suffered far more than their share of loss. Once they were eagerly sought out as unparalleled sages and scholars about the Kindred condition; now they are fugitives. Their founder was devoured by a usurper, and their clan was blamed wholesale for the very crimes committed against them. Vicious, dangerous slanders made against them by their enemies go unchecked because there simply aren't enough surviving Salubri left to refute them. Now, the Salubri are rare, despised, and hunted. It is rumored that only a few exist at a time.

Many call them heretics simply for believing that their curses can be overcome. Others simply don't care enough to see through the lies about Salubri being serial diablerists. For these reasons, Salubri are hunted and driven out of any cities where they might try to exist openly. Even Anarch Barons, who might feel sympathy towards their plight, would hardly risk giving a *Cyclops* safe harbor. The Salubri eke out a shadowy existence, keeping company with their own when they can find them, and hold fast to their duties and ideals. For most Salubri, their ideals are all they have.

All Salubri are marked by their lineage by a third eye in the middle of their forehead. Many claim that the third eye first appeared among the clan when their founder gained his enlightenment, but now it is a mark that aids their hunters in finding them. The eye can be covered, but it can never be truly hidden.

When pairing the mark of the third eye with the difficult life that awaits a fledgling *Cyclops*, the selection of a childe is an incredibly personal matter for a sire. Most Salubri sires look for people who have problems to solve: the terminally ill, those who have endured great tragedy, or pursuers of justice questing to right a great wrong in the world.

DISCIPLINES

Auspex: Being able to perceive beyond the limits of less-observant Kindred accounts for much of the wisdom of the Salubri. Considered by a philosophical mind, the hidden truths of the world reveal themselves.

Dominate: The Salubri can use Dominate to shield other vampires from the horrors of the world, or wash away memories of the atrocities they commit. Troubling memories can be removed, individuals can be bolstered against the consequences of their own actions, and, for a lucky few, these powers can be used as a balm to lead others to redemption.

Fortitude: A *Cyclops* benefits greatly from being hard to kill, especially when it seems the whole world is out to destroy them. Enterprising Salubri are even rumored to use their Fortitude to aid others.

ARCHETYPES

Eternal Optimist: Some people are born as the embodiment of "every cloud has a silver lining." As a living being they spent their energies on helping others in whatever way they could. Maybe they were a devoutly religious person, or they simply saw the benefit in being a true philanthropist. Whatever the reason, the Embrace has only solidified that world view. Being a *Cyclops* gives them access to powers and abilities to help mortals and undead alike. If they weren't meant to fill that role, why would they have been chosen in the first place?

Jaded Knight: Vengeance can consume even the calmest and most centered of minds. The Salubri have suffered many wrongs in the course of vampiric history, and some find it difficult to forget and impossible to forgive. Faced with an eternity of ever-deepening hatred and loathing, these *Cyclops* spend their nights training, honing their skills, and learning whatever they can about their enemy. They hunt those they believe responsible for slights against their clan, often targeting the Tremere.

Martyrs: Martyrs can exist in any group rallying behind a cause, but few are more willing to die for justice as those *Cyclops* in this category. Fueled by ages of being victimized, oppressed, and openly hunted, they have a fervor for change, even at the cost of their unlife. In life, they were among those easily incensed, focused on greater causes. Eternity is too long for anyone to exist, and these fanatics are willing to give their unlives for whatever cause they believe in.

BANE

The Salubri are hunted, and other vampires who taste their Blood cannot help but want to drain them dry. If a non-Salubri character drinks enough Salubri Blood to Slake at least one Hunger, they must immediately make a Hunger Frenzy test at Difficulty 2+ the Salubri's Bane severity (3+ if the drinker is Banu Haqim). If they fail, the imbiber continues to feed and cannot stop unless they are forcibly removed or the Salubri is drained of all their blood, which takes 5 standard actions of Slaking. The imbiber is not forced to commit diablerie. After being removed from the Salubri (or after the Salubri runs out of blood), the Hunger Frenzy continues until it ends normally.

The Salubri also has a third eye that is always present. While the eye can be covered physically, it cannot be obscured by supernatural powers. When the Salubri uses a Discipline, the third eye weeps vitae that triggers a Hunger Frenzy test from nearby vampires with Hunger 4 or higher. Low level Disciplines cause the eye to weep a small amount of Blood, but high level Disciplines bring on a torrential flow.

COMPULSION: AFFECTIVE EMPATHY

Their teachings and Disciplines require Salubri to empathize with the Kindred condition in order to better understand it, but sometimes that empathy comes with a price. When suffering this Compulsion, the Salubri is overcome with empathy for a personal problem that afflicts someone in the scene and tries to help them solve it. Any action not taken towards mitigating that personal tragedy incurs a -2 penalty. The Compulsion persists until the sufferer's burden is eased, a more immediate crisis supersedes it, or the end of the scene.

Toreador

"Darling, there's a graceful and fine line between a mere hedonist, such as yourself, and using hedonism to achieve your ends. That's the art, that's the nightly dance, and the opus of our blood."

– Incisus, Archon

A Toreador craves aesthetic perfection. This may come in the form of painting, music, performance, fashion, the way a light reflects in the raindrops, and everything in between. Anything can be art, and most *Divas* are or surround themselves with artists of some sort, always trying to create or find something they perceive to be beautiful.

Potential Embraces are mortals who stand out from the background and shine brightly enough to deserve notice. Many new Toreador childer are artists as well, attracting their sire through their skills, voice, or looks. Beauty doesn't have to just be the traditional sort, though—a *Diva's* tastes age as they do. The trouble with undeath is in how long it drags out. Beauty fades, lives end, stone crumbles, paint peels, and nothing remains as permanent as a vampire. Even the most creative ideas can begin to seem mundane and boring after a few decades. Stunning beauty stared at for too long eventually dulls and leaves the *Diva* searching for something new, and so the definition of 'beauty' is wide, inclusive, and open to personal taste.

Often, this leads to a stereotype of Clan Toreador as flighty, airheaded vampires who only care about surface looks and finding a good time. This can be accurate. For every childe Embraced for their incredible talent or skill, there is a figure of beauty without a thought between their perfect ears, Embraced in a moment of passion when their sire decided the way their skin reflected in the moonlight needed to be made eternal.

DISCIPLINES

Auspex: *Divas* appreciate the insight Auspex gives them into their victims. With it, they can pick out the mortals who will be more likely to help them discover new experiences and sensations while feeding. They also use it to enhance their ability to read other vampires, learning the intricacies of emotion that can make them easier to manipulate, and appreciate the arts with supernaturally-enhanced perception.

Celerity: Performers appreciate the grace they can achieve through Celerity. This Discipline tends to be valued whether or not the vampire is a warrior, as the improved speed and dexterity is useful in many other ways for a clan of sensualists.

Presence: *Divas* use the powers of Presence to sway a crowd with emotions, making them love or hate what they see on the stage. Most importantly, though, Presence manufactures friends and lovers, and makes mortals into willing victims.

ARCHETYPES

Night School Teacher: Nothing is more beautiful than the things a living, mortal mind can dream up. Some Toreador have taken up encouraging those minds, teaching art classes for a community college's night school. Always careful of the Masquerade, they exist on the edge of life and death, trying to remember how to rekindle their own passion.

Collector: When their own beauty isn't enough, and without much in the way of artistic skills, these *Divas* turn to collecting. Their collections can include paintings and sculptures they wish they could create, or even the nightclub singer they envy. Instead of creating art, these Toreador cultivate art around them.

Performer: From slam poetry nights at the local coffee shop to busking in the streets to light shows at underground raves, this Toreador craves the attention of an audience and the praise of a crowd. The medium doesn't matter, and every few decades they may get bored of their current passion and master something new. The perfection the *Diva* seeks is the sound of their audience's approval.

BANE

Beauty is more than a simple, shallow want for the Toreador; an environment that violates their aesthetic sensibilities distracts and chafes to the point of physical detriment. When forced to tolerate such offensive surroundings, a *Diva* suffers a penalty equal to their Bane Severity on any attempt to use Disciplines in that space. Even surroundings that most mortals would consider ordinary, while not enough to trigger the Bane, will cause the vampire minor discomfort.

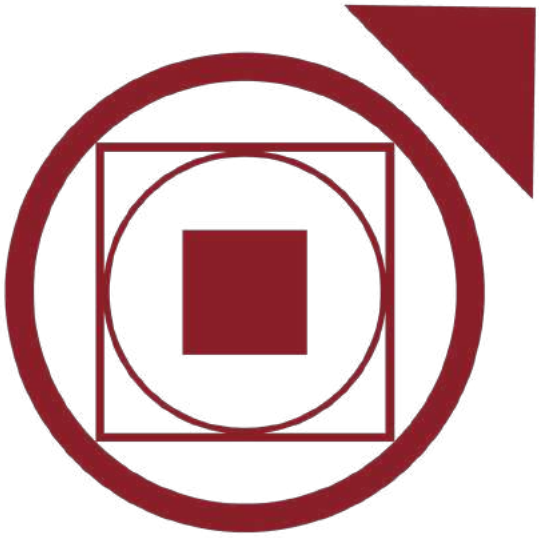
COMPULSION: OBSESSION

When perfection catches their eye, a *Diva's* mind can think of nothing else. If the Compulsion is triggered, choose something in the room. It might be a painting, a song, a person, or anything that fits the vampire's idea of perfection. It consumes their every thought; even if their attention is forced elsewhere, the obsession with their target draws their mind back to it. Toreador suffer a -2 penalty to any action not directly involving this object, such as trying to protect it from harm, or influencing it for the betterment of the Toreador. This lasts until the scene ends, or until the Toreador can no longer see the target of their obsession.

TREMERE

"Look, ya may have heard some wicked untrue shit about us. But, ya need to trust me right now. It's just a drop of blood, ya got nothing to worry about . . . I promise."

– Sully "The Star" Kelley



The *Warlocks* have a unique origin story from every other clan: During the 8th century, Tremere, a mortal mage, wanted to unlock the secrets of eternal life. Fueled by ambition for immortality and power, he began his studies and blood rituals, conducting horrifying experiments that left a trail of bodies both mortal and Kindred. Finally, after sacrificing enough blood to feed a vampire for years on end, he found some semblance of success; however, the immortality Tremere discovered was the vampiric sort. Unwittingly, Tremere and his followers traded their magicks for Hunger, the sun for eternal night, and life for permanent undeath . . . And created a new clan of vampires.

Clan Tremere was structured in a rigid hierarchy known as the Pyramid, led by its founder. The *Warlocks* of a region would group into chantries in which to study their magic. Clan roles ranged from Apprentice to Master locally, Regent and Lord beyond, all the way up to the Council, which ruled the clan from the Prime Chantry in Vienna. Loyalty was demanded at every level and enforced with each member of the clan partially Blood Bound to the Council.

In modern nights, however, the Tremere have seen the most shocking changes to their clan. The mortal hunters of the Second Inquisition destroyed their Prime Chantry. Their ability to continue the

Blood Bonds so integral to the rigid hierarchy of the clan vanished, and the ability to organize as they once did has weakened greatly. Since then, the Pyramid has been fractured, with individuals separating out into one of three major Houses: House Carna, House Goratrix, and House Tremere.

Major Houses

House Tremere: All members of House Tremere are Camarilla aligned. Traditional Hermetics remain fiercely loyal to the House and their clan Justicar. This House maintains a semblance of the Pyramid and has a complex internal hierarchy.

House Carna: This House includes both Camarilla and Anarch vampires. Members of House Carna are non-conformists with no required loyalty to House Carna or the Pyramid. They often practice pagan, Wiccan, and other spiritual beliefs.

House Goratrix: There is very little known about this House, and do not usually admit to their allegiance. Rumors claim an ancient vampire of the clan, who has avoided the Beckoning, rules this House secretly. Their goals are unknown at this time.

Each *Warlock* typically finds themselves serving in one of three ways: they serve the Camarilla with their Blood Sorcery, they serve the clan by being experts in the Occult, and they serve themselves in their pursuit of more power. How each *Warlock* does this is up to them now, with the choice of what to do with their future ahead of them. The staggering weight of free will sits on their collective heads. Only the future will tell if Clan Tremere can survive it.

Auspex: Clan Tremere makes good use of Auspex. They can read auras, study spiritual residue, discover traces of supernatural essence, and perceive other things beyond the world of the mundane. Not only that, the secret communication given by Telepathy allows the *Warlocks* to discuss their plans in ways that can never be accidentally overheard.

Blood Sorcery: A poor replacement for the magicks of the clan founders, but a replacement nonetheless, the *Warlocks* quickly became masters of Blood Sorcery. The Tremere are constantly learning and experimenting with it, trying to create new rituals and discovering ways to manipulate Blood as both a weapon and tool.

Dominate: If power and knowledge lie at the end of a path, a Tremere is sure to be found walking along it. The *Warlocks* will do nearly anything to further their plans, and Dominate helps them shore up the Masquerade throughout that process.

ARCHETYPES

Antique Book Dealer: With a brilliant mind that picks up new information like a sponge, this *Warlock* has always thrived on structure. Their love of books, of all things old and the mysteries held within, makes them a fount of esoteric knowledge. They are at the forefront of all enterprises to obtain new, obscure information and artifacts, peddling their knowledge and understanding of the occult for the betterment of themselves and the overall survival of their clan.

The Mentalist: When they were alive, they made their living through observation and confidence tricks, playing the numbers of statistical likelihoods and watching the subtle cues of their marks. Now that they are a *Warlock*, they have gained power that augments their natural talent. Leaning heavily into the powers of the clan, they excel at reading minds and subtly manipulating the actions of others. Already used to a life built on lies, these vampires tend to fall into step quite readily as spies, investigators, and interrogators—all for the good of the clan, or so they might say.

Paranormal Investigator: The *Warlocks* are ideally suited to investigate the things that go bump in the night and to protect vampiric society from these things. Using their access to some of the greatest libraries and minds in the world, these monster hunters hire themselves out to protect members of their clan and their allies. Just as at home in a library as they are in a brawl, they show an innovative and creative use of all the powers the clan has to offer, making them a frightening opponent.

BANE

Discipline and hierarchy enforced by Blood Bonds was once core to the Tremere way of life. With the destruction of the Prime Chantry, the clan realized that the ability to Blood Bond others, relied so heavily upon, had suddenly disappeared. Clan Tremere can no longer subject another vampire to the shackles of the Blood Bond. They are still subject to the Bond themselves.

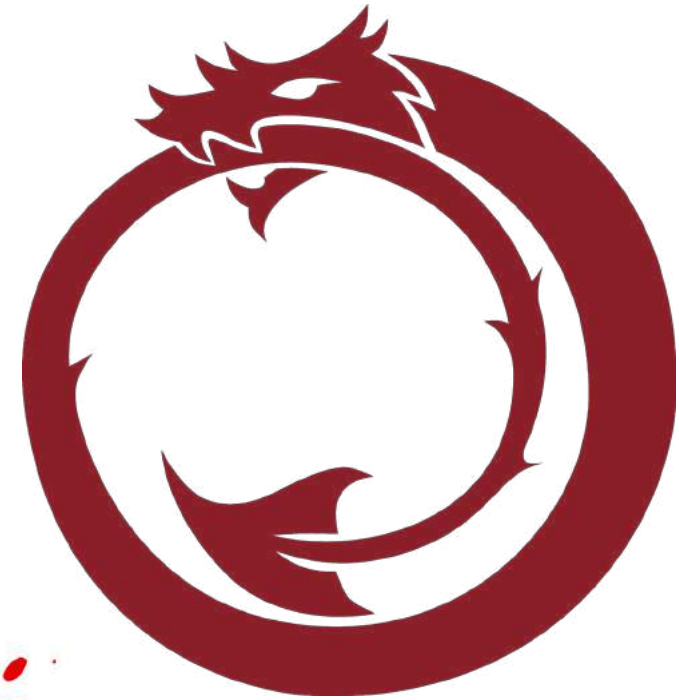
Ghouls and humans can still be Bound, though with great difficulty. To establish a successful Bond, the ghoul or human must consume their domitor's vitae an additional number of times equal to their Bane Severity.

COMPULSION: PERFECTIONISM

Nobody is perfect, but the *Warlocks* insist on being the best they can be. When this Compulsion is triggered, they cannot suffer anything but perfection. They will try again and again when they fail, forsaking all other duties, until they get it right. Until the end of the scene, or until the Tremere scores a critical win on a Skill challenge, she suffers a -2 penalty to all non-Discipline pools. Reduce this penalty by one if the Tremere has attempted the same action, using the same pool in the scene. On the third attempt of the same action with the same pool, remove the penalty altogether.

Tzimisce

"I am who I choose to be."
– Marie of Transylvania



A distant lord in a castle atop a peak. Villagers going on a visit to the noble's home, never to return. Crates of dirt are shipped across long distances, as ships fall under mysterious curses while crossing the ocean. Many vampire legends long past are whispered among mortals because of the Tzimisce.

Above all things, the Tzimisce care about dominion. Some value owning an area; others value control of certain types of people. Whether it is a neighborhood, a gang, or a company that a *Dragon* has claimed as its hoard, they are relentless in the pursuit of their ambitions and difficult to remove once they have claimed their prize. To be Tzimisce is to possess because it is right to do so, and to give up one's dominion willingly is unthinkable. The stereotypical domain of a *Dragon* was once the stuff of legend. Castles on crags, overlooking entire towns, were a common image for the past of Clan Tzimisce, but now young *Dragons* are just as often cruel slum lords as they are aloof rulers of beautiful estates. Dominion is not about the ruler helping the ruled to thrive. What matters to the *Dragon* is ownership.

Even the Embrace is an act of dominion. When a Tzimisce chooses to Embrace, it is ultimately an act of control. Relationships between a sire and their childer are traditional and hierarchical. In many cases, they are downright controlling. Sometimes, the childe is willing to join the ranks of the *Dragons*, but, more often than not, the young descendant is Embraced and learns to fear their aloof master. In time, they too will covet, capture, and control in a cycle of dominion. The Tzimisce drive for control extends to their own bodies, which they learn to change and rework through their mastery of Protean. To many Tzimisce, it is essential to master one's own mind and understand that they walk a philosophical road leading to transcendance of the limits of flesh itself.

Tzimisce were once mighty leaders among the Sabbat, and some of the most relentless and cruel cell members terrorizing Camarilla domains are vengeful *Dragons*. Since the fall of the Sabbat as a sect, many younger Tzimisce have found their way into the Anarch Movement, where they can protect and guide their gangs. Wise Tzimisce in the Anarchs wear the trappings of a friend, rather than an owner. However, though they may present as a loving and guiding hand, it should never be forgotten that Tzimisce can slip from that loving and providing protector to a domineering tyrant in the blink of an eye. Few Tzimisce have joined the Camarilla. This is generally because they do not do well as possessions, bending knee to an unknowable ancient vampire overlord.

DISCIPLINES

Animalism: In the oldest folk stories about vampires, there has always been a connection with the animal denizens of the land. The Tzimisce are a large part of the reason for this. Many *Dragons* use Animalism as a way of exercising their dominion, turning the local fauna into their dedicated servants.

Dominate: Tzimisce will enforce loyalty over those they control, conditioning their servants to perform as extensions of their own will. When using Dominate against their vampiric rivals it gives them the ability to seize anything they desire.

Protean: Tzimisce pride themselves on being masters of all, including their own bodies. Using Protean, they can force their bodies into other shapes commonly associated with vampire myths, such as the bat and the wolf. Many Tzimisce have developed methods which surpass the capabilities of basic Protean and allow them to work flesh and bone as easily as artists sculpt clay.

ARCHETYPES

Effects Artist: Since the advent of the circus of the bizarre, people with the talent to imagine and create monsters have always been in demand. *Dragons* excel in this arena, being unafraid to look into the minds of those around them and put faces to their deepest fears. These Kindred become masters of creating living monstrosities, with more than a few students of Protean falling into this archetype.

Statement Piece: Being able to walk into a room and own it with sheer presence is what so many strive to achieve. These *Dragons* perfect their image to exactly what is needed at that moment. Worshiped and adored as living gods, these Tzimisce cultivate a cult of followers who would lay down their lives for their master's favor.

Entomologist: Most vampires never really consider mastery of animals outside of mammals, and when they do they hardly think to look towards insects and spiders. These *Dragons* have made the so-called lesser orders of some arthropods their domain, playing on the fear and disgust it inspires. Often, they fashion themselves and their homes with insectoid traits, becoming more and more detached from anything appearing human.

BANE

Tzimisce are ruled by what they possess. Choose a charge, a group of people, an organization, a physical domain (such as dedicated Haven Background, which must be purchased by the Tzimisce) or something more esoteric—but defined and limited. The *Dragon* must sleep surrounded by their chosen charge. If they do not, when they Awaken they lose a number of Willpower equal to their Bane Severity.

COMPULSION: COVETOUSNESS

To be Tzimisce is to own something completely, to be one with it beyond any doubt. When a *Dragon* suffers this Compulsion, they become obsessed with possessing something in the scene. This can be anything from a person, to a piece of property, or an object. Any action not taken towards this purpose incurs a -2 penalty. The Compulsion persists until ownership is established (the Storyteller decides what constitutes "ownership" for a non-physical object), the object of desire becomes unattainable, or the scene ends.

VENTRUE

"Power is not a means to an end; it is our very duty and privilege as Ventrue. Our leadership ensures the foundations of the Camarilla endure, providing its continued stability and boundless opportunity. Dedicate yourself to the service of our Clan and uphold the pillars of the Tower. Unleash your gifts, wield them with wisdom, and witness our enemies fall before you."

– Vicenzo Quintia Vitale

From feudal lords to modern business executives, the *Blue Bloods* value power and leadership more than anything else in their existence. Tradition and lineage are also important; their Embraces are carefully chosen from actual royalty and the most "successful" members of humanity, the most driven and accomplished. A Ventrue sire expects nothing less than perfection.

Members of the clan commonly value history and tradition. From the moment a childe is Embraced, they begin to learn their undead lineage and the various accomplishments of their forebears. The new Ventrue is expected to rise to the same level of success as their predecessors (many of whom still exist, which adds to the stress placed on a new fledgeling). They hold more Court positions than any other clan in the Camarilla; the clan is the very lifeblood of the sect, and the *Blue Bloods* make sure everyone knows it.

Deeply rooted throughout history as nobility, many *Blue Bloods* have taken old feudal traditions and modernized them into corporate boardrooms and back-room political dealings. Every move that a Ventrue makes is carefully strategized to either maintain their power base or acquire more. If that power ever begins to slip, they only grasp harder.

DISCIPLINES

Dominate: The Ventrue consider themselves the masters of this Discipline and especially like to use it to exert control over humanity. They often use Dominate while feeding, both for control and to keep the Masquerade.

Fortitude: A different sort of strength holds power fast against the flailing violence of rebels. The physical and mental grounding from Fortitude helps the Ventrue outlast others who would try to take what they have.

Presence: Subjects who love their rulers are less likely to rise against them. That love can be entirely fabricated, for all it matters, so long as it benefits the Ventrue.

ARCHETYPES

Executive: In life, they skyrocketed up the ladder, hungry for each new promotion and always seeking their next opportunity. Naturally, no one ever suspected they had a hand in any suddenly open positions; they were always as smart as they were ruthless. Their success is what first attracted their sire, and they've only expanded their enterprise since joining the ranks of the undead.

Consultant: Every domain thinks its problems are unique, but this Ventrue has seen it all. Mysterious new drugs, kidnappings, and heightened Anarch tensions are common issues they're brought in to help solve. With the right mix of confidence, experience, and just the right pedigree, they're sought after by Princes and other leaders to solve their problems... for the right price.

Heir Apparent: Born with a silver spoon in mouth, this Ventrue was a mortal child of nobility and wealth. But rather than become spoiled or lazy by the ease of their childhood, they chose instead to rise even higher. Everything about them embodies royalty, and their natural way with people only became more powerful after their Embrace. One doesn't need to be hated to understand the importance of being in charge. It is far easier to subtly manipulate adoring subjects against any rivals.

BANE

Refined in palate as much as in action, the Ventrue are extremely picky eaters. While other vampires can drink from most any mortal they come across, each Ventrue has their own preferences. The details always vary, but the details of their prey's life may be incredibly important: college graduates, drug users, or people with a particular hair or eye color are all examples of their preferences. Nearly any aspect of a person's life may give their blood that special perfect flavor, and nothing else can compare.

If a Ventrue attempts to feed from anyone outside their preference, they must spend Willpower equal to their Bane severity or vomit the blood back up. A *Blue Blood* can tell whether someone fits their preference even at a distance by making a Resolve + Awareness challenge vs. Difficulty 4, or through the use of the Bloodhound Merit.

COMPULSION: ARROGANCE

The *Blue Bloods* have their moniker for a reason. When a Ventrue's Compulsion is triggered, they need to be in command, controlling the situation and everyone in it. They suffer a -2 penalty to any challenge until the end of the scene or until someone obeys one of their orders. This penalty applies even to challenges involving supernaturally commanding another character to follow orders with powers such as Dominate. A faked, forced, or coerced resolution can't satisfy the vampire; the person must bow to their leadership without being Dominated or supernaturally compelled, and the order should have an impact to the scene, ideally in the Ventrue's favor, and most often with other witnesses.

Caitiff

"Go ahead, meet the Prince. Listen to how 'as a Caitiff, you will have to work even harder to prove yourself.' Join them, and you'll be the damned among the damned. Give me a call when you get sick of that shit."

– Lewis, Pander and Sabbat recruiter

No one really knows what creates a vampire whose Blood lacks any trace of their sire's clan. More than a few insist they are all created through pitiable accidents. Vampires of the traditional clans would prefer to hide the fact that the Caitiff are Embracing their own childer with increasing frequency in recent nights. Those mortals sought by Caitiff for Embrace tend to be strong-willed people accustomed to surviving hardship. The unlife of a Caitiff is fraught with challenges and dangers, and a prospective sire will not usually waste their time Embracing someone ready to walk into the sun the first time a Camarilla member treats them like trash.

Despite their increasing numbers in the modern nights, the *Outcasts* have been around since the beginning. "Proper" vampiric society shuns them, casting them aside whenever possible. Some Outcasts allow themselves to be treated as lesser, ashamed that their Embrace was a failure. Others welcome their newfound freedom and uniqueness with open arms.

For all the negatives associated with being an *Outcast*, Caitiff have power the clans might never know or realize. Pliable blood without a crippling Bane is the first benefit most Caitiff recognize, but the second, more powerful answer is the strength of numbers. With each night, their population grows, and *Outcasts* grow more and more organized.

DISCIPLINES

Caitiff have access to three Disciplines of their choice at the start of play. Caitiff do not get the benefit of in-clan experience costs for these Disciplines, but they do not pay extra for out-of-clan Disciplines, either. They are able to learn any Discipline at the same cost (new dots x 6), provided they drink one Rouse check worth of blood from a vampire with the Discipline being taught as one of their in-clan Disciplines. Ghouls created by Caitiff vampires may only learn powers from the three initial Disciplines that their Caitiff regnant chose from.

ARCHETYPES

Vigilante: Fighting for mere survival is not enough. When the power to act is had, then it must be used for the greater good. Vigilantes fight for what they see as justice, or vengeance when justice is unattainable. Their targets range from the mundane to the supernatural, but their motivations give them common ground. Those who benefit from their actions are equally as diverse, and more than one shunned neonate has found their vengeance satisfied through the actions of a vigilante.

Proud Outsider: Being a survivor doesn't always leave someone humble, especially when opinions on their own self-worth come into play. These Caitiff take no precautions to hide what they are, and may even rally others to shed any shame they harbor about being Clanless. Brash, bold, and often abrasive, they happily tell everyone that they are Caitiff and wouldn't have unlife any other way. These *Outcasts* may find themselves taking Praxis or other higher level positions in a city. These proud outsiders must be ready to back up their words with actions, lest they find their immortality cut suddenly short.

Imposter: Why deal with the stigma of having no clan when you can pretend to be any clan you want? These *Outcasts* hide their true nature by infiltrating a clan of their choosing. Many Imposters choose a clan that fits their natural talents. Gifted at playing the piano? Toreador. Love bossing people around? Ventrue. Many *Outcasts* who choose this path have either an escape plan, should they be discovered, or a well-paid ally or two who vouch for their identity.

BANE

Because they lack a clan, the *Outcasts* generally do not carry a Bane. Their 'Bane' is that they are socially outcast by much of vampire society. Whether they are Anarch or accepted in a Camarilla Court, a known Caitiff requires 2 additional Support beyond the normal Support required to gain a dot of Status.

In a city with a Camarilla Authority if a character who deliberately hides their lack of a clan is publicly revealed to be a Caitiff, they immediately remove 1 dot of Status. A Caitiff cannot automatically lose the first dot of Status because of this, although an *Authority* can strip them of Acceptance **(see City Status, page 295)**. In addition, the cost to improve Disciplines is six times the level purchased in experience points.

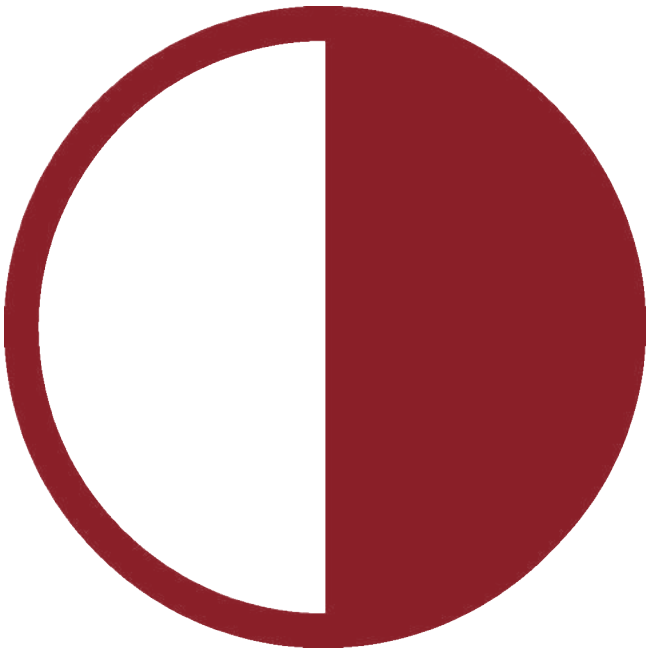
COMPULSION

Clanless characters have no clan-specific Compulsions. A Storyteller is welcome to use other Compulsions listed, but should avoid giving any options that mimic named clan Compulsions to represent this.

Thin-Bloods

"It will never get better for them. It is their cross to bear. The more attention that the Camarilla pays them, the harder it is for the Anarchs to work with them."

– Prince Bernardo Castellano



The *Duskborn* walk a fine line between the worlds of the living and the undead. The fact that they even exist is met with fear, jealousy, and pity by true vampires. Their ability to pass as mortal and the pliability of their Blood makes them uniquely suited for survival outside Kindred society, providing them with talents which can further secure their place in the coming nights.

No one knows what enables the Blood to reanimate a thin-blood. But it does, even if it should not. Occasionally, some thirteenth or fourteenth generation vampire makes a feeble attempt to create a childe of their own and succeeds. A new *Duskborn* rises to walk between the two worlds. The only thing certain is that unlife will be hard for these new pseudo-vampires, and they are going to face nightly struggles if they wish to survive. Many Kindred view *Duskborn* as a threat to the Masquerade and will destroy them if given the chance.

Most Camarilla domains have issued an edict requiring all thin-bloods to bear a mark of their status: a crescent moon, either tattooed onto their skin by a Tremere or scorched into their skin as a brand. This mark is irreversible, and even Anarchs will think twice about associating with a marked *Duskborn*.

DISCIPLINES

Thin-bloods do not automatically possess Disciplines. During character creation they may choose Merits that give them access to Thin-Blood Alchemy and/or one other discipline.

Thin-Blood Alchemy: An ingenious use of their diluted Blood, their blood alchemy is attributed to part of why the *Duskborn* have survived as long as they have. Different draughts allow the imbiber different abilities, and smart thin-bloods always carry a few on them at any given time.

Temporary Discipline dot: Whenever a thin-blood feeds, they get one temporary dot in a Discipline associated with the resonance, and one level one power, chosen by the player. They may only have one Discipline power at a time from this source. This power lasts until they reach Hunger 5 or when they feed next. No additional powers can be gained through spending experience unless you have the Discipline Affinity Thin-Blood Merit.

ARCHETYPES

Judas: There are always people who seek out the Embrace, even amongst organizations of Hunters or other supernaturals who are supposed to disdain vampires as a whole. Sometimes an Embrace occurs, and the thin-blood who results from it is angry and bitter. Their lives were changed, usually against their will, and they will spend every last hour they have on this earth hunting down and destroying the vampire directly responsible for their plight.

Blood Addict: These thin-bloods have developed a taste for the power they can imbibe through drinking the Blood of another vampire. These *Outcasts* spend their nights seeking out the willing, and even unwilling, to taste so that they can experience all that unlife has to offer them. Unfortunately this thrill risks causing a Blood Bond if they drink directly from the same donor more than once.

True Believer: If thin-bloods weren't meant to exist, how could they have been created at all? This question weighs on the minds of thin-bloods and true vampires alike. Some thin-bloods believe the rhetoric: that they are a portent, a signal of something greater yet to come, and the next step on the ladder of vampiric evolution.
Thin-Blood Characteristics

THIN-BLOODED VAMPIRES STRADDLE THE LINE BETWEEN MORTAL AND VAMPIRE:

- A thin-blood cannot create a Blood Bond or Embrace with any certainty. A Rouse check worth of thin-blood vitae allows a mortal ghoul-like powers for a single night.
- Thin-bloods always have Blood Potency zero.
- Damage can be especially lethal for thin-bloods. They suffer damage like a normal mortal, taking Aggravated Damage from fire, slashing, and piercing weapons. They mend as vampires do, however. Staking a thin-blood won't paralyze them, but they suffer massive physical trauma which is likely to send them into torpor.
- Like any vampire, they suffer from Hunger, though in a far less overt fashion. They never Frenzy unless provoked by supernatural means.
- *Duskborn* always count as having used Blush of Life, with the exact effects dependent on their Humanity rating.
- Sunlight only deals one level of Normal Damage per turn if they are in direct sunlight. If it's overcast, or they are wearing heavy clothes, they take this damage every minute they are exposed.
- In most domains, thin-blooded vampires cannot be Accepted or Acknowledged in the Camarilla.
- Thin-bloods must take between one and three Thin-Blood Merits and an equivalent number of Thin-Blood Flaws **(see page 192)**.
- Camarilla members may refuse to pay boons to thin-bloods who do not have the Camarilla Contact Thin-Blood Merit **(see page 190)**.
- Anarch Movement members may refuse to pay Major and Life Boons to thin-bloods who do not have the Anarch Comrades Thin-Blood Merit **(see page 190)**.

BANE & COMPULSION

Because they do not carry any resonance with a clan, the *Duskborn* do not have a Bane or suffer from any clan-specific Compulsions.

Chapter 3
Character Generation & Progression

"My crime was not spying on the Primogen council like they accuse me. No, my crime was getting caught."
– Eric Frost of Clan Lasombra

The persona through which a player interacts with the game world is called their character, a role created by the player in collaboration with their Storyteller. As the game's story progresses, your character will influence that story and change and grow based on their experiences. Perhaps your character will rise to power or lay their enemy low. Perhaps they will fall in love, or be betrayed by the person they trusted the most. Their experiences, combined with the experiences of the other characters in the game, form a rich tapestry that becomes your collective *Mind's Eye Theatre* story.

This chapter describes how to create vampire and ghoul characters, as well as how to develop them through spending *Experience Points* (XP) earned in play. **Experienced players can refer to the Character Creation Cheat Sheet on page 97 for a quick reference guide to this process.**

Step 1: Who are They?

Character creation is about building a person. That person may be good, evil, confident, anxious, morose, joyous, or any number of other things, but, at their core, they are a person with dreams, fears, and motivations. To make matters more complex, they are also a vampire. They are a monster living in a world that would destroy them if the mortal world at large understood their dangerous nature. What makes a character great are the complexities, imperfections, and motivations that drive them through the night. A character may persist through an entire chronicle or burn out and perish early, but the greatest stories come from how characters interact and influence one another.

Creating a vampire that fits in your game should be done in collaboration with your Storyteller, who can provide information about what is appropriate for their game setting. It is important for your character to fit in the game world your Storyteller has built. Building a strong foundation within the setting is important to grounding a character and giving it a good base on which to grow.

Once you know what your Storyteller's game world is about, you can brainstorm your concept. **Many players find success by starting with who their vampire was as a mortal.**

- What were their passions?
- Who did they care about before their death?
- How did they catch the eye of an undying monster for the Embrace?
- Was their humanity important to them?
- What life did they leave behind?
- What were they willing to die for?
- Once they were Embraced, how did they adapt to their new existence?

By working out the details of their worldview, you will develop a character's personality. A character's core beliefs are essential to their story. Intrinsically tied to these beliefs are the beliefs of their culture and connections, the things that they care about enough to challenge themselves to protect. *In Vampire: The Masquerade*, these important items are represented by *Chronicle Tenets*, *Convictions*, and *Touchstones*.

CHRONICLE TENETS

Character development starts with the setting in which that character exists. A character in a violent, splatterpunk-style war setting, where life is cheap and survival depends on one choice, *should* look different than the same character in a high-etiquette political thriller. Whatever style of game your troupe is seeking, the Chronicle Tenets should be designed to reflect the themes that your story is about. These Tenets provide moral boundaries to characters. When they are violated, a character faces degeneration in Humanity by gaining one or more Stains.

Chronicle Tenets are societal, not individual. Every player character in the chronicle is subject to them, even if the character has different beliefs. They provide a moral minimum to which all characters are subject. Occasionally, making decisions that violate the Chronicle Tenets are part of the struggle of being a vampire in the *World of Darkness*. The battle against the endless Hunger of the vampiric Beast is measured by the Humanity system is an essential part of a V:TM story as your character strives to balance the person they once were with the inhuman parasite they are now.

Each vampire character begins creation with seven dots in Humanity. Other steps in the creation process may adjust the total dots you have at the start of play.

Storytellers should explain the chosen Chronicle Tenets to their group so that every player understands what they mean and what sorts of actions would violate the Tenets. Storytellers are not required to make an exhaustive list. Rather, they should provide the principles underpinning the Tenets so that players understand the themes guiding the setting.

Some sample Chronicle Tenets follow:

- **Humane:**
  - Do not kill except in self-defense.
  - Do not harm the innocent.
  - Act like a person, not a monster.
- **Cosmic Horror:**
  - Do not trade in knowledge that you do not understand.
  - Deny knowledge to those who are not prepared for it.
  - Protect those who know the truth from those who do not.
- **Chivalric:**
  - Respect and defend the vulnerable.
  - Defend your superiors.
  - Those who besmirch your honor must be punished.

CONVICTIONS

Society has its core beliefs and so do characters. Each character begins with up to three Convictions of the player's choice, which are mortal values that they continue to try to uphold after the Embrace. The player selects their Convictions in collaboration with the Storyteller.

The Convictions should reflect core beliefs that the character has. They are never vague, passive or situational. In most cases the sentence describing the Conviction should include the words "always" or "never." These things are central to their ethics, actions, and emotions. Convictions will help inform the Storyteller of scenarios that would make a character have an intense emotional reaction or a strong opinion.

Convictions represent a shield of moral weight against the darkness. As a benefit, a character who suffers Stains against their Humanity while pursuing their Convictions receives one less Stain **(page 138).** However, violating a conviction may, at the Storyteller's discretion, incur one or more Stains.

Some example Convictions might include rules like these:

- Always protect the innocent.
- Monsters must always be punished.
- Never act against another member of your crew.
- Always obey the moral laws of your faith.
- Always show courage.
- Retreat is never an option.
- Kill only in honorable combat.
- Always respect your elders.
- Always honor your family.

Convictions that Do Not Work for Your Chronicle

The Storyteller should feel free to reject suggested Convictions if they are unsuitable for the story being told in the Chronicle, if they are in bad taste, or simply exist to permit everything.

Players should design their Convictions with the Chronicle Tenets and setting in mind. Feel free to ask your Storyteller questions to ensure that your Convictions will actually help make a more enjoyable game for the troupe.

A BRIEF DESCRIPTION OF THE CLANS

Banu Haqim
The *Judges* are torn between their hereditary thirst for vampiric Blood and their passion for justice.
(Blood Sorcery, Celerity, Obfuscate)

Brujah
The *Rebels* are a clan of radicals and troublemakers, Embracing those willing to put someone in their place if the situation calls for it.
(*Celerity, Potence, Presence*)

Gangrel
The *Ferals* prowl the wilds as easily as the urban jungle, and no clan of vampires can match their ability to endure, survive, and thrive in any environment.
(*Animalism, Fortitude, Protean*)

Hecata
A motley collection of necromantic vampire bloodlines, the *Scions of Death* are students of the afterlife and resurrectionists of the dead — or worse.
(*Auspex, Fortitude, Oblivion*)

Lasombra
Creatures subtly at odds with mundane reality, the *Shadows* are expected to triumph at any cost.
(*Dominate, Oblivion, Potence*)

Malkavian
Described as *Oracles* by other vampires, the Blood of the Malkavians lets them perceive and foretell truths hidden from others.
(*Auspex, Dominate, Obfuscate*)

The Ministry
This often cult-like clan recruits those able to employ temptation as a weapon. They Embrace those with the will and means to sway, entrap, and seduce.
(*Obfuscate, Presence, Protean*)

Nosferatu
Their bodies horribly twisted and deformed through the Embrace, the *Sewer Rats* lurk on the fringes of most cities, acting as spies and brokers of information.
(*Animalism, Obfuscate, Potence*)

Ravnos
Masters of misdirection, the *Ravens* can charm and vanish within the same mortal breath, and those fooled quickly learn to question their very senses.
(*Animalism, Obfuscate, Presence*)

Salubri
Most of their kind lost to undead usurpers, the *Cyclops* possess highly-desirable Blood, hunted like a prize by other vampires.
(*Auspex, Dominate, Fortitude*)

Toreador
Supernaturally graceful and charming, the *Divas* are always looking for the next thrill, leaving discarded lovers and victims in their wake.
(*Auspex, Celerity, Presence*)

Tremere
The *Warlocks* were once a house of mortal mages who sought immortality but found only undeath. As vampires, they've perfected ways to bend vampiric Blood to their will.
(Auspex, Blood Sorcery, Dominate)

Tzimisce
To the *Dragons*, possession is all. They aim to dominate and own the subject of their desires, jealously guarding it like their namesake's hoard.
(*Animalism, Dominate, Protean*)

Ventrue
The *Blue Bloods* style themselves the aristocrats of the vampire world, and the clan's members are expected to assume command wherever possible.
(*Dominate, Fortitude, Presence*)

Caitiff
The *Outcasts* are vampires without a clan. Distrusted by their peers, they are both scorned and feared because of their lack of lineage.
(*Choose any 3 Disciplines*)

Thin-Blooded
Neither entirely vampire nor mortal, the ever-changing nature of the *Duskborn* evokes pity, jealousy, and fear in equal measure.
(*Thin-Blood Alchemy*)

For more details on the vampire clans, please see Chapter 2.

TOUCHSTONES

Once you have chosen Convictions for your character, you will need to choose a Touchstone. These are living, breathing mortals, who personify the Conviction for which they are attached. Touchstones help to anchor your character to Humanity and provide them with reasons to resist the descent into being a true monster.

For each starting Conviction your character has, select a Touchstone. Clearly identify which Conviction these Touchstones are meant to represent, as they can only be linked to a single Conviction. These people are important: if they are lost through any means, the Conviction they were associated with is lost as well. Mechanically, Touchstones help support your Humanity **(see page 134)**.

Some example Touchstones and their corresponding Convictions include the following:

- A member of your old gang, who is a prime example of loyalty to the crew. (*Never act against a member of your crew.*)
- Your mortal child, who represents your wish to protect children. (*Protect the Innocent.*)
- An advocate campaigning for stronger sentences against violent offenders. (*Monsters must be punished.*)
- The grieving spouse of someone you killed early in your unlife that cemented in your mind that killing was wrong. (*Kill only in honorable combat or Respect your elders.*)
- The security guard who protects the building you grew up in. (*Honor your family.*)
- The priest who represents the mortal faith you still cling to. (*Obey the moral laws of your faith.*)

Step 2: Choose a Clan

Once you have developed your character's concept with your Storyteller, you will choose a clan. Select a clan that matches your overall concept and consider why a member of that clan would Embrace your character. Mechanically, your clan determines your character's innate Disciplines and weaknesses, but, more importantly, clans have stereotypes and expectations placed upon them in the setting. Your character may not reflect those stereotypes based on who they are as a person, but being aware of what other characters will expect is important information.

Ghoul characters do not choose a clan. Instead, they have access to the level one powers of the in-clan disciplines of their vampiric master. **For more information, see Assign Initial Disciplines, page 95.**

Step 3: Assign Generation & Blood Potency

A Vampire's Generation reflects how close in vampiric lineage they are to the first vampire, Caine. Characters in this system have a Generation one greater than their Sire. Player characters may have a Generation from 9th to 16th. Characters who are 14th through 16th Generation are always thin-blooded.

Generation governs minimum and maximum *Blood Potency*:

GENERATION	MINIMUM BLOOD POTENCY	MAXIMUM BLOOD POTENCY
9th	2	5
10th-11th	1	4
12th-13th	1	3
14th-16th	0	0

Blood Potency measures how supernaturally strong a vampire's Blood is. Characters with high Blood Potency can use it to gain bonuses on tests, mend damage more quickly, and occasionally ignore the Hunger cost of using certain powers.

However, there are drawbacks to high Blood Potency. Potent vampires have increased minimum Hunger scores, more severe Banes, and eventually lose the ability to feed from animals. Eventually, a vampire gains so much Blood Potency that they will even struggle to reduce their Hunger by drinking mortal blood.

The following rules apply to starting characters:

- All true vampires (9th-13th Generation) receive their first dot in Blood Potency at no cost. Most characters will begin their story at this level.
- 9th Generation characters must begin play with two dots of Blood Potency. If your character is 9th Generation, you must spend your 20 starting XP to purchase your second dot of Blood Potency.
- Thin-bloods have zero dots of Blood Potency and may never buy dots of Blood Potency. However, they still gain some benefits from having zero dots of Blood Potency.
- Ghoul characters do not have Blood Potency and may not benefit from Blood Potency rules.

For more information on Generation see page 122 and for Blood Potency see page 123.

Step 4: Assign Initial Attributes

Beauty. Brilliance. Cunning. Strength. Focus.

All of these things are innate characteristics of a character. All characters have talents. All characters have weaknesses. Strengths and vulnerabilities help make them realistic, giving characters fodder for spectacular victories and personal challenges to overcome. By allocating your starting dots in Attributes, you determine what your character's innate gifts and weaknesses are.

Attributes and Skills are rated from 1 to 5, although ratings of zero are possible at certain times. In an Attribute, zero is a serious flaw; in a Skill, it represents no special training. Attributes and Skills factor into challenges and Discipline uses.

Attribute levels range from poor to peak ability, as follows:

- **Poor (1):** You are below average or flawed in some way in this area.
- **Average (2):** You have average capabilities in this attribute.
- **Above Average (3):** You are notably capable in this area.
- **Excellent (4):** You are remarkably talented.
- **Peak Ability (5):** You are a specimen of strength, a brilliant mind, or a master manipulator.

Every character begins with the following Attribute dots to select:

- One Attribute is set at four dots, representing something exceptional.
- Three Attributes are set at three dots, representing above-average talent.
- Four Attributes are set at two dots, representing an average ability.
- One Attribute is set at one dot, representing a weakness.

You should select your Attributes based on who your character is. Are they a brilliant but easily startled scientist with a manipulative streak? You might set your Intelligence to 4, your Composure to 1 and your Manipulation to 3. Are they a quick-witted street tough with no guile whatsoever? Perhaps they have Wits 3, Strength 4 and Manipulation 1. Remember that Attributes can be raised later by spending XP.

Physical Attributes

Physical attributes measure a character's Strength, Dexterity, and Stamina. While mortal characters with high ratings in these Attributes would look muscular and fit, vampire characters need not appear physically powerful. The Blood allows for strange capabilities. Some characters who appear delicate and fragile may have robust Strength or Stamina.

Strength: How much you can lift, how far you can jump, how much force you can bring to bear. . . These matters of physical power are measured by Strength. The rough amount you can deadlift without an Attribute test appears in parentheses below. Characters who frequently use Brawl, Melee, Potence, and Protean will find Strength useful.

- • You can easily lift a child. (20 kg/44 lbs)
- •• You are physically average. (45 kg/99 lbs)
- ••• You can lift a large person or similar-sized objects without difficulty. (115 kg/253 lbs)
- •••• You are remarkably strong, able to move things solo that would usually require a team. (180 kg/396 lbs)
- ••••• Your strength is incredible, like the greatest of mortal body builders. (250 kg/550 lbs)

Dexterity: Your grace, agility, and speed are governed by Dexterity. Dodging a punch, picking a lock or doing brain surgery without slicing the cerebellum are all examples of things governed by this Attribute. Characters who want to avoid hits, engage in ranged combat, or use the Celerity Discipline should consider having high Dexterity.

- • You have poor balance and agility.
- •• You can be fast on occasion.
- ••• You are coordinated and quick.
- •••• You are naturally acrobatic and can move with incredible grace.
- ••••• You are more graceful than the best of dancers and more agile than an Olympic gymnast.

Stamina: Toughness, resilience and resistance to harm are the province of Stamina. The number of Health levels your character has is equal to your Stamina + 3.

- • You are easily winded and have little tolerance for pain.
- •• You can take a few hits and go for a long hike.
- ••• You are fit and hearty.
- •••• Your personal resilience is impressive, like the finest of Special Forces soldiers or marathon runners.
- ••••• You are incredibly difficult to hurt, with nearly supernatural levels of tolerance for injury.

Social Attributes

Like mortals, vampires manipulate, charm, lie, and influence the world with words. Social Attributes determine how naturally effective a character is at influencing others.

Charisma: Allure, social graces, and personal presence are governed by Charisma. Those who have it find their lives–and feeding–easier; those who do not have it find that people are not drawn to them. Note that Charisma does not depend solely (or at all) on appearance. A character who is stunning might lack any sort of charm, while an average-looking character might have incredible magnetism. Characters who wish to use the Dominate, Presence and Animalism Disciplines may find Charisma helpful.

- • You are unremarkable and struggle to connect.
- •• You are generally likable, though you are not someone who would draw people in a crowd.
- ••• You are easily trusted and make friends without difficulty.
- •••• You are magnetic and alluring.
- ••••• You are a paragon of social magnetism. People want to know you.

Manipulation: Manipulation is the ability to change another's perspective, lie convincingly, or otherwise socially maneuver another person in the direction you wish. Manipulation is useful for characters who wish to use the Dominate, Presence, and Animalism Disciplines.

- • You can convince people if you remain honest.
- •• You can deceive people sometimes, if they are not particularly astute.
- ••• You are a capable negotiator.
- •••• You could be a politician or argue in front of a jury.
- ••••• You are incredibly adept at getting what you want.

Composure: Composure governs keeping calm, cool and collected, whether in the face of danger, during a tense negotiation, or in the face of great terror. Your Composure + Resolve equals your Willpower. Composure comes up often in tests to resist supernatural disciplines.

- • You are easily angered by minor frustrations.
- •• You can keep it cool in most situations, but unexpected occurrences raise your hackles.
- ••• When chaos breaks out, people look to you to guide them.
- •••• You have a remarkable poker face and a good handle on your Beast.
- ••••• You are a rock in stormy seas, a paragon of keeping it together.

MENTAL ATTRIBUTES

Analysis and critical thinking, discerning an important detail at a key moment, knowing the right thing to do in a crisis, and the ability to stay focused and on mission are represented by Mental Attributes.

Intelligence: Intelligence governs your capacity to learn, analyze, and assess information. A character with high Intelligence might be educated or a natural genius. Characters who use the Auspex, Obfuscate and Blood Sorcery Disciplines will find Intelligence helpful.

- • You can read and write, but you struggle with deep analysis.
- •• You are of average intelligence, but rarely have anything groundbreaking to say.
- ••• You have a keen mind, with the ability to connect difficult concepts and clues.
- •••• You have a brilliant mind. Others may seek your thoughts on all manner of subjects.
- ••••• Genius like yours comes about only rarely.

Wits: Quick thinking, working on the fly, and instincts are governed by Wits. A character who has high Wits is perceptive and intuitive, with the ability to pick up on subtleties. High Wits is useful for augmenting various Auspex, Obfuscate and Blood Sorcery powers.

- • It takes you time and explanation to grasp subtleties, but you can do it with effort.
- •• You have a reasonable reaction time and can rely on your gut more often than not.
- ••• You have strong intuition and can quickly devise solutions, even under pressure.
- •••• You catch subtleties easily and are very difficult to ambush.
- ••••• You have exceptional instincts, and you react incredibly fast to danger.

Resolve: A character's force of will, mental fortitude and drive is measured by their Resolve. Remaining on task for a long period of time and shutting out distractions rely on this Attribute. Resolve can also help resist supernatural Disciplines.

- • You are easily distracted, though you can focus on important things.
- •• You can pull an all-nighter on a task once in a while, but you would not make a habit of it.
- ••• You are focused. People would say you have a good work ethic.
- •••• Knocking you off the course you set for yourself is very difficult.
- ••••• Very few people can match your focus, drive, and ambition.

Step 5: Assign Initial Skills

Attributes represent the innate traits and talents a character possesses. However, real people are more than their innate capabilities. People learn, study, and practice various things that go beyond the intrinsic. These acquired Skills represent these personal experiences. A character's performance in a task is usually tested by combining an innate characteristic (an Attribute) with their training in the relevant activity (a Skill). You can purchase up to five dots in each Skill.

You should select your character's Skills based on their background. Their best Skills should receive high ratings, while Skills they enjoy in a more leisurely way should receive low ratings. Skills they have no training in should be set at zero. **Skill levels range from novice to master, as follows:**

- ▷ **Novice (1):** You have some knowledge of the fundamentals of this field.
- ▷ **Practiced (2):** You have mastered the basics of this subject.
- ▷ **Professional (3):** You are skilled enough to make a living in this field.
- ▷ **Expert (4):** You are very knowledgeable and capable in this area.
- ▷ **Master (5):** You are world-class at this activity.

CHOOSING SKILLS

Choose the Skills that best reflect your character's education and experiences, and **assign starting dots to those skills as follows:**

- Choose three Skills and fill in the first 3 dots of that Skill.
- Choose five Skills and fill in the first 2 dots of that Skill.
- Choose seven Skills and fill in the first 1 dot of that Skill.

PHYSICAL SKILLS

Physical Skills chiefly represent competence in activities and efforts using the body.

Athletics: Athletics lets you attempt things such as outrun a police officer, dodge a punch from an angry mobster, swim a raging river, or scale the side of a building.

Example Uses: *Getting out of the way of a gunshot requires a Dexterity + Athletics challenge contested by Dexterity + Marksmanship. Running a foot chase requires a contested Stamina + Athletics test. Climbing a building requires a Strength + Athletics test.*

Brawl: Brawl is the Skill that relates to unarmed combat. Any attack that does not have a weapon in hand uses Brawl; this Skill covers all unarmed combat from grappling to Taekwondo. **For information on combat options, see Types of Attacks, page 103.**

Craft: The Craft Skill covers any form of artistry that involves creating objects. Beautiful penmanship, crafting a fine sword, restoring a car, or putting together a bear trap to protect your Haven are all Crafts checks. For each dot of Crafts you possess, you may choose a particular specialty that represents a type of crafting you create with particular expertise. When using the Crafts Skill to create something with your specialty, you gain +1 to your pool.

For example, if you have 2 dots in Crafts with the specialties "painting" and "tailoring," and you are sewing a new shirt, your pool would be your Dexterity + 2 for your two dots in Crafts +1 for your specialty in tailoring. You may only gain a single +1 bonus to your Crafts pool, regardless of the number of specialties that may apply to the challenge.

Example Uses: *Restoring a car in a downtime action requires a Dexterity + Crafts static challenge. Forging a sword on an anvil requires a Strength + Crafts static challenge. Creating a hidden bear trap to catch your opponent requires an Intelligence + Crafts vs. your opponent's Wits + Larceny.*

Driving: Except, possibly, for the oldest of vampires, almost anyone can drive a car if they learn to do so. The Driving Skill governs the ability to do so safely in dangerous or difficult conditions. Driving in regular traffic does not require a Driving test, but steering successfully away from an ambush or winning a race would.

Example Uses: *Subtly tailing another vehicle requires an opposed Wits + Driving test. Losing a pursuing vehicle requires opposed Dexterity + Driving tests. Ramming another vampire with a vehicle requires a Dexterity + Driving test vs. their Dexterity + Athletics.*

Marksmanship: Swords and supernaturally-empowered punches are not common in today's world. Shooting a gun, on the other hand, is often dismissed as unremarkable, a sad bit of all-too-common violence in the *World of Darkness*. This Skill is used for any form of ranged combat involving a weapon, from thrown weapons such as a dart, to pistols and assault rifles, to crossbows and longbows. **For information on ranged combat options, see Types of Attacks page 103.**

Larceny: Also called "Security" by vampires who prefer to cast a more positive light on their activities, this Skill represents the physical tricks of the trade of criminals and the people who counter them. Whether you want to crack a safe, forge a passport, hot-wire a car, pick a lock, or turn off a burglar alarm, Larceny is used. Characters also use it to set up security systems or figure out how a break-in happened. High-end security systems that feature computer controls, video surveillance, or electronic alarms might also require the Technology skill to overcome.

Example Uses: *Hot-wiring a car requires a Dexterity + Larceny static test. Finding security measures without setting them off requires a Wits + Larceny static test. Setting up a good security system requires an Intelligence + Larceny static test. Hence, bypassing a security system requires a static challenge using the "criminals'" Wits + Larceny vs. a difficulty equal to the security creator's Intelligence + Larceny.*

Melee: This is the skill used to hit others with objects, stake another vampire, or grapple another with a rope or chain. **For information on combat options, see Types of Attacks, page 103.**

Stealth: Stealth advances actions such as going unseen in a crowd, hiding successfully in shadows, or sneaking around undetected. Stealth is often opposed by Awareness in a game of cat and mouse between spy and spycatcher.

Example Uses: *Subtly tailing another person in a crowd requires an opposed Wits + Stealth test. Evading pursuit requires a Dexterity + Stealth test opposed by a pursuer's Wits + Awareness. Lying hidden in wait for hours on end requires a Resolve + Stealth test opposed by the target's Wits + Awareness.*

Survival: Survival governs the ability to endure difficult conditions outside of civilization and make it back safely. Skills such as making a safe shelter against the sun in the woods, noticing werewolf signs, and navigating by the stars are all governed by Survival.

Example Uses: *Ensuring a Haven is safe against the sun requires a Wits + Survival static test. Noticing signs of interlopers in an area requires a Wits + Survival test against the opponent's Wits + Stealth. Using a map to determine the safest routes through a rural area requires a static Intelligence + Survival test.*

SOCIAL SKILLS

Social Skills are important for interacting with other characters and Kindred. Though natural capability matters, practice, and training can often make the difference between getting what you want and finding yourself on the business end of "no," or, worse, at gunpoint.

Animal Ken: Animal Ken represents the ability to connect with animals, keep them calm, assess what might be upsetting them, and, in the case of domesticated animals, provide training. Without any dots in this Skill, most animals avoid you or are aggressive toward you.

Example Uses: *Commanding an animal requires a Charisma + Animal Ken static challenge. Calming an aggressive animal requires a Manipulation + Animal Ken static challenge. Training an animal to perform mundane tasks without supervision requires a Composure + Animal Ken static challenge, while trying to overcome an animal's training requires an opposed Composure + Animal Ken vs. the trainer.*

Etiquette: The Etiquette Skill allows you to follow the social conventions of a scene, change protocols, and be a pleasing presence to the people around you. This Skill is important in high society and the Camarilla.

Example Uses: *Having an understanding of Sect's basic social protocols requires an Intelligence + Etiquette static challenge. Knowing which utensil to use when to make a positive first impression at a business dinner party requires a Charisma + Etiquette static challenge.*

Insight: Insight grants you the ability to interpret subtle cues, body language, and other forms of social interactions. Empathic characters tend to have high Insight.

Example Uses: *Detecting a mortal's level of suspicion about the vampire attempting to feed on them requires a Wits + Insight test opposed by Composure + Subterfuge. Trying to calm down a crying child requires a Charisma + Insight static test.*

Intimidation: The power to browbeat, bully, and scare in a social situation, Intimidation represents overpowering the will of another through social force.

Example Uses: *Staring down an attacking gangster requires an opposed Composure + Intimidation test against their Resolve + Composure. Making a veiled threat to scare a politician into compliance requires an opposed Manipulation + Intimidation test against their Wits + Resolve. Using your physical might to intimidate someone requires an opposed Strength + Intimidation test against their Wits + Resolve.*

Leadership: Leadership training helps you successfully influence groups. Managing a group of Kindred on a research project, driving a riot in a particular direction, or rallying support in followers are all examples of Leadership Skills in action.

Example Uses: *Encouraging the human masses of a city to vote for a particular proposition requires a Manipulation + Leadership test against the Charisma + Leadership score of the opponent with the highest Leadership score. Leading an angry mob down a side street requires a Charisma + Leadership static test.*

Performance: The Performance Skill represents your overall ability to artistically perform, such as doing comedy standup, dancing, public speaking, or executing any type of arts that do not involve crafting an object (which would utilize the Crafts Skill). You might be a hilarious comedian, a fine dancer, or an astute critic of film. For each dot of Performance you possess, you may choose a particular specialty of performance artistry in which you are more accomplished. When using the Performance Skill in your specialty area, you gain +1 to your pool.

For example, if you have 2 dots in Performance with the specialties dancing and singing, and you are dancing with the Prince, your pool would be Dexterity + 2 for your two dots in Performance +1 for your specialty in dancing. You may only gain a single +1 bonus to your Performance pool, regardless of the number of specialties that may apply to the challenge.

Example Uses: *Conducting the local symphony orchestra in a beautiful performance of the 1812 Overture requires an Intelligence + Performance static test. Dancing an exquisite tango requires a Dexterity + Performance static test. Performing the lead soprano's role in Phantom of the Opera requires a Charisma + Performance test.*

Persuasion: Persuasion is used to convince someone that your point of view is correct and should be followed. From making a big sale to convincing a police officer to let you off with a warning for speeding, Persuasion applies in a wide variety of situations when you need someone to change their perspective.

Example Uses: *Convincing a police officer to let you off with a warning requires an opposed Manipulation + Persuasion test against their Wits + Resolve. Working on a legal negotiation against an opposing party over the course of a night requires an opposed Resolve + Persuasion test.*

Streetwise: Streetwise represents a character's understanding of the workings of the street, from knowing the gangs that populate an urban area to finding illicit drugs, knowing street lingo to understanding how to spot a narc.

Example Uses: *Determining if a person is an undercover police officer requires an opposed Wits + Streetwise test against their Composure + Subterfuge. Being able to find a gun with the serial numbers filed off requires an Intelligence + Streetwise static test. Having a tense negotiation with a rival gang requires an opposed Manipulation + Streetwise test.*

Subterfuge: Subterfuge is the art of the con. Whether your character is lying, telling a tall tale, or pretending to be someone they are not, this Skill represents your talent for deception and pretending to be someone or something else—including a mortal.

Example Uses: *Coming up with a believable cover story when you are caught somewhere you should not be requires a Manipulation + Subterfuge test against your opponent's Wits + Insight. Faking illness requires a Charisma + Subterfuge test against your opponent's Wits + Insight.*

MENTAL SKILLS

Mental Skills represent knowledge of different spheres of information, proficiency in making logical and creative connections, and understanding complex situations.

Academics: Academics measures your overall training and knowledge of humanities and the liberal arts. For each dot of Academics you possess, you may choose a particular specialty that represents your strongest areas of study. When using the Academics Skill in an area of study with your specialty, you gain +1 to your pool.

For example, if you have 2 dots in Academics with the specialties of architecture and urban planning, and you are working on developing an area of the city to serve as new feeding grounds, your pool would be your Intelligence + 2 for two dots in Academics +1 for your specialty in urban planning. You may only gain a single +1 bonus to your Academics pool, regardless of the number of specialties that may apply to the challenge.

For learning foreign languages, use the Linguistics Background **(see page 182)**. Knowledge of supernatural creatures, events, and phenomenon requires an Intelligence + Occult challenge **(see page 89).**

Example Uses: *Researching in a library for the schematics for an old building in town requires an Intelligence + Academics static test. Recalling on the fly a key detail about medieval history requires a Wits + Academics static test. Winning an academic debate requires an opposed Charisma + Academics test.*

Awareness: Awareness measures how perceptive a character is. They may be able to see a hidden item, spot an improvised trap hidden in a wall, smell a faint hint of gasoline, or detect someone sneaking up on them. A character's Initiative score is measured by Composure + Awareness.

Example Uses: *Spotting a trap hidden in a wall requires an opposed Wits + Awareness against the trap-layer's Dexterity + Crafts. Detecting a car following you requires an opposed Wits + Awareness against the driver's Wits + Driving. Staying focused on a long stake-out to spot someone trying to sneak out of a room requires an opposed Resolve + Awareness against your opponent's Dexterity + Stealth.*

Finance: The Finance Skill represents the ability to root through financial documents and receipts for clues, appraise rare items, invest money effectively, and plan for stock market shifts to your advantage (or disadvantage, if you wish to feed someone bad information).

Example Uses: *Auditing a business's cooked books for the tiny revealing discrepancies requires an opposed Resolve + Finance vs. the opponent's Intelligence + Finance. Understanding subtle hints suggesting an impending fall in the stock market and how to manipulate that to your advantage requires a Wits + Finance static test. Cooking the books convincingly requires an Intelligence + Finance test.*

Investigation: Investigation allows you to find clues and uncover truths behind mysteries. From tracing a hiding mortal who witnessed a Masquerade breach to finding subtle hints at a murder scene, Investigation is a very useful Skill for vampires.

Example Uses: *Investigating a murder scene for clues requires a Wits + Investigation test. Rooting for hours through a warehouse to find a missing document requires a Resolve + Investigation test. Investigation tests may be static if clues are not concealed by an opponent; if actively concealed, test against the opponent's Intelligence + Larceny, at the Storyteller's discretion.*

Medicine: Medicine allows you to identify illnesses and disease, understand the cause of sickness or death, and determine clues from examining mortal bodies. Medicine also allows you to know what drugs to use for ailments, how to use medical equipment correctly, and how to perform first aid. Characters can use Medicine to accelerate healing in mortals **(see Healing 111).**

Example Uses: *Doing first aid on a mortal who is bleeding out requires a Wits + Medicine static test. Performing an exhaustive autopsy to find a key clue requires a Resolve + Medicine test, which may be static or opposed by someone who attempted to hide the evidence. Doing medical research to determine an obscure cause of death requires an Intelligence + Medicine static test.*

Occult: Occult represents an understanding of the esoteric, from the beliefs of obscure cults to the practices of secret societies. You can recognize mystical sigils, do paranormal research, and understand the legends of vampiric society.

Example Uses: *Researching the meaning of occult symbology used by a cult to understand their belief system requires an Intelligence + Occult static test. Remembering a key detail about your clan's history requires a Wits + Occult static test.*

Politics: The Politics Skill helps you navigate bureaucracy and understand how things get done in organizations. Whether you want to understand the basics of vampiric politics, remember which Sect runs which city, put pressure on a politician, or be able to cut through a mortal government's red tape, the Politics Skill is useful.

Example Uses: *Knowing a character's Status Monikers requires an Intelligence + Politics static test* ***(see Monikers, page 298).*** *Researching the political connections of a mayoral candidate you want to undermine requires a Resolve + Politics static test. Remembering under pressure who is publicly in conflict with whom in your Domain requires a Wits + Politics static test. Maneuvering through political red tape at city hall requires a Manipulation + Politics test against your opponent's Wits + Politics.*

Lore

After a very short time a vampire has learned the "ins and outs" of her vampiric nature. Assuming she makes herself part of the local vampiric population, rather than becoming a recluse, she also learns the basic understanding of the vampiric society she joins, whether that sect is the Camarilla or the Anarch Movement. In order to learn more about the supernatural world beyond her innate knowledge, she must make a static challenge using her Intelligence + Occult vs. a difficulty set by the Storyteller. The Storyteller also determines how often the test can be made. By default, this test can be made once per scene.

Lore tests do not give access to information that is secret. The Storyteller may determine that certain information must be researched or is otherwise not available without being discovered in play.

The difficulty of the challenge is determined by the Storyteller based on the obscurity of the information the character is trying to discover. Storytellers can use the following guidelines to set a difficulty:

- Widely known information should be difficulty 2.
- Information that pertains to the sect or clan a character is part of might be difficulty 4.
- Information that pertains to a sect or clan the character is not part of might be difficulty 6.
- Rare information that pertains to old, obscure, esoteric, or niche topics could be difficulty 8.
- Something only a handful of vampires would know would be difficulty 10.

Science: This Skill represents understanding the many areas of mortal scientific knowledge. Smart vampires know that much can be learned from studying the building blocks of life. For each dot of Science you possess, you may choose a particular specialty that represents your strongest areas of study. When using the Science Skill in an area of study with your specialty, you gain +1 to your pool.

For example, if you have 2 dots in Science with the specialties of chemistry and math, and you are trying to solve a complex math problem, your pool would be your Intelligence + 2 for two dots in Science +1 for your specialty in mathematics. You may only gain a single +1 bonus to your Science pool, regardless of the number of specialties that may apply to the challenge.

This Skill also governs your skill with laboratory equipment.

Example Uses: *Using a laboratory to assess a strange compound found at a crime scene requires an Intelligence + Science static test. Remembering the specific smell of nitroglycerine about to explode requires a Wits + Science static test. Creating a plan for a new building requires an Intelligence + Science test.*

Technology: The Technology Skill is utilized to understand how to use the technical developments that most vampires would find difficult to comprehend. In modern nights, Technology provides an understanding of things such as computer systems, advanced electronic security, drones, and FIRSTLIGHT thermal scanners.

Example Uses: *Piloting a drone through an underground tunnel requires a Dexterity + Technology static test. Hacking into a defended computer system requires an opposed Intelligence + Technology against the opponent's Intelligence + Technology. Disarming a bomb requires a Composure + Technology test against the creator's Intelligence + Crafts.*

Step 6: Choose a Predator Type

Every predator has a habitual hunting routine, a set of behaviors honed to deadly precision. You can adapt to non-ideal circumstances and temporary obstacles to your feeding efforts, but, when given the option, you prefer to hunt by habit and reflex.

Outside of extenuating circumstances imposed by the Storyteller, or if you are hunting as part of a group of characters with dissimilar feeding habits, whenever you wish to feed during game your Hunting Pool is dictated by your Predator Type.

Select your Predator Type and record any free Backgrounds, Advantages, Merits, Flaws, and Disadvantages dots associated with that Predator Type to your character sheet. These items do not count against your maximum allowed (in the case of Flaws and Disadvantages) and do not cost XP nor discount future purchases (in the case of Flaws and Disadvantages). Flaws received from your Predator Type can be resolved and removed with Storyteller permission and the expenditure of XP **(see Removing Merits and Flaws, page 181)**.

Your Predator Type cannot change without extensive effort and Storyteller permission. If you choose to change your Predator Type, you lose access to all of the benefits and drawbacks you received from that Predator Type. You then gain the benefits and drawbacks of your new Predator type at a rate determined by your Storyteller. This time period should be no longer than 3 months or 3 game sessions, whichever is shorter.

Ghoul and mortal characters do not select a Predator Type.

ALLEYCAT

An opportunistic feeder, you ambush and exploit the weak and unsuspecting. You stalk, threaten, overpower, and leave your victims dazed or dead. A subtle beating or stealing their wallet leaves them thinking the encounter was a robbery or a mugging.

- Lose one dot of **Humanity**.
- Gain two dots of the **Contacts Background**, which represent other criminals operating in your feeding territory. These Contacts must be assigned to the Underworld or Street Sphere of Influence.
- Gain one dot of the **Resources Background** and one dot of the **Cash Money Advantage**.
- **Hunting Pool:** Wits + Streetwise. Knowing how and when to threaten, stalk and overpower a particular prey is far more important than physical strength or a commanding personality.

BAGGER

You prefer your blood cold, bland, and without much taste, probably how you enjoyed your coffee when you could still drink it. You procure bags of blood off the black market, such as entrepreneurial ambulance drivers, and, if you cannot buy it, you will steal it from the hospital if your key card to the hospital still functions.

Special: You may only choose this Predator Type if your Blood Potency is 2 or lower. If your Blood Potency increases above 2 you must choose a new Predator Type.

- Gain the **Feeding Merit: Iron Gullet (•••)**.
- Gain two dots of the **Contacts Background** that represent your black-market sellers of bagged blood. These Background points must be in the Underworld Sphere of Influence.
- Gain the **Enemy (••) Flaw:** You have stolen from the wrong blood supply or crossed into the wrong turf. Even if you rid yourself of this enemy, a new one will emerge within one month or two games, whichever is shorter, unless you remove this Flaw with XP. Your Storyteller will provide the details of this enemy.
- **Hunting Pool:** Intelligence + Larceny. When your stash runs out and no one's selling, the only thing you can do is steal your blood. Generally you know who's holding out on you; it's just a matter of whether you can break in and get what you need before they catch you.

CLEAVER

You feed from a family (perhaps even your own relatives) and their closest friends. These may be mortals you knew before you were Embraced, or you may have developed these relationships after your Embrace. You go to great lengths to keep your undead condition from these mortals, maintaining a friendly and ethical relationship with them. Many other vampires frown on this behavior, considering it an unnecessary risk to the Masquerade.

- Gain the **Dark Secret: Cleaver (•) Flaw**.
- Gain two dots of the **Herd Background**.
- Gain a two-dot **Mask**.
- **Hunting Pool:** Manipulation + Subterfuge. Your family and their friends know you have a rough work schedule that makes you unavailable during the day. When possible, you attend night time parties or make it home in time to kiss your loved ones goodnight, only to disappear before dawn.

CONSENTUALIST

You have chosen to always feed from those who consent to share their blood with you. This requires you to walk a fine line when it comes to upholding the Masquerade. Lying about why you only collect for your charity blood drive at night will not work forever. If you find the right people, they might believe you are some "gothic type" who takes things too far and is a wannabe vampire. Maybe you have said "fuck it" and just told your sources you need to drink blood to survive.

- Gain one dot of **Humanity**.
- Gain three dots of the **Herd Background** and one dot in any **Herd Advantage.**
- Gain the Dark Secret: **Masquerade Breacher (•) Flaw**.
- Gain the **Prey Exclusion (non-consenting) (•) Feeding Flaw**.
- **Hunting Pool:** Manipulation + Persuasion. You have a few go-to friends who keep your secret or don't ask too many questions about the lies you are obviously telling them. When you cannot rely on these friends, you must rely on your charm and persuasion.

EXTORTIONIST

Everyone has something they want, and everyone has a price they are willing to pay for it. You want blood, and you do not really care whom you get it from. You insert yourself into other people's lives by promising them a deal they cannot refuse. You know a guy, you have a way to get your hands on things. . . Whatever lies they need to hear. Once you have them on the hook, you can turn that "front of house deal" into a "back alley bargain." And that is when you get what you want: your payment in blood.

- Gain one dot of the **Resources Background** and 1 dot in any **Resources Advantage.**
- Gain three dots to spend on the **Contacts Background** or the **Allies Background**. You may choose any Spheres of Influence for these dots.
- Gain the **Enemy (••) Flaw:** You may choose any Sphere of Influence for this enemy, which represents a victim who escaped you and now wants revenge.
- **Hunting Pool:** Manipulation + Intimidation. First you set the trap by giving them a good deal, usually on something illegal. Then you provide it, but you jack up your price. They cannot turn you down because you could turn them in to the cops. Now you have someone you can lean on whenever you need to feed.

FARMER

You never feed from mortals, or at least you will never admit to it. You cannot stand the idea of drinking another mortal's blood. This is doubly confusing if you refused to eat meat as a mortal and now you are forced to consume the blood of animals. Whatever the reason, your survival as a vampire is not more important than your lofty morality. That is why you have made painstaking efforts to cultivate a literal herd of animals to feed from. Maybe you own a cattle ranch, a chain of pet stores, or work at a zoo. You have easy access to animals, large and small.

Special: You may only choose this Predator Type if your Blood Potency is 2 or lower. If your Blood Potency increases above 2, you must choose a new Predator Type.

- Gain two dots in the **Haven Background** and two dots of the **Haven Advantage: Zoo.**
- Gain one dot of **Humanity**.
- Gain the **Farmer (••) Feeding Flaw**.
- **Hunting Pool:** Composure + Animal Ken. Hunting for you can be tedious. You cannot drain your entire stock dry and leave a bunch of dead animals lying around. Instead you feed in small amounts from many animals. The big animals (if you have access to them) still get a little skittish, so you try not to overstress them if you can.

FERRYMAN

You live in a dark and scary world. FIRSTLIGHT is everywhere. The Sheriff of the city is more than a bit unhinged. It is probably better if you send someone else out to get your food. Depending on your preferences, that might mean a lot of work for your delivery guy. If you can drink bagged blood, the task is pretty simple. Bringing home an unsuspecting meal, then getting them back out again before the Kiss wears off...That's more difficult. Good thing you trained your ghoul well. Better than the previous one at least.

- Gain a two-dot **Ally** and attach the **(••) Retainer Advantage** to this **Ally**.
- Gain two dots in the **Haven Background**.
- Gain three dots worth of **Mythical Flaws**.
- **Hunting Pool: Special**. Your ghoul finds you blood in the best way possible, according to her own skills and taking into account any feeding limitations. Your Storyteller handles your feeding challenges in secret. If you lose your retainer, you are forced to hunt on your own or quickly train a new delivery driver.

GRAVEROBBER

You have likely always had a thing for death, which may have had something to do with your grandfather owning a mortuary. Maybe you were surrounded by death because of your own profession as a doctor or gravedigger. You prefer to feed on fresh blood, usually that of mourners at a gravesite or sad visitors identifying the corpse of a loved one at the coroner's. You would love to be able to taste fresh blood on a regular basis, but it is just too easy for you to get aftermarket vitae. When you can't feed on the living, you've got a place back home where you can preserve fresh bodies.

- Gain the **Feeding Merit: Iron Gullet (•••)** .
- Gain 1 dot of the **Haven Background** and the **Haven Advantage: Walk In Freezer.**
- Gain the **Obvious Predator (••) Feeding Flaw**.
- **Hunting Pool:** Wits + Medicine. With the number of people dying these days, bodies going missing is a regular occurrence. You have a haven on Dead Body Boulevard right near the morgue, hospital, etc. This gives you access to mourners and visitors. When necessary you can appropriate a body, using fake credentials, misfile some paperwork, and wheel the body right into your own freezer . . . All before the blood spoils.

HITCHER

Almost a billion and a half people traveled at some point last year. That is basically 1 out of every 5 people in the world. Almost 70 million vehicles break down every year. That is 1 in every 3 drivers. While everyone else in the city is trying to find their feeding niche, the world is your oyster. You almost never have to worry about being recognized because you try not to feed from locals. You stick to rest stops, late night roadside diners, and solo travelers, the travelers most likely never to be found if they go missing.

- Gain one dot of the **Haven Background** and attach 1 dot of the **Haven Background: Garage** to this Haven.
- Gain one dot of the **Resources Background** and the **Resources Advantage: Liquidity.**
- Gain a **Prey Exclusion: (•) Feeding Flaw** of your choice.
- **Hunting Pool:** Wits + Etiquette. You are just another smiling face on the dark road. You are always happy to help a traveler who needs assistance. "Flat tire needs fixing? I think I know a 24-hour garage further up the highway." "Directions to the nearest diner? I was headed there myself." Once you make sure the two of you are alone, you can feed quietly...Or, if you fancy yourself a killer, you can always dispose of their car back at your garage.

OSIRIS

You have developed a group of fans who worship the ground you walk on. This fanbase can either be the followers of your Mask's profession or a flock of worshipers you have cultivated. While they do not know of your true supernatural nature, they still treat you like the proverbial "god amongst men." They will provide for you, lest you forget about them.

- Gain a two-dot **Mask Background**.
- Gain three dots to spend on any combination of the **Herd Background** or **Fame Background**.
- **Gain the Enemy (••) Flaw**: You may choose any Sphere of Influence for this enemy which represents someone who doesn't worship the ground you walk on.
- **Hunting Pool:** Manipulation + Subterfuge. Your reputation is everything. Your followers flock to you when asked, heeding your call at all hours and all locations. Motivated by obligatory adoration, they fear the loss of your attention. Every time you feed, you leave them ecstatic and relieved that you still value them.

SANDMAN

You prefer to feed from those that are asleep, perhaps out of shame, caution, or some other reason. You have gone to great lengths to be able to access sleeping mortals. You have a number of

Masks that allow you to move among mortals unnoticed, despite the late hour: late night security guard, hotel attendant, even one as the graveyard shift nurse.

- Gain four points in the **Mask Background**. You may create multiple different **Masks** with these free points.
- Gain the **Prey Exclusion: Conscious Mortals (•) Feeding Flaw**.
- **Hunting Pool:** Dexterity + Stealth. Sneak in, act like you belong there, feed, and get out, easy as that... You hope.

SCENE QUEEN

You belong to a subculture or close-knit community. Likely you were part of this group before your Embrace and are well-established, adored and respected with your peers. Some of them might have figured out what you are now, but your reputation is unassailable at this point. Access to your fandom allows you easy feeding opportunities.

- Gain a two-dot **Mask Background**.
- Gain one dot of the **Fame Background** that applies to the above **Mask Background**.
- Gain two dots of the **Herd Background**.
- Gain two dots of the **Enemy Flaw** or two dots of any **Mythical Flaws**.
- **Hunting Pool:** Charisma + Etiquette. As long as you maintain your well-crafted persona your reputation allows you access to dozens of adoring fans happy to have your attention. The more they experience the Kiss, the more fantastic you become.

SIREN

Either through the use of supernatural charisma or personal qualities alone, you charm, beguile, and ultimately seduce your victims. Once you have privacy you feed on them, the Kiss masked as part of the intimate encounter. And while you rarely cause outright physical harm to your prey, you do have a tendency to leave a string of broken hearts in your wake.

- Gain five dots to spend on **Herd** or **Fame** Backgrounds and/or Advantages.
- Gain two dots of the **Enemy Flaw**. You may choose any Sphere of Influence for this enemy that represents a spurned lover or jealous stalker.
- **Hunting Pool:** Charisma + Subterfuge. With very little effort, you attract others through your physical appearance and by seduction. You say what you need to say to isolate your prey, making them feel desired, and often leave them as fulfilled as you feel when you finish feeding.

Step 7: Starting Backgrounds & Loresheets

Backgrounds (Mortal Connections, Advantages, and Disadvantages) represent connections, assets, or difficulties that your character possesses when connecting to the real world. In addition to the base Mortal Connections, Backgrounds also have Advantages and Disadvantages that you purchase and "attach" to your Mortal Connection to make them unique.

During character creation, the player first chooses 7 starting free dots of Mortal Connections or associated Advantages, in addition to those provided by their Predator Type. You may purchase as many additional dots of Disadvantages as you wish. For each additional dot of Disadvantages you take, you may purchase a free dot of Advantages. You may gain up to five additional free dots of Advantages in this way. You may also purchase Mortal Connections and Advantages with 3 XP per dot.

If the player wishes, they may choose a Loresheet Background and purchase dots in it using some of their seven starting free dots. The levels within a Loresheet are not cumulative and are purchased separately. For example, purchasing the two-dot and three-dot benefit of a Loresheet costs a total of five dots. In addition, you are not required to buy the first dot before the second dot, nor the second dot before buying the third. Characters can only ever purchase levels in a single Loresheet, but they may choose a Loresheet and purchase levels in it later if they do not do so now. **(See Loresheets, page 155).**

Step 8: Merits & Flaws

Merits and Flaws reflect additional perks and drawbacks that affect your character's experience of vampirism. Perhaps they are easier to Blood Bond, for example, or have fine-tuned common sense. You are not required to take Merits or Flaws except for those provided by your Predator Type. You may purchase as many additional dots of Flaws as you wish. For each additional dot of Flaws you take, you may purchase a free dot of Merits. You may gain up to 10 free dots of Merits in this way. You may also purchase Merits for 3 XP per dot.

Thin-blood characters must choose between 1 to 3 Thin-Blood Merits and an equal number of Thin-Blood Flaws **(see page 192).**

Step 9: Assign Initial Disciplines

Disciplines are your character's supernatural powers. Your character may be supernaturally strong or perceptive. They may be incredibly seductive or be able to transform into an animal. Vampires have many choices for disciplines they may manifest.

Each Clan has a set of disciplines that are innate to their Blood ("in-clan"). If a vampire seeks to learn a Discipline dot that's not in-clan, she must drink one Rouse check worth of blood from a vampire who possesses that Discipline (in- or out-of-clan) at any level. She must then spend a downtime action feeding upon a mortal with the correct Blood Resonance for that Discipline. This process must be repeated each time she wishes to learn a dot of an out-of-clan Discipline.

Learning Oblivion or Blood Sorcery as an out-of-clan Discipline is the exception to the above rule. In addition to the above requirements, the learning vampire must be willingly taught by a vampire who already possesses Oblivion or Blood Sorcery as a Discipline. This requires a downtime action to be spent by both the learner and the instructor.

During character creation, a vampire's player assigns the following dots to Disciplines:

- Two dots to a single in-clan Discipline.
- One dot to another in-clan Discipline.
- One dot to either your third in-clan Discipline or an out-of-clan Discipline.
- For Caitiff characters, choose any two of your initial Disciplines. Put two dots in one and one dot in the other. Caitiff characters may then choose to put a dot in their third initial Discipline or a dot in any other Discipline.
- Thin-blooded characters do not learn Disciplines in the usual way. Whenever a thin-blood feeds, they gain one dot in one Discipline associated with the Resonance of the blood consumed, together with one level-one power in that Discipline. No additional powers can be gained in this way nor can the rating increase with XP. This Discipline choice lasts until the thin-blood's Hunger reaches 5 or the next time the thin-blood feeds. Thin-bloods can also learn Thin-Blood Alchemy by purchasing a merit and then spending XP. **See Thin-Blood Merits, page 190 for more information.**

During character creation, you may choose to purchase additional dots of Disciplines, both in-clan and out-of-clan. Unless your Storyteller decides otherwise, your character does not need a teacher for these purchases.

Ghoul characters start with two level 1 Discipline powers from the in-clan discipline of their domitor (or initial Disciplines in the case of Caitiff ghouls), and may purchase more of their domitor's level 1 in-clan disciplines for 10 XP each. If a ghoul changes domitors, she loses access to any Discipline powers from Disciplines that her new domitor would consider out-of-clan. Any XP spent on powers is refunded and may be re-spent. Ghouls may only learn 1 new Discipline power a month. Ghouls always count as having a single dot for the purpose of using Discipline powers but may not purchase or have actual dots of Disciplines. Ghouls cannot possess Rituals or Ceremonies. **For more information about Disciplines, see Chapter 8: Powers of the Blood, page 195.**

Step 10: Spending Initial XP

Your character begins with a minimum of 20 XP. As an optional rule, the Storyteller may award more if they want their chronicle to include more experienced characters.

With your initial XP, you may purchase more Attributes, Skills, Backgrounds, Loresheets, Humanity, Blood Potency, or Disciplines (including Rituals, Ceremonies and Alchemy formulas, if eligible). You may bank any XP you do not spend during character creation.

Characters who are 9th Generation must spend their 20 initial XP to buy Blood Potency 2 to meet the minimum Blood Potency requirement for that Generation. This XP must be spent at character generation for a character to be 9th Generation.

XP Costs

Most traits have an XP cost that is "new dots times an amount." This means that the cost of the power is whatever the new level you are purchasing multiplied by the number. For example, raising your Strength from three to four is "new dots x 5"—that is, 4 (the new level) x 5 = 20 XP.

However, Backgrounds, Advantages and Merits cost a flat amount: 3 XP per dot. If you wish to buy a three-dot Ally, that costs 9 XP as you pay 3 XP for each of the three dots. For example, if you want to upgrade a one-dot Contact to a three-dot Contact, that costs 6 XP for the two extra dots added.

Step 11: Finishing Touches

Once you have spent your initial XP, your character is almost complete. **Write down the last items to complete your character:**

- All characters start with 3 + Stamina health levels. The last three health levels represent your Injured health levels.
- All characters start with Willpower equal to their Resolve + Composure.
- All characters have an Initiative score equal to their Composure + Awareness.

XP for Playing

This edition of *Mind's Eye Theatre: Laws of the Night* is designed to progress as follows:

- For a low-XP game, characters earn 4 XP per month.
- For a medium-XP game, characters earn 5 XP per month.
- For a high-XP game, characters earn 6 XP per month.

While games may be designed to progress at a slower or faster pace, the paces set out here are the intended use of the system.

The costs for improving traits are as follows:

- Increase Attribute: New Level x 5
- Increase Skill: New Level x 3
- New Background, Advantage or Merit: 3 per dot
- New Dot in Loresheets: 3 per dot
- In-Clan Discipline: New Level x 5
- Out-of-Clan Discipline: New Level x 7
- Caitiff Discipline: New Level x 6
- Blood Sorcery Ritual: Ritual Level x 3
- Oblivion Ceremony: Ceremony Level x 3
- Thin-Blood Formula: Formula Level x 4
- Blood Potency: New Level x 10
- Humanity: New Level x 3
- Level 1 Discipline Power (for Ghoul characters only): 10 xp

Character Creation Cheat Sheet

Core Concept
What was your character's name in life? What did they do? Where and when were they Embraced? What is their name now? Where are they now? Consult your Chronicle Tenets, then choose Convictions and Touchstones.

Humanity
Start with 7 dots. This may be adjusted later, based on your Predator Type.

Clan and Sire
Pick your clan. If known, write your character's sire's name on your character sheet.

Generation & Blood Potency
Your character's Generation is one higher than their sire's. Most characters start at Blood Potency 1. The first dot is free for characters of 9th-13th Generation. Characters of 9th Generation must use their starting 20 XP to purchase Blood Potency 2. Characters of 14th-16th Generation are always thin-blooded and have a Blood Potency of zero that cannot be raised. Ghoul characters do not have Blood Potency.

Attributes
Take one Attribute at 4; three Attributes at 3; four Attributes at 2; one Attribute at 1. Your Health equals your Stamina +3; your Willpower equals your Resolve + Composure.

Skills
Take three Skills at 3; five Skills at 2; and seven Skills at 1.

Predator Type
Select your Predator Type. Add any Advantages and Flaws that it provides to your character sheet.

Backgrounds
Select 7 free dots of Mortal Connections and Advantages. Choose any Disadvantages you wish. For each dot of Disadvantages you choose, you may select a free dot of an Advantage. Disadvantages from your Predator Type do not give you free Advantages.

Merits and Flaws
Select additional Flaws (maximum of 10 dots). For each dot of Flaws you choose, you may select a free dot of Merits. Flaws from your Predator Type do not give you free Merits.

Disciplines
Most vampires take one in-clan Discipline at 2, one in-clan Discipline at 1, and one in-clan or out-of-clan Discipline at 1. Caitiffs can assign these dots to any Discipline. Thin-bloods do not learn Disciplines in this way **(see Assign Initial Disciplines, page 95)**. A ghoul character may choose two level 1 Discipline powers from the In-Clan Disciplines of their domitor.

Starting XP
Spend starting XP. You may bank any XP you do not spend during char-acter creation.

Chapter 4
Core Systems

"A fool will either learn or die, and the rest of us will be better for it."
– Hedwig Caesarea, The Medusa of Silesia

This section outlines the core rules of the game. Rules define the actions characters can take in the world and allow for outcomes to be fairly and quickly determined so that the roleplay can continue seamlessly.

Time Units & Durations

As a live-action roleplaying game, *Vampire: The Masquerade* scenes are usually played out in real time. When characters are in different timelines (perhaps due to a group having an interlude that leads to time passing, or being in combat while the rest of the game is still in real time),the Storyteller must keep track of the timeline and apply these dramatic units of time to unify it.

Many mechanical systems of the game are measured in specific units of dramatic time that players need to track. These units are as follows:

- **Turn:** Used in combat scenes, a turn is approximately three seconds long.
- **Scene:** A scene is a natural division in the action. Some examples of a scene include a combat, an encounter, a conversation between characters, a dramatic debate in Court, or a car chase.
- **Interlude:** An interlude is a period of time that passes for characters, but not for players. Examples of interludes include traveling between locations and carrying out an action that might take more time, like hacking a computer system. Interludes speed up these portions of the game.
- **Session:** A single game within a chronicle.
- **Chronicle:** A series of gaming sessions over many nights which are connected in theme. A chronicle may take months or years to complete.

Challenges

There are three types of challenges: static, opposed, and mass. All three types of challenges are resolved by performing tests. All challenges, unless they are mediated, will involve at least one test. Sometimes, you must perform more than one test to resolve a challenge.

- **Static challenges** are tests made vs. the Storyteller.
- **Opposed challenges a**re tests performed vs. another player or an NPC.
- **Mass challenges** are tests made by multiple characters vs. the Storyteller simultaneously.

Tests are resolved by playing rock, paper, scissors.

- **Rock** beats scissors and ties with rock.
- **Paper** beats rock and ties with paper.
- **Scissors** beats paper and ties with scissors.

The winner of the test wins the challenge. In a departure from prior editions of *By Night Studios* games, there are no retests.The winner of the test wins the challenge. In a departure from prior editions of *By Night Studios* games, there are no retests.

STATIC CHALLENGES

A static challenge resolves simple scenarios that do not involve another character. For example, characters may wish to jump over a fence, steal a car, make a computer program, or resist a frenzy; all of these are static challenges.

Step One: Choose the Difficulty: When you want to make a static challenge, see your Storyteller and tell them what you want to accomplish.

The Storyteller defines the difficulty rating of a static challenge based on what the character is attempting. Difficulty is rated on a one to ten scale.

TYPE OF DIFFICULTY	DIFFICULTY RATING	EXAMPLE
Easy	2	Hopping over a hip-high fence
Standard	4	Climbing over a head-high fence
Difficult	6	Climbing over a head-high fence in the rain
Challenging	8	Climbing over a head-high fence in the rain while your enemy is shooting at you
Epic	10	Climbing over a head-high fence in the rain with a broken leg while your enemy is shooting at you

Step Two: Identify Test Pool: Challenge test pools are determined by adding a relevant Skill to a relevant Attribute.

Example: *Indrani is trying to program a computer virus to attack a bank's security system and bring it down. This is a difficult thing to do, so the Storyteller has determined this is a Challenging test of Difficulty 8. Their test pool is Intelligence 3 (Attribute) + Computers 4 (Skill) for a total of 7.*

Step Three: Resolve the Test: Next, perform a test. To make a test, play rock, paper, scissors with your Storyteller.

- If you win the rock, paper, scissors game, you win the test.
- If you lose the rock, paper, scissors game, you lose the test.
- If you tie, compare your test pool to the challenge's difficulty rating. If your test pool is greater than the difficulty rating, you succeed. If your test pool is equal to or less than the rating, you fail the challenge.

Certain tests in *Vampire: The Masquerade* allow for "critical wins". When you win the rock, paper, scissors game outright, compare your test pool to the difficulty rating. If your test pool is higher than the difficulty rating, you score a critical win. You must win the test outright to critically win. It is not sufficient to tie.

Note that only the attacker (the character that initiates the challenge) can score a critical win. You might score a critical win when you shoot an enemy, but you cannot score a critical win when you are resisting a Mesmerism or dodging a sword swing.

Static Challenge Variations

Automatic Success: To save time, your Storyteller may allow you an automatic success on a static test if your test pool is equal to, or more than double, the difficulty of your task.

Unskilled Tests: You can try an action without having the appropriate Skill. These untrained actions carry a risk. If you try to perform an action without having the appropriate Skill and you lose the test, you fail spectacularly. For example, if you are trying to pick a lock and you critically fail, you might damage the lock and make it inoperable. You cannot critically fail if you have at least one dot in the necessary Skill, even if you lose the challenge.

Example Static Challenge: Chris the Malkavian is trying to program a computer virus to attack a bank's security system, hoping to bring it down so that his friends can break into the vault.

- This is an advanced action, so the Storyteller has determined this is a Challenging test of Difficulty 8.
- Chris's test pool is Intelligence 3 (attribute) + Computers 4 (skill) for a total of 7.
- Chris throws a rock, paper, scissors test with the Storyteller. The Storyteller throws rock, and Chris throws paper. Chris wins.

Result: Programming this kind of virus is difficult, but Chris gets the job done. He introduces the virus to the computer system, bringing down the connected cameras, so his team can enter the building undetected.

OPPOSED CHALLENGES

Opposed challenges resolve conflicts between characters with different goals. An opposed challenge occurs when the target of a challenge is another character or an object in their immediate control. Every opposed challenge includes an "attacker" and a "defender"—terms used to identify who is acting against whom, even though the opposed challenge might not actually involve an attack.

Scenarios with multiple opposed challenges such as combat are resolved via the process for complex scenarios **(see Mass Combat, page 107)**.

Step One: Define the Challenge and Your Victory Condition:

When you target another individual with an opposed challenge, indicate which character you wish to affect and announce your victory condition. A victory condition is the result that will occur if you win the challenge. If you lose the challenge, your victory condition does not occur.

Your victory condition needs to be logical within the scene and consistent with the type of challenge initiated. All victory conditions must be approved by the target player or the Storytell-

Winning at a Cost

When a player fails a static test, the Storyteller may offer a player the opportunity to "win at a cost": they succeed at their action, but a new complication is added to the scene.

For example, a character picking a lock who fails their test would normally be unable to open the door. However, the Storyteller may allow them to "win at a cost"; the door is unlocked, but an alarm is triggered. This should not be used for opposed challenges.

er. If there is disagreement on whether or not a victory condition is appropriate, the Storyteller makes the final decision.

Examples of victory conditions include disarming your opponent or using a discipline.

Line of Sight: To attack a character, you must be able to see her directly. Seeing a character indirectly, such as through a camera, mirror, or security system, does not generate Line of Sight.

Step Two: Determining the Test Pools: As with static challenges, challenge test pools must be determined. In this case, both the attacker and defender have test pools.

- Test pools usually involve the use of an appropriate Attribute + an appropriate Skill where a Skill is appropriate.
- In some tests, the use of a Skill does not make sense. When the Storyteller thinks it appropriate, you may form the test pool by adding two Attributes.
- Many opposed challenges such as combat **(see Types of Attacks, page 103)** and those involving Discipline powers have both the offensive and defensive test pool dictated in the Discipline power description.

Step Three: Resolve the Challenge: Next, play rock, paper, scissors with the target player.

- If you win the rock, paper, scissors game, you win the test.
- If you lose the rock, paper, scissors game, you lose the test.
- If you tie, compare your test pool to your opponent's test pool. The person with the higher test pool wins the challenge. If the test pools are tied, the defender wins the challenge.

Certain tests in V:TM allow for critical wins. When the attacker wins the rock, paper, scissors game outright, they may compare their test pool to the defender's test pool. If the attacker's test pool is higher than the defender's test pool, then they may score a "critical win." They must win the test outright; it is not enough to tie.

Opposed Challenge Complications

Unskilled Tests: See Unskilled Tests, page 100. In addition, critical failures in opposed challenges only occur for the character initiating the test, not the character defending.

Relenting: At any time before the test is performed, a player may choose to let their opponent win. Characters who relent lose the challenge automatically. If the relenting character's test pool is less than the attacker's, then the attacker scores a critical success. Otherwise, the attacker scores a normal success. When a beneficial effect calls for a test, the benefiting character may not relent.

Example Physical Opposed Challenge: Leanne the Brujah is being ambushed by a vampire hunter with a shotgun.

- The Hunter, controlled by the Storyteller, chooses his victory condition: shooting Leanne, who opposes the action to try to avoid getting shot.
- The Storyteller calculates the Hunter's attack test pool using the standard formula: Dexterity 3 (attribute) + Marksmanship 2 (skill) for a total of 5.
- Leanne's player calculates her defense test pool using the standard formula: Dexterity 2 (Attribute) + Athletics 2 (skill) for a total of 4.
- The player and the Storyteller throw rock, paper, scissors. They tie. Since the Hunter has a greater attack test pool, the Hunter wins.

The result? Leanne tries to dive out of the blast, but the Hunter's aim is true. She is hit by the shotgun blast and takes one normal damage. Luckily for her, the Hunter did not win the rock, scissors, paper match. If he had, the Hunter would have scored a critical success, and Leanne would have taken an extra point of damage.

Mass Challenge

Some tests call for a mass challenge. This is a quick way to resolve a challenge with multiple people all at once, such as during a Rouse test at the end of a combat turn.

When a mass challenge is needed, everyone subject to the test and the Storyteller all throw rock, scissors, or paper at the same time. Each player compares their result to the Storyteller's result and determines if they win, lose, or tie.

A mass challenge may also be applied when a character must make tests against multiple other characters. There are a number of Disciplines which require a single challenge from the Discipline user against multiple other characters (examples include Earth Shock, Bulletstorm, Capricious Visage). The player activating the power may choose to resolve all tests at once with a Mass Challenge with the target players.

Example: A Rouse Check in Combat: Four players are engaged in a combat scene. All of them Rouse once in a turn and must make a Rouse check at the end of the turn. Rather than throw one test for each person, the Storyteller calls for a mass challenge and throws rock. Jane and Hugh throw paper and both win the test. Players Frank and Kim throw scissors and lose.

Combat Scenarios

Combat in *V:TM* is meant to be thematic and cinematic. While conflict can be a lot of fun, this game is not intended to be a hyper-realistic combat simulator. We aim to resolve combat efficiently so the focus of the game—*roleplaying*—can continue.

Time in a battle is measured in short blips, when the difference between success and failure is scant seconds. For the purposes of our game, we measure time in turns. A turn lasts approximately three seconds in real time. The order of turns is determined by the characters' Initiative score.

Initiative is the order in which characters take their actions. A character's Initiative score is equal to their Composure + Awareness, representing the speed of their actions and their split-second perception. If two or more characters have the same Initiative, the character with the higher Wits goes first. If the characters have the same Wits, randomly determine who goes first.

Actions

Each character may take up to two actions, one standard and one simple, per turn on their Initiative.

A standard action is any action that requires a challenge (static or opposed) or requires your character's full attention. Examples include attacking another character, climbing a wall, or picking a lock. The Storyteller will tell you if your desired action requires a static challenge or an opposed challenge, but actions that require a challenge are always standard actions, even if your opponent relents.

A simple action is something your character can do without a challenge. Examples of simple actions include standing up after being knocked down, drawing a weapon, or movement.

A character may decide to use their standard action as a second simple action in a turn. However, simple actions may not be traded in this way for a second standard action.

Movement

A simple or standard action may be used to move three steps when walking or running. One step is roughly equivalent to 3 feet of distance traveled.

If you wish to move in a complex way, such as climbing, jumping, or swimming, you may only spend a standard action to move three steps. Your Storyteller may also require a static challenge using your Dexterity + Athletics. Certain supernatural powers may increase your movement speed per action spent or make advanced movement easier.

Fair Escape

A character who wishes to escape combat may attempt to declare "fair escape." Attempts to declare fair escape automatically fail if there is no logical way to do so. For example, a character who is in a concrete bunker with no exits that they can access may not fair escape. Your Storyteller has the final say as to whether a fair escape is possible.

To attempt a fair escape, wait until your turn, raise your hand, and announce that you wish to try a fair escape. To successfully escape, you must avoid being involved in any challenges against your Dexterity + Athletics pool during the turn. If you are attacked before your Initiative, your attempt to escape automatically fails, even if the attack missed.

When you announce that you wish to try to escape, other players who have not acted yet have the opportunity to announce that they plan to attack you later in the turn. If no one says that they intend to attack you, you escape immediately.

If someone declares that they intend to attack you, your fair escape is put on hold. If you are not actually attacked, then you escape at the end of the turn. However, if you are physically attacked later in the turn, your fair escape fails. A physical attack is defined as any challenge that is defended against with your Dexterity + Athletics. If your fair escape fails, you may take your actions at the end of the current turn.

These rules are meant to speed up play. Use your common sense when trying to use fair escape. The Storyteller has the final say of whether or not a fair escape is possible or successful. Once you have escaped, you cannot return until after the combat is over.

How to Run a Combat Scene

Step 1: Mediation

Rather than use mechanics, players and Storytellers may choose to agree on an outcome. It is often possible for players to handle a combat scene by mediation, especially if characters' lives are not truly on the line. This can keep the story flowing while giving everyone an outcome that they are happy with. If there is any disagreement, the Storyteller steps in.

For example, a Caitiff has crossed the Sheriff one too many times. The Sheriff wants to beat him up, and the Caitiff is fine with taking a few hits before escaping. If all players agree to this outcome and their Storyteller approves, this result will end the combat without any opposed challenges. Roleplay can quickly resume.

If agreement on the outcome of a scene is not possible, then proceed to Step 2.

Step 2: Organization

The Storyteller freezes the scene and discusses what is happening with the players. The Storyteller will determine who is involved in the combat. Players should remain in their place and stop talking.

Step 3: Processing the Action

The Storyteller will collect the Initiative scores of the characters involved and determine the order of play. The simple or standard action that initiated the combat is processed first, then all other actions are processed in Initiative order.

The Storyteller will count down the Initiative order, starting with the highest, and process actions until the lowest Initiative is resolved. When it is your turn, raise your hand and declare one standard action and one simple action in any order you wish.

Surprise Attacks

If your character initiates a combat scenario suddenly, such as leaping from the shadows or targeting an unsuspecting character, take your simple or standard action immediately. This is called a Surprise Attack and is resolved before the start of the Initiative order. Only the character who initiates the scenario gets this benefit. All other characters proceed in normal Initiative order unless they have a Discipline that affects their Initiative order, such as the Quicksilver power from Celerity. The character who spent their simple or standard action as a Surprise Attack spends their remaining action on their Initiative.

Delaying Your Action

You can delay your action to take it later in the turn. When you delay your action, you may act at any point later in the Initiative order of that turn. However, if you delay your Initiative until another character's natural Initiative, the character acting on their natural Initiative resolves her actions first. If two or more characters delay their actions until the same moment in a turn, the character with the highest Initiative goes first.

You may use one of your delayed actions, either standard or simple, and continue to delay the other action until later in the turn. If you choose to take no actions in a turn, your Initiative in the next turn increases by 5. This bonus is not cumulative.

Once every player has had the chance to act in Initiative order, the turn is completed. The Storyteller will begin a new turn.

Types of Attacks

Test Pools

Combat scenarios allow for a number of different attack types. By default, a successful attack inflicts 1 point of normal damage. If you score a critical win, you deal an extra point of damage.

For consistency, certain combat pools are defined by this system:

- **Attacking physically or using combat maneuvers unarmed**, such as using fists, claws, or teeth, uses Strength + Brawl. To use an unarmed attack, you must be within one step of your target.
- **Attacking physically or using combat maneuvers with melee weapons** of any type uses Strength + Melee. To use a melee attack, you must be within two steps of your target.
- **Attacking physically or using combat maneuvers with firearms or ranged weapons** uses Dexterity + Marksmanship. **See Ranged Weapons, page 331 for the rules on distance for firearms and other ranged weapons.**
- **Attacking physically or using combat maneuvers with thrown weapons** uses Dexterity + Marksmanship. To make a throwing attack, you must be within ten steps of your target and the weapon must make sense as a thrown weapon.
- **Avoiding a physical attack** uses Dexterity + Athletics.

Combat Maneuvers

Combat maneuvers are a special attack that inflicts some form of negative circumstance on your opponent. These maneuvers do not inflict damage.

To use a combat maneuver, simply declare you want to use it instead of making a regular attack. You use the same pool as a base attack for a combat maneuver.

Disarming your opponent can be done with a Brawl or Melee attack. If you succeed in the challenge, you force your target to drop one weapon they are holding. Picking it up then requires a simple action. You can also use this to take unsecured items off your target, like a cord around their neck, a hat, or a phone from their pocket. However, a disarm maneuver cannot be used to remove large or secured items, like a jacket or pieces of armor.

Grappling your opponent can be done with a Brawl or Melee attack. An individual who has been grappled gains the Grappled Condition. To exit the Grappled Condition, they must win in a opposed test of Strength + Brawl or Melee vs. Strength + Brawl or Melee. This test takes a Standard action. **For the particulars of the Grappled Condition, see page 111.**

Optional Rule: Rapid Mass Combat Resolution for Player vs. Player (PvP) Combat

Vampire: the Masquerade is not a game about clashing armies fighting for supremacy. Combat within this setting is intended to support themes of intrigue, political ambition, and personal horror. While it is mechanically possible for large groups of players to conflict violently, some troupes do not prefer that style of gameplay. This optional rule is designed to assist troupes that would prefer to handle mass combat narratively.

We define "mass combat" as a fight involving **more than ten player characters (11+)**. Mass combat between vampires is inherently and automatically dangerous, both for the participants and for the Masquerade. Engaging in extremely lethal pitched battles flies in the face of vampiric survival instincts in modern nights.

Storytellers using this rule for their game should make it clear to all players that it is in effect. As this is an optional rule, even if they generally use it, the Storyteller may choose to not to implement it for combat scenes that are important to the game's narrative. For example, running a mass combat for a Praxis seizure or a Blood Hunt without this optional narrative resolution system may make sense in the context of the game. Storytellers should use their best judgment and make the choice based on what best serves the story.

As this system may involve consent-based character deaths, Storytellers should explain this system to their players clearly so that they understand how it works and can make an informed decision.

The Steps for This System are as Follows:

Step One: Mediation

Storytellers attempt to help players resolve a story outcome for the fight by consensus. If that is not possible, proceed to Step Two.

Step Two: Players Opting In or Out

When more than ten player characters are going to be involved in a PvP combat, the Storyteller shall pause the scene. All involved characters are given the opportunity to freely fair escape, representing their survival instincts leading them away from clear and obvious danger.

This system defaults to Final Death. However, if all players on both sides involved in the combat agree that their intentions are non-lethal, they may fight to torpor. Once all players have had the chance to opt in or escape, proceed to Step Three.

Step Three: Count the Characters

If Step Two leads to ten or fewer characters opting into the mass combat, then the Storyteller should resolve the combat with those players using normal mechanics and proceed no further with this optional rule.

If Step Two leads to eleven or more characters (11+) remaining in the conflict, then the Storyteller shall have them organize themselves into groups, with the allies who intend to fight as a team. The Storyteller should clearly tell the players that this is the last chance to declare fair escape. Once the last chance is given, characters are locked in the fight until there is one surviving team left or all teams agree to end the conflict. Proceed to Step Four.

Step Four: Narrative Resolution

The battle begins. Describe the chaos and violence of a large group of vampires fighting for their lives.

By default, a round of deaths occurs in the battle. Each team will have one player narratively describe how their character is destroyed in the messy carnage of mass combat. Players should be given the opportunity to volunteer and tell a story about how the death occurs. For example, did a character heroically sacrifice themselves to protect another?

If no one volunteers, then the Storyteller shall determine which character(s) die randomly (for example, by rolling a die).

If all parties have agreed that the fight is to torpor, follow the rules above, but characters are put into torpor instead.

After each turn, give the groups the chance to retreat. If all groups agree to retreat, the combat ends. If they do not, another round of narrative deaths occur.

Each team loses one character per round until all surviving characters on all teams agree to retreat or until only survivors from one team remain, at which point the combat ends.

For simplicity and speed, all characters who participated and survived a narrative combat where Final Death occurred fill half of their health levels (rounded down) with aggravated damage and gain 2 Stains. If the fight was to torpor, then all characters who participated and were not rendered torpid fill half of their health levels (rounded down) with normal damage and gain 1 Stain.

SYSTEM NOTES

NPCs involved in the fight may also die at the Storyteller's discretion, but they can never take the place of a player character's death. One player character always perishes in each turn.

Storytellers should avoid allowing abuse of this system. For example, players using "throw away" or "one-shot" characters as sacrifices would be an abuse of the system. The Storyteller has the authority to say no for the good of their game, or they can simply run the combat mechanically at their discretion.

You relinquish your grapple if you take any action targeting someone other than the character you are grappling or if you move more than one step per turn. If you move at one step per turn, you may drag the grappled person with you. If the character inflicting the grapple moves or is moved two steps away from the grappled target, then the Grappled Condition is automatically broken.

If a character is grappled by more than one person, they must defeat the opponent who has the highest Strength + Brawl or Melee score. That opponent gains a +1 bonus to their pool for each additional character grappling the character attempting to escape. If the escaping character wins this challenge, they resolve the Grappled Condition and are no longer grappled by any character. As long as your character is grappled, she is considered the target of a physical challenge each turn for the purposes of fair escape.

Knocking your opponent out can be done with a Brawl, Melee, or appropriate Thrown Weapon attack. If you succeed, your target is unconscious and may not act or defend herself for ten minutes. You can only use this in the first turn of a combat, and you cannot use it if your target is expecting an attack. Supernatural creatures, such as vampires, werewolves and changelings cannot be knocked unconscious. At the Storyteller's discretion, enhanced human Hunters are also immune to being knocked out.

Knocking your opponent prone can be done with a Brawl, Melee, or Marksmanship-based attack. If you succeed with this maneuver, your opponent suffers from the Prone Condition.

Knocking your opponent back can be done with a Brawl, Melee, or Marksmanship based attack. If you succeed with a knock back maneuver, your opponent takes three steps in any direction you choose.

Staking a character can be done with a Melee or Marksmanship attack using a weapon with the Staking quality. To attempt to stake your target in the heart, instead of making a normal attack challenge, immediately make three contested challenges using your Strength + Melee for a melee weapon or Dexterity + Marksmanship for a ranged weapon against your opponent's Dexterity + Athletics. If you succeed in all three challenges, your opponent is staked and suffers the following consequences, depending on their creature type:

- **Vampires:** They suffer the Helpless Condition and take 1 normal damage (instead of the damage the attacking character would normally assign). While staked, a vampire cannot move, act, or utilize Disciplines. She remains aware of her immediate surroundings and can hear and see everything in her field of vision. If the stake is removed from a vampire's heart prior to her falling to torpor, she is healed of her paralysis immediately and resolves the Helpless Condition.
- **Mortals, ghouls, and thin-bloods without the Vampiric Resilience Merit:** Suffer the Weakened Condition and 3 Aggravated Damage. The Weakened Condition lasts until all damage on the victim is healed and they have rested for 48 hours.
- **Thin-bloods with the Vampiric Resilience Merit:** Continually suffer the Staggered Condition (until the stake is removed) and take 1 aggravated damage (instead of the damage the attacking character would normally assign).

If you lose any of these challenges, your attack misses and does no damage. A character already suffering from the Helpless Condition can be staked automatically. Removing a stake from another character during a combat scene requires a standard action.

Noticing Attacks

Most physical attacks (and the use of physical Disciplines) are obvious and can be noticed by everyone in line of sight or who could reasonably hear them. For example, almost every character in the *World of Darkness* will notice gunshots and fireballs; the Auspex power, Heightened Senses, increases the range of noticeable attacks dramatically to a level of the Storyteller's discretion.

Successful mental and social attacks are impossible to distinguish from free will or quirky behavior unless the attack creates an obvious visual or audible phenomenon. For example, a Ministry character using Eyes of the Serpent to paralyze an opponent is fairly conspicuous because of the Minister's glowing golden eyes. Your character may infer (correctly or incorrectly) the successful use of a power based on a sudden change in another character's behavior, but often there is no telltale visual proof. Players should be careful to distinguish their out-of-character knowledge from what their character actually observes. Whenever a power with a non-visual component fails, characters with dots in the Awareness Skill may attempt to notice the failed attack. They must either be the target of the power or have the user in their line of sight. Then they make an opposed challenge using Wits + Awareness vs. the Wits + Subterfuge of the character who failed to use a mental or social Discipline power.

Mass Combat

In a mass combat, characters may be attacked by an unlimited number of individuals. Characters may wish to help defend another character in a mass combat situation by using an Assist Defender action. To declare an Assist Defender action, you can offer to block a physical attack targeting another character at any point in the Initiative order. If the other character refuses your help, you can use your simple action for another purpose on your Initiative turn and your Assist Defender action is negated. If your assistance is accepted, spend your simple action and move up to three steps to the defender. You must end this movement within one step of the character you are defending to shield them from the attack; otherwise, Assist Defender fails. The attack is then resolved as though you were the original target. Unless otherwise noted, a character may only use Assist Defender once per turn.

The attacker may choose to abort their attack if they do not want to attack the user of Assist Defender action, but the standard action declared for the attack is lost. If the attack proceeds, the attacker makes their attack against the character using Assist Defender. If the user of Assist Defender wins this challenge, the attack is negated, preventing it from affecting you or the original defender. If you fail, the attack affects you as though you were the target.

When you use the Assist Defender tactic, both you and the original defender are considered to have been targeted with a

physical attack for the purpose of assessing Fair Escape. An attack cannot be redirected by Assist Defender more than once. If two or more characters wish to Assist Defender, the person with the higher Initiative has the first option to do so.

Characters who are unable to move or who are knocked down may not use this tactic. Characters who are not solid cannot use this tactic. Characters may not Assist Defender against an attack that targets multiple characters at the same time.

Example Combat

Kelley, an Anarch investigator, is looking into suspected wight activity in a warehouse. Breaking in quietly, she descends a flight of dingy stairs – and finds a degenerated vampire, Jody, hunched over a mortal body. Enraged at the interruption of her feeding, the creature attacks the Anarch.

The Storyteller takes down the Initiative scores (Composure + Awareness) of each involved character. Kelley the Anarch and Jody the Sabbat both have an Initiative score of 6, so they compare Wits. Kelley has Wits 3, and Jody has Wits 2. Kelley goes first. **The Storyteller begins to count down the order.**

- **Kelley's Turn 1:** Using her standard action, Kelley ticks off one Rouse check and uses Dread Gaze against Jody. Both throw Rock. Kelley has a test pool of 6 (Charisma 4 + Intimidation 2). Jody has a test pool of 7 (Wits 2 + Resolve 5). The test fails. Kelley then uses her simple action to back up three steps. She concludes her turn.
- **Jody's Turn 1:** Jody ticks off a Rouse check to activate Blink (Celerity 3). He uses his simple action to move three steps plus three more steps for the effect of Blink. He attempts to grapple Kelley using her Strength 4 + Brawl 3 for a pool of 7. Kelley tries to dodge using Dexterity 3 + Athletics 2 for a pool of 5. Jody throws Rock and Kelley throws Paper. The attack misses.
- **Rouse check Turn 1:** Both characters throw a mass test with the Storyteller for their Rouses in Turn 1. The Storyteller throws Paper. Kelley throws Rock and gains one Hunger. Jody throws Scissors and gains no Hunger. **See Rousing the Blood, page 118, for more information.**
- **Kelley's Turn 2:** Realizing that her opponent has Blink and can move faster than she can, Kelley commits to fight. She draws her knife with a simple action and makes an attack using her test pool of Strength 3 + Melee 3 for a pool of 6. Jody has a pool of Dexterity 2 + Athletics 1 for a pool of 3. Both characters throw Paper, and Jody suffers one normal damage for the strike. He has Stamina 2, so she has four empty health levels remaining.
- **Jody's Turn 2:** Displeased at being injured, Jody throws a punch with his Strength 4 + Brawl 3 for a pool of 7. Kelley dodges with her pool of 5. Unfortunately for Kelley, she throws Scissors and Jody throws Rock. Their pools are compared for the win, and Jody pulls off a critical win for two normal damage because his test pool is higher.
- **Rouse check Turn 2:** The Storyteller checks to see if anyone Roused this turn. As nobody did, no Rouse check is required. A new turn begins.

Health & Damage

Characters have a number of Health levels equal to their Stamina + 3. When a character is dealt damage from an attack, she fills in one Health level for each damage she has taken. When a character has damage in their last three Health levels, they are deemed to be Injured. Injured characters suffer wound penalties, which cause them to lose their simple actions every turn until they no longer have any damage in their last three Health levels. When a character has no Health levels remaining, she risks falling unconscious. When a character must allocate damage, and they have no Health levels left, the character is dead or, in the case of a vampire, in torpor.

HEALTH LEVELS UNFILLED WITH DAMAGE	EFFECTS
More than three remaining	None
Three or fewer remaining	Wound Penalties—Lose your simple action every round.
Zero health levels remaining	Any additional damage results in torpor (or death if mortal)—**see page 130.**

Damage Types

There are two kinds of damage: normal damage and aggravated damage.

- **Normal damage** comes from attacks that slash, pierce, or bash your opponent. Unless otherwise noted, assume your attack causes normal damage.
- **Aggravated damage** comes from supernatural sources, including Banes such as fire and sunlight **(see page 128)**. When a character is hit by a magical source or a Bane to which she is particularly vulnerable, she suffers aggravated damage. When assigning aggravated damage to your health levels you should mark it differently than normal damage.

Falling Damage: Characters take one point of normal damage for every ten feet (one story) they fall. A character falls 10 stories (or 100 feet) per combat turn unless slowed by a parachute or something similar. The maximum damage a character can take from falling is 20 normal damage, representing terminal velocity.

Losing Consciousness: When a living character has all of their health levels full of damage, she falls unconscious and may die. It is possible to revive an unconscious character using the Medicine skill by succeeding in a Static Challenge using a test pool of Intelligence + Medicine vs. difficulty 5 (10 if proper medical equipment is not available). Succeeding in this challenge doesn't heal any damage that has been taken **(see page 111 for how quickly mortals heal damage)**. A living character who has been revived from unconsciousness has only their simple action available to them until they have healed one damage.

When using blunt weapons such as fists or a club, an attacker may choose to subdue a mortal. In this case, they do not die when rendered unconscious or when taking a wound they cannot allocate (including from a critical win). Instead, any unallocated damage is not tracked. The mortal is unconscious, but stable with all health levels full of damage. Supernatural creatures, such as vampires, werewolves and changelings cannot be knocked unconscious. At the Storyteller's discretion, enhanced human Hunters are also immune to being knocked out.

Death: Living characters die as soon as they must allocate damage to an empty health level and no longer have one remaining. A living character who was knocked unconscious from damage (all health levels filled with damage) will die in a minimum of five turns unless treated by a character with the Medicine skill. For narrative purposes, the Storyteller can extend this length of time if they choose. For example, Roger is a human with six health levels. He is severely injured and has only one health level that does not have damage allocated to it. He is critically hit by a gunshot for two normal damage. This would kill him since he cannot allocate the second damage from the gunshot with only one empty health level.

Torpor from Damage: Vampires are more difficult to destroy. When a vampire must allocate damage (aggravated or normal) to an empty health level and they no longer have one, they fall into torpor. To permanently destroy a vampire, they must be in torpor, then the head must be decapitated or the entire body destroyed **(see Final Death, page 130)**.

To destroy a vampire's torpid body without decapitating her, you must expose her entire body to fire or sunlight for one turn. Other suitably destructive forces, such as acid or the crushing power of junkyard car compactor, can destroy a torpid vampire if the vampire is subjected to their damaging forces for three turns. These turns do not have to happen consecutively, but they must all happen within 10 minutes.

A vampire that is destroyed leaves behind mortal remains that appear as old as their true age. Most vampires leave behind desiccated skeletons unless they are very old. Vampires older than 500 years turn to ash. Vampires younger than a year leave behind a decomposing corpse. If a vampire has a limb cut off, the missing piece will return to its true age and expected appearance based on the vampire's age as described above. **For information on how a vampire recovers from torpor, see Torpor, page 130.**

Healing: Mortals heal at a rate of one level of normal damage per day, except for damage in their last three Health levels. Those injuries heal at a rate of one health level per week. Aggravated damage heals at a rate of one per week. Treating a living character with Intelligence + Medicine vs. difficulty 4 cuts these times in half. Medical treatment does not work on vampires. **Vampires do not heal naturally. For more information on how vampires mend, see Damage Mended, page 126.**

Willpower: Characters have a starting Willpower score equal to their Composure + Resolve. Willpower represents a character's confidence, determination, and drive. As with health levels, certain effects will remove a character's Willpower. When a character reaches zero Willpower she gains the Impaired Condition until she rests **(see Conditions below)**. Once a character has rested for six hours, she regains all her Willpower.

CONDITIONS

There are a number of ways to affect a target without doing damage. These conditions have a variety of penalties. Some of these conditions require a specific attack or vampiric power to inflict. Unless otherwise stated, you cannot be subject to the same Condition more than once at a time.

- **Blinded:** While suffering from this Condition, you automatically fail all ranged physical attack challenges and any mental or social challenges that require line of sight. In addition, your pools for offensive and defensive physical challenges (except those that use your Stamina attribute) suffer a -5 penalty. Powers that cause Blinded will indicate within their text what resolves the Condition.
  - In the modern world, areas of natural 'pitch blackness' are rare; only places such as caverns, underwater depths, and specifically designed rooms should cause this Condition. **For other situations see Visual Impairment, page 112.**
- **Distracted:** A character with the Distracted Condition is momentarily overwhelmed by external stimuli. While Distracted, she loses her next simple action. Losing the next simple action resolves the Distracted Condition.
- **Frightened:** The character must use all available actions to immediately move away from the source of their fear until the Condition is resolved. Abilities that cause Frightened will indicate within their text what resolves the Condition.
- **Grappled:** A character with the Grappled Condition is unable to take steps in any direction. This does not eliminate their ability to take Standard and Simple Actions. This Condition may be resolved by winning a Strength + Brawl or Melee test vs. the grappler's Strength + Brawl or Melee as a standard action. Some powers, such as Mist Form, may allow a character to slip out of a Grapple because they can no longer be targeted by Grapple maneuvers. An individual Grappled by more than one person must defeat the highest of the grapplers' test pools. The grapplers gain a +1 bonus for each additional grappler beyond the first. If the Grappled character wins the test, they escape all the Grapples against them.
- **Helpless:** A character with the Helpless Condition is unable to defend themselves, whether due to torpor, unconsciousness, or paralysis. A character with the Helpless Condition may take no actions. They automatically lose all physical attack tests against them.
- **Impaired:** All of your test pools are reduced by 2.
- **Prone:** A Prone character has been knocked flat on the ground. They may spend your simple action to stand up, which removes the Prone Condition. While Prone, you gain a +3 bonus to your defense test pool against Ranged attacks further than three steps away, but a -2 penalty to your defense test pool against all physical attacks from a character within two steps of you. In addition, you may crawl at one step per action spent on movement. A character can spend a simple action to lie down, inflicting the Prone Condition on themselves.

Regarding Action Loss

Multiple effects in the game can cause action loss. For example, a character who is Staggered by two hits from characters with the Potence power Staggering Strike has two Conditions where losing their next simple action resolves the Conditions. Losing one simple action resolves both Conditions. A character can only lose one simple action a turn, and they do not go into "action debt."

- **Staggered:** A character with the Staggered Condition has been physically stunned and loses his next simple action. Losing the next simple action resolves the Staggered Condition.
- **Weakened:** Offensive physical test pools are reduced by 1.

VISUAL IMPAIRMENT

Mundane darkness rarely causes the Blinded Condition. Instead, dense fog, being lost in the wilderness with the stars as your only light, or being caught in a poorly-lit basement causes visual impairment. Any visual impairment that doesn't cause the Blinded Condition instead gives a -1 penalty to all pools for offensive and defensive physical challenges (except those that use your Stamina attribute).

SUFFOCATION

Mortals can hold their breath for 30 seconds times the number of dots they have in their Stamina Attribute. When unable to breathe, mortal characters take one point of normal damage every turn (or every three seconds if not in combat). This damage cannot be reduced or negated while the character is unable to breathe, such as being underwater or in a room filled with toxic gas. Vampires do not need to breathe and cannot suffocate.

DRUGS & ALCOHOL

Vampires are immune to the negative consequences of mundane toxins and poisons. They may partake of mundane drugs and alcohol by drinking the blood of individuals who are under the influence of these things, but the effects are mostly muted in comparison to mortals. For vampires, no high is as good as the Blood itself. There are some vampires who actively seek out prey under the influence of intoxicants to receive even that smallest buzz. Use the following table to determine the baseline effects of drugs on humans. These penalties last for at least one hour, depending on how much of the substance the mortal has consumed; the duration is decided by the Storyteller. Overdosing can cause a loss of consciousness or death in mortals. The last column of the table describes the effects on a vampire who has Slaked more than 3 hunger from a human (or multiple humans in the span of 5 minutes) under the influence of the listed drug. These effects last for one scene.

DRUG	ATTRIBUTE PENALTY FOR MORTALS	PENALTY FOR VAMPIRES
Alcohol	-1 to Dexterity and Intelligence	-1 penalty to the Driving and Athletics Skill
Cocaine/Meth/Speed	-2 to Composure	-1 penalty to resist or control frenzy
Hallucinogens	-1 penalty to all Wits, Resolve and Manipulation	-1 penalty to the Awareness and Investigation Skill
Heroin/Morphine/Oxy/Opiates	-1 to all physical Attributes	-1 penalty to the Survival and Subterfuge Skill
Marijuana	-2 to the Wits Attribute	-1 penalty to Initiative
Poison	-1 to all Attributes. In addition, they take 1-3 points of damage per scene	Vampires are not affected by mundane poisons

Mortals who suffer an overdose may perish when dramatically appropriate. If specific mechanics are needed, an overdosing mortal suffers 1 normal damage per five turns (fifteen seconds). Their death may be prevented with an Intelligence + Medicine check if the correct anti-toxins are present and usable.

Supernatural toxins and poisons, such as those created by Blood Sorcery, may affect vampires. These effects are described within each individual power.

Downtime Actions

The game is meant to be the big, dramatic stage for your *Vampire: the Masquerade* character's experience. What they do between games is represented by the Downtime Action system, when you communicate with your Storyteller about certain actions you wish your character to take. These actions may include managing your holdings, crafting, feeding, learning disciplines, spying on another character, or gathering information.

Your vampire's unlife is busy with the fundamentals of surviving and thriving. They have a limited amount of free time before dawn. Accordingly, all characters have 3 downtime actions for each period of time between games. These actions must be spent between games. They do not carry over into the next period of time between games. Players log Downtime Actions with their Storyteller, who collects the actions for the players and sends out results as appropriate.

A player should be able to describe each of their Downtime Actions in a single sentence. After the Storyteller receives these actions, they will decide if challenges, details or roleplay scenes are required to adjudicate the Downtime Actions.

Prior systems of *Mind's Eye Theatre's Vampire: The Masquerade* have had extensive systems wherein additional downtimes could be gained through Skills, Rituals, Disciplines or Backgrounds. In this edition, these items represent improved ways to get things done in a Downtime, not extra Downtime Actions.

For example, a character may wish to get information on a license plate they learned from a police database. They want to spend one Downtime Action to get the information.

If they have no Backgrounds, they might submit a Downtime Action to sneak into the police station, login to a police computer, and escape with the information. This would carry some significant risk for the character as they try to evade the police officers within.

Backgrounds could make this task much easier. For example, a character with high Resources and a Retainer might submit a Downtime Action to have their Retainer bribe a police officer to look up the information, which mitigates the character's personal risk. Even better, a character with a Contact in the police department could simply submit a Downtime Action to task their Contact to run the plate for them.

All three approaches could work, and all three approaches would take one Downtime Action. Employing Backgrounds as part of the Downtime Action makes it much easier. A non-exhaustive list of sample Downtime Actions include crafting an object, feeding, investigating leads, patrolling territory for interlopers, stealing a car, asking an Ally in the Political Sphere to push for policy change, or having a Contact look into the location of a big underworld arms deal. You can be creative, but bear in mind that your Storyteller is the final arbiter of whether a Downtime Action is appropriate for their game. **For more information on resolving downtime Actions involving Mortal Connections, see page 144.**

Group downtimes are possible to allow characters to work together. Players should collaborate and send in one collective narrative to their Storyteller as a Downtime Action, clearly labeled as such, so that the Storyteller can provide one narrative answer if they wish.

Chapter 5
Dramatic Systems

"Welcome all, to my dining table! Prince, Baron, etc. The affectations of power we call ourselves matter not in this Salon, merely your ability to cordially debate the topic of dinner, and your decorum in the process. Now, in honor of our guest, the esteemed . . . and quite captive . . . Chief of the Police, our topic this evening will be the difference between 'legal' and 'moral.' Kindred or kine laws are all available for examples and debate, our dear chief has pinky promised to never speak of our discussions tonight . . ."

– Baron Dr. Jonathan Wells

Vampire Characteristics

The following are key characteristics of all vampires in the *World of Darkness*.

First, vampires are ageless. While it is possible to destroy a vampire, they will not age or die of natural causes. They do not need water, food, or air. A vampire is an undead corpse, animated by the supernatural properties of their Blood.

Vampires need blood to survive. This is their nourishment, which they rely upon to perform the supernatural abilities that they use to survive. Most vampires seek the overwhelming high of drinking human blood, although ones of weak Blood Potency may opt to consume unsatisfying and foul-tasting animal blood. Some elder vampires must hunt younger vampires, their bodies no longer satisfied by anything less than the supercharged power of Vitae.

Vampires are very resilient. As their internal organs do not matter for their function, vampires take normal damage from attacks with hand-to-hand weapons instead of Aggravated Damage. The exceptions are thin-bloods without the Vampiric Resilience Merit, who take damage like mortals.

Vampires have specific banes they must be very careful to avoid. A stake through the heart paralyzes them. Fire will quickly consume a vampire who cannot escape. Sunlight destroys them quickly, their flesh burned away as if on fire. Vampires have difficulty remaining awake during the day and, as a general rule, operate at night.

A Mortal's Embrace

New vampires are created by a process called the Embrace. This is not common. The very dangerous combination of overpopulation and mortal Hunters makes the decision to create a vampire a significant consideration. After all, it takes a good reason to add another hungry mouth for the limited food supply.

To Embrace a new vampire, a sire drains their victim of blood. When the victim is on the edge of death, the sire places a small amount of their Blood in their would-be childe's mouth. New vampires cannot be created accidentally; a would-be sire must choose it. The Blood rips the victim back from death into unlife. The body changes to accommodate its new state of being, and the fledgling awakens into the *World of Darkness*.

The first seconds of a young vampire's unlife are defined by overwhelming hunger, absolute terror, and vengeful rage as the monstrous nature of the Blood transforms them. These raw, supernatural drives are referred to as the Beast, and, as the young vampire learns how to tap into the powers of the Blood and control their horrifying urges, they realize that the struggle against their Beast will be a defining feature of their unlives. Some young vampires are fortunate (or unfortunate) enough to have the benefit of their sire's tutelage. Whether their sire is cruel or benevolent, it is certainly easier to face a fledgling's existence with guidance. However, some find themselves abandoned, left to figure it out and—if they are lucky—survive.

Vampires play at humanity in an endless Masquerade, trying to blend in to survive in a world ever-shrinking under the gaze of security cameras and the watchful government. However, the Embrace is not "life." The beauty of life is gone. Pleasure, joy, and love fade, leaving behind a stark world in which emotion grays as the color of life fades. Many young vampires experiment, seeking whatever experience, thrill, or drug will give them the facsimile of human emotion again. It is never enough. Only the taste of blood brings that level of joy as the Beast is sated for a time.

Still, if the fledgling has the mental fortitude and will to survive, there is a world beyond chasing blood and trying not to die. Whether through a sire's tutelage and introduction to their society, or a cold encounter with another vampire in an alleyway, new vampires rarely stay alone for long.

In most cases, only a mortal or ghoul can be Embraced. There are rare exceptions to this guideline that may be detailed in future releases.

Mechanics of the Embrace

If a mortal (not a ghoul) is Embraced during play, you should convert your character to a vampire using the following steps:

- Your Generation is one less than your sire's.
- Gain one Blood Potency unless your Generation is 14th, 15th or 16th then it is 0 (zero).
- Gain the first two dots in one of your new clan's in-clan Disciplines, the first dot in another in-clan Discipline, and the first dot in any Discipline of your choosing.
- Add a Hunger and Humanity (starting at 7) track to your character sheet.
- Select a Predator Type. If you already possess any of the benefits, and you have spent XP on them, these points are refunded.

If a ghoul is Embraced during play, convert your character to a vampire using the following steps:

- Gain one Blood Potency.
- Remove all level 1 Discipline powers from your sheet and refund the XP that was spent on them.
- Gain the first two dots in one of your new clan's in-clan Disciplines, the first dot in another in-clan Discipline, and the first dot in any Discipline of your choosing; add these to your character sheet.
- Add a Hunger track and Humanity (starting at 7) to your character sheet.
- At any point after the Embrace, you may select a Predator Type and add its benefits and drawbacks to your character. If you already possess any of the benefits, and you have spent XP on them, these points are refunded.

Ghouls

A mortal who drinks the Blood of a vampire becomes a ghoul. A ghoul is still mostly mortal but does gain a small amount of the power of a true vampire. Ghouls stop aging as long as they regularly consume a vampire's Blood. The vampire they feed from is their domitor.

A key role playing consideration for a ghoul player is whether your character is fully Blood Bound to their domitor **(see pp. 133 for more information on Blood Bonds)** or not. This Blood Bond is an essential element of what a ghoul is and will be core to their roleplaying experience. A ghoul who is a thrall to their domitor is a very different character than a ghoul who receives blood indirectly (not from the vein of a vampire). Players of ghouls should familiarize themselves with the Blood Bond; they should have clear discussions with the player of their character's domitor and their Storyteller about portraying these themes so that everyone is comfortable and understanding with this roleplaying dynamic. Also note that a ghoul will invariably suffer vitae addiction, and the craving for vampiric Blood often makes them loyal regardless of Bonding.

A ghoul has the ability to use their domitor's Disciplines but only at a basic level. **As long as a ghoul is given one Rouse check worth of vampire Blood, at least once a month, she gains the following benefits:**

- The ability to use any Disciplines she selected. These Disciplines must be level 1 powers of her domitor's in-clan Disciplines **(see page 195)**. If a ghoul is not fed every month, she loses the ability to use these Disciplines, but they are not removed from her sheet. It is assumed that a player character who has a ghoul feeds them unless otherwise stated.
- The aging process halts.
- Ghouls heal as if they were mortal but in half the time. **See Healing, page 111.**

Animal ghouls have different rules for selecting Disciplines than normal ghouls. When an animal is made into a ghoul, select Celerity, Potence, or Fortitude. The animal has both level 1 powers of that Discipline and may not gain another power.

Hunger

A vampire's Hunger is the neverending drive to feed on human blood, the most primal desire of a vampire's inner Beast. When Hunger is slated by periodically feeding on human, animal or bagged blood, the vampire can avoid her Beast driving her to Hunger Frenzy, just as she can avoid Fear Frenzy by avoiding fire. A vampire's Hunger increases the more she Rouses the Blood to mend her wounds, power her Disciplines, etc.

In a live-action setting, Hunger is tracked from 0 to 5 on your character sheet. Each time your character's Hunger increases or decreases, make or remove a check mark in the appropriate box on the Hunger track. Your Hunger level has a variety of effects on your character. The effects listed below are cumulative. For example, at Hunger level 4, you are subject to bestial failures and messy criticals.

Hunger Level	Effect
0*	Immune to all types of Frenzy unless triggered by a supernatural power
1	Can only Slake to zero (0) by draining a mortal completely of all blood
2	
3	Bestial failures
4	Messy criticals
5	Can no longer voluntarily Rouse the Blood Effects that cause an involuntary Rouse check instead force you to immediately test for Hunger Frenzy Effects that cause your Hunger to increase automatically force you into a Hunger Frenzy

* If your Hunger level rises to one, you are immediately subject to any Frenzy triggers as normal **(see page 127)**

Bestial Failures

While a vampire is at Hunger 3 or higher, her Beast does not deal well with failure. **When she loses a contested or static challenge, and her test pool is lower than her opponent's test pool or the difficulty of the static challenge, she must suffer one of the following consequences:**

- The character must act out a Compulsion.
- She gains one Hunger. If this result would take her Hunger above five, the character immediately enters Hunger Frenzy.
- As her actions were unintentionally reckless, she has committed a Masquerade breach (if justified by the scene).
- She gains one Stain (if justified by the action causing the bestial failure).

Consequences are chosen by the Storyteller or, with their permission, by the player.

Example: *Fox is trying to jump a three-foot gap from one rooftop to another. He fails the challenge. Because he has Hunger 4 and his test pool is smaller than the difficulty of the challenge, he suffers a bestial failure and ends up crashing through the brick wall of the building, causing a Masquerade breach.*

Example: *While walking down the street, Asher becomes the target of a mortal pickpocket. Asher tries to stop the theft by grabbing the thief's hand. The challenge is lost, and, because they currently have a Hunger rating of 3 and a lower test pool than the thief, it is a bestial failure. Asher accidentally shatters every bone in the thief's hand, gaining one Stain for violating a personal Conviction forbidding them from harming mortals except under vital self-defense.*

Example: *Octavius, a Brujah, is in the middle of a debate over successful military campaigns of the 15th century. Their opponent, Zachary, insists that they are a master of the subject. Zachary fails the contested Academics + Intelligence challenge to prove it and has a smaller test pool than Octavius. The Storyteller determines that they should act out their Compulsion. Because Zachary is a Tremere, their clan Compulsion is Perfectionist. Zachary continues to debate even though no one is listening.*

Messy Criticals

A vampire with a Hunger level of 4 or more must always check to see if a challenge would be considered a critical win, even if there would be no benefit for a critical win. If a critical win would normally be achieved (their pool is one higher than the opposing

pool/difficulty), she is subject to a messy critical. The character's Hunger has driven them to an impressive success at the cost of having momentarily lost control of their Beast.

Mechanically, a messy critical forces the character to gain one Stain. Story-wise, the messy critical is largely up to the player and Storyteller to describe. Whatever activity she was performing that resulted in the messy critical got out of control. Messy criticals can often result in a Masquerade breach; however, not all challenges involve doing something that can get that messy.

When it is too difficult to explain a messy critical resulting in a Masquerade breach, the character should roleplay the urges of her Beast by being assigned a Compulsion. The Stain is still gained.

Example: *Raven attempts to use Telepathy on Nyx and wins the associated challenge. Because Raven is at Hunger 4, they consult their Storyteller to see if they make a critical win. If so, it is now considered a Messy Critical. Normally this would result in a physical display and Masquerade breach, but, since they were using Telepathy, an overt show of physical action doesn't make sense. Raven still gains one Stain, but now also gains the Compulsion Paranoid, as their Beast is convinced they are being spied on in the same manner.*

Alternative Example: *Elias is trying to escape by pulling open a locked door to a nearby warehouse. They win the challenge, but, because they have a Hunger rating of 4, they must check for a critical win. If confirmed as a critical win, he suffers a Messy Critical. Their Beast takes control as they rip the steel door out of the wall and toss it across the street, an obvious breach of the Masquerade. Elias gains one Stain and is able to enter the building as originally planned.*

Compulsions

Compulsions can occur after a messy critical or bestial failure, as the Beast drives them to actions compelled by their Blood. Subtle and insidious, the urges caused by Compulsions feel entirely natural. The vampire may not even realize they were influenced by the Beast. In this way, even the most pious of vampires can find themselves driven to wickedness.

When a character must take a Compulsion, the Storyteller selects one that is appropriate for the scene. If the Storyteller cannot decide or is not nearby, the default should be Hunger. Once the Compulsion is selected, the player decides how to act it out in a way that is consistent with their character. Players who go above and beyond in roleplaying their Compulsion can be rewarded by the Storyteller through restoring a Willpower point. Unlike a Frenzy, Compulsions cannot be ignored if players spend Willpower.

All vampires may be driven to the following Compulsions:

- **Hunger:** The vampire's thoughts go toward the rush of slaking their Hunger, doing anything they must to feed, whether that is violence, lying, stealing, or begging. Any action not immediately conducive to feeding suffers a -2 penalty. This Compulsion ends when the vampire Slakes at least one Hunger level.
- **Dominance:** Command. Control. Win. The vampire makes their next interaction into a competition, doing everything they can to win and rub their opponent's face in their loss. Any action that is not directly aimed at establishing dominance or challenging authority suffers a -2 penalty. This Compulsion ends when the vampire has "won" and gloated about it.
- **Harm:** The Hunger drives the vampire to hurt and destroy for the sole sake of causing pain. This Compulsion often, but not always, means physical harm. It can also include social and emotional damage. All actions not immediately resulting in someone or something getting harmed are performed at a -2 penalty. This Compulsion ends when the vampire destroys, drives off, or incapacitates a target. If the vampire's wrath is aimed at an object, that object must be of significant value to someone the vampire usually cares about (including themselves).
- **Paranoia:** While vampires are usually cautious, this Compulsion drives their usual fear and suspicion into overdrive. The vampire will disengage from any perceived threat, suspecting anyone and anything. Any action not taken toward disengaging is performed at a -2 Penalty. The Compulsion ends after 30 minutes.
- **Clan Compulsions:** Each vampire clan has a Compulsion specific to their experience of the Blood, as described in Chapter 2.

Rousing The Blood

A Rouse check is a specialized rock, scissors paper challenge. On a win or a tie, you have successfully kept your Hunger controlled. On a loss, your Hunger increases by one. A Rouse check is neither a contested nor static challenge.

Out of combat, you make a Rouse check immediately. In combat, each time you would normally make a Rouse check during the combat turn, make a tick mark in the Rouse box on your character sheet. At the end of the turn, the Storyteller will perform the Rouse checks as mass tests with all participating characters in the scene. Once the Rouse checks have been resolved, all players erase their tick marks and start fresh on the subsequent turn.

Example: *Anton has three Rouse checks tick marks recorded, and Byron and Josie have two Rouse check tick marks recorded. The Storyteller performs a mass test with Anton, Byron, and Josie twice, and then performs one Rouse check with Anton for his third tick mark.*

If a Rouse check results in an increase in Hunger, always resolve any outstanding effects prior to marking your increase in Hunger. At Hunger 5, a vampire can no longer intentionally Rouse the Blood. If you begin a combat turn below Hunger 5 and you fail too many Rouse checks at the end of a turn, you can inadvertently end up in Hunger Frenzy by going beyond Hunger 5.

Example: *Angel is involved in a combat scenario. They are at Hunger 3. They Rouse four times in a turn. Unfortunately, they fail the first three of their Rouse checks, causing their Hunger to exceed 5. They immediately fall to Hunger Frenzy without a test. The remaining fourth Rouse check can be ignored for this turn.*

At Hunger 5, if an outside factor causes a Rouse check, the vampire must instead immediately make a Hunger Frenzy check. Unless otherwise stated, failing a Rouse check that causes a Hunger Frenzy still activates the effect that required the Rouse check,

PEPSI

if any. If an effect that causes an automatic Hunger increase is successfully used on a vampire at Hunger 5, the vampire immediately falls to Hunger Frenzy without a further test.

Slaking Hunger

Vampires must Slake (lower) their Hunger by feeding. Blood can be found from animals, mortals, other vampires, or even other supernatural creatures. When a vampire bites a mortal to drain blood, they invoke the Kiss. The Kiss overwhelms mortal senses with bliss, leaving them helpless for feeding. Other supernatural creatures find it pleasurable, but they are not overwhelmed or helpless.

After feeding, a vampire can close the tell-tale fang punctures by licking the wound, repairing the skin. This does not repair wounds from a bite intended only to cause damage nor damage caused by a human's loss of blood.

Most vampires prefer to feed on blood pumped by a beating human heart. However, some vampires are able to drink bagged blood or blood from an animal if they possess a Blood Potency of 2 or less and the Iron Gullet Merit. These sources do not truly satisfy, but, if that is what must be done to survive, a vampire will do it.

The source and amount of the blood consumed dictates how much Hunger is Slaked (reduced). The only way to reduce your Hunger to 0 (zero) is to completely drain a human of all their blood, killing them. All vampires have a resting Hunger level based on their Blood Potency. Without killing humans, this is the lowest their Hunger can be dropped by feeding.

The amount of Hunger Slaked and how long the vampire must take to feed is summarized in the table below **(see page 121)**.

Feeding from Animals

Animal blood harbors no Dyscrasias and is an extremely bland experience. Even a Gangrel finds drinking exclusively animal blood to be unfulfilling. Vampires with a Blood Potency of 3 or higher can Slake no Hunger from animal blood. Vampires with a Blood Potency of 2 can only Slake one Hunger from large animals **(see Animals, page 329)**. Feeding from large animals is a moderate ordeal, requiring 15 minutes out of play to locate and subdue such an animal. Feeding on normal-sized animals can be done easily in combat. Slaking from normal-sized animals kills them. In order to feed on small animals, a vampire must feed from multiple sources. This requires 15 minutes out of play and also kills the animals fed on.

Feeding from Bagged Blood

Bagged blood is extremely bland, even less flavorful than animal blood. Bagged blood has gone through so many different medical processes that a vampire wishing to Slake blood from it must possess the Iron Gullet Merit. Without this Merit, the vampire cannot reduce Hunger from bagged blood. This includes blood that has been centrifuged to separate plasma from blood cells, blood containing anticoagulant preservatives or any other methods used to prevent spoilage outside the body for longer than 30 minutes, or blood from a corpse that has been dead longer than an hour.

Bagged blood has no Resonances or Dyscrasias and confers no additional effects to its consumer. Bagged blood can be used by thaumaturgists, necromancers, and alchemists to power Rituals and Formulae.

Feeding from Mortals

Sip from a Human: Feeding from humans can be done calmly and safely or quickly and dirty. In order to Sip from a human, the character needs five minutes out of game to find, distract, bite, feed, and lick the wounds closed, as well as a successful Hunting challenge.

Non-Harmful Drink: A vampire can Slake up to two Hunger safely from a mortal in a non-dangerous situation. The vampire can lick the wound closed to heal it, and the mortal will suffer no damage. A non-harmful drink can be accomplished by spending 15 minutes out of game and succeeding in a Hunting challenge.

Harmful Drink: In combat, feeding from a human requires a Grapple to be established before feeding can begin. The mortal suffers one Aggravated Damage per Hunger Slaked in this way. If the vampire Slakes more than two Hunger from a mortal with harmful drinks, the Storyteller will make a static challenge using the mortal's Strength + Stamina versus a difficulty equal to the amount of Hunger Slaked. The mortal dies from blood loss if they lose the test.

Killing a mortal via feeding: To drain a mortal completely of blood takes five turns. This is the only way to reach Hunger zero or go below the minimum Hunger value that requires killing and draining a human, as determined by Blood Potency (For example, a Blood Potency 5 vampire must kill and drain a human completely to reduce her Hunger below two). Draining a mortal dead usually causes the vampire to gain at least one Stain **(see Shifting Humanity, page 138)**.

Feeding from a Vampire

When a vampire has successfully bitten another vampire, she may choose to Slake instead of doing damage. If she does, she reduces her Hunger by one and her victim increases her Hunger by one. Remember, depending on Blood Potency, Hunger can only be reduced to a certain level without feeding from and killing a human. Feeding directly from another vampire also risks a Blood Bond.

SOURCE	HUNGER SLAKED	TIME SPENT	NOTES
Multiple small animals (rodents, birds, cats)	1	15 minutes out of play Cannot be done in a combat scenario	Animal Resonance; No Dyscrasia. Slakes no Hunger if your Blood Potency is 3+ May be hard to find large animals in a primarily urban setting Must Slake on large animals and when doing so only Slakes 1 Hunger when Blood Potency is 2
Medium sized animal (dog, wolf, raccoon)	1	15 minutes out of play **or** 1 turn per Hunger Slaked during combat	
Large animal (bear, horse)	2	15 minutes out of play **or** 1 turn per Hunger Slaked during combat	
Blood Bag	1	1 Standard Action	Slakes no Hunger if your Blood Potency is 3+ No Resonance or Dyscrasia Requires the Iron Gullet Merit
Sip from a human	1	5 minutes out of play Cannot be done in a combat scenario	Includes time necessary to grab, feed, and lick wound closed If Blood Potency 4+, sip will Slake no Hunger, while Non Harmful drink Slakes only 1
Non Harmful drink	2	15 minutes out of play Cannot be done in a combat scenario	
Harmful drink	1-4	1 turn per Hunger Slaked	Humans take 1 Aggravated Damage per Hunger Slaked and make a Strength + Stamina check vs. difficulty equal to amount of Hunger Slaked to survive blood loss
Human drained and killed	5	5 turns	Only way to reach Hunger zero, but usually causes at least 1 Stain
Vampire	Special **(page 133)**	Special **(page 133)**	Risks a Blood Bond

HUNTING

Regardless of the source and type of blood, feeding during a game session requires a successful hunting challenge using your Hunting Pool (dictated by Predator Type) vs. a difficulty of 6. If successful in the challenge, the feeding vampire may choose a specific type of Blood Resonance and receive a random Dyscrasia from that Resonance **(see Blood Resonance, page 130)**. Failing a feeding challenge may cause complications and further risks to the character as determined by the Storyteller.

By default at the beginning of a game, a character's starting Hunger level is the lowest minimum level permitted by their Blood Potency without killing a human. **However, the Storyteller may choose to increase some or all characters' starting Hunger based on any of the factors below:**

- The difficulty of feeding in their Domain or territory is higher than normal.
- If numerous Rouse checks were made in downtimes.
- A character who has mended any amount of Aggravated Damage in the period between games starts the next game at one Hunger level higher than normal.
- If multiple games are on sequential nights, a character's starting Hunger should be the same as it was when the game on the previous night ended.

Any increase to starting Hunger should be communicated to the player prior to the beginning of the game. Once the Storyteller has assigned a Hunger level, a character may then reduce the assigned Hunger level using Herd. This does not count as using your Herd during play.

Characters start with a random Dyscrasia. The easiest way to hand out Dyscrasias to players is by using the pdf deck of cards, freely available on the By Night Studios website. Each card has the Resonance type printed on one side and the Dyscrasia and its effect on the other side. Depending on your game size, you may want to have more than one deck.

Generation

Generation is the term vampires use to distinguish a vampire's place within a lineage. When one vampire Embraces another, that progeny is one generation higher than the vampire that created her. The lower a vampire's generation is, the greater the potential power that lies in her Blood. The generation of a vampire does not always indicate her age. A 9th generation vampire could be an elder Embraced during the Renaissance or a neonate Embraced last Tuesday. Unless a vampire commits the forbidden act of diablerie–consuming the blood and soul of another vampire–her generation cannot change. Generation limits how potent a vampire's Blood can become.

GENERATION	MINIMUM BLOOD POTENCY	MAXIMUM BLOOD POTENCY
9th	2	5
10th-11th	1	4
12th-13th	1	3
14th-16th	0	0

VAMPIRE AGE & COMMON GENERATIONS

Below is a list of vampire generations and their typical age bracket and its title. It should be noted that the terms methuselah, elder, ancilla, and neonate refer specifically to the age of a vampire. While the pairings above are the norm, a sixth-generation neonate, while rare, can exist.

Caine & the 2nd Generation: The true origins of vampires remain speculation and myth in modern nights. The most commonly believed myth is the biblical figure Cain is actually Caine, the original progenitor of all vampires. There is no proof of this, nor of him having sired a number of vampiric childer who would eventually sire the first of the clans.

Antediluvians: 3rd Generation: Less myth and more nightmare, the Antediluvians were said to be either the cause or the target of the biblical flood. In the millennia that followed the Antediluvians, intrigue would supposedly drive their lineages to subterfuge, conspiracy, and deceit on their behalf. In pre-modern times, the Camarilla denied their existence, claimed they were dead, or insisted they were lost to torpor. That was until fanatics within the Sabbat forced the Camarilla to admit the truth. The Sabbat claim they are on a holy mission from Caine himself to wake and destroy these Antediluvians. As the Sabbat leads its crusade, elder vampires across the globe hear the Beckoning calling them to protect the ancient vampires of the third generation.

Methuselahs: 4th & 5th Generation: Only slightly weaker and no less terrifying than the Antediluvians, the methuselahs of the Fourth and Fifth Generation retreated from society centuries ago. Some joined secret cults; others slept beneath ancient cities. Current knowledge of them is perhaps more rare than that of the Antediluvians. Have the Methuselah already been Beckoned to protect their sires from the Sabbat? Will they be soon?

Elders: 6th through 8th Generations: Most of these vampires were Embraced multiple centuries ago. Many held prestigious positions within the Camarilla or the Anarch Movement. While some remain, most have been Beckoned to the front lines of the Gehenna War. Those that remain are almost always too busy fighting off the call of the Beckoning to remain publicly (or politely) active in society.

Ancillae: 9th Generation, 10th & 11th Generations: Vampires who have not existed long enough to be called elders, nor of the potency of Blood to claim the status of elders, are called the ancillae. Most ancillae are less than 250 years old and often hold positions of importance within cities because of their proven experience in vampiric society.

The Ninth Generation are close enough to being elder-blooded that, while they do not feel the full call of the Beckoning, those of particularly high Blood Potency hear the whispers.

Neonates: 12th & 13th Generations: The fastest growing generations of vampires are the neonates, and their numbers have bloomed in modern nights. Most vampires in a city are neonates. Some are so newly Embraced that they have barely had time to fully understand vampirism and the society they live in.

Thin-Bloods: 14th, 15th & 16th Generations: With the huge mortal population boom and the increased number of neonates being Embraced it was only natural to expect an increase in the number of thin-bloods. Once thought to be a harbinger of the end times by the elders, these vampires have such diluted Blood that they have no clan and almost no real access to vampiric Disciplines. However, they do suffer fewer effects of the vampire curse and have access to a unique ability called Blood Alchemy.

Blood Potency

Within each generation of vampire, the strength and potential of what their Blood can do varies. The longer a vampire survives, the more potent their Blood can become. Increased potency comes with greater risks. The effects of a vampire's Blood Potency are summarized below:

Blood Potency 0 (zero)

You are a thin-blood, not quite a vampire and no longer truly mortal.

- You may Rouse your Blood to increase your pool by +1 for a single challenge that involves any of your Attribute scores.
- You take damage as if you were a mortal unless you possess the Thin-Blood Merit: Vampiric Resilience.
- You may Rouse your Blood once a turn to mend one point of Normal Damage if you possess the Thin-Blood Merit: Vampiric Resilience.
- You have no Bane Severity because you have no clan and therefore no clan Bane.
- You cannot create Blood Bonds or create ghouls without the Thin-Blood Merit: Catenating Blood.
- You cannot Embrace vampires without the Thin-Blood Merit: Catenating Blood.
- You are susceptible to a Hunger Frenzy the same as true vampires.
- You are only subject to Fear and Rage Frenzy if triggered by a supernatural effect such as Animalism unless you possess the Thin-Blood Flaw: Bestial Temper.
- You take only one point of Normal Damage per turn in direct sunlight.

Blood Potency 1

You are a true vampire. Even at this lowest level of Blood Potency, you can accomplish great things.

- You may Rouse your Blood to increase your pool by +1 for a single challenge that involves any of your Attribute scores.
- You may Rouse your Blood to mend one point of normal damage.
- You have a Bane Severity of one.
- You can create Blood Bonds and ghouls.
- Once per night, when not in combat, you may ignore one failed Rouse check to employ level 1 Discipline powers.
- You can Embrace other vampires.
- You are susceptible to all forms of Frenzy (see below).
- You are susceptible to all the Prices and Dangers of the Blood (see below).

Blood Potency 2

The strength of your Blood grows; however, blood not fresh from a human begins to lose its sustenance. You gain the all the effects of Blood Potency 1 with the following modifications:

- When you Rouse your Blood to mend damage, you mend two points of normal damage (instead of one).
- When feeding from animals, you may only Slake on large animals and, when doing so, only Slake one Hunger (instead of two).

Blood Potency 3

Your Blood has thickened enough to render you no trivial threat to others; however, it also causes further limitations. You gain the effects of Blood Potency 2 with the following modifications:

- When Rousing your Blood to increase your Attributes, you gain +2 (instead of +1) for a single challenge.
- You may no longer Slake Hunger from bagged blood or animals.
- Once per night, when not in combat, you may ignore one failed Rouse check to employ level 1 or 2 Discipline powers (instead of only level 1 Discipline powers).
- You have a Bane Severity of 2.

Blood Potency 4

The strength of your Blood exists below that of the most powerful vampires but allows you to exercise your will over most of the rest of your kind. You gain the effects of Blood Potency 3 with the following modifications:

- When you Rouse your Blood to mend damage you mend three points of normal damage (instead of two).
- You may no longer Slake Hunger by Sipping from a human. When you Slake Hunger with a Non-Harmful drink, you Slake one less Hunger.
- You gain a +1 bonus to your defensive pools when defending against a challenge caused by a Discipline.

Blood Potency 5

The strength of your Blood approaches that of elder vampires. Should it increase further, you will surely fall to the Beckoning. You gain the effects of Blood Potency 4 with the following modifications:

- When Rousing your Blood to increase your Attributes, you gain +3 (instead of +2) for a single challenge.
- Once per night, when not in combat, you may ignore one failed Rouse check to employ level 1, 2, or 3 Discipline powers (instead of only level 1 and 2 Discipline powers).
- You have a Bane Severity of 3.
- You must drain and kill a mortal to reduce your Hunger below two.

BLOOD POTENCY 6 & HIGHER

Vampires of this Blood Potency are disappearing from the world. Those who remain struggle to resist the Beckoning. Player characters can only reach this level of Blood Potency temporarily through certain supernatural powers such as Animalism and Blood Sorcery. Those powers will detail the effects of such an increase in Blood Potency.

Gifts of The Blood

The Blood provides supernatural abilities that are common to all vampires, such as the ability to feign life, give themselves temporary bursts of power, and mend damage to their bodies. The more potent the vampire, the greater the effects of these gifts.

BLUSH OF LIFE

The body of a new vampire changes in the first few nights of their new unlives. Unless intentionally altered through concentration and Rousing the Blood, a vampire's body is functionally dead. Vampires do not sweat, do not leave fingerprints, and do not physically tire. Vampires do not eat or drink, and their bodies are corpse-cold. Vampires do not need to breathe, but most still do so as a reflex. Vampires do not bleed unless they want to. Most vampires, depending on their Humanity, can make one Rouse check

BLOOD POTENCY	BLOOD SURGE BONUS	MENDING DAMAGE (PER ROUSE CHECK)	DISCIPLINE DEFENSE BONUS	DISCIPLINE ROUSING BONUS	BANE SEVERITY	FEEDING PENALTY
0	+1	1	0	none	0	No penalty
1	+1	1	0	1	1	No penalty
2	+1	2	0	1	1	Can only Slake 1 Hunger and must Slake from Large animals
3	+2	2	0	2	2	Animal and bagged blood Slakes no Hunger
4	+2	3	+1	2	2	Cannot Slake blood from Sipping from a human Can only Slake 1 Hunger per Non Harmful drink
5	+3	3	+1	3	3	Must drain and kill a human to reduce Hunger below 2

to gain the Blush of Life. This allows them to appear completely human for one hour. They can even pass cursory medical examinations. They can consume food and keep it down for one hour before having to vomit it up. Without the Blush of Life, a vampire vomits up anything she consumes that isn't blood.

BLOOD SURGE BONUS

A vampire can temporarily augment their Attributes by making one Rouse check to Blood Surge. A Blood Surge applies to only one challenge, and only if that challenge involves an Attribute score as part of its pool. The bonus to your pool given from a Blood Surge is determined by your Blood Potency. A vampire can Blood Surge as many times as she wishes per turn, but only once per contested challenge; you must declare you are using Blood Surge prior to throwing rock, paper, scissors.

DAMAGE MENDED

A vampire can mend Normal Damage by making a Rouse check. The amount of damage mended is dependent on her Blood Potency. A vampire may not mend Aggravated wounds except when she is Awakening. A vampire may Rouse to mend Normal Damage once per turn. A vampire begins each game with all her Normal Damage mended.

Vampires mend one Aggravated Damage when Awakening per night. A character that has mended any amount of Aggravated Damage in the period between games starts the next game at one Hunger level higher than normal. Depending on the frequency of your game sessions this means a vampire may begin a game with Aggravated Damage. If a vampire has four Aggravated Damage at the end of a game session and the next game session is the following day, she begins that game with three Aggravated Damage and her Hunger is one level higher. If the next game session is the following week (seven days later), she may mend all of her Aggravated Damage and begin game one Hunger higher than she ended the last game.

DISCIPLINE DEFENSE BONUS

At high levels of Blood Potency (4+), a vampire gains a supernatural defense against mental and social Discipline powers. When forming her defensive test pool against any mental or social Discipline power, she gains a +1 bonus when her Blood Potency is 4 and a +2 bonus when her Blood Potency is 5.

DISCIPLINE ROUSING BONUS

Once a night, a vampire can ignore one failed Rouse check when not involved in a combat scene. This benefit allows her to avoid gaining a point of Hunger and can only be done when Rousing for certain levels of Discipline powers depending on the character's Blood Potency.

- A vampire of Blood Potency 1 or 2 can ignore one failed Rouse check per night when Rousing to employ level 1 Discipline powers.
- A vampire of Blood Potency 3 or 4 can ignore one failed Rouse check per night when Rousing to employ level 2 or lower Discipline powers.
- A vampire of Blood Potency 5 can ignore one failed Rouse check per night when Rousing to employ level 3 or lower Disciplines powers.

A vampire may only ignore one failed Rouse check per night and only when not involved in a combat scene. For example, a Blood Potency 5 vampire cannot ignore a failed Rouse check on a level 3 Discipline power and then also ignore a failed Rouse check when using a level 2 Discipline power later in the game.

Prices of The Blood

AWAKENING

Vampires sleep during the daytime. At dawn, a vampire must either fall into a deep sleep or spend a point of Willpower. If the vampire spends a point of Willpower, she may stay awake and active during the day for one hour. Additional Willpower can be spent to stay awake at a rate of one Willpower per hour of the day she wishes to stay awake. Willpower spent to stay awake cannot be regained until after the sun sets. A slumbering vampire who finds herself in a dangerous situation may make a static challenge using her Wits + Awareness skill (difficulty rating 4); if successful, she may spend a point of Willpower to wake up and remain awake for one hour. Dangerous situations include having her haven alarm go off, nearby explosions, earthquakes etc. The Storyteller is the final

Rousing to Awaken

As an optional rule, Storytellers may enforce a Rouse check to Awaken at the beginning of each game or during downtimes. This is often done when storylines or environmental risks make feeding more difficult than average. The threat of rising Hunger at the onset of the game can be an important facet of a storyline but creates more logistics to handle prior to game.

arbiter of whether a situation is dangerous enough to the slumbering vampire to allow for an Awakening test. A slumbering vampire who takes damage instantly wakes up and may remain awake for three turns. After three turns, the vampire must spend a Willpower or fall asleep. Between games, a vampire Awakens at the same Hunger level as she had when she began resting, unless she has mended Aggravated Damage between games. Then she Awakens with the Hunger level of her last end of game + 1. **When starting a new game session, see page 117 for beginning Hunger level.**

FRENZY

On a nightly basis a vampire struggles to contain the snarling Beast within. Succumbing to one's Beast unleashes her base instinct, a ravenous and remorseless predator instinct with no morals, no qualms and no control. She loses all control of her rational mind, driven instead by rage, panic, or the Hunger for blood. The sight of a vampire in Frenzy is never subtle and always a Masquerade breach should a mortal observer survive to tell of it.

A vampire resists Frenzy by making a static Resolve + Composure test against a difficulty set by the provocation. Effects that can trigger a Frenzy are listed below. A vampire may add one-third (⅓) of her Humanity score (rounded down) to her test pool to resist Frenzy. Vampires with Hunger 0 have sated their beast and are immune to Frenzy unless triggered by a supernatural power for as long as they remain at Hunger 0.

There are three different types of Frenzy: Fury, Hunger, and Terror. Each type of Frenzy is triggered in a different way and drives a vampire to one uncontrollable desire. While in any type of Frenzy, apply the following effects:

- You are immune to wound penalties;
- You may only use physical Disciplines (Celerity, Fortitude, Potence and Protean);
- If a vampire enters a Frenzy while under the effects of any of their own mental or social powers, those effects end immediately. The premature end of these powers' duration can be delayed as long as the vampire chooses to Ride the Wave.
- If a vampire enters Frenzy while affected by another character's mental or social powers, these continue for their full duration, unless they interfere with fulfilling the directives of the target's Frenzy type. If they interfere with the directive of the Frenzy, those powers end.
- You gain a +3 bonus to your defensive pools to resist mental and social powers;
- You may spend one Willpower point to Ride the Wave, allowing you to control your actions (including the use of mental and social Disciplines) for a single turn.

Once a vampire has frenzied, she is immune to any effects that would trigger a different type of Frenzy. A Frenzied vampire will attempt to achieve the goal of her Frenzy until she is incapacitated.

Fury Frenzy: Humiliation, insults and provocation all risk triggering a Fury Frenzy. A vampire in a Fury Frenzy stops at nothing to destroy the cause of provocation. Once her target is killed or removed from her line of sight, the Frenzied vampire may make a test using her current Willpower vs. a difficulty of 3. This difficulty increases to 5 if other enemies remain present. If the player wins the test, the Fury Frenzy ends. If the player loses the test, they must attack their next enemy. If no enemies are present, they attack the nearest character. The player of the Frenzying character determines if any remaining characters are her enemies.

Unless otherwise noted, a vampire must test to resist Fury Frenzy from any given source once per minute (once per combat in a combat scene).

PROVOCATION	DIFFICULTY OF FRENZY TEST
Your loved one* or Touchstone killed	8
Your ally killed	7
Your loved one* or Touchstone hurt	6
Taking Aggravated Damage	5
Grossly insulted by someone you consider to be inferior	5
Substantial*** physical injury from Normal Damage	4
Public humiliation	4
Physical provocation** or harassment	3

* This includes characters with whom you have a Blood Bond of Stage 2 or Higher.
** Physical provocation includes taking one Normal Damage or non-damaging attacks such as a Grapple or Knock Back.
*** Any attack that deals more than one Normal Damage.

Hunger Frenzy: A vampire's Beast is always hungry for more blood. Even though a vampire cannot Rouse her Blood at Hunger 5, she must keep track of her Rouse checks as normal in combat. Out of combat, if another supernatural effect would force her to make a Rouse check, she instead tests to resist a Hunger Frenzy (difficulty 4). During a combat scenario, she keeps track of her Rouse checks as normal. Instead of testing with the Storyteller to see if her Hunger increases, she instead must test with the Storyteller to resist Frenzy (difficulty 4). The difficulty to resist Frenzy is increased by one for each supernaturally-compelled Rouse check beyond the first that she suffered while at Hunger 5. If an effect would cause a vampire to increase her Hunger past 5, she immediately succumbs to a Hunger Frenzy without a test.

A vampire in a Hunger Frenzy seeks the closest source of human blood. If there are no visible humans in line of sight, she may choose to Frenzy on the closest supernatural target or begin moving to a location that may contain humans, such as inside the closest restaurant or nightclub. A Hunger Frenzy ends as soon her Hunger reaches one or below.

In addition to the above situations, there are a number of provocations that can trigger a Hunger Frenzy. Unless otherwise noted, a vampire must test to resist Hunger Frenzy from any given source once per minute (once per combat in a combat scene).

PROVOCATION	DIFFICULTY OF FRENZY TEST
Sight of open wound or overpowering smell of blood while at Hunger 4 or higher	4
Tasting blood while at Hunger 4 or higher	6
Involuntarily being forced to Rouse while at Hunger 5	4 + the number of involuntary Rouse checks During a combat scenario, test at the end of turn and each subsequent turn this occurs
Involuntarily gaining a Hunger while at Hunger 5	Immediately succumb to Hunger Frenzy

Terror Frenzy: Also known as Rötschreck, a Terror Frenzy is most often provoked when a vampire is threatened by sunlight or open flames. Near-death experiences can also cause a Terror Frenzy. When a vampire succumbs to this Frenzy, she must flee from the source of danger with no regard to anyone who might stop her. If physically stopped by another character, the vampire does whatever she can to escape as soon as possible. She can deal damage to anyone who tries to prevent her fleeing, but she will always choose movement away from the source of her Frenzy if she is able.

Unless otherwise noted, a vampire must test to resist Terror Frenzy from any given source once per minute (once per combat in a combat scene).

Terror Frenzy triggers:

PROVOCATION	DIFFICULTY OF FRENZY TEST
Within 10 feet of a bonfire or other threatening* source of fire	4
Wielding a flaming weapon or firing a weapon with Incendiary ammunition **	4
Taking Aggravated Damage from fire	5
Obscured sunlight (through a curtained window, etc)	5
Inside a burning building	6
Fully exposed to direct sunlight	8

* Small decorative fires such as candles or a contained fireplace will not trigger a Fear Frenzy unless you are damaged by their fires. Threatening fires include bonfires, uncontrolled fires larger than three cubic feet, or flaming weapons being wielded against you. At most, you must make one test per minute for being within ten feet of threatening sources of fire, no matter their number.

Example: *Four Hunters attack Alicia, a Gangrel. Each produces a flaming torch and begins attacking her with them. Alicia is within ten feet of four threatening sources of fire. She tests once in total. If she is successful in that test, she overcomes her fear of all four torches for one minute before she must test again.*

** A vampire wielding a flaming weapon or firing a weapon with Incendiary ammunition must test each turn for Fear Frenzy.

Dangers to The Blood

SUNLIGHT

Sunlight burns the undead, boiling their Blood and roasting their flesh. A vampire exposed to sunlight takes a number of Aggravated Damage equal to their Bane Severity at the end of each turn she remains exposed. When only partially exposed to sunlight, such as through thick curtains, protective clothing, or heavy cloud cover, a vampire takes a number of Aggravated Damage equal to their Bane Severity at the end of every other turn.

Vampiric powers such as Fortitude do not reduce the amount of damage vampires take from exposure to sunlight. It is possible to reduce the amount of damage with thick clothing, but a vampire will always take at least 1 point of damage per turn from sunlight unless there is something solid and opaque between her and the sun. (The roof of her haven is her best friend).

FIRE

Fire is the only other natural way to deal Aggravated Damage to a vampire. Any partial exposure, such as shoving a hand into an open flame, deals one Aggravated Damage. Having roughly half of one's body covered in flame, such as an explosion where they are shielded from the waist down, would cause two points of Aggravated Damage. Being completely engulfed in flame, such as falling through the floor of a building into a raging inferno, would cause three points of Aggravated Damage. Damage taken from the fire continues until the vampire removes themselves from the source of the flame completely and spends a simple action putting the flames out.

A weapon with the Bane (Fire) quality converts its Normal Damage to Aggravated Damage.

EXTREME COLD

Vampires cannot die from exposure to extreme cold; even the lingering effects of frostbite mend eventually if the vampire can return to normal temperatures. After an hour of exposure to sub-zero temperatures, a vampire cannot Rouse the Blood. After two hours of exposure to sub-zero temperatures, she must take a test of her Stamina + Resolve (Difficulty 4) to keep moving. Each consecutive hour she remains exposed to subzero temperatures, she must test again, increasing the difficulty by one. If, at any point, she fails, she cannot move, freezes solid, and enters torpor.

DECAPITATION

A vampire who has damage in all health levels and is in torpor may be decapitated. No test is required because the target is torpid. Decapitation requires a standard action with an appropriate weapon, and the resulting attack must do at least one damage. This destroys the vampire permanently. Other characters may choose to Assist Defender to prevent another from decapitating the target **(see page 107)**.

STAKES

A vampire may be paralyzed by plunging a length of natural wood into their heart. Staking an enemy requires a weapon with the Staking quality to attempt a Staking Combat Maneuver **(see Core Systems, page 98)**. To stake a target in the heart, instead of making a normal attack challenge, immediately make three contested challenges using Strength + Melee for a melee weapon or Dexterity + Marksmanship for a ranged weapon against the target's Dexterity + Athletics. If all three challenges succeed, the target is staked and suffers the following, depending on their creature type:

- **Vampires:** They suffer the Helpless Condition and take 1 Normal Damage (instead of the damage the attacking character would normally assign). While staked, a vampire cannot move, act, or utilize Disciplines. They remain aware of their immediate surroundings, able to hear and see everything in their field of vision. If the stake is removed from a vampire's heart prior to them falling to torpor, they are healed of paralysis immediately, resolving the Helpless Condition.
- **Mortals (and Thin-Bloods without the Vampiric Resilience Merit) and Ghouls:** They suffer the Weakened Condition and three Aggravated Damage. The Weakened Condition lasts until all damage on the victim is healed and they have rested for 48 hours.
- **Thin-Bloods with the Vampiric Resilience Merit:** They continually suffer the Staggered Condition (until the stake is removed) and take one Aggravated Damage (instead of the damage the attacking character would normally assign).

If any of these challenges are lost, the attacker misses and does no damage. A character already suffering from the Helpless Condition can be staked automatically. Removing a stake from another character during a combat scene requires a standard action.

TORPOR

Vampires exist in a state between life and death. When living creatures would die, vampires fall into a hibernation state called torpor. While in torpor, the only thing that separates a vampire from Final Death is the destruction of her body or decapitation. A vampire in torpor gains the Helpless Condition. They are unaware of and cannot react to their surroundings, cannot use any Disciplines, and appear to be a shriveled corpse.

Vampires enter torpor in three ways:

- When a vampire character has no remaining empty health levels and takes one or more points of damage (Aggravated or Normal), she falls into torpor.
- If, when Awakening, a vampire fails their Rouse check while at Hunger 5, they fall to torpor. In game, this is only applicable when the Storyteller is enforcing Rouse checks to Awaken **(see page 126)** AND the character's Hunger is unable to return to its base value between games **(see page 117)**.
- A vampire may enter torpor voluntarily.

Unless Awakened early (see below), vampires remain in torpor for a length of time dictated by their Humanity score **(see Humanity, page 134)**, even if they entered torpor willingly. A staked vampire will remain in torpor until the stake is removed. Once this period of torpor has passed, an unstaked vampire Awakens at Hunger 5, immediately enters Hunger Frenzy, and begins hunting for the closest source of blood. Once they reach Hunger 4 or lower, the vampire's Frenzy ends and they regain their faculties.

In order to Awaken from torpor early, a vampire must be fed enough blood from a vampire of higher Blood Potency to Slake at least one Hunger. In this case, a vampire Awakens with Hunger 5 minus one for each level of Hunger Slaked from the vampire of higher Blood Potency.

FINAL DEATH

Vampires are more difficult to kill than mortals. To permanently destroy a vampire, the attacker must knock them into torpor by dealing more damage than they have health levels and either decapitate them (see above) or destroy their entire body. To destroy a vampire's torpid body without decapitating them, the attacker must expose their entire body to fire or sunlight for one turn. Other suitably destructive forces, such as acid or the crushing power of junkyard car compactor, can destroy a torpid vampire if the vampire is subjected to these damaging forces for 3 standard turns. These turns do not have to happen consecutively, but they must all happen within 10 minutes.

A vampire who is destroyed leaves behind mortal remains that appear as old as their true age. Most vampires leave behind desiccated skeletons unless they are very old. Vampires older than 500 years turn to ash. Vampires younger than a year leave behind a fresh corpse that begins decaying normally. Vampires older than one year but younger than 500 leave behind a desiccated corpse. If a vampire has a limb cut off, the missing piece will return to its normal age and expected appearance based on the vampire's age as described above.

Blood Resonance

Some vampires insist they can taste the emotions of the humans they feed on and that those emotions enhance the experience of feeding. The emotional state of a vessel, as it applies to her blood, is called her *Blood Resonance* and is influenced by her state of mind and environment.

RESONANCE

Humorism as a concept originated in Ancient Greece and spread throughout the world until the 16th century, when it was replaced with modern science. In humorism, four fluids make up human anatomy. **These humors are used to describe four of the five types of Blood Resonance**.

- **Choleric:** Yellow bile is the choleric humor. Those with an excess of this humor experience anger and aggression.
- **Melancholic:** Black bile is the melancholic humor, which causes sadness and melancholy when imbibed.
- **Phlegmatic:** Phlegm gives the phlegmatic humor its name and is believed to produce apathy and indifference.
- **Sanguine:** Blood is the sanguine humor and gives rise to enthusiasm, vitality, and joy.

Animal blood has its own separate type of Resonance. Stale or fractionated (bagged) blood does not possess any of the four humors, nor does it contain Dyscrasias. (For more detailed descriptions of the types of people with specific types of Blood Resonance, see the intro text of each Discipline in Chapter 5.) As soon as a vampire tastes the blood of a mortal, she knows what Resonance it contains.

DYSCRASIAS

A *Dyscrasia* is a state which results from a deficit or excess of one or more of the four humors. Traditionally, this refers to a biological dysfunction caused by one or more humors being out of alignment. For vampires, a Dyscrasia is a strong emotional state in a feeding vessel. If the vessel's blood is consumed while the vessel has a Dyscrasia, the condition will temporarily affect the vampire.

Tapping a Dyscrasia: When a vampire feeds from a vessel with a Dyscrasia, the Storyteller will provide the player with a card which she can use at any time, including outside her character's initiative. Using this card gives the character a one-time benefit depending on the type of Dyscrasia. Unless otherwise stated, this benefit lasts for only a single challenge. Under normal circumstances a vampire can only benefit from a single Dyscrasia a night; however, there are some exceptions, such as purchasing the Viscosity Merit **(see page 185)**. If the character feeds from a human or animal, the player must forfeit her card, as the blood in her character's system is diluted. A Dyscrasia must be used (tapped) before the end of the night, or its benefits will expire. (Players should also return the cards to the Storyteller so she doesn't have to keep making new ones.)

Choleric Dyscrasias

- **Bully:** Gain a +1 bonus to your offensive test pool in a single physical or social challenge vs. a character with fewer or equal dots of Status.
- **Envy:** Gain a +1 bonus to your offensive test pool in a single physical or social challenge vs. a character with greater than or equal your dots of Status.
- **Principled:** Gain a +1 bonus to your defensive test pool in a single mental or social challenge vs. an ideological enemy. (Usually , this "enemy" is a vampire from a different sect.)
- **Vengeful:** Gain a +1 bonus in a single challenge vs. a character if you have lost a previous challenge to her in the same night.
- **Vicious:** Gain a +1 bonus in a single challenge against a character if you have won a previous challenge against her in the same night.
- **Driving:** You may spend this Dyscrasia instead of one Rouse check to activate a single Physical (Celerity, Potence, or Fortitude) power. If the power you are attempting to activate requires multiple Rouse checks you make one less.

Melancholic Dyscrasias

- **In Mourning:** You may spend this Dyscrasia instead of one Rouse check to activate a single Social power (Animalism, Dominate, Presence). If the power you are attempting to activate requires multiple Rouse checks, you make one less.
- **Lost Love:** Gain a +1 bonus to any single offensive challenge involving protecting and preserving any of your Touchstones.
- **Lost Relative:** Gain a +1 bonus to any single defensive challenge involving protecting and preserving any of your Touchstones.
- **Massive Failure:** Gain a +1 bonus to your defensive test pool in a single challenge against a power that you have failed to resist at least one time before during the same night.
- **Nostalgic:** Gain a +1 bonus to your offensive test pool in a single challenge using a power that you have successfully used at least one time before during the same night.
- **Recalling:** Gain a +1 bonus to your defensive test pool in a single challenge against a power that you have seen successfully used at least one time before during the same night.

Phlegmatic Dyscrasias

- **Chill:** You may spend this Dyscrasia to gain a +1 bonus to resist Fury Frenzy.
- **Comfortably Numb:** You may spend this Dyscrasia to gain a +2 bonus to resist Fear Frenzy.
- **Eating Your Emotions:** You may spend this Dyscrasia to gain a +1 bonus to resist Hunger Frenzy.
- **Given Up:** Gain a +1 bonus to your defensive test pool on your current challenge if another character has achieved a critical win against you at least one time before during the same night.
- **Lone Wolf:** Gain a +1 bonus to your test pool on a single challenge if you have no allies present.
- **Procrastinate**: Gain a +1 bonus to your test pool on a single challenge if you are the last person to act during the current turn of a combat scenario.
- **Reflection:** You may spend this Dyscrasia instead of one Rouse check to activate a single Mental power (Auspex, Obfuscate, and most Thin-Blood Alchemy, Blood Sorcery and Oblivion powers, including Rituals and Ceremonies). If the power you are attempting to activate requires multiple Rouse checks, you make one less.

Sanguine Dyscrasias

- **Enduring Enthusiasm:** You may spend this Dyscrasia instead of making a Rouse check to Mend.
- **Smell Game:** You may spend this Dyscrasia the next time you feed. Take an additional Dyscrasia during that feeding, then choose which one to keep. This is an exception to the rule that states you cannot benefit from more than one Dyscrasia in a single game.
- **High on Life:** You may spend this Dyscrasia instead of making a Rouse check to appear lifelike, giving you a beating heart, a normal coloration, and a passable autonomic system. You will appear lifelike for one hour. This benefit immediately ends if you feed.
- **Manic High:** Gain a +1 bonus to your test pool if your last successful challenge was a critical win.
- **True Love:** You may spend this Dyscrasia to gain a +1 bonus to your defensive test pool for a single challenge when using Assist Defender.
- **Stirring:** You may spend this Dyscrasia instead of making a Rouse check to Blood Surge.

The Blood Bond

Vampiric blood is incredibly addictive, giving an overwhelming sense of pleasure when it is consumed. Overcoming the will and overwhelming the mind, an individual who drinks directly from a vampire is filled with unwilling admiration and love for the vampire whose blood they have consumed. With time and repeated application, feeding someone vampiric vitae can enslave them entirely to the will of the vampire. Easy to fall into and difficult to escape, this complete enslavement is known as the Blood Bond.

The Blood Bond is complete enthrallment, and, while it takes on a character of its own depending on the Bonded individual, the universal constants are that the person is supernaturally loyal to the vampire and has an obsessive admiration or love for the vampire to whom they are Bonded. They would protect the vampire with their life and care more for the vampire's survival than their own. Supernatural powers, such as Dominate or Presence, cannot change their Blood-Bound emotions. Blood Bonds are usually used to control mortals and ghouls, but vampires may also be Bound. The process requires drinking blood directly from a vampire; once blood has left a vampire, it loses its power to Bond another in seconds.

After the first drink, the drinker feels strongly for the vampire. They may seek out the vampire, dream of them, try to be the vampire's close friend, or become infatuated. After the second drink, the drinker becomes even more deeply influenced by the vampire. Though they are not enslaved yet, the drinker finds the vampire one of the most important figures in their life. There are no mechanical effects after drinking once or twice from a vampire, but this growing influence and obsession should be roleplayed.

After the third drink, the drinker becomes Blood Bound to the vampire. The drinker is now known as a thrall. The one who fed them is known as their regnant. The regnant is now THE most important person in a thrall's life. All others, including friends, family, and even children, are secondary to their regnant in terms of importance. A Blood Bond gains a Bond Strength equal to the number of times the thrall has consumed the regnant's blood (maximum of 6). Every Blood Bond initially begins with a Bond Strength of 3, since you need to consume a vampire's blood three times to become a thrall. Every time a thrall drinks their regnant's blood increases the Bond Strength by one, up to a maximum of 6.

Resisting a Blood Bond

A Blood Bond's Bond Strength is reduced by one for each month during which the thrall consumes none of their regnant's blood and successfully makes at least one Defiance check. For a thrall to attempt something against their regnant's wishes, the thrall must succeed in a contested challenge of their Resolve + Intelligence vs. Bond Strength called a Defiance check. Defiance checks in the presence of their regnant requires the thrall to test every turn. Outside of the presence of their regnant, a thrall is required to make a Defiance check only once per scene.

Breaking a Blood Bond

Breaking a Blood Bond requires the thrall to reduce the Bond Strength of the Blood Bond to her regnant to 0 (zero). Bond Strength is reduced by one for each month during which the thrall consumes none of their regnant's blood and successfully makes at least one Defiance check. A regnant may have an unlimited number of mortal thralls and as many vampire thralls as they have dots in Blood Potency. If a regnant Bonds another thrall above their maximum, their oldest Bond fades to 0 (zero) over a week. A thrall may only have one regnant at a time. Once a thrall has formed a Blood Bond with her regnant, she is immune to the Bond with others.

Example: *Angela has fed twice each from Byron, Clint, and Darcy. There are no mechanics involved at this stage except that Angela must always keep track of how many times she feeds from another character. However, if she feeds from Byron, Clint, or Darcy a third time, she becomes Blood Bound. In this case Angela feeds from Byron a third time. Angela is now a thrall to her regnant, Byron, with a Bond Strength of 3. Angela spends three months avoiding her regnant, Byron, and successfully makes three Defiance checks. This means that, over the course of those*

Roleplaying the Blood Bond

It is very important that players portraying a thrall and a regnant have an open conversation about how they are going to portray their relationship and their out-of-character personal boundaries with respect to that in-character relationship. The Storyteller's boundaries and the game's norms should also be taken into account and followed carefully. While the Bond can express itself as self-destructive, absolute obsession, and love, there are a number of other ways to honor the spirit of the Blood Bond. Overwhelming admiration, or undying respect and obedience, are also viable ways to portray a thrall. It's important to prioritize player comfort over adherence to genre standards.

three months, Angela's Bond Strength to Byron is reduced to zero, and the Blood Bond is broken. However, if Angela were to feed from Clint or Darcy, either of which she has fed from twice already, she would establish a new Blood Bond with whichever one of them she fed from next. Similarly, if her former regnant manages to feed her blood, she would become Blood Bound to Byron again because she has fed from him at least twice during her existence (assuming she isn't already Bound to someone else).

Humanity

Vampire: The Masquerade is a game of personal horror in which characters are locked in eternal struggle between the person they once were and the monster that their Blood drives them to become. What makes the horror personal is that it comes from the choices made (or not made) by each individual character in the face of the *World of Darkness*.

The Humanity system measures where on this spectrum a character is. It ranges from zero to 10. A Vampire character's default Humanity at character generation is 7. A Vampire's Predator Type may modify this default Humanity. While a character may choose to start at a lower Humanity rating to reflect age or wicked deeds, this is a roleplay choice that provides no mechanical benefit.

Vampires are hunters by nature, and, for the people they prey upon, they are horrific. No vampire is truly "good." At best, vampires are capable of a facsimile of good, trying desperately to embody traits that humans find noble or pure in the face of the Beast. It may take time, but vampires slip. As their Humanity falls, so do the vampire's ideals. They become more capable of greater and greater evils, more inclined to take ruthless shortcuts, and more willing to do what they must to achieve their goals.

However, in a world where Hunters stalk the night and the sects demand greater adherence in preservation of the Masquerade, maintaining Humanity provides significant benefits for vampires.

Humanity holds back the Beast. Consult the following chart for the bonus to resist Frenzy and the length of time spent in torpor that your Humanity dictates.

Predator Type may modify this default Humanity. While a character may choose to start at a lower Humanity rating to reflect age or wicked deeds, this is a roleplay choice that provides no mechanical benefit.

Vampires are hunters by nature, and, for the people they prey upon, they are horrific. No vampire is truly "good." At best, vampires are capable of a facsimile of good, trying desperately to embody traits that humans find noble or pure in the face of the Beast. It may take time, but vampires slip. As their Humanity falls, so do the vampire's ideals. They become more capable of greater and greater evils, more inclined to take ruthless shortcuts, and more willing to do what they must to achieve their goals.

However, in a world where Hunters stalk the night and the sects demand greater adherence in preservation of the Masquerade, maintaining Humanity provides significant benefits for vampires.

Humanity holds back the Beast. Consult the following chart for the bonus to resist Frenzy and the length of time spent in torpor that your Humanity dictates.

Humanity	Bonus to Resist Frenzy	Torpor Length
10	+3	3 days
9	+3	1 week
8	+2	2 weeks
7	+2	3 weeks
6	+2	1 month
5	+1	2 months
4	+1	3 months
3	+ 1	6 months
2	0	9 months
1	0	1 year

Humanity 10: Vampires who maintain this level of Humanity are rare. To be this connected to Humanity is only ever the product of focused, continual effort through adhering to a rigid code that prevents the vampire from taking actions that would cause them to degenerate. Humanity 10 is incredibly difficult to maintain. At this level, acting selfishly is enough to erode the vampire's Humanity.

Humanity 10 vampires have the following benefits:

- They appear almost mortal, though somewhat pale. Blush of Life is not required.
- They may taste, eat and digest food like a mortal.
- They can stay awake during the day like a mortal.
- While they may still mend with Blood, they also mend Normal Damage like a mortal does.
- Sunlight damage against them is halved (rounded up).

Humanity 9: Blending naturally into the human herd, vampires with Humanity this high make it look effortless. Able to think and act like the kine unconsciously, their Masquerade is excellent. They recoil at the notion of killing; violence is abhorrent and, for some, even feeding is a regrettable reality. Very few Kindred manage to maintain this level of Humanity, for a rigid method of avoiding provoking the Beast must be followed. It is a rare vampire who can do so for long.

Humanity 9 vampires have the following benefits:

- Blush of Life is not required. The vampire seems pale and a bit sickly, but not undead.
- If you wish, you may still have the desire for intimate relations with other mortals and vampires.
- While they may still mend with Blood, they also mend normal damage like a mortal does.
- They can taste, eat and digest liquids and rare or raw meat.
- They can wake up an hour before sunset and stay awake an hour after dawn.
- Sunlight damage against them is halved (rounded up).

Humanity 8: Your Masquerade is good, and you largely seem and appear human. You still want to be connected to the world around you, your memories of humanity are intact, and you maintain a code of doing as little harm as you can to maintain this state. Why tempt the Beast? You had to work hard to get here.
Humanity 8 vampires have the following benefits:

- They may use the Blush of Life once per night without a Rouse check. Further uses require a Rouse check.
- With the Blush of Life, they may digest and taste wine.
- With Blush of Life you may engage in sexual intercourse and possibly enjoy it.
- They may rise up to an hour before sunset.

Humanity 7: A regular human operates at about this level, and so do most new Kindred. There is room for selfishness and bending some societal rules, but you're not inclined to attack people just to work out your rage. You typically operate within the usual social code of a relatively law-abiding citizen.
Humanity 7 vampires have the following features:

- They may use the Blush of Life by making a Rouse check.
- While Blushing, they can keep food and drink down for about an hour, and can fake sexual intercourse.
- If they eat or drink anything other than Blood without Blushing, they vomit. They may make a Stamina + Composure test at Difficulty 3 to get to a washroom or outside before doing so.

Humanity 6: You've begun to grow insensitive to human concerns. You need to feed, and you want to do your thing. You aren't seeking violence, but if people get hurt or killed, so be it. You are not broken up over death, and you are not inclined toward a default state of kindness. Selfishness is just part of life for you.
Rules for this level of Humanity work as per Humanity 7, except for the following:

- When using the Blush of Life, you must make a Stamina + Composure test at Difficulty 3 to keep food and drink down for an hour.

Humanity 5: A common level for vampires who have been around for a while, by this point, you have settled into the grim realities of being a monster without going mad. Existence is hard, death is a part of putting one foot ahead of the next, and loneliness and pain comes standard. Mortals are food, except for the few who make you care about something. Lying, selfishness, and pretending to care about things is how you scrape by. Vampires at this level seem "off" to mortals, as something about them doesn't seem quite right.
Rules for this level of Humanity work as per Humanity 6, with this added condition:

- You suffer a -1 penalty on mundane tests to positively interact with humans. In roleplay, humans should interact with you warily until you have done something to earn their trust.

Humanity 4: You do what you want. If someone gets in your way, blackmail, extortion, injury, and murder are just part of how you get things done. You're not a nice person, and pretending to be one is a tough act. You are getting corpse-like, and even make-up doesn't hide it well enough. Humans are starting to avoid you, sensing that you are someone that they don't want to be around, even if they don't automatically know that you are a monster.
Rules for this level of Humanity work as per Humanity 5 and in addition:

- You suffer an additional -1 penalty (for a total of -2) on mundane tests to positively interact with humans. In roleplay, humans should largely avoid casual social contact with you. You just seem scary for some reason.

Humanity 3: You have degraded to the point where you do not give a damn about anyone anymore, not really. You are guided by your own desires, ambitions, and survival instinct, and you are nobody's hero. Anyone with loftier ambitions to do good for others is a fool or a liar, though you might have the good sense to keep your nastiness to yourself if you have a semblance of Etiquette. Your primary concern is your own safety, and you will do what you must to maintain it.
Rules for this level of Humanity work as per Humanity 4 , with this addition:

- You suffer an additional -2 penalty (for a total of -4) on mundane tests to positively interact with humans. In roleplay you generally avoid relying on or even considering humans to be helpful in your nightly endeavors.

Humanity 2: You are a corpse, wearing the shredded moral trappings of one who was once human. You are the only thing in the world that matters. Everyone else is either your dinner, your pawn, or your enemy, and, if you are not sure if they are the first or second, they are probably the third. You are casually cruel, and only your self-interest will make you bother to try to act otherwise.
Rules for this level of Humanity work as per Humanity 3 and the additional effects:

- You suffer an additional -2 penalty (for a total of -6) on mundane tests to positively interact with humans. In roleplay, you consider humans to be of no use to you aside from a source of sustenance. You struggle to manipulate even the most useful of humans.
- Without a go-between, such as a Retainer or another vampire, you no longer have access to mortal Backgrounds such as Resources, Contacts, or Allies. These Backgrounds are not lost but can only be used when the character increases his Humanity to 3.

Humanity 1: Sleep. Feed. Kill. Everything that was once you is gone, save for tiny tethers of your will to exist. You are little more than a violent nightmare contained in bone and corpse-like flesh, if you have even bothered to mend your injuries. Most Kindred want nothing to do with such a degraded monster. Some will even put you down in the name of the Masquerade.
Rules for this level of Humanity work as per Humanity 2 and in addition:

- You suffer an additional -2 penalty (for a total of -8) on mundane tests to positively interact with humans. In roleplay, you are on the verge of complete devolution; you rarely speak, resorting to guttural noises and violent gestures.
- Sects want nothing to do with a character this degenerate, save for perhaps the most desperate of the Sabbat.

SHIFTING HUMANITY

The Humanity Track has ten boxes. It is tracked by filling in boxes from left to right. As a whole, Humanity only automatically shifts in response to significant actions in the story. It does not shift based on minor or unimportant actions.

However, the more unusual decisions that would stain the vampire's soul from night to night are measured as Stains on the Humanity track. Humanity does not always fall from having Stains; a character might be able to show remorse and avoid degeneration. Stains are tracked by putting a slash into the Humanity tracker from right to left.

If a character violates a Chronicle Tenet, the Storyteller determines the number of Stains they incur based on how severe the violation was. A justified or reasonable violation incurs one Stain. A monstrous act warrants two or more Stains. In addition, if a Chronicle Tenet was violated in service of a Conviction, the Storyteller reduces the number of Stains gained by one or more. At the player's discretion, severely violating a Conviction can also incur a Stain.

Once the empty boxes on the Humanity track are full, any additional Stains drain one Willpower per Stain. Further, when a character has more Stains than they have empty boxes on their Humanity track, they gain the Impaired Condition, reducing all of their test pools by 2. A character who gains the Impaired Condition from Stains is not able to intentionally violate Chronicle Tenets. If they are forced to, they must test for Fear Frenzy against Difficulty 4.

When a character gains the Impaired Condition from Stains, it resolves at the end of the game session after the Remorse test. Alternatively, a character may choose to voluntarily lose a Humanity point to resolve the Condition and erase their Stains. This represents a character choosing to show no remorse and rationalize the evil they have committed to themselves, sliding toward monstrousness to avoid grappling with what they have done.

REMORSE

A character with any Stains on their Humanity track at the end of a game session makes a Remorse test. The character's pool is equal to the number of unfilled boxes on her Humanity track. The difficulty rating is the number of Stains they currently have. When the character's pool is equal to their number of Stains, they win this comparison.

If the Remorse test results in a success, then the character has suffered enough guilt to remain at their current Humanity. They remove all Stains.

However, if the Remorse test is a failure, the character loses one point of Humanity before removing all Stains.

OTHER ACTS OF HUMANITY

Violating Chronicle Tenets and Convictions is not the only way to suffer Stains. The following occurrences cause Stains:

- Blood Bonding a mortal causes one Stain.
- Embracing a mortal causes two Stains.
- Your Touchstone being damaged causes one Stain.
- Your Touchstone being damaged by your actions causes two Stains.
- Your Touchstone being destroyed causes two Stains.
- Your Touchstone being destroyed by your actions causes three Stains.

A Touchstone is "damaged" when something bad befalls them, whether caused by the vampire or not. They might be investigated by the police due to association with the vampire. They might be in a random car accident. They might fall seriously ill or lose their job. It is up to the Storyteller to determine if an incident is sufficiently "bad" to cause a Stain. A Touchstone is also damaged if they change in a way that the vampire does not approve of.

A Touchstone is destroyed when they betray the Conviction that the vampire values them for, when they are killed violently or Embraced, or when disaster befalls them. Stains are worsened when the vampire directly causes the damage or destruction of their Touchstone.

Sometimes, a Touchstone dies non-violently. After all, humans are mortal. Their death is inevitable. When a Touchstone dies in the normal course of things, a character may undertake a story to transfer their Conviction fixation to another suitable human. The change requires a Humanity test at Difficulty 4 and the Storyteller is satisfied that a sufficient story warrants the fixation transferring.

If this test is successful, the new human becomes a Touchstone. If the test is failed or you do not try to get a new Touchstone, then the Conviction connected with the destroyed Touchstone is lost.

INCREASING HUMANITY

Humanity can only be increased by a concerted effort to connect more deeply with human existence and deliberately turn away from vampiric concerns. Increasing Humanity is a significant story arc involving incredible selflessness. This is very difficult for

vampires, and it may only occur when the Storyteller approves it. When Humanity is raised, the cost is New Dots x 3.

Losing the Last Drop: Falling to Humanity 0

A vampire who loses their last point of Humanity goes out in a whirlwind of violence as they enter an unstoppable Rage Frenzy called wassail. All of their Physical Attributes increase to 5, and their Frenzy cannot be ended, paused, altered, or transferred in any way. The loss of the final point of Humanity is a moment of high drama, and Storytellers are encouraged to work out a dramatic final scene for a vampire entering wassail. If the character survives that scene, then they become an NPC in the control of the Storyteller.

Diablerie

When a vampire drains another vampire of all their blood and continues drinking, they consume the very essence of the slain vampire. Vampires of a religious nature sometimes refer to this essence as the vampire's soul, though whether the damned even have a soul is debatable. This act, called diablerie, is universally reviled by civil vampires and is a crime punishable by death in most cities. In all cases, the evidence of diablerie remains as black streaks that stain the diablerist's aura.

Committing Diablerie

In order to commit diablerie the victim must first be in torpor and all her health levels must be full of damage. The diablerist must then drain the victim completely of blood. This takes five standard actions and reduces the diablerist's Hunger to her base value. The diablerist then needs to win or tie a number of Strength + Resolve challenges (difficulty of 3) equal to the victim's Blood Potency (or one test in the case of diablerie of a thin-blood). Each test requires a standard action. These challenges must be made consecutively each turn and cannot be interrupted. Failing any single test or being interrupted once these tests have begun causes the victim's essence to dissipate unconsumed and the diablerie fails. In either case, the body of the victim meets Final Death and decays to ash.

Effects of Diablerie

If the diablerist is uninterrupted and succeeds in all the required tests, they next struggle to gain control over the alien blood and vampiric essence they have just ingested. This process involves the following:

- The diablerist immediately loses one point of Humanity.
- If the victim's Blood Potency was greater than the diablerist's, the diablerist gains one Blood Potency for free, up to her generational maximum.
- The diablerist must then make a contested challenge using her new Humanity + new Blood Potency vs. the victim's former Resolve + Blood Potency. On a win, the diablerist has a period of three months where she may spend any currently accumulated XP, plus any XP she earns during the three months, on Disciplines the consumed vampire possessed. These dots are learned at out-of-clan costs but do not require the consumption of the required Resonance. This is an exception to the rule that requires you to feed from a vampire each time you wish to purchase an out of clan Discipline.
  - If the test is a tie, the diablerist has only until the next game to make the above purchases.
  - Should the test fail, the diablerist loses an additional point of Humanity. If this would normally cause their Humanity to reach zero, instead the diablerist's mind is replaced by the consumed vampire's mind, and the host body is taken over by the personality of the drained vampire. The character is turned over to the Storyteller as an NPC.
- If the victim of diablerie was of a lower generation than the diablerist, the diablerist lowers their generation by one.
- Black veins become visible in the diablerist's aura for one year.

Diablerie & Thin Bloods

Committing Diablerie on a thin-blood is of little value to most Kindred. Only thin-bloods can benefit from Thin-Blood Alchemy, and only those that have an in-clan Discipline granted by a Merit have any Disciplines to take.

However, thin-bloods can commit diablerie to gain Blood Potency 1. They become a 13th- generation vampire of the clan member they consumed. If the thin-blood possesses the Discipline Affinity Merit, and the Discipline they chose is not one of the in-clan Disciplines of their new clan, they lose all Discipline dots for that Discipline and regain any XP spent. All XP spent on Thin-Blood Alchemy and Formulae is refunded. All Thin-Blood Merits and Flaws are removed from the character.

Chapter 6
Backgrounds

Our history is a litany of tragedy. Be wary of whom you wrong, for the dead have a long memory."

– Damien Spectre, Assamite Anarch

This chapter outlines Background traits that players may purchase to round out their characters with Mortal Connections. These may be people in their lives who help them, increase their income streams, provide steady sources of blood, or assist in other ways. Mortal Connections may be improved or weakened by Advantages and Disadvantages, which modify the Mortal Connection they are attached to. The chapter also sets out the Spheres of Influence that organize the mortal world in Vampire: *The Masquerade*.

Mortal Connections may be used during a game session and as part of the three Downtime Actions provided monthly. They do not provide additional Downtime Actions **(see Downtime Actions, page 113)**. When used during a game session, your Storyteller determines how many tasks can be accomplished based on the in-character time span of the game session and the time it takes to accomplish the task. Between game sessions, each use of a Mortal Connection requires the use of a Downtime Action. They range from one to three dots, with more dots representing a more capable mortal or a stronger connection. **In brief, Mortal Connections can exist as the following:**

- **Allies:** Mortals who will carry out activities on the vampire's behalf.
- **Familiar:** An animal ghoul who assists the vampire.
- **Contacts:** A mortal who is a source of information for the vampire.
- **Resources:** A vampire's disposable income and lifestyle.
- **Fame:** The level to which the vampire is exceptionally well-known in public.
- **Herd:** Mortals who are sources of stable feeding.
- **Haven:** A vampire's safe haven and resting place.
- **Mask:** A vampire's cover for their true identity as an undying creature of the night.

Here are key rules for Mortal Connections:

- During character creation, the character gains seven free dots of Backgrounds of the player's choosing. These can be used to purchase Mortal Connections and Advantages and are in addition to any Background traits given for free by the character's selected Predator Type.
- Characters may purchase Mortal Connections and Advantages for 3 XP per dot at any time with Storyteller approval.
- You may have more than one Contact, Ally, Haven, or Mask. Fame may be applied to a character's real identity or a Mask and may be purchased once per Mask. Resources and Herd may only be purchased once.
- Some Mortal Connections, Advantages and Disadvantages may be shared within a coterie **(see Coteries, page 293)**.
- A character may select any number of Disadvantages for free. A character that selects dots of Disadvantages gains an equal number of dots of Advantages for free, divided as they choose. Characters may not gain more than five dots of Advantages by selecting Disadvantages.
- Disadvantages provided by your Predator type do not give additional free Advantages.

- Unless otherwise noted, you cannot purchase the same Advantage or Disadvantage more than once. Unless the text indicates otherwise, benefits from Advantages and Disadvantages are not cumulative: if you purchase two dots of an Advantage, you do not get both benefits combined. Instead, refer to the highest dot level purchased for your benefit. For example, if you choose to apply the •• **Level 2** Diversity Advantage to an Ally, your Ally is able to work in three Spheres of Influence, not five.
- If a Disadvantage is no longer appropriate, a Storyteller may instruct a player to remove it from their sheet. Additionally, a player who has demonstrated appropriate in-character efforts may remove a Disadvantage at their Storyteller's discretion. If the player received free Advantages from the removed Disadvantages, they must either spend the necessary XP or take a new Disadvantage as appropriate to keep the character sheet XP balanced.
- Sometimes, a character may lose access to a Mortal Connection, either temporarily or permanently. This includes any gained from a Loresheet Advantage. For example, one of their Allies may be hospitalized or their Contact may be killed. In such an event, the Storyteller may set conditions that make sense for the Mortal Connection to be replaced. If the Ally is hospitalized for a month, then they return after a month. If the Contact is killed, then the character must spend a number of Downtime Actions equal to the dots in the Mortal Connection to cultivate a replacement. At their discretion, the Storyteller may elect to simply refund the XP spent, but this should be done rarely. Replacing a lost Mortal Connection can make for an interesting story. Once a Mortal Connection has been restored, you automatically regain any Advantages associated with it.
- Allies, Contacts, and Enemies must be assigned to a Sphere of Influence **(see page 144)**.
- It is possible for the same NPC to be an Ally, Contact, or Enemy for multiple Player Characters. Player characters may not necessarily know of this. Advantages and Disadvantages chosen for an Ally, Contact, or Enemy only apply to the characters that have chosen them. For example, an Ally may only be Paranoid when accomplishing tasks for Griff the Ravnos, but they might be Flaky when working for Jeffrey the Ventrue.

Spheres of Influence

There are myths and rumors of vampires changing the course of humankind through subtle manipulation and influence since the time of antiquity, at times manipulating thousands of people through a vast network of mortal connections. As the world's population has grown more connected through digital media, and the Masquerade has become increasingly difficult to uphold, these complex and vast machinations pose a great threat of exposing vampires to the mortal world. Along with the disappearance of almost all the vampire elders, such large-scale Machiavellian strategies have begun to vanish as well. In the modern era, most vampires have a small number of Contacts and Allies they interact with and manipulate for personal gain.

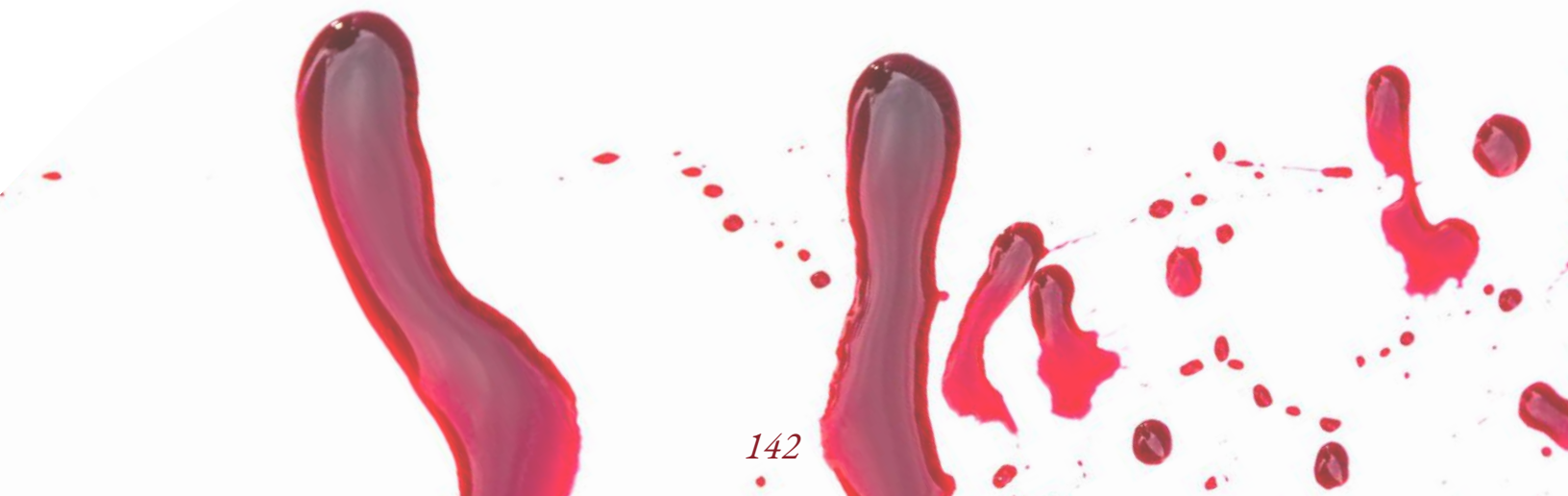
In this edition of *Vampire: The Masquerade*, mortal influence is represented by 15 different Spheres. Each Contact or Ally whom a character purchases must belong to one of the 15 Spheres of Influence. The total scope of these Spheres is not limited to the examples provided. If a player has an idea for a Mortal Connection that is not clearly set out in one of the Spheres, the Storyteller can put the NPC in the Sphere with themes that they match most closely.

The specifics of the Contact or Ally can be defined with a greater focus, but Chris the Lawyer is part of the Legal Sphere of Influence as much as Justine the County Judge or Chuck the Farmer. This helps the Storyteller categorize the various Mortal Connections in the city using the Relationship Chart **(see Storytelling, page 313)**. It also helps for connected chronicles to maintain separation between the mortal connections of each game location. For how Contacts and Allies work in connected chronicles, see below.

Church

Influencing the Church is dangerous, second only to trying to influence the Federal Government. However, cautious manipulation at the local level can dissuade, distract, and mislead more dangerous members of the broader Church Influence Sphere. Mortals found within this Sphere are members of a broad range of organized religious beliefs, from Judaism to Islam to Catholicism and its many subsects. Other groups, perhaps less well known, may also constitute an organized set of religious beliefs. Contacts and Allies within this Sphere of Influence may not be part of the Second Inquisition, nor can they interact directly with them.

Example Contacts and Allies: *Ministers, rabbis, bhikkhus, priests, activists, evangelists, and nuns.*



FINANCE

"Money makes the world go round" is an old adage. Influencing mortals who control the currencies of the world is the next best thing to having stacks of money to spend. Mortals in this Sphere are able to move large quantities of money above and below boards, manage stock investments over centuries and through changes in personnel and identities, bribe officials and even drain bank accounts if requested.

Example Contacts and Allies: *CEOs, bankers, tellers, stock brokers and loan agents.*

HEALTH

Blood bags do not appear out of nowhere. Not only can the Health field provide restricted pharmaceuticals and quick emergency access, but there is often an ample supply of blood that can be influenced into your possession. This Sphere also covers access to morgues, ambulances, first responders, and even the administration of hospitals and clinics. Health is not limited to the mortal health field, either, as veterinarians, lab researchers, and animal care professionals can provide valuable services as well.

Example Contacts and Allies: *Doctors, nurses, therapists, lab workers, and pharmacists.*

HIGH SOCIETY

Lifestyles of the rich and the famous—few people really know them, but nearly everyone wants to be like them. People within this Sphere are used to power, money, and the adoration of the masses; they know which ears to whisper names or rumors in, can make or break upcoming media or stars, and even draw attention from otherwise suspicious nightly activities with their presence. Within this Sphere, a skilled character can influence the influencers.

Example Contacts and Allies: *Movie stars, rock stars, dilettantes, legacies, trust fund inheritors, and fashion models.*

INDUSTRY

Most people know someone in Industry, the blue-collar jobs that keep mortal society from collapsing down on itself. Having influence over such workers is often underrated, but others may see the incredible usefulness of favors from a construction team or a farmer. Useful members of this Sphere may be able to help locate buildings owned by specific people, delay or speed up construction, shut off utilities, and influence the mass production of material goods.

Example Contacts and Allies: *Union workers, engineers, construction workers, agriculturists, miners, mechanics, farmers, telecommunications staff, technical support workers, and electricians.*

LEGAL

Litigation is everywhere among those with the power to get things done. For those who tend to prefer less-than-legal activities, knowing someone inside this Sphere can also keep them out of jail or keep their rivals in. Maybe you know a trial lawyer who's never lost, the bright-eyed, always optimistic district attorney who is resolute on cleaning up the city, or even the bondsmen who organize bail money; all of these people fall within the Legal Sphere.

Example Contacts and Allies: *Lawyers, court reporters, judges, clerks, district attorneys, bailiffs, and bail bondsmen.*

MEDIA

Need a story to make headlines? What about squashing something that is sure to make the front page? Navigators in the labyrinthian mazes of news outlets, magazines, and radio, people belonging to this Sphere can do all that and more. They can get press passes allowing access to the most secure events or situations, publish or redact just the right (or wrong) photos, and ensure the public knows everything–or nothing.

Example Contacts and Allies: *Reporters, photographers, disc jockeys, station directors, bloggers, and internet streamers.*

OCCULT

It is wise for any supernatural creature to keep themselves up to speed on the occult goings-on in their area. Whilesome may not know of supernatural creatures' existence specifically, people in the Occult Sphere form a group of mystics, spiritualists, and devotees who often adhere to non-traditional beliefs and may pursue what they believe to be magic. Along with having information on "conspiracies" such as werewolves nearby, mortal occultists and conspiracy theorists would likely be among the first to notice Masquerade breaches that other, less open-minded groups might dismiss.

Example Contacts and Allies: *Occultists, treasure hunters, conspiracy theorists, alternative religion charlatans, and doomsday preppers.*

POLICE

Not much happens on the street that the Police *do* not know about. Will they do anything with what they learn? That answer depends on who happens to come across it first and, sometimes, on whom they owe a favor. Knowing someone in law enforcement may give access to evidence, crime insight, or simple confidence that the cops will not interrupt a feeding session.

Example Contacts and Allies: *Beat cops, SWAT operators, homicide detectives, police department administrators, and dispatchers.*

POLITICS

For those who want to shape the city, having a Contact in Politics is ideal. People who are trying to make, change, and enact policy belong primarily to this Sphere regardless of the changes they are trying to enact. Your Contacts include bureaucrats drowning in red tape, polling place coordinators, activists, and local politicians alike.

Example Contacts and Allies: *Pollsters, activists, lobbyists, candidates, and incumbent politicians.*

SERVICE INDUSTRY

The often-overlooked workers in the Service Industry tend to know far more about things happening on the front lines of the mortal world than any high-level corporate bigwigs. Hotel desk staff can locate patrons or make their stays fly under the radar, waitstaff can pick up the juiciest bits of conversation, and anyone who handles money transactions could pick up credit card numbers or a little extra cash on the side.

Example Contacts and Allies: *Bartenders, hotel employees, waiters, dishwashers, chefs, delivery drivers, bouncers, janitors, and security guards.*

STREET

The society of the Street is just as difficult to navigate as any other, and it's always best to have a guide. Mortals who fall into this Sphere call the streets their home. They know how to get around unnoticed, survive when the world is out to get them, and pick the best potential targets for the next hustle. If someone needs to disappear, or be impossible to ignore, they know how and when to make those things happen.

Example Contacts and Allies: *Unorganized petty thugs, homeless, townies, street vendors, street performers, and sex workers.*

TRANSPORTATION

Travel can become a necessary part of life, and knowing who and what is moving where can be incredibly useful. Wth the Second Inquisition on the rise, safe travel can be a challenge. Mortals operating within this Sphere range from everyday cab drivers to dispatchers, truckers, pilots, and more. Need a fake flight plan? How about altering cargo manifests? These are the mortals for the job.

Example Contacts and Allies: *Cab drivers, pilots, transportation dispatchers, couriers, truckers, travel agents, toll booth employees, and sea captains.*

UNDERWORLD

Beneath the surface of every law-ridden society is a seedy collection of individuals seeking to profit from breaking those laws. From trafficking to embezzlement, forgery and petty theft to assassination, if a task needs to be accomplished under the table, these are the mortals who can get it done. All for a price, of course.

Example Contacts and Allies: *Organized crime groups, hitmen, black market traders, gangs, and drug traffickers.*

UNIVERSITY

The leaders of tomorrow are often the students of today. Any paid or volunteer mortal who focuses the majority of their day on education and research belongs to the University Sphere of Influence. These educators, students, and administrators can change curriculums, arrange fundraisers, and influence the expenditure of grant money, as well as being able to shut down campuses, clog streets with partying college kids, and fix scores in sports games.

Example Contacts and Allies: *Teachers, college professors, researchers, translators, deans, scientists, and students.*

The Federal Government

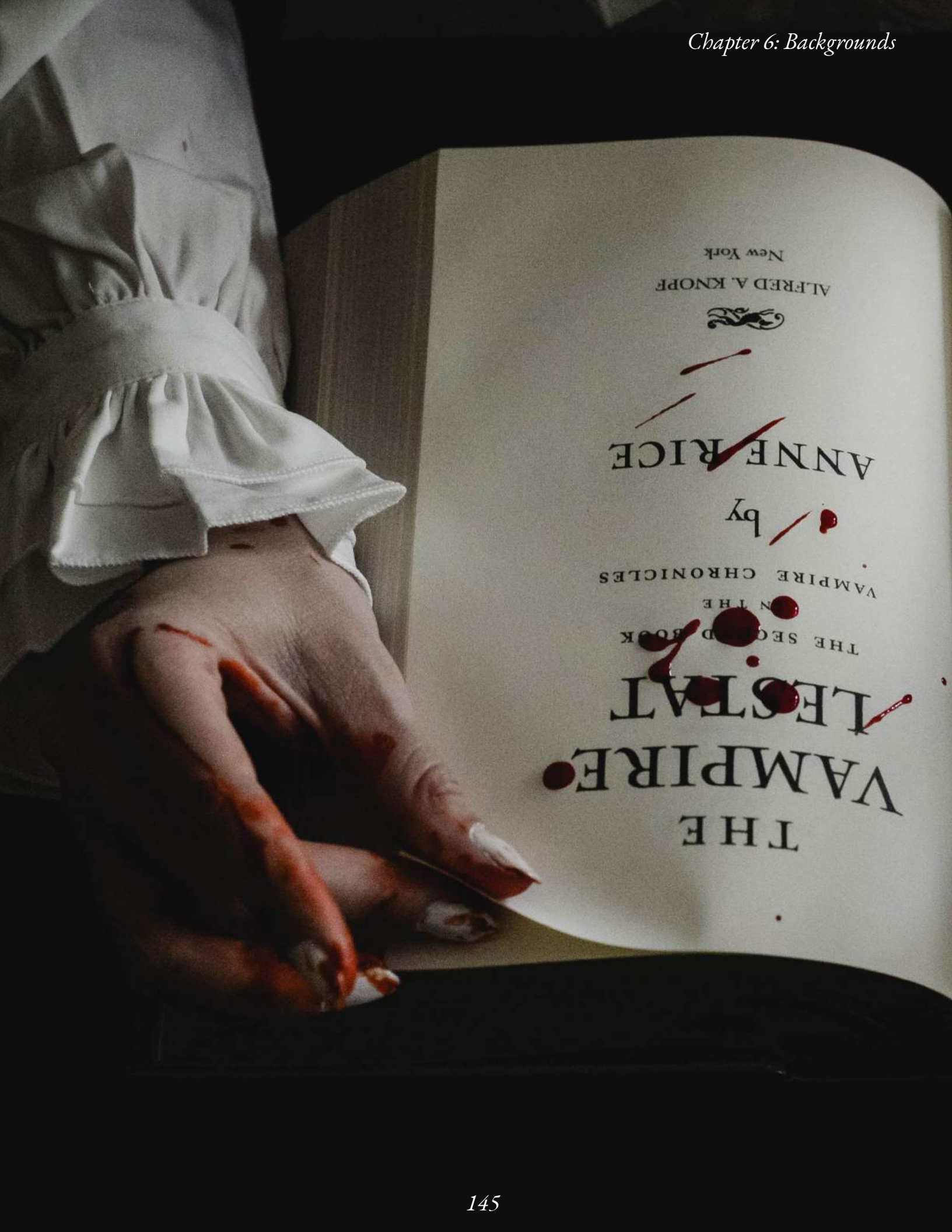
There is a 16th Sphere of Influence: the Federal Government. With the rise of the Second Inquisition, influencing the Federal Government is extremely dangerous. We do not recommend allowing players to purchase Contacts and Allies within the Federal Government Sphere of Influence. Storytellers, however, should include them in their Relationship Map.

Mortal Connections

ALLIES

You have got a knack for making friends, and you understand the value in having mortals willing to help you out. These mortals do not know you are a vampire, but they are usually willing to go out on a limb to help you out of a sticky situation or run an errand for you. However, they are only human. They have their own lives that don't revolve around you. Normally, you may be able to reach an Ally about half the time, at Storyteller discretion; most of that time they will be willing to do the task, although it may be on their own time. Cultivating a balanced relationship with your Allies is important, as they will do more than just make some calls, and they're far more willing to help you if you help them in return. If an Ally asks a favor of you, you would be smart to act the same way you hope they will act the next time you ask them for help. Each of your Allies may be used once in a game session.

Each purchase of this Mortal Connection represents one individual Ally, and you may purchase this Mortal Connection multiple times. Work with your Storyteller to develop specific details about your Ally. In a connected chronicle Allies will travel with a character if compensated or if they possess either the Retainer Advantage or the Reliable Advantage at any level.


THE VAMPIRE LESTAT
by
ANNE RICE
ALFRED A. KNOPF
New York

• **Level 1: Weak mortal**—mostly competent, may make serious mistakes occasionally. If they are brought into a scene, they have a pool of three in their area of specialization (Physical, Mental, or Social) and two in the other areas. They have four Health levels.
•• **Level 2: Average mortal**—generally competent, may make mild mistakes. If they are brought into a scene, they have a pool of five in their area of specialization (Physical, Mental, or Social) and three in the other areas. They have five Health levels.
••• **Level 3: Gifted mortal**—highly competent. Mistakes are rare, if they happen at all. If they are brought into a scene, they have a pool of seven in their area of specialization (Physical, Mental, or Social) and four in the other areas. They have six Health levels.

Allies Advantages & Disadvantages

Advantage—At Arm's Length (•): Instead of operating directly with your Ally, you use paid-off strangers, dead drops, rerouted phone calls, and other measures to provide at least one layer of separation between you. Attempts to try to determine your connection to this Ally require a Downtime Action and an additional static test using Intelligence + Investigation at Difficulty 5. You may not attach this Advantage to an Ally with the Retainer Advantage.

Advantage—Diversity: Humans have a wide variety of interests, and not everyone fits precisely into a single Sphere of Influence. Perhaps you've made an Ally of someone who changed career paths, works multiple jobs, volunteers, or anything else that allows them to diversify their skill set and knowledge. Whatever the reason, your Ally has branched out with a bit of impact on other Spheres outside their main one.

• **Level 1:** Your Ally exists within and can provide help in two Spheres of Influence.
•• **Level 2:** Your Ally exists within and can provide help in three Spheres of Influence.

Advantage—Reliable: You have spent a consistent amount of time cultivating your relationship with your Allies, making them much more reliable than the standard friend. While they're still not perfect and still expect favors in return, they are willing to put you first more often than not.

• **Level 1:** Your Ally takes half the time as a standard Ally to complete a task for you. The "normal time" is up to Storyteller discretion based on the task.
•• **Level 2:** You are your Ally's number-one client. All your requests are at the top of her "to do" list. If the Ally works for multiple PCs, she always chooses to satisfy your requests first. In addition, your Ally takes one third of the time to complete a task as a standard Ally would take to complete a task for you. The "normal time" is up to Storyteller discretion based on the task.

Advantage—Retainer (••): Your Ally has become very special to you. You have revealed your supernatural nature to them and even let them feed off your Blood. Your Ally is now a ghoul fully Blood Bound to you. They will no longer request favors in return for their services. They will also perform tasks within the supernatural world and do not count as a witness for things that would normally be considered a breach of the Masquerade A Retainer gains two level-one Discipline powers, chosen from your in-clan Disciplines. A Retainer can never gain more than these two powers. **(For more information on Ghouls, see page 116).** If another character has purchased this NPC as an Ally, they permanently lose access to this NPC and must find and choose a replacement.

Disadvantage—Flaky: You have an Ally who may be great at what they do, but they never seem to get the job done on time or for the originally-negotiated price. A *Flaky* Ally may never be *Reliable*, and vice versa.

• **Level 1:** Your Ally takes twice as long as a standard Ally to complete their task.
•• **Level 2:** On top of taking twice as long to accomplish a task, your Ally always demands payment for their services. At Storyteller discretion, they may partially accomplish the task, then come back to negotiate a new, increased payment.

Disadvantage—Conspiracy Theorist (•): Your Ally is always looking for the next theory, and is ready to believe the unbelievable. They may inform you (and whoever will listen) that birds are not real, Bigfoot and the Loch Ness Monster exist, the moon landing was faked, or any combination of oddity. The theories that supernatural creatures like vampires could exist right under our noses are concerning. You need to take extra care to be sure this Ally is never near a Masquerade breach, as they are always keeping a lookout for anything suspicious that proves their theories to everyone they've told.

FAMILIAR

You have attracted and made a ghoul of an animal that assists you. You might control it using Animalism or simply good, old-fashioned training. Instead of the variable traits for animals listed in Chapter 10, refer to the statistics below for your Familiar.

• **Level 1:** The animal is small, like a bird or cat. It has two Health levels, Physical test pools of three, and Mental and Social test pools of one.
•• **Level 2:** The animal is medium-sized, like a dog or a wolf. It has four Health levels, Physical test pools of five, and Mental and Social test pools of one.
••• **Level 3:** The animal is large, like a bear or tiger. It has six Health levels, Physical test pools of seven, and Mental and Social test pools of one.

You may purchase a higher-level companion of a smaller size if you wish. For example, if you want a particularly dangerous dog, you may purchase a level-three dog. When you pick an animal companion, choose Celerity, Potence, or Fortitude. Your Familiar has both level-one powers of that Discipline. A Familiar can never gain more than these two powers. **For more information on Ghouls, see page 116.**

CONTACTS

Less of a friend and more of a professional connection, Contacts are people you can call when you need information. They are happy to tell you about things going on in their field, trust you enough to share insider knowledge, and don't often ask for favors

in return. However, their assistance is usually limited to information they can gather by making a few phone calls or things they would be doing in their daily jobs anyway. You may use your Contacts to learn about how the mortal world has been influenced within their Sphere(s), or they may call you if they notice something they think may pique your interest.

Each purchase of this Mortal Connection represents one individual Contact, and you may purchase this Mortal Connection multiple times. Work with your Storyteller to develop details about your Contact. In a connected chronicle it costs 1 downtime to establish similar Contacts in a city outside the one you exist in.

- Level 1: A low-level employee—they do not have much in the way of secret information, but can help you get some general insider knowledge and early-access information.
- •• Level 2: Someone in middle management—they have access to some information that is kept from the public eye and a fair bit of sway in their field.
- ••• Level 3: Someone in senior management—they have access to a great deal of private, sensitive, or secret information and usually hold an immense amount of influence.

Contacts Advantages & Disadvantages

Advantage—At Arm's Length (•): Instead of communicating with your Contact directly, you use the Dark Web, encrypted messages, rerouted phone calls, and other measures to provide at least one layer of separation between you and your Contact. Attempts to determine your connection to this Contact require a Downtime Action and an additional static test using Intelligence + Investigation at Difficulty 5.

Advantage—Diversity: Contacts, like Allies, often branch into multiple Spheres. Maybe they are active in multiple fields, or they "know people who know people" to have Contacts or Allies of their own. However they have managed to do so, your Contact has extended their influence to other Spheres beyond their primary one. Should you need a Contact in any of these areas, they are the one to call.

- **Level 1:** Your Contact exists within two Spheres of Influence.
- **•• Level 2:** Your Contact exists within three Spheres of Influence.

Disadvantage—Paranoid: Something is always hovering over this Contact's shoulder, watching their every move, and they need to do everything in their power to avoid it. At least, that's what they insist. You likely keep this person around because they are good at their job, despite the extra hassle.

- **Level 1:** Your Contact seems to have a new burner phone every day. Unless you are calling them on a landline or work number, it will take some time to figure out how to get in touch. Any Contacts use will have a delay of at least two days, as you are unable to reach this person on-demand.
- **•• Level 2:** Your Contact will only meet you in person, constantly in a different spot. On top of the delay in reaching them, you also must figure out where and when they want to meet and get yourself there. Any Contacts use will have at least a two-week delay in implementation.

FAME

You have done something to get your name out there. Maybe you are in a band, a radio host, a social media influencer, an author, or any other "celebrity" role. Upon choosing this Mortal Connection, establish exactly how you are famous with your Storyteller and choose a Sphere of Influence in which you have made your name. Characters outside that Sphere may still know you, but recognition is more likely within that Sphere. When encountering someone who knows and likes you, they are more likely to do you a favor or help you out in a pinch, even if they are a complete stranger; you gain a +1 to mundane Social challenges per dot of Fame you possess. Being famous does have its drawbacks though. You are also far more recognizable and memorable when you go places, and not everyone may appreciate you. If you have dots in Mask (see below), your Fame may be associated with either yourself or with your Mask.

- Level 1: You are getting there. A handful of people who follow your field will recognize you, and your neighborhood is so proud to have you as a resident; they all know who you are.
- •• Level 2: You are on the edge of legitimate Fame. You have a large local in-genre following. Your face may be on posters, and your name may come up in conversations around your town.
- ••• Level 3: You have made it big. Everyone in the city who's involved in your selected Sphere knows your name; even outside of your Sphere, a handful who've never seen your work might recognize you and want to get on your good side.

Fame Advantages & Disadvantages

Advantage—Fan Club (••): You have earned yourself a dedicated enough group of followers to have a Fan Club. These people will bend over backwards to help you should you encounter them. Once per session, if you run into a Fan Club member, you can ask them for a favor they can reasonably accomplish within the game session, such as "Guard that door and tell me if someone's coming" or "Deliver this message to [address]." You're smart enough to know not to exchange contact information with a raving fan, so this Advantage can only be used if a member is encountered during a game session. There is no guarantee of an encounter, but, the more your Fame rises, the farther your Fan Club will reach. Your Storyteller is the final arbiter of when you encounter random fans.

Advantage—Star Power (Optional): Additional Fame extension for wider-spread games. You may only purchase this Advantage if you already have Fame 3 and your Storyteller has chosen to allow this Advantage in their chronicle.

- **Level 1:** Your Fame has spread past the city; your whole state or region is likely to recognize you.
- **•• Level 2:** You are as famous as can be; your name and face are globally recognized.

Disadvantage—Jealousy: With Fame comes people envious of your success, or people you have stepped on on your way to the top. They want to see you fail, and they certainly won't help you.

- **Level 1:** A wide group of people dislike you. Choose one Sphere of Influence that dislikes you. You may not buy Contacts or Allies within that Sphere.

•• **Level 2:** You have done some despicable things to get where you are. In addition to the Level 1 Disadvantage, anyone in a Sphere of Influence that you do not have a Contact or Ally in hates you and reacts negatively to the mention of your name. If anyone has a Contact or Sphere in the sector you describe, their Contacts or Allies in that Sphere will act against you for free and are always considered available.

Disadvantage—Paparazzi (••): Sometimes the fan clubs go a bit too far. You have managed to pick up some folks who refuse to leave you alone. You are constantly being tailed by people who want to know your every move and who are taking pictures for magazines. This becomes problematic when you are trying to do anything under the radar. If you are not in disguise, you are bound to run into some camera flashes almost anywhere you go. Your Storyteller determines what complications arise because of this Disadvantage.

HAVEN

Everyone needs a place to settle down for the day, somewhere safe from Hunters and sunlight. Someone without any dots in Haven lives in complete squalor—they may have carved out a hole in the wall to sleep in, but it has no protections and is terribly uncomfortable. Once you have purchased at least one dot in this Mortal Connection, the Advantages and Disadvantages become available to purchase.

Vampires may choose to share a Haven with their Allies, especially if they are all in a gang or coterie. **For more information on coterie mechanics and sharing Backgrounds, see page 293.**

• Size 1: You have a small basement or studio apartment. It is big enough to fit yourself and one other, if you do not mind an utter lack of separated personal space.

•• Size 2: You live in a Haven about the size of a single family home or a nice 3-4 bedroom apartment. You and four others can fit inside comfortably. Gain one free dot of an Advantage to add to your Haven. Requires **Resources •**.

••• Size 3: Your home is a penthouse-quality apartment, a standalone mansion of a private estate, or even an old bank building you've claimed as your own. You and nine others can comfortably enjoy a space of this size. Gain one additional free Advantage dot to add to your Haven (for a total of two free). Requires **Resources •••**.

Haven Advantages & Disadvantages

Haven Advantages can be purchased up to three dots, though your dots in any one Haven Advantage cannot exceed your total dots in that Haven's Size unless stated otherwise. Someone with **•• Size 2 Haven** can purchase up to two dots in any applicable Advantage; **••• Size 3** Haven would allow for three dots per Advantage.

Advantage—Armory (• to •••): You have a secure weapon storage within your Haven, and you maintain your Armory well. These weapons are always available to you. Should you sell, lose, or break any of your weapons, they replenish at the start of the next game. Your Armory replenishes fully once every three months. Each dot in this Advantage represents two additional weapons stored.

Advantage—Cell (• to •••): You've built a secure place to keep human prisoners within your Haven that is large enough for two captives. Your Cell is not secure enough to hold another active supernatural being, and you do not want an unfriendly vampire in your Haven should they escape. Each dot after the first represents an additional two people who can fit securely in the space. If you are keeping prisoners between game sessions, your Storyteller may require a Downtime Action dedicated to feeding them to prevent unwanted side effects such as death. You decide if this location is sunproof.

Advantage—Garage (• to •••): Your Haven has an attached Garage. Not only is there enough space to house a vehicle, you've accumulated enough tools and spare parts to repair or destroy such vehicles. For each dot in this Advantage, you gain two storage bays. Commercially available vehicles no larger than a Humvee take up one storage bay. Larger vehicles, such as big rigs or small planes, require two storage bays each. Your Storyteller determines how many storage bays are required for large vehicles. In addition, for each dot in this Advantage, you gain a +1 to all Crafts, Science, or Technology challenges involving maintaining and repairing vehicles stored here.

Advantage—Laboratory (• to •••): You have a lab in which you may test things and do science. For each dot, gain +1 to any mundane challenge you make for Science and Technology tests, or in Thin-Blood Alchemy while working in your lab. A **• Size 1 Haven** cannot fit a Laboratory.

Advantage—Library (• to •••): You keep an in-depth Library in your haven, stocked with piles of books both occult and mundane. For each dot in this Advantage, gain +1 to any mundane research challenge you make within your Haven. Most often, these tests will fall under the Academics, Lore, Linguistics, Investigation, or Occult Skills.

Advantage—Location (• to •••): Your Haven is in a prestigious or hard-to-reach Location, making it more difficult for people to find and affect you. Characters attempting to to track you to your Haven or locate your Haven suffer a -1 penalty to their appropriate challenge pools for each dot of the Location Advantage you possess for that Haven.

Advantage—Luxury (• to •••): You want only the best—the newest technology, the most expensive furniture, and decorations that could make even a small place look like something out of a top-10 magazine. Whether you acquired your decor legally (with Resources) or illegally, it is sure to wow any guests. Each dot represents +1 to any mundane Social challenge you make when the target is in your Haven.

Advantage—Elaborate (• to •••): Your Haven is rigged with hidden passages, escape hatches, safe rooms, and dead ends. Intruders are confused and disoriented when inside your Haven, allowing for you to move about with greater ease and stealth. This gives you an advantage when engaging your foes or when escaping. This Advantage only activates when you are aware of intruders, such as when your Security or Guards Advantage alert you. You

and your allies may either use this to attempt to escape your Haven's attackers or enjoy bonuses when engaging them.

If you engage intruders, gain a +1 to your Initiative per dot in this Advantage. If you wish to try to escape, make a test with Dexterity + Stealth with a +1 bonus per dot in this Advantage against your opponent's Wits + Investigation. If you succeed, you may declare Fair Escape. If a group is trying to escape from multiple intruders, the groups test against one another. Use the lowest Dexterity + Stealth score in the escaping group vs. the best Wits + Investigation score in the attacker group.

Advantage—Security (• to •••): Your Haven is challenging to break into, and you are alerted in advance to any intrusions. Characters trying to break into a Haven without this Advantage require a single successful Wits + Larceny vs. a difficulty of 3 that represents about one minute of picking a lock, cutting a camera feed, etc. For every dot in this advantage, add two to the difficulty check. The time necessary to bypass your Security with this check is roughly five minutes per dot with this Advantage.

Advantage—Surgical Ward (• to •••): You are equipped with an operating table, sterilization tools, and medical supplies; you can stitch up wounds, draw blood, perform minor surgeries or even major ones—depending on your confidence, of course. For each dot in Surgical Ward, you gain a +1 to any mundane Medicine tests made within it.

Advantage—Walk-In Freezer (• to •••): Sometimes, you just don't want that body right away, but you may need it for later. For this reason, you've found a place with an especially large freezer. For each dot, you may store one corpse or vampire, along with two additional smaller things that require refrigeration **(see Blood Alchemy, page 266)**. Walk-In Freezers are always sunproof and may be designed for Extreme Cold **(see page 128)**.

Advantage—Guards (• to •••): Your Haven has private security in the form of actual people standing guard. Each dot represents four Guards (Simple Antagonists difficulty 3) and their boss (Simple Antagonist difficulty 5). In order to sneak past these Guards, characters must succeed in at least one Dexterity + Stealth test vs. a difficulty of 5. The Storyteller may require more tests depending on the Size of the Haven grounds. If any of these challenges fails, the Guards will engage the intruder and immediately alert you to the intruder's presence. **For more information on Simple NPCs, see page 320.**

Advantage—Workshop (• to •••): You have an area of your Haven that is stocked with crafting equipment. Choose one of your Craft specializations. For each dot of this Haven Advantage, you gain a +1 bonus to any Craft challenges.

Advantage—Zoo (• to •••): You really like animals, or animals really like you. Luckily, your Haven can accommodate your friends. For each dot, you have the necessary living space for one Large, two Medium, or three Small animals. You are limited to animals that can reasonably be domesticated in your location, and your Storyteller is the final arbiter of what animals you possess. In addition, during a game session, for each dot in this Haven Advantage you may Slake one Hunger as long as you may Slake Hunger from animals.

Disadvantage—Compromised: Your Haven has a history of unwanted visitors. Somehow, they just keep finding their way to your front door. If you have a Compromised Haven, you may not benefit from the Location advantage, as people are easily able to find your Haven.

- **• Level 1:** Despite any security measures you take, random people tend to stumble into your place. Characters gain a +1 bonus to any challenges related to track you when you are traveling to your Haven or any other challenges relating to locating your Haven.
- **•• Level 2:** Local law enforcement has been called to your Haven (or the building that holds it) before, likely more than once. Future alerts cause investigators to show up very quickly. In addition to the effects of Level 1, all intruders gain a +1 bonus to their Initiative during the first round of any combat scenarios that take place inside your Haven.

Disadvantage—Creepy: You have a unique style that leads to your Haven resembling something out of a horror movie. That plastic-lined room may keep blood off the carpet after a messy meal, but it also makes the neighbors suspicious. If someone goes missing or something bad happens anywhere nearby, attention immediately goes to you. Within your Haven, it takes significant effort to keep a guest from bolting in panic. You may not benefit from the Luxury Advantage with this Disadvantage; while your items may still be the best money can buy, they also include strange oddities, off-putting taxidermy, and macabre collectibles. For each dot, subtract two from your test pool on any mundane Social challenge you make when the target is within your Haven.

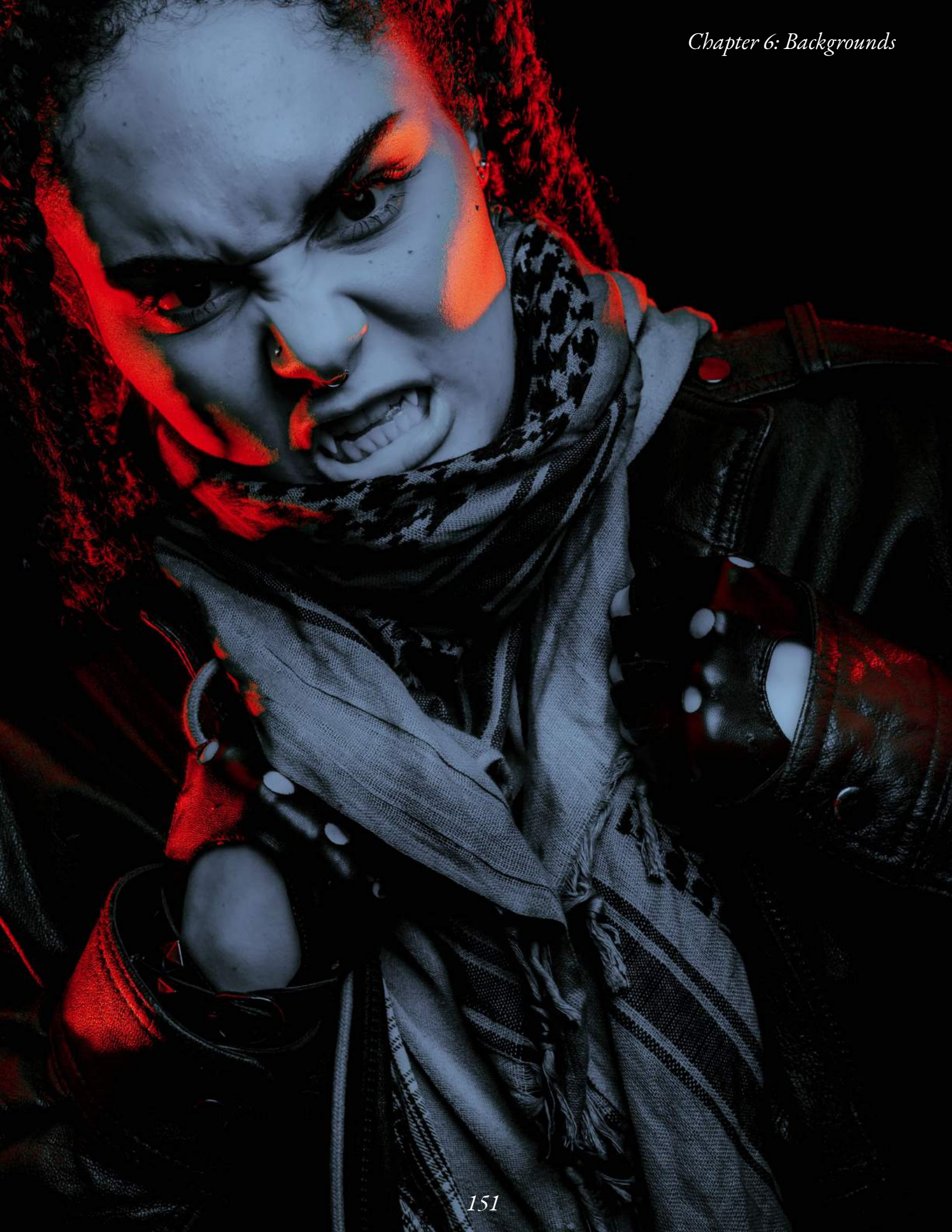
- **• Level 1:** You have some creepy things, and guests are constantly on edge.
- **•• Level 2:** Your guests actively require an assurance that you will not kill them.

Disadvantage—Haunted: Strange things tend to happen in your Haven. You hear odd noises, things tend to move around or disappear–only to reappear months later–and you may see an apparition lurking on the stairs. The entities are *probably* not violent, but they are certainly very distracting. For some reason, you put up with them, and your unlife now includes dodging poltergeists. For each dot of this Disadvantage, subtract one from your test pool for any challenges you make within your Haven that require you to maintain concentration or focus, such as research or distilling Thin Blood Alchemy Formulae.

- **• Level 1:** The ghosts are merely irritating, but persistent enough to keep you on edge.
- **•• Level 2:** You have a full-fledged ghost infestation in your Haven. Welcome to spook central, complete with the occasional flying television or broken mirror.

HERD

Hunting on the streets can be dangerous, and, while some vampires like the thrill, others prefer to have a safe, consistent source of food.



You have collected a group of humans who are reliable to find, easy to connect with, and susceptible to being fed on regularly without risking a threat to the Masquerade. More often than not, they are unaware of your vampiric nature. During a game session, you may Slake a total number of Hunger equal to your Herd rating. Each time you tap your Herd, you must spend five minutes out of play, regardless of how many Hunger you Slake. You may Slake multiple times during the game using your Herd (up to your limit); however, you still may not reduce your Hunger to zero without killing a victim. This causes the loss of one dot of your Herd **(see Losing Mortal Connections, page 142)** and at least one Stain **(see Shifting Humanity, page 138)**.

Be cautious of overfeeding from your Herd. Humans only have so much blood, and, if someone dies, it will take some time to regain the rest of your Herd's trust. In some cases, and at your Storyteller's discretion, you may need to find a new Herd entirely. If a Herd dot is lost, your character can regain it at a rate of one dot per game, starting the month after the "accident" occurred. Dots in Herd represent both size and variety. You may not purchase the Herd Mortal Connection more than once.

- Level 1: The blood has a random Resonance (determined each time you utilize your Herd) and no Dyscrasia.
- •• Level 2: At the start of each month, you may select one Resonance that your Herd possesses for that month. The blood you drink also has a random Dyscrasia, selected from your chosen Resonance category **(see page 130)**.
- ••• Level 3: At the start of each month, select two Resonances that your Herd possesses for that month. Each time you feed, you may choose to ingest either of the two Resonance types. When you do, the Storyteller will offer you two random Dyscrasias corresponding to the ingested Resonance types, and you must choose one to keep.

Herd Advantages & Disadvantages

Advantage—Friendly: Your Herd is a group of people-pleasers, outgoing and eager to make new friends. They usually travel in pairs or groups, and they're happy to expose a vein for those who are with you, as long as you can vouch for them. A Friendly Herd cannot be Skittish.

- **Level 1:** When you Slake Hunger from your Herd, one other character may Slake the same amount.
- •• **Level 2:** When you Slake Hunger from your Herd, two other characters may Slake the same amount.

Advantage—Flavor Station: You have cultivated a Herd with a surprising amount of variety for its size, and you have got a wider selection when it comes to Dyscrasias. You may still only choose one Dyscrasia per Hunger you Slake from your Herd, but you have more say in what you wind up getting. For example, someone trying to Slake one Hunger with Herd 3 and Flavor Station 2 would draw four random Dyscrasias, and choose one from those four.

- **Level 1:** Add one additional random Dyscrasia to your normal number drawn, and select one.
- •• **Level 2:** Add two random Dyscrasias to your normal amount drawn, and select one.

Advantage—Open Bar: Your Herd as a whole is either especially hardy or the people within it change quite often. This allows you to feed more often on your Herd than a normal selection of humans.

- **Level 1:** Instead of the normal amount, you may Slake a total Hunger equal to twice your Herd rating during a game session.
- •• **Level 2:** Instead of the normal amount, you may Slake Hunger equal to three times your Herd rating during a game session.

Disadvantage—Skittish (Requires Herd 2+): Your Herd is easily frightened. You have managed to gain their trust, but for how long? Each time you Slake one Hunger, you must test using your Predator Type feeding pool. On failure, you cannot use your Herd again during the game session. You may only take this Disadvantage if you have Herd 2 or higher. A Herd with this Disadvantage may not have the Friendly Advantage.

- **Level 1:** You must test vs. difficulty 3.
- •• **Level 2:** You must test vs. difficulty 6.

MASK

In the time of the Second Inquisition, getting by in the mortal world and "passing" as human is more important than ever. A Mask is what a vampire "wears" to blend into mortal society. It is the night job he pretends to have, the pen or stage name he gives, etc. The better a Mask is, the better it explains a character's nocturnal habits and the more opportunities it provides to get close to humans. Many times a Mask involves forged documents; sometimes it involves makeup and solid acting skills. Vampires can have multiple Masks that suit different situations. However, a vampire without any dots in the Mask Mortal Connection cannot pass a background check and is easily flagged when interacting with authorities.

When you purchase dots in Mask, think of a pseudonym and a few short sentences to summarize your fake identity. This could include your profession (and why it's a night time job), place of birth, education, names of fake relatives, etc. Most Masks are meant to be unremarkable and forgettable; however, some Predator types enjoy a more recognizable Mask, one that hides their true identity under a more famous false identity. A Mask cannot make you someone who already exists. You cannot use a Mask to impersonate another character, player or non-player.

Mask cannot be purchased after character creation unless a character with the Cobbler Merit **(page 182)** makes them a Mask. Once complete, the receiving character may spend the necessary XP to cement the Mask and apply it to their sheet.

- Level 1: Your Mask will pass a routine inspection; you have an identity and a disguise that is believable and works well enough without close scrutiny.
- •• Level 2: Your Mask is strong enough to pass a state-level background check or a run through the local police database.
- ••• Level 3: Your Mask will pass an intense background check, even a deep investigation from a national government agent.

In some cases, you may wish to abandon your Mask. Perhaps your Mask was arrested; you had to escape to avoid perishing in the sun, and now that identity is too difficult to maintain. Perhaps you were shot and had to play dead when you were portraying your Mask. In this case, you temporarily lose your Mask dots. You regain your dots in Mask when you find a Cobbler to make you a new one.

RESOURCES

Money cannot buy happiness, but it can buy comfort, equipment, and help. With no dots in Resources, you're in the lower-middle class: able to afford minor luxuries like a small apartment and a car that consistently sputters to life, with about $300 per month that is not budgeted towards rent or necessities. By purchasing dots of Resources, you've learned that money really does make the world go around. You may use Resources in game or during Downtime Actions—to purchase weapons, commission armor, rent a hotel on a trip, pay a security detail to pretend you never crossed their paths, bribe politicians . . . The more you have, the more you can do. You may not buy the Resources Mortal Connection more than once. Each level of Resources provides an amount of disposable income available to you each month. Each month your disposable income resets; it cannot be "banked" and accumulated from month to month. However, you may pool Resources with other characters or pay for things that cost more than your Resources allotment of money by spending on a month-to-month basis.

- Level 1: You are comfortably in the middle class. You can afford a decent house or apartment, pay for a nice car, and consistently count on $2,500 in disposable income monthly.
- •• Level 2: You are in the upper class, with a fancy new car and a large suburban home or an upscale condo in the heart of the city. You have $20,000 each month for disposable income.
- ••• Level 3: You are rich. You probably live in an elaborate mansion or a penthouse atop one of the city's most desirable buildings, and you can afford multiple luxury cars and other finery. Each month, you have $100,000 in disposable income.

Resources Advantages & Disadvantages

Advantage—Cash Money: You are incredibly skilled at making quick cash. Whether or not the source of the money is legal isn't the question. It is there, and it is ready to spend when you need to line some pockets for your desired outcome.

- **Level 1:** Once per game session, you can spend 15 minutes out of play and obtain $1,000 in disposable cash per dot of your Streetwise Skill. This money is untraceable.
- •• **Level 2:** You can spend 15 minutes out of play and obtain $3,000 in disposable cash per dot of your Streetwise Skill. This money is untraceable. This is not cumulative with Level 1.

Advantage—Cryptocurrency (•): Your disposable money is all in carefully-secured Cryptocurrency. Anyone trying to track your monthly expenditures must have two dots of both the Finance and Technology Skills, and they must succeed in an opposed test of Finance + Technology vs. your Intelligence + Finance.

Advantage—Liquidity (•): Your money is in antiques, precious metals, or other goods that can be sold on short notice for a good amount of money. For one month, you may double the amount of disposable cash you have available to spend. However, you will not have access to any disposable cash for the next two months as you rebuild your stock.

Advantage—Wall Street Wizard: You are incredibly skilled at playing the Stock Market. Whether this talent is from legitimate skill or insider trading, the money piles up ready to be spent. The purchase of any level of this Advantage requires Resources 3.

- **Level 1:** You gain an extra $50,000 in disposable cash per dot of your Finance Skill each month.
- •• **Level 2:** You gain an extra $100,000 in disposable cash per dot of your Finance skill each month. This is not cumulative with Level 1.

Determining Success Between Competing Mortal Connections

A Storyteller has discretion as to how Mortal Connections interact in the story. However, as with all conflicts in this edition of Vampire: the Masquerade, the core rock, scissors, paper mechanic may be used to determine if Mortal Connection use is successful or to resolve conflicts between Mortal Connections. This allows for rapid processing of Downtime Actions or resolution of conflicts.

To determine success against the environment, set a challenge difficulty of 1 (easy), 2 (medium), or 3 (hard). In this situation, the player wins the tie if they have that number of dots in the Mortal Connection or more.

In a conflict between two characters' Mortal Connections, play a game of rock, scissors, paper. The winner wins. If there is a tie, the test pool to determine who wins the tie is determined by the number of dots in the Mortal Connection the competing characters have. The character with higher dots in the Mortal Connection wins. If the characters are tied, compare the number of Advantages they have in the Mortal Connection. The character with more dots in Advantages wins. If the characters are still tied, the character with fewer Disadvantages in the Mortal Connection wins. If that does not resolve the tie, the Storyteller can randomly determine the winner.

When more than one Ally who would logically assist one another to accomplish a goal, the Ally dots are added together for the comparison.

Example: *Liz sent her 3-dot Underworld Ally to steal an item from a museum, and Dee's 3-dot Police Ally has been tasked to ensure the museum is kept safe. They tie on the test. They have the same dot rating, so they compare their Advantages. Liz has two dots of Advantages, and Dee has one. Liz wins, and the criminals are successful in stealing the item and eluding the Police Ally.*

Example: *Alyssa uses a two-dot Police Ally and a three-dot Underworld Ally to frame Jenn's three-dot High Society Ally for a crime they did not commit. They tie on the test. Alyssa's Allies logically can assist each other, so their total is five, vs. Jenn's three-dot Ally. Anton wins, and the High Society Ally is set up and arrested. They may not stay in jail forever, since the charge is false, but they are out of the way for a while.*

Loresheets

Loresheets are a special Background Advantage that connects your character directly into the exciting metaplot of *Vampire: The Masquerade*. Whether a character is a "Veteran of the Sect War" with the Sabbat or a Descendant of the famed Ventrue Elder Hardestadt, purchasing a Loresheet provides a character a dash of special flavor and interesting mechanics that reflect their background. It is up to the Storyteller to determine which Loresheets are available for use in a chronicle, as not all of them will be appropriate for every chronicle.

Loresheets provide mechanical bonuses and serve as good hints to the Storyteller about the kinds of stories the player is interested in for their character. Storytellers are encouraged to use a character's Loresheet as a story hook. Perhaps a Sect War Veteran knows something important about the mysterious NPC that entered the city, or a Descendant of Hardestadt may be approached by someone who hates Hardestadt's murderer as much as the player character does.

From the available Loresheets, each character may select one Loresheet and purchase dots in it at a cost of 3xp per dot. Characters are limited to having one Loresheet. Each Loresheet has a one-dot, a two-dot, and a three-dot benefit available for purchase. Characters must purchase each level of the Loresheet separately.

For example, if a player wants to purchase the one-dot, two-dot, and three-dot Loresheet benefit, they must pay 3xp for the one-dot benefit, 6xp more for the two-dot benefit, and 9xp more for the three-dot benefit, for a total of 18xp to purchase all three benefits. These three benefits do not need to be purchased in order, and characters do not need to buy all of them.

As with any other Advantage, Loresheet dots may be purchased with the initial seven dots of free Backgrounds.

If a Loresheet Advantage gives a Skill, identical Background, or Merit that you have already spent XP on, refund any XP spent on the selected dots. Similarly, if you previously used character creation dots to purchase something that a Loresheet Advantage will award you for free, you may reassign those character creation dots appropriately.

Example: *The Loresheet Descendant of Helena (Toreador Only) one-dot Advantage Real Talent gives five free dots of either the Crafts or Performance Skill. Jimmy purchases this Advantage on a character who has spent three creation points on the Crafts Skill. He has also spent some of his earned game XP to raise that skill to four dots. When he purchases the Real Talent Advantage, he will have three creation points to reallocate and 12 XP (the cost of purchasing the 4th dot of Crafts) refunded.*

ANARCH REVOLT

(ANARCH ONLY)

Those who forget the past are doomed to repeat it. You have studied the original Anarch Revolt of the 14th and 15th centuries so thoroughly that you can see the patterns beginning to emerge in the modern nights of the Damned. You may claim lineage to one of the original founders of the Revolt, or you know someone who was there when Tyler killed Hardestadt, but it doesn't matter. You know the truth, and you will chronicle the past in hopes of helping the future. Perhaps, through your knowledge of the past, you can perceive and even try to control the swelling tide of young vampires showing the signs of rebellion.

• **Hold the Line:** Like your progenitor, you are a source of inspiration to other Anarchs in tense situations. Once per night, when one of your gangmates is required to take a Frenzy test, you may call out to them with encouragement to keep it together. This allows them to automatically pass the Frenzy test. You also gain the first two dots of the Leadership and Politics Skills.

•• **Mutual Support:** Every vampire has people who are important to them, humans who allow them to stay strong in the face of oppression. You understand the importance of protecting these people on an instinctual level. When a Touchstone, whether it belongs to you or to any of your gangmates, comes under threat, you know it. Your ears prick up, and your hair stands on end.

••• **In Open Rebellion:** You are an agent of change, capable of rallying the masses to rage against injustice. When you're motivated, you can cause whole neighborhoods to come unglued. Once per night, you can cause a disturbance in a neighborhood of your choice, giving your gang the effects of Deterrents 3, in a Sphere of Influence of your choice, for a night **(see Deterrents, page 295)**. This works as great cover for violence. Only obvious supernatural activity will breach the Masquerade in this neighborhood while the riot is underway. Everything else will be written off as gang violence or some other form of mundane violence. However, you gain two Stains that cannot be reduced by any means because of the destruction and mayhem that you have unleashed.

THE COBWEB

(MALKAVIAN ONLY)

The Cobweb, also known as the Madness Network, is a pseudo-psychic network that seemingly connects all Malkavians. Some can barely perceive it; fewer can actually tap into it. While most of the clan is subconsciously aware of its existence, most individual Malkavians will only experience the Cobweb once or twice a year, like an old forgotten radio suddenly switched on. The experience is different for every Malkavian. The Cobweb catches thoughts and memories chaotically, then moves them as spiders would carry them along its strands. Sometimes the memories won't make sense–logically, temporally, or otherwise. The true purpose of the Cobweb is unknown; some say it is a remnant of the clan founder's consciousness.

• **A Break in the Static: Once per game, as a simple action, you may ask the Storyteller each of the following questions:**

- Am I in danger, and, if so, how?
- Am I on the right track, and, if I'm not, what am I doing wrong?
- Are there other Malkavians around?

The Storyteller will give a reply, taking on the role of the Cobweb. The reply is almost never clear or obvious. You may only catch sporadic words or images in your mind emanating from the Cobweb that provide you a small insight into your current actions. From your character's perspective, they may have attempted to consult the Cobweb, or the Cobweb could have reached out to them unsolicited.

•• **The Call:** Three times per game, you can spend one standard action to broadcast a single five-sentence message to the Cobweb or create a special beacon flagging a location as a special place of interest. Any Malkavian in the same city can perceive such messages or beacons, even if they do not have this Loresheet. How they perceive this message and if they choose to travel to any beacon is wholly up to them.

••• **Pluck the Strands:** Three times per game you may utilize the Cobweb to obtain information that would normally require a Skill check to know, such as Academics, Finance, Science, or Occult (including Lore checks that would have a difficulty of 6 or less). Instead of the normal difficulty assigned by the Storyteller, your difficulty is always 3 as you tap into the shared consciousness of your clan. You can't learn personal information, such as the location of someone's haven or who murdered your ally. The Storyteller may choose to tell you the information you look to glean is too mysterious; in this case, the attempt does not count as having spent one of your three uses of this advantage. However, you can glean information about an Oblivion Ceremony you witnessed or know the precise process on how to repair a broken semitruck.

THE CHURCH OF SET

(MINISTRY ONLY)

Not every Ministry member is a hardliner of the Church of Set, but you are. Dedicated to hardline Setite orthodoxy, you and other members of the Church of Set believe that you must conspire to weaken all other Clans and their founders to pave the way for your founder's resurrection. Perhaps you are a new member, desperate for mentorship in the hostile world you now find yourself in; perhaps you reject the chains of servitude to the Antediluvians and seek freedom from all forms of enslavement through the teachings of Set.

• **Congregation:** You have access to a flock of kine from a fringe religion or cult that you can manipulate and feed from. You may choose five dots from the Allies, Haven, Herd or Resources Backgrounds and their associated Advantages.

•• **Degenerative Process:** The Church of Set teaches that chains can only be broken through hitting and understanding rock bottom. By indulging in corruption, they rise anew. If a character chooses to willingly gain a Stain by breaking a Chronicle Tenet (which cannot be reduced in any way), you may gain one Hunger and lead the character in prayer for five minutes. After the five minutes of prayer is complete, they heal three Aggravated Damage. You may do this once per night per person.

••• **Avatar of Belief:** You are a pillar of faith in the teachings of Set, hellbent on bringing about the resurrection of your Clan's founder. When you sin for Set, you are simply doing what you know you must. Once per night, when you and your Storyteller perceive your actions to be reflective of the will of Set, you may reduce Stains gained for a sin by two.

THE CIRCULATORY SYSTEM

Every Kindred knows that blood carries with it a certain Resonance, and those Resonances carry the ability to be manipulated and controlled, to produce new and possibly unique powers ripe for Kindred use. The Circulatory System is a coordinated effort of mortal trafficking among vampire society. They track each vessel and the properties of vintages that flow within their veins. Members of the Circulatory System interact with it in a variety of different ways, including transporters, smugglers, scientists, and consumers. What's important is that the work continues, and that it remains far away from the prying eyes of mortals who might shut it down. Even the loss of a vessel before their time causes only the slightest drop in overall profits while a suitable replacement is found.

• **Secure Transit:** The Circulatory System moves important vessels using armored vans and armed ghoul drivers. These protected modes of transit are dangerous and difficult to attack. Sometimes you can hitch a ride in one of these vans. Once per month, you can arrange for secure travel within your city for up to six Kindred with little effort. If you are participating in a connected chronicle with games in different cities, you may use Secure Transit to travel safely to another city where the Circulatory System is present.

•• **Farm Upstate:** Through your connections to the Circulatory System, you have developed a farm of valuable vessels with blood potent enough to convey benefits to Kindred drinkers. You gain five dots to spend on Herd and/or Herd Advantages.

••• **Blood Sommelier:** You know the Circulatory System's secret methods for taste, analysis, and refinement, and you have parlayed your knowledge into significant gains and information from Circulatory System clients. You may select five dots of Contacts, Allies, or Resources Mortal Connections or Advantages. Once every three months, you may ask your Storyteller for an important secret about an NPC who is a client of the Circulatory System.

CONVENTION OF THORNS

The Camarilla dates its creation to the Convention of Thorns, a meeting of Vampires from all Clans who crafted an agreement for the survival of society. Perhaps you are a descendant from one of the original signatories; perhaps you are simply a scholar, spending your nights bent over research of the Convention and its subsequent Traditions so that you better understand the laws governing "proper vampire society" today. Whatever your reasons, you can likely recite the iterations of the Traditions that were proposed, as well as name some of the more important vampires present at such a momentous occasion. Regardless, a thorough enough understanding can be used to manipulate members of the Camarilla or the Anarch Movement when you know just the right words to say.

• **Thorns Historians:** Your knowledge has made you interesting to older members of the Camarilla who care about the past. In exchange for information you gleaned from your studies, they assist you by providing you three free dots from the Allies, Resources, or Contacts Backgrounds (or their associate Advantages).

•• **Archivist:** You have access to an archive containing all manner of interesting lore about vampire history, including accounts of what occurred at the Convention of Thorns. The library counts as a two-dot Haven with two-dots in the Library and Location Advantage. Other vampires and Kindred historians with this Loresheet meet there as well.

••• **Lessons of the Convention:** Through your research and interviews, you have learned a great deal about how the Founders of the Camarilla operated in negotiations. You have had time to reflect on how they operated, and you have put those lessons to use in your own manipulation of Mortal Connections. Your Contacts and Allies gain a +1 bonus in tests vs. competing Mortal Connections **(see page 154)**. In addition, the Deterrents Coterie Background **(see page 295)** can never reduce your Mortal Connections' test pool below two.

DESCENDANT OF HARDESTADT

(VENTRUE ONLY)

The Ventrue do not speak lightly about Hardestadt, an Elder they claim was the most powerful of them for the last eight centuries. During the Convention of Prague in 2012, he was destroyed by Brujah rebels led by the betrayer Theo Bell. Hardestadt was a founder of the Camarilla, joined by six of his peers who credit him with the strength and security of the Ivory Tower for so long. Oddly, he never credited his lineage further back than himself, surely a sign of his belief that he was the end-all-be-all of the Ventrue. His childer are few and far between, each one painstakingly chosen and carrying the weight of his name on their shoulders.

• **Wealth:** You descend from one of the greatest Ventrue ever to rule the night, and his lineage wants for nothing. You gain three dots of the Resources Background with the Liquidity Advantage. These dots can never be lost or blocked.

•• **Pedigree:** You were Embraced to lead, and your Sire trained you in many ways that would assist your mobility in vampire society: smart reasoning, the ability to communicate, and training in controlling your Beast in stressful situations. You gain two dots of Linguistics along with the Common Sense and Calm Heart Merits.

••• **Control:** You epitomize the strength of will that Hardestadt was known for, and your will extends even to your Blood. When targeting a non-supernatural mortal with Presence or Dominate powers, you automatically succeed.

DESCENDANT OF HELENA

(TOREADOR ONLY)

There are legends of a beauty so exceptional, so exquisite, that mortals died simply to get a glimpse of her face. To hear the Toreador talk, Helena is the source of all of those tales, and none of them compare to her actual beauty. Where one might get a glimpse of her seems to be the real question, as some claim to have seen her in the Americas locked in a bitter battle with a rival. Others claim she runs the most prestigious vampire night club in the world. Still others whisper that she is the lover of the clan founder, spending her nights attempting to reawaken the clan's Antediluvian. All the members of her lineage are beyond talented, exemplifying the role of the Toreador above all else. Your connection causes admirers to line up to meet you, hoping that you might bring them even a small step closer to Her.

• **Real Talent:** Unlike other vapid Toreador relying on their beauty alone, you are a master artist and you were Embraced for your talent. You gain Crafts or Performance 5.

•• **Popular:** People like you and want to forgive you your trespasses. Once every three months, you may apologize and pay a Minor Boon to an officer of your sect who could use their position to reduce your Status by one dot. Instead, they must accept your boon without reducing your status.

••• **Succubus Club Franchise:** Helena succumbed to the Beckoning in recent years, leaving her famous Succubus Club in Chicago to a manager. However, you have license from your lineage to establish a franchised Succubus Club in your Domain. You gain four Background dots selected from Resources, Fame, and Mask Backgrounds and Advantages. So long as the club remains open, the Comfort level of your Domain gains a two-dot bonus **(see page 294)**. Multiple Toreador in a Domain may benefit from this Lore's mechanical benefits; however, if there is more than one Descendant of Helena in a Domain, they are involved in running the same Succubus Club.

DESCENDANT OF KARL SCHREKT

(TREMERE ONLY)

Modern nights have shattered the pyramid that was once Clan Tremere, scattering them to the winds. Of those who remain, the oldest is Former Justicar Karl Schrekt. Embraced in 1235, he had been a vampire hunter during his mortal years. Before the Schism, he served the Camarilla by hunting the Sabbat, the Anarchs, and any other occult menace they identified. Now, what's left of the clan within the Camarilla looks to him for guidance and leadership. His descendents hold true to his hardlined beliefs: enforce the Traditions, strengthen the Clan, and hide the secrets of Blood Magic.

• **Ritual Preparedness:** Karl Schrekt has remained alive due to endless, near-paranoid preparation, and your character has learned this lesson through their lineage. You keep the items needed to cast different rituals close at hand, and you also happen to know a few magical shortcuts. Once per month, you can perform any of your known Blood Sorcery rituals in one minute. You are assumed to have the necessary mundane ingredients required due to your preparedness or your ability to "make do."

•• **Know the World:** Your family knows that knowledge is power, and you have gathered an archive of literature about Kindred and all manner of other supernatural beings. Gain two dots of the Haven Background and three dots of the Library Advantage representing this archive. Once per month, you can ask the Storyteller to answer a general question about werewolves, magicians, wraiths, fae, or other supernatural entities and receive a truthful answer. This question cannot reveal current events (such as the current leader of the local Sabbat pack), only longstanding information.

••• **Surveillance:** Your progenitor is famous for his effectiveness in digging into the lives of sect enemies. You have been trained in similar practices. Once per month, you may spend a Downtime Action to spy on a target. This action may not be delegated to a Contact or Ally. Your Storyteller will do a test with your Wits + Investigation vs. your target's Wits + Stealth. If you win, you learn one of your target's Convictions and identify the corresponding Touchstone. If you lose, your target learns that you are spying on them.

DESCENDANT OF MONTANO

(LASOMBRA ONLY)

Montano is one of the only remaining Lasombra to have walked side by side with the clan's founder. It is said that he is to thank for the clan's access to the Abyss, and some even whisper that Christianity itself was allowed to rise in the world because of his wishes. Ever a man of honor, he refused to leave the Camarilla, and for centuries he was branded a traitor because of it. As one of his descendents, you know what true loyalty means. The clan looks to you and your ancestor, more now than ever, as they forge ahead in the dark waters of the Camarilla.

• **Siblings in Darkness:** Montano's honor runs throughout his lineage as an expected code of behavior, and you reap the benefits of this reputation within Clan Lasombra. Your clanmates have provided you aid and respect in the form of four dots selected from the Allies, Contacts, or Resources Backgrounds or their associated Advantages.

•• **Purity of Remorse:** No one mourns his sins like Montano, who murdered his family and friends as a mortal man to save his village from his Sire. He cannot consciously remember this, but he agonizes just the same. You are inspired by his commitment to Humanity and have learned from it. Once a night, if you fail a Remorse test, you can attempt it again. If you win (not tie) this second test, you remain at your current Humanity and remove all Stains.

••• **Abyssal Appearance:** You have studied the powers and Ceremonies of Oblivion with Montano himself. With his potent Blood, his mastery will always eclipse yours. You have, however, managed to learn a few tricks that only his tutelage can explain. Once per game session, prior to the beginning of the game, you may select any one of your Oblivion powers or Ceremonies and replace it with another power or Ceremony that you would be eligible to purchase at that level. At the end of the game session, this choice is reversed.

DESCENDANT OF TYLER

(BRUJAH ONLY)

Tyler still exists. Once known as an outspoken, violent rebel against tyrannical Elders and insidious Methuselahs, she is now studious and quiet. Centuries of reflection have caused her to fall into quiet contemplation: were her actions worth the results that have become the modern nights? She was the inspiration for the Anarch Movement, and, though she doubts her praxis was ever effective, her childer and clanmates compare her to Robin Hood. Her descendents and their cousins continue fighting in her name, hoping that one night they will uplift her to greatness once more.

• **Champion of the Cause:** When people want someone to lead a rebellion, they come to you for help. Gaining funding, weapons, and information comes far more easily with the help from those who hold you in high esteem. You gain three free dots to spend on the Contacts, Resources, or Haven Backgrounds or Advantages tied to those Backgrounds.

•• **Tyler's Mercy:** You have learned how to stop your rage, knowing the limits of violence. Once a night, you may immediately end your Frenzy and trigger the Brujah Clan Compulsion.

••• **The Furores:** You are a member of a historic group known as the Furores, who follow Tyler's teachings and rail against tyranny. Once every three months, you may bring down the might of this group to assist you in attempting to take down a Prince, an unfit Baron, or another tyrannical vampire of higher station. **Two neonate NPCs with the statistic block for *Anarch Guerillas* are set out on page 324 will join you in your fight.** These characters are controlled by the Storyteller. Attempting to use these vampires for improper purposes will lead to them bringing you before Furore leadership for justice.

DESCENDANT OF VASANTASENA

(MALKAVIANS ONLY)

The persistence of free will has always been a heated debate among mortals, but, among vampires, the sweet addiction of drinking vampiric blood seems to change their mind. Famously, there have been two vampires who always spoke out against the slavery of the Blood Bond: Vasantasena and her sire, Unmada, from Clan Malkavian. They rejected any loss of free will, whether due to the powers of the Blood or even to traditionally oppressive Kindred hierarchies. They spoke out against the vicious conflict between the Antediluvians and refused to join the Camarilla, siding with the Sabbat doctrine against the ancestral vampires. When the Sabbat rejected Vasantasena's ideologies and created their own hierarchies, she rejected them in turn, taking a faction of Malkavians with her. Descendants of Vasantasena are as diverse as the night sky, all possessing the zeal and charm of their founder, fighting for some cause no matter which sect they call home.

• **Scent the Bond:** Vasantasena hated Blood Bonds; this led her to target the Antediluvians for enslaving their offspring. She was skilled at smelling the Bond on individual vampires and those who had enslaved them. Once per month, you may target a vampire and make a Resolve + Awareness test at difficulty 4. If you succeed, you can smell if they have been Blood Bound and learn the identity of the character they are most strongly Blood Bound to, so long as they reside in your city.

•• **Agent of Chaos:** Vasantasena's dedication to principles of free will was as legendary as her ability to resist those who would bind her. You have inherited a small amount of this power. Once per game session, when you are called upon to resist a Mental or Social challenge that would inhibit your free will, you may gain one Hunger to automatically win the challenge.

••• **Destroy the Bond:** Vasantasena mastered a method of destroying the Blood Bond, which you have learned from your ancestors. Once every three months, you may carry out a ritual that requires you to drink a mouthful of the thrall's blood (this does not cause you to become partially Bound to them). You must then ride out an immediate Frenzy of a type selected by your Storyteller. Once the ritual is complete, the Blood Bond suffered by the thrall is destroyed.

DESCENDANT OF XAVIAR

(GANGREL ONLY)

It's rare to find a Gangrel who still claims membership within the Camarilla, and Xaviar is the reason. Often ignored by the other Justicars, he was not truly noticed until he walked into a Conclave claiming to have encountered an Antediluvian who had destroyed the rest of his coterie. Even then, his claims were rebuffed. In return, he resigned his position as Justicar and left the Camarilla after accusing the remaining Justicars of perfidy against their members. Word spread slowly throughout the clan, but they too eventually discarded the safety net of the sect. Xaviar met final death soon after, though the exact method is largely unknown outside of his descendents. Those of his lineage who still walk the nights share a heavy guilt with the rest of the clan for not believing his words sooner. They know that he was wronged, and they take up his torch to bring Clan Gangrel into the light of truth.

• **Where the Bodies Are Buried:** Xaviar's knowledge of melding with the earth left a mark on his lineage as he (and possibly you) have experienced visions of being inside the clan founder's vast inhuman form. By making a successful Resolve + Awareness test vs. a difficulty of 4, you can detect any vampire currently using Earth Meld or who lies torpid, buried within the soil, within 75 miles of you. In addition, once per night, if any of these vampires are Gangrel, you may choose to mystically drain a small amount of blood from them, supernaturally resetting your Hunger to Level 2. These Gangrel are aware they have lost some small amount of blood but not why (unless they also possess this Loresheet). The loss of blood does not alter their Hunger, nor does it cause the Blood Bond when you ingest it.

•• **Monstrous Bat:** Xaviar's preferred bestial form was that of a bat. Following his encounter with the Antediluvian, he found he had the ability to change into a hybrid between human and bat. Once per game you may take a similar form. Taking this form requires a simple action (no Rouse check) and allows you to fly at your normal movement speed. Alternatively, once per game, whenever you use Shapechange or Metamorphosis, you may add appropriately-sized bat wings to your form, allowing you to fly at your normal movement speed, along with the other benefits of your transformative power. This benefit is not considered to be a Discipline power nor a transformative power. You may maintain your hybrid form until dawn or until you end the usage of Shapechange or Metamorphosis. Taking this form is an obvious breach of the Masquerade.

••• **Loyal Hounds:** Few listened to Xaviar the first time he spoke. Rarely does anyone turn a deaf ear to his lineage in the modern nights. Once every three months, you may call for aid, and two loyal Gangrel neonates will answer. Two neonate NPCs with the statistic block for *Nomad* **(page** 326**)** will join you, as long as your fight is defending territory against a supernatural threat. These characters are controlled by the Storyteller. Attempting to use these vampires for improper purposes, such as to seize personal power, will fail and the Hounds will leave.

DESCENDANT OF ZAO-XUE

(SALUBRI ONLY)

When the clan's progenitor traveled through the East he embraced two childer, Zao-Zei and Zao-Xue. The first was a thief and a warrior, and the latter was a scholar and healer. They and their descendants often focused less on the study and pursuit of Golconda, and more on protecting Cainites from supernatural threats. In the modern era, the descendants of Zao-Xue are known as the Watchers: scholars and chroniclers who serve as knowledgeable shepherds through the dangers that threaten vampiric existence.

• **Hidden Scholar:** Most descendants of Zao-Xue are capable of hiding amongst mortals and establishing hidden locations where they can study supernatural dangers to vampires. With this advantage, you gain four dots selected from the Mask and Haven Backgrounds or their associated Advantages.

•• **Supernatural Encyclopedia:** Descendants of Zao-Xue study other supernatural creatures and specific groups of vampires that may pose a threat to the greater vampire population. Through their unlives, they often spend years studying specific creatures, such as werewolves or vampire groups such as the Cult of Lilith. For each dot of the Occult Skill you possess, you may choose one supernatural focus (such as Werewolves, Nosferatu, Church of Set, etc). Whenever you make Lore checks pertaining to any of your supernatural foci, the difficulty of your tests can be no higher than 5. You can't learn personal information, such as the location of a particular vampire's haven or werewolves territory. The Storyteller may choose to tell you the information you are looking to glean is too mysterious or provide incomplete information.

••• **Shadow Network:** The Watchers are adept at fading in and out of their ties to Humanity. They can quickly disappear from one mortal's life and easily insert themselves into another. Once a month you may remove one of your Contacts or Allies from your sheet and replace it with a new Contact or Ally. This new Contact or Ally does not have to be in the same Sphere of Influence(s), but they must be the same cost, with the same (or equivalent) advantages as the one removed.

DESCENDANT OF ZELIOS

(NOSFERATU ONLY)

Nosferatu are well known for their Warrens, complex labyrinths beneath the streets of a city that hold certain death for those unwelcome. The clan attributes their knowledge to Zelios, a scholar of geomantic power, master planner, and gifted architect, who disappeared beneath New York City in the 1990s. He left behind him a wealth of knowledge and information the Clan has continued to use well into current nights, shaping the urban environment to their benefit.

• **Architect:** As masters of the urban environment, your lineage has access to all manner of information about structures. Once per game, you can freely access the schematics for a building. If you spend one Downtime Action scouting out a building, you learn all of its security features, secret passages, hidden rooms, and Haven benefits, if any. You never get lost when inside any man-made or vampire-created structure.

•• **Sanctuary:** Your Haven is a wonder of modern design, with electronic security, escape routes, and lavish trappings. You gain a three-dot Haven that is exceptionally difficult to breach. It cannot be destroyed or breached by any physical means short of a military-grade attack. You also gain four bonus dots of Haven Advantages of your choosing.

••• **The Labyrinth:** You have connected Zelios's Labyrinth to your own city, creating a combination of sewer tunnels and secret routes to move about. This secret network gives you the ability to travel to the exterior of any location with which you are familiar in half the standard travel time, provided the target location is within the same urban center. You may not use this advantage while in combat. Once you enter the sewers and declare your destination you cannot be tracked, followed, intercepted, or caught, even through supernatural means. You may bring a number of individuals with you, up to the number of dots you possess of the Streetwise Skill.

THE FIRST INQUISITION

Fire is one of the few things that strikes fear in even the most guarded of Kindred souls, and no flames burned brighter in any vampire's memory than those during the nights of the First Inquisition. Perhaps one of your ancestors survived those dangerous nights and still finds the courage to speak about them, or perhaps you've been fortunate enough to come across tomes and texts detailing secrets long thought lost. Whatever the reason, your study of the events leading up to and surrounding the First Inquisition has been extensive, and, to some extent, you know the tactics and calling cards of those ancient Hunters. Though their methods and beliefs have changed, your understanding of the First Inquisition allows you to find patterns in how the Society of St Leopold operates. You are better able to avoid their raids, hiding in the shadows from even the most perceptive among them. Though it comes with great risk, your knowledge allows you to exert some amount of influence over–even manipulate–members of the Second Inquisition to a limited extent.

• **Mistakes of the Past:** You know a great deal about what happened in the First Inquisition and can educate any vampire on its historic dangers. Once a month, you can ask the Storyteller for information regarding the original Inquisition. If this ability is used in a situation when historical information or lessons about the First Inquisition would be helpful, the Storyteller is encouraged to provide that information. While using your extensive experience and knowledge of the First Inquisition, you have trained yourself to be sensitive to people and places of Faith. When you are within one mile of Holy Ground, the hairs on your neck stand up. If a character with True Faith is in your line of sight, you become intensely alert. These indicators are subtle and don't give you the ability to pinpoint the source of Faith, only its proximity.

•• **The Second Act:** Forewarned is forearmed, so you developed a mole in the Society of St Leopold. You have developed a three-dot Contact within the Church Sphere of Influence with the At Arms Length Advantage. This person is connected to the Second Inquisition and may have information about their movements. You must be careful not to reveal yourself as a vampire to them; they will turn on you if they learn your true nature. This Loresheet Advantage is the exception to the rule normally preventing Contacts from being directly related to Hunter factions.

••• **Black Spot:** You have scouted locations within your Domain that the Society of St Leopold either ignores or possibly fears. Once every three months, if you or any Allies you wish to protect have been targeted by the Society of St Leopold, you can choose to hide out at this location, and the Hunters will call off the search or lose track of you. Why? It could be for any number of reasons. You don't know, which should raise questions for you. These locations tend to change from time to time, making it impossible to benefit from this location by having a Haven there.

FIRSTLIGHT

Tonight's vampires have managed to do something which has, historically, never been done. They have presented a threat so broad in scope that the intelligence agencies of the world have banded together to hunt them. FIRSTLIGHT was born out of a need to protect the mortals of the world. Most operatives within FIRSTLIGHT have no idea that they are hunting vampires, and incident reports after the fact will support that they were dismantling terrorist cells around the globe. Through a combination of old-world investigative techniques and top-of-the-line modern technology, FIRSTLIGHT has its eyes and ears in all sectors. Code words such as "blankbodies," fuzzy images of Lasombra on recordings, and pushy TSA agents are part of the effort to protect mortals and dismantle the stranglehold Kindred have on mortal societies.

• **No Records Found:** You have managed to erase yourself from FIRSTLIGHT records entirely. You gain a free three-dot Mask and the Zeroed Merit.

•• **Evasion:** You have learned how to expertly avoid being followed. As long as your path leads through an urban area, it is not possible to follow you without using supernatural powers specifically designed to track.

••• **Friend on the Inside:** You have a mole on the inside whom you have manipulated into reporting back to you at key moments. Discuss with your Storyteller whether your control over this "friend" takes the form of supernatural coercion, blackmail, threats, or bribery. The mole alerts you if FIRSTLIGHT is coming after you, and, once every three months, they will commit an act of minor sabotage (destroying evidence, screwing up an operation, etc.) on your orders. This mole does not count as a Contact or Ally.

GOLCONDA

Optimistic rumors circulate of a state so pure that the curses of the vampiric condition no longer apply. Elders swiftly crush those heard speaking about this state, but you know they wouldn't act so firmly if there weren't some truth to the secrets. It's thought that this state of being, this perfect harmony between Humanity and the Beast, was discovered by the enigmatic vampire Saulot. Not enough is known about the exact path for one to reach Golconda. Followers of Saulot say it is different for each Kindred, based on the unique sins that they have committed. You may be on the path yourself, seeking the truth to all the rumors. Or perhaps you are a servant of the Master of Ravens and seek to disprove Golconda, erasing it from the hopes and dreams of all vampires.

• **Satisfy the Hunger:** You have begun your studies along the path of Golconda and learned to be more efficient in Blood usage. Once per game, you may lower your Hunger by two (but not below one) without feeding as a Standard Action.

•• **Saulot's Disciple:** You believe in Saulot's teachings that Golconda is the ultimate way to overcome the Kindred curse. You practice a form of self-mastery that involves letting your Beast off the chain sometimes so that you can control it when needed. Prior to a game session, you have taken steps to unleash your Beast in a controlled environment. You automatically succeed on your first Frenzy test of the night.

••• **Overcoming Banes:** You have learned some of the secrets of Golconda: a way to walk the never-ending path of balance between Humanity and the Beast. These secrets allow you to suppress your Banes to some extent. **As long as you have Humanity 7 or higher, this Loresheet Advantage provides the following benefits:**

- You may reduce your Bane Severity by one (to a minimum of one).
- Once a night, you may reduce the damage from a fire-based source from Aggravated Damage to Normal Damage.
- Once every three months, you may spend up to three hours in sunlight without taking damage.

HIGH CLAN

You are a proud member of a "High Clan," and your Blood sets you apart from the "Low Clans," despite the formal notion of either supposedly set aside with the formation of the Camarilla. Because of the Blood in your veins, you believe you are entitled to certain rights, especially those which allow you to bully and issue orders to members of the Low Clans. Your Bane is less a curse and more a blessing to you, proof of your inherent nobility.

Traditionally, High Clans included Toreador, Ventrue, Lasombra, and Tzimisce. In former times, some Brujah and members of the Clan of Death bore the title. In some parts of the world, the Banu Haqim and Ministry are included as High Clans. In exceptionally rare occurrences, the Tremere may be considered a High Clan as well.

• **Peacock:** You are proud of being part of a High Clan and have been trained in etiquette, politics, and courtly graces. Once per game session, you can automatically succeed on a Frenzy test caused by being insulted, embarrassed, or humiliated by a vampire publicly known to be a member of a Low Clan. You also gain the first two dots of the Etiquette and Politics Skills.

•• **Friends in High Places:** You enjoy the benefits of a network of High Clan supporters. You may choose five free dots of the Contacts, Resources, or Allies Backgrounds or their associated Advantages, representing this support.

••• **Blessed, Not Cursed:** You are certain that you are not cursed. Rather, your clan weakness is a blessing that shows your true pedigree, an indulgence that teaches you about who you are and where you ought to improve yourself. Once per month, you may spend a Willpower to ignore your Clan Bane for a scene.

LOW CLAN

Your clan has traditionally been on the fringes of vampire society. In general, Gangrel, Malkavians, and Nosferatu are all Low Clans, with Brujah and Tremere being grouped in depending on the domain. You have access to the lowest rungs of society, and your less "refined" Blood marks you as a source of rebellion and counter-culture. Though your peers may consider you beneath them, the underbelly of society and access to it comes with some surprising benefits that you have learned to harness.

• **Thick Hide:** You are used to being snubbed by people who think themselves better than you, and you do not respond easily to their provocations. Once per game session, you can automatically succeed on a Frenzy test caused by being insulted, embarrassed, or humiliated by a vampire who is publicly known to be a member of a High Clan. You also gain the first two dots of the Streetwise and Subterfuge Skills.

•• **Uncanny Kinship:** You have earned a reputation as someone who helps the Low Clans stick together. While this gains you no love from the High Clans, your friends among the Low Clans support you and help you make connections easily. You can select five dots from the Mask, Familiar, Haven, or Allies Backgrounds or their associated Advantages, representing their support.

••• **Critical Incident:** You have all the support and connections that you need to create chaos for another vampire's networks. Once every six months, you may target another vampire who is known to you and sacrifice up to ten of your own Mortal Connection dots for up to three months. The target vampire loses an equal number of Mortal Connection dots for an equal amount of time. If your target has fewer Mortal Connections dots than you sacrifice, you regain any extra dots. After the time elapses, all lost Mortal Connection dots are regained immediately. If you have specific Backgrounds you want to target, you may tell your Storyteller. Work with your Storyteller and the other player to determine the story of what occurred in the incident.

SCION OF LUCRETIA

(CAMARILLA ONLY)

Elders called by the Beckoning, key domains falling to Anarchs, the rise of the Second Inquisition... times are hard for the Ivory Tower. In such dangerous times, mastery of the art of diplomacy is essential. Working on the front lines of conflict between Anarch revolutionaries and Camarilla Princes, the Ventrue Archon Lucretia Wright is a decorated diplomat in high-risk situations. When the sect needs cooler heads to prevail, she is among the best options. You have mastered some of her lessons.

• **Peacemaker:** Your ability to bring together Kindred of opposing ideals and have them peacefully discuss their differences is renowned. Once per night, when you or a vampire in your presence is required to take a Frenzy test resulting from a political disagreement, you can allow them to pass a failed test. You also gain the first two dots of the Etiquette and Politics Skills.

•• **Revitalization:** Negotiating peace is the first step to rebuilding threatened Camarilla cities. Rebuilding is the second step. You are an expert at bringing resources to bear to help. You may choose six free dots of the Contacts, Resources, or Allies Backgrounds or their associated Advantages, representing the support of other allied Camarilla cities. You may only use these backgrounds in a city where a Camarilla Authority exists **(see page 301)**.

••• **Armistice:** For conflict to be resolved, there must be peaceful discourse. You have learned how to ensure a meeting is truly safe and call an Armistice. Once every three months, prior to the beginning of a game session you may select a location within your city. You may then call any number of vampires to this location to enter into a parley. Peace is expected, and safety is assured—because of your security measures, anyone present in the scene may immediately declare Fair Escape at will. This overrides all other rules and restrictions on Fair Escape, including initiative order. If a character declares Fair Escape, they must immediately leave the scene. They may either safely escape the city or travel to a location of their choosing within the city. This mechanic expires at the end of the night.

SECT WAR VETERAN

The early 1990s and 2000s were full of war and violence between the Camarilla and the Sabbat, transforming what had been simple dogmatic disagreements to an all-out blood feud in North America. The Sabbat struck hard and fast, in an attempt to swarm up from their seat of power in Mexico and seize control of the Americas. In response, the Camarilla built up a brutally-effective defense led by militant legends such as Theo Bell. With a strong and systematic defense, the Camarilla seized many domains back from the Sabbat across the American south. In each of those cities, participants and survivors alike have stories of their involvement and the horrors they were forced to witness.

• **Survivor:** You fought in a domain that was scourged during the Sect War. You remember how the Sabbat and Camarilla strategized, warring in the city without alerting mortals. Once per game session, you may ask your Storyteller how to most effectively avoid breaching the Masquerade in a combat situation, how to cover up a combat-related Masquerade breach, or for a piece of information about the Sect War that may be relevant to a story in your domain.

•• **Soldier:** Vampires of all stripes were pulled into the war, whether as combatants or suppliers. You were there, and you have the scars to prove it. You may select three free dots from the Resources, Herd, or Contact Backgrounds or Advantages, representing your sect's rewards for your heroic service. In addition, other soldiers of previous conflicts are willing to provide assistance directly. Once every three months, you may learn one dot of an out-of-clan discipline without instruction or the need to consume blood from another player character (though you still consume the blood of the NPC soldier). In addition, no downtimes need to be spent. The soldier who aids you will not require payment of any kind.

••• **Strategist:** Vampire strike teams involved in the war moved from domain to domain, losing and capturing domains in rapid succession. The push-and-pull of this conflict led to some vampires obsessing over having defensive positions well established and prepared. Your Haven is a fortress. You gain a free two-dot Haven Background with two dots in the Security and Guards Advantages. If your Coterie has a Domain, add two dots to your coterie's Domain's Deterrents score **(see page 295)**.

THE SOCIETY OF HERALDS

(CAMARILLA ONLY)

"Prestation is the very foundation of our society, and we are its keepers. Never forget the power of this collective."
-Kateline Nadasdy, Founder of the Society of Heralds

For many, the social hierarchies of the Camarilla are the only thing preventing the Kindred populace from devolving into insatiable monsters. Without guidelines and structure to dictate proper behavior and thought, Kindred would be no better than animals. In some domains, the duties of the Herald have been subsumed by the Prince. In other domains, the function of the Heralds has become a lasting and unshakeable legacy, one that has survived intact through the years, even if the holder of the Praxis has been petty or transient. Heralds from a number of major domains have come together to form an unofficial network, commonly referred to as the Society of Heralds. The Heralds of this group share influence, gossip, and political sway.

• **Hot Gossip:** Your connection to the Society lends you all sorts of information, much of which others would consider trivial. This helps you recognize vampires from other cities and possibly know a little about them. Up to three times per game, when a new vampire character arrives, you immediately recognize them (assuming they are not disguised). The Storyteller will provide you their character name, what city they call "home," and what their status is in that city. Finally, you may ask the player if there are any rumors or interesting information about their character that they wish to share with you. (They are not obligated to share anything with you, however.) The easiest time to process this advantage is prior to the beginning of the game session, when players are arriving and setting up. Then you have all the information you need without having to interrupt roleplay.

•• **Tenured Protection:** Because you are a Herald in your own domain, or perhaps because of personal allies you have within the Society, those who politically attack you risk having their own reputation tarnished. Should anyone voice Opposition against you, your standing within the Society negates their opinion. Once a month you may ignore one Opposition assigned to you. The character who assigned it to you may not assign you Opposition for the remainder of the month.

••• **Social Elite:** You have had a long-standing reputation with the Society. You may have been, or still are, a prominent Herald in vampire society, or your allies within the Society are numerous and respected. You may award Support to any character, even one who has more Status than you. In addition, you may award one additional Support and Opposition more than normal. (Example: A Status 2 vampire with this advantage can award three Support and three Opposition in a night.)

THE TRINITY

The Golden Age of Constantinople is spoken of with mostly fond remembrance by those vampires old enough, or learned enough, to know of its existence. Three vampires held sway over the city: the Trinity of Michael, the Dracon, and Antonius, a Toreador, a Tzimisce, and a Ventrue respectively. Because of their efforts and philosophies, the vampire utopia of Constantinople existed for as long as it did. Through a combination of outside forces, the Trinity was torn apart and the stability of Constantinople shattered. There are many who believe the Trinity can be brought back together in some new form, recreating the utopia. Others learn what they can so they can fend off what, in their eyes, is a considerable threat to all Kindred Traditions.

• **Constantinople:** You are one of the few Kindred who knows why Constantinople represented the best of vampire society, where ideas and philosophies were shared without violence, and you teach what you can of this philosophy to like-minded individuals. They believe in your cause and provide you material support. You may select two dots from the Resources, Haven, or Allies Backgrounds or Advantages. In addition, you gain three free points in the Politics Skill.

•• **The Dream:** For one thousand years, the Trinity chased a vision of vampire utopia. The Toreador ancient known as Michael encouraged Constantinople's Kindred to be more than just predators. You encourage enlightenment and inspire others to grow distant from the Beast. Once per night, you may spend a Willpower point to allow another vampire to automatically succeed in a Frenzy test. This benefit must be used before the vampire tests for Frenzy.

••• **The New Trinity:** You are fully committed to seeing the Trinity's Constantinople resurrected, and you will do whatever you must to make their vision come to pass. When choosing this Loresheet Advantage, choose two other characters who believe in your vision of a new vampire utopia. Once every three months, you and your selected allies may remove up to two Stains each that were gained on the path to bringing about harmony among the vampires of your city. The Storyteller is the final arbiter of whether or not this applies to actions in a scene. If one of your chosen allies dies or no longer believes in your vision, you must choose a new character to enter your Trinity.

THE WEEK OF NIGHTMARES

Kindred of all walks seem to know something about the Week of Nightmares, but none of them seems to be able to date it consistently. Calling it a "week" of Nightmares is really a misnomer, possibly adopted to downplay the torrential chaos that rained down on Clan Ravnos. In actuality, the event took place over several years, and it affected several thousand vampires. The ancient founder of Clan Ravnos Awoke from his slumber and began to slaughter his childer. Thin-blooded appeared, with omens and portents as Wormwood burned in the sky. You watch for signs of doom yet to come, learning to spot those omens either through study or because you survived, having manipulated the chaos of the event to your benefit.

• **The Night Network:** Your friends among the Ravnos (and other survivors of the Week of Nightmares) trust you to run a waypoint for their network of travelers. You gain a two- point Haven with one point in each of the Luxury, Security, and Guardsmen Advantages. Ravnos passing through will sometimes stay there at the Storyteller's discretion. You can safely move goods and messages between cities through your facility. Sometimes other Ravnos bring news and warnings from outside your city.

•• **Survivor:** Having either survived the Week of Nightmares yourself or learning from someone who has, you have developed unparalleled methods of escaping dangerous situations. You have the ability to slip away when no one is looking, escaping even the most stalwart prison or restraint. Physical attacks do not prevent you from Fair Escaping, unless the attack successfully does damage or you are grappled **(see Fair Escape, page 102)**. Characters who are physically restrained or imprisoned (not grappled) may study their surroundings for two turns, after which they find a way to escape their bonds. This Advantage does not allow the character to escape from a situation with no logical exit, to escape mental restraints like Dominate, or to move through solid objects.

••• **The Red Star:** Wormwood, as most supernaturals call it, or 28978 IXION, as NASA designated it, still burns red in the night sky. At least you still think it does. While it has faded for others, you believe the Red Star still exists hidden from everyone but you. Your ability to "see" the Red Star has changed you. Once per game, you can look up at the night sky where you believe Wormwood to be and reduce your Hunger to two. In addition, once per game, you can ignore the effects of any one Condition for 10 minutes. If the circumstances that levied the Condition remain after these 10 minutes, you suffer that Condition normally.

Chapter 7
Merits & Flaws

"Things are never what they seem. Misdirection and subterfuge, my friend. They want you to look at the shiny coin so you don't see the dagger in your gut."
– Miles Tapper, AM Radio Podcast, Toreador

Merits and Flaws are traits that define a specific benefit or drawback in your existence, allowing customization of a vampire's condition and night-to-night experience. **They are categorized by theme:**

- **Bonding** Merits and Flaws refer to how the Blood Bond and its effects are different for your character than other vampires.
- **Connection** Merits and Flaws refer to personal traits that relate to your character's interactions with the mortal world.
- **Feeding** Merits and Flaws alter how your character reacts to consumed blood.
- **Mythical** Merits and Flaws are related to the mythology that many humans wrongly believe to be true for all vampires. Unfortunately, these things are true for your character.
- **Physical** Merits and Flaws deal with the actual physical capabilities of your character's body.
- **Psychological** Merits and Flaws pertain to quirks of the mind and behavioral abnormalities that a vampire may possess.
- **Thin-Blood** Merits and Flaws may only be taken by thin-blood vampires.
- **Ghoul** Merits and Flaws can only be taken by ghoul characters.

Characters may purchase Merits for 3 XP per dot. They may also take Flaws in exchange for Merits on a one-to-one basis (dots of Flaws for dots of Merits), up to a limit of 10 dots of free Merits. Characters may combine and split dots of Merits andFlaws in this way, taking one dot in two Merits in exchange for a two-dot Flaw, or taking a 2-dot Merit in exchange for two 1-dot Flaws. This exchange does not require the Merits and Flaws to be within the same category.

Unless otherwise stated you cannot purchase a specific Merit or Flaw more than once. In addition, you may not purchase Merits and Flaws that contradict or negate each other. This includes taking Unbondable along with any of the Bonding Flaws, or taking the Short Bond Merit in conjunction with the Long Bond Flaw. Your Storyteller is the final authority on whether a Merit and Flaw contradict or negate each other.

Removing Merits and Flaws

All Merits must be paid for with XP, received for free in exchange for taking Flaws (those not assigned by your Predator type), or given to you free from your Predator type. To remove a Flaw from your character sheet, obtain your Storyteller's permission. **If you received free Merit dots in exchange for the Flaw, you must do one of the following:**

- Purchase the Merit with XP. If you do not have enough XP to do so, you may go into XP debt. Any XP you earn in the future must be used to remove this XP debt.

- Select another Flaw equal to the one being removed and add it to your character sheet.

Flaws given from your Predator Type that are removed with your Storyteller's permission do not require XP spending or the selection of another Flaw as described above. However, your Storyteller may reassign the removed Flaw should you fail too many hunting challenges.

You must remove a Flaw if you are no longer eligible to have it, such as by no longer meeting the prerequisites or when purchasing something that is disallowed by the Flaw.

Merits cannot be removed from your character sheet once purchased.

Bonding Merits

Bond Resistance (• to •••): It is easier for you to resist the Blood Bond **(see page 133 for mechanics)**. For each dot of this Merit, reduce the difficulty of Defiance checks by one.

Short Bond (••): The Bond decays more quickly for you. Reduce the Bond Strength of your Blood Bond by two for each month you go without feeding from your regnant. You must still succeed in at least one Defiance check during the month.

Sympathy Pains (••): Whenever any of your thralls take Aggravated Damage, you feel a twinge in the back of your skull signaling they are in danger.

Unbondable (•••••): You cannot be Blood Bound. This must be purchased at character creation.

Bonding Flaws

Bond at First Taste (•••): You bond at the first drink of vampire Blood. Instead of becoming a thrall after your third drink, you are considered a thrall after only one drink, and your Bond Strength begins at one.

Bond Junkie (• to •••): The Bond feels sweeter to you, and it is harder for you to resist its effects. Increase the difficulty of all Defiance checks by the number of dots of this Flaw.

Long Bond (••): The Bond takes more time to decay for you. Reduce the Bond Strength of your Blood Bonds by one for every three months you go without feeding from your regnant. You must still succeed in at least one Defiance check during those three months.

Symbiotic Dependency (••••): For you, the Blood Bond is a physical connection to your regnant. For every two damage your regnant takes, you take one damage of the same type. This damage is suffered no matter where you are in relationship to your regnant. If your regnant suffers their Final Death, you die of internal hemorrhaging within minutes. This damage cannot be prevented.

Connection Merits

Linguistics (• to •••••): Each character may naturally speak and write their own native language and the most common language in the location where the game is set. Each dot of this Merit provides two extra languages the character may speak and/or write.

Cobbler (•): You have studied the mortal systems enough to be able to create Masks for yourself and others. Creating a Mask **(see Mask, page 153)** requires you to spend Downtime Actions equal to two plus the number of dots of the Mask you are trying to make. Masks take time to build, and a solid identity must have a solid foundation. You may also improve an existing mask; improvement requires you to spend two + the difference between the old and new Mask dots' worth of Downtime Actions. In addition, if you are creating or improving a Mask for another character, that character may spend one Downtime Action per month aiding you in the creation (or improvement) of their Mask, reducing the total Downtime Actions needed by one for each Downtime Action spent. **Prerequisite: Mask (••)**

Phenom (••): You are extremely talented as a performer, academic, or craftsperson. When purchasing this Merit you must choose one of the following Skills: Academics, Crafts, or Performance. You gain an additional specialty for each dot of the chosen Skill that you possess. You may purchase this Merit once for each of the listed Skills.

Zeroed (••): According to any sort of record-keeping system, you do not exist. Someone has gone in and zeroed you out. For your true vampiric identity, there are no fingerprints or DNA on file, your face is recognized nowhere, and searches for your name come up empty. You may not take both Zeroed and Known Blankbody. **Prerequisite: Mask (•••)**

Connection Flaws

Enemy (• to •••): You have rubbed someone the wrong way. Maybe you cheated them at poker, stole their parking spot, killed their friend, or committed various slights on every scale. Work with the storyteller to define your Enemy and which Sphere of Influence they are within. Your Storyteller will then make a character sheet for this enemy that you are not privy to. The enemy will attempt to thwart you and your allies with an intensity depending on your Flaw level. You may take this Flaw more than once. Each Enemy must be assigned to a Sphere of Influence.

- **Level 1:** You have minorly offended this person, perhaps repeatedly, and your presence irritates them. If they cross your path, they'll make sure you encounter some hassle or stress. An enemy of this level will only harass you if they accidentally run across you or anyone associated with you.
- **Level 2:** Something you did or something about you seriously upset this person. They will go out of their way to cause you trouble, so long as it does not cause them too much inconvenience. They may not actively try to cause your death, but they would not be upset if it were to happen. An enemy of this level

will actively try and make your life difficult by searching for you and your allies to cause hardship. However, they will not try to personally physically harm you.

••• **Level 3:** This person completely detests you. They would love to see you ruined or dead and will go out of their way to make that happen. An enemy of this level will seek you out, and when they can't find you, they will go after your allies, friends, and family. There is no line they won't cross, including assault or murder.

Infamy (• to •••): You are famous, but for something horrible that no one should want to be known for. Everyone who recognizes your face is likely to recoil with at least some level of distaste. Upon taking this Flaw, work out exactly what your character did with your Storyteller. Are you still doing the things that earned your reputation, or have you tried to reform from past crimes? Choose a Sphere of Influence in which you are exceptionally well known and more likely to be recognized. For each level of this Flaw, you receive a -2 cumulative penalty to any mundane, non-Intimidation social interaction with someone who recognizes you; you must work to convince them to stick around long enough to hear you out.

• **Level 1:** People in your town see you walking and go the other direction, but, outside of that, you've managed to stay fairly under the radar.

•• **Level 2:** You're quite well-known among anyone who stays up to date with related topics. Unless controlled or approached very safely, people who recognize your Infamy are likely to cause a scene to escape your presence.

••• **Level 3:** You are incredibly well-known around the city, and that is not a good thing. You've been in the news or a similar forum, and even those outside of your selected Sphere are likely to know who you are. Everyone within that Sphere knows, without a doubt, and will alert authorities or cause a scene if not controlled.

Poor (• to •••): Even without significant Resources, someone may live a comfortable life, but you are even worse off than most lower-middle class people. With any level of this Flaw, you may not buy any dots in the Resources Mortal Connection or its respective Advantages.

• **Level 1:** You are living paycheck-to-paycheck. You can afford your rent and bills, but you have only $100 per month of disposable income. You may not purchase more than one dot in the Haven Mortal Connection and may only apply one advantage to that Haven while having this Flaw.

•• **Level 2:** You are probably behind on rent and getting by through sheer luck, but you have not been evicted yet and have a comfortable place to sleep at least. If something costs over ten dollars, you are unable to buy it without assistance. You may not purchase more than one dot in the Haven Mortal Connection and may not apply any advantages to that Haven while having this Flaw.

••• **Level 3:** You have no job, no money, no home, no way to pay off your debts, and your friends are done letting you crash with them. You may not buy any dots in Haven with this Flaw. However, you are not required to take the No Haven Flaw; you may still benefit from access to another character's Haven but not its advantages.

No Haven (••): You have nowhere, not even the smallest cubby, to consistently rest during the day. Even friends don't let you couch-surf for longer than a couple nights. Each night before dawn, you must spend some time finding a safe place to rest. You have one less Downtime action than normal and may not purchase or benefit from dots in the Haven Background.

Obvious Predator (••): You look downright scary. While it is not instantly clear that you are a vampire, you give off vibes that, if someone were to let you near them with anything sharp, they would be dead. You are unable to purchase dots in the Herd Background and suffer a -1 penalty to any challenges involving non-violent attempts to feed.

Illiterate (••): You cannot read or write. Maybe you never learned, or perhaps there is something that never "clicked" about it. Even street names can be too much, though you can match letters on familiar signs that you recognize and memorize the names that go with them. Even texting isn't a viable option unless you have a friend sending messages for you.

Known Corpse (••): You have not been dead long and are known to be deceased by local humans. Your family and friends are still around and still remember you. They went to your funeral. Maybe they even got a call to identify your body. People who knew you will react appropriately horrified, like they have just seen a ghost. They may even call the police on you for impersonating their dead loved one. **Prerequisite: No Dots in Mask.**

Known Blankbody (••••): You have managed to get yourself included in high-level government databases, marked as someone to watch. You must spend one Downtime Action a month covering the tracks of your monthly activities. Failure to spend this Downtime Action will cause an encounter with Hunters run by your Storyteller prior or during the next game. In addition, whenever you fail a Hunting challenge, your failed feeding attempt is noticed by a Hunter. A Known Blankbody may not purchase the Zeroed Merit. The Second Inquisition has tagged you. **Prerequisite: No Dots in Mask.**

Feeding Merits

Ghouls are not eligible to purchase Feeding Merits unless otherwise noted.

Bloodhound (•): You may identify the Resonance of a mortal within five steps by spending a simple action to sniff them, then making a Resolve + Awareness check with a difficulty of 3. Ghouls may purchase this Merit.

Iron Gullet (•••): You can feed from stale, rancid, and bagged blood. You may feed off blood after it has been removed from the body for longer than 30-minutes, or blood from a corpse that has

been dead longer than an hour. No matter what processes have been done to fragment or preserve the bagged blood, you may still Slake normally. Ventrue cannot take this Merit. Vampires with Blood Potency of 3 or higher may not benefit from this Merit.

Viscosity (• to •••): Unlike other vampires, your Blood does not become diluted once you tap a Dyscrasia. For each dot in this Merit you may tap Dyscrasias one additional time per game session. You may still only have one Dyscrasia at a single time.

Feeding Flaws

Ghouls are not eligible to purchase Feeding Flaws unless otherwise noted.

Farmer (••): You choose to feed exclusively from animals. In order to feed from any other blood source, you must spend two points of Willpower. Vampires with Blood Potency 3 or higher may not take or possess this Flaw.

Methuselah's Thirst (•••••): Your Hunger can only be fully Slaked by the blood of supernatural creatures. Instead of having to drain a mortal dry, you must drain a supernatural creature dry, killing it outright (unless it possesses a supernatural quality to survive such an ordeal), to Slake your Hunger below 1.

Organovore (•••): You may only Slake Hunger from eating human flesh and organs from a live body or one that has been dead for no longer than 30 minutes. Only major organs such as the heart, liver, lungs, and spleen are rich enough in blood to hold Resonance. You may choose to eat these whole, or you may process them into a liquid first. Instead of having to drain a mortal dry, you must kill a living mortal and eat a majority of the organs and flesh to Slake your Hunger below 1.

Prey Exclusion (•): You refuse to feed from a certain class of mortals. This could include drug users, women, police, humans you consider to be innocent, etc. If you willingly or unknowingly feed from your Prey Exclusion, you gain Stains as if you violated a Chronicle Tenet. Ventrue with this Flaw gain an additional restriction, making their choice of vessels extremely narrow.

Weak Stomach (•••): You are squeamish around the sight of blood. Consuming it turns your stomach. For one hour after you feed, you have the Weakened Condition. Characters with this Flaw start every game session with the Weakened Condition. Ghouls may purchase this Flaw.

Ghoul Merits

These Merits and Flaws may only be taken by ghoul characters. If the character is Embraced, these Merits and Flaws must be immediately replaced by other Flaws and Merits.

Blood Empathy (••): You share a stronger bond to your regnant than most ghouls. You are able to sense their emotional and psychological state innately while in their presence (communicating this likely requires out-of-character interaction). In addition, whenever your regnant takes aggravated damage, you feel a twinge in the back of your skull that signals to you that they are in danger.

Vampiric Visage (•): While most ghouls maintain an aura vibrant and full of mortal potential, yours has become muted and gray. Your aura is indistinguishable from a vampiric aura. In addition, your heartbeat is incredibly hard to detect without medical equipment, your teeth have a fang-like appearance, and your breath is so shallow that it's hard to notice you inhale. While in some situations this can be dangerous, in vampiric society, it can be invaluable.

Ghoul Flaws

Baneful Blood (•• to ••••): The first time you were fed Blood and became a ghoul, something strange happened. The Bane suffered by your regnant was transferred through the Blood to you. Even if your regnant changes, you continue to suffer the same Bane.

- •• You experience the regnant's Bane at Bane Severity 1.
- ••• You experience the regnant's Bane at Bane Severity 2.
- •••• You experience the regnant's Bane at Bane Severity 3.

Crone's Curse (••••): When you became ghouled to your first regnant, the vitae shocked your system, aging you unnaturally. You appear ten years older than you should. In addition, the damage to your circulatory system causes you to have one fewer health box.

Distressing Fangs (•): Your regnant's Blood has mystically sharpened your teeth. No amount of dental surgery can fix them. They mystically resharpen themselves overnight. They are extremely off-putting to most other humans. They may be probable cause for the Second Inquisition to stop you for questioning.

Mythical Merits

Loremaster (••): You are an encyclopedia of supernatural knowledge. You gain a +2 bonus to all Lore checks **(page 89)**.

Medium (••): You are a channel to the Shadowlands, and you possess the natural affinity to sense and hear ghosts within 15 steps of you. In addition, ghosts are naturally aware of your ability to sense them; they may choose to become visible to you—and only you—without spending a Pathos to manifest.

Mythical Flaws

Bound to the Earth (•): You must rest near natural soil. Older vampires with this Flaw often find themselves hoarding soil from their country of origin if they have moved since being Embraced. If a vampire with this Flaw does not rest in the proximity of two handfuls of natural soil, they do not regain Willpower upon Awakening.

Eerie Presence (•): You radiate an otherworldly air that causes nervousness and unease in the people around you. The exact nature of this Eerie Presence is specific to each vampire and can take many different forms, but there must be a noticeable visual (glowing eyes), olfactory (smell of the grave) or tactile (cold breeze) effect on observers or your surroundings. Whatever you choose for your Eerie Presence, it should always be disconcerting and can potentially be a breach of the Masquerade.

Folkloric Bane (•••): Your vampiric nature is different from others. Not only do you suffer Aggravated Damage from sunlight and fire, another substance is considered a Bane for you. This substance should be relatively common, such as silver, cold iron, or holy water. When struck with an item or weapon made out of your chosen Bane, you suffer Aggravated Damage instead of Normal wounds. Even touching an item made of this Bane causes you to take one point of Aggravated Damage.

Folkloric Block (••): You abhor the sight of a specific object. Most often, this is an item from folklore, such as a holy symbol, garlic, or wild roses. You may not come within five steps of your chosen Folkloric Block, and, if you ever find yourself within five steps of your chosen Block, you gain the Frightened Condition until you move away. In this way, skillful enemies may herd you away if they know your weaknesses.

In addition, you may choose something slightly more esoteric than a physical object, such as holy ground, running water, or requiring an invitation to enter a place. If this type of Folkloric Block is chosen, you may not willingly enter such an area and, if forced to, you will immediately gain the Frightened Condition until you can flee back the way you came. You will never flee into or through your Folkloric Block.

Haunted (• to •••): This Flaw works identically to the Enemy Background. However, in this case, your enemy is a ghost who will make your life difficult in different ways. Your Storyteller will build your ghostly enemy using rules in Chapter 8: Storytelling.

Stake Bait (•••••): While the rest of your body is undead, your heart remains mortal. You meet Final Death when you are successfully staked.

Stigmata (•): Whenever you reach Hunger 4, you begin to bleed from open wounds on your hands, feet, and forehead. This blood loss is not significant enough to cause you additional Hunger, but it is noticeable enough to attract a great deal of attention.

Trouble Magnet (•): Whenever weird stuff occurs, it happens to you. You have terrible luck, and misfortune follows at your heels, tearing you down whenever it has an opportunity. Whenever the Storyteller needs to randomly determine a negative result, such as determining which character is hit by a falling rock, or where the beat cop is patrolling at any given time, no test is made.

You always suffer the consequence of bad luck. If multiple characters in the same scene have this Flaw and it is possible for both to be affected by the random negative result, all characters with Trouble Magnet are affected. A gun fired blindly can ricochet, possibly hitting multiple characters with this Flaw, necessitating a dodge challenge from all Trouble Magnets. Multiple beat cops might stumble upon Trouble Magnets in different areas of a warehouse. If it is not feasible to affect multiple Trouble Magnets, determine which one is affected randomly.

Physical Merits

Ambidextrous (•): You may utilize both your hands with equal dexterity. You may choose to hold and wield a weapon in both hands, though you may only strike with one at a time. However, when holding two weapons, you can choose the benefits of either without having to spend a simple action to draw a separate weapon. In addition, when using firearms with both hands, you have to reload only when both of your guns are empty. Finally, if someone attempts to disarm you, they must choose one of your weapons; they may not disarm both held weapons with only one disarm attack.

Eat Food (••): Regardless of your Humanity, you may consume food and drink that is not blood. While you can taste and enjoy what you eat, it provides no nourishment. You must also expel anything you have eaten or drank prior to resting for the evening.

Light Sleeper (••): You automatically wake up when you find yourself in dangerous situations. No test is required. You may remain awake for free for 30 minutes. Afterwards, spend a point of Willpower to remain awake for up to one additional hour.

Physical Flaws

Awkward Mobility (••): You have difficulty moving quickly or keeping up with those around you. You might be short, possess a club foot, have a hunchback, or walk with a limp. You take two steps per action spent on movement instead of the standard three.

Deep Sleeper (••): You may not spend a Willpower point to stay awake when the sun rises unless falling asleep would cause you danger. In addition, whenever you spend a Willpower to Awaken (even if in danger), you must spend an additional one. Failing to do so prevents you from Awakening.

Low Pain Threshold (• to •••••): You are particularly sensitive to pain and wounds easily. For each dot of this Flaw, your wound penalties start one box earlier. Normally a character only suffers wound penalties when she takes damage in her last three damage boxes. A character with two dots in this Flaw would suffer the Injured Condition when she has damage in her last five damage boxes. You may only take a number of dots of this Flaw equal to your total health boxes -3.

Slow Healing (•••): While in combat, when you Rouse the Blood to mend damage, the mending does not take place until the end of the round, after the Storyteller has performed the Mass Challenge for Rousing. Mending outside of a combat scenario remains the same.

Psychological Merits

Calm Heart (•••): You have a great deal of control over your emotions and can maintain your calm even in outrageous situations. Reduce the difficulty of all Frenzy triggers by two. You must still test for Frenzy even if this means the difficulty is zero or less. Brujah who purchase this Merit do not gain its benefits for Fury Frenzy triggers.

Common Sense (••••): Your character knows how to assess risks and dangers. Twice per game, as a simple action, you may ask the Storyteller one of the following questions and receive a truthful answer:

- What is the most dangerous choice in this situation?
- What is the least dangerous choice in this situation?
- What might I lose in this situation?
- Am I on the right track by pursuing this lead?

Common Sense as a Tool for New Players

While any player could find Common Sense useful, it is an excellent Merit to recommend to new players to *Vampire: the Masquerade*, as it allows them to ask for some help from the Storyteller at a key moment.

Storytellers should not weigh in on player character motivations. It might be ok to tell a character using this Merit that insulting the Prince would be the worst choice, simply because insulting a Prince is usually always a bad idea. But the Storyteller shouldn't reveal things that aren't public knowledge, such as 'You shouldn't attack that mortal because it's a character's Touchstone.'

Psychological Flaws

Archaic (••): The constant evolution of technology confuses and enrages you. Modern things signal an increase in mortal power and a palpable shift away from the world you understand. You cannot purchase the following skills: Driving, Science (any modern science), or Technology. Further, you cannot operate machinery or technology invented in the last 100 years. Players with this Flaw should roleplay ancient or archaic perspectives on other skills where appropriate, such as the use of herbs and poultices when performing the Medicine skill, rather than modern drugs and equipment. Only characters who are 9th Generation and have spent at least 100 years Embraced may take this Flaw.

Players must ensure the themes and perspectives they wish to explore are appropriate for their game space, and Storytellers have absolute discretion to decide which archaic perspectives are permissible within their game.

Dark Secret (•): You have a secret which would cause great embarrassment if uncovered by your enemies. If your secret is publicly revealed, you must buy off this Flaw, per the rules for removing Flaws. Like all Flaws, a Dark Secret should not be allowed if it does not impact the character's possible survival if revealed or if it copies a difficulty inherent to the character type. A character cannot have more than one Dark Secret.

Death Sight (•): While your body remains in limbo between life and death, you view the world as if everything around you is dead. Humans appear to be rotting zombies, vampires are withered and decaying. Buildings are decrepit and falling apart. You find no beauty in the world anymore. In addition to the roleplay aspects of this Flaw, you are incapable of determining another character's creature type or mood, even with the aid of supernatural powers such as Scry the Soul.

Living on the Edge (••): Your incredible curiosity and "devil-may care" attitude often overrides your common sense. You cannot help it! There are so many wonderful things in the world, so many secrets to uncover, and so many thrills to experience. If you actively deny yourself the opportunity to explore or experience something new or unknown, you lose one point of Willpower. You do not have to immediately explore this new experience, but if the opportunity passes and you are no longer able to experience it, you lose one Willpower. You may only lose one point of Willpower per opportunity. However, each different opportunity costs you one point of Willpower. If you run out of Willpower from this Flaw, you gain the Impaired Condition **(see page 111)**.

Impatient (••): You have no patience for standing around and waiting. You want to do things now—forget the slowpokes trying to hold you back. You vastly prefer acting on impulse without caring about the consequences. Every time you are forced to be patient instead of acting immediately, you must spend one Willpower to wait without acting for five minutes. If you do not spend this Willpower, you react with extreme anger, lashing out at the source of your delay.

Weak Willed (••••): Your mind is weak, easily disturbed, or confused. You rely on others to survive and tend to be a follower, rarely speaking up for yourself. If you suffer from the Distracted, Disoriented, Staggered, or Prone Condition, you cannot resolve them unless another character spends a simple action to aid you. You may not benefit from any powers that alter how these Conditions affect your character.

Thin-Blood Merits

These Merits may only be taken by thin-blood characters. They have no dot value. Instead, whenever you take a Thin-Blood Flaw, you must also select a Thin-Blood Merit. They do not count against the maximum number of other Merits and Flaws you may take.

During character creation, thin-blood characters must choose between one to three Thin-Blood Merits and an equal number of Thin-Blood Flaws. You may not choose additional Thin-Blood Merits and Flaws after character creation.

You may not take the same Thin-Blood Merit or Flaw twice.

Anarch Comrades: As open and accepting as the Movement is, most still do not trust the thin-bloods. With this Merit, you have developed a decent relationship with your local Anarch vampires, enough that they are willing to exchange more than just minor and trivial boons with you. You may gain and hold major boons and life boons with Anarch characters of your city. Without this Merit, other non-thin-blood Anarch vampire characters can freely refuse to grant Major Boons or Life Boons to thin-blood characters.

Camarilla Contact: At some point, you caught the eye of a Camarilla member and survived the ordeal. As long as you keep your eyes open and report in periodically, this Camarilla vampire will remain friendly—at least in private. If this Camarilla member is an NPC Vampire, your Storyteller should add the NPC to her Relationship Map. If this vampire is portrayed by another player, they are not required to reveal their tie to you, nor treat you fairly in public settings. Your Camarilla Contact will negotiate and hold minor and trivial boons on your behalf, keeping your thin-blood nature a secret. Because your boons are in the hands of another, you better keep them happy. Without this Merit, Camarilla characters can freely refuse to grant boons to thin-bloods without repercussions.

Yonge
DOWNTOWN

Catenating Blood: Unlike other thin-bloods, your Blood is strong enough to create Blood Bonds, create ghouls, and perform the Embrace. Any vampire you create through the embrace is also a thin-blood.

Day Drinker: You do not take damage when subjected to sunlight. Instead, whenever you are subjected to sunlight, reduce the number of health boxes you have in half (rounded up). Any wounds you possess stay the same. If this causes all your health boxes to be full of damage, you immediately fall to Torpor until you are removed from direct sunlight. You regain your normal amount of health boxes as soon as you spend five minutes away from direct sunlight (covering up with thick clothes does not count). In addition, any time you would normally be taking damage from operating in sunlight, you may not benefit from any vampiric abilities, including Disciplines and Thin-Blood Alchemy. You still suffer from Hunger and you must eventually sleep. Every day you go without sleep beyond two days costs you one Willpower.

Discipline Affinity: You have an affinity for one Discipline. You gain one dot in this Discipline for free and can learn and purchase additional dots of this Discipline through the expenditure of XP at out-of-clan costs. This Discipline is in addition to the one Discipline you gain each time you feed on blood that contains Resonance.

Lifelike: At all times, even during the day, you are biologically identical to a normal mortal. You can eat food, feel your heartbeat, etc. No mundane, nor supernatural power, effect, or ability (except taking damage from the sun), will reveal you to be anything but human.

Thin-Blood Alchemist: You have learned the craft of Thin-Blood Alchemy. Gain the first dot for free and choose one free Formula. You may then spend experience points to purchase additional dots of Alchemy and research additional Formulae.

Vampiric Resilience: Despite being a thin-blood, you are closer to a vampire than a human when it comes to your biology. Instead of taking damage as a mortal, you now take damage as if you were a true vampire.

Thin-Blood Flaws

Baby Teeth: After your embrace you never developed fangs. In order to feed directly, you must either cut your victims open or extract blood with a syringe. You may not Sip from a human. In order to benefit from a Non-Harmful drink from a mortal you must first succeed in Strength + Brawl (or Weaponry) to knock your target out, or otherwise render them unconscious.

Bestial Temper: Unlike the muted Beast of other thin-bloods, yours is as powerful as a full vampire. You must test for Terror and Rage Frenzy as if you were a full-blooded vampire.

Branded by the Camarilla: While you may not be killed on sight on Camarilla territory, your continued existence comes with a price, usually an ongoing subscription-based fee. In order to even be seen in the presence of Camarilla members, you must pay at least a trivial boon to any that ask of you. Camarilla characters who hear your name automatically know your branded nature and will be inclined to extort you, lest they call the Sheriff to have you removed from their presence. You may still take the Camarilla Contact Merit when choosing this Flaw. Storytellers may disallow the choice of this Flaw if the game is not primarily Camarilla-based.

Clan Curse: Your sire's Blood still flows through your veins, levying their clan's curse upon you. Pick a Clan Bane you suffer from at Bane Severity 1. If you have also chosen the Bestial Temper Flaw, you must choose either the Brujah or Gangrel Bane. If you have chosen the Catenating Blood Merit, you must choose the Tremere Bane.

Dead Flesh: Your body and your Blood are in a constant battle. Your flesh continues to die slowly despite the undead qualities of your Blood. Without a supernatural power such as Obfuscate, you are a Masquerade breach. You carry a faint stench of rot and decay, and, up close, your flesh bears a greenish tint. Any cursory medical exam will identify you as deceased, and mortals shun you immediately. You may not take Lifelike if you take this Flaw.

Mortal Frailty: The resiliency of your body is the same as a mortals. Not even Rousing the Blood can mend you. You heal as a normal mortal and may not Rouse the Blood to mend wounds. You may not take Vampiric Resilience if you take this Flaw.

Shunned by the Anarchs: It should be easy to avoid pissing off the Anarch Movement. Yet you have broken some rule or courtesy, and now they want nothing to do with you. Anarch characters who hear your name automatically know your shunned nature and will not exchange any level of boons with you. Any sort of unwanted behavior might cause the arrival of an Enforcer who will have you removed from the premises. You may not take the Anarch Comrades Merit when choosing this Flaw. Storytellers may disallow the choice of this Flaw if the game is not primarily Anarch-based.

Vitae Dependency: The supernatural properties of your Blood are unreliable. Unless you Slake at least one Hunger a week from a vampire you are unable to use Disciplines or Thin-Blood Alchemy. You regain these abilities immediately after Slaking at least one Hunger from vampire Blood.

Chapter 8
Powers of the Blood

"He turned into a bat! It was like something out of that Dracula movie. I swear to God!"
– Innocent bystander

General Rules

When a mortal is Embraced and becomes a vampire, they have innate supernatural powers called Disciplines. When a vampire feeds on human blood, they learn to refine and temper the Resonance of their victims to unlock terrifying and devastating powers of the Blood. These powers range from supernatural strength, speed, and resiliency to the ability to subjugate the mind or cloud the perceptions of enemies and others.

Disciplines are rated on a scale from one to five dots. After character creation, a character must purchase additional Discipline dots with XP. **Each unique Discipline has the following general characteristics:**

- **Type:** Are the Discipline's powers mental, social, or physical?
- **Masquerade Risk:** How dangerous to the Masquerade is using a majority of this Discipline's powers?
- **Blood Resonance:** What type of blood must be consumed to learn this Discipline?

Each power within a Discipline has a cost, usually a simple or standard action, and/or a number of required Rouse checks. Each Discipline power also has a listed duration.

Learning Disciplines

Learning a dot from an in-clan Discipline requires a downtime action from the vampire, as they find and feed upon a mortal with the correct Blood Resonance for that Discipline.

Example: *A Ventrue who wishes to learn a dot of Dominate (one of their three in-clan Disciplines) must spend a downtime action representing the time it takes to find a mortal with the Phlegmatic Blood Resonance and unlock the selected power for that Discipline dot.*

If a vampire seeks to learn a Discipline dot that's not in-clan, she must drink one Rouse check worth of blood from a vampire who possesses that Discipline (in- or out-of-clan) at any level. She must then spend a downtime action feeding upon a mortal with the correct Blood Resonance for that Discipline. This process must be repeated each time she wishes to learn a dot of an out-of-clan Discipline.

Example: *A Ventrue wishes to learn the first dot of Celerity (an out-of-clan Discipline for Ventrue). The Ventrue must first drink one Rouse check of blood from a vampire who has at least one dot of Celerity. The Ventrue then spends one downtime action finding and feeding on a mortal with Choleric blood. She may then learn the first dot of Celerity and select one of those powers. If she wishes to learn a second dot of Celerity, she must repeat this process in its entirety.*

Learning the first dot of Oblivion or Blood Sorcery as an out-of-clan Discipline is the exception to the rule above. In addition to the above requirements, the learning vampire must be willingly taught by a vampire who possesses Oblivion or Blood Sorcery as an in-clan Discipline. This requires a downtime action to be spent by both the learner and the instructor. The power chosen by the learner for the first dot of Oblivion or Blood Sorcery does not have to be a power the teacher possesses. This exception is a requirement only when learning the first dot of Blood Sorcery or Oblivion. Once a character has been taught the first dot by a teacher, they learn future dots and powers in the same way as other disciplines as described above.

Thin-blooded vampires must possess the Vampiric Discipline Merit prior to learning their one selected Discipline **(see Thin-Blooded Merits, page 190)**.

SELECTING POWERS

Every time a character gains a dot in a Discipline, they must choose one power from that Discipline list. The power chosen must be equal to or less than the new level of dots she possesses in the Discipline.

Note that choosing a lower-level power does not provide a discount on the Discipline dot purchase. For example, a Brujah who started the game without any Potence wants to learn both Prowess and Soaring Leap from Potence. They purchase Soaring Leap with their first dot for 5 XP and Prowess with their second dot for 10 XP (requiring a total of 15 XP in total).

AMALGAMS

Amalgam powers are special powers that require proficiency in more than one Discipline. They may be selected instead of a standard Discipline power when you purchase a new Discipline dot. In order to select an Amalgam power, you must also possess the listed number of dots in the requisite Disciplines. Amalgam powers count as belonging to both Disciplines for all purposes.

Example: *Templeton has chosen to purchase his third dot of the Animalism Discipline. He already possesses two dots of the Obfuscate Discipline. Templeton chooses to select the Unliving Hive power as his Level 3 Animalism power.*

Note: Any Amalgam can be purchased by any clan. Unless otherwise stated, the only prerequisite for purchasing an Amalgam is having the number of dots in the secondary Discipline listed (and XP to purchase it).

USING DISCIPLINES

The following rules apply to all Discipline use, unless otherwise stated:

- A Discipline power can be used on the same target on subsequent turns (even if the first attempt failed).
- Multiple instances of the same power do not stack.
- If a power has a duration and is used multiple times on the same target, the duration resets and begins again, instead of having more time added.
- Any Discipline that has an action cost to activate lasts for one hour.
- A character must be able to see a target clearly to use a power on that target. Line of sight can be enhanced by sensory-based powers, such as Heightened Senses, but may not be enhanced by technological assistance, such as video cameras. To establish line of sight, the target must be observed with the vampire's own senses.
- Any power can be ended if the user spends a simple action.
- Discipline mechanics are written from the point of view of a vampire user; however, if legally possessed by another creature type, consider vampire specific terms to apply to the user.
- Partially-supernatural characters, such as ghouls, are considered mortal. If a power has a greater effect on mortals, it will also have that greater effect on ghouls.

- Other rules and limitations specific to a Discipline are listed in the Characteristics section of each Discipline.

A number of Discipline powers refer to situational modifiers, such as relenting, wound penalties, Conditions, and line of sight. **For more information and an explanation of those terms, see Core Systems, page 98.**

Combat Turn Durations: Unless otherwise stated, a power that lasts for multiple turns in combat expires on the same Initiative count as initiated, regardless of whether the character who initiated the power is still alive or if their initiative has changed.

Example: *The Tremere Selene Lazarion uses Blood Rash on Jenny Rotten the Nosferatu on Initiative count 8 of the second turn of a combat scenario. On Initiative 8 of the fourth turn, Blood Rash ends.*

Gaze & Focus: Some Disciplines require the target to focus her attention on the user of the power. These powers do not require eye contact, but do require having the attention of the individual you wish to control. Individuals may attempt to find ways to avoid making eye contact, but the powers of the Blood are not so easily thwarted. Gaze and Focus only requires having the attention of the individual you wish to target. Anyone whose attention is on you is a viable target for powers that require Gaze or Focus. **This includes the following individuals:**

- Those who are looking into your eyes;
- Those holding an in-person conversation (not over a phone or video chat) with you;
- Those who have physically attacked you or used a mental or social power on you, regardless of the success of such attacks. Gaze and Focus gained this way lasts for the remainder of the scene or combat scenario.

It is possible for a single person to Focus on two or more individuals. If supernatural powers are used to make you pay attention to two characters at the same time, you might glance back and forth between them or move to a place where you could see both simultaneously. You are also capable of holding the Gaze and Focus of multiple parties.

Transformative Powers: Any power that significantly alters a character's physical shape is considered a transformative power. Each of these powers explicitly states that it is transformative. **Unless otherwise stated, transformative powers have the following characteristics:**

- Transformative powers last until dawn or until the user sleeps, is subject to the Helpless Condition, falls unconscious, or falls into torpor. The user may also spend a simple action to end the transformation early.
- A character may only use and benefit from one transformative power at a time. If a character attempts to use a transformative power while already being affected by another, the first ends immediately and the second activates.
- Transformative powers do not prevent you from using non-transformative powers as long as your current form can reasonably fulfill the requirements of the non-transformative power.
- When you activate a transformative power, clothing and small personal items disappear. These return when you regain your normal form.
- A character cannot use physical weapons (guns, swords, etc.) while transformed.
- Conditions are not resolved, nor are wounds and injuries mended or altered, when a character utilizes a transformative power. A character with one eye has one fewer eye in all forms.

Obscured Characters and Out of Body Powers: Some powers allow you to separate your consciousness or senses from your physical body or to hide your physical form. When extending your consciousness or senses beyond the limits of your physical body, you may do so only as far as the boundaries of your game or 75 miles, whichever is lower.

Whenever you are obscured from mundane observation, or separating your consciousness or senses from your body, hold a closed fist against your shoulder; this signifies you, the player, are not physically present as your character. This gesture should not be used as justification for other players to attempt to detect your presence with supernatural powers.

Your Storyteller should also be alerted to the location of your actual physical form.

If you are able to perceive multiple locations at once, use an assisting Storyteller to observe and report from one location. You may also rely on other characters in the scene to relay what happened while you choose to concentrate on one location. Use of such powers does not mean that other players must pause roleplay while you move back and forth between multiple scenes.

Mortals: Some powers have differing effects when targeting mortals. Ghouls and thin-blood vampires without the Vampiric Resiliency Merit are considered mortals for the purposes of Discipline effects against them. Fully supernatural creatures, such as Changelings, Mages, and Werewolves, are not considered mortal.

Animalism

"These are MY friends . . . Not yours . . .
And you . . . You are their lunch."
–Pig, Nosferatu Anarch

Like animals, vampires are driven by instincts. Despite all efforts to remain humane and hidden among mortal society, each vampire's Beast is a force of nature that can never be truly tamed. Animalism is a conduit to the feral nature of animals and the predatory instincts of the vampiric Beast. Using it allows communication and command over nearly all of the Animal Kingdom. Perhaps more terrifying, it also allows its user temporary control over the Beast. Some find they need Animalism to fit into a more civilized society. For others, this devastating tool helps assert dominance over peers.

CHARACTERISTICS

Unless otherwise mentioned, Animalism powers can only be used on vertebrate, non-human animals.

Type: Social

Masquerade Threat: Low. Talking to animals may seem weird, but someone observing the use of Animalism has no visual proof of supernatural influence. Even the more violent powers of Animalism can be attributed to a bad drug trip.

Blood Resonance: Animal blood

LEVEL 1

Feral Whispers: *A close relationship with the Beast allows a vampire with this power to speak to and understand animals from all walks of life.*

Cost: Free or one Rouse check

System: You can communicate with animals by murmuring to them in animalistic sounds or using body language. To ask questions of an animal, consult your Storyteller. The Storyteller should respond from the point of view of a local animal that has been drawn by your howls, chirps, or other inquiring noises. A character who wishes to establish communication must be both visible and audible to the creature.

If there are no animals in your line of sight, you may spend a simple action and perform a Rouse check to summon the closest animal of a chosen type (e.g., bird, dog, coyote, crow) or any one nearby animal. Summoned animals are not granted any unusual power to answer your call and must be able to travel to your location within 15 minutes. A coyote cannot open a locked door, but it will arrive in the parking lot, while a crow could more easily fulfill a rooftop summons. This power confers no special abilities, intelligence, or courage to the animals summoned, and they are under no obligations to obey further commands. Feral Whispers will never summon an animal under the effects of another character's Animalism powers or one who is Blood Bound to another character.

Further, if the Storyteller believes you are asking about something animals would not notice (or might not understand), your character may receive a confused or incomplete answer. Asking, "Have any two-legged creatures (mortal or vampire) passed through here tonight?" will likely receive a reasonable answer. The local chipmunks, stray dogs, or birds could tell you that a pack of six men walked by, and they were here very recently. However, such animals would be unable to tell one mortal from another, nor identify the kind of equipment they were carrying.

Duration: One scene

Sense the Beast: *With this power you can learn how hungry a vampire is, how angry a werewolf is, or a general idea of a target's hostility level. You can discover nearby animals and read their intentions.*

Cost: One Rouse check

System: Spend a simple action to target a character in your line of sight and perform one Rouse check. You can immediately identify if your target is a werewolf or vampire and their current Rage or Hunger level. If the target is not a vampire or werewolf, you sense any hostility in the target, but not the target of that hostility or the propensity to indulge in that hostility.

Alternatively, you may sense the general number of animals in your line of sight and their mood or intentions. This includes any animals that would normally be in your line of sight but are hidden by darkness, fog, or other non-solid obstructions. In this way, you automatically detect any animal under the effect of the Atavism power. For example, you may detect a pack of wolves lurking in the forest nearby, hunting for prey, or a circling hawk on patrol.

Duration: Immediate

LEVEL 2

Animal Succulence: *While certainly not what your Beast prefers, you have learned to sustain yourself on animal blood, opening a world of easier feeding opportunities.*

Cost: Free

System: When feeding from animals, you Slake one additional Hunger ,and your Blood Potency is considered two levels lower with regard to the feeding penalties for Slaking Hunger from animal blood **(see Hunger, page 117)**.

Duration: Passive

Atavism: *With this power, you can make an animal run from you, fight for you, or otherwise give you aid.*

Challenge Pool: Charisma + Animal Ken vs. (see below)

Cost: One Rouse check

System: Target a single animal in your line of sight, who immediately becomes aware of your presence, and spend your standard action. Perform a static challenge using your Charisma + Animal Ken versus a difficulty of 4. If you target an animal already under the effects of another character's Atavism, or one who is Blood Bound to another character, the difficulty is equal to that other character's Manipulation + Resolve. **If the challenge is successful, you may choose to enact one of the following:**

- **Fight:** On its initiative, the target animal must attempt a Physical attack against another target of your choosing. You must visually indicate your target by pointing if you do not have the Feral Whispers power.
- **Flight:** On its initiative, the target animal must spend its actions to move in a direction directly away from you, taking the maximum number of steps available to it. If prevented from moving, it will attempt to free itself before continuing to flee. It may do nothing else during this movement.
- **Guard or Patrol:** Your target spends the next hour patrolling up to one square mile of territory. Alternatively, you can command your target animal to stay in one spot and watch a location. If it detects an interloper, you may command it either to attack or to alert you.

For the remainder of the scene you may spend a simple action to alter the instructions given to the target animal.

Duration: One Scene or one hour (if using the Patrol option)

LEVEL 3

Enhance the Wild Ride: *You have learned how to work with the Beast, instead of against it, leaning into every Frenzy and becoming far more dangerous.*

Cost: Free

System: Once purchased, Enhance the Wild Ride activates automatically whenever you enter a Frenzy. While active, your Blood Potency is considered two higher only for the purposes of determining your Blood Surge bonus **(see page 126)**. In addition, once per Frenzy you may Blood Surge without making a Rouse check. If the use of this power would consider your Blood Potency to be 6, your Blood Surge Bonus is +3; if your Blood Potency would be considered 7, then your Blood Surge Bonus increases to +4. This power is the exception to the rule that social powers end when you enter a frenzy.

Duration: Passive

Quell the Beast: *After fight or flight comes exhaustion, and you have learned how to force that final step onto others, dulling the urge to fight in mortal and Beast alike.*

Challenge Pool: Charisma + Animal Ken vs. your target's Stamina + Resolve

Cost: One Rouse check

System: Spend a standard action and make a contested challenge. If you are successful, and your target is a mortal, they become overcome with severe lethargy and are only capable of defending themselves. They may only take defensive actions or flee, moving at half their normal rate. This lasts for 30 minutes if you remain or for five minutes after you leave their presence.

If you are successful and your target is a vampire, instead of being Incapacitated, they may not perform Blood Surges for two turns starting on their next initiative.

Finally, if your target was in a Frenzy when this power was successfully used, she immediately falls out of the Frenzy. A Frenzying vampire affected in this way does not lose the ability to Blood Surge. You may not target yourself with Quell the Beast.

Duration: Varies (see above)

Unliving Hive: *You've studied invertebrate species, learning how to manipulate your Blood in a way that can apply to a swarm of insects, just as another vampire would ghoul a single creature.*

Amalgam: Obfuscate 2

Cost: Free or one Rouse check

System: Your Animalism has developed to the point where you may use Animalism on insects and spiders. This benefit applies to all of your Animalism powers. Groups of insects are treated as a single animal for the purposes of Animalism.

By spending five minutes in concentration, you may call a swarm of arachnids and/or insects, and, if you wish, direct them to hide inside your body. Gathering this swarm into yourself requires the presence of sufficient insects and cannot be done during combat. While the swarm of creatures are inside you, only an x-ray or similar device will reveal them. The swarm remains inside you until dismissed or destroyed.

When targeted by a ranged attack, you may instantly expel a swarm of insects housed in your body to envelop you in a protective cloud of flying bugs or a thick carapace of beetles and spiders. This negates the ranged attack entirely as the swarm blocks it. This costs one Rouse check, does not require an action, and may be done at any time in the initiative order. Unliving Hive can be used only once in this way before you have to replenish the swarm inside you.

Duration: Until dismissed or destroyed

LEVEL 4

Subsume the Spirit: *You have a way with animals, and your Blood allows you to form an even stronger link. With this power, you are able to connect with a creature so completely that your consciousness takes control over its body.*

Challenge Pool: Manipulation + Animal Ken vs. variable (see below)

Cost: One Rouse check (free if used on a ghouled Familiar)

System: To activate Subsume the Spirit, target an animal within your line of sight, perform one Rouse check, and spend a standard action. No Rouse check is required to target your own ghouled Familiars **(see Familiars, page 146)**. Make a Manipulation + Animal Ken test vs. difficulty 4. If successful, your consciousness is transferred into the target animal's body. When targeting an animal ghouled by someone other than yourself, or an animal that is already Subsumed by another, you must also succeed in a Manipulation + Animal Ken challenge vs. the Resolve + Animal Ken of

its domitor. Successfully targeting an animal who was Subsumed by another character kicks that character's consciousness out of the body and returns them to their vampiric body.

While the animal is inhabited by your consciousness, its mind is rendered into a fugue-like state. Because your character's mind is focused entirely on controlling the body she has inhabited, the vampire has no sense of anything occurring to her native physical form. Your character's original body falls into a torpid state and can neither defend itself nor act on its own, but it does retain your Fortitude or other powers that are always active while your consciousness is absent. While Subsuming the Spirit, you always know the direction and distance of your real body, even if it moves, although you cannot perceive its surroundings.

While possessing a ghouled animal, you may utilize any Discipline powers it possesses as if used by the ghoul itself. You maintain your own mental attributes, but you must use the attributes and Skills of the animal in all other cases.

Subsume the Spirit lasts for one hour. You may extend the duration of Subsume the Spirit by performing one Rouse check prior to its expiration. When extending this possession into the daylight, you must follow the rules for staying awake **(page 126)**, and, if you see the sun, you must test for Terror Frenzy vs. a difficulty of 2. If the animal dies while you are possessing it, your consciousness immediately returns to your body and you suffer one Aggravated Damage. If your physical body takes damage of any type, your consciousness is immediately released from the animal and returns to your character's body.

Duration: One hour plus one hour per additional Rouse check

Control the Savage Beast: *Many vampires fear the loss of control that comes with a Frenzy, and you understand why. With this power, you can manipulate others who have allowed their Beasts to take over.*

Challenge Pool: Charisma + Animal Ken vs. Stamina + Resolve (no bonus for being in Frenzy)

Cost: One Rouse check

System: Make one Rouse check and an opposed challenge to direct a Frenzying vampire within your line of sight. Your target does not gain the usual bonus against social powers for being in Frenzy when targeted by Control the Savage Beast. Instructing a Frenzying vampire takes no action and can be done outside of your turn, but this power may only be used once per turn. The target must still fight, feed, or flee as required by her particular type of Frenzy, but you can decide which target your victim attacks, whose blood she drinks, and in which direction she flees. Controlling another vampire's Frenzy does not limit your ability to act, and the Frenzied vampire's dictated actions still occur on their initiative.

If you are the only available target for the Hunger or Fury Frenzy of another vampire, you may attempt to alter her Fury or Hunger Frenzy to a Terror Frenzy. Make another Rouse check and engage the target Frenzying vampire in another opposed challenge. If successful, your target's current Frenzy immediately becomes a Terror Frenzy with you as the source of fear.

A vampire who has been successfully targeted by Control the Savage Beast cannot Ride the Wave **(see Frenzy, page 127)**. You may only control one Frenzying vampire at a time, and you must maintain line of sight to her in order to do so.

Duration: Frenzy duration

LEVEL 5

Animal Dominion: *You have access to every nearby animal's perspective. You may cycle through them until you find what you are looking for; from tracking to eavesdropping, all their senses are now yours.*

Cost: One Rouse check

System: Make one Rouse check, and spend a simple action to activate Animal Dominion. When activated, your eyes turn a cloudy white, and your consciousness becomes supernaturally linked to all the animals within one square mile. You see, hear, and feel exactly what they do, all at the same time. You may elect to experience any sensory stimuli within the area of effect of Animal Dominion, such as listening to a conversation, watching a criminal steal a car, or catching the scent of a fire. This power does not extend your field of vision for the purpose of activating other Disciplines or powers, nor does it give you any control over the animals.

As a practical matter, the Storyteller will advise you if something important is happening within the range of your power. What additional information this gives you about your surroundings is decided by the Storyteller. You may elect to extend the duration of Animal Dominion by performing one Rouse check prior to its expiration.

Finally, with an additional Rouse check, you may choose to Subsume the Spirit (if you possess the power) on any animal you are linked to while using Animal Dominion. However, doing so immediately ends the duration of Animal Dominion.

Duration: Animal Dominion lasts for 10 minutes per one Rouse check

Drawing Out the Beast: *Through extensive practice, you have learned to pause on the brink of Frenzy and redirect your own Beast's energy into another creature.*

Challenge Pool: Wits + Animal Ken vs. Composure + Resolve

Cost: One Rouse check

System: Any time you must test to resist a Terror or Fury Frenzy, you may instead make a contested challenge vs. another character in your line of sight as a free action. If you succeed, your target enters the same type of Frenzy, as though they failed the challenge to resist Frenzy instead of you. If you fail the contested challenge, you enter the appropriate Frenzy as normal.

While mortals cannot normally Frenzy on their own, this power causes them to gain all the drawbacks and benefits of a Fury or Terror Frenzy as if they were a vampire. Further stimuli after the use of this power can cause you to Frenzy again, but you may continue to use this power as long as you can make Rouse checks and other targets remain present. You may not target a Frenzying character with this power.

Duration: Frenzy Duration

Auspex

"Cough, cough, wheeze, splutter . . . Why don't you use your magic Malkavian eyes on it, Keldwin? See what you can see."

– Harry McNeil of Clan Nosferatu

Not everything is always what it appears to be. Auspex lets its users perceive reality on a different level, enhancing their senses beyond the capability of mortals. The powers of Auspex are particularly useful for spies and information brokers, as well as anyone who understands that avoiding surprises helps them survive another night.

CHARACTERISTICS

Auspex vs. Obfuscate: A vampire with the Auspex power Sense the Unseen can detect an Obfuscated character by making a contested challenge of her Wits + Awareness vs. the Obfuscated character's Wits + Stealth.

Auspex vs. Oblivion: Detecting the use of Oblivion can be accomplished by using the Auspex power Sense the Unseen and a successful contested challenge using Wits + Awareness vs. the Oblivion user's Resolve + Occult. This test only detects the usage of an Oblivion power, such as when a vampire extends his senses with the power Shadow Cast. To pierce the supernatural darkness of Oblivion powers such as Shadow Cloak, an Auspex user must utilize Heightened Senses and succeed in a contested challenge using her Wits + Investigation vs. the Oblivion user's Resolve + Occult.

Type: Mental

Masquerade Threat: Low. Unless otherwise stated, Auspex powers never manifest in a way that is visible to the naked eye.

Blood Resonance: Phlegmatic. Mortals that possess this Resonance could be photographers and other visual artists, oracles, users of psychoactive drugs, detectives, or bounty hunters.

LEVEL 1

Heightened Senses: *With this power, your mundane observation skills are unmatched, and you can compensate for nearly any lost sense with the ones that remain.*

Cost: Free

System: Heightened Senses may be activated reflexively, even outside of your usual initiative order. A character's heightened vision allows her to see clearly, even in total darkness. Your heightened hearing allows you to understand sounds too quiet for normal people to hear. You may eavesdrop on any conversation in your line of sight. When physically blinded, your hearing can compensate adequately for the loss of vision. Similarly, if something deafens you, your sense of touch can feel the vibrations of sounds made. Unless otherwise stated, you are immune to the Blinded Condition when Heightened Senses is active. Certain powers may impose supernatural penalties to your senses. When trying to overcome this interference, Heightened Senses is critical. Those powers will dictate what contested pools are used to overcome the sensory deprivation.

To signify that you are using Heightened Senses without interrupting roleplay, point your index finger at the sensory body part you are enhancing such as your eye, ear, or nose.

Duration: Until deactivated

Sense the Unseen: *This power lets you use an otherworldly space to sense truths that would be hidden from most; your mind cannot be fooled so easily.*

Cost: One Rouse check

Challenge Pool: Wits + Awareness vs. variable (see above)

System: You have the ability to see things that others cannot. You can pierce the supernatural concealment of other vampires and visually detect the latent energies of supernatural objects. Your senses can even cross the boundaries of the mundane world, allowing you to see the inhabitants of the spiritual world. Any time you wish to look for a supernaturally hidden creature or object, you may spend a simple action, make a Rouse check, and alert the Storyteller. To notice the use of some powers, a contested challenge will be made; the power you are trying to observe defines what pool you are testing against. To notice objects that have been supernaturally enhanced or created with a power, such as a warding circle created by Blood Sorcery or a werewolf fetish, make a static challenge versus a difficulty of 2 + the level of the power used to create or enhance the item.

This power can only detect things normally unable to be seen by mundane eyesight, such as an obfuscated vampire, a magical ward, or a Hecata spying through a shadow with the Oblivion power Shadow Cast. If you fail a test to notice a supernaturally-concealed individual or object, you may not test against that target's supernatural concealment again for five minutes.

To signify you are using Sense the Unseen without interrupting roleplay, make a circle with your fingers and thumb, then hold your hand over or in front of one of your eyes.

Duration: Passive

LEVEL 2

Panacea: *With this power you can return another's mind to tranquility, giving them the mental strength to press onward and overcome these obstacles.*

Amalgam: Fortitude 1

Cost: One Rouse check

Challenge Pool: Composure + Medicine vs. a difficulty of 2

System: Spend your standard action touching a target, either living or undead (which may require a Grapple check if the target is unwilling). Make one Rouse check and a static challenge using Composure + Medicine vs. a difficulty of 2. If successful, you can choose one of the following effects:

- Calm a mortal who is experiencing a heightened emotional state. This includes removing the Frightened Condition from a mortal.
- Restore one point of Willpower to the target.
- Resolve the Distracted, Staggered, or Weakened Condition.

Panacea may not be used on yourself. If the user of Panacea targets more than one different character a night, she loses one Willpower each time she attempts an additional target. This Willpower may only be regained by resting. The user may use Panacea on her initial target (or any subsequent targets she already lost a Willpower to attempt) as many times as she wishes for one Rouse check per use.

Duration: N/A

Premonition: *You have learned to tune your mind into the occult waves of the universe and listen to the hints fate has decided to share with you.*

Cost: Free

System: Premonition is always active. Whenever the Storyteller deems it appropriate, they may choose to give you a hint to aid you in some way. This could be a clue to progress plot, a warning about your proposed plan, or something similar. This hint manifests as a sudden vision in your mind. If multiple people possessing this power are all involved in the same scene, this vision may even be shared between all those present. In addition, small flashes of insight come when most needed.

In addition, once a night you can use your simple action at any time, even before your initiative, by sacrificing your standard action for that same round.

Duration: Passive

Scry the Soul: *A good vantage point is all you need to find a target in a room, and a simple scan is enough to learn secrets a target is unwilling or unable to say.*

Cost: One Rouse check

Challenge Pool: Intelligence + Insight vs. Composure + Subterfuge

System: Target a character within your line of sight, spend a standard action, and make a contested challenge. If you succeed, your target must truthfully answer two of the following questions. **In order to gain the answers to additional questions, you must utilize Scry the Soul again.**

- What is your emotional state?
- What is the Resonance of your blood? (When used on a vampire, this will reveal the Resonance type of the last blood she fed on.)
- What is your creature type? (Vampire, werewolf, ghoul, etc.)
- Are you under the influence of supernatural powers? (This question does not reveal the specific powers influencing the character, only whether the character is under the effects of a supernatural power with a Duration that is not Passive or Immediate.)
- Have you committed diablerie in the last year?

If used against a target that is currently possessed by another character's essence, such as an animal being affected by Subsume the Spirit, or a mortal under the effects of Possession, the answer to "what is your creature type" is the actual creature type of the physical entity you see, not the controlling entity. However, if the second question asked is "Are you under the influence of supernatural powers?" this would reveal the influence of the controlling character, though not necessarily what power is being used, as described above.

Alternatively, you may use this power to scan a room looking for either a mortal with a specific type of blood Resonance or a supernatural creature of a specific type. For example, you may wish to search for vampires in a crowd of people or a mortal possessing Choleric Blood Resonance. To scan the room, declare to the Storyteller what type of creature type or Blood Resonance you are looking for and perform a static challenge. The difficulty of the static challenge depends on how many people are in your search area. A group of up to 25 people would be difficulty 2. For each additional 25 people beyond the first 25, increase the difficulty by 2. If you succeed, you identify everyone in the room who meets your search criteria.

Duration: N/A

LEVEL 3

Collective Cognizance: *You've mastered the art of noticing the tiny shifts in energy when someone—including yourself—resists a power. Sometimes you can even catch a successful use, if you're paying enough attention.*

Cost: Free

Challenge Pool: None or Wits + Awareness vs. Composure + Subterfuge

System: Collective Cognizance is always active. You automatically notice failed mental and social attacks without a test **(see Noticing Attacks, page 107)**. In addition, you may even notice the successful use of mental and social powers, even if there is no visual or auditory phenomenon associated with its use. If you are the power's

target, you are looking at someone who successfully uses a power, or you are looking at the power's target, you may make an opposed challenge using your Wits + Awareness vs. Composure + Subterfuge to determine if you notice what happened. If the source of a supernatural power isn't within line of sight, characters who notice the power will know what general direction the power came from.

Duration: Passive

Share the Senses: Your observation of another becomes so thorough that you're literally able to experience your target's senses as they experience them.

Cost: One Rouse check

Challenge Pool: Resolve + Awareness vs. Composure + Awareness

System: Target a character within your line of sight, spend a standard action, and make a contested challenge. If you succeed, you can 'ride' the senses of your target for up to one hour. You see, hear, smell, and feel exactly what they do. Your target remains unaware of your intrusion, but others may notice through the use of Scry the Soul. If your target is alerted to your presence, they may attempt to push you out by making a contested challenge using their Resolve + Awareness vs. your Composure + Awareness. If you are successfully separated, you may not target that same character with Shared Senses for the remainder of the night. While Shared Senses is active, you may still move, act normally, and use your own senses as well.

Duration: One hour

LEVEL 4

Unveil the Edifice: *You can extend your senses beyond your immediate surroundings, allowing you to gain a sense of the building that you are in and its inhabitants.*

Cost: One Rouse check

System: Make one Rouse check and spend one full turn in concentration while inside a building. Afterwards, you get a complete sense of a building's layout and inhabitants at that moment. You receive accurate information about the building's design — where each room is, whether there are secret passages or hidden chambers, and so forth. Your senses extend a maximum of three stories up and three stories down from the floor you currently occupy. You also learn the locations and approximate number of the inhabitants, unless they are supernaturally concealed.

Duration: Until you leave the building

Spirit's Touch: *With this power, you can touch something inanimate and see visions of the strongest spiritual residue from an interaction with this item.*

Cost: One Rouse check

Challenge Pool: Intelligence + Investigation

System: You can only use this power on objects. For the purposes of this power, inanimate corpses (including the corpses of supernatural creatures and the remains of destroyed vampires) count as objects and may be targeted by Spirit's Touch. Vampires who have not met Final Death do not count as corpses.

Spend a standard action, make one Rouse check, and touch an object. To collect a psychic impression, touch the target with your bare skin. You then enter a shallow trance and glean information from the spiritual residue on the object. You are only marginally aware of your surroundings while using Spirit's Touch, although a loud noise or jarring physical sensation will break the trance in an instant. **Spirit's Touch works in the following three ways:**

- If the object is a corpse, your character receives a vision of the last few moments of the target's life, including the killer's face if the victim saw her. If the killer was using supernatural means (such as Mask of a Thousand Faces) to hide their true identity, Spirit's Touch reveals the fake visage, not the true face.
- If the object is not a corpse, you can determine the last person that handled the object (not including yourself).
- If the object is not a corpse, you can discover the most memorable event concerning the object. This may be its creation, its use in a murder, etc. Merely being present for a memorable event does not reveal anything; the object must have been involved in the event to "remember" it.

To discover additional interactions, such as an older handler of an item, or another memorable event, you must succeed in a Intelligence + Investigation challenge vs. a difficulty of 3 while maintaining your hold on the item. These challenges do not cost additional actions or Rouse checks. This difficulty increases by one for each additional interaction trying to be discovered. Once you have failed one of these tests, you may not test again for an hour.

These images come from a 360-degree point of view, extending outward, from the object or corpse. Regardless of whether the object is a corpse, you also sense any deep emotions relevant to the psychic images you received. The visions received by the use of this power are seldom clear or detailed; they register more like a "psychic snapshot." They are visual only and lack any sounds, smell, or tactile stimuli. Still, a clever vampire can learn a great deal from a glimpse.

Unlike people, objects do not have a mind that can be fooled by Obfuscate. When using Spirit's Touch on an object (not a corpse), powers such as Unseen Passage and Mask of a Thousand Faces do not obscure interactions with objects. The true visage of characters employing these powers is left behind, unless the character is using the Obfuscate power Soul Mask or the Oblivion Ceremony Alone in the Dark. Unless a character touches an item using one of these two powers, the psychic impression she leaves is always of her true self, even if disguised in other ways.

Duration: Passive

LEVEL 5

Clairvoyance: *Your mind is powerful enough, and you've learned how to watch someone or something without needing to move.*

Cost: One Rouse check

Challenge Pool: Intelligence + Investigation vs. Resolve + Composure

System: Your perceptions split, allowing you to focus on a single far away person, place, or object, without losing the ability to perceive your current surroundings. You may target a character, item, or location you have seen in person in the last 90 days with Clairvoyance, provided the target is within your game's local area of play.

Spend a standard action, and make a Rouse check. No challenge is required to observe a location or object. If you use Clairvoyance on a supernatural creature, or on an object in the possession of a supernatural creature, you must make an opposed challenge against your target or the individual controlling the object. If successful, you can see, hear, and otherwise sense the area around your target as though you are in their presence. This challenge does not alert the other character that she is being observed.

If you use Clairvoyance to spy on a character whose consciousness and physical body are in two different locations (such as when they are using the Possession power), you always perceive her consciousness.

You may only use Heightened Senses and Sense the Unseen through Clairvoyance. A character's Heightened Senses would allow her to smell a candle or see in a poorly-lit room through Clairvoyance. Sense the Unseen could detect the use of Obfuscated individuals or hallucinations.

You may maintain this power at the conclusion of its duration by making another Rouse check.

Duration: Thirty minutes plus 30 minutes per additional Rouse check

Possession: *You've learned to project your consciousness, along with your Skills in command. With this power, you are able to take over the mind of another, using their body as if it were your own.*

Amalgam: Dominate 3

Cost: One Rouse check and one Stain

Challenge Pool: Resolve + Intimidation vs. Resolve + Wits

System: To use Possession, use your standard action to stare into the eyes of your subject. This power will not work on blind subjects or subjects who cannot see your eyes. Your target must be a non-supernatural mortal or a ghoul who is three steps Blood Bound to you. Make a Rouse check, and make an opposed challenge. If successful, your consciousness is transferred into the target's body, and her mind is rendered into a fugue-like state.

While using Possession, your character's mind is focused entirely on controlling the body she has inhabited. The vampire has no innate sense of anything occurring to her native physical form. The character's original body falls into a temporary torpor that lasts the duration of the power. If the possessing vampire's body takes any amount of damage, Possession ends immediately, and the vampire awakens.

While possessing a mortal, the controlling vampire may use any Auspex, Presence, and Dominate powers she knows through the mortal. If possessing a ghoul, she may also use any Potence, Celerity, Fortitude, or Protean powers the ghoul may have. In both instances, Amalgams are eligible to be used as long as the second Discipline is also one of the eligible Disciplines to be used during Possession. The vampire maintains her attributes and Skills, both mental and social, but she must use the possessed body's physical attributes and Skills.

A vampire using Possession must still Rouse her Blood to empower any Disciplines she may access. However, she may not Rouse the Blood for any other purposes. In addition, she is still susceptible to Frenzy while possessing the mortal. If the host body takes Aggravated Damage, the controlling vampire must make a static challenge using her Resolve + Intimidation vs. a difficulty of 3 + the damage taken to stay in control of the body. If the host body dies during the use of Possession, the power ends, and the controlling vampire loses three Willpower. If the controlling vampire does not have three Willpower to spend, she immediately falls into torpor.

Possession lasts until dawn unless the user wishes to extend the effects. In order to do so, she must make a test to stay awake as normal. Finally, Possession is a profoundly violating experience. The use of Possession causes the user to gain one Stain. Depending on the actions committed during the use of Possession, the Storyteller may choose to award additional Stains.

Thin-blooded vampires cannot be targeted by this power.

Duration: Until ended or at dawn (unless extended)

Telepathy: *With this power, you have learned to reach into someone's mind and share their thoughts, giving or taking information in the most accurate way possible.*

Cost: One Rouse check

Challenge Pool: Resolve + Awareness vs. Wits + Subterfuge

System: Telepathy provides two abilities: the ability to communicate telepathically and the ability to draw information from the mind of another. Either use requires a standard action and a Rouse check. If the target is mortal or willing, no challenge is required. If they are not mortal and are unwilling, make a contested challenge.

Communicating telepathically allows the character and her target to send and receive mental messages and simple images. You may use this mode of Telepathy on any character you have met who is within your local area of play. Line of sight is not required. When communicating with a willing target, a single use of Telepathy lasts for an hour and allows the characters to communicate freely. This mode of Telepathy may be extended by another hour for one Rouse check. A character can maintain Telepathic links to a number of willing characters equal to her dots in Composure. When communicating with an unwilling target, you may send one image or a brief message that would take less than ten seconds to say to the target.

If a willing character becomes unwilling during a telepathic session, the character using Telepathy must immediately succeed in an opposed challenge using the Telepathy test pool or be ejected from the now-unwilling character's mind. A character may also choose to become willing at any point during the resolution of Telepathy.

Alternatively, your character may pull one image or specific piece of information out of the mind of an unwilling target within line of sight. **The information you gain in this way must truthfully answer one of the following questions (your choice):**

- What are you currently thinking about?
- What does that person or thing you just described look like?
- Where is the person or object you were just talking about located?
- Do you like or dislike the person you're currently talking to?
- What are you planning to do in the next few minutes?

If you target a character who happens to be possessed by another character, such as through use of the powers Subsume the Spirit or Possession, your Telepathy links you to the controlling mind, while the possessed mind remains dormant and unreachable.

Duration: One hour (willing target) or one turn (unwilling target)

Unburdening the Bestial Soul: *You have learned to lift some weight off another's shoulders. As you help wipe clean some of their tarnish, you share your wisdom to help them make it on their own.*

Amalgam: Dominate 3

Prerequisite: Panacea

Cost: Two Rouse checks and gain one Stain

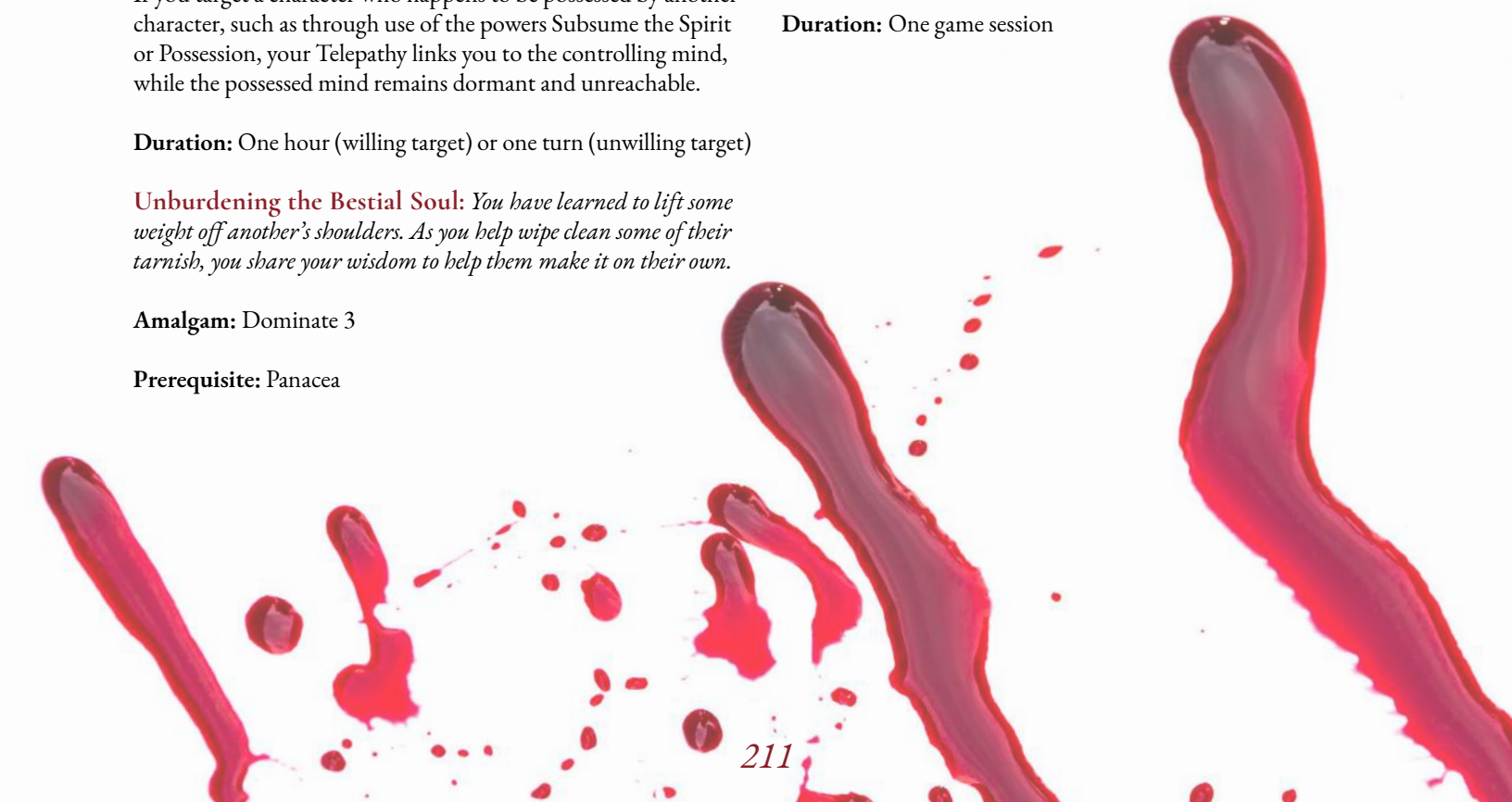
System: To use Unburdening the Bestial Soul, you and your target must spend 10 minutes in seclusion with each other. During this time, you must share your moral serenity and how the target can protect herself against the repercussions of bestial urges. After this 10 minutes elapses, if the target is willing, you make two Rouse checks and gain one Stain which cannot be prevented in any way. Your target then immediately removes one Stain. If she has no remaining Stains after this reduction, she gains a psychological shield that prevents the next Stain she would gain in the same night. If, after removing one Stain, she has more Stains remaining, she removes a second Stain and does not gain the psychological shield.

Alternatively, instead of removing Stains, the user of Unburdening the Bestial Soul may permanently restore one point of lost Humanity to a target vampire who has a lower Humanity score. This Humanity gain does not cost XP. A vampire may only regain Humanity in this way once ever. The Humanity restored must be one the character has lost during play or during character creation (such as when choosing the Alleycat Predator type).

For the rest of the session, the target maintains a sympathetic bond to you. Any Dominate powers you use on them no longer require Gaze and Focus. When the power expires at the end of the night, any unused psychological shields are lost.

Each time per night the user of Unburdening the Bestial Soul targets an additional character beyond the first with this power, she loses one Willpower and gains one Stain per additional target. This Willpower cannot be restored without first resting. The user may utilize Panacea on her initial target (or any subsequent targets she has already lost a Willpower for) as many times as she wishes. A character who has gained Stains from Unburdening the Bestial Soul cannot have those Stains removed by another character's use of the same power.

Duration: One game session



Blood Sorcery

"There's one thing that unites us all. No matter the age, the sect, or the clan, there will always be the Blood. Listen to its song, learn its intricacies and you will call forth the unimaginable."

– Unknown

The practice of Blood Sorcery allows the vampire to twist her own Blood and the blood of others into submission. Without Blood Sorcery the Blood inside a vampire is merely the fuel to keep them going. With Blood Sorcery, it can become a weapon to be wielded or, when focused on another creature, a weakness to be exploited.

CHARACTERISTICS

Purchasing Blood Sorcery unlocks the ability to purchase and perform Rituals up to and including the level the user possesses in Blood Sorcery. At character creation, if a player possesses at least one dot in Blood Sorcery after assigning her initial Discipline levels, she receives a level-one Ritual for free. Characters can then purchase new Rituals at the cost of the Ritual's level x 3 XP. The only limitations to how many Rituals a character may possess are her XP and the time necessary to learn them. Learning a new Blood Sorcery Ritual requires one downtime to research and study. **For more detailed information, see Rituals, page 272.**

Type: Mental (except Scorpion's Touch and Baal's Caress, which are Physical)

Masquerade Threat: Low to High. Blood Sorcery can be extremely subtle or obviously Masquerade breaching. The powers with a visual aspect shatter the Masquerade, as you cannot really explain blood floating through the air or concrete dissolving with a touch. Other Blood Sorcery powers have no effect or can be explained by personality peculiarities, such as talking to inanimate objects.

Blood Resonance: Sanguine. Imaginative and fanciful mortals, such as cultists, occultists, conspiracy theorists, and even aroused partygoers often have Sanguine Resonance.

LEVEL 1

A Taste for Blood: *You have honed your tastes to be able to pinpoint various tiny differences between one blood and another; with this power, a small taste of blood provides a valuable source of information on top of everything else.*

Cost: Free

System: By ingesting a small amount of a target's blood and spending a simple action, **you can find out all of the following information:**

- Medical information, such as blood type and state of health;
- How much blood is currently in the subject's system, what Blood Resonance they have, and the type of Dyscrasia;
- What type of creature the blood came from. If the creature is not a mortal, ghoul, or vampire, the Storyteller may require a Lore challenge to identify exact creature type;
- If the subject is a vampire, you may also determine:
  - The subject's generation;
  - Whether the subject has ever committed diablerie;
  - How recently the subject fed.

A Taste for Blood requires you to physically ingest the blood that you test. This power can be dangerous if the blood is tainted with disease or other effects. Fortunately, the magical nature of this power shields you from being Bound by the Blood ingested when activating this power. Ingesting a drop of your target's blood does not Slake your Hunger, nor does it increase the Hunger the target vampire. However, it may trigger Hunger Frenzy because of the sight/smell/taste of blood **(see page 127)**.

Duration: N/A

Corrosive Vitae: *You have learned to manipulate the chemicals and magic within your Blood, which you can turn into an acid-like substance once it exits your body.*

Cost: One Rouse check

System: Make one Rouse check to force your Blood to sweat through the palm of your hand. You may spend your standard action smearing your Corrosive Vitae on an object, causing it to corrode and decompose to the point of uselessness. If you wish to corrode an item on another character's person, such as a weapon or armor, you need to reach out and touch the item with a Dexterity + Brawl vs. Dexterity + Athletics, opposed challenge.

Objects larger than a standard door require more than one application of Corrosive Vitae to fully destroy. This power has no effect on living or undead matter, but it can rot dead bodies until they are unrecognizable.

Duration: One turn

LEVEL 2

Blood Rash: *The effort to Rouse the Blood is as natural for a vampire as breathing is for a mortal. When inflicted with this Blood Sorcery curse, Rousing the Blood causes the victim to become agitated as she feels the Blood growing hotter as it flows through her veins uncomfortably.*

Cost: One Rouse check

Challenge Pool: Intelligence + Occult vs. Wits + Resolve

System: Make one Rouse check, and expend a standard action as you gesture obviously at a target vampire. On a successful challenge, your target finds that Rousing the Blood brings her discomfort and physical irritation. For the next two turns, any time your target Rouses the Blood, her skin becomes unnaturally and noticeably flushed, and she gains the Distracted Condition.

Duration: Two turns

Extinguish Vitae: *You are able to exert your will over another vampire's Blood, diminishing their capability to mend damage.*

Cost: One Rouse check

Challenge Pool: Intelligence + Occult vs. Stamina + Composure

System: Make one Rouse check and expend your standard action as you gesture obviously at a target vampire. On a successful challenge, your target finds it harder to mend damage by Rousing the Blood. If your target is Blood Potency 1 or less, she must make an additional Rouse check (two total) to mend damage. If your target is Blood Potency 2 or higher, she mends one less damage when she Rouses to mend damage. Extinguish Vitae lasts for two turns. Use of this power does not give you in-character knowledge of your target's Blood Potency.

Duration: Two turns

LEVEL 3

Blood of Potency: *You have figured out how to concentrate your own Blood, granting you the benefits and drawbacks of having more formidable Blood for a short time.*

Cost: One Rouse check

Challenge Pool: Resolve + Occult vs. a Difficulty of 2 + your Blood Potency (Static Challenge)

System: Make one Rouse check, and spend a simple action to make a static challenge using your Resolve + Occult vs. a Difficulty of 2 + your Blood Potency. If you win, your Blood Potency increases by two for the duration of this power. Otherwise, your Blood Potency increases by one. You may exceed your generational limit on Blood Potency by using this power. If your temporary Blood Potency increases past five, consult the following table:

BLOOD POTENCY	BLOOD SURGE BONUS	DAMAGE HEALED (PER ROUSE CHECK)	DISCIPLINE DEFENSE BONUS	DISCIPLINE ROUSING BONUS	BANE SEVERITY
6	+3	4	+1	3	4
7	+4	4	+2	4	5

Feeding Penalties at Blood Potency 6 and 7 are the same as at Blood Potency 5. If you are diablerized during this time, or if you Embrace a childe, your true Blood Potency is used to determine the results for those actions

Duration: Thirty minutes

Scorpion's Touch: *When you activate this power, your Blood becomes a powerful poison that debilitates prey and undermines the prowess of other predators.*

Cost: One Rouse check

Challenge Pool: Dexterity + Marksmanship vs. Dexterity + Athletics

System: Make one Rouse check to transmute some of your Blood into a paralyzing poison. Each Rouse check produces enough poison to coat a bladed weapon or fill your mouth with enough poison to spit at a target.

Coating a weapon costs a simple action and requires you to draw a bladed weapon across your skin (dealing no appreciable damage) or lick it with your tongue. Weapons remain coated for one scene before the poison becomes inert. Spitting your poison at a target requires a standard action and a successful contested challenge.

Individuals struck by your poison spit or a weapon coated with Scorpion's Touch suffer the Weakened Condition for three turns, with additional successful strikes resetting this duration. Mortals struck by poison from Scorpion's Touch suffer the Impaired Condition instead.

Finally, anyone trying to feed directly from you (not including powers such as Theft of Vitae) during a scene in which you Scorpionated your Blood immediately gains the Weakened Condition for three turns.

You are immune to your own Scorpion's Touch, but other individuals wielding weapons coated with your venom risk being poisoned. If someone else fails a Melee challenge to strike a target with a weapon coated by your Scorpion's Touch, she gains the Weakened Condition (or Impaired if a mortal character). If the wielder repeatedly loses challenges in this way, she suffers the same extended penalty durations as someone who was struck multiple times.

Scorpion's Touch may only be used on bladed weapons used with the Melee Skill. Throwing weapons with Scorpion's Touch causes the poison to fall off of the weapon. Scorpion's Touch cannot be used to modify bullets or other ranged equipment (including arrows), as the heat or speed of the projectile destroys the Blood coating on any projectile fired.

Duration: One scene, or N/A if used as a projectile

LEVEL 4

Theft of Vitae: *With this power, you can control the flow of blood from another to yourself, inflicting the Kiss from a distance and directing the blood as it arcs through the air directly to you.*

Cost: One Rouse check

Challenge Pool: Wits + Occult vs. Wits + Occult

System: Make one Rouse check, use your standard action to make a beckoning gesture toward a target character within 25 steps of you, and make an opposed challenge. If you succeed and your target is not a vampire, you can Slake two Hunger every turn you concentrate as if you were feeding with a Harmful Drink. While concentrating you may take no other actions other than movement and must keep your target in line of sight. This blood bursts from one of the major arteries of your victim, soaring through the air into your mouth and fangs. Blood stolen in this fashion has all of its normal properties such as Resonance and Dyscrasias. This rather unsettling power is obviously supernatural while in progress. However, the victim experiences the throes of the Kiss, and, once finished, the wound closes, leaving no evidence.

When Theft of Vitae is used on a vampire, the user Slakes one Hunger and the target's Hunger increases by one.

Duration: N/A

Slow the Beating Heart: *With this power, you are able to slow your target's heartbeats and blood flow; while this won't kill anyone on its own, it sends mortals into a coma-like sleep as the body adjusts to the sudden lack of resources.*

Cost: One Rouse check

Challenge Pool: Resolve + Medicine vs. Stamina + Composure

System: You have mastered the manipulation of blood to the point where you can rob lesser beings of wakefulness. Make one Rouse check and spend your standard action to make an opposed challenge against the highest Stamina + Composure score of any animal or non-supernatural mortal in the same room (no larger than 250 square feet) as you. If used outdoors, or in a larger room, test against the highest score from the 10 closest animals or non-supernatural mortals.

If successfully used in a room smaller than 250 square feet, all other animals and non-supernatural mortals have their blood flow slow, putting them in a temporary coma and gaining the Helpless Condition. If used outside or in a larger room, it affects the 10 closest animals or non-supernatural mortals. If undisturbed, they will remain this way for 10 minutes. After this time has passed, the Helpless Condition resolves, and the mortal awakens. If they suffer any damage, the Helpless Condition resolves, and the mortal may then act on their normal initiative score and defend themselves normally.

Victims of this power have no recollection of any events that occurred around them while comatose. The moments before being affected by Slow the Beating Heart are foggy and hard to recall as if they were a dream. From the mortal's perspective, they simply fell asleep inexplicably.

Duration: Ten minutes

LEVEL 5

Baal's Caress: *You have discovered how to make your Blood so offensive that it no longer needs to be attached to a blade to inflict its effects and damage your target.*

Cost: Free when enhancing Scorpions touch or one Rouse check per ranged attack

Challenge Pool: Dexterity + Marksmanship vs. Dexterity + Athletics

Prerequisite: Scorpion's Touch

System: When using Scorpion's Touch you may choose to instead secrete a more lethal poison when coating weapons. This poison has all the effects of Scorpion's Touch but also converts your melee Normal Damage to Aggravated Damage.

In addition, you may also spit your poison at a target by making one Rouse check and engaging them in a contested challenge. If successful, your target takes one point of Aggravated Damage (two points on a critical win) and suffers the effects of Scorpion's Touch.

Duration: One scene when enhancing Scorpions Touch or N/A when used for a ranged attack.

Cauldron of Blood: *Activation of this power causes the target's blood to boil over, causing them to fight immense pain and the Hunger as their blood evaporates from their body.*

Cost: One Rouse check

Challenge Pool: Intelligence + Occult vs. Stamina + Resolve

System: Make one Rouse check and spend your standard action obviously concentrating on a target character within three steps of you. If you succeed in a contested challenge against your target, you boil their blood.

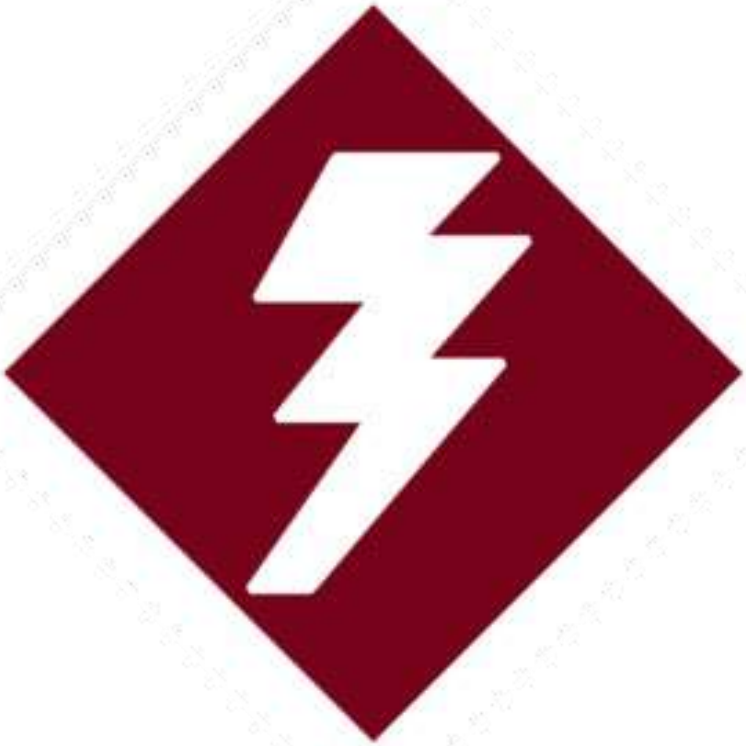
Vampires affected by Cauldron of Blood take two Aggravated Damage and gain one Hunger. This power gains no additional benefit from a critical win. Mortals affected by Cauldron of Blood suffer three Aggravated Damage and gain the Impaired Condition.

Duration: N/A

Celerity

"Don't worry about being able to fight. Just be faster than the next guy. Can't hit what they can't catch."

– Johann Prince, Toreador Anarch



Beans or Offer

Being able to move faster and react quicker than others provides a high chance of survival, especially for those who may not be the sturdiest in a fight. If your enemy cannot catch you, they cannot hit you. Conversely, Celerity also makes vampires extremely effective predators. While some will use it to gain a defensive edge, others will use it to strike faster and more precisely than their prey.

CHARACTERISTICS

Type: Physical

Masquerade Threat: High. All but the most subtle uses of Celerity are clearly supernatural. Thankfully, eye witness statements are unreliable, and it is incredibly hard to catch you on film.

Blood Resonance: Choleric. A mortal overcome with fear and terror, the adrenaline of athletic competition, and even the heart-racing effects of amphetamines are all sources of Choleric Resonance.

LEVEL 1

Cat's Grace: *You can channel the reflexes and grace of a cat, running and climbing with impossible ease.*

Cost: One Rouse check

System: Spend a simple action and a Rouse check. For the next hour, your character sticks to solid vertical surfaces and can maintain her balance at angles up to and including 90 degrees. Thus, your character can stride up a wall or saunter across a miniscule tightrope. Cat's Grace does not allow you to walk upside-down, such as on a ceiling.

Duration: One hour

Quicksilver: *Your reactions are so quick you do not have time to be surprised; your body is already responding, ready to act even as your opponent's attack finishes its path.*

Cost: Free

System: Once purchased you always benefit from this power. When someone declares a Surprise Attack against you, you may choose to take your turn's Simple and Standard actions directly following the resolution of the Surprise Attack, instead of during your normal initiative. This power works for you even if another character uses Assist Defender to protect you, but only you gain the effect of Quicksilver in that circumstance.

Duration: Passive

LEVEL 2

Fleetness: *This power channels your Celerity into moves such as getting the edge on an opponent in a fight, or catching yourself before falling off a balcony when a hunt goes sideways.*

Cost: One Rouse check

System: You may activate Fleetness at the beginning of the round by making one Rouse check without an action cost. This is an exception to the rule that requires you to activate Disciplines on your initiative. Once activated, you gain a bonus to your initiative equal to your dots in Celerity for the remainder of the scene.

Duration: One scene

Rapid Reflexes: *This power allows you to move with the speed and dexterity needed to get just a bit more done.*

Cost: Free

System: You gain an additional simple action to use at any time during your turn. However, this simple action cannot be used to take steps for movement or to activate Disciplines. You may ready a weapon, reload a weapon, clear the Staggered Condition, open or close a door, interact with an object, etc. In addition, you may add your dots in Celerity to any non-combat Dexterity-based tests.

Duration: Passive

LEVEL 3

Blink: *Vampires may not get physically exhausted, but the rush of speed from this power can be useful, whether catching a meal or ducking away from Hunters–or slower vampires.*

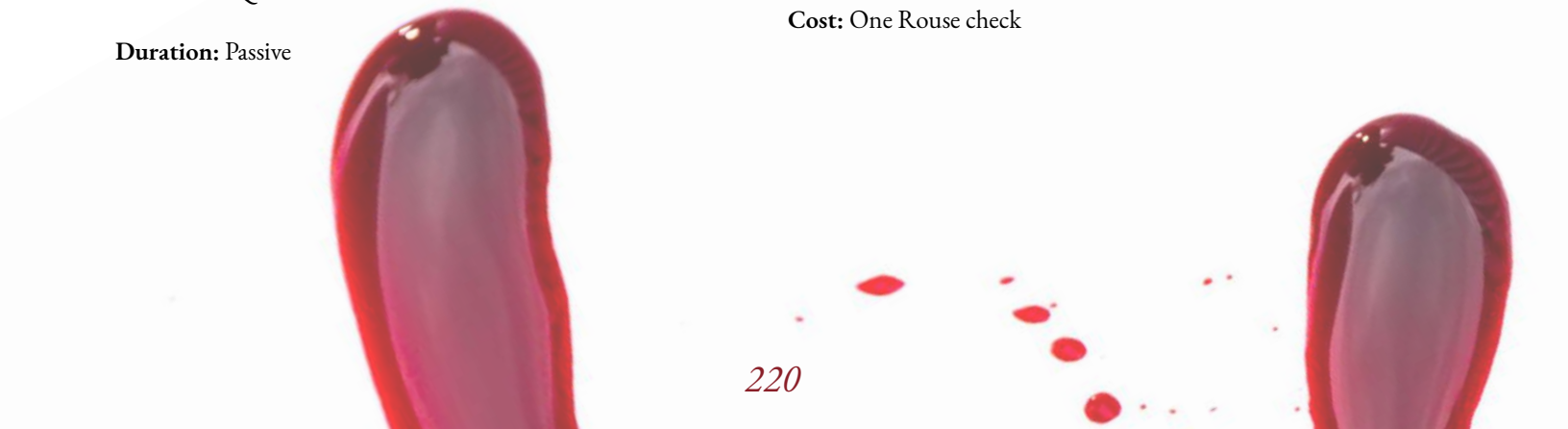
Cost: One Rouse check per action

System: Any time you spend an action for movement, you can perform a Rouse check and take three additional steps with that action. This benefit does not stack with Savage Pursuit.

Duration: N/A

Nimble Departure: *With this power, you have managed to hone your speed and precision enough that you can leave a group without telegraphing your movements beforehand.*

Cost: One Rouse check



System: You may choose to declare Fair Escape at the end of a turn instead of during your initiative. In addition, if you have won all challenges against your Dexterity + Athletics pool during the turn Nimble Departure was activated you may still fair escape. You must satisfy all the other conditions for Fair Escape normally. Use of Nimble Departure must be declared prior to the end of the turn but before Rouse checks are completed. If your Rouse check causes you to Hunger Frenzy, Nimble Departure fails.

Duration: N/A

LEVEL 4

Unerring Aim: *Combining your speed and visual acuity you can automatically hit a target with a ranged attack.*

Amalgam: Auspex 2

Cost: One Rouse check

System: Once per turn, you may declare the use of Unerring Aim before making a Marksmanship attack. Once declared, your next Marksmanship attack this turn automatically hits and achieves a normal success. If Unerring Aim is used in combination with Bulletstorm, it makes only one of the attacks automatically hit; you may choose which target you automatically hit.

Duration: N/A

Velocity: *The speed at which you move makes it difficult for others to grievously wound you, turning what would be vital wounds into glancing blows.*

Cost: One Rouse check

System: Once per turn, when you are subject to critical win from a Brawl, Melee, or ranged weapon attack, you may reduce the critical win to a normal success.

Duration: N/A

Zephyr: *This power lets you move as quickly and effortlessly as the wind itself.*

Cost: One Rouse check

System: Once activated, for the rest of the scene, your movement speed increases to nine steps per action you spend on movement instead of the normal three steps per action. This bonus can stack with any other movement-enhancing powers. This movement can be in any direction, over any surface, or even through thin air, as long as you end your movement on a solid object or holding a solid object. If you have the Celerity power Cat's Grace or the Potence power Uncanny Grip, these may be used to prevent falling. Failing to end your movement on a solid surface you can stand on or grasp causes you to fall.

Duration: One Scene

LEVEL 5

Bulletstorm: *Your supernatural speed allows you to fire a hail of bullets with uncanny speed and precision, targeting multiple people at once, within your field of vision.*

Cost: Two Rouse checks

System: Make two Rouse checks, then make an Marksmanship attack challenge against a number of characters in your line of sight, up to your dots in the Marksmanship Skill. On a successful challenge, your attack does one damage of the appropriate type. These attacks cannot benefit from critical wins or combat maneuvers. When using Bulletstorm with thrown weapons or single-shot ranged weapons, you reload or draw another weapon in between each challenge as a free action. When using modern firearms, you may reload your weapon as a free action after performing all of your challenges for Bulletstorm. Regardless of the type of weapon used, you must have enough ammunition for each declared target.

A vampire firing a Bane (Fire) weapon with Bulletstorm must test for Frenzy once at the end of her action, not once per target.

Duration: N/A

Lightning Strike: *This power allows you to wield the speed and unpredictable nature of lightning.*

Cost: One Rouse check

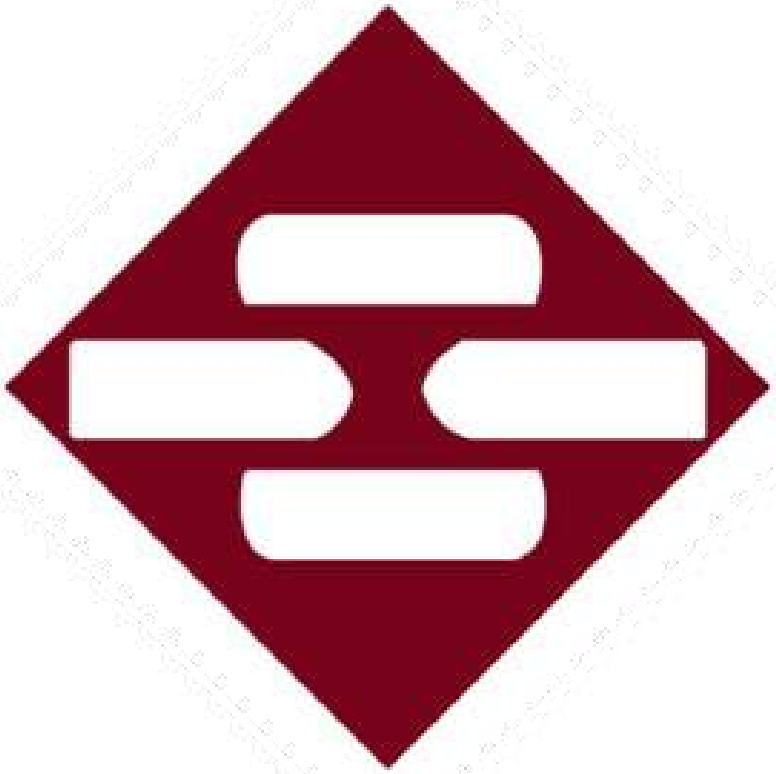
System: You must declare the use of Lightning Strike before making a Brawl or Melee attack. Once declared, your next Brawl or Melee attack automatically hits and achieves a normal success. If your target possesses Celerity 5, they may make their own Rouse check to defend normally. Lightning Strike may not be used with combat maneuvers **(page 103)**.

Duration: N/A

Dominate

"That's what I love about the masses: they're so easily led. It's almost like they NEED someone to tell them what to do!"

– Vedic St. Claire, Ventrue Primogen



The powers of Dominate grant immediate control of the actions of another person. This can shape how they behave, what they remember, or even what they believe. A vampire might make an innocent passerby forget being fed on. They might even convince a mortal that it was their idea to jump behind the wheel of the blood donation truck and drive off.

CHARACTERISTICS

All Dominate powers have the following limitations:

- **Gaze and Focus:** Unless otherwise stated, to use any Dominate power on a target, that individual must have her gaze or her attention focused on the Dominate user. **For more information on Gaze and Focus, see page 197.**
- Dominate cannot be used to force a target to do something physically self-destructive. Commands akin to "walk in front of a bus," "jump off a building," or "shoot yourself in the foot" automatically fail. Commands which direct a character into a dangerous situation break when the character suffers damage for following the compulsion. Characters may not relent to attacks that would pull them out of a Dominate command.
  - **Example:** *A character can Compel someone to kill their ally, but, when the ally's defenders cause normal or Aggravated Damage to the Dominated character, the Dominate command ends. If nobody causes damage to them, then they continue until the duration of the power ends or they have completed the task.*
  - **Example:** *A character may Compel an enemy to flee a fight. If another enemy does damage to the Compelled character, the compulsion does not break because it drives them away from a dangerous situation.*
  - **Example:** *A character could Dominate someone on the edge of a cliff to "walk straight ahead until I say stop." The target would move forward as far as they could, but would stop before walking off the cliff.*
  - However, Dominate does not provide a supernatural ability to know when something is dangerous. If the character does not know a cliff is ahead and cannot sense it, they will walk until they realize the danger—which may very well be too late.
  - **See Terminal Decree on page 229 for how that power modifies this base rule.**
- Unless specifically stated, Dominate doesn't impart any special ability to complete extraordinary commands. If a target is ordered to do something that she cannot accomplish, the target will make her best effort to obey the command but may not succeed. For example, if you use Compel to give the order to "sleep," your target will lie down and try, but very few people can fall asleep in six seconds (two turns).
- Dominate cannot be used to compel someone to speak the truth or refrain from lying. Truth and lies are too subjective to be isolated by any clever phrase, loophole, or command.
- Most Dominate powers may not be used during combat. Whether a Dominate power may be used in combat is defined within the write-up for the power.
- Dominate cannot be used to force a supernatural being to turn off powers or prevent them from using powers.
- The use of Dominate threatens free will and Humanity. Using it on mortals may incur Stains **(see page 138)**.

Type: Social

Masquerade Threat: Minimal. While it might be hard to explain why someone did something exactly after another person asked them to, there are no visual cues to the use of Dominate.

Blood Resonance: Phlegmatic (blood of leaders and followers alike)

LEVEL 1

Cloud Memory: *You may erase a short period of a mortal's memory simply by ordering them to forget.*

Challenge Pool: Charisma + Persuasion vs. Wits + Resolve

Cost: One Rouse check

System: Spend a simple action targeting a character in your line of sight, and speak aloud the phrase "Forget!" You automatically succeed against a mortal. Against supernatural targets, you must succeed in an opposed challenge. If successful, your target's memories for the last five minutes, and the next five minutes after the use of this power become cloudy and incoherent. Until she is pressured to speak about the missing time, she is not even aware she has forgotten anything. If she is forced to try, she is still unable to recall details or descriptions, but she does become aware she is missing time.

Cloud Memory does not require Gaze and Focus. It may be used during combat.

Duration: Indefinitely

Compel: *Straightforward or hidden in a sentence, a single word with your power behind it can force a target's mind to obey most any simple command.*

Challenge Pool: Charisma + Intimidation vs. Intelligence + Resolve

Cost: Free

System: To Compel an individual, expend a standard action and speak a simple order, up to three words, for your target to immediately fulfill. You may also gesture as part of your order for additional context. If you succeed in an opposed challenge, your target must obey you. The subject will spend her next two turns attempting to carry out your order.

Your command must be clear and straightforward: run, fall, yawn, jump, laugh, stop, go, scream, or follow are good examples. The target of Compel will attempt to take context into account. If you point at a door and Compel your victim to "Leave!" she will attempt to leave via the door you indicated (as opposed to

using a different door or jumping out of a window). Compel may be part of a sentence in order to conceal the power's use, such as, "I'm afraid I must ask you to leave this house at once!"

If a use of Compel is confusing or ambiguous, the subject may respond with less accuracy or perform her task poorly, as she struggles to understand what's been asked of her. Compel cannot rob your target of the ability to defend herself. The Storyteller is the final arbiter of whether or not a Compel is being appropriately followed.

Compel may be used in combat.

Duration: Two turns

LEVEL 2

Dementation: *You have learned to tap into madness, chipping away at your target's sanity, until they have no will left and suffer a break.*

Amalgam: Obfuscate 2

Challenge Pool: Manipulation + Insight vs. Intelligence + Composure

Cost: One Rouse check

System: While engaging in a conversation with one or more people, make a Rouse check and use your simple action to activate Dementation. For the next 10 minutes, you may spend a standard action and target any character who can reasonably hear your voice. A successful challenge causes the target to lose one point of Willpower.

If a character runs out of Willpower and gains the Impaired Condition **(see page 111)** from the use of this power, an additional effect occurs. Mortals who become Impaired by this power experience a psychotic break depending on the Resonance of their blood **(see page 130)**. For example, a mortal with choleric blood would become enraged and violent. Vampires who become Impaired by this power must immediately succumb to a Compulsion chosen by the user of Dementation until they resolve the Impaired Condition.

Unlike other Dominate powers, Dementation does not require Gaze and Focus. It may not be used in combat.

Duration: Ten minutes

Mesmerize: *You have learned to hypnotize others, bending them to carry out your orders. Even complicated instructions can be given with this level of hypnosis.*

Challenge Pool: Manipulation + Persuasion vs. Intelligence + Resolve

Cost: One Rouse check

System: With Mesmerize, you can issue complex commands to your targets. To Mesmerize your target, make one Rouse check, speak a simple set of instructions aloud, and perform a contested challenge. If successful, the target will immediately attempt to carry out your instructions until the activity is reasonably complete or for one hour, whichever comes first.

The Mesmerism user may dictate anything from simple directives ("hand me your car keys") to complex ones ("take detailed notes at the Brujah clan meeting, and bring those notes to me afterwards"). Mesmerism cannot rob your target of the ability to defend herself. A character forced to count loudly to one million can still dodge, run away, or even attack, so long as she keeps counting. However, she probably could not effectively hide (or use her Obfuscate to vanish) while calling out numbers.

Mesmerism cannot string together multiple unrelated actions. You cannot use Mesmerism to force another character to perform a list of tasks: "Tell me where your ghoul lives, and give me your car keys, then go punch that Brujah, and, finally, sit in the corner for the rest of the hour." You may imply more than one action in a single command, such as, "Give me the money in your wallet." In this case, the recipient will unbutton their back pocket, remove their wallet, extract any currency they have and hand it to you.

Mesmerism cannot be used to prevent a character from using a Discipline, although it can be used to prevent a victim from acting in certain ways. For example, you cannot tell someone not to use Conceal, but you can order them to show you all of the weapons on their person. In all cases, your Storyteller is the final arbiter of what is or is not appropriate for a Mesmerism.

This power may not be used during combat, but, if initiated prior to the start of combat, its duration continues into combat. For example, when a Mesmerism given outside of combat to "murder the Prince when he enters the room" activates and causes the target to begin attacking the Prince, the compulsion continues until the task is completed or another effect would cause the attack to stop. When Mesmerism commands that carry into combat cannot rob your target of the ability to defend herself.

An individual can only have one active Mesmerism from a given Dominate user. If you attempt to implant a new suggestion in the mind of a victim currently under a previous Mesmerism from you, the new application of this power erases your earlier instruction. A victim may have multiple Mesmerisms lurking in her psyche at the same time, provided each Mesmerism was implanted by a different individual.

If two mesmerists implant conflicting orders in a target, the victim will follow the newer Mesmerism first. The victim will perform those tasks until completed (or for an hour). Once that Mesmerism has ended, the subject will attempt to fulfill the older Mesmerism. Note that the older Mesmerism's duration begins at the point it was triggered, so the victim may have only a few minutes of duration left in such a situation.

If you fail a test to use Mesmerism, you may not test against the same target for five minutes.

Duration: Until the order is carried out or one hour

Domitor's Favor: *When conditioned with this power, your thralls find it more difficult to act against you and defy their Blood Bond.*

Cost: One Rouse check

System: Activate this power by making one Rouse check while in the presence of one of your thralls. The target thrall must be able to see you. Once activated, for the next month, any Defiance checks the thrall makes uses their Resolve + Intelligence vs Bond Strength plus three. In addition, if a thrall fails one or more Defiance checks during the duration of this power, their Blood Bond will not weaken that month. The use of this power cannot in any way circumvent the maximum number of vampire thralls a domitor may have based on their Blood Potency **(see The Blood Bond, page 113)**.

Duration: One month

LEVEL 3

Forgetful Mind: *You have learned how to alter someone's memory. With this power, you can pull a memory from someone, add a false memory, or replace a recollection with something more to your liking.*

Challenge Pool: Manipulation + Subterfuge vs. Composure + Resolve

Cost: One Rouse check per 10 minutes of memories altered

System: To activate Forgetful Mind, expend a standard action, make one Rouse check and make an opposed challenge. If you are successful, your target enters a trance for a small amount of time while you offer details to alter, erase, or completely overwrite the target's memory. If the target is threatened in any way, she will snap out of this trance, ending the application of Forgetful Mind. For this reason, it is not possible to use Forgetful Mind in a combat situation. A successful use of Forgetful Mind allows you to erase or alter up to 10 minutes of memory. A more substantial period of time may be altered (in 10-minute increments) with repeated applications (requiring multiple Rouse checks) of this power.

It is a relatively simple matter to rifle through a victim's psyche and erase swaths of memory, but, unless you offer something in its place, the deletion will leave a blank spot in the victim's recollection. You can instead create false memories, describing a plausible story for the victim's subconscious to absorb.

You may tell the target to incorporate new information into (or remove details from) her original memory. The target will do so seamlessly, justifying the information within the context of her overall remembrance. Unless someone else points out major contradictions in the memory, the target will rationalize away any discrepancies.

Forgetful Mind does not grant the user any telepathic ability to "see" an event in the target's mind. The events are remembered from the subject's point of view and are verbally described to the best of the subject's ability. If the subject does not know a detail about the event, then she cannot describe that detail under Forgetful Mind.

A character can also use Forgetful Mind to detect false or missing memories. When you use Forgetful Mind on a target, you must log your action with the subject's Storyteller. Include your character's Dominate test pool and the number of Dominate powers possessed at the time you performed the Forgetful Mind.

Restoring lost or altered memories is impossible. A vampire cannot use Forgetful Mind to alter or erase her own memories.

This power may not be used in combat. If you fail a test to use Forgetful Mind you may not test against the same target for five minutes.

Duration: Indefinitely

Submerged Directive: *This power lets you reach a more advanced level with your Dominate powers, placing a subliminal command into a target's mind that will activate exactly when you want it to.*

Cost: Free

Prerequisite: Cloud Memory, Compel, or Mesmerize

System: Any time you utilize the powers of Cloud Memory, Compel, or Mesmerism, you may allow your commands to remain dormant until a specific stimulus occurs. This trigger can be almost anything, such as a date or time, encountering a specific person, or hearing a certain phrase.

For example, you might direct a target to drink mortal blood if she hears the word "vagrant." If your target hears the word, and there is a source of mortal blood nearby, she will attempt to do so.

These dormant effects remain until triggered and should be logged with your Storyteller. You may only have one active Submerged Directive in effect on a single character at a time. A character may have multiple Submerged Directives lying dormant from multiple different characters. If the dormant effect is triggered during combat, Submerged Directive works normally.

Duration: Until triggered

LEVEL 4

Rationalize: *The subjects of your Dominate now adopt the commands you give them as if they were their own ideas.*

Cost: Free

System: Your targets do not realize they've been Dominated by you. They will only recall your commands if reminded by someone else, and, even then, they will proudly proclaim and believe their actions to be their own. Your victims must rationalize away any strange behavior after only the briefest moments of confusion. If a power Rationalize would modify is triggered during combat (such as a Mesmerism or Conditioning), Rationalize works normally.

Duration: Indefinitely

Conditioning: *An adept hypnotist, you may now use repeated sessions to implant suggestions and triggers that will eventually change a person's behavior for a long time.*

Challenge Pool: Manipulation + Persuasion vs. Intelligence + Resolve

Prerequisite: Submerged Directive and either Compel or Mesmerize

Cost: Two Rouse checks

System: Through sustained mental exertion, you can implant a semi-permanent Mesmerism (as per the above Dominate power) deep in your subject's mind. Conditioning a target takes three hours of diligent and uninterrupted effort, during which time your subject must be conscious and aware. The target may be restrained, but she cannot be unconscious, drugged, or otherwise unaware. Once your character has spent this time, make an opposed challenge against the subject. If successful, you implant a Mesmerism that can be triggered repeatedly.

Mesmerisms implanted through Conditioning must have a clearly defined trigger. A Conditioned character acts normally, with no alterations of her standard behavior, until such time as her Conditioning is triggered. Once activated, the target must fulfill the behaviors demanded by the Conditioning or attempt to do so for one hour, whichever comes first. Just like Compel or Mesmerism, a Conditioning compulsion will automatically break if the target realizes that performing these actions will lead to direct harm. When this happens, the current compulsion to act will cease, but the Conditioning itself will remain and can be triggered again in the future.

For example, you might Condition a target to drink mortal blood every time she hears the word "vagrant." If your target hears the word, and there is a source of mortal blood nearby, she will always attempt to do so. This Conditioning may seem foreign, unnecessary and even uncomfortable to fulfill unless the vampire user also has Rationalize power. The initial compulsion will end as soon as she finishes drinking, but could start again if someone else says the word. If the Conditioned individual is stranded in the middle of a desert, with no source of blood available when she hears the word, she will spend an hour looking for a source of mortal blood. Thereafter, the compulsion will fade (until the next time she hears the word).

A successful compulsion implanted with Conditioning is permanent until broken by the subject. It cannot be removed or overwritten. A mortal who goes one year without having her Conditioning triggered may make an contested challenge. If successful, the target breaks the Conditioning. If she fails, the target must wait another year before she can attempt to break the Conditioning a second time, and another year after that before she can try a third time.

Supernatural characters may attempt to break their Conditioning if they avoid having the compulsion triggered for three months. If the victim fails that opposed challenge, then she must wait another three months before making another attempt.

A character's Conditioning cannot be triggered more than once per hour. The compulsion placed by Conditioning does not count towards a character's Mesmerism limit; a target may be the victim of your Mesmerism and Conditioning powers at the same time. However, you may implant one Conditioning compulsion at a time per person. A subject may have multiple Conditioning compulsions, provided each one comes from a different user of Dominate.

If the dormant effect is triggered during combat, Conditioning works normally.

Duration: Until broken

LEVEL 5

Mass Manipulation: *At this level of mastery, you have learned to command an entire group with a single order.*

Cost: One Rouse check in addition to the cost of the power being augmented.

System: Your Dominate powers can affect a number of additional targets equal to your dots of the Intimidation Skill (minimum 2). You must have the Gaze and Focus of your intended targets. Mass Manipulation cannot be used with Possession. It may be used to augment Compel during combat.

Duration: Passive

Terminal Decree: *Your mastery of Dominate is so overwhelming that you can override base survival instincts and orchestrate your puppets into perilous danger.*

Cost: One Rouse check in addition to the cost of the power being augmented.

Prerequisite: Compel, Mesmerism, or Conditioning

System: You may now direct targets into dangerous situations with your Dominate powers. Your Dominate commands no longer automatically end when your target takes damage from following them. **(This is an exception to the base rule on page** 225**).** For example, a character Mesmerized to stake and kidnap their gang leader for the Camarilla would continue to try, even if their gang was beating them into torpor.

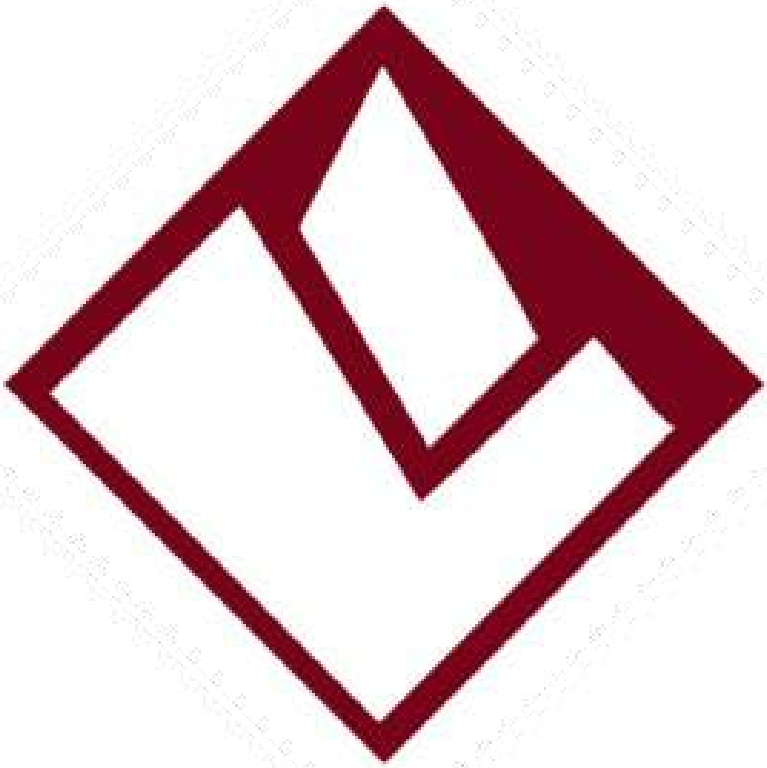
However, you may not order the target to damage themselves. For example, you cannot order them to jump off a building, step into the sun, put their hand in a fire, allow themselves to be struck without defending themselves, walk in front of a bus, stake their heart, or similar actions. With these principles in mind, the Storyteller is the final arbiter of what uses of Terminal Decree are appropriate.

Duration: As the duration of the power being enhanced

Fortitude

"Now that we have the Sabbat on their heels, we need to show these Anarchs that the Camarilla is not the best option. It's the only option!'

– Devan Owen



Few vampires feel as safe on the dangerous streets of their city as those who have mastered the Discipline of Fortitude. One of the most universally-coveted Disciplines, Fortitude protects against not just physical assaults, but assaults on the mind and the Blood. In a violent and dangerous world, Fortitude is a necessary tool to approach a semblance of immortality.

CHARACTERISTICS

Type: Physical

Masquerade Threat: Medium to High. Special effects (when caught on camera), surges of adrenaline, and the unreliability of eyewitness accounts can all help to explain away surviving a hail of bullets or an alleyway beat down. Depending on the severity of the attack, walking away from it seemingly unharmed is a huge risk to the Masquerade.

Blood Resonance: Melancholic. Extreme athletes, marathon runners, military special forces, veterans of war, and S&M enthusiasts are all sources of Melancholic Blood Resonance.

LEVEL 1

Resiliency: *Your ribcage and the muscles around your heart are truly resilient. Wooden stakes have a difficult time reaching your heart, making you less susceptible to having your chest cavity pierced.*

Cost: Free

System: Once purchased, this power is always active. Characters who attempt to stake you must win one additional test **(see page 107)**. In addition, you are immune to the effects of extreme cold **(see page 128)**.

Duration: Passive

Toughness: *Your body is used to taking a beating and has adjusted accordingly; your skin is just a bit thicker and the pain no longer bothers you.*

Cost: Free

System: When purchased, you gain one additional Health level. In addition, you ignore all wound penalties **(see page 108)**.

Duration: Passive

LEVEL 2

Coagulate: *Blood is life to a vampire, and you are able to hold onto yours even when someone is trying to take it from you.*

Cost: One Rouse check

System: Spend a simple action and make one Rouse check to thicken the viscosity of your Blood. The next time that you are subjected to a Discipline attack that increases your Hunger, reduce the Hunger increase by one. If this reduces your Hunger increase to zero, and the power that caused your Hunger increase allowed your enemy to Slake, they are no longer able to Slake. Otherwise they Slake the normal amount. For example, if you are targeted by Brutal Feed which causes your Hunger to increase by one, Coagulate would reduce your Hunger increase to zero and the user of Brutal Feed would not Slake one Hunger. However you would still take damage from Brutal Feed.

Duration: Ten minutes

Enduring Beasts: *Your studies in Animalism have helped you learn to share your durability with your pack, and you can will your Blood to rejuvenate your four-legged allies.*

Amalgam: Animalism 1

Cost: One Rouse check

System: By spending a simple action and Rousing the Blood, you may target a number of animals under your control equal to twice your dots in the Animal Ken Skill. Each target gains one additional health level. When this power expires, remove a health level that does not have damage assigned to it. If there are no undamaged health levels to remove the animal dies. If the animal has no empty health levels, after removing the bonus health level, the animal falls unconscious. An animal may only benefit from one instance of this power at a time.

Duration: One scene

Unswayable Mind: *Mental acuity is just as important as physical strength and your ability to keep your concentration is unmatched. Even if the world turned upside down, you could continue unphased.*

Cost: Free

System: Once purchased this power is always active. You are immune to the Distracted Condition.

Duration: Passive

Valeren: *With your keen senses from Auspex and sheer force of will, you've learned to Rouse your Blood into healing another.*

Amalgam: Auspex 1

Cost: One Rouse check

Challenge Pool: Intelligence + Medicine vs. a difficulty of 2

System: Make a Rouse check, and spend a standard action touching a target (which may require a challenge if the target is unwilling). You may heal one point of Normal Damage for every two dots of Medicine you have, rounded up. Alternatively, if you have three dots of Medicine or more, you may heal one point of Aggravated Damage. A target may benefit from Valeren once per night. You may not target yourself with this power. Each use of this power in a night beyond the first costs a Willpower.

Duration: Passive

LEVEL 3

Roots of the Mountain: *With this power you cannot be knocked down, and you rarely need to take even a single step backwards to catch your footing.*

Cost: Free

System: Once purchased this power is always active. You are immune to the Staggered Condition. Once a turn, when you are subject to the Prone Condition, you may choose to ignore it by making a Rouse check.

Duration: Passive

Unyielding: *Through sheer grit and determination, you have learned how to use the Blood to drive through physical and emotional exhaustion against all odds.*

Cost: Free

System: Once purchased this power is always active. You are immune to the Weakened Condition.

Duration: Passive

LEVEL 4

Aegis: *You have taught your Blood to spring to life at will, fortifying your skin and lessening the damage of an impact.*

Cost: One Rouse check

System: Once per turn, you may reduce one source of Aggravated Damage to Normal Damage. This cannot be used to reduce damage from sunlight.

Duration: Scene

Adaptability: *Your Blood has made your body adaptable to defend against a multitude of hazards, including the weapons of your enemies.*

Cost: One Rouse check

System: Once activated, you gain the benefit of both the Ballistic and Deflecting (Melee/Brawl) protective gear qualities **(see Protective Gear, page 332)**. This benefit does not stack if you wear actual gear that conveys the same benefit. In addition, when activated, you may choose one perilous environmental circumstance, such as extreme cold, heat (not fire), or deep-water pressure. You are protected from this type of environmental hazard for the duration of this power. You may wear other types of armor as normal but can only benefit from the same gear quality once.

Duration: Scene

LEVEL 5

Flesh of Marble: *You have learned to make your skin strong enough to withstand otherwise crippling blows; bullets glance off and claws meet rock hard resistance. Where others might fall, you stay standing.*

Cost: Two Rouse checks

System: You may activate Flesh of Marble at any time, including in reaction to an incoming attack. For the duration of the scene, the maximum damage you can take from any attack, falling or explosion is one, regardless of whether it is Normal or Aggravated Damage. You take one damage per round from an ongoing area effect, like standing in a fiery inferno. This power has no effect against sunlight.

Duration: Scene

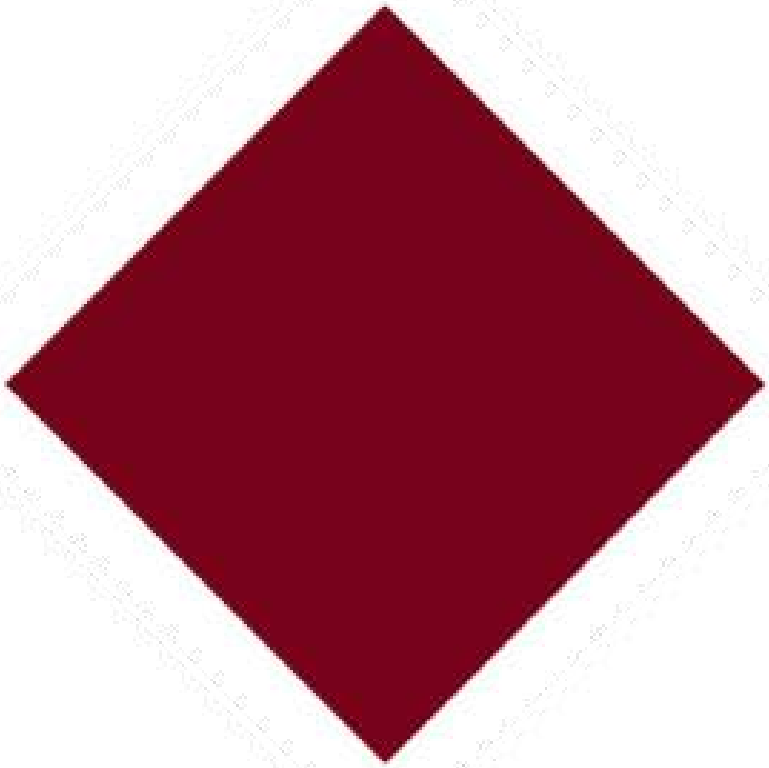
Personal Armor: *Those who dare try to hit you feel some of that force redirected back at them.*
Cost: Two Rouse checks

System: You may activate Personal Armor at any time, including in reaction to an incoming attack. For the remainder of the scene, when you are struck by a Brawl or Melee attack, your attacker suffers one damage of the same damage type that she dealt to you. Reflect this damage before applying any other Fortitude powers that may reduce or change the type of damage you receive.

Duration: Scene

Obfuscate

"You cannot kill what you cannot see."
– Archon James



The ability to hide in plain sight, move without being heard, and even disguise yourself as someone else, are advantageous skills for any predator. Through the use of Obfuscate you can lurk in the shadows spying on prey, eavesdrop on private conversations, or even navigate a crowd of people as if you belong there.

CHARACTERISTICS

Obfuscate works by causing an ambient beguilement. It does not create invisibility; it merely forces the mind of observers to ignore you. This causes affected individuals to unconsciously avoid you in all ways, moving out of the way or even pausing briefly to hold a door open. A character will instinctively avoid sitting in a chair that contains an Obfuscated individual. There are limitations, however. Obfuscate will fail if the observer can not ignore your presence. Raised voices and other loud noises will cause Obfuscate to fail. If an Obfuscated individual blocks a person's intent to travel, such as by standing in a doorway, her powers will fail. Unless otherwise stated, Obfuscate affects all senses.

Unless otherwise stated, Obfuscate powers work until they fail, the user chooses to end them, they are pierced by another supernatural power such as Auspex, or until dawn. Obfuscate works on animals the same way as on other creatures.

Obfuscate vs. Auspex: A vampire with the Auspex power Sense the Unseen can detect and pierce the powers of an Obfuscate character by making a Contested challenge of her Wits + Awareness vs. Wits + Stealth.

Obfuscate and Machines: Obfuscate works by clouding the minds of observers, and, therefore, has no effect on machines. A photographer will instinctually pause while taking snapshots to avoid capturing your image. A security guard watching a live digital feed of you will ignore your presence. However, under future scrutiny, your presence will be seen on recorded media.

Type: Mental

Masquerade Threat: Minimal. There are very few instances where Obfuscate is a threat to the Masquerade.

Blood Resonance: Melancholic. The destitute, forgotten, and depressed; spies, thieves, and servants . . .These people all possess Melancholic Blood Resonance.

LEVEL 1

Conceal: *You have mastered the ability to hide any inanimate objects so long as they remain in your possession.*

Cost: Free

System: By using a simple action, you may activate Conceal on a weapon or other object you physically possess. This item must be no larger than three cubic feet. Objects hidden with Conceal remain invisible as long as they are physically on your person. Conceal cannot be used to hide living or undead beings (or parts thereof). Conceal cannot be used to hide negative space; it can hide a chair, but not a doorway.

If another individual is looking at an item when you Conceal it, the observer automatically sees through this use of Obfuscate. However, if the observer looks away for more than a few seconds (one turn in combat), she will lose track of the object and it will be Concealed.

Conceal can be used to maintain the invisibility of a number of objects up to your dots in the Stealth Skill. You may end an object's Conceal at any time.

If you interact with a Concealed object, use it to attack someone, or otherwise draw attention to the object, it will become visible. If you place other characters in a position where they must logically acknowledge the object's existence, the Conceal will fail and the object will become visible to all. For example, no one will notice a shotgun hanging in a back-holster, but if you reach back and obviously draw that shotgun, it will appear. People might not notice you carrying a book, but if you are struggling under the weight of a handheld anvil, it will become visible to all.

Duration: One night. Conceal also ends as soon as you no longer physically possess the item you are hiding.

Silence of Death: *You and your equipment become completely silent. Hearing you is only possible with the aid of supernatural abilities.*

Cost: Free

System: By using a simple action, the user silences their footsteps, clothing, equipment, minor collisions, and other sounds of their person. Gunshots from the user's weapon become entirely silent; their footsteps cannot be heard.

This power makes the vampire undetectable if an observer could only notice them by sound, such as when on different floors of a house. Even an individual using Heightened Senses will not detect the user. Only a successful use of Sense the Unseen can detect the user by hearing.

This power does not eliminate sounds the user makes outside their personal space (for example, this power does not allow them to break a window silently with a thrown object). This power does not affect technological means of hearing someone unless the character has learned the Ghost in the Machine power.

Duration: One scene

LEVEL 2

Chimerstry: *Through experimentation with your Obfuscate and a bit of Presence, you have discovered how to manifest distractions into something that can startle anyone who notices them.*

Amalgam: Presence 1

Cost: One Rouse check

Challenge Pool: Manipulation + Subterfuge vs. Composure + Wits

System: Make one Rouse check and spend your simple action as you conjure a sudden hallucinatory distraction. Make an opposed challenge against everyone who can draw line of sight to the location of your distraction. Any characters that fail gain the Distracted Condition as they refocus their attention. You may choose to create a hallucinatory distraction centered on your own person. If you do so, in addition to the above effect, anyone who loses the opposed challenge to resist Chimerstry also gives you their Gaze and Focus.

Your hallucinations can never be recorded or transmitted through electronics even with Ghost in the Machine active.

Duration: One turn

Unseen Passage: *This power is not traditional invisibility, but you have learned how to trick someone's mind into believing that you are not there, as long as you do not prove otherwise.*

Cost: One Rouse check

System: Make one Rouse check and expend a standard action to become invisible, taking with you all inanimate items on your person. Unseen Passage cannot be used to make another character invisible, even if the character is unconscious or dead. While under the effects of Unseen Passage, small sounds, fragrances, or other minimal effects of your presence will be ignored by others. If you emit overpowering odors or make noise any louder than a whisper, your Unseen Passage will immediately end.

If another individual is looking at you when you activate Unseen Passage, the observer automatically sees through this use of Obfuscate. You will be invisible to anyone who was not looking at you when you used Unseen Passage, and, if an observer looks away for more than a few seconds (one turn in combat), she will automatically lose track of you.

Duration: Until detection

Cache: *Your ability to Conceal objects now extends to items not on your person and up to the size of a passenger van.*

Prerequisite: Conceal

Cost: One Rouse check

System: When using Conceal to hide an object, you can now hide anything inanimate smaller than a 6 passenger van. At any point, you may make 1 additional Rouse check after using Conceal to allow the use of Conceal to persist until dawn, even if the object is no longer in your presence.

Duration: Scene

LEVEL 3

Fata Morgana: *You've recognized the value in putting your Presence and Obfuscate together to trick the minds of those around you into seeing an independent hallucination, wherever and whenever you'd like.*

Amalgam: Presence 2

Challenge Pool: Manipulation + Subterfuge vs. Intelligence + Awareness

Cost: One Rouse check

System: Spend your standard action to create an independent hallucination that appears real to the senses. This hallucination can move either in a predetermined loop, or, with continued concentration by the creator, can change as you wish. A neon street sign can flash on and off, an illusory guard can appear to walk his patrol, etc. As long as the hallucinations are contained in your visual line of sight, and no further than 100 yards from you, you may continue to create and control your hallucinations for 30 minutes. However, any attempt to physically interact with the hallucination causes Fata Morgana to fail. Similarly, because the hallucinations are not real, they cannot interact with the environment; a hallucinatory sprinkler will not put out a real fire, nor will a chimerical gun actually cause damage.

Your hallucinations can add to the world, but they can never subtract from it. A character could create a chimerical wall and hide behind it, but could not use this power to create a hole in the ground, as Fata Morgana cannot "subtract" the dirt. A character cannot use Fata Morgana to make items or people invisible, nor duplicate other powers of Obfuscate. However, you can use Fata Morgana to create a chimerical bucket to put over an item and thus hide it. This power cannot alter a character's overall appearance, as Mask of a Thousand Faces does, but it can change the color of a trenchcoat from red to blue.

If a character suspects something is a hallucination, she may attempt to disbelieve, using her Intelligence + Awareness vs. your Manipulation + Subterfuge. She could also use a power, such as Sense the Unseen, which the user of Fata Morgana would defend against with her Manipulation + Subterfuge. A character may only attempt to pierce the same hallucination once per five minutes. Recognizing that something is a hallucination is not the same as disbelieving the hallucination. It is possible to realize that an hallucination is false, but fail to disbelieve it. The subject's subconscious mind simply cannot agree that this construct isn't real.

Your hallucinations can never be recorded or transmitted through electronics even with Ghost in the Machine active.

Duration: One scene

Ghost in the Machine: *Your ability to obscure yourself can now warp your image in a recording and even avoid setting off sensory-based alarms.*

Cost: Free

System: Once purchased this power is always active when you have another Obfuscate power active. Your powers of Obfuscate now affect artificial devices. When viewed under a live feed, your powers are unchanged. If someone watches recorded images of you while affected by any Obfuscate power, the feed is distorted to

such an extent that your true visage cannot be determined in any way. In addition, automated surveillance, such as motion sensors, have a tendency to glitch when trying to detect you. If you encounter security systems that rely on visual, olfactory, or auditory detection, your Storyteller will ask for a static challenge using your Wits + Resolve vs. a difficulty based on the sophistication of the security equipment. Rudimentary systems purchased at a big box retail store are considered difficulty 2, while military grade, FIRSTLIGHT-created systems are difficulty 8.

Duration: As per the power used

Mask of a Thousand Faces: *You can interact with your environment as a completely different person or change your entire disguise at a moment's notice by simply Rousing your Blood.*

Cost: One Rouse check

System: Spend a simple action and make a Rouse check to wrap yourself in the veil of Obfuscate, changing all sensory aspects of your appearance: visual, tactile, even audible and olfactory. You may use Mask of a Thousand Faces to appear as a generic-looking and generally forgettable person, or to specifically mimic the appearance of someone you have studied.

Mask of a Thousand Faces can be used to mimic anything that generally matches your form. A vampire in human form could look like an old man, a child, or a soccer mom, but she cannot appear to be a horse. Similarly, a vampire who uses Shape of the Beast to transform into a wolf can use this power to appear as a large dog, but not as a man.

To believably mimic a specific individual's appearance, you must have at least two dots of the Subterfuge Skill. You must also study that individual from multiple angles, for at least five minutes, learning her facial expressions, how she moves, and other distinctive qualities. You might be able to mimic someone's face after studying a photograph, but your disguise will not fool people who have previously met your target, as you do not know enough to successfully replicate that person. To believably mimic another character's voice, you must have at least three dots of the Subterfuge Skill, and you must listen to her talk for at least five minutes as she uses a variety of words and phrases. Listening to a recording of that voice is not enough for a true replication; your disguised voice would not have the variety necessary to fool anyone who has ever spoken directly to your target.

Mask of a Thousand Faces can be used to change the appearance of your clothing and equipment in minor ways, so long as your equipment does not change significantly in size or shape. A dinner jacket could be made to appear as a windbreaker, or a ribbon around your neck could appear to be a fancy tie, but this power cannot make a dinner jacket look like a floor-length trench coat, nor could it make a pistol look like a pencil. Mask of a Thousand Faces cannot be used to make an object invisible or partially invisible. You might make a hoodie and jeans look like a suit and slacks, but you cannot reduce them to appear as if you were wearing a bikini. Mask of a Thousand Faces can only affect objects that you are holding or that are on your person.

Duration: One scene

LEVEL 4

Vanish from the Mind's Eye: *With some effort, you can disappear without needing cover, forcing an observer's mind to obscure your presence whether or not they're actively watching you.*

Cost: Free

Challenge Pool: Wits + Stealth vs. Wits + Awareness

Prerequisite: Conceal or Unseen Passage

System: If you activate Conceal or Unseen Passage while someone is watching, Vanish from the Mind's Eye allows you to make an opposed challenge against any observers. If you succeed, your power takes hold despite their alertness, and you or the object you are targeting becomes invisible at the end of the current turn. To use Vanish From the Mind's Eye against multiple observers, you must test against each observer.

Vanish From the Mind's Eye can be used every turn, even if you failed to vanish in a previous turn. This is an exception to the rule that prevents a character from immediately retrying a failed Mental challenge.

Duration: As per the power employed

Soul Mask: *Your mind is a fortress, and your disguises are so thorough that you can adjust your very aura to best suit your needs.*

Cost: Free

System: Once purchased, this power is always active. Your mind is a fortress hidden behind your powers of Obfuscate. Any attempt to read your mind through Telepathy or other means automatically fails (unless you choose to relent to their use). You leave no psychic residue when touching objects, making your presence undetectable through the use of Spirit's Touch. In addition, you may alter your aura in any way you choose. For example, you can appear to be mortal, you can hide diablerie streaks, or you can appear to be another supernatural creature if you have seen their aura with the power Scry the Soul before. To alter your aura, you must spend a simple action. Once altered, your aura remains that way unless changed again.

If others suspect deception in your aura, they may attempt to pierce Soul Mask using the Auspex power Sense the Unseen. If they succeed, they may use their chosen power normally or receive the true results for their power if they have already tested and won.

Duration: One night

LEVEL 5

Cloak the Gathering: *You can now extend the powers of your Obfuscation to others: as long as you remain disguised, your disguise extends to each of them and makes a complicated job significantly easier.*

Cost: One Rouse check in addition to the cost of the power being extended

System: When you use a standard action to activate Silence of Death, Unseen Passage, Mask of a Thousand Faces, or Vanish from the Mind's Eye, you may choose to extend the effects of those powers to nearby allies. By using Cloak the Gathering, you may extend one of the Obfuscate powers above to a number of willing individuals, equal to your number of dots in the Stealth Skill (minimum one).

Individuals feel a sudden, distinct chill when Obfuscate is used in an attempt to Cloak them, but the targets have no mystical ability to know who is trying to use the power, nor to what extent. If any of your targets do not wish to be affected by Obfuscate, the power automatically fails to work on that individual. The power continues to work normally on other willing targets. If a character affected by your Obfuscate becomes unwilling at any point, the Obfuscate ends immediately for that individual.

A character can always see through her own uses of Obfuscate, regardless of whom she is affecting. Other characters concealed by a single use of Cloak the Gathering can see each other normally. If one of your allies breaks her Obfuscate, or moves more than 20 steps away from you, the power ceases to function for her but remains active for you and all other characters covered by this use of Cloak the Gathering. If you break the Obfuscate, however, your Cloak the Gathering ceases to function for all.

When this power is used to augment Vanish from the Mind's Eye, you only need to test once per observer, as though you had simply vanished yourself. If you are successful, you Obfuscate the entire group.

You can use Cloak the Gathering to extend more than one Obfuscate power, but you cannot extend the same power to more than one group at a time. For example, you might make five people invisible and make five people look like various circus performers, but you cannot use this power multiple times to make 10 or 15 people invisible. Cloak the Gathering can only be used on sentient creatures and confers no ability to conceal animals.

Duration: As per the power used

Phantom Hunter: *You have become so adept at Obfuscate that, when you focus, for a short time you can open doors, make sounds, or even attack someone without drawing the room's attention.*

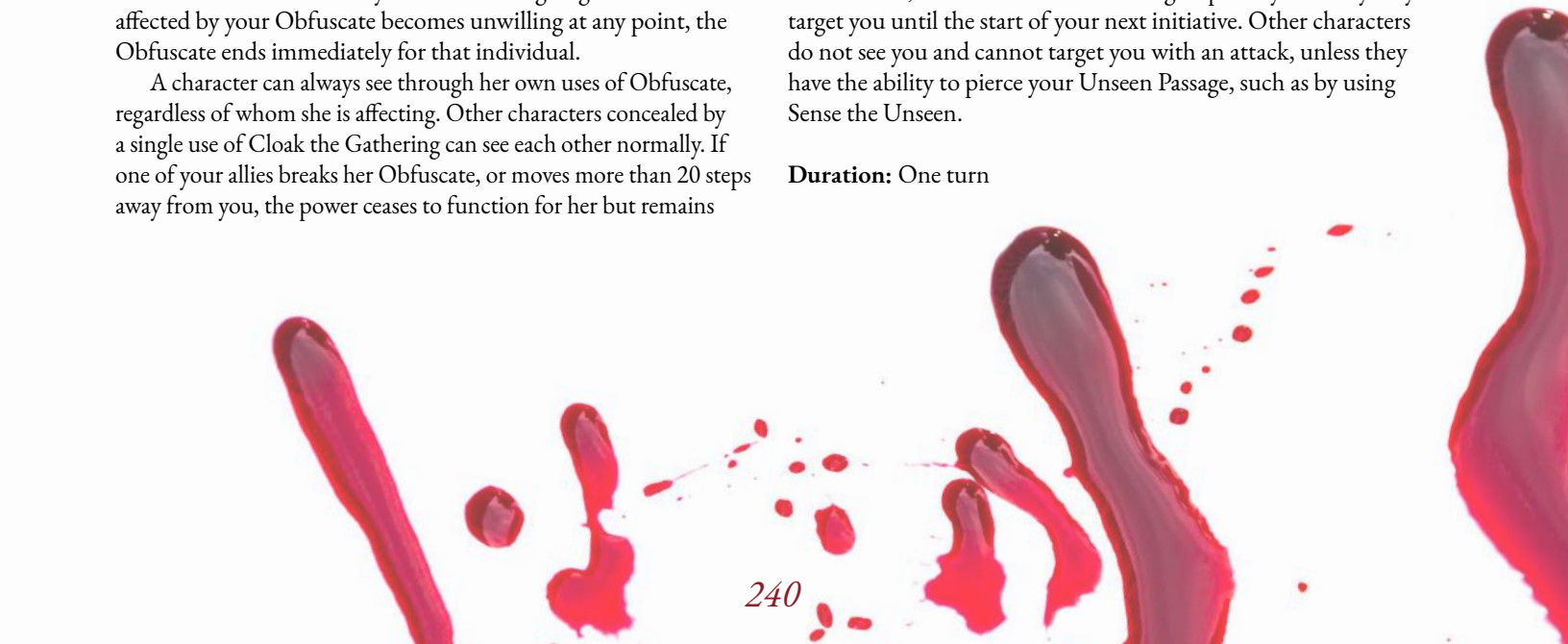
Cost: One Rouse check

System: When something happens that would normally end your Unseen Passage, you can immediately make one Rouse check to activate Phantom Hunter. For the remainder of the turn, you can continue to take actions that would ordinarily break your Unseen Passage, without becoming visible. Until your next initiative, you can attack, be attacked, speak out loud, and interact with your environment without becoming visible. However, if you are still interacting with your environment (such as holding a door shut) or with another character (such as suffering from the Grappled Condition) at the start of your next initiative, you become visible. If you are no longer engaged in an action that would break your Unseen Passage at the start of your next initiative, your Unseen Passage remains active.

Phantom Hunter can be activated at any time, even before your turn in the initiative order. For example, if you are struck before your initiative, you can activate Phantom Hunter at that moment.

If you attack someone while you are under the effects of Phantom Hunter, the victim catches a brief glimpse of you. They may target you until the start of your next initiative. Other characters do not see you and cannot target you with an attack, unless they have the ability to pierce your Unseen Passage, such as by using Sense the Unseen.

Duration: One turn



Oblivion

"We are all monsters and will always be seen as cruel to others who do not understand our ways. Take the Lilin: we cause pain unto others and ourselves, pulling and drawing out suffering. It is our way. There is a purpose to it, yet those on the outside would call us cruel and vicious for what we do."

– Aniko to Zlatan

Oblivion is a mysterious and dark Discipline that draws power from the entropy of the land of the dead. Practiced mainly by the Lasombra and the Hecata, other clans are wary about tapping into this dark art. Unlike other Disciplines, simply using Oblivion comes with a risk to the user's Humanity.

CHARACTERISTICS

The use of Oblivion allows its wielder to manipulate the creatures and energies of the dead, including their manifestations in the real world. Shadows, decaying flesh, incorporeal spirits, and the risen dead are the bailiwick of an Oblivion user. Unless otherwise specified, brightly-lit, enclosed areas without natural shadows prevent the use of Oblivion powers that manipulate, control, or create shadows. All powers of Oblivion are rendered inert when exposed to sunlight.

Oblivion vs. Auspex: Detecting the use of Oblivion can be accomplished by using the Auspex power Sense the Unseen and a successful contested challenge using Wits + Awareness vs. the Oblivion user's Resolve + Occult. This, however, only detects the usage of an Oblivion power, such as when a vampire is extending his senses through a shadow with the power Shadow Cast. To pierce the supernatural darkness of Oblivion powers, such as Shadow Cloak, an Auspex user must utilize Heightened Senses and succeed in a contested challenge of Wits + Investigation vs. the Oblivion user's Resolve + Occult.

Failing Rouse Checks for Oblivion Powers: Using Oblivion is inherently corrupting. A vampire who fails a Rouse check to utilize an Oblivion power gains one Stain in addition to any other effects of failing a Rouse check.

Oblivion Ceremonies: Purchasing Oblivion unlocks the ability to purchase and perform Ceremonies, up to and including the level the user possesses in Oblivion. At character creation, if a player possesses at least one dot in Oblivion after assigning her initial Discipline levels, she receives a level-one Ceremony for free. Characters can purchase new Ceremonies at the cost of the Ceremonies level x 3 XP. The only limitation to how many Ceremonies a character may possess is her XP and the time necessary to learn them. Learning a new Oblivion Ceremony requires one downtime to research and study. **For more detailed information see Ceremonies, page 282.**

Type: Variable. The Attribute used in the pool of the initiating player dictates whether the power is mental, social, or physical.

Masquerade Threat: Medium to High

Blood Resonance: Non-animal blood devoid of Resonance, such as blood from sociopaths or those suffering from conditions such as alexithymia (those who have difficulty recognizing and communicating their own emotions).

LEVEL 1

Shadow Cloak: *You've learned to use shadows to your advantage, draping them over you like a cloak and wearing them as if you were born to the darkness. This can be used to hide distinguishing characteristics or to appear terrifying or creepy to observers.*

Cost: Free

System: By spending a simple action, you may cause nearby natural shadows to cover your physical form, obscuring your facial features and any distinguishing characteristics you wish to hide. You may allow certain things to remain un-obscured, such as a badge or item you want observers to notice fully. Features you choose are obscured and cannot be captured on cameras, even digitally-enhanced recordings, nor recalled with any detail. Shadow Cloak is a supernatural concealment power which can be pierced by Heightened Senses, just as Sense the Unseen can detect the powers of Obfuscate. A character who wishes to pierce your Shadow Cloak with Heightened Senses must make a contested roll using their Wits + Investigation vs. your Resolve + Occult.

Duration: Thirty minutes

Oblivion's Sight: *You have developed a special connection with the afterlife. With this power you can see across the veil that separates our world from the dead lands, causing the two worlds to overlap in your vision by simply focusing.*

Cost: Free

System: By spending a simple action, you can attune your senses to death, allowing you to see across the veil and its relative density in the immediate area (see below). You immediately see ghosts and any other creatures not using supernatural powers of concealment.

In order to see supernaturally-concealed characters in the dead lands, you must pierce their powers as normal, such as through the use of the Auspex power Sense the Unseen. While Oblivion's Sight is active, you ignore the Blind Condition from darkness. In addition, because of their attachment to the creatures of the dead lands, you can see the aura of fetters (items that sympathetically bind a ghost to the world of the living) in the real world.

SHROUD DENSITY	POSSIBLE CAUSE	EFFECT
Impenetrable	Sacred or consecrated ground. No deaths have occurred here in centuries.	Vampires and wraiths cannot cross the veil here.
Thick	A place of joy. Few deaths, if any, have taken place here in the last 100 years.	
Thin	A recent death, or multiple deaths in the last decade, have taken place here; large numbers of melancholic mortals often pass through..	
Frayed	Numerous deaths have occurred in this area. Ceremonies are often done here.	
Absent	Powerful supernatural effect.	Wraiths can freely pass to and from the dead lands. Mortals suffer one point of Normal Damage every turn they remain in this area. This damage cannot be healed until they leave the area.

Duration: Thirty minutes

LEVEL 2

Arms of Ahriman: *You have learned to manipulate shadows and provide them with the ability to grasp and tear, moving them as an extension of your own limbs.*

Amalgam: Potence 2

Cost: One Rouse check

System: Spend your simple action, then make one Rouse check to extend and animate a natural shadow within your line of sight. Once per turn, you may spend your standard action to use the shadow to attack one character who is standing within four steps of the shadow's location. You may only have one such appendage at a time.

The conglomeration has an attack and defensive pool equal to your Wits + Oblivion. It is capable of all combat maneuvers except staking. It may not use weapons. It has two health levels, but can only be harmed by bright light (taking aggravated damage as fire) and may benefit from the Potence powers Prowess, Staggering Strike, and Puissance if you know them. In order to successfully attack shadows manipulated by this power, a character must succeed in a Dexterity + Marksmanship attack to successfully 'aim' a source of bright light at it. Such attacks do one Aggravated Damage to the shadow. Alternatively, the shadow may be 'struck' with a Bane (Fire) weapon with a melee attack.

Your Arms of Ahriman is capable of performing simple actions, such as opening doors or pulling levers. It cannot be used to do tasks that require fine manipulation or greater intelligence. As it is a shadow, the appendage must move across a surface to reach its target. It cannot "leap" or materialize into thin air.

Duration: One scene or until destroyed or ended

Shadow Cast: *Your shadow takes a life of its own, stretching and moving itself to place darkness exactly where you might need it. It even allows you to use its senses when the occasion calls.*

Cost: One Rouse check

System: Spend your simple action to conjure a supernatural shadow from your body. While this power is active, your shadow cannot be dispelled by any amount of light except direct sunlight. Your shadow also counts as natural darkness, but only for you, and only for other uses of Oblivion that require natural darkness. While active you may direct your shadow, including changing its shape, at will. Your shadow is two steps in length by default, but you may elongate and stretch your shadow by a number of steps equal to twice your dots in Oblivion. When doing so, solid objects block the passage of your shadow; however, you may cast your shadow under doors and through windows. Observers may notice the unnatural behavior of your shadow by making a static Wits + Awareness challenge vs. a difficulty of 3.

In addition, for the next 30 minutes, the user may freely extend his senses to any shadow made of natural darkness in his line of sight. While doing so, the vampire's perspective changes to any location contained within the shadow. He can hear, see, smell, and feel anything as if his true position was where the shadow was. While extending his senses through the shadow, the vampire's senses may be detected in the shadow by another vampire using Sense the Unseen.

Duration: Thirty minutes

Masque of Death: *Your connection to death is strong enough that you can appear to be a true corpse when convenient.*

Cost: One Rouse check

System: Make one Rouse check, and spend your simple action to transform your physical form into that of a normal corpse. You may also activate this power for free if you enter torpor due to damage or if you are successfully staked.

While Masque of Death is active, you are considered to be a mundane corpse. You cannot move, you have no aura, you lose access to all of your vampiric powers (except for the effects of Masque of Death), and you appear to all investigation as a simple, non-supernatural dead body. While this power is active, you are aware of everything that occurs within five steps of your physical form. You do not take wounds from damage to your body while in this state, but you can be killed if your head is severed, you are exposed to sunlight, or your body is destroyed. Powers such as Aura of Decay that directly affect corpses, however, do not work on you while you are a corpse.

Destroying or beheading your corpse in this manner requires the attacker to utilize three standard actions, during which you may choose to end Masque of Death. Ending Masque of Death returns you to the exact state (same Conditions, Health levels, etc.) you were in prior to utilizing this power, including Torpor if you activated this prior to falling into Torpor.

Duration: Until you choose to end the power

LEVEL 3

Aura of Decay: *You have a strong understanding of death and the stages of decomposition, and you've learned to call forth this energy at will, surrounding yourself with a miasma that is toxic to anyone who stands too close.*

Cost: One Rouse check

System: Spend your simple action to channel the decaying forces of death into the physical world around you for the next five minutes. Non-sentient organic and inorganic material within five steps of you begins to rot. Plants turn black and die, food spoils and becomes toxic to eat, even brick and other solid inanimate objects slowly start to crumble, losing one Structure per turn. You may spend a Standard action and one Rouse check to touch one corpse, which disintegrates in less than a minute.

Living creatures within five steps of you also take one point of Normal Damage per turn as they slowly rot from the inside out. In addition, mortals will immediately grow nauseated and gain the Weakened Condition. Vampires within five steps of you mend one less damage per Rouse (minimum of one). Aura of Decay does not automatically speed up the process of anything once living that is already decaying, such as a corpse, within its area of effect.

Duration: Five minutes

Reaper's Passing: *Eventually, Death comes for us all. With this power, you don't even need to put someone into a deadly situation to show them a terrifying glimpse of what lies beyond.*

Amalgam: Dominate 1

Cost: One Rouse check

Challenge Pool: Manipulation + Occult vs. Resolve + Composure

System: Make one Rouse check, and use your standard action to make an opposed challenge. If you succeed, your target experiences a fleeting glimpse of her death. The target gains the Frightened Condition until she wins a Resolve + Composure test vs. a difficulty of 6 at the beginning of her initiative. The source of her fear is the location she is standing when she is affected by this power. She believes staying in the location will bring about her demise. For the remainder of the night, if she is ever within six steps of this particular location, she gains the Distracted Condition. The Distracted Condition, when levied in this manner, does not resolve normally; instead, it resolves when she is no longer within six steps of the location.

Duration: One Night

LEVEL 4

Stygian Shroud: *You can swathe a specific area in a clinging shadow, causing a near-complete sensory deprivation that is thoroughly disorienting; even supernaturally-augmented senses may be blinded.*

Cost: One Rouse check

Challenge Pool: Wits + Investigation vs. the Oblivion user's Resolve + Occult.

System: Make one Rouse check, and spend your simple action to cause a naturally-occurring shadow in your line of sight to grow and cover all subjects in a six-step diameter. The shadow obscures all light and muffles all sounds within it, inflicting near-total blindness and deafness on all victims.

Anyone standing within your Stygian Shroud gains the Blinded Condition. Powers such as Oblivion Sight, Eyes of the Beast, and Heightened Senses that would normally make you immune to the Blinded Condition do not automatically prevent this supernatural blindness. Instead, if a character has a power that would make them immune to or mitigate the Blinded Condition, they must activate that power, then attempt a contested challenge using their Wits + Investigation vs. Resolve + Occult. This challenge does not count as an attack and does not require an action. They may only make this challenge once per scene, per mitigating power. If successful, they may resolve the Blinded Condition from your Stygian Shroud for the remainder of the scene. You are able to see within your own Shroud, but you are not immune to the effects of other shrouds.

Within a Stygian Shroud, most living beings, such as animals, mortals, and ghouls (not thin-blooded vampires), suffer one point of Normal Damage on your initiative each turn, as Oblivion steals their breath and saps their will to live. This damage cannot be reduced or negated. If exposed to Stygian Shroud for three consecutive rounds, they suffocate and die. After creating a Stygian Shroud, you may use a simple action to move your Shroud three steps in any direction.

Duration: Ten minutes or until you leave line of sight

Touch of Oblivion: *You have learned to channel the destructive energy of the dead into your own body, providing excess force to your physical attacks.*

Cost: One Rouse check

System: Spend a simple action to channel the annihilating elements of death through your touch. Activate Touch of Oblivion and choose one of the following Conditions: Blinded, Staggered or Weakened. While this power is active, your Brawl attacks do one Aggravated Damage and levy your chosen Condition. Any Condition applied this way lasts for two turns. This damage cannot be enhanced by powers that increase the amount of damage you do per strike. Exceptional successes when striking with Touch of Oblivion do not do an additional damage. Finally, this power cannot be activated multiple times in the same 10 minutes.

Duration: Ten minutes

LEVEL 5

Shadowstep: *While you have yet to discover an entire other realm, you've figured out a way to use natural darkness as a portal across the room, allowing you to move from shadow to shadow in a single step.*

Cost: One Rouse check

System: Spend your standard action to step into one shadow and exit from another, teleporting up to 50 steps in any direction. To use Shadowstep, you must step into a patch of natural darkness, or through your shadows you have created with Shadow Cast. Supernatural Darkness you have created with other Oblivion powers does not work with Shadowstep. You immediately exit from another natural shadow within your line of sight, as though it were your next step. Shadowstep cannot normally be used in brightly lit areas and may require the use of Shadow Cast first. You may not use Shadowstep if you are Grappled.

You can bring another individual with you, so long as you hold her in a firm grip. To do so, you must Rouse the Blood one additional time to Shadowstep and bring the subject along. If the subject is unwilling, you must Grapple the target before using Shadowstep in this manner.

Duration: N/A

Tenebrous Avatar: *Your mastery over Oblivion has not only taught you how to move and shape shadows, but how to become a tangible shadow yourself.*

Cost: Two Rouse checks

System: Spend your simple and standard actions to transform into a two-dimensional living shadow. You are capable of slipping through small openings, sliding under doors, and oozing through holes, but you cannot pass through solid objects. A character in Tenebrous Form can talk and move at her normal speed along any solid surface, including up a wall or across a ceiling. Though you cannot actually fly, you don't take damage from falling while in Tenebrous Form.

While using Tenebrous Avatar, you cannot Rouse the Blood or physically damage anyone. You may only use Disciplines that do not require a physical form and do not require you to Rouse the Blood to activate. While in this form, you are immune to damage and attacks from physical sources except fire and sunlight, which give you one additional Aggravated Damage.

You may attempt to envelop a target character by spending your simple action and winning a contested challenge with your Dexterity + Athletics vs. your target's Dexterity + Athletics. Enveloped characters must spend a simple action and succeed in the same challenge to escape from you. This attack does not count as a Grapple, nor does it inflict the Grappled Condition. While enveloping a character in this manner, you may feed from them with a simple action. This counts as a Harmful Drink when used on mortals. Against vampires, you Slake one Hunger and your target's Hunger increases by one. In addition, except for thin-bloods, mortals enveloped this way suffocate and die after three turns. Tenebrous Avatar is a transformative power and cannot be combined with other transformative powers.

Duration: One scene or until ended

Potence

"Putting this much strength in the hands of creatures barely clinging to control is proof that God has a fucked-up sense of humor."

– Eli Price, Lasombra fledgling

More powerful than any performance-enhancing drug, Potence is the Discipline of pure strength. It is not a product of the user's muscles, technique, or leverage; instead, it is a manifestation of the raw and uncontrolled power of the vampiric Blood.

CHARACTERISTICS

Type: Physical

Masquerade Threat: High. Some uses of this Discipline can be more subtle than others. By pulling your punch, you can disguise your use of Potence as adrenaline-fueled anomalies. However, if you punch the ground and people go flying, it becomes impossible to explain as anything but a supernatural effect.

Blood Resonance: Choleric. Athletes in their prime, including gym rats, wrestlers, and bodybuilders, along with blue-collar workers and other hard-laboring employees, all contain Choleric Blood Resonance.

LEVEL 1

Prowess: *Your Roused Blood fuels your muscles and gives them the support needed to move and carry impossibly heavy things, as long as you have the time to Focus.*

Cost: One Rouse check

System: You may activate Prowess by making one Rouse check. A character benefiting from Prowess can push, pull, or drag 1000 pounds per dot of Potence. She may lift and carry up to 500 pounds of weight per dot of Potence. In both situations, she may move at her normal speed. In any non-combat challenge, a character with this power may add her dots of Potence to her Strength pool.

Duration: One hour

Soaring Leap: *Your powerful jump could easily be mistaken for the start of flight with its distance; gravity is no match for you.*

Cost: Free

System: You may expend both your simple and standard action to activate Soaring Leap. You may then jump nine steps in any direction, including straight upwards. This movement does not require a running start, but failure to land on a mostly-horizontal surface may require a climbing check (Strength + Athletics) at the discretion of your Storyteller. This power does not stack with other movement-enhancing powers such as Blink or Zephyr.

Duration: N/A

LEVEL 2

Lethal Body: *Your body is a lethal instrument capable of wreaking devastating and horrendous injury on the mortal body.*

Cost: Free

System: Once purchased, this power is always active. Characters with this power who hit a mortal with a Brawl or Melee attack automatically achieve a critical win. Ghouls and thin-blooded vampires without the Thin-Blood Merit: Vampire Resilience are considered mortal creatures. In addition, your attacks do one additional damage to objects.

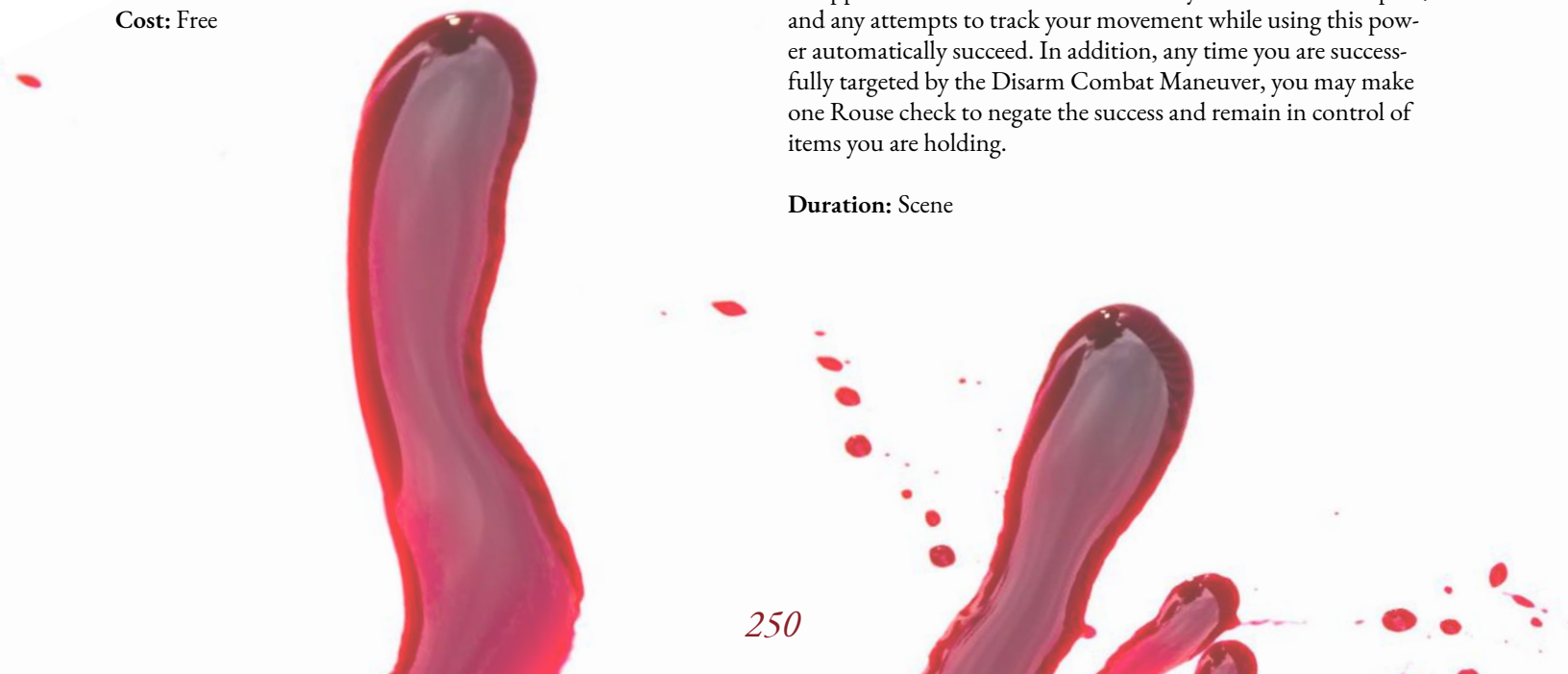
Duration: Passive

Uncanny Grip: *Once you have decided to hold on to something, whether it is a wall or a weapon, nothing can break your grip until you choose to let go.*

Cost: One Rouse check

System: This power does not cost an action to activate. You automatically succeed in any challenge that involves climbing and may climb at your normal movement speed for the remainder of the scene by making one Rouse check. During this movement, you may perform other actions as if you were standing on the ground with one arm free. In other words, you may pause your movement up a building to fire a gun, swing a sword, or Grapple an opponent. Your movement in this way leaves an obvious path, and any attempts to track your movement while using this power automatically succeed. In addition, any time you are successfully targeted by the Disarm Combat Maneuver, you may make one Rouse check to negate the success and remain in control of items you are holding.

Duration: Scene



LEVEL 3

Brutal Feed: *You are able to take as much blood as you need from a mortal in one instant drink, and you can even pull more sustenance from another vampire than normally possible. Use may be harmful to your Humanity, the Masquerade, or both, depending on your victim's survival.*

Cost: Free

System: When feeding on mortals, you may drain them of blood far more quickly than most vampires. When you successfully utilize a bite attack against a mortal, you may immediately Slake up to three Hunger. Every point of Hunger you Slake in this way causes one point of Aggravated Damage to mortal targets, as their internal organs are rapidly damaged from the sudden exit of blood.

When used on a vampire, including thin-bloods, Brutal Feed causes one Normal Damage and then you may immediately Slake one Hunger while your opponent's Hunger rises by one.

Brutal Feed is an exception to the rule that prevents you from dealing damage and feeding with the same bite attack. Depending on your Chronicle Tenets, the use of Brutal Feed may cause you to gain one or more Stains at your Storyteller's discretion.

Duration: Passive

Staggering Strike: *You have figured out how to put so much power into a blow that you do not worry about hitting just the right place; the impact alone is enough to knock your opponent back a few steps.*

Cost: One Rouse check

System: When activated, all of your successful Brawl and Melee attacks automatically inflict the Staggered Condition **(see Conditions, page 111)**.

Duration: Scene

LEVEL 4

Fist of Caine: *You have learned how to make your blows so strong that they devastate anyone unlucky enough to be on the other end.*

Cost: One Rouse check

System: When activated, you are capable of inflicting grievous wounds to all opponents, mundane and supernatural. Your Brawl and Melee attacks do Aggravated Damage.

Duration: Scene

Savage Pursuit: *When someone tries to disengage and move away from you, you call on your Blood allowing you to leap through the air smashing through obstacles to land next to them.*

Cost: One Rouse check

System: When a target within one step of you moves away from you on their Initiative, you may make a Rouse check to move up to 12 steps towards them on your initiative as a free action. During this movement, you may ignore intervening terrain, such as walls and trees, as you smash through them. You must land as close as possible to your target and may not use your Simple or Standard actions in your turn for movement if you use Savage Pursuit during the turn. You may only activate Savage Pursuit once a turn.

Duration: N/A

LEVEL 5

Earth Shock: *Drawing inspiration from the movement of tectonic plates to cause a natural quake, you have figured out how to replicate the phenomenon far more effectively. With one strike to the ground, you can stagger those around you or knock them entirely off their feet.*

Cost: Two Rouse checks

System: By striking the ground with your fist or stomping your foot, you cause the ground around you to burst upwards. Make two Rouse checks, then make an unarmed attack challenge against all characters (including allies) within five steps of you using Strength + Brawl pool vs. their Dexterity + Athletics pool. On a successful challenge, your attack does one damage and inflicts the Staggered Condition. Critical wins from your attack also inflict the Prone Condition. Damage from Earth Shock is always normal and can never be converted to Aggravated.

After all attacks are resolved, the Storyteller will determine the effects of this power on any inanimate objects or structures in the area of effect. The floor may collapse, furniture may break, and windows may shatter. For simplicity, the Storyteller may choose to have objects within five steps of you take one point of Structure damage.

Duration: N/A

Puissance: *Through practice and careful command of your Blood, you have learned to channel your energy into frightening power and deadly force.*

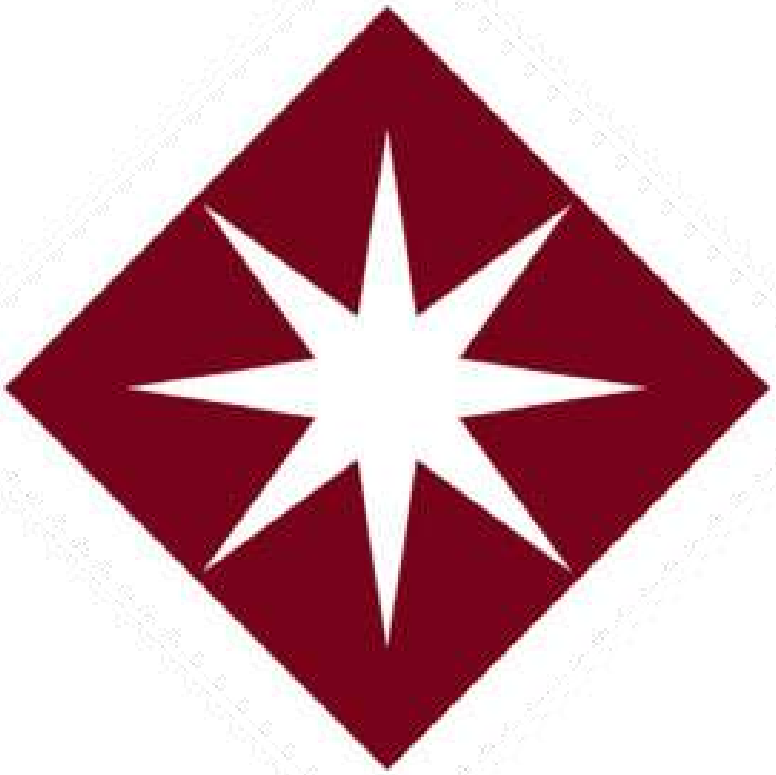
Cost: One Rouse check

System: When activated, your base Brawl and Melee damage increases to two damage (instead of one). In addition, your critical wins from Brawl or Melee attacks now do three damage (instead of two). This effect is cumulative with other Potence powers which modify your damage type or inflict additional conditions.

Duration: Scene

Presence

"Beachten Sie mich nicht, ich komme nicht um Sie zu töten."
– Franz Thomas



Throughout time, vampires have been depicted both as alluring immortals and vicious predators. Presence is a manifestation of both the vampire's eternal beauty and lethality. Some vampires use Presence to accumulate herds of mortals that they can feed from with little worry. Others use it to stalk dark alleyways and claim dominion over the abandoned places of the world as boogeymen and monsters.

CHARACTERISTICS

Presence is an emotion-altering Discipline, but does not directly affect the mind. . Victims of Presence are not under the control of the vampire, but their behavior is influenced in specific ways as determined by the power.

Unless otherwise stated, such as with the power Summon, in order to be affected by Presence, you must either be in the physical presence of the user or within earshot. Being blind does not make you immune to Presence. However, Presence is not transmitted through electronic devices.

Type: Social

Masquerade Threat: Low to medium. Most effects of Presence can be explained by irrational behavior; however, being constantly subjected to the same powers can cause a mortal to wonder why they keep making decisions they can't explain.

Blood Resonance: Sanguine. Models, actors, mortals infatuated with vampires who drink their blood, prophets, politicians, social media stars, and almost anyone who is "full of themselves" all provide blood with Sanguine Resonance.

LEVEL 1

Awe: *You know how important it can be to get the eyes of a captive audience. With this power and a bit of effort, you can turn heads and command the attention of those around you simply by existing.*

Cost: One Rouse check

System: To activate Awe, make one Rouse check and spend a simple action. For the remainder of the scene, you seem larger than life, more impressive than usual, and everyone within conversational distance will pay attention and feel a strong desire to be near you. You gain Gaze and Focus from all characters within 10 steps of you. Supernatural characters may exert their will and become immune to Awe for 10 minutes by spending one Willpower; this can be done outside of their initiative order and requires no action to be spent.

Duration: Scene

Daunt: *Where some social butterflies rely on positive attention, you lean towards intimidation. With this power, those who might consider attacking you take a moment to consider that such a choice could lower their life expectancy significantly.*

Cost: One Rouse check

System: To activate Daunt, make a Rouse check and expend a simple action. For the remainder of the scene, you seem overtly threatening. Your aura of menace causes the affected to think twice about acting against you. Mortals affected by Daunt must succeed in a static challenge using their Resolve + Composure vs. a difficulty of 3 prior to physically attacking you. If you attack or use a Discipline on a character affected by Daunt, they become immune to this power for ten minutes. Thin-blood vampires are immune to Daunt.

Duration: Scene

Eyes of the Serpent: *You carry yourself with poise and grace, but your proficiency with Protean has helped you learn how to make your eyes a true danger. Your eyes capture your victim, rendering them utterly helpless for as long as you hold their Gaze uninterrupted.*

Amalgam: Protean 1

Cost: Free

Challenge Pool: Charisma + Persuasion vs. Wits + Composure

System: Use a simple action to activate Eyes of the Serpent, and target a character with whom you have established Gaze and Focus. If you are successful in a contested challenge, your target is partially paralyzed, unable to take steps or make offensive actions. However, she maintains the ability to speak and defend herself.

Eyes of the Serpent immediately ends if you move a step from your location, your target suffers damage, or you fail to spend your simple action concentrating on holding their Gaze. Supernatural creatures, including ghouls and thin-blood vampires, may spend one point of Willpower after suffering from Eyes of the Serpent for two turns to end its effects.

Once a character has been affected by Eyes of the Serpent, and spends Willpower to end its effects, she remains immune to future uses of Eyes of the Serpent for the remainder of the scene.

Duration: Two turns or see above

LEVEL 2

Monologue: *Use of this power guarantees that you have a chance to make your position heard. Whatever the reason, your captive audience will not start attacking you until your time runs out.*

Cost: One Rouse check

System: Spend a standard action and start talking to activate Monologue. Monologue lasts for one full turn for each dot of the Subterfuge Skill you possess or until you stop talking, whichever is shorter. While this power is active, anyone who attempts to attack you must instead engage you in conversation without attacking or leaving. You cannot force others to like you or divulge specific information, but they must engage in conversation as long as you continue talking, or until you reach the maximum duration allowed by your Subterfuge Skill. Once your Monologue

expires, opponents may attack you normally, and you cannot activate this power again for the next hour. If you attack, use a supernatural power that targets another character, or attempt to move away (or declare Fair Escape) from aggressors, Monologue ends immediately. Monologue does not protect your allies. Individuals affected by Monologue do not lose the ability to attack, only the ability to target you with an attack.

Duration: Turns equal to your dots in the Subterfuge Skill or until you stop talking, whichever is shorter

Silencing Tongue: *You are able to infuse your scathing remarks with supernatural intimidation, leaving your opponents speechless.*

Cost: One Rouse check

Challenge Pool: Charisma + Leadership vs. Composure + Resolve

System: Use your standard action as you make a biting remark. To use this power, you must have your target's Gaze and Focus. If you succeed in an opposed challenge, your target is stunned into silence, and unable to speak coherently for the next five minutes. She can scarcely articulate more than a single word. If a power requires only a single spoken word for its activation, such as the Dominate power Compel, she may still utilize it.

If you fail a test to use Silencing Tongue, you may not test against the same target for five minutes.

Duration: Five minutes

LEVEL 3

Dread Gaze: *Transcending a mere bad mood, you've learned to use your Blood to become so frightening that even other vampires dare not approach you after receiving your fierce glare.*

Cost: One Rouse check

Challenge Pool: Charisma + Intimidation vs. Composure + Resolve

System: Spend a standard action as your character bares her fangs and hisses or roars at her target, then make an opposed challenge against your target.

If you are successful, she is overcome by fear. She gains the Frightened Condition, which resolves when she flees more than five steps away from you. Once resolved, she will not willingly attack you or come within five steps of you for the next five minutes; however, if you come closer to your target, she is not compelled to continue fleeing. She may remain in your line of sight and you may remain in hers, but she will actively seek to avoid your attention.

A character who has been affected by your Dread Gaze will not attack you unless she has no other option. If forced into a confined place with you where she has no means of escaping, the victim may fight you until they have an opportunity to escape.

Duration: Five minutes

Entrancement: *This power may not make true friendships, but it can sway someone to your side in a pinch, even if they're not usually your biggest fan.*

Cost: One Rouse check

Challenge Pool: Manipulation + Leadership vs. Composure + Wits

System: To activate Entrancement, make one Rouse check, expend a standard action, and make an opposed challenge against your target. If successful, you bend your target's emotions and capture her heart. She becomes immediately receptive to you, rationalizing any disdain or negative feelings she had for you before you used this power. While the target is not your slave and will not blindly obey your commands, the subject admires you greatly and is willing to work toward your goals, within reason.

Both during the effects and after this power fades, the subject will rationalize the effect of Entrancement. Those who already felt positively toward you will simply remember that you were particularly alluring; those who moderately disliked you will begrudgingly blame the brief change of heart on your incredible persuasive skills. Only an individual who actively reviled you and wished you harm will clearly see that her actions were manipulated. Others, watching the Entranced individual, may see more clearly that she is under the sway of your emotional control—but it will be difficult to convince the Entranced individual that such is true.

Entranced characters cannot bring themselves to harm you, physically or politically, and will generally be as nice to you as reasonably possible. Entrancement is not mind control, and characters you've Entranced are not obligated to follow your instructions to the letter. They will generally try to make you happy, and they will take your side in arguments or conflicts, so long as they are not put in danger by doing so. An Entranced character will not Blood Bond herself to you or risk her life to defend you, but she will lend assistance as long as the situation isn't dangerous.

If you attack someone you have Entranced, this power's effect ends immediately. If you fail a test to use Entrancement, you may not test against the same target for five minutes.

Duration: One hour

LEVEL 4

Summon: *The urge to see someone is sometimes mitigated by the effort of seeking them out. You can compel a target to come to you without even needing to say a word.*

Cost: One Rouse check

Challenge Pool: Manipulation + Leadership vs. Composure + Intelligence

System: You may target a character you have met in the last 90 days with Summon, provided they are within the same city or nearby area as you. Make one Rouse check, expend a standard action, and make an opposed challenge to summon your target to your current location. The compulsion ends at sunrise.

A summoned target has an instinctual understanding of where they need to go and will travel to you as quickly as possible, via a reasonable route that a normal person would take.

If you move more than twenty steps from your current location, the target is no longer required to attend you. However, if they choose to go to you anyway, they instinctively know where they need to meet you.

The target knows they have been Summoned and by whom, regardless of any disguises used when they met the summoner. You may choose to communicate one of the following concepts with the summon: "help," "attend me," or "your presence is desired."

The character may choose not to walk into an exceptionally and immediately dangerous situation that they can see. Rather, they will approach to the point where they can visually see that the situation is exceptionally dangerous. They will then contact you by other means, such as telephone, if they can.

The Storyteller is the final arbiter of what situations qualify as "exceptionally and immediately dangerous." Examples of such situations include entering a burning building or an active gun battle. Situations that are not exceptionally and immediately dangerous include being summoned to a meeting with people your character fears or being summoned to stand trial for a crime.

If a character successfully resists your Summon, you may not attempt to Summon them again that night. If a character has seen Summoned and an additional character Summons them, the first has priority and must be resolved first.

Duration: Until complete or sunrise

Nightmare Mantle: *You've learned how to bring night terrors to life as your Presence floods your victim's mind with their deepest fears, disorienting even the most resolute of targets.*

Cost: One Rouse check

System: Spend your simple action and make one Rouse check to activate Nightmare Mantle. You are surrounded by a palpable, frightening mantle of dread that shakes the resolve and concentration of your enemies. While Nightmare Mantle is active, characters of your choosing within three steps of you suffer the Weakened Condition. This Condition resolves when they are no longer within five steps of you.

Duration: One hour

LEVEL 5

Majesty: *Few would dare gainsay a King if he wants something, let alone accost or lay hands on him. With this power, you've learned how to channel that ambiance of power and entitlement yourself.*

Cost: One Rouse check

Challenge Pool: Charisma + Leadership vs. Composure + Resolve

System: Expend a standard action and perform a Rouse check to activate Majesty. For the next hour, you appear to be the apotheosis of your character's best nature—astonishingly beautiful, terrifyingly evil, regal beyond reproach, or otherwise—as reflects your character's personality. The feeling of a character's Majesty can vary, depending upon the user's personality and current mood.

Majesty manifests as a domineering emotional presence, amplifying your character's nature. While this power is active, others cannot show you disrespect, and, while they may disagree with you, they must do so with utmost courtesy.

Anyone who wishes to attack or be rude to your character must make an opposed challenge, using her Composure + Resolve vs. your Charisma + Leadership. If the aggressor fails this challenge, she cannot make another attempt against your Majesty for at least 10 minutes. She becomes trapped in the effects of your Majesty and will continue to treat you with respect and courtesy even if she leaves your locale. After 10 minutes have passed, the aggressor may again attempt to break your Majesty. This effect also applies to powers that don't directly target the Majesty user, but target the area encompassing the Majesty user. If a character wishes to engulf a room in fire, and one of the characters in the radius has Majesty active, the aggressor must test against that Majesty to do so.

If you attack an individual affected by your Majesty, or if you use a power on such an individual, your Majesty immediately breaks for that person. She is rendered immune to your Majesty for the next hour and can treat you as she would normally, even attacking you, as she sees fit. This breaking of Majesty only affects the specific individual; others in the area who are affected by your Majesty are not freed simply by witnessing your aggression toward their friend.

During a mass combat scene, if you use the assist defender tactic to force someone to attack you instead of their intended victim, your Majesty automatically breaks for that attacker, as you have acted aggressively toward her. If you attack a character who is aided by the Assist Defender action, your Majesty is broken for both the new target and the original target, unless you choose to forgo your attack when the other players declare their use of the assist defender tactic.

Duration: One hour

Capricious Visage: *You've become so practiced at inflicting your Presence upon others that you've expanded your reach, no longer limited to just one target when doing so.*

Cost: One Rouse check in addition to the cost of the enhanced power

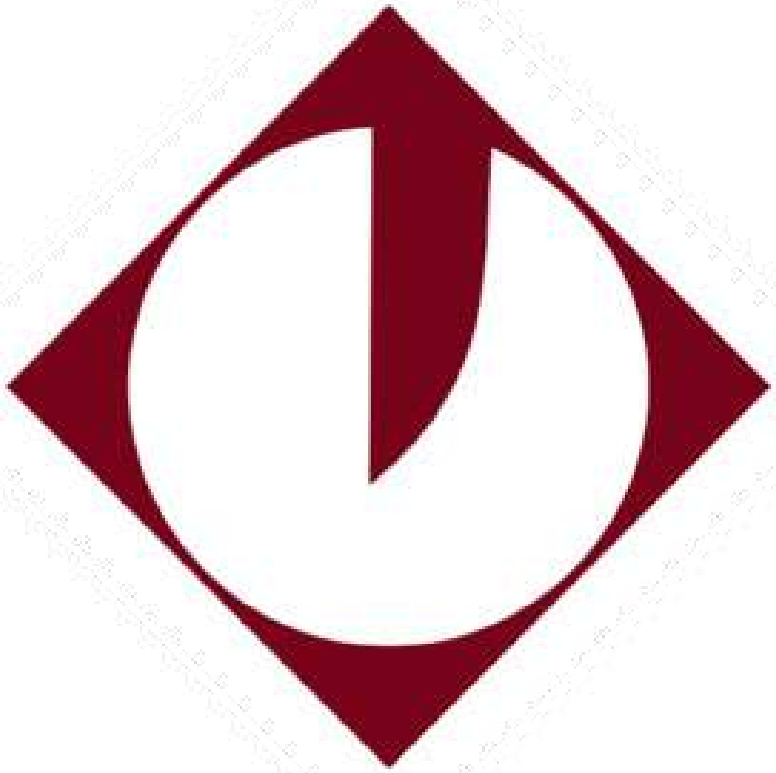
System: When attempting to use Dread Gaze or Entrancement, you may choose to make one additional Rouse check to activate Capricious Visage to target a number of individuals equal to the number of dots you possess of the Leadership Skill (minimum two). You must make a separate opposed challenge using the Presence test pool against each defender.

Duration: As per the enhanced power

Protean

"True ferocity comes at a cost. Think about it—humanity is always a little more distant when your very skin is just a choice of adaptation. At that point, the only thing really holding you back is a lack of imagination."

– Garrett Prosper, Gangrel philosopher



The ability to shapeshift or alter part of their forms comes almost as easily to some vampire as to a werewolf. The savage animal forms that a vampire can assume allow her to become a better predator. The ability to sink into the ground or disperse into a cloud of mist allows her to evade capture.

CHARACTERISTICS

Type: Physical

Masquerade Threat: High. Nearly every Protean power breaches the Masquerade when used.

Blood Resonance: Animal blood. In addition to the blood of mundane animals, the blood of werewolves, changelings, and other chimeras of man and beast count as animal Blood Resonance, only for the purpose of learning Protean.

LEVEL 1

Eyes of the Beast: *Nocturnal predators would hardly be as successful as they are without the ability to see in the dark, a power you've learned to imitate as the first step in your studies of Protean.*

Cost: Free

System: Use a simple action to activate Eyes of the Beast. While active, your eyes glow a soft, feral red, and you can see perfectly even in pitch darkness. Unless otherwise stated, you ignore the Blinded Condition when it is inflicted by mundane or supernatural darkness. Eyes of the Beast lasts until dawn or you choose to deactivate it.

Duration: Until dawn

Weight of a Feather: *With this power, you can channel the weightlessness of a feather, falling safely or stepping across a trapped floor without worrying about stepping on a switch.*

Cost: Free

System: You may activate Weight of the Feather as a simple action. While active, the user is immune to falling damage, collisions from external objects (does not include attacks utilizing the Marksmanship Skill), or being thrown into objects. In addition, the user will not trigger devices reliant on weight, such as mines.

Duration: One scene

LEVEL 2

Feral Weapons: *When you activate this power, your fingernails elongate and sharpen into deadly claws that can slice through skin like butter.*

Cost: One Rouse check

System: Spend your simple action to activate Feral Weapons. When activated, your Brawl attacks do Aggravated Damage to mortals. In addition, when you successfully strike a vampire with a Brawl attack using your claws, they must immediately make one Rouse check without any benefit as the claws draw blood from the otherwise un-bleeding vampire body. Combat maneuvers do benefit from Feral Weapons.

Duration: Until dawn

Earth Meld: *So long as you can find a patch of soft, natural ground, you no longer need to worry about finding safe shelter; you can sink into the Earth, becoming one with the substrata all around you.*

Cost: One Rouse check

System: Use your simple action to begin sinking into the ground. You must be touching the earth (clay, soil, or any other soft-consistency ground) in order to use Earth Meld. At the end of the turn, you resolve any Grappled Conditions you may have and become supernaturally joined with the earth. Before the end of the turn, you may attack and be attacked as normal. If you choose to end this power willingly and are still part of a combat scenario, you appear at the end of the turn and may act normally again on the following turn.

While joined with the earth, the vampire exists in a semisolid form and cannot take actions or use any powers. While awake and melded with the earth, you can perceive your surroundings as though you were standing above the ground with which you are merged. Melding with the earth shelters a character from the sunlight during the day, or from fire searing the ground overhead, and makes the vampire immune to most forms of physical harm.

Significant disruption to the ground where a character is melded ends this power prematurely, immediately ejecting the vampire from the ground. An ejected vampire returns to full wakefulness immediately, showering dirt in a wide radius as she erupts violently from the soil. Typically, this disruption takes three minutes of digging. Using tools to disturb the ground can reduce the time needed to disrupt an Earth Meld. For example, a character with a shovel might be able to eject a melded vampire in two minutes, whereas a character with a pipe bomb could eject her with a single standard action.

Earth Meld allows a vampire to sink into dirt or other naturally-occurring substances with similar consistency, such as sand or gravel, but cannot be used to meld with (or pass through) concrete, rock, metal, plastic, wood, or any other ground covering. Earth Meld cannot be combined with transformative powers; melding with the earth returns a vampire to her original state.

Duration: One day or more, or until disturbed

Vicissitude: *Channeling the strength of your will behind your ability to change shape, you can painfully, but permanently, alter yourself.*

Amalgam: Dominate 2

Cost: One Rouse check

System: You gain the ability to make and maintain Vicissitude alterations to your body. You may have one alteration active at a time for free. Each additional alteration costs the temporary loss of one Physical attribute of your choosing each as you redistribute body mass to new areas. Any lost Physical attributes return when your total number of alterations becomes one or fewer. Making an alteration requires five minutes. **Choose from the following list of alterations:**

- **Appearance:** You may physically sculpt your features to any appearance within a normal human range. You can alter your face, size, skin, sex, or hair color. You may also make yourself taller or shorter by up to one foot. To mimic a specific person's appearance, you must have at least two dots of the Medicine Skill, and you must study that individual from multiple angles for at least fifteen minutes. This study must be done live; it cannot be done through recordings.
- **Voice:** You may alter your vocal cords to change your voice however you wish. You may duplicate another person's voice if you have three dots of the Medicine Skill and have spent at least five minutes listening to that person speak. This study must be done live; it cannot be done through recordings.
- **Horrifying Appearance:** By making yourself appear horrifying through alterations, you may gain a +3 bonus on mundane Charisma + Intimidation checks to terrify mortals. This is a Masquerade breach, but some fleshcrafters do this and use Dominate to cover up the deed.
- **Bony Weapons:** You may alter your skeleton to create a bone weapon with the Concealable quality. This weapon can be wielded using either the Brawl or Melee Skill and may not be disarmed.
- **Hag's Wrinkles:** You may conceal items up to the size of a large handgun within folds and pouches in your flesh. Accessing items stored in these pouches requires a simple action.
- **Bone Tool:** You can modify your fingers to be more efficient for various tasks that would otherwise be accomplished by a tool. In this way, you could give yourself the ability to pick locks, hotwire cars, tailor a suit, or any other thing that a tool would assist with. This reduces the difficulty of a test by two, as if you had Superior Miscellaneous Gear. This effect does not stack with Gear.
- **Climbing Spurs:** You may add spurs to your feet and hands that allow you to climb surfaces without handholds at your normal speed. This does not require a test.

Making such alterations requires concentration and time. You must spend at least five minutes of relatively focused effort on making each alteration. These alterations are permanent until reverted through another use of Vicissitude, or they may be mended, with each change healing at the same rate as one Aggravated Damage. Vicissitude is not a transformative power, nor are the alterations it creates. When using a transformative power, any alterations made from Vicissitude cease to function unless otherwise stated.

Duration: Until healed or undone with other uses of Vicissitude

LEVEL 3

Fleshcrafting: *Once you've learned how to alter your own body; it's a simple progression to altering someone else's, so long as you and they are willing to pay the price. Against the unwilling, it can be a useful tool to cripple your foes.*

Amalgam: Dominate 2

Prerequisite: Vicissitude

Cost: One Rouse check

System: Once purchased, you may now use Vicissitude on other characters. Unwilling targets must be restrained or have the Helpless Condition during the entire process. The use of Vicissitude on an unwilling victim causes one Stain. Fleshcrafting another character requires physical contact.

Making such alterations requires concentration and time; you must spend at least 10 minutes of relatively focused effort on making such alterations. These alterations are permanent until reverted through another use of Vicissitude, or they may be healed with each change healing at the same rate as one Aggravated Damage.

Duration: Until healed

Unfettered Heart: *You have worked to train your Blood and body to defend yourself against one of the most well-known flaws of the vampiric condition, making you immune to staking.*

Cost: Free

System: You are immune to Staking.

Duration: Passive

Shapechange: *This power means that you have studied another creature so in-depth that you are able to change your own shape to mimic theirs, with all the physical strengths and limitations of your chosen animal, so long as it is close to your own size.*

Cost: One Rouse check

System: When you learn the Shapechange power, you may select one animal roughly the same mass as your human shape. You learn how to transform into this creature. You may make one Rouse check and spend your simple action to transform into this creature's form. You maintain your Attributes and Skills while doing so but are unable to use equipment. Any equipment you possess when you activate Shapechange melds into your new form and disappears. While using Shapechange, you are indistin-

guishable from a natural animal. Shapechange is a transformative power. If you wish to purchase additional animal forms, they may be purchased for 3 XP each.

When you select the animal, you may select one of the following benefits. **The selection made should reflect the natural capabilities of the animal you have selected.**

- **Fast:** This animal is known for its speed. You may take one additional step per action spent moving and may automatically succeed on Athletics tests related to running and jumping so long as it would be possible for the animal to do so.
- **Slippery:** This animal is hard to pin down or otherwise good at escaping a Grapple. You may spend your simple action to slip out of a Grapple without a test.
- **Climber:** This animal is an excellent climber. You may climb up surfaces at your normal movement speed (using either your simple action, standard action, or both without requiring tests), so long as there are sufficient outcroppings or handholds for you to use.
- **Swimmer:** This animal is an excellent swimmer. You may swim at your normal movement (using either your simple action, standard action, or both without requiring tests).
- **Night Vision:** This animal is known for excellent night vision and may see in natural darkness without penalty.
- **Smell:** This animal has a finely-tuned sense of smell and may smell details that a normal person cannot. This may allow a character to track down a target by smell if the Storyteller rules that it is appropriate to do so. Wits + Survival static tests may be needed depending on how difficult the tracking would be. However, this talent may not be used to overcome a Fair Escape.

Duration: Transformative

LEVEL 4

Metamorphosis: *With this power, those who have already mastered one form may learn to take a second shape, this time without size limitations, allowing flight forms such as bats and birds.*

Cost: Free

Prerequisite: Shape Change

System: Purchasing Metamorphosis gives you access to an additional animal form when using the Shapechange power. This second animal form can have mass as low as one pound (like a rat) or up to one ton (like a bear). Though it is a Masquerade breach to do so, you may choose to change into a singular abnormally large creature from a type of swarm, such as an unusually large insect or spider.

Whenever you select an animal form, you may select two benefits. These benefits can come from the Shapechange or Metamorphosis ability lists to determine your form's capabilities. These selections are permanent. The selections made should reflect the natural capabilities of the animal you have selected. In addition, your Brawl attacks now do Aggravated Damage while transformed. **If you wish to purchase additional forms with new traits, they may be purchased for 5 XP each.**

- **Flight:** This animal can fly. You may fly at your normal movement (using either your simple action, standard action, or both without requiring tests).
- **Huge:** This animal is very large, like a bear. You gain one additional health level and do one additional damage to structures or inanimate objects with your Brawl attacks. When this power expires, remove a health level that does not have damage assigned to it. If you have no empty health levels after removing the bonus health level, you fall to torpor.
- **Stealthy:** This animal is very small and stealthy, like a rat. You gain +3 to mundane Dexterity + Stealth tests to avoid notice and do not trigger mundane security apparatuses such as pressure plates or motion sensors.
- **Burrower:** This animal is excellent at tunneling. You may tunnel through dirt, packed earth, sand, mud, and other similar non-manufactured earth at your normal movement (using either your simple action, standard action, or both without requiring tests). Manufactured items such as concrete or hard objects like rock cannot be burrowed through.
- **Echolocation:** This animal navigates by echolocation, like a bat. You gain the ability to echolocate within 15 steps of you by emitting a sound that is outside the range of human hearing. You automatically detect characters hiding with mundane Stealth tests within that radius and are immune to the Blinded Condition. Characters within 100 feet of you with Heightened Senses active may hear this as a high-pitched noise with a Wits + Awareness test at difficulty 6.

Duration: Transformative

Abrupt Internment: *You can use the earth to meld other things into the Earth, either to store or simply stop them from moving.*

Cost: One Rouse check.

Amalgam: Auspex 1

Challenge Pool: Strength + Survival vs. target's Strength + Athletics

System: Make one Rouse check and spend a standard action to target a character within your line of sight that is standing on any type of ground covering, including dirt, concrete, rock, metal, plastic, or wood. If you succeed in the opposed challenge, you cause your target to become Grappled, as she sinks into the ground to a depth reaching just below her knees. While your opponent suffers the Grappled Condition in this way, you can move and act normally without ending the effects of the Grapple; this is an exception to the rules limiting your ability to move farther than one step or target other characters while maintaining a Grapple. If an individual Grappled by this power attempts to escape, she must succeed in a static challenge using her Strength + Brawl or, if ap-

propriately armed, Strength + Melee vs. your Strength + Survival.

In addition, you can target inanimate objects with Abrupt Internment, provided they do not contain living or undead creatures. Make one Rouse check and use a simple action to cause an object, or a cache of objects no larger than a small car, to sink completely into the earth. You may spend a simple action to return the melded objects to the surface. While melded, the objects exist in a semi-tangible state. If returned to the surface or manually unearthed, the objects show no ill effects for having been interred.

If Abrupt Internment is used on a target who possesses the Protean power Earth Meld, that character can activate Earth Meld (as long as she meets all the requirements to do so) normally on her initiative, effectively escaping the Grapple at the end of their turn. This is not a transformative power; characters using or successfully affected by Abrupt Internment who are also currently using transformative powers are not forced to assume their true forms to activate or when targeted by Abrupt Internment.

Duration: Until the Grapple is broken or until dawn for inanimate objects

Horrid Form: *This fearsome power, widely believed responsible for giving Tzimisce the sobriquet "fiends," transforms the user into a nightmarish hulk of claws and ichor.*

Prerequisite: Vicissitude

Cost: One Rouse check

System: Make one Rouse check, and spend your simple and standard action to take on the Horrid Form. You elongate and distort your physical mass to grow to between eight and nine feet tall, becoming obviously monstrous in appearance as long as this power is active. Any previously-made alterations from Vicissitude may remain in effect or may be immediately removed at your discretion, allowing you to instantly regain any Physical Attributes you may have spent for extra alterations.

When Horrid Form is active, your Brawl attacks do Aggravated Damage. Horrid Form also allows you to immediately benefit from two different alterations from the list below. These alterations do not cause the loss of Physical Attributes and may only be gained through Horrid Form. You may select different alterations each time you activate this power.

- **Defensive Spikes:** Grappling you is extremely dangerous, as bony spikes protrude from your form. When someone initiates a Grapple with you, they suffer one Normal Damage.
- **Chiropteran Wings:** By connecting your limbs to your body with thin membranes, you can achieve flight in a limited fashion. If someone with Chiropteran Wings falls from height, they can spread their arms and use these proto-wings to glide safely to the ground. In addition, they may fly three steps per turn by spending both a simple and standard action.
- **Thermal Vision:** Your eyes are optimized for hunting all sorts of prey. You may see infrared or thermal signs within 30 steps of you. You can detect heat signatures in this radius, including body heat. Vampires who are not using the Blush of Life show up as cold, but still visible—thus the Second Inquisition calling them 'blank-bodies'.
- **Horrific Maw:** Your mouth becomes oversized and alien, possibly with a cephalopod's beak or an insect-like proboscis. You are unable to speak, but you may Slake one additional Hunger when feeding. If your target has a Hunger track, they gain an additional Hunger when fed upon.
- **Deadened Nerves:** You do not suffer wound penalties.
- **Skittering Legs:** You modify your lower torso to accommodate additional legs. These legs increase your movement rate by one additional step per action spent on movement.

While Horrid Form is active, the difficulty of your Frenzy tests are +2. You are subject to Messy Criticals regardless of your current Hunger level.

Duration: Transformative

LEVEL 5

Heart of Darkness: *You've learned how to ritualistically separate your heart from your body, providing you immunity to staking, with the side effects of numbing both your Beast and your own conscience.*

Amalgam: Fortitude 2

Cost: Two Rouse checks

System: Make one Rouse check, deal two Aggravated Damage that cannot be mitigated in any way, and spend 30 minutes performing a complex ritual in order to remove your heart from your body. After being separated from its body, a heart removed with this power remains intact. **Having your heart removed has the following effects:**

- You are immune to Staking. However, if your heart is found and staked, your body falls into a torpor-like state regardless of where it is in relation to your removed heart.
- While removed from your body, your heart becomes immune to all powers that could view it remotely, such as the Auspex power Clairvoyance.

- While removed from your body, you may choose to use the Obfuscate power of Conceal on your Heart. This does not end when your heart is no longer on your person.
- You gain a +2 bonus to resist all types of Frenzy.
- You suffer a -2 penalty to all Remorse tests.
- Your heart has the same number of health levels as the character it was removed from. If it is reduced to zero health levels, its owner falls to torpor. If a heart is completely consumed by fire or sunlight for three rounds, both the heart and its owner are destroyed utterly.
- Your heart may be fed blood and be fed from as if it were a vampire of your Blood Potency. This means a vampire may commit diablerie upon you through your removed heart. Vampires feeding from your heart are subject to the Blood Bond.

You can replace your heart by making two Rouse checks and spending 30 minutes reversing the process. Replacing your heart in this way only causes one Aggravated Damage that cannot be mitigated in any way. You cannot place a heart in any body except the one it was removed from.

Duration: Indefinite until destroyed or returned

Form of Mist: *Unbound by the limitations of a physical form, you are able to transform yourself into a cloudlike form of vapor, allowing you to slip through small structural cracks.*

Cost: Two Rouse checks

System: Expend a standard action to transform into a cloud of mist. While in Form of Mist, you fly at normal speed and remain aware of your immediate surroundings, seeing and hearing normally. You cannot make Rouse checks, talk, activate powers, or physically attack, and you are immune to Physical attacks from sources other than fire and sunlight. You can still be harmed by Bane (Fire) melee weapons, such as a torch or a road flare; however, Bane (Fire) ranged weapons (excepting Flamethrowers) using incendiary rounds pass through your form too quickly to inflict damage. You are also immune to all powers that require you to have a physical form or that require Gaze and Focus. However, you may still be affected by certain powers, such as Clairvoyance, and certain Rituals, such as Illuminate the Trail of Prey, which rely on your mere presence, not physical substance.

While in Form of Mist, you are a semi-solid, fluctuating cloud of water vapor. You can pass through any crack, hole, or aperture that mist could normally traverse. You cannot pass through solid objects or airtight passages, nor can you travel through panes of glass, as you do not condense. If you manage to become trapped inside an object or space which cannot house the normal size of your physical form, when this power ends, you are ejected out in a burst of condensed water vapor before reforming tangibly, doing no damage to the container. Form of Mist is a transformative power and cannot be combined with other transformative powers.

Duration: Transformative

Shape Mastery: *Social creatures instinctively avoid aggressive posturing in the presence of more dominant leaders. You have learned the ability to enforce this respect, forcing others to revert to their natural form.*

Amalgam: Presence 2

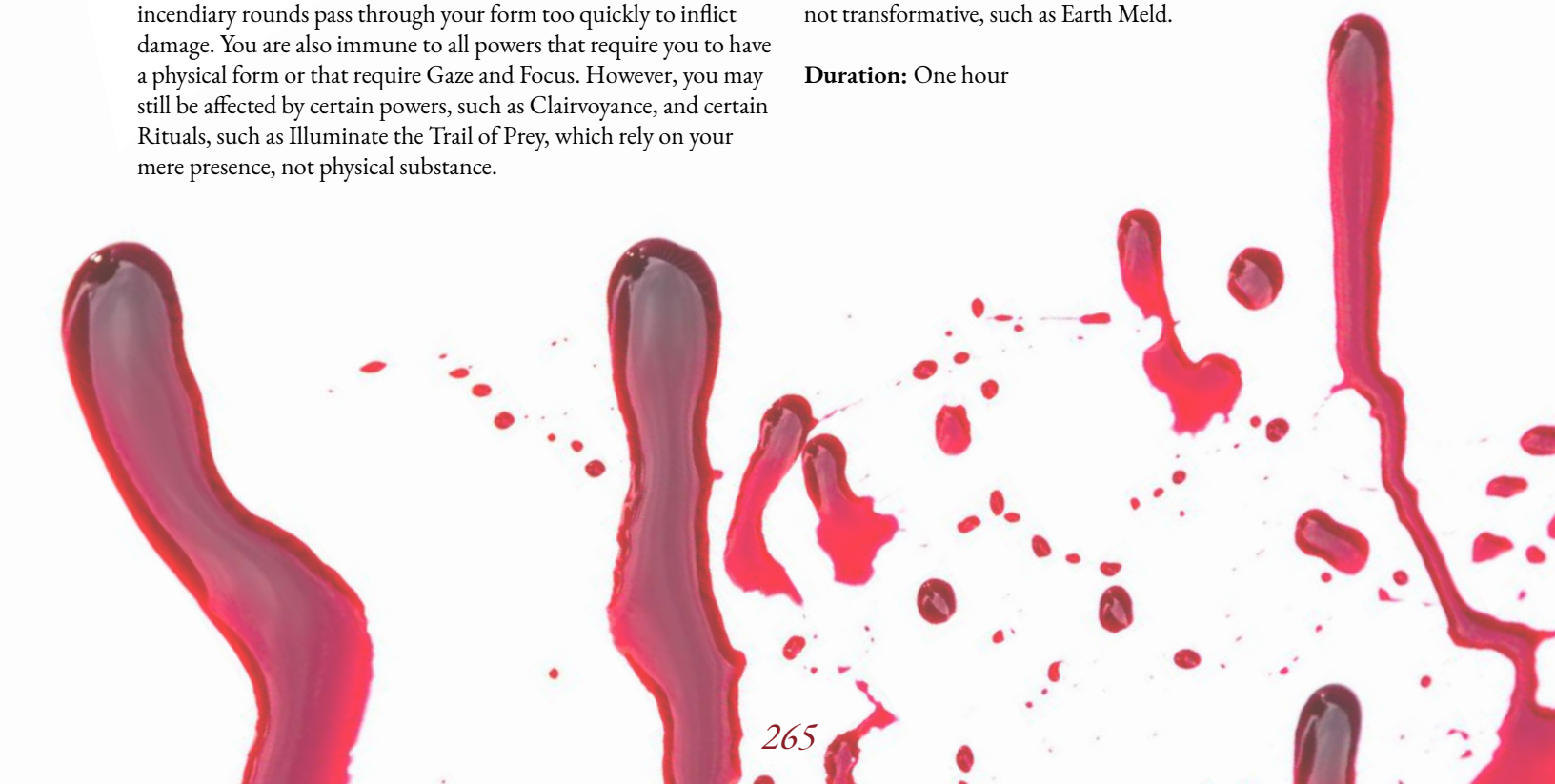
Cost: Two Rouse checks

Challenge Pool: Strength + Survival vs. Composure + Resolve

System: Make two Rouse checks, spend your standard action, roleplay a show of dominance (a roar, a vicious glare, or other predatory gesture) toward a target in your line of sight, and make an opposed challenge using your Strength + Survival vs. the target's Composure + Resolve. If successful, you force your target to immediately return to her natural form. Further, she cannot use transformative powers for the next hour.

Shape Mastery ends the effects of a transformative power, such as Shape Change and Horrid Form. It also ends the natural shape-changing ability of other supernatural creatures such as werewolves. It cannot affect powers that alter only a small portion of the body, such as Feral Weapons, or powers that alter the body but are not transformative, such as Earth Meld.

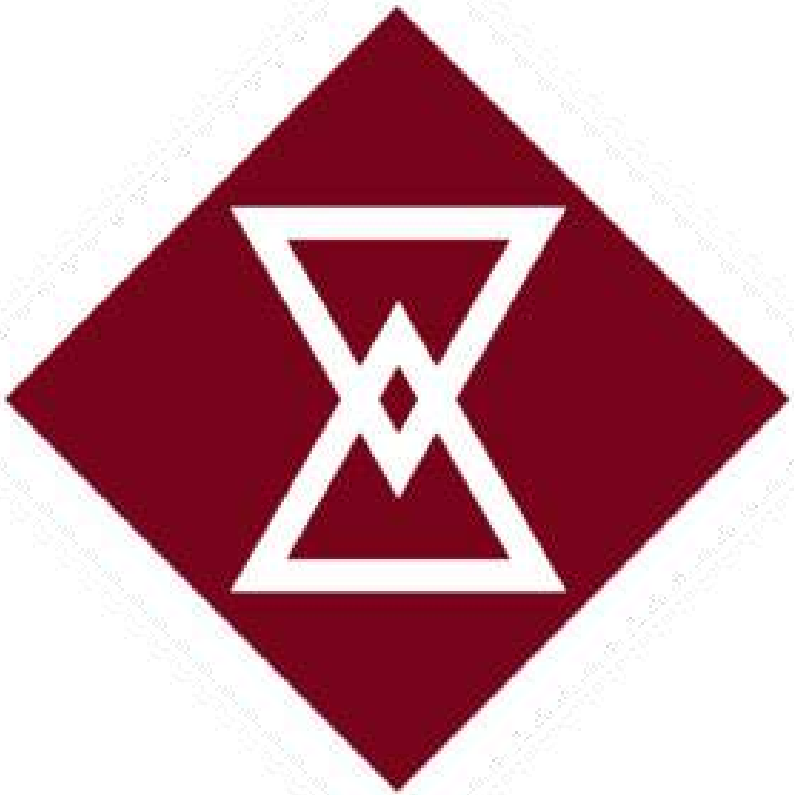
Duration: One hour



Thin-Blood Alchemy

"All true power is in the blood, all life begins with blood, and the truest blood... belongs to those born in the dusk."

– Kerrell Ridling



Unique to thin-blood vampires, Blood Alchemy allows the creation of potions that yield effects when consumed by the alchemist. Creating these concoctions requires the distillation of the alchemist's Blood, mortal blood of a specific Resonance, and other ingredients related to the desired effect in special alchemical equipment known as an athanor. The thin-blood can then drink these potions for the desired effect.

CHARACTERISTICS

The alchemist pours one Rouse check's worth of Blood, as well as any other required ingredients, and at least one of the suggested ingredients (listed in the powers description) into her athanor, heating and mixing it into a slurry, which then cools into a drinkable liquid that will not harm the alchemist. The athanor can be anything from a pressure cooker, repurposed propane tank, beer keg or an actual furnace. To distill a Formula, you must succeed in a static challenge with a difficulty of 6 using your Intelligence + Alchemy. Formulae of level 3 or lower may be distilled in the field in small, portable equipment. Formulae of level 4 or 5 require the use of a laboratory.

An alchemist may safely carry a number of potions equal to the higher of her Wits or Dexterity. The potions remain stable for up to 24 hours without refrigeration. The potions are usually the size of a soda can, thermos, or large vial. An alchemist may store a number of potions equal to twice her number of Alchemy dots plus the number dots she has in her Haven. As long as she has a powered refrigerator, these potions will last indefinitely.

Once a Formula has been distilled, the power it conveys requires its own activation, which is detailed in the individual power descriptions. Drinking a potion is a simple action. Once the potion is consumed, the alchemist must spend the activation cost for the power's effect as normal. In the case of Counterfeit powers gained by Blood Alchemy, the thin-blood gains the ability to use the counterfeited power for a scene.

Only thin-blooded vampires may benefit from Blood Alchemy. Unless otherwise noted, only the thin-blood vampire who distilled the Formula can benefit from ingesting the resulting potion.
Ingredients: Most non-Blood Resonance ingredients are not specifically defined for each Formula. Blood Alchemists typically develop their own proprietary ingredient lists for each Formula. Each specific Formula will list any required primary ingredients and suggestions for required secondary ingredients. Unless your Storyteller dictates specific ingredients for the purposes of game balance or chronicle-imposed limitations, the player is free to choose her own ingredients.

An alchemist receives one free Formula that does not require the listed Research time when she purchases a new dot of Blood Alchemy. There is no limit to the number of Formulae you may have per dot of Blood Alchemy.

Cost per Formula: Learning a new Formula costs an amount of XP equal to the level of the new Formula being learned x 4. For example, if a character wants to learn a level 3 Formula, that costs 12 XP.

Counterfeit Formulae: Some of the Formulae available to thin-bloods are designed to counterfeit powers in other Disciplines. Each power you wish to counterfeit requires a separate Formula with a separate XP cost. For example, if your character wishes to purchase Counterfeit (Level 3) for the Potence power Staggering Strike, and Counterfeit (Level 3) for the Celerity power Blink, those each cost 12 XP. Counterfeit powers work identically to their listed mechanics.

Distillation and Research Time: Unlike normal Disciplines, researching a new Formula takes time to learn. XP must be spent prior to the start of the research time. Once learned, the stronger the Formula, the longer it takes to distill.

Consult the following chart for research and distillation times. The listed distillation time provides one dose.

FORMULA LEVEL	DISTILLATION TIME	RESEARCH TIME
1	15 minutes	1 Downtime Action
2	15 minutes	1 Downtime Action
3	15 minutes	2 Downtime Actions
4	3 nights	2 Downtime Actions
5	2 weeks	3 Downtime Actions

Blood Alchemy and Downtimes: Unless otherwise dictated by your Storyteller, gathering ingredients and distilling any number of Formulae takes a single downtime action.

Type: In the case of Counterfeit Power, the type is the same as the power being counterfeit. All other effects are Mental.

Masquerade Threat: Varies according to the effects

Blood Resonance: See individual powers

LEVEL 1

Far Reach: *You've learned a Formula that can give you supercharged telekinetic abilities for a short amount of time.*

Required ingredients: Alchemist's Blood, Choleric mortal blood

Suggested ingredients: Anything that symbolizes or can act as long-distance control, such as nylon fibers from a rope or a melted-down grappling hook.

Cost: One Rouse check

Challenge Pool: Resolve + Science vs. Strength + Athletics

System: Use your standard action to telekinetically push, pull, or lift an object weighing up to 225 pounds that is within your line of sight and no farther than 12 steps. You can move or use the object in any fashion, as though you were using your hands, such as to push a button, turn a dial, fire a gun, or type on a keyboard. Knives and other dense, blunt objects can be wielded as weapons using your Resolve + Science vs. Dexterity + Athletics.

After activating Far Reach, you can remotely control a targeted object for five minutes, until you lose line of sight, or it moves further than twelve steps from you. Objects moved with Far Reach move six steps per turn. Remotely using an object takes your full concentration and requires you to spend a standard action. In stressful situations that require fine control (such as typing a specific sequence of numbers and letters on a keyboard) at range your Storyteller may impose a -2 penalty to your test pool.

You may attempt to use Far Reach to move someone else. This requires a Resolve + Science challenge vs. your target's Strength + Athletics. On a win, an invisible force pushes, pulls, or lifts your target three steps in any direction. Breaking free from someone using Far Reach to hold you in the air requires the expenditure of a simple action and a successful Strength + Athletics test vs. your Resolve + Science. Depending on your height this may incur damage or levy a Condition. **(See Falling, page 108)**. You cannot use Far Reach on yourself or anything you are physically touching.

Duration: Ten minutes

Haze: *This Formula allows you to create a thick, hazy fog on demand, obscuring a room or those within it.*

Required ingredients: Alchemist's Blood, Phlegmatic mortal blood.

Suggested ingredients: Dry ice, cigar smoke, bottled engine exhaust

Cost: One Rouse check

System: Make one Rouse check, and use your standard action to instantly fill an area, up to the size of a large ballroom, with a thick cloud of mist and fog. If used outdoors, your Haze extends 50 steps in every direction, with you at the center.

Individuals in your instantly-created Haze cannot see more than three steps away. Characters outside of the Haze cannot see more than three steps into the Haze. Characters wishing to attack or use a power on characters more than three steps away through a Haze are considered to have the Blinded Condition. Powers that make you immune to the Blinded Condition from mundane or supernatural darkness do not make you immune to the Blinded Condition inflicted by Haze. Haze lasts for 30 minutes, but you can dispel it early by expending a simple action.

You may also choose to activate Haze for free, requiring no action and no Rouse check. If activated in this way, your cloud of mist only surrounds yourself, making you unidentifiable to onlookers. It provides no other bonuses.

Duration: One scene

LEVEL 2

Counterfeit Power (Level 1): *Blood alchemists with two dots of Blood Alchemy may develop Formulae that counterfeit Level 1 Discipline powers.*

Required ingredients: Alchemist's Blood, the Blood Resonance listed for the Discipline from which the counterfeit power belongs

Suggested ingredients: When counterfeiting other powers, the ingredients symbolize the theme of the Discipline or the effect of the specific power.

Cost, System and Duration: As per the counterfeited power

Envelop: *You have learned a Formula to collect those tiny bits of mist from the air around you and coalesce them into something you can direct.*

Required ingredients: Alchemist's Blood, Melancholic and Phlegmatic mortal blood

Suggested ingredients: Potassium chloride, halon gas, bottled smog, the ashes of a garotte

Cost: One Rouse check

Challenge Pool: Wits + Science vs. Stamina + Survival

System: Once the potion is imbibed, for the next 15 minutes the alchemist can gesture at a target within sight and make an opposed challenge by spending their standard action. If the alchemist is successful, a swirling mist envelops the target, causing the Blinded Condition. Powers that make you immune to the Blinded Condition from mundane or supernatural darkness do not make you immune to the Blinded Condition inflicted by Envelop. If the target is mortal, then they also can take no actions except movement as they cough and choke. Thin-blooded vampires are not considered mortals for the purposes of interacting with Envelop.

The mist lasts for two turns, at which point the effects of this power on the target end. An alchemist may only conjure one such mist at time.

Duration: Fifteen minutes

LEVEL 3

Counterfeit (Level 2): *Blood alchemists with three dots of Blood Alchemy may develop Formula that counterfeit Level 2 Discipline powers.*

Required ingredients: Alchemist's Blood, the Blood Resonance listed for the Discipline from which the counterfeit power belongs

Suggested ingredients: Ingredients symbolizing the theme of the Discipline or the effect of the specific power

Cost, System and Duration: As per the counterfeited power

Defractionate: *You've developed a solution to the problem of a tasteless bloodbag—a Formula that lets anyone feed from a blood bag as if it's from a human body. It may not taste as good, but it gets the job done.*

Required ingredients: Alchemist's Blood, Sanguine and Melancholic mortal blood

Suggested ingredients: Moldy spinach, hot black coffee (no additives), sodium octanoate (protein stabilizer), O-negative mortal blood

Cost: Free aside from the distillation costs

System: Instead of making a static challenge when distilling, make a contested challenge vs. Difficulty 4. If you succeed in the challenge, you make enough elixir to turn two blood bags into unfractionated blood that any vampire can feed on normally. Each bag Slakes one Hunger. This blood remains unfractionated indefinitely, as long as it is refrigerated within 24 hours. This is an exception to the rule that other vampires cannot benefit from Thin-Blood Alchemy.

An alchemist can store a number of unfractionated blood bags equal to twice her number of Alchemy dots + the number of dots she has in her Haven, as long as she has a powered refrigerator.

Duration: Twenty-four hours or indefinitely if refrigerated

LEVEL 4

Counterfeit (Level 3): *Blood alchemists with four dots of Blood Alchemy may develop Formulae that counterfeit Level 3 Discipline powers.*

Required ingredients: Alchemist's Blood, the Blood Resonance listed for the Discipline from which the counterfeit power belongs

In addition, all counterfeit Formulae at this level and higher require a drop of Blood from a vampire who possesses at least one dot in the counterfeit Discipline or for whom the Discipline is in-clan. The Blood does not need to come from someone who has the specific power being counterfeited, only the Discipline itself.

For example, to counterfeit the power Scorpion's Touch from the Blood Sorcery Discipline, the alchemist would need a drop of Blood from a Tremere, Banu Haqim, or a vampire who had learned at least one dot of Blood Sorcery. This small amount of Blood does not require a Hunger gain, nor does consuming it cause a Blood Bond. However, it is rare for vampires to freely give their Blood to an alchemist and generally only do so at the cost of a major boon.

Suggested ingredients: Ingredients symbolizing the theme of the Discipline or the effect of the specific power

Cost, System, and Duration: As per the counterfeited power

Airborne Momentum: *You found the Formula that lets you achieve true flight.*

Required ingredients: Alchemist's Blood, Choleric and Sanguine mortal blood

Suggested ingredients: Wings of any animal that can achieve true flight or fabric from a hot air balloon

Cost: One Rouse check

System: After consuming this elixir and making one Rouse check, the alchemist can hover in the air and fly at a speed of three steps per action spent moving. While flying, she may carry a single human-sized mass. Doing so requires her to spend both her simple and standard action to move three steps in a turn. Unwilling passengers must be Grappled first.

Duration: Thirty minutes

LEVEL 5

Counterfeit (Level 4): *Blood alchemists with five dots of Blood Alchemy may develop Formulae that counterfeit Level 4 Discipline powers.*

Required ingredients: Alchemist's Blood and the Blood Resonance listed for the Discipline from which the counterfeit power belongs In addition, counterfeiting level 4 powers require a drop of Blood from a vampire who possesses at least one dot in the counterfeit Discipline or considers the Discipline in-clan.

Suggested ingredients: The ingredients symbolize the theme of the Discipline or the effect of the specific power

Cost, System and Duration: As per the counterfeited power

Awaken the Sleeper: *With this Formula, Blood Potency no longer matters; you can force anyone awake from a Torpid state.*

Required ingredients: Alchemist's Blood (one Rouse check), Choleric or Sanguine mortal blood

Suggested ingredients: Adrenaline, caffeine, cocaine, melatonin, and other stimulants

Cost: None

System: The alchemist combines all the required and secondary ingredients, then distills the elixir in her athanor. Unlike normal distillation, however, this Formula does not require an immediate distillation challenge. Instead, make the distillation challenge when the target torpored vampire consumes the resulting elixir. The difficulty of the challenge is equal to the target torpored vampire's Blood Potency. If the challenge is successful, the torpid vampire immediately wakes from torpor at Hunger 4. Each elixir created through this process has one dose.

An alchemist can store a number of these elixirs equal to her Alchemy dots, as long as she has access to a working refrigerator.

Duration: Twenty-four hours or indefinitely if refrigerated

Blood Sorcery Rituals

"Stop calling it magic..."
– Radislav, Tremere Ancillae

CHARACTERISTICS

Unlocked by learning Blood Sorcery, Rituals are additional magical effects that must usually be prepared in advance. Unless otherwise noted, performing any Ritual requires uninterrupted concentration for five minutes per level, as well as a quantity of the caster's Blood equal to one Rouse check. Some Rituals require more extensive ingredients or challenges to complete the casting; these are listed in the Ritual's description along with the process by which to use those ingredients.

Rituals that affect other characters are considered mental attacks. In addition, any Ritual effects immediately end if their caster dies. Unless otherwise stated, the caster can only perform Rituals upon herself or a location where she is physically standing.

Wards: A ward is a magical glyph or line of script placed on an object with the intention of repelling a single type of supernatural creature referred to as "the trespasser." Any glyph or script will do; the methodology remains the same, regardless of the language or style used. For example, Tremere use hermetic sigils, while Banu Haqim use gematria. When the trespasser touches the warded object, a supernatural force of energy that feels much like an electric shock burns through the trespasser's body. Wielding warded items and striking trespassers does not trigger the effects of the ward. Similarly, Attacking or using a Combat Maneuver against someone who has warded armor does not trigger the ward. However, if the trespasser were to disarm a combatant of a warded sword, then tried to pick it up, this would trigger the ward.

Wards can only cover objects no larger than three square feet or an area that would take only one step to cross. You could not ward an entire door, for example, but you could ward the door handle. The caster pours one Rouse check worth of blood, mixed with any required ingredients, on the object and traces the glyph with her bare finger. Once the casting time is complete, she may wipe away the Blood, rendering the ward invisible to mundane senses. Sense the Unseen can detect a ward if the Auspex user wins a contest challenge using her Wits + Awareness vs. the Ritual caster's Intelligence + Occult. The ward lasts until the object is physically destroyed. Most objects that are warded only have one Structure, but particularly rugged items may have more. A character may only maintain a number of wards equal to twice her dots in the Occult Skill. If she creates a new ward in excess of her limit, the first (chronologically) ward she created ceases to function permanently.

When a trespasser touches a ward (gloves or other garments offer no protection), she immediately takes one point of Aggravated Damage and must immediately release the object unless she activates a power such as Uncanny Grip, which protects her from being disarmed. She must then make a test to avoid Terror Frenzy, with a difficulty equal to the caster's dots in the Occult Skill. Further attempts by the trespasser to touch the object require a Stamina + Resolve (difficulty 5) challenge before being able to. Successful contact again causes one Aggravated Damage, but does not risk sending the trespasser into a Terror Frenzy. If the trespasser is a creature that does not normally Frenzy, she still makes this test and, if they fail, must flee, directly away from the warded object for five minutes.

Warding Circles: Warding circles are similar to wards but are much larger and are painted on the ground or floor. Trespassers who attempt to cross the boundary of a warding circle suffer the same effects as if they had touched a warded object. Instead of letting go of the warded object, they instead cease their movement at the warding circles boundary. Should the trespasser wish, and presuming she has not succumbed to a Terror Frenzy, she may attempt to cross the boundary again by making a successful Stamina + Resolve (difficulty 7). Each subsequent attempt to cross the boundary (successful or not) of a warding circle results in one point of Aggravated Damage but does not cause the trespasser to risk Frenzy. Once inside a warding circle, leaving its boundaries causes no ill effect.

A ritualist may choose to inscribe a warding circle pointing inward around a trespasser (who has likely been incapacitated prior to the casting of the warding circle). In this case entering into the circle causes no ill effect but any trespassers trying to leave the circle suffer the effects of the ward.

Warding circles differ from wards in the following ways:

- A warding circle requires three Rouse checks to cast. If any of these cause the vampire to Frenzy, the ward cannot be completed.
- Warding circles are considered enclosed columns with a radius up to 18 feet (six steps of movement). Warding circles cast indoors extend from floor to ceiling. Warding circles cast outdoors extend from ground level to 18 feet (six steps of movement).
- A warding circle exists only on the plane of existence it was cast in. However, creatures attempting to circumnavigate a warding circle by crossing into (or out of) it from one realm are blocked in the same way as if they had encountered the border of the warding circle. In addition to the normal costs, creatures must repay any cost to cross the boundary between worlds on each subsequent attempt to bypass the warding circle in this way.
- Unlike normal wards, a warding circle can activate with forcible contact.
- Warding circles cost three Rouse checks worth of Blood to paint the necessary sigils and one full night to cast. This does not cost a Downtime Action.
- Warding circles last for a year and a day after casting. Once in place, nothing short of complete removal of all solid material 18 feet below the surface of the warding circle will end a warding circle early.
- A character may only maintain a number of warding circles equal to her Occult Skill. If she creates a new warding circle in excess of her limit the first (chronologically) Warding circle she created ceases to function permanently.

LEVEL 1

Blood Walk: *When using A Taste For Blood, the ritualist garners more details about the subject.*

Prerequisite: A Taste For Blood

Ingredients: A silver cup with one Rouse check's worth of Blood from the subject

Process: The ritualist mixes her Blood and the subject's Blood in the silver cup while repeating magical incantations for 15 minutes.

System: Once the casting time has ended, the ritualist must activate A Taste For Blood against the target subject. In addition to the information provided by that power, the caster also learns the name of the subject, their sire, and any Blood Bonds (and who they involve) active on the subject. In all cases, this simply reveals the most common name of the individuals in question; it does not show you their face or reveal false identities. The Storyteller is the final arbiter on what constitutes the "common" name for any of the characters revealed. Blood Walk has no effect on non-vampire subjects.

Duration: Until Taste for Blood is next activated on the subject

Cling of the Arachnid: *The ritualist gains the ability to cling to walls like a spider at the cost of slower movement.*

Ingredients: A living spider

Process: The ritualist crushes the living spider and combines its remains with a vial of her Blood. She then smears both her hands and bare feet with the mixture, letting it dry.

System: For the remainder of the night, the user may cling to and move across any semi-solid surface. When moving on a surface she could not normally walk upon, such as the ceiling, vertical wall or silk drapes, it requires the ritualist to use both hands and feet to stay attached. She may only spend actions for movement, taking one fewer step per action spent on movement. While clinging to a surface, she may not engage in offensive physical challenges but may defend herself normally.

Duration: One night

Craft Bloodstone: *The ritualist can create a magical tracker called a Bloodstone which she can mystically sense from afar.*

Ingredients: A pebble of magnetized iron ore and an additional Rouse check worth of blood that can be from any source except the caster (who still contributes their own Blood as well).

Process: The ritualist submerges the pebble in the mixture of blood while repeating a mystical chant once every 10 minutes for the next hour. The pebble slowly absorbs the blood, taking on a deep red color.

System: Once the Bloodstone Ritual is complete, you have a mystical connection to the stone. You can tell its relative position and distance from you at all times. A caster can create a number of Bloodstones equal to the number of dots of Resolve she has. If a Bloodstone is Obfuscated or otherwise supernaturally hidden, the caster can follow the trail until she reaches the general location of the stone (within 15 steps). The connection becomes blurred at that point, and she can no longer feel the Bloodstone's precise location beyond that point until it is no longer under the effects of Obfuscate. A Bloodstone lasts for one month and one day before the red color fades and the pebble becomes inert.

Duration: One month and one day

Wake With Evening's Freshness: *Performed at dawn, this Ritual allows the caster to awaken with no drawbacks should she find herself in danger during the day.*

Ingredients: The ashes from the burnt bones and feathers of a rooster.

Process: After mixing the ashes of the rooster with her Blood the caster inscribes a circle around her day-time resting place. The circle need only encapsulate a location large enough for her to fit inside.

System: For a month and a day, as long as the caster rests where she cast this Ritual; if the caster is endangered during the day, she immediately wakes up with no challenge, cost, or Rouse check. She may freely stay awake as long as she is in immediate danger. Three turns after the immediate danger has ceased, she follows the normal rules **(page 126)** for staying awake during the day.

Duration: One month and one day

Ward Against Ghouls: *This type of ward guards against ghoul trespassers.*

Ingredients: None aside from the caster's own Blood

Process and System: This Ritual uses the standard rules for wards and considers any ghoul to be a trespasser.

Duration: Until destroyed

LEVEL 2

Illuminate the Trail of Prey: *This Ritual displays a glowing trail of ghostly footprints that lets the ritualist track the movement of another person.*

Ingredients: A white satin ribbon

Process: The ritualist soaks the ribbon in her own Blood, then sets it on fire while envisioning a character she has met at least once or possesses a personal item from, such as their wedding ring or part of a vampire's remains.

Challenge Pool: Wits + Occult vs. Composure + Resolve

System: This Ritual must be cast at a location that the target character has spent at least five minutes at during the evening of the casting. Make a contested test vs. your target. If successful, the ash from the burning ribbon illuminates a set of ghostly footprints that only the ritualist can see. These footprints show the

entire path traveled by the target character since the last sunset. As long as the target character remained on the ground, the ghostly footprints mimic her travels, even if she gets into a vehicle or uses Obfuscate. If the character took flight or entered a body of water, the trail ends; finding where the footprints begin again is impossible unless the point where her target's feet hit solid ground again is within line of sight. The use of this Ritual does not give the caster any ability to break any power used to supernaturally conceal her target. It only allows the caster to follow her path of travel.

This Ritual immediately ceases to work if the target character dies during its use or changes planes of existence. If the target died prior to the casting of this Ritual, the Ritual fails to activate.

Duration: Until Dawn

Instantaneous Materialization: *This Ritual allows the caster to magically teleport one pre-prepared object to her hand instantly from anywhere within the city.*

Ingredients: One item no larger than a guitar case and enough leaves from an ash tree to cover the object

Process: The ritualist covers the target item with the mixture of blood and leaves. She then must light the leaves on fire and continuously blow on the resulting flames for the entirety of the casting time. The flames burn a bright blue and do not give off heat, cause damage to the vampire or the target object, or induce Frenzy. At the end of the casting, the flames die down, leaving behind only a pile of mundane ash.

System: At any time on the night of casting, the ritualist may Rouse the Blood. The target item used in this Ritual will appear to rapidly coalesce out of Blood in his dominant hand. If the item has not been called forth by sunrise, it reappears at the exact location of the casting of the Ritual. A character may only have one item enchanted by this Ritual at a time.

Duration: One night

Phantom Whispers: *This Ritual allows you to leave behind an auditory message to be triggered by a specific person or the next person to touch an object or tread upon a specific place.*

Ingredients: Ground-up dust of a conch shell

Process: Mixing together the Blood and shell dust, the ritualist smears the resulting paste on an object no larger than three square feet or an area of ground that would take only one step to cross. While doing so, the ritualist repeats a message no longer than 5 sentences and that takes 30 seconds or less to speak aloud.

System: Once the casting is done, the blood mixture is absorbed into the object completely. For the next month and a day, the phrase spoken by the ritualist repeats whenever a character touches or steps on the object or area enchanted with this Ritual. The phrase will only repeat itself once per character, and the phrase will be heard as if someone was whispering in the character's ear. Any attempt to record the phenomenon results only in distortion. The ritualist may choose to have this Ritual only triggered by one specific character she names during casting.

A character can maintain a number of castings of Phantom Whisper equal to her dots in the Occult Skill.

Duration: Until canceled or one month and a day after first triggered.

Ward Against Spirits: *This type of ward guards against spirit trespassers.*

Ingredients: A handful of salt

Process and System: This Ritual uses the standard rules for wards and considers any spirit, including ghosts, wraiths, elementals, and umbral spirits, to be a trespasser.

Duration: Until destroyed

Warding Circle Against Ghouls: *This type of warding circle guards against ghoul trespassers.*

Ingredients: The caster uses a human bone, dipped in the Blood, to inscribe the warding circle

Process and System: This Ritual uses the standard rules for warding circles and considers any ghoul to be a trespasser.

Duration: Until destroyed

LEVEL 3

Dagon's Call: *This allows the ritualist to cause the blood vessels of a character who has been exposed to her Blood that night to rupture from afar.*

Ingredients: A Ritual dagger inlaid with gold leaf

Process: Before enacting this Ritual, the intended target must be exposed to some of the caster's Blood during the same night this Ritual is cast. This is easiest to accomplish by successfully affecting the intended target with the effects of either Scorpion's Touch or Baal's Caress. The caster may also unnoticeably touch the bare skin of their target by making a Dexterity + Larceny check vs. the target's Wits + Awareness. If successful, the target doesn't notice being touched and the caster is able to smear a minuscule amount of Blood on her. The same check can be utilized to disguise the transfer of blood even if the touching was obvious such as from a handshake. If the caster fails this challenge, her target notices the attempt to transfer blood in time to prevent it. Once the target has been exposed to the caster's Blood (even if the Blood is removed), the caster can cast this Ritual by plunging the ceremonial dagger into her own body and concentrating on her target for five minutes.

Challenge Pool: Resolve + Occult vs. Stamina + Resolve

System: After five minutes of concentration, at any time during the remainder of the night that the Ritual was cast, the ritualist may spend a Standard action to make a contested challenge against his target. He may repeat this action once a turn for a number of turns equal to his dots in the Occult Skill. These turns do not have to happen immediately and consecutively. Each successful challenge inflicts one Normal Damage to a vampire and one Aggravated Damage to a mortal or ghoul. A character can only be affected by one casting of Dagon's Call per night.

Duration: One night

Firewalker: *This allows the ritualist to have temporary protection against fire.*

Ingredients: One of the caster's fingertips and a chalice inlaid with gold

Process: First, the caster must cut off her own fingertip (causing no appreciable damage) and mix the resulting ash with her Blood in a golden chalice. She must then bring the contents of the chalice to a boil and inhale the fumes.

System: After the casting is complete, the ritualist will automatically succeed on her next attempt to resist Terror Frenzy triggered by fire of any size. In addition, the next three sources of fire damage she takes are downgraded from Aggravated Damage to Normal Damage. The benefits of Firewalker end at dawn.

Duration: One night

Perfect Forgery: *This Ritual allows the caster to touch an object and create a perfect simulacrum of it moments later.*

Ingredients: Liquid silver and a mirror ground to dust

Process: The ritualist combines the liquid silver, ground mirror dust, and her Blood into a thick paste. She then must dip one of her hands into the mixture.

System: For the rest of the night, after the caster touches an object no larger than three square feet, she may Rouse the Blood and spend 15 minutes meditating in the lotus position. During the 15 minutes, the coating on her hand will slowly arc over to her other hand, taking the shape of the object that was touched like a mystical 3-D printer. The object is an exact replica of the object touched. However, it lacks any supernatural qualities, and, if the object is a receptacle of any kind, it is empty. The forgery lasts until sunrise. Once you create one forgery, the silver coating on your hand disappears and you must cast the Ritual again.

Duration: One night

Ward Against Shifters: *This type of ward guards against werewolves and other were-creature trespassers.*

Ingredients: A handful of silver dust

Process and System: This Ritual uses the standard rules for wards and considers any werewolf or were-creature shifter to be a trespasser.

Duration: Until destroyed

Warding Circle Against Spirits: *This type of warding circle guards against spirit trespassers.*

Ingredients: The caster uses a human bone, dipped in the Blood, to inscribe the warding circle

Process and System: This Ritual uses the standard rules for warding circles and considers any spirit, including ghosts, wraiths, elementals, or umbral spirits, to be a trespasser.

Duration: Until destroyed

LEVEL 4

Defense of the Sacred Haven: *This Ritual allows the caster to mystically protect her haven from intruding sunlight and to alert her should trespassers attempt to break in.*

Ingredients: The user must use a number of Rouse checks of her Blood equal to the dots of the Haven she wishes to defend.

Process: The ritualist must use her Blood to inscribe sigils and glyphs on every entrance to a Haven she has dots spent in.

System: After the Ritual is complete, the Blood seeps into the structure and disappears. The effects of this Ritual can be seen with powers such as Sense the Unseen.

For a year and a day, sunlight cannot penetrate the building, even if new openings are made in the structure. In addition, any character who has not invested dots in the protected Haven will trigger a psychic alarm in the mind of the caster if they attempt to enter the building through any of the doors and windows, even while under the effects of Obfuscate. Animals under supernatural effects such as Atavism, Unliving Hive, or Subsume the Spirit also trigger the psychic alarm. The caster is also notified if a character who has not invested dots in the protected Haven uses Clairvoyance on the Haven or anything therein.

If the caster is asleep, the psychic alarm begins the Awakening process.

Duration: One year and one day

Incorporeal Passage: *This Ritual allows a caster to create a magical mirror; while she looks at it, the mirror allows her to walk through solid objects.*

Ingredients: A mirror

Process: The ritualist spills her Blood on the mirror, then cracks it while mystically chanting.

System: By looking into the cracked mirror while intoning this Ritual's chant, you become completely incorporeal. While under the effects of this Ritual, you are immune to physical attacks as they pass through you. In addition, you move unhindered through any solid barrier as long as you keep looking into the mirror and continue moving in a straight line without turning. The Ritual lasts for five minutes, but you may end it early simply by looking away from the piece of mirror. While under the effects of Incorporeal Passage, opponents can still target you with Mental or Social attacks. Once you invoke Incorporeal Passage, you can only move forward or stand still. The magic involved in the Ritual prevents you from engaging in any form of other action, and you may not Rouse the Blood or activate powers.

If Incorporeal Passage ends while you are in contact with a solid object, you take one point of Aggravated Damage. If your entire body is still inside a solid object, you must fill all of your health levels with Aggravated Damage. In either case, your body is then ejected to the closest open space that can contain your body.

Duration: Five minutes or until ended

Splinter Servant: *This Ritual allows the caster to magically animate a ritually-prepared stake to attack a target on its own.*

Ingredients: A mundane stake from a tree planted in a cemetery, wax, and twine steeped in nightshade

Process: The stake must be encased in a sheath made from the twine. The stake is dipped in the user's Blood, then placed into the sheath which must be sealed with wax.

System: When the caster next draws the stake from the sheath, the stake animates, growing eight spider-like wooden appendages. **The splinter servant moves on its own and has the following statistics:**

- Three health levels
- Attack and Dodge Pools and Initiative score equal to the user's dots in the Occult Skill
- Immune to Mental and Social powers
- Can move three steps per action

The Splinter Servant attacks the closest vampire, other than its creator, unless the caster spends a simple action concentrating to direct it toward another target. Its attacks do one level of Normal Damage (two levels on a critical win). The Splinter Servant may use a Staking combat maneuver instead of an attack.

Duration: Until destroyed or rendered inert (simple action) by its caster

Ward Against Cainites: *This type of ward guards against vampires.*

Ingredients: Ash warm from a still-burning fire

Process and System: In order to gather the ash ingredient for this Ritual, a vampire takes one Aggravated Damage and must test for Terror Frenzy at difficulty 2 because of the proximity to fire. If this causes a Frenzy, the ritualist may not attempt to cast this Ritual again the same night. This Ritual uses the standard rules for wards and considers any vampire except the caster to be a trespasser.

Duration: Until destroyed

Warding Circle Against Shifters: *This type of warding circle guards against werewolves and were-creature trespassers.*

Ingredients: A silver knife dipped in a mixture of Blood and wolfsbane to inscribe the warding circle

Process and System: This Ritual uses the standard rules for warding circles and considers any werewolf or fera shifter to be a trespasser.

Duration: Until destroyed

LEVEL 5

Blade of Eternal Thirst: *This Ritual allows the caster to ensorcel a bladed weapon to steal blood from its victims, storing it for later consumption or other uses by the ritualist.*

Ingredients: A dagger carved from a human bone and three Rouse checks worth of the caster's Blood

Process: The caster must submerge the bone dagger in a pool of his own Blood for one hour.

System: Once the Ritual is complete, any time the bladed Melee weapon successfully strikes an enemy, the blade consumes enough blood to raise the victim's Hunger by one. The blood consumed is magically preserved inside the weapon.

A Blade of Eternal Thirst can store enough blood to Slake up to three Hunger, which will retain all supernatural properties. By spending a simple action while wielding the weapon, the caster can feed from the stored blood, lowering his Hunger by one (to the minimum allowed by his Blood Potency without draining a human). However, the caster is subject to any effects the blood has, such as drugs, toxins, or powers such as Cobra's Favor. You may force the blood out of the blade to and into a container if so desired by spending a standard action.

You may only create one Blade of Eternal Thirst. If you create another, the previous one is destroyed along with any blood it contains. Only the creator of a given Blade can utilize its benefits. A Blade of Eternal Thirst remains enchanted for one month, but, each month after its creation, you may soak it in one Rouse check's worth of Blood to extend its enchantment by another 30 days. If a Blade of Eternal Thirst loses its enchantment for any reason, or the weapon is broken, any blood stored within it is destroyed and cannot be recovered.

Duration: Thirty days or until destroyed

Cobra's Favor: *This Ritual allows the ritualist to enchant her own Blood, transforming it into a powerful toxin that affects any foolish enough to consume it.*

Ingredients: An herbal poultice and the venom of a snake

Process: Mixing the herbs, venom, and the caster's Blood creates a jet-black viscous liquid. Speaking a magical incantation, the caster then consumes the liquid.

System: After consuming the vile liquid, anyone who consumes your Blood suffers one point of Aggravated Damage per round spent Slaking Blood from you. This damage cannot be reduced or negated. Your Blood is only damaging to others when someone is feeding directly from you or using a power that transfers your Blood directly to another character, such as Theft of Vitae. You cannot spill your own Blood into vials and poison characters' drinks surreptitiously. Cobra's Favor remains in effect for one month.

Duration: One month

Escape to True Sanctuary: *The ritualist can create two mystic circles that allow her one-way instantaneous travel between the two locations.*

Ingredients: Two charred circles, drawn three feet in diameter, consecrated in Blood over three days

Process: The caster must burn two circles into the ground with an open flame. She must then consecrate each circle with her Blood over the span of three days. If the user succumbs to Frenzy while performing this Ritual, it fails and must be started again the next night. These two locations can be anywhere on stable, stationary ground, such as the bare earth or the floor of a building. The Ritual circles cannot be burned into sand (unstable) or the floor of a vehicle (non-stationary). When burning the circles and consecrating them with her Blood, she must designate one circle as the departure circle and one as the arrival circle. The entire process as described above takes one downtime and three Rouse checks and must be completed within one lunar cycle. If the user succumbs to Frenzy from any of these three Rouse checks, the Ritual fails and must be started again the next night from scratch.

System: Once the circles are complete, the caster needs only to step into the departure circle and spend one standard action to immediately appear in the arrival circle. The caster can transport one willing character or a number of objects roughly equal to the mass of a normal-sized human. The circles will remain empowered as long as the surface they are burned into remains relatively unchanged, up to a year. Excavating the dirt of a basement and covering it with concrete would destroy the Ritual, but throwing a carpet over the circles would not. If an object is placed on top of the circle in an attempt to bar travel, the object is harmlessly pushed out of the way as the traveler(s) emerge.

Duration: One year

Shaft of Belated Dissolution: *A stake enchanted with this Ritual intentionally splinters upon use, with the splinter burrowing to the target's heart on its own.*

Ingredients: A mundane stake carved from rowan wood, imbued with baneful runes, and soaked in two Rouse checks worth of Blood

Process: The caster continuously drenches the stake in Blood as he holds it within the hot coals from a burnt oak tree; he chants mystical incantations as it slowly blackens over one hour. This process does not cause a Fear Frenzy check.

System: The stake created in this Ritual can be used in melee or fired from a crossbow. When the caster attempts to make a Staking Combat Maneuver **(see page 130)**, and does not successfully stake their target, the tip of the stake splinters off and stays lodged in the victim's body. Once an hour, the Storyteller will perform a contested 'burrowing' challenge using the caster's Resolve + Occult roll versus the target's Stamina + Survival. If the caster wins three of these challenges the target is considered staked and suffers the Helpless Condition. This will continue until the character is staked or the splinter is removed.

The splinter is undetectable until either the caster or the victim wins two of the above listed challenges. At this point, the victim can feel the splinter moving inside her, possibly nearing her heart (if the caster has won two challenges). The splinter can be surgically removed by winning three static challenges using her Dexterity + Medicine vs. a difficulty of 6. Each challenge represents five minutes of uninterrupted exploratory surgery. Each time a character fails one of these surgical challenges, the splinter gets to make an extra burrowing challenge (this is in addition to the challenge made hourly). Once removed from the body, the splinter becomes inert. A character who is immune to staking or who has had her heart removed is immune to this power.

Characters immune to Staking are immune to the effects of this Ritual. Powers that increase the number of challenges required to stake you are ineffective versus this power.

Duration: Until destroyed or rendered inert

Warding Circle Against Cainites: *This type of warding circle guards against vampires other than the caster.*

Ingredients: The ritualist inscribes the warding circle with a rowan stick dipped in a mixture of Blood and warm ash from a still-burning fire.

Process and System: In order to gather the ash ingredient for this Ritual, a vampire takes one level of Aggravated Damage and must test for Terror Frenzy at difficulty 2 because of the proximity to fire. If this causes a Frenzy, the ritualist may not attempt to cast this Ritual again the same night. This Ritual uses the standard rules for warding circles and considers any vampire other than the caster to be a trespasser.

Duration: Until destroyed

Ceremonies

"The sweet, sweet suffering..."
– Unknown

CHARACTERISTICS

Unlocked by learning Oblivion, Ceremonies are additional necromantic and/or abyssal effects that must be prepared in advance. Unless otherwise noted, performing a Ceremony requires uninterrupted concentration for five minutes per level of the Ceremony. In addition, it requires a quantity of the caster's Blood equal to one Rouse check and a specific process combining that Blood with other ingredients.

Ceremonies that affect other characters vary in type. The Attribute used in the pool of the initiating player dictates whether the Ceremony is mental, social, or physical. In addition, any Ceremony effects immediately end if their caster dies. Unless otherwise stated, the caster can only perform Ceremonies upon herself or a location where she is physically standing.

In order to purchase a Ceremony, a character must first possess a number of dots in the Oblivion Discipline equal to or greater than the Ceremony level. For example, a character with three dots in Oblivion may purchase up to level-three Ceremonies. Ceremonies are purchased at the cost of the Ceremony's level x 3 XP.

LEVEL 1

Din of the Damned: *This Ceremony allows the sounds of the dead lands to permeate the world of the living and prevent others from eavesdropping on the protected room.*

Ingredients: Ash from a crematorium

Process: The necromancer draws an unbroken perimeter around a room she wishes to protect using the mixture of her Blood and the crematorium ash.

System: Until dawn, any attempt to eavesdrop on events inside the room, be it mundane, technologically enhanced, or supernatural, receives garbled, static-ridden results. Further, a light wind in the area carries the whispers, warnings, curses, screams, and laughter of the dead. Mundane mortals in the area will find this off-putting and foreboding, possibly choosing to leave or to not enter the area at all. This Ceremony can protect rooms up to 100 square feet in size.

Duration: Until dawn

Eyes of the Dead: *This Ceremony allows a necromancer to sense the presence of corpses and immediately identify their time and cause of death.*

Ingredients: Embalming fluid

Process: The necromancer applies a drop of embalming fluid mixed with her own Blood to each of her eyes. The mixture is slowly absorbed into his retinas over the duration of the casting time. Unlike most Ceremonies, the small amount of Blood used does not require the necromancer to make a Rouse check.

System: For the remainder of the night the necromancer can sense the presence of any corpses within 100 yards and discover their locations with relative ease, even if hidden or buried.

Further, she may target a true corpse within her line of sight and, with a simple action, instantly know the details of that creature's death including all of the following:

- When did the target creature die?
- How did the target creature die?
- Has the corpse been altered since death?
- Did the death occur here, or was the body moved after death?

Duration: One night

Guiding Spirits: *This Ceremony allows you to commune with wraiths along a specific route, using the dead's insight to help find the safest and quickest path.*

Ingredients: A broken compass

Process: The necromancer must fill a broken compass with one Rouse check worth of Blood and concentrate on one location they have been to in the last 90 days.

System: Once this Ceremony is complete, the compass turns into a magical object capable of providing direction up to three times per night. To use it, the caster visualizes a destination and opens the compass. The compass will come to life, spinning wildly, before settling on the best route to take to the chosen destination. The route avoids all mundane danger, including street gangs, the neighborhood watch, and police officers. If possible, it will lead the caster in such a way that they will encounter no onlookers at all. This Ceremony expires at dawn, and the compass becomes a mundane working object.

Duration: Dawn

Summon Spirit: *This Ceremony summons the closest spirit or a specific spirit if the Oblivion user has one of its fetters.*

Ingredients: A broken mirror, rotting or dead wood, and ash from an extinguished fire.

Process: Grinding the mirror to dust and mixing it with her Blood, the necromancer pours the paste over the pile of wood. Then the ash is slowly sprinkled over the wood, causing a blue flame to slowly rise like an unnatural campfire. This flame is not truly corporeal and will not cause damage or Frenzy. In the Underworld nearby, wraiths can see this flame and are attracted to it. If a fetter is placed in the fire, the wraith it belongs to must travel to you.

System: Summon Spirit can be used to summon a specific wraith if you possess one of its Fetters. Alternatively, you can summon the closest uncontrolled wraith. The wraith normally arrives over the course of the Ceremony's casting time, so long as she is capable of reaching your location. Wraiths can pass through walls, but they cannot fly, nor can they cross barriers enchanted against their passage. Unless they materialize, wraiths are invisible to individuals who do not have the Medium Merit, Oblivion Sight, or other such powers. Unlike normal wraiths, wraiths summoned with this power materialize in the real world for 15 minutes, and will do so when they arrive to your summons.

Wraiths summoned by this power are created by the Storyteller if important to the story. If not, they are Simple Antagonists (difficulty 4). They are under no obligation to obey you, but they will generally stay and speak to you for at least 15 minutes unless attacked or intimidated. Summon Spirit does not work if used in the Underworld.

Duration: Fifteen minutes

LEVEL 2

Awaken Homuncular Servant: *This Ceremony allows the Oblivion to create and control a Homunculus made from corpse parts.*

Ingredients: Body parts or an animal carcass, the weapon used to kill the aforementioned person or animal, and the evacuated bodily fluids present at the animal or human's death

Process: The necromancer coats the murder weapon with the gross mixture of bodily fluids. She then uses the weapon to remove a specific limb, such as a hand or skull, or carve open the animal carcass (which can be no larger than a small dog). Then she pours her Blood into the carcass or limb, which comes to life as a homuncular servant loyal only to its creator.

System: The homunculus can scale walls, hop, "walk," and even hide effectively, regardless of what form it takes. It cannot fly, even if it had wings in life; they are far too decayed and mangled to be capable of flight. It can see even if it doesn't have eyes. While it cannot speak, regardless of it still having a mouth or not, it can communicate telepathically with its master by sending a slideshow of single images. It can only perform simple tasks such as pulling levers and pushing buttons; more complex tasks such as attacking, typing, or controlling a vehicle are impossible. The homunculus will spy and intimidate at its master's command.

A homunculus has the following statistics:

Homuncular Servant

Attributes: Physical 1, Social 0, Mental 0
Secondary Attributes: Health Levels 3, Willpower 1
Dice Pools: Athletics 4, Stealth 6, Intimidation 4
Characteristics: Homunculi take damage as vampires except they are immune to sunlight. They cannot heal, mend damage, or initiate attacks. They are immune to mental and social powers and have no blood within them. They do not need limbs to move, nor eyes or ears to perceive their surroundings. They are immune to all sensory deprivation powers and Conditions. They can telepathically broadcast single images to their master.

A necromancer can create and control one homunculus for each dot of Oblivion she possesses.

Duration: Until destroyed

Blinding the Alloy Eye: *With aid from spirits of the dead, this Ceremony makes it impossible to electronically surveil the caster.*

Ingredients: A small piece of aluminum mesh

Process: The necromancer must spend 10 minutes in isolation with a wraith or a spectre. The chosen death spirit then bonds with the aluminum mesh. This requires a willing spirit or a spirit subjected to the Oblivion power Compel Spirit. The mesh can then be stored in a light-proof container that can be taken out when the effect is activated.

System: The necromancer must remove the mesh and attach it visibly to a piece of flesh or garment to initiate the effect of this Ceremony. Once initiated, for the remainder of the scene or until the mesh is removed, no electronic surveillance will clearly record the necromancer. Instead, all recordings of the necromancer appear blurred, distorted, or scrambled, making her unidentifiable. Only the necromancer's image is affected; everything else appears normally. A necromancer may only have one mesh prepared at a time, and only the necromancer can benefit from this ritual.

Duration: One scene or until removed

Compel Spirit: *This Ceremony allows the Oblivion user to control and dominate a wraith.*

Ingredients: An unbroken mirror. The necromancer must be able to see (even through a power such as Oblivion Sight) and be able to gain the target wraith's Gaze and Focus.

Process: The necromancer must show the target wraith their reflection by obtaining the wraith's Gaze and Focus. Having been summoned by the necromancer using the Summon Spirit Ceremony counts as having gained Gaze and Focus. Finally, she must cast (throw) one Rouse check worth of her Blood at the wraith.

System: Once the casting has been completed, the necromancer must make a Manipulation + Intimidation challenge vs. the wraith's Resolve + Composure. If successful, the necromancer can speak a simple set of instructions for a number of tasks equal to the necromancer's dots in the Oblivion Discipline. The wraith will immediately attempt to carry out the instructions until the activity is reasonably complete or for one hour, whichever comes first. At the end of the hour or when the task is completed, the wraith will return to the necromancer. The necromancer must then win another challenge or the wraith is free to leave of its own

accord. If the necromancer wins the subsequent challenge, the wraith is compelled to continue any unfinished tasks or partake in any new ones. A wraith under the effects of Compel Spirit can only ever have a number of tasks equal to his masters' dots in Oblivion in place at once. Unlike uses of Dominate, the effects of this Ceremony do not end if the wraith is damaged whilst carrying out her instructions.

Duration: One hour or until complete or extended

Sin Eater: *This Ceremony allows the necromancer to Slake Hunger when other vampires nearby gain Stains.*

Ingredients: The destroyed and burnt remnants of an obvious religious item. This could be a bible (or other religious text), a priest's collar (or other religious clothing), or a box of communion wafers.

Process: The necromancer mixes ash from the burnt item and his Blood, then consumes it while speaking a prayer appropriate to the character's religious beliefs. (Non-religious characters meditate in silence.) Consuming the mixture of ash and Blood does not Slake any Hunger.

System: For the remainder of the night, whenever another character gains a Stain within your line of sight, you may Slake one Hunger (to your lowest maximum Hunger based on your Blood Potency, and never below 1). You must then make a Resolve + Oblivion challenge vs. a difficulty of 4+ the number of Stains you have. If you fail this challenge, you also gain one Stain.

Duration: One night

LEVEL 3

Black Blood: *This Ceremony allows the Oblivion user to deaden the life-giving properties of her own Blood to the point that those who would feed from her Slake no Hunger.*

Ingredients: Nightshade and squid ink

Process: The necromancer combines the ground up nightshade and squid ink with some of her Blood. She then consumes the mixture. Consuming Blood in this way does not Slake any Hunger.

System: The next three times another character attempts to feed from you in any way, they Slake no Hunger (nor do you gain a Hunger) as they consume your dead Blood instead. This Ceremony lasts for one night before needing to be cast again, even if your Black Blood has not been fully consumed.

Duration: One night

Chill of Oblivion: *This Ceremony allows the Oblivion user to snuff out small fires and deaden himself to the effects of Terror Frenzy.*

Ingredients: A one-foot cube of ice

Process: The necromancer must first open her rib cage and expose her heart, causing one point of Aggravated Damage to herself in the process. She must then lie upon bare earth with the cube of ice on her chest and let it melt. Her heart slowly becomes encased in ice over the next 15 minutes. She must then Rouse the Blood to keep it from freezing solid.

System: A necromancer benefitting from Chill of the Oblivion adds +2 to her pools to resist Terror Frenzy when caused by the presence of fire. She can also make a Rouse check and use her standard action to extinguish an area of fire, up to 250 cubic feet (roughly the size of a medium closet) within five steps of her, by exhaling a visible cloud of freezing air. This requires no challenge.

While under the effects of Chill of Oblivion, she draws in heat from her immediate environment, making others noticeably and unnaturally cold while within one step of her. In addition, the taint of the dead makes her an easy target for malevolent wraiths who receive a +1 bonus to their test pools when targeting an individual affected by this Ceremony.

Duration: Until dawn

Forsaken Edifice: *This Ceremony allows the Oblivion user to infuse a location with the numbing aura of the dead lands, concealing it from mundane notice.*

Ingredients: Mushroom seeds, moonflower seeds, and a building empty of all inhabitants

Process: The necromancer must steep mushroom and moonflower seeds in his Blood. He then plants them around the perimeter of a target building. They do not have to be planted in contiguous lines; one or two plants on either side of the building is enough.

System: At night the mushrooms will glow with a faint bioluminescence, and the moonflowers will bloom. Regardless of its actual current state at sunset, the building itself will appear abandoned and closed up, "dead" as far as that applies to a building. The windows will appear boarded up or covered over; the doors will appear locked or chained shut. Listening at the door will provide no auditory evidence of any inhabitants. For all onlookers, regardless of what is happening inside the building, the building looks completely abandoned from the outside. Heightened Senses and similar powers will not pierce the effect of this Ceremony, but powers such as Sense the Unseen will detect its usage.

The necromancer must take care to not cast this ritual on well-trafficked buildings. While the ritual protects people from hearing or casually observing what's happening inside, it does not prevent anyone from entering. A curious mortal, wondering why his favorite late-night coffee store has suddenly closed, might decide

to try and look inside. They will simply see the insides of the building, appearing as normal, but unoccupied and unused. If someone enters the building, the Ceremony does not end, but the entering person is no longer affected by it. You may only have a single active instance of this Ceremony active at a time. The use of this Ceremony lowers the Veil Density to Frayed **(see Oblivion's Sight, page 244)**, which does have a tendency to attract wraiths to the area.

Duration: One month

Shambling Hordes: *This Ceremony allows the Oblivion user to animate corpses into mindless warriors.*

Ingredients: A number of human corpses, up to the necromancer's dots in Oblivion, and a living mortal sacrifice.

Process: The necromancer arranges the corpses together in a pile. She then sacrifices the living mortal (gaining two Stains) and spills the victim's blood on the corpses she wishes to animate. The sacrificed human dies in the process and does not animate. This Ceremony does not require a Rouse check nor any of the necromancer's Blood.

System: After the casting is complete, the corpses animate into aggressive Shambler zombies. These zombies will serve only their creator's commands and can follow moderately complex orders such as "Kill anyone who enters this room" or "Break in and destroy everything in that building." If left unattended, they will attack any living creature on sight. A Shambler's creator can order them into stasis, which is the only way to keep them docile. Shambler zombies do not decay or continue to rot. They will exist until destroyed. A necromancer can maintain and control a number of Shamblers equal to his Oblivion score.

Duration: Until destroyed

Shambler Zombie

Attributes: Physical 4, Social 0, Mental 0
Secondary Attributes: Health Levels 4, Willpower 0
Exceptional Pools: Brawl 6, Survival 6
Characteristics: Shambler Zombies take damage as vampires, except they are immune to sunlight. They cannot heal or mend damage. They are immune to mental and social powers and have no blood within them. They do not need eyes or ears to perceive their surroundings. They are immune to all sensory-deprivation powers and Conditions. Zombies do not suffer from the Impaired Condition for having zero Willpower. Bites from Zombies inflict Aggravated wounds to mortals.

LEVEL 4

Bastone Diabolico: *This Ceremony allows the Oblivion user to create a weapon that is proficient in harming wraiths and zombies.*

Ingredients: Human thigh bone

Process: The necromancer must clean and prepare a thigh bone from a human corpse. After it is clean, a number of Stygian runes are carved into its surface.

System: The thigh bone is permanently enchanted to cause great harm to the restless dead and the inhabitants of the Underworld. Any time the necromancer successfully hits a zombie, wraith or other permanent inhabitant of the Underworld, such as a Specter, the necromancer automatically achieves a critical win. Ghosts and zombies can sense a Bastone Diabolico. They tend to stay away from individuals carrying one. A necromancer can have only one Bastone Diabolico in existence at any time. Creating a new one causes the old one to disintegrate.

Duration: Until destroyed

Bind Spirit: *This Ceremony allows the Oblivion user to anchor a powerful wraith to a location or to permanently torment an enemy.*

Ingredients: A wraith's fetter or control of a wraith, via the Compel Spirit Ceremony, and sufficient salt to surround a location. If you are targeting a character, you must possess some part of their body, such as hair, blood, skin, or, in the case of a vampire, some of their remains. Alternatively, you must know their birth name.

Process: If used to bind a spirit to a location, this Ceremony requires the necromancer to mix her Blood and the salt and paint a circle around the target location, which can be no larger than an estate house or mansion. This must be done while the wraith is Compelled to be inside the circle, or the caster must place the wraith's fetter inside the circle upon completion. If this Ceremony is used to target a character, the necromancer must surreptitiously place the fetter or salt and blood mixture on his target. This requires a successful Dexterity + Larceny challenge vs. the target's Wits + Awareness. Your Storyteller may agree to an alternative challenge depending on your methods.

System: Once completed, your location or target becomes Haunted. If a location, the location gains the **Haunted (••)** Disadvantage **(see page 150)**. If the target is a character, the character temporarily gains the **Haunted (••)** Flaw **(see page 186)**. Gaining either the Flaw or Disadvantage through this Ceremony does not let the target player offset the cost of Advantages or Merits. The wraith is bound to the location or person until destroyed. Once destroyed, the Disadvantage and Flaw are removed

from the target character or location. Wraiths are invisible to individuals who do not have the Medium Merit, Oblivion Sight, or other such powers. Unless summoned with Summon Spirit, wraiths may not manifest in the real world unless the Shroud Density is Absent **(see Oblivion Sight, page 244)**. Instead, they torment their location or target according to their wraith type **(see Wraiths, page 327)**.

Duration: Until destroyed

Faces of the Dead: *This Ceremony allows the necromancer to don the skin of a human creating a perfect disguise.*

Ingredients: An obsidian dagger and either a freshly-dead corpse with no damage to the skin or a live person

Process: The necromancer removes a body's top layer of skin with an obsidian dagger, taking care to damage the skin as little as possible in the process. If this is performed on a living mortal being, they die in the process and the necromancer gains two Stains.

System: The necromancer then dons the facial skin of her victim, which forms a second layer over her own. The victim needs to be of relatively similar stature—otherwise, the features become distorted, and the disguise becomes useless. Under normal scrutiny, the ruse is visually flawless. The Ceremony's magic will also supernaturally mimic the victim's fingerprints and retina scans, even fooling DNA tests. However, the disguise imparts none of the victim's knowledge and mannerisms, including her voice. Proper mimicry of a victim's mannerisms requires a Manipulation + Performance vs. a difficulty of 8 after at least 15 minutes of study. If the necromancer has observed her victim for at least an hour, the difficulty is 5. If the test is successful, they act convincingly for the scene in front of anyone who recognizes the deceased.

Duration: Until ended

Heart's Bane: *Once complete, this Ceremony imbues any sharp item the caster touches with the ability to stake a vampire, while enhancing the caster's accuracy with a wooden stake.*

Ingredients: A Rouse check worth of the necromancer's blood, a needle made of bone, and a human eye

Process: The necromancer chants in a forgotten language while soaking a human eye in her blood. When the Ceremony is prepared, the necromancer pierces the pupil of the eye with the bone needle in a representation of perfect accuracy.

System: Once this Ceremony is complete, any sharp object the necromancer holds may be used to stake a vampire in hand-to-hand combat. This provides the Staking quality as a bonus trait for any sharp Melee weapon the necromancer uses.

In addition, if attempting to stake a vampire with a wooden stake, you may immediately end this effect to automatically succeed on one of the Staking tests. The other Staking tests in the attempt to stake a target are unaffected.

Duration: Until sunrise or until expended, whichever is shorter

LEVEL 5

Ethereal Horde: *This Ceremony creates a spirit beacon that summons all wraiths in a one mile radius.*

Ingredients: A human skull from a human sacrifice engraved with arcane sigils and runes

Process: The necromancer must ritually sacrifice a human and remove her skull. Doing so causes the necromancer to gain one Stain. She must then soak the skull in her own Blood for one complete evening. After soaking, the necromancer carves ancient stygian runes and sigils in it using an iron knife, again, soaked in her own Blood. This successfully creates the spirit beacon necessary to complete this Ceremony. A spirit beacon is a supernatural object that has Size 1 and Structure 3 (three Health levels).

System: The necromancer must make one Rouse check and spend a standard action to activate the spirit beacon. Once activated, the arcane sigils and runes glow with a soft, sickly light, both in the physical world and the dead lands.

A cloud of 10-15 minor wraiths are summoned and manifest in the living world, swirling around the location of the spirit beacon. As a standard action, the necromancer can force the cloud as a group to attack a number of other characters equal to your Occult dots, with a test pool of 6 vs. the target's Dexterity + Athletics. These characters must be within 15 steps of the beacon. On a success, the necromancer chooses whether the target takes one Normal Damage or loses one Willpower. Each target may only be attacked once per round by the cloud, and different targets may suffer different consequences from the cloud's attacks. Critical wins have no added benefit.

Ethereal Horde lasts until the necromancer spends a simple action to reverse the effect of the spirit beacon and drive the cloud away. Ethereal Hordes can be attacked, but, because of their chaotic behavior, they are immune to area-of-effect powers. Each individual wraith is considered a Simple Antagonist (difficulty 3). If the number of wraiths in the Ethereal Horde is ever less than necromancer's Occult score, the remaining wraiths flee and the beacon falls safely inert. If the necromancer's beacon is destroyed, the wraiths return to the dead lands and disperse.

Duration: Until destroyed or ended

Chalchiuhtotolin's Judgment: *More commonly called the Curse of the Jade Turkey, this Ceremony levies a wasting disease on its target.*

Ingredients: A dagger made of obsidian or flint, a clay pot of rotting fruit, and an item personal to the target victim

Process: The necromancer cuts themselves, forcing a Rouse check worth of blood over the rotting fruit. The resulting mixture is mashed together into paste, which is used to coat the personal item of a target character. The personal item is then buried at least one foot below ground in natural earth.

System: Once targeted by this Ceremony, the target makes a static test using her Stamina + Resolve with a difficulty equal to Resolve + Occult. If the target fails this challenge, she takes one point of aggravated damage as her flesh rots and falls off in clumps. Repeat this process once per hour until the target either succeeds in a challenge (indicating her body has finally resisted the disease), dies, or she falls into torpor. Until the disease has been resisted, the victim appears grotesque and sickly to onlookers.

Living characters can die from this Ceremony, but vampires stop taking damage from this power once they fall into torpor. If a vampire voluntarily enters torpor before running out of health levels, this ritual continues to eat away at her flesh until she runs out of health levels. The personal item used in this ritual is destroyed once the disease is resisted.

Duration: Until resisted

Alone in the Dark: *This Ceremony allows the necromancer to remove lingering effects left behind when interacting with the world of the living.*

Ingredients: A tub of saltwater

Process: The necromancer mixes his Blood with the salt water and then submerges himself beneath the water for the duration of the casting time. The Ceremony must be performed in complete darkness in order to succeed.

System: When the necromancer emerges, her psychic aura is flooded with darkness. If a character attempts to use powers that do not require line of sight (such as Summon or Clairvoyance), or that require past interactions with you, a name, or a personal item, the attempt automatically fails. In addition, until the end of the night, you do not leave a psychic impression that can be detected through Spirit's Touch or similar powers.

Duration: One night

Avatar of Rot: *This Ceremony allows the Oblivion user to emulate waves of decay and entropy, rotting nearby inanimate objects and thwarting restorative effects.*

Ingredients: At least one pound of rotting flesh, as well as a few ounces of nightshade, hemlock, snakeroot, and the fresh stomach of a medium-sized animal or mortal (living or dead)

Process: The necromancer grinds up the herbs into a slurry with her own Blood. He then pours the mixture over the rotting flesh. The rotting flesh is then placed inside the fresh stomach. The necromancer then must carve open his abdomen and place the stomach inside her own undead body. She may then heal the wound with one Rouse check.

System: For the rest of the night the necromancer may spend a standard action to corrode and blight anything she is touching with her flesh, rendering the item useless. In combat you may even destroy an item held by another character. To do so, she must win a Strength + Brawl challenge against a target character and, instead of doing damage to her target, she may destroy an object held or worn by her target. The blighting effect works immediately on items up to the size of a large book. Larger items take several turns or even longer, depending on their size and density.

In addition, once per night, the necromancer may pierce her abdomen (and her false stomach) by spending a simple action to stab herself, doing one Normal Damage. The rotting flesh and horrible smelling mixture of herbs comes spilling out, filling the area with an awful spell of decay and rot. For the remainder of the combat scene, while within five steps of her, other creatures must spend double the normal cost to utilize any healing effects. In the case of vampires, two Rouse checks are required to mend wounds. All benefits of this Ceremony end after a combat scenario in which the false stomach was pierced in this way. The effects of this Ceremony do not stack with other powers such as Aura of Decay.

Duration: One night

Chapter 9
Vampire Society

"Even the Tremere must admit that the strongest magic isn't their blood sorcery; it's prestation. Boons are true magic."
– Herald Michael De Luca

Your Crew: Coteries & Gangs

Vampires like to act as if they are individualists who care only for themselves. After all, if you appear to care for nothing, what would your enemies be able to attack? However, many vampires desire meaning and companionship just as mortals do. Connections with other vampires and mortals keep them rooted in humanity and give them something to care about in an otherwise difficult and tragic existence. Unlife has to be more than chasing the next sip of blood, lest the vampire find themselves falling to their Beast.

Ultimately, vampires are social creatures who want to survive and thrive. Whether due to base concerns like seeking safety in numbers, a Camarilla coterie wanting to curry favor with their local Courte, or an Anarch group chasing a high ideal like overthrowing the same Camarilla Court, vampires frequently band together in small, like-minded groups. Within the Camarilla, these groups are most often called coteries. Members of the Anarch Movement refer to these groups as gangs. Even in the vicious Sabbat, vampires seek strength in numbers, gathering together in packs. (For the remainder of this section any references to coteries refer also to gangs.)

While social companionship and mutual assistance provide security, coteries and gangs tend to have a theme underpinning their association. What do they do? What are their motivations? How do they make their way through the night? Having a good theme or purpose not only allows you to make role-playing hooks within the coterie, but it provides other players and the Storyteller an easy way to understand your group's objectives and get them involved in stories. There are as many concepts for coteries and gangs as there are vampires to make them, **but here are some examples of coterie concepts:**

- **Blood Cult:** A crew that entices mortals to worship them and turns them into pawns.
- **Champions:** A group who identify as advocates and warriors for a cause.
- **Cleaners:** A van-full of investigators and forensic specialists who cover up Masquerade breaches.
- **Commandos:** An elite unit of soldiers who carry out missions for their sect.
- **Lorehounds:** Knowledge-chasers who will go wherever they must to learn the truth.
- **Nomads:** A gang of travelers burning up the interstate from domain to domain, either on the run or sowing chaos in their wake. Not infrequently both.
- **Socialites:** A gaggle of courtiers striving to become prominent in fashion and politics.
- **Sommeliers:** A coterie specializing in capturing mortals with the perfect Blood for their clients.

Members of Coteries and Gangs work together as a team, at least in theory, often sharing resources and surviving in close proximity to each other in a specific domain of their city. The following set of rules allows players to create a Coterie or Gang which gives the contributing characters certain benefits. A character may only benefit from one coterie at a time.

Territory

The core aspect of all coteries is the territory they exist in, a physical area of the city that members hunt and hide their havens within. In cities with a Camarilla authority, a coterie's territory is granted by the Prince. In cities with an Anarch authority, territory is usually referred to as turf and is claimed by a gang.

Territory is described by three Background traits called Comfort, Connections, and Deterrents. A coterie has a free pool of dots equal to two times the number of characters within it. These dots are used only to purchase Territory traits. As characters come and go, this free pool of dots may change. Additional Territory traits may be purchased for 3 XP, just like any other Background.

If a character leaves a coterie for any reason, other members lose access to any Territory traits the departing character purchased with XP. The departing character can freely recover these at the rate of one dot per month. Once regained, she can add them to a new coterie. The free dots a departing character provided are lost until a new coterie member joins.

Coterie members must agree on all purchases and losses collectively, with a simple majority solving any disputes.

Comfort

Comfort describes how healthy a Territory is. This includes the health and well-being of the mortals and how easy it is to feed upon them. The number of dots of a Territory's Comfort also abstractly dictates the relative size of the Territory. Every coterie begins with one free dot of Comfort. Coterie members hunting during a game within a Territory with one dot of Comfort, making Hunting challenges at difficulty 6. For each dot of Comfort beyond the first reduce the difficulty of Hunting challenges by one. A Territory is limited to purchasing five dots of Comfort.

Dots in Comfort need not always translate to huge sprawling Territories. The primary purpose of Comfort is the ease of feeding within that Territory. Consult the following table as a general guideline for the normal geographic size of a healthy Territory. Exceptions to this table exist. A coterie could choose a large abandoned part of the city mostly devoid of human population with a Comfort of one. Conversely, a coterie could choose a massive urban high rise with connected commercial shops that sits in a relatively small footprint with a Comfort value of five.

Comfort	Geographical Equivalent
•	One city block or small gated community
••	Two to four blocks, which can include a medium-sized park and one small site such as a mall or hospital
•••	Eight blocks, which can include a major thoroughfare and a medium site such as an airport, casino, or small community college
••••	An entire neighborhood or district (usually up to one kilometer depending on urban density); this includes a number of major streets and thoroughfares and a major site such as a university or amusement park
•••••	Three connected neighborhoods or the equivalent that house multiple large sites such as major parks, campuses, and commercial centers

Connections

Connections are a group of traits that represent how well a coterie has integrated with the mortal population of their Territory. When purchasing Connections for your coterie, you must choose a Sphere of Influence. You may purchase up to three dots of Connections, once each, for every Sphere of Influence. For each dot of Connections, all coterie members get +1 to any mundane pools (excluding Hunting challenges) to interact with the mortals in that Sphere of Influence as long as they are within coterie Territory. This bonus also applies if a character is employing personal Backgrounds to accomplish tasks within coterie Territory.

Example: *The Silver Ghosts coterie has* ***•• Connections (Transportation).*** *Any member of the coterie has a +2 bonus when interacting with mortals that are part of the Transportation Sphere of Influence. This bonus could be used to convince a cab driver to tail someone or smuggle something out of the coterie territory.*

DETERRENTS

Deterrents are a group of traits that represent how secure the mortal population of their Territory is from outside influence. Each dot of Deterrents must be focused on one of the Spheres of Influence. You may purchase up to 3 dots of Deterrents for every Sphere of Influence. For each dot of Deterrents all non-coterie characters get -1 to any mundane pools (excluding Hunting) to interact with the mortals in that Sphere of Influence within the Territory. This penalty also applies if a character is employing Backgrounds versus the environment **(See page 154)**. Deterrents never add to a coterie member's pools, instead acting as an increased difficulty when other characters are operating inside a Territory. Any coterie member can allow any other character to ignore their Deterrent traits at any time by notifying their Storyteller.

Example: *The Silver Ghosts coterie has •• **Deterrents (Transportation)**. Any character not part of the Silver Ghosts coterie has a +2 difficulty when interacting with mortals that are part of the Transportation Sphere of Influence within the Silver Ghosts Territory. Alexi Barragan, a fugitive from the city's authority, is trying to get out of the city. He tries to convince the Port Authority to allow him to stow away aboard a commercial ship. Normally the Storyteller would make this a difficulty 6 test since Alexi has no I.D. and no cash. Since Alexi is not part of the Silver Ghosts, his difficulty is now 8.*

COTERIE BACKGROUNDS

Any member of a coterie may designate her Mortal Connections as shared. Any Mortal Connections she has shared are available to use by any other member of the coterie. A coterie member can only share Allies, Contacts, Haven, Herd, and Resources. To share Mortal Connections, she removes them from her sheet and records them on the coterie sheet. When sharing Mortal Connections, you must share any attached Advantages and Disadvantages. Alternatively, any character may purchase the aforementioned list of Mortal Connections specifically for the coterie or to add to any already shared Mortal Connections.

If a character leaves a coterie for any reason, other members of the coterie lose access to shared Mortal Connections and they return to the character sheet of the departing character, including any she bought after joining the coterie. Mortal Connections purchased directly for the coterie by the leaving character are removed from the shared Mortal Connections and are similarly recorded on the character sheet of the departing character.

A coterie may only purchase or share a maximum of three dots of Herd and three dots of Resources, and they may only benefit or be penalized by an individual Advantage or Disadvantage attached to Herd or Resources once.

Example: *Tiffany has decided to share her Resources with the Street Sweepers coterie. On her character sheet she erases her •• Resources. On the Street Sweepers coterie sheet she records •• Resources (Shared from Tiffany). Stephen decides that he wants to increase the coterie's Resources and spends 3 XP to buy a 3rd dot. The coterie now has ••• Resources (Two shared from Tiffany, one purchased by Stephen). If Tiffany were to leave the coterie, the coterie's Resources would reduce to only one dot on the coterie sheet and Tiffany would again record •• Resources on her own character sheet.*

When characters declare their Mortal Connections as shared, they are added together up to a maximum of three dots.

Example: *The Street Sweepers coterie has only one dot of resources after Tiffany leaves. Luckily Maxamillian joins the coterie and has one dot of Resources on his sheet. He decides to share this with the coterie. The coterie now has •• Resources, not two instances of • Resources.*

COTERIE MERITS AND FLAWS

Just like an individual character, a coterie may take dots of Disadvantages and get equal dots of Advantages (up to five free dots). The Storyteller is the final arbiter of what Disadvantages and Advantages can be purchased and or shared with a coterie.

City Status

The Embrace is a transformative curse, turning a mortal into an undead vampire beholden to an eternal Hunger of the Beast within. Existing as a vampire skulking about eternally-darkened streets can feel empty and unfulfilling at best. The threat of other vampires, Hunters, and even being caught in the sun can drive a solitary vampire to madness. Most vampires, like most mortals, congregate in groups.

Within every city, the occupying vampires are urged by their primitive impulses to find their place on their societal ladder. A vampire's Status is the measure of his importance, recognized by his own peers, within a city. Status can ebb and flow based on the whims of a vampire's allies, their sectarian allegiances, and the ire of her enemies. Camarilla vampires refer to Status. Anarchs refer to Reputation. Mechanically, the systems for each work the same. It should be noted that City Status is a system abstraction, not something referred to directly while in character.

ACCEPTANCE

While each sect differs in the rituals of how a character becomes "accepted," the common thread is that a city's Authority that is, the city's ruler, typically the Prince (Camarilla) or Baron (Anarch)—bestows Acceptance on vampires who are allowed to exist openly in a city. Once Accepted in a city, that character gains one dot of City Status and one Moniker. Each sect utilizes a different Moniker for the first dot of City Status: Acknowledged in the Camarilla and Committed among the Anarchs. Independent vampires or vampires of a different sect as the city's Authority who are permitted to live there are simply called Accepted. To be able to gain further Status in a city, a vampire must first earn one of these Monikers from the city's Authority.

Vampires may gain acceptance within a city from an Authority of another sect. For example, a powerful independent vampire may decide to lie low among the Camarilla members of a city, or a rare Camarilla member may be tolerated among Anarchs. This allows her to exist in the domain and provides some degree of safety.

Connected Chronicles: Status Between Domains

Status is earned city by city as a reflection of a character's esteem in a vampiric domain (usually a city). A character's reputation in one city may be excellent and poor (or entirely unestablished) in another city. Players in connected chronicles involving multiple cities should track their Acceptance and Status on a city-by-city basis. While a character may be accepted in the city of Boston, that does not mean she is automatically accepted in the city of Paris. The Authority of Paris would decide independently whether to recognize that character.

The Rise and Fall of Status

Status in a city ranges from one to five dots and does not cost Experience Points. A vampire who has been Accepted in her city begins with one dot in City Status for that city and gains the appropriate sectarian Moniker (listed above) as proof of her admittance. Thereafter, a vampire may begin gaining and losing Status from her peers in a Domain. Additional Status is gained or lost by receiving Support or Opposition from other Accepted vampires in the city.

Support can be awarded for deeds accomplished, services rendered to influential members of the Court, or, in some cases, tactical bribery. Opposition may come from angering other Kindred, violating laws, or making political blunders. Support and Opposition are announced at large gatherings and in front of a majority of the city's vampires. **The following rules apply to Status:**

- Characters may only award Support and Opposition in a city they are Accepted in (have one dot of City Status and the Acknowledged, Committed, Initiated, or Accepted Moniker).
- A character may award Support and Opposition equal to their dots in Status in a single night. (Example: A Status 2 vampire can award two Support and two Opposition in a night.)
- A character can only award Support to a character who has equal to or less than their dots in Status.
- A character may award Support or Opposition to multiple different characters.
- A character can receive a maximum of three Support and three Opposition each per game session.
- A single character can only receive one Support or one Opposition per month from the same character. However, once Support or Opposition has been converted to a gain or loss of City Status, they may gain more Support or Opposition from the same character.
- Awards of Opposition and Support may be given for any reason. However, they must be given publicly, either by the character giving the award or a character they ask to do it for them. Typically, in the Camarilla, vampires who want another to speak for them in this regard will go to the Herald.
- Opposition and Support should be openly announced during the game to a majority of the participating players. For example, a Prince may give a speech about their Sheriff's valor and grant them Support, or a neonate might openly call out the fact that their rival has been violating social norms and give them Opposition.
- If your game is using social media or email lists, it can be posted there at your Storyteller's discretion. The Storyteller has the discretion to determine what means of communication are "public" enough for their game.
- Opposition and Support cancel each other out. If a character has one Support and gains one Opposition or vice versa, both are erased from the character sheet at the time the canceling Support or Opposition is earned.

Once given Support or Opposition, the receiving player jots down the awarding character's name beside the next empty dot of Status in the Status section of her character sheet. In order to withdraw Support or Opposition a character must award the opposing trait, canceling her first award.

Rising and Falling in Status

To rise in Status, a character is required to collect three times the level of Status above their current level:

- To rise from Status 1 to 2 takes six points of Support;
- To rise from Status 2 to 3 takes nine points of Support;
- To rise from Status 3 to 4 takes twelve points of Support;
- To rise from Status 4 to 5 takes fifteen points of Support.

Once the character has the necessary Support, they erase the Support from their sheet and fill in the next Status dot. They qualify for a new Moniker granted to them by the characters who gave them Support (for examples, see the Monikers section below).**To fall in status, a character must receive three times the level of Status below their current level:**

- To fall from Status 5 to 4 requires twelve points of Opposition;

- To fall from Status 4 to 3 requires nine points of Opposition;
- To fall from Status 3 to 2 requires six points of Opposition;
- To fall from Status 2 to 1 requires three points of Opposition.

Once the character accumulates the amount of Opposition required to reduce their Status, they erase the Opposition marks and the lost Status. They lose the Moniker associated with that Status trait (see the Monikers section below).

MONIKERS

When a character gains a new dot of Status, they gain a Moniker. The Moniker is an adjective or short phrase agreed upon by the players of the characters who Supported them in gaining their new Status. The Moniker should reflect the reason why the character was Supported. Once the Moniker has been decided, the player fills in the next dot of Status and records the new Moniker with the names of the characters (and players) who gave it to them.

Example: *Mr. Chaney is a neonate trying to earn his way in the city of Seattle. He is Status 1. He is Supported by Etienne and Stacey for daring deeds of bravery they witnessed, and by Blair because he used a minor boon to compel Blair to Support him. All three provide two Support over two months based on deeds they witnessed for a total of 6 support. Mr. Chaney now has enough Support to rise to Status 2.*

Mr. Chaney's player tells the players of Etienne, Stacey, and Blair that he has enough Support, and they agree that he has proven himself to be Feared. Mr. Chaney fills in the second dot of Status and fills in the Feared Moniker.

If a character loses a point of Status due to receiving enough Opposition, the characters who gave the Opposition determine which Moniker is lost along with it. If a consensus cannot be reached, or all characters that levied an Opposition are not present at the game when Status is lost, then the character who gave the final Opposition decides which Moniker is lost.

Example: *Anton has gained three dots of Status and the Monikers Acknowledged, Trustworthy, and Honorable. A scandal comes to light involving Anton, and Byron, Josephine, and Lydia, all of whom have two dots of their own Status, levy two points each of Opposition. This is enough Opposition to drop Anton from three dots of status to two. Byron, Josephine, and Lydia decide that Anton must lose the Trustworthy moniker.*

WHAT DOES STATUS TELL YOU?

Above all else, Status tells a story about relationships between characters and why a character has the esteem of other characters. For example, if Mr. Chaney is known publicly as Badass in Seattle, other characters might decide to learn why. They might realize that he is a dangerous fighter and conclude that he is worth hiring. It is also worth noting that he has the support of at least three others who think he is Badass.

A character with significant Status in a Domain can be understood to wield significant support within that Domain. It is a protective factor; vampires are creatures who seek their place in the pecking order, and knowing that another vampire is high up in that order provides a warning that they are dangerous. Whether a character is Status 4 because they are the most horrifying warrior in the land or because they are a beloved socialite might be hinted through their Monikers, but what any vampire with less Status knows is that they have a great many supporters and friends. Likewise, it is easier to trust someone with Status because they have something to lose in the event of dispute. A vampire with Status has put time and effort into building stable relationships. Should their conduct become an issue, it is much simpler to adjust their Status than to escalate to more hostile measures, such as violence or death.

The 'Status number' a character has is not referred to in-character. Vampires do not talk about being Status 2 or Status 4. Rather, vampires refer to the Monikers that a character has. A vampire referring to the fact that their Status is different from another vampire might say, "I'm less established than him" or "I'm more decorated than him." Status is not magic. Characters do not automatically know a person's Monikers just by looking at them. However, when a vampire is told a character's name, they are able to ask the player or the Storyteller for the Monikers associated with it.

Non-Player Characters, Pre-Chronicle Status Assignments, and Smaller Games

Many games have non-player characters, some of whom may hold sect positions to help flesh out a city. The Storyteller may decide individually for their non-player characters how they decide to award Support or give Opposition.

In new games that are being set up with established courts, Storytellers are free to assign Status to player characters and non-player characters as appropriate to support their world-building.

In smaller games with only a few vampires dwelling in an area, the level of City Status is naturally "capped" until more vampire inhabitants move in.

City Status versus Sectarian Politics

Aside from the Moniker gained with the first dot of City Status, sectarian membership does not dictate City Status. City Status is independent of sect membership. For example, an Anarch may earn any number of dots of City Status in a Camarilla-held city. The story on why and how they gained and maintain that level of respect from their peers, while being in an opposing sect, is a story in itself. However, this is not the norm. Very often, when individual vampires do not share the same sect with the Authority of the City, they are relegated to low City Status, sometimes only 1. While they may have a few friends who lend them Support, more often, established members of the City will levy Opposition to anyone who doesn't share their political and sectarian beliefs.

The Camarilla

No organization created by Kindred has been as influential as the Camarilla. Ostensibly founded to preserve the Masquerade, the so-called "Ivory Tower" is a conspiracy to preserve the power of the elders, a local governing body , and a many city-wide webs of influence that have infiltrated most sectors of a given city's mortal society. A Camarilla Court's pawns move in the halls of power, influencing the course of political and financial history through blackmail, bribery, and clever lies. Led by the elite and what are considered "the pillar clans"—currently the Toreador, Ventrue, Malkavian, Tremere, and Nosferatu, along with the recently-accepted Banu Haqim—a Camarilla domain's feudal society resembles an aristocracy dedicated to growing and preserving vampiric power.

Camarilla members are expected to preserve their Humanity to the best of their ability; doing so both supports the Masquerade and maintains their moral superiority to the mortals they aim to puppet. Power, wealth, and relative safety, away from the dangers of the streets, has led to Camarilla members often being older, richer, and more insulated than their rebellious counterparts in the Anarch Movement. Camarilla members often gather at safe havens known as Elysium, where no violence is permitted.

Camarilla vampires do not typically believe Caine is anything but a myth. Mortal faiths still hold sway among some Kindred seeking meaning. Other Kindred pursue the lessons of their forefathers, worshiping their Clan's ancestors as saintly examples to be followed. Religious practices are widespread and accepted in the Ivory Tower in modern times.

Globally, all Camarilla domains have six main laws, known as the Traditions. These Traditions are interpreted and applied differently from domain to domain. However, every released Camarilla Kindred knows them and that there is no excuse for breaking them.

The First Tradition: Masquerade

Thou shall not reveal thy true nature to those not of the Blood. Doing such shall renounce thy claims of Blood.

The First Tradition is the only one that is universally respected among vampires. In short, it is illegal to reveal the existence of vampires to mortals. While young vampires might feel compelled to share their nature to their dearest friends, or a feeding might go awry, there is no excuse for leaving a loose end untied when it comes to the Masquerade.

Even the Anarch Movement takes the Masquerade seriously. Most Kindred know or have heard stories of someone who was executed by a Prince for trifling with the line. While the mortal masses may not take a story about a vampire attack seriously, vampire hunter organizations are ever vigilant in the modern age of surveillance.

The Second Tradition: Domain

Thy domain is thine own concern. All others owe thee respect while in it. None may challenge thy word while in thy domain.

From the Second Tradition, the feudal system of the Camarilla is derived. A Prince's Domain is theirs absolutely, with loyal servants permitted to rule over certain districts on the Prince's behalf. Liege lords control territory, which is parceled out to vassals in a modern adaptation of medieval hierarchy.

The Prince's right to set down local law arises from this Tradition. Referred to as Courtesies, a local ruler may make decrees around all manner of issues that may arise on a night-to-night basis. Wise Kindred make certain that they know what laws apply in a Domain and who has claims to territories in the city. Doing so is essential to successfully navigating the night in a Camarilla Court.

THE THIRD TRADITION: PROGENY

Thou shall only Sire another with the permission of thine elder. If thou createst another without thine Elder's leave, both thou and thy Progeny shall be slain.

Vampires require blood to live, and the more vampires that exist in a territory, the greater the strain on local resources. This can threaten the Masquerade. To prevent overpopulation, a vampire who wishes to make a childe must ask the Prince's permission to do so first. This honor is both rare and precious. After all, what vampire would not desire a companion in the eternal night?

For most of modern history, approximately one vampire existed per 100,000 mortals. The ongoing Second Inquisition has emptied some cities by the sword. For example, London's vampire population was destroyed en masse after their recent crackdown. Other cities have overpopulation issues, as far too many young vampires and thin-bloods are created through wanton Embrace practices. Afraid of being the hunter's next target, most Camarilla domains manage their population through crackdowns against poachers and strict application of the Third Tradition.

THE FOURTH TRADITION: ACCOUNTING

Those thou create are thine own children. Until thy Progeny shall be Released, thou shall command them in all things. Their sins are thine to endure.

A sire is expected to teach their childer how to be a vampire and a future member of the Camarilla. This process is known as the Accounting, and typically it lasts several years. From learning how to feed safely to mastering the Traditions and Camarilla etiquette, there is much to study and little tolerance for failure. After all, the sins of the childe are the sins of the sire. No small number of sires have Embraced a new childe, then found themselves and their wayward descendant staked in the sun for the childe's crime. Therefore, it is not unheard of for a sire to change their mind about a wayward childe, discharging them to the Anarchs or even killing them off, lest they bring scandal to the sire through their actions.

Becoming a member of the Camarilla is challenging, even if one's sire is a member. If a childe does not master the skills necessary to become one of the elite few, they will not be admitted. When a childe is ready to progress past the Accounting, they will seek Acknowledgement from the Prince of the city with the approval of their sire. Whether the Prince grants it is entirely up to them.

THE FIFTH TRADITION: HOSPITALITY

Honor one another's domain. When thou comest to a foreign city, thou shall present thyself to the one who ruleth there. Without the word of acceptance, thou art nothing.

The Tradition of Hospitality requires a newcomer to present themselves to the Prince for Acknowledgement. Of course, it can be rather difficult for the Prince to keep track of everyone who is in their city. Some are lax about enforcing this law, but others are viciously draconian, tasking their Sheriffs to appoint deputies whose job is to find and capture interlopers. Such an intruder might find themselves deemed a poacher at best, assuming they have fed at least once. Others are executed as spies.

To hold Status in a Camarilla Domain, a vampire must be Acknowledged or Accepted **(see Status, page 295)**.

THE SIXTH TRADITION: DESTRUCTION

Thou art forbidden to destroy another of thy kind. The right of destruction belongeth only to thine Elder. Only the Eldest among thee shall call the Blood Hunt.

Normally, the destruction of another Kindred is seen as a grave sin in Camarilla society. A Prince, however, can grant the right to destroy any vampire in the city they hold Authority in. Additionally, in Camarilla law, a sire always has the right to destroy their own childe.

When a Prince wishes to make a public spectacle of a vampire's destruction, she invokes a Blood Hunt. Those who are subject to a Blood Hunt are viciously chased down and killed by their fellows. Even thin-bloods, Anarchs, and independent Kindred are invited to pursue the Hunted. Anything goes in the Blood Hunt. Even the diablerie of the Hunted is permitted.

Helping carry out a Blood Hunt is an excellent way for a non-Camarilla member to attract positive attention if they seek membership. Accordingly, Anarchs who help in a Blood Hunt are frowned upon by their Anarch peers.

THE CAMARILLA COURT

Part of the power of a Camarilla domain is its structure and presentation. The Ivory Tower's hierarchies have been forged in tradition developed over centuries. In the view of most Camarilla vampires, feudalism is the finest method of enforcing the stability of their society. The Court is the basis of their culture and is a source of strength.

THE PRINCE

The supreme ruler of a Domain, the Prince represents their city for good or for ill. They are responsible for the enforcement of the Traditions, creating laws and judging lawbreakers, governing their Domain and its territories, holding Court to meet with visitors, hearing petitions, and Acknowledging Kindred in their Domain.

To claim Praxis is a statement of sheer will and commitment, for once a vampire takes on the mantle of Prince, they are declaring that they are the strongest predator in the Domain. How a Camarilla vampire gains enough strength to claim Praxis is up to them. Some Princes are mighty warriors who have gained their role through military might, cutting down those who would challenge their rule. Others are adept socialites and politicians who have garnered support through charm and guile, or cunning masters of the economy who have used their skills to use prestation to guarantee support. What matters is that their Domain accepts the Prince as their ruler.

A vampire becomes the Prince when they can stand before their Domain and declare themselves Prince without any challenger standing up to contest them. A Prince maintains all her power, even when challenged. Resolving a challenge to a Prince's praxis is not cut and dry. It could end with the sitting Prince or challenger being killed (publicly or secretly). It could end with the challenger being pressured to retract his challenge. In any circumstance where

bloodshed is avoided you can be sure City Status and prestation are sure to change. A Prince who is feeling unsafe and who wishes to leave their praxis before being murdered might accept prestation to leave peacefully.

Authority of the Prince:

- As the Authority in a Camarilla city, the Prince decides if a Camarilla-loyal vampire is Acknowledged or a non-Camarilla vampire is Accepted in their domain. Granting such awards the vampire one dot of City Status and the appropriate Moniker. The Prince may remove this Moniker at will. If the Moniker is removed, the individual's City Status is reduced to zero and must be regained normally.
- The Prince may create and enforce laws known as Courtesies within their territory, as well as define how violations of the Traditions and Courtesies are judged and punished.
- The Prince may award and rescind feeding territory rights.
- The Prince may call a Blood Hunt, ordering the local population to hunt and destroy an enemy of the territory.
- The Prince may exile a vampire from their territory.
- The Prince appoints officers (as stated below).
- The Prince may raise a location to the status of Elysium at their discretion.
- The Prince may also declare that a location is no longer Elysium. A Prince who abuses this power as a means of setting up rivals to be attacked is certain to face the scorn of their subjects and peers–or worse.
- The Prince may raise or lower the Status of an Acknowledged Camarilla member or an Accepted non-Camarilla vampire by one. A character may only have their Status increased or decreased by the Prince once every six months in this way. The Prince may not raise the Status of another character above her own Status. A Prince who raises a Kindred's Status decides what Moniker they receive.

THE SENESCHAL

The right hand of the Prince, the Seneschal's role is a complex one. After all, most Kindred see a Seneschal as someone who seeks to be Prince themselves one night. However, a good Seneschal can make the difference between a well-run Domain and one in chaos. It is a role in which skilled advisors and administrators thrive. Their duty is to assist and advise the Prince in their many duties.

The Seneschal is appointed by the Prince. They do not have hard authority of their own. However, a wise Prince will hear the words of their Seneschal and reward or punish those their Seneschal recommends. A Prince may abdicate some or all of her power to the Seneschal should she wish. Some Princes have abdicated complete responsibility of their Domain for years at a time. When a Seneschal is acting on the behalf of the Prince for an extended period, they are often referred to as the Domain Steward.

There are times when a Prince wishes to enter torpor, leaving Domain responsibilities in the hands of their Seneschal. Feared and powerful Princes have no qualms doing this, trusting that, when they arise, the Domain will be theirs again. Rarely does a Prince appoint a Seneschal they fear usurping their power from them. However, leaving the Domain in the hands of a weak Seneschal risks the Prince returning to someone else sitting on their throne.

THE PRIMOGEN COUNCIL

The Primogen Council represents the interests of the most powerful factions in a city and advises the Prince on matters of rulership. Often, prominent clans in the domain are represented by a Primogen of rank and prestige among their number, while political or religious factions provide appointed representatives or even their leaders. However, modern nights have led to younger Courts experimenting with new models. Some Primogen Councils have been limited by their Prince's Courtesies to three or five members, forcing an odd number so that votes pass more easily. Some have passed Courtesies to only allow clans with a certain number of vampires in the city to have a Primogen or political factions containing members with a certain amount of Status. Other domains have implemented the rule that Primogen must be under a century old, ostensibly because representatives should be more in touch with modern society and the priorities of the young.

The Primogen Council serves as advisors to the Prince, but the relationship between Prince and their council is complex. Each Primogen speaks on behalf of their faction, so Princes may find themselves obliged to meet with the Council before they make a major decision for the welfare of the Domain. They may ignore the advice they get, but they do so at their own peril: after all, Princes can be replaced.

In a traditional Primogen Council of faction representatives, local members of the faction determine who their Primogen is and the Prince confirms their appointment to the Council. However, a Prince's Courtesies may determine how Primogen are selected.

Authority of the Primogen:

- The Primogen Council selects the Herald by majority vote.
- An individual Primogen may appoint a Whip. A Whip is a second in command who gathers the opinions of the members of the Primogen's faction. They serve as enforcers and advisors to Primogen. A Prince may pass a Courtesy to allow them to vote on behalf of their faction at a Primogen Council meeting when their Primogen is not present.

THE SHERIFF

The Sheriff's role is to ensure the Traditions and the Prince's laws are obeyed. They hunt down violators and deliver punishment. In the case of minor violations or enemies of the Court, the Sheriff is typically empowered to act as judge and executioner. Major offenses are brought before the Prince for judgment.

To accomplish their tasks effectively, the Sheriff must be a superb investigator and hunter. Tactical skill and ruthlessness is highly useful, as the Masquerade has never been under greater threat than now due to the vicious efficiency of FIRSTLIGHT and the recklessness of the Anarch Movement. Sheriffs cannot be afraid to strike against those who would undermine the sect from within. Camarilla society depends on their will to act.

The Sheriff is appointed by the Prince.

Authority of the Sheriff:

- The Sheriff is authorized to prosecute offenses in their Domain, delivering non-lethal punishment for broken laws at their discretion.
- Once per game (and per crime) the Sheriff may lower the Status of an Acknowledged Camarilla Kindred or Accept-

ed non-Camarilla Kindred, except the Prince, by one to a minimum of one. They must conclude that the Kindred has broken a Tradition, Courtesy or decree of the Prince.
- The Sheriff is authorized to destroy any vampire within their Domain who is not Acknowledged or Accepted in the Domain.
- The Sheriff may appoint Deputy Sheriffs to assist them in carrying out their duties.

THE HERALD

Also known as a Harpy or the Voice of the Court, the Herald proclaims decrees to Kindred subjects, carries messages to and from other rulers, and manages prestation in the Domain. The management of prestation is an essential part of the job, with a good Herald creating a culture where Kindred can resolve disputes non-violently through the trading of favors and gains.

The Herald is appointed by a majority vote of the Primogen Council.

Authority of the Herald:
- The Herald arbitrates disputes over boons in their territory.
- The Herald may determine that a boon has been appropriately satisfied.
- When the Herald determines that a Kindred from their territory has broken a boon, they may declare that individual a Boonbreaker. If the vampire has Status greater than one, it is reduced to one. The vampire may not gain Status until the broken boon has been satisfied or six months have passed.
- The Herald may raise or lower the Status of an Acknowledged Camarilla member or an Accepted non-Camarilla vampire by one. A character may only have their Status increased or decreased by the Herald once every six months in this way. The Herald may not raise the Status of another character above her own Status or lower their Status below one. A Herald who raises a Kindred's Status decides what Moniker they receive.
- The Herald may appoint an assistant to aid them in their tasks. An assistant appointed to maintain the records of prestation is known as a Chancellor.

THE KEEPER OF ELYSIUM

Elysium is considered a place of peace, diplomacy, and socialization. Facilitating this is the role of the Keeper of Elysium, an officer appointed by the Prince, who is tasked with hosting ceremonies and social gatherings and maintaining a peaceful sanctuary without violence.

In any Camarilla Elysium, the Keeper will welcome inside only those who are allowed in the city by command of the Prince. On rare occasions, events may be held where Anarch allies of Camarilla members may attend as their guests. Otherwise, they are unwelcome.

Authority of the Keeper of Elysium:
- The Keeper of Elysium may set policies and norms for what behavior and conduct is permissible in Elysium. They may remove offenders who violate the rules. These orders may be overridden by the Prince, but a Keeper who finds themselves being overridden often finds themselves losing their job.
- If the Keeper determines that a vampire has violated an Elysium policy, they may reduce their Status by one per policy violation.
- The Keeper may banish a Kindred who violates the main rule of Elysium—no violence—from the city's Elysia and lower their Status to one. That Kindred may not gain Status beyond one until the Keeper or Prince is satisfied with reparations made or six months have passed.

Elysium

Elysium once meant something grand and arcane in the distant past. Some elders even said it was deemed to be a location so sacred that, if it were violated, it would be burned to the ground and the earth would be salted. Those nights are long past.

In current nights, Elysium simply means a safe place for vampires to gather without fear of harm. A Prince who hosts Elysium is implicitly demonstrating power by showing the vampire world that they can compel compliance with vampiric society under their rule. Weaker Princes, or those who are uncertain of their ability to guarantee safety, are less inclined to host Elysium for fear of its violation.

Part social club and part neutral ground, what constitutes Elysium changes from domain to domain. In some Camarilla domains, Elysium may be a location of grand historical importance, like the Louvre in Paris. In others, it may be the darkened rooms behind an upscale fetish club or an unused bunker. Elysium moves as needed so that its users can remain safe. While it is not impossible for an Anarch domain to say that something is "Elysium," they do not have the entrenched culture of running these places that the Camarilla has. Anarch domains do not have a set officer tasked with guarding their Elysia.

The only hard rule of Elysium is that physical violence is not permitted. The Prince or Keeper of Elysium may have other rules, but those vary from domain to domain.

THE PRINCIPAL OF FAITH

The dark times of recent nights have led to Kindred turning to faith for comfort and guidance. The Principal of Faith is an ancient role that has recently returned in some domains. Their role is to advise the Court on matters of the soul. Some Principals of Faith use their role as a platform to push an agenda of Humanity or represent a broad number of believers to the Prince. Others take it as a blank check to root out heresy against the sect's doctrine in the guise of faith. Others still use it as a thinly-veiled way to recruit for the vampiric cults and Kindred faiths of their choice.

The power of the Principal of Faith varies from domain to domain. In some domains, they have power over local rituals that matter to few. In other domains, the Principal may be able to override the Prince on matters of faith, with the Prince consulting them on interpretations of the Traditions.

The difference between the two is their level of support. An unsupported Principal of Faith has little power. A popular preacher with many Kindred followers can form a popular movement that any wise Prince would consider carefully if they wish to maintain their Praxis.

The Principal of Faith is appointed by the Prince. They have no specific authority mechanics.

The Anarch Movement

The revolution against the Camarilla is at the heart of the Anarch Movement. What once began as a revolt by the young against the dictates of uncaring elders has since grown into a sect all its own, forever at odds with those elitist vampires who view them as pawns. In the last few decades, the Anarch Movement has drawn many recruits from the ranks of the unbound as they seek to fight back against the Camarilla's control. Capitalizing on this momentum, Anarchs have begun taking and controlling domains that were once held by adherents of the Ivory Tower. Some of these captured cities were seized by force when Camarilla elders were called away by the Beckoning. Other cities were taken with eerie ease as Anarchs fill a void left by a Second Inquisition purge.

It should come as no surprise why the revolution has come. While Camarilla domains paint themselves as upstanding and caring for all Kindred, neonates lead a far less idyllic unlife. Struggling in overpopulated domains that favor older and more powerful Kindred, constantly under threat by hunters and oppressed by the totalitarian regulations of the Ivory Tower, the young have many valid reasons to be angry.

So the young throw off their shackles, dig in and preserve the Masquerade as hard as they can. The Masquerade is the only Tradition that the Anarchs have agreed to follow, and they do it in their own way. While Camarilla vampires often retreat to a distance from the mortal world, Anarchs maintain mortal identities, jobs, and even families. They gain influence by being a part of the world around them. While an Anarch neonate is sure to make mistakes in their regular contact with the world, they also are part of the landscape. If they are smart and careful, they can blend in, finding safety from the Second Inquisition hunters as wolves in sheep's clothing.

The Movement is done negotiating with the Camarilla Courts. With each year that passes, the Ivory Tower has fewer elders, and the Anarch Movement gains new and hungry recruits. The Second Inquisition that threatens the vampiric world was the Camarilla's fault, and Anarchs across the world are finally spurred to action. For the first time since the Anarch Revolt, they have a real chance to seize control of the night from the Princes of the Camarilla.

ANARCH ORGANIZATIONS

Every Anarch territory is unique, but there are trends that appear across most. Typically, the Anarchs staying in any sort of space belong to one of four sorts. It is important to remember that most Anarch domains have a variety of organizations operating in them. In the same domain, you can have unlifestylers, a roving biker gang, and a revolutionary cell trying to bring down their Camarilla neighbors.

The Gangs: Whether they are groups of vampire bikers, rebels throwing Molotov cocktails at Camarilla safehouses, or roving bands of homeless undead prowling the streets for blood or money, Gangs are typical and public associations for Anarchs to identify themselves within. Whatever the cause they choose to rally behind, gangs tend to control their own territory. They might have a leader, or they might be democratic. The organization of a gang is an internal matter.

Gangs tend to want to stake a claim to turf, and, when those claims clash with other gangs, there is rampant gang warfare. Freedom isn't always pretty. Gangs change quickly and move fast, with names and membership often shifting, peace being made and broken quickly, and mergers happening as Kindred come to new understandings with one another.

Unlifestyle Crews: Informal and loosely organized, these gangs are leading the existence that the Anarch Movement is trying to build: vampires who can do what they want, free from Camarilla interference. They are not fighting some grand fight. Rather, these licks want to go their own way and exchange help for help when needed. They try to adhere to the Masquerade, but most find that if they don't go looking for trouble, trouble tends to find them.

The Cells: Politically active and serious about the cause, Anarchs who live in dangerous territories tend to organize into cells, as underground criminal or political organizations among mortals do. Territory isn't usually their concern. Rather, cells tend to care most about security and information control, establishing protocols and precautions to ensure that the cell cannot be compromised. Cells tend to tackle the most dangerous activities, as the Kindred who join them are trying to make big changes happen, often through nasty means. Members of cells keep their identities hidden, posing as members of other groups.

THE ANARCH FREE STATES

An Anarch domain is often called a Free State. Collectively, the Anarch Free States are places where Kindred can exist free and try their best to prosper as they see fit. No two Free States work exactly the same way, but some commonalities are regularly seen. Rarely does a single Anarch rule the domain like a Camarilla Prince. Sometimes a council might rule the city, but that is unusual as well. More commonly, a Free State is a collection of smaller territories controlled by groups of vampires. They usually have

minimal regulation, shifting and changing as vampiric whims do, with only external threats typically leading the Anarchs to unite under one banner.

Barons: Simply put, a Baron is an Anarch with authority over a territory and those who stay in it. How one might become a Baron is entirely up to the vampires of the territory. Some Barons are democratically elected figureheads of a small town. Others are vicious gang leaders who control a neighborhood with violence, with the quiet acquiescence of those who live there. In true Free States without the sway of the Camarilla, there are as many kinds of Barons as there are local cultures to support them.

Another common type is the Baron who controls an entire city on her own like a dictator, suspiciously like a Camarilla Prince. In Domains where the Camarilla is strong and Anarchs co-exist with them, this may be more than an image issue. The Camarilla may indeed support someone as their own underboss, propping up one Anarch to keep the others in line as their agent.

Authority of the Baron:

- The Authority in their domain, the Baron decides if an Anarch is Committed or a non-Anarch is Accepted in their domain. They may remove this Moniker at will. If the Moniker is removed, the individual loses all Reputation in the Baron's territory.
- The Baron must create and enforce laws within their territory, as well as define how judgments and punishments of violations of laws are carried out.
- The Baron may decide to call a council of Gang Leaders in their domain.
- The Baron may award and rescind feeding territory rights.
- The Baron may call for a vote on an issue or refuse to allow a specific vote.
- The Baron may invoke a Call to Arms, ordering the local population to hunt and destroy an enemy of the territory.
- The Baron may exile a vampire from their territory.
- The Baron may raise or lower the City Status of a Committed Anarch or Accepted non-Anarch by one. A character may only have their Reputation increased or decreased by the Baron once per six months in this way. A Baron may not raise the Reputation of another character above their own.

Gang Leaders: One reason to be part of a publicly-recognized gang with a known leader, rather than an informal lifestyle crew or a hidden cell, is representation in the council. When a Baron decides to call their council together, the leaders of known gangs are invited to the table. Gangs select their own leaders however they see fit. A gang's leader has informal sway and authority within their own group, but in the Baron's Council, each gang leader has one vote.

Emissary: Whether the Free State is surrounded by Camarilla domains, or whether there are many Gangs all competing for turf, diplomacy needs to happen to keep a city functioning. Gangs might send Emissaries to one another, or the Free State might select an Emissary to lead negotiations with a nearby Camarilla Domain. However the Emissary is selected, they have a big job. In times with the Second Inquisition driving Kindred into the sun, negotiations are better than resolving problems by force.

Emissaries negotiate on behalf of the Anarchs they represent, collect information, educate other Anarchs in political matters, and gather prestation on outsiders where they can. While Emissaries do not have additional formal authority in their Domains, skilled Emissaries often find that their Reputation rises quickly as they solve problems for their constituents.

Sweeper: Vampire life is inherently violent, starting with stealing the blood from the veins of mortals and ending in the bullet that finally ashes a lick. Overpopulation makes it worse, as do traitors ratting out gangs for some "better life" in the Camarilla. Things can escalate to a boiling point that endangers the Free State as a whole. The Sweeper is a physically powerful vampire who is called on during such a crisis. Their duty is to kill until the problem goes away.

This thankless and socially-isolating job can shred the Sweeper's Humanity if they are not careful. A good Sweeper develops a reputation for being vicious, ruthless, and horrifyingly effective. A wicked reputation can go a long way to reduce the amount of violence that a Sweeper has to actually do. In this way, they can preserve themselves against the Beast.

In many Anarch domains, a Sweeper is typically selected by a Baron. In others, they might be appointed democratically.

Authority of the Sweeper:

- The Sweeper is authorized to destroy any vampire within their Domain who is not Committed or Accepted in the Domain.

Bookkeeper: Most positions are variable in how they are achieved from Domain to Domain. However, in matters of boons and favors, Anarchs tend to all want a say in who will represent their interests. After all, vampiric culture puts a high value on prestation, and the consequences for breaking a boon are almost always devastating. A Domain's Bookkeeper, or "Bookie," is elected democratically among the citizens of the Domain.

A Bookie has three main tasks: keep the records of prestation for the Domain, call bullshit when people try to inflate or deflate the economy, and socially punish Kindred who violate their boons.

A Bookkeeper who does these things well tends to enjoy great power in their Domain. A Bookkeeper who is openly corrupt will inevitably find themselves removed from office by those that elected them–or worse.

Authority of the Bookkeeper:

- The Bookkeeper arbitrates disputes over boons in their territory.
- They may determine that a boon has been appropriately satisfied.
- When the Bookkeeper determines that a Kindred from their territory has broken a boon, they may declare that individual a boon breaker and reduce that vampire's Reputation to one. The vampire may not gain Reputation until the broken boon has been satisfied or six months has passed.

Preacher: Typically an expert in Anarch philosophies, the Preacher is—at least in theory—a vampire who advises other Anarchs on interpreting their sect's doctrines. In practice, their role is to teach young Anarchs about what it is to be an Anarch, help combat the spread of Camarilla or Sabbat-adjacent dogma within the Free State, and inspire people to accomplish the objectives of the local Movement.

Preachers are rarely Unlifestylers. They tend to be dedicated gang members or even cell recruiters, trying to bring people further into the Movement. While Preachers push the Anarch line, this is rarely altruistic. Ultimately, they aim to expand the punching power of the Movement through philosophical and social pressure. At best, they are inspiring leaders. At worst, they are cynical propagandists.

A Preacher is appointed by the Baron. They do not have authority of their own. However, a wise Baron will hear the words of their Preacher in matters of dogma and reward or punish those who set excellent or poor examples.

The Autarkis

Even in cities dominated by the major sects, many Kindred exist who are part of neither. Known as unbound, or, in more ancient lingo, autarkis, they live on the fringes. Most are hiding from the watchful eye of the Camarilla or the revolution of the Anarch Movement. Others stand tall among the Hecata, members of the Clan of Death who hold themselves apart from the sects. Some (far fewer since the Beckoning) are so old and powerful that the sects are fads. Others are so young that they are hiding in their old lives, trying to make it work.

The Unbound are outside of normal Kindred society, but that does not mean that they do not form a sort of society of their own. In some Domains, there are Kindred who focus their efforts on protecting their lineages, ethnic communities, or religious interests. Not every Domain is held by the Camarilla or the Anarch Movement. Some domains are controlled by a clan, a conspiracy, a wicked cult, or even by no one at all. Like mortals, vampires tend to organize. Order finds a way, and the concepts espoused in the Camarilla's Traditions came as customs long before the Ivory Tower was built.

Prestation

"Apology without prestation is a fresh insult."
– Harpy Prima Dezz in service to the court of Elaine deMor

To ageless creatures with endless time to accumulate wealth and mortal connections, mundane currency is of little consequence. Among vampires, the trade of boons and favors is central to the vampiric social structure. Kindred who need something now incur debts to be repaid later; in due time, their chit will be called in and their choices dictated by the vampire they owe. Wealth in Kindred society is counted not in dollars, but in boons.

Simply put, a boon is a promise of a future favor made by one Kindred to another in exchange for something. The more powerful the granter of a boon, the more valuable the boon is considered. Once given, the only way to get out of a boon is to satisfy it or have it excused by its holder. A debtor cannot even escape the boon they owe by murdering their creditor. Killing the holder of their boon (directly or indirectly through provable means) transfers this debt to the holder's sire or eldest childe. If no such kindred exists, the debt is transferred to the Authority of the city.

Refusing to repay a boon when it is called, or claiming that a boon is still owed when it has been repaid, is a grave sin among vampires. Heralds may name them a 'boon-breaker' and destroy their reputation; Princes may exile them from their Domain as an untrustworthy knave; sometimes, vampires who have broken their word in this way find themselves in danger. Even Anarchs honor boons. Their honor matters to them, and they don't require a Herald to know that their word means everything to their future survival and success. Some cities, however, appoint or elect what they call a Bookie that keeps track of prestation for the Movement.

Vampires recognize four kinds of boons:

Trivial Boons: Easily gained and repaid, a trivial boon involves no risk or significant cost for the granter. A Kindred might earn a trivial boon for helping someone find blood, making an introduction to a powerful figure, getting their creditor an invitation to an exclusive event, or making space in a haven for the night.

Minor Boons: Minor boons require a vampire to go out of their way to pay them off. They may involve some physical, social, or other risk or have a small but meaningful cost. A Kindred might charge a minor boon to teach someone a Discipline, kill an unimportant mortal, grant access to lore, leverage a mortal connection to accomplish a task, or provide sanctuary at a desperate time.

Major Boons: A major boon can cause major changes in a Domain. This boon type always involves significant risk or expense, and they may lead to danger or cost to the Kindred who repays them. Examples of major boons include revealing a major secret, leveraging significant assets towards another's agenda, killing an important mortal, reversing an expected major vote on the Primogen Council, providing significant or violent support for someone's Praxis claim, or granting someone excellent hunting grounds in the city.

Life Boons: The most valuable of vampiric boons, life boons are paid by Kindred staring down their Final Death. Examples of how a life boon might be earned include saving a vampire from final death, killing another powerful vampire on someone's behalf, agreeing to hide diablerie, or concealing a breach of the Traditions that would be worthy of death in a domain. These are handed out only rarely and in extreme and very dangerous cases, since repaying them often risks the debtor's unlife.

GETTING AND SPENDING BOONS

Any given domain may decide what conventions they wish to observe for recording who owes what boons to whom; generally speaking, in Camarilla Domains, they are recorded by a Herald. As with most things, Anarchs select a Bookie who holds logs for their Domains by popular vote.

To spend a boon, the holder of the boon must tell the person who owes them that their boon is being called in and what they want done within the scope of what the level of the boon can do. A boon is completed when the character who holds it says the boon is satisfied. A boon may be transferred from character to character by notifying the person who owes the boon and the Herald or Bookie who holds it in their logs of the transfer. Smaller boons may not be 'added up' or 'combined' into bigger boons unless the characters involved in the boons decide to resolve a number of smaller debts at one time with a larger service by agreement between the parties.

It is neither scandalous or inappropriate to owe boons, even to your rivals. In fact, it is perfectly normal. The web of boons that economically connects vampires throughout the world is part of how vampires maintain peace and resolve disputes between themselves. Almost everyone owes boons, so it is bad form to wave boons owed in the faces of other vampires. Similarly, if a party is actively looking to resolve a boon, it can be considered petty (albeit allowable) to hold onto it in perpetuity.

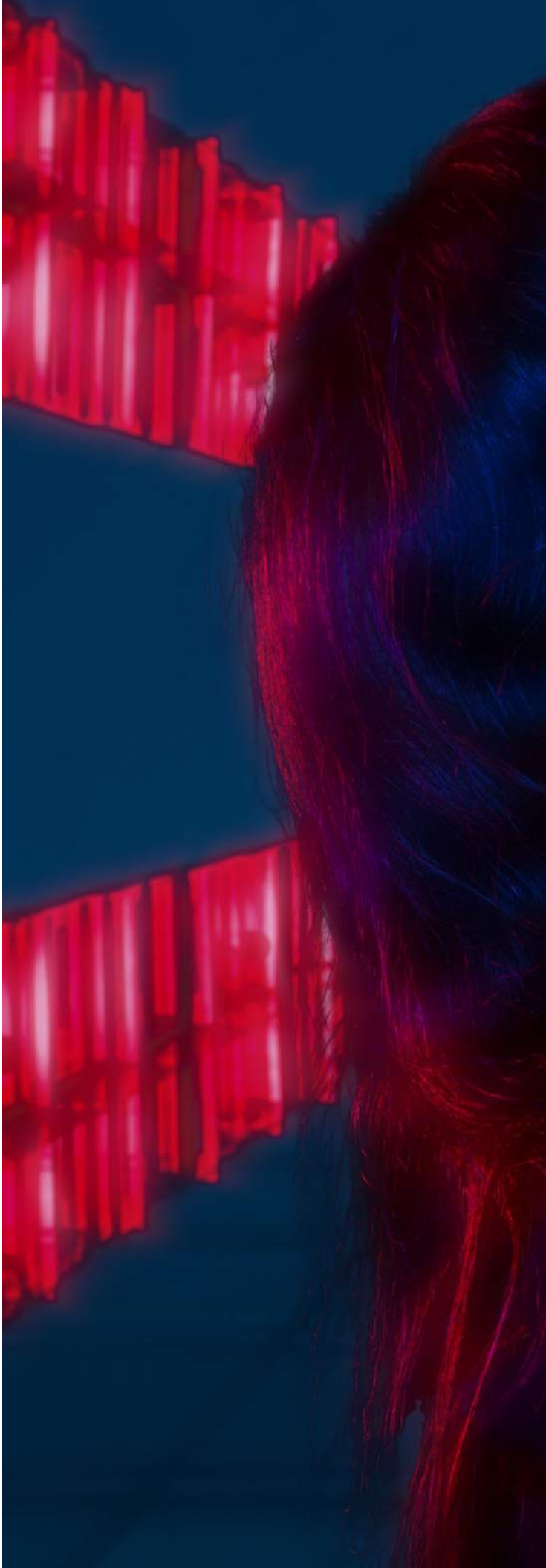
In the event of a dispute, characters in the Camarilla can ask for the ruling of a Herald. Characters in the Anarch Movement may ask their elected Bookie to rule on the matter.

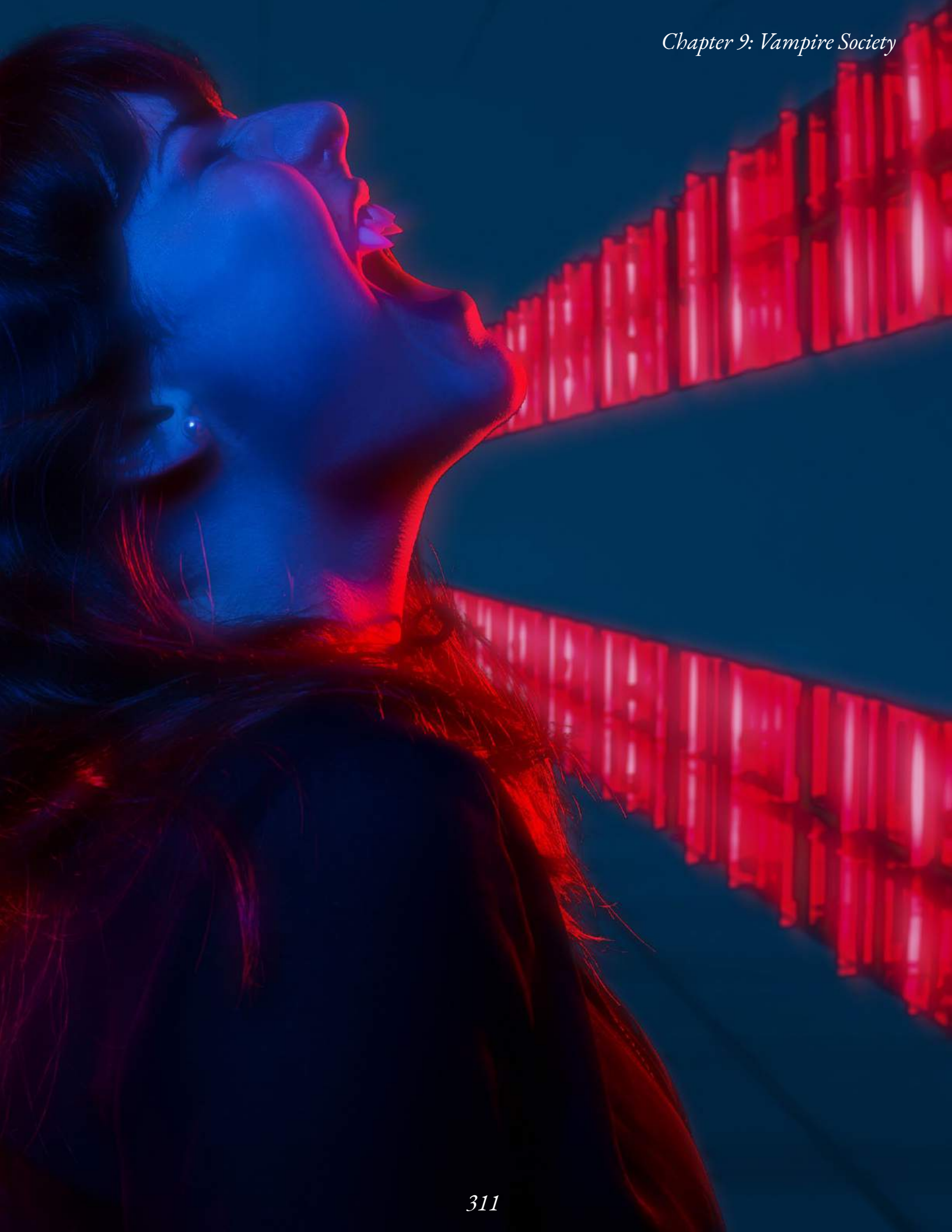
A character who does not adequately repay a boon when called in may suffer severe penalties from the relevant officers of their sect **(see Herald, page 305, and Bookkeeper, page 308)**.

As a guideline, the exchange of trivial boons and minor boons are relatively commonplace. Promising a major boon or life boon is a significant game development that should be used for domain- or chronicle-changing efforts.

Thin-blooded characters have difficulties receiving prestation:

- Camarilla characters may freely refuse to give prestation to thin-blooded characters in their city without repercussions unless they possess the Camarilla Contact Thin-Blooded Merit **(see page 190)**.
- Anarch characters may freely refuse to give prestation above a minor boon to thin-blooded characters in their city without repercussions unless they possess the Anarch Comrades Thin-Blooded Merit **(see page 190)**.





Chapter 10
Storyteller Tools

"In the Tower, an important lesson for anyone to learn is the difference between black and white. Wearing the first is practical; the latter demonstrates control and power. If you look, you'll see that the most powerful among us are those who know when to wear both."
– Joanna Douglas of Clan Ventrue

Storytelling

A live-action roleplaying game can be likened to a film. The player characters are actors, writers of their part of the story, and the audience for others' stories. The person who creates and moves the world around them, bringing about the effects of player character's decisions, is called a Storyteller. They are the director, bringing together the different ideas in play into a cohesive setting and narrative. By building a relationship of trust with their players, being open to their contributions and true to their setting, the Storyteller can be an essential part of creating the legendary LARP stories that their players will be talking about for years to come.

This chapter details essential information required to build, introduce and successfully direct your *Vampire: The Masquerade* chronicle in a fun, tolerant, and healthy way.

Rule Zero: Storyteller Discretion

As a Storyteller, it is important to remember that a big part of your role will be making decisions about what should happen in your game.

An essential rule of the game that Storytellers and players must remember is this: the Storyteller has the discretion to decide what game elements are appropriate for their game. The Storyteller has the right to say "no," and players should respect that "no."

Planning a Chronicle

Step One: Concept

It is important to remember what this game is about at its core. Ultimately, you are writing a story about vampires and what it means to live their cursed lives. Hunted by the government, cursed never to see the sun again, forced to sustain themselves in blood, driven by the Beast away from their Humanity toward depravity . . .The unlife of a vampire is horrific. This personal horror is the centerpiece of every *Vampire: The Masquerade* game, a touchstone that a Storyteller can always rely on. This touchstone should be communicated to every new player when they join.

Within that framework, the first thing you need to run a game is a concept of your chronicle. Who are the characters? What do they do? What themes do you want to explore? The answers to these questions will vary in every game, and that is excellent. There is no right or wrong way to play Vampire so long as everyone is having fun.

For example, your game could be about a Camarilla domain falling deeper and deeper into tyranny as the ongoing Second Inquisition squeezes their resources to the breaking point. This chronicle is about scarcity and greed, and the experience that the players will have is one of increasing paranoia, division, and conflict as they compete for scarce resources. Or your game could be about Anarchs trying to depose a corrupt Baron whose gang secretly serves the Camarilla. This chronicle is about creating political change and the thrilling danger of deposing a ruler.

Whatever the concept is, being able to communicate it clearly to a player is very helpful in getting their buy-in for the story you want to tell.

Step Two: Characters

Once you have determined your concept, you will want to communicate the concept to your player base. Communicate any requirements you have for character creation to ensure that characters are tied to the city. For example, if you are playing a high-politics Camarilla game set in New York, you might tell your players that you require them to play Camarilla characters currently residing in the city.

Setting up a character creation night or "session zero" is a great idea. It gives players a chance to discuss the themes and concepts of the game with you and with one another, which tends to get a troupe's creativity flowing. A cast of co-created characters allows for relationships between characters, which builds investment in the characters and, thus, in your chronicle. Creating a web of the connections between characters can be very satisfying and enjoyable.

When planning a chronicle, before you have your character creation night, it is a good idea to use placeholder descriptions for several key characters, then switch them out for characters from the connection web. You may have concepts for characters that you would like to see in your game. Rather than lock those concepts in as non-player characters (NPCs), see if your players come up with concepts that would fill those roles effectively. This will let you customize your story to your cast and include them in the plots that you have begun to design.

Part of your role is to populate the mortal world. **On page 320, the steps for creating a Relationship Chart for your Domain's mortal Spheres of Influence is provided.** This is filled out by collecting information from each character's creation steps in Chapter 3. Characters have Touchstones, mortals representing connections to their Convictions, and positive and negative Mortal Connections. They may have families in the city or other mortal NPC concepts that their players wish to explore. By collecting this information, you will populate your world with mortal characters that your player base cares about... and save yourself a great deal of time.

Consider motivation when you have your character creation session. For your concept and theme to work, you need to make sure that your players are creating characters who will actually want to participate in the stories that you have planned for the game. It can feel good in the moment to permit whatever a player first comes up with, but you will want to make sure your player will be involved and have fun.

For example, the Storyteller is pitching a high-octane combat-focused warfront game as the Camarilla and the Anarchs battle for control of Chicago. For this to work, all characters must be motivated and able to fight. A player pitching a pacifist, more focused on personal issues, is likely to struggle to get involved and have a good time. As a Storyteller, it is okay to guide players to concepts they are likely to enjoy in the game you are planning to run. Individual character goals and motivations should pull in the general direction of the chronicle, not against it.

Another thing to consider is group dynamics. Player characters should want to spend time with one another. If they do not, your game will always be pulling in different directions, and you will find yourself overwhelmed as you try to provide a good experience for all of them.

Step Three: Chronicle Story Creation

Once you have your characters, your concept, your core vampiric NPCs, and your mortal world at your fingertips, you are ready to craft stories that will engage the player characters. By waiting until after "session zero" to do this, you will have allowed your player base to do a lot of your work for you. This isn't a secret to keep from your players, either. Feeling included in chronicle creation is empowering and exciting for many players, and, by creating the world together, story ideas will inevitably come up. Write them down. They will be convenient for immediately engaging your players with plots that are connected to their characters.

Consider how your chronicle will be structured. All chronicles end. When you are planning your chronicle, consider how long you want to run it and what the story arcs will look like. You do not need to make an exact plan, but a broad outline that adapts to what happens in the game can help.

For example, let's say you are running a story about a city of young Anarchs overthrowing a corrupt Baron and uncovering a much larger conspiracy to seize their territory. You want to run this story arc for a year. The first three or four games might be about exploring the setting, getting to know different factions, making relationships and gangs, and establishing an initial social dynamic. You can then raise the stakes by introducing developments. You will want this section of the chronicle to involve the players actively. They have gotten used to how your game works and will be more comfortable making proactive decisions. They

will catch clues that all is not as it seems with the Baron and dig in to determine the truth. You should have a sense of what the ending event will be ("when the Baron's perfidy is uncovered and the true conspiracy is revealed"), but it is best to be responsive to player decisions and create an ending that is satisfying and connected to player action.

Generally speaking, the longer the chronicle, the vaguer your plans will need to be. A short-term chronicle of ten or twelve sessions may be easy to sketch out, but some chronicles run for years. It is much easier to think about themes and subject matter rather than specifics of a story arc. A long game will have good chaos, inter-character conflict, and likely a changing cast over time, so keeping it loose and flexible is helpful. If your troupe is intending to run a multi-year chronicle, setting out themes and subject matter, along with one story arc within that chronicle, can be helpful for if you need to pass along the chronicle to another Storyteller.

Step Four: Communicating & Connecting

Live action roleplaying is a group activity. Everyone benefits when the troupe talks openly about what they want to see from the game and any issues that arise. Vampire LARPs involve inter-character conflict, and, in games where there is inter-character conflict, communication is key. Don't be afraid to talk about the game on a "meta" level to develop common ground with your players about the style of play they are comfortable with. You want your players to be on the same page.

Your player base should discuss the logistics of play. Having all of the logistics fall on the Storyteller can lead to exhaustion and burnout. It is a great idea to share the load of purchasing game books, coordinating the schedule, and setting up game sites.

Here are a few things to consider as you develop your game:

- The chronicle concept. Who are the player characters? What are the major themes and settings? Is everyone on board with the plan?
- The length of the game. Is this an open-ended chronicle, or are you planning to run it for five, ten, or twenty sessions?
- The style of play. What will the game be focused on?
- Location. Where will the game be played? Who will host?
- Exit policy. How do you leave the chronicle? How will characters be written out? No game benefits from having someone who does not want to be there, so a clear policy about how players leave the game with no hard feelings is helpful.
- Feedback policy. How should your players present feedback or concerns about the game? Storytellers should also check in with their players periodically to see how they are enjoying the game.

Realism & Game Logic

Be aware that it is possible for players to have very different expectations about how realistic a game world is going to be. Getting your troupe on the same page will go a long way to avoiding misunderstandings and upset players.

If you shoot at someone in the streets, does someone call the police, or does nobody care? If you dive through a window, do you get injured? Does a baton strike cause unconsciousness or head trauma leading to death? All of these are examples of situations where individual players might have different expectations. Those expectations might come from other genres they have played in,different Storytellers they have worked with, or their own understanding of how roleplaying games work. Is the game an action movie or a show about gritty reality?

The key is to set out your realism level to your player base, then stick to it. When players deviate from the realism level with an action and you think that they are mistaken about the realism level, let them know. Tell them, "Your character knows that kicking a door open only works in action movies," and let them choose what to do. Some players might enjoy having their character act foolishly on purpose. That is fine, but they should be given the option to make an informed decision.

When players do not fully understand the realism level in a game, they end up becoming debilitatingly cautious. They are not sure how careful they need to be, so they tend to default to extreme caution, which slows the game. You can help by being consistent in how you apply consequences and showing mercy when players take risks to make the game more exciting.

Competence Assumption

Another area where your players may have differing expectations is in how competent a Storyteller assumes their character will be. Some players are used to their Storyteller requiring extreme detail about their actions, where if a detail is missed, there is no assumption made that the character would have thought of it even if the player did not. Others are used to being treated as exceptionally competent where their character is always given the benefit of the doubt. There are a range of options on the spectrum between these examples.

The important thing is to make sure everyone is on the same page. Set a level and be consistent. This is a game about relationships, emotions, and interpersonal conflict. Assuming that characters are generally competent and reasonably cautious in their day-to-day lives makes sense. However, in a situation of a Masquerade breach, when they are fleeing from the Second Inquisition, going through the safety measures a player character uses can be fun and interesting.

How to Make a Story Hook Work

You're a Storyteller. You want to introduce a story. Unless your players are driving the story, you will be leading with a "hook." A hook is a way to introduce a story that makes the players engage.

A great way to make a hook work is to consider the motivations of the characters involved and bait the hook with something they personally care about. The hook could be positive (a revolutionary Anarch gets an exciting intelligence report suggesting that a key Camarilla target is vulnerable to attack) or negative (a character's sire is in grave danger, causing the character to need to react). Not every hook needs to be positive, but too many negative hooks can lead to resentful characters or players.

Sometimes, hooks are refused or missed. A good way to deal with that is to make your hook have an interesting outcome even if the player does not engage. For example, if the Prince wants someone to go infiltrate the Anarchs and they refuse, does another character take up that role? Does an NPC? Do the Anarchs do something surprising that might have been learned if the player had taken the hook?

Running a Game

After you have planned your chronicle, created characters, communicated with your group about play expectations, and organized your game, you are ready to run your first game of *Vampire: The Masquerade*.

Every game session in your chronicle starts with a situation. The characters have to be somewhere. They have to be doing something. Whether the situation is relaxing at a bar or getting ready for Court, you want to set a scene that allows your players to get into their character's head. Based on what interesting occurrences you throw into the mix, your game will progress as a series of scenes started by you or by the players. There are many different kinds of scenes, and they flow from one to another during the game.

The most common scenes in *Vampire: The Masquerade* LARP are social scenes. Characters are interacting. Game mechanics may be involved, but most social situations rarely involve challenges. The goal is not to win or lose; it is to see what happens. Whether characters are debating their preferences in courtly fashion, going out on a date, or blowing off some steam after a nasty fight, many social scenes can be a lot of fun without requiring a lot of Storyteller oversight.

However, some social scenes are dramatic and essential to a plot. If a group of Camarilla vampires run down a Blood Hunted criminal and capture them in a fight scene, that scene could transition to a social scene of that criminal begging for his life and offering the players rewards to let him go. As a Storyteller running a social scene, you will need to judge what is interesting to the players and what is not.

Challenge-based scenes are a second type that requires significant descriptions and activity from the Storyteller. If the characters are breaking into the Toreador Primogen's Haven to steal precious art, then the Storyteller describes the layout and adjudicates the challenges to determine if the player characters succeed or fail.

Fight scenes are a third type in which at least one side of a conflict is trying to seriously hurt or kill the other. The Storyteller sets the scene, organizes the combat, adjudicates challenges, and runs any NPCs in the fight. **How to run a dynamic combat is set out below on page 317.**

The Cut

A key tool for the Storyteller to manage the pace of a LARP is the "cut," or moving from scene to scene. While starting a scene well can be relatively straightforward—for example, having the scene begin when something interesting happens—picking the right moment to end and enter a new scene is key.

The key is to keep things moving from interesting point to interesting point. You don't need to roleplay out a drive when nothing interesting happens to get from one scene to the next. You and your troupe want to spend their time at the game hitting the interesting points.

Combat scenes typically end when the fighting is over or when it is obvious that one side is going to win. At that point, the Storyteller can cut the fight short and summarize the end, especially if the player characters are winning. Challenge-based scenes end when the challenge has been dealt with.

Cutting a social scene is more challenging. What you think is just a mundane discussion between characters might actually be very important to the players. Other players might be waiting for you to move the game along. For a new Storyteller, it never hurts to ask your players if now is a good moment to cut and move on. Players can also suggest that a scene be cut if they feel that a social scene has run long enough.

The cut is not just a tool for moving from scene to scene. It is also a tool that allows you to manage the timing of your session as a whole. If you have five scenes planned, and the last one is a climax that you want to hit before the end of your game, you need to keep things moving. You can use the cut at reasonable intervals to manage time.

Description

As the Storyteller, your job is to describe where the characters are, what happens, and with whom. Since you are running a game, your descriptions must be actionable for the player characters. You can be vague at times to present a background ("the well-lit street has closed-up shops running along the north side and houses on the south side").

However, your players need to understand how crucial things relate to each other, and so you will need to be clear in your descriptions of the things that matter. If one of those closed-up shops is important, your players' ultimate destination, then describing it in detail is of use. ("The Howes Jewelry store is two stories high, with a front door locked by a metal grate. The front window is also locked, with a visible security camera. There is an alleyway to the east side of the building that is dark and difficult to see into").

Knowing when to be crystal clear and when you can be evocative is an art that takes practice. Things that are relevant should be described in a clear and unambiguous way. Things that are less relevant, when the exact appearance does not truly matter, can be described more evocatively. For example, a supporting character may "look like a child caught with her hand in the cookie jar." What does that mean? Each person may imagine it slightly differently, and that is okay.

Spotlight Distribution

As you run scenes and decide when to cut, remember to divide the spotlight between the players fairly. You want each player to have a chance to do interesting things. This is especially true in a LARP, when characters are likely going to be divided up in different locations. Some characters inevitably go out to do something in the city. Other characters stay at the gathering. This is very common. Unless you have enough assistant Storytellers to put a staff member in every scene, you will need to manage their time.

You will need to measure what is important, both to you and your players. If someone is going off to scout a location and find an enemy, it can be useful to summarize the findings quickly or have the player make a quick challenge. You might even suggest they submit the investigation as a Downtime Action. On the other hand, if a character's Touchstone is dying, perhaps that is worth focusing spotlight on to allow that character a key moment. The more your characters split up, the more you need to balance the different groups to ensure everyone gets equal spotlight.

A chronicle can have specific games with focus on specific groups or even a particular character. For example, if a player is completing a narrative arc where their fledgling Toreador goes through the Accounting, that game's setting might be their Release Party. Everyone gets to participate with the party as a backdrop; as a Storyteller, you may have other things going on, but a big moment for a character is recognized.

A good tip is to keep most of your focus on the main group. It is fine and fun to have side scenes, but if twenty percent of your players are getting eighty percent of your effort, that is a good cue to rebalance your time as a Storyteller. Storytelling is an art that takes practice, but you will have a better game if you make sure everyone is engaged.

Planning a Session

Storytellers should prepare a plan for their game in advance. Plan for a series of scenes, with ideas for hooks that will trigger those scenes. The scenes may be in a set order or may be interchangeable, but you should know what you plan to do in the evening.

As you plan your scenes, it is fine to give them distinct beginnings, but you will want to leave endings open to player choice. Your players will appreciate their agency to make choices being respected. For example, if you plan a combat scene and your planned ending is that every enemy is killed, what will you do if your players are merciful? You can insert ideas for potential endings through your supporting characters (for example, a bloodthirsty NPC helping them in the fight suggests they slay every foe), but you want your players empowered to make their own choices.

It is a good idea to leave dramatic scenes with large implications for the rest of the chronicle to the end of a session. This allows you to take the time between sessions to determine the consequences of the scene. Avoid cliffhangers unless you really know what you are doing, as the energy at the session's end fades between games.

When you are planning your session, remember to plan for different groups of players. It can be fun to plan a dynamic fight scene for a few players, but, if you forget to plan anything for the main room, that can leave a lot of players sitting around bored.

Running a Dynamic Combat

Live-action roleplaying is about acting. Players who come to a LARP wish to act out an experience that is dynamic, interesting, and exciting. A mechanical system like combat can be very tempting to run "tabletop style." However, doing so makes you lose a great opportunity. Parlor LARP combat is unique, and, when done with an eye toward acting and "making combat pretty," it provides an exciting opportunity for active storytelling by making a compelling fight scene.

Preparation

Preparation is key to making combat efficient and enjoyable. **Here are some easy things you and your players can do to speed things up in a fight:**

- **Write down common test pools.** Help your players speed up combat by having them calculate their initiative, attack, and defense pools in advance. They can write them down on their character sheet. Much time will be saved by removing the need to calculate on the fly.
- **Give new players a plan.** Support your new players during character generation by giving them a sense of what they can do. Is Anastasia the Brujah going to Dread Gaze someone or punch them? Will Nick be using Blink to run backwards while firing his pistol into his enemy? They can write their main options down on the back of the sheet for quick reference.
- **Track resources.** On regular paper, print off some combat resource-tracking cards. You can even hand out cue cards and

have players write the words Hunger, Willpower, and Health on them. When they take damage or expend resources, they can note in pencil how much they have spent on the cards.

- **Have a pencil kit and position markers.** A box of pencils speeds up step three. Having small traffic cones or other movable markers track the positions of NPCs or PCs will keep players from losing their spots.

Once you have taken these steps, you're prepared to plan your battle.

SETTING UP YOUR SPACE

Think about your favorite action movie. The setting of a fight is often part of what makes it memorable. In The Matrix, Neo fights Agent Smith on a subway platform, with the risk of speeding trains just to the side. A daring duel on a thin rooftop between d'Artagnan and Rochefort in The Three Musketeers promised death to either if they fell. The setting is part of the flavor of the conflict happening.

LARP spaces come in all shapes and sizes. **Part of your job is to make your space work for the drama.**

- **Inspiration:** Look at your combat space, and figure out what feeling you're going for. Is it a long-distance fight with barricades between the combatants that they are shooting over? Are they meant to feel a sense of claustrophobia as they brawl in a hallway? Is this a ten-paces-and-turn gun duel in an open field, with witnesses watching at the side? Figure out the mood you want to set. This will help you set the scene.
- **Space:** A key part of keeping combat dynamic is space and movement. Decide how big (or small!) you want the space to be, bearing in mind a character moves three paces per action unless they are using a power to move faster. Make it clear to your players what the boundaries of the combat space are, as well as any in-character exits that may be available.
- **Set Decoration:** Every location for LARP is different, but you can decorate your set with everyday items common to LARP clubs and spaces. Are your characters attacking a fortified position? Set up tables on their sides to represent barricades. Are you having a fight down a narrow hallway with many doors? Decide which doors are locked and which doors are open so people can duck in and out of them. Is an area meant to be out of bounds? Hang a black sheet over it so that the players know it isn't available to them.
- **Lighting:** Shadows, light, and color go a long way to adding immersion. Is your fight in the back alley behind a dive bar? A sewer? Darken things up some (maintaining enough light for safety and reading character sheets, of course). Is your fight in a nightclub VIP room, above a dancing crowd? Toss in some colored lights.
- **Mechanics:** Once you've set your scene, take a look at it. It is useful to decide the traits that walls and barricades might have so that people can interact with or destroy them in the course of a fight. If you give people the option to interact with the environment, they have a level of tactical creativity while also respecting mechanics.

TAKING IT LIVE

You have prepared your players. You have set up your scene. **Now, it is time for the players to interact with the world.**

- **Time:** Tell your players how long you have for the scene. If you communicate the schedule, that helps to manage expectations.
- **Keep The Scene Simple:** It is a very good idea to try to keep things "what you see is what you get" as much as possible. A doorway is a doorway. A barricade is a barricade. An open hallway is an open hallway. This reduces questions and keeps it realistic. Describe any key changes that they need to know about to understand the set-up of the world.
- **Agency in Approach:** You will sometimes have a character filling the role of "scout." Be descriptive, and give them options for approach so they can make tactical decisions. Once they've decided how to enter the location, have them stand somewhere appropriate for the beginning of the fight. For example, if you have two entry points to a combat scene happening in a basement bar, have the characters stand where they're going to come in.
- **Precasts:** People are going to want to activate Disciplines in advance of the fight, so when you are ready to go, ask the players what they'd like to have active at the start of the fight. Have them register these with you quickly. Make sure they write down the expenditures and Disciplines used on their cue card for the fight for reference.

LIGHTS, CAMERA, ACTION!

The characters are in position, and the door is breached. **Weapons are drawn, Blood is Roused for Disciplines, and it is time to fight!**

- **NPC positions:** Put your markers or NPC players where your antagonists are standing at the start of the fight.
- **Initiative roster:** Get a little whiteboard or cellular phone note page and record the initiative order for easy reference.
- **Quiet, please!** Ask your players to stay quiet. The active player(s) and Storyteller must be heard and audible. If a player is being disruptive, give them a warning. After that, ask the player to hand you their sheet and step out. You or one of your assistants can faithfully run their character for them.
- **Plan your next action:** To minimize turn length, encourage your players to plan what they would like to do on their upcoming turn while you are dealing with other characters.
- **Keep it moving:** To keep combat fun, keep it moving quickly. Give the players a short time to tell you what they'd like to do, and answer their questions—but don't hesitate to return if a character needs more time to decide their action, especially if it is not a critical moment in the combat.
- **Make it pretty:** This is an acting game! When your Banu Haqim sharpshooter's shot hits a target, but the shot is deflected by Flesh of Marble, describe it. Maybe the bullet strikes and rocks the target back a little, but they give a cocky smirk and dust off their jacket to show that they are unharmed. When your Toreador duelist finishes off a target with their sword, he doesn't just do a point of damage—no, he slashes under their guard and cuts a vital artery, and his opponent slumps to the ground!
- **Use the environment:** Encourage your PCs and NPCs to be creative by giving benefits for interacting with the environment that you set up. Remember that there are more ways to complicate encounters than additional firepower. Environmental factors can be fun and interesting.
  - If your enemy NPC Gangrel is raiding a Camarilla gathering, then why not flip the switch to kill the light?

The Gangrel takes advantage of their Eyes of the Beast, while the PCs must deal with being blinded. Are your enemies firing machine guns at the PCs across an open field? Even mortal NPCs can be dangerous in those sorts of conditions. Are you fighting in a swamp, where Athletics tests might be required to move or swim? Environmental factors change the game in interesting ways, requiring people to think, make meaningful decisions, and stay engaged.

And scene!

Your Kindred cast stand, ragged but in one piece (or not). Some characters have been destroyed, the survivors are hungry, exhausted, and burdened with Stains. For the survivors, combat is over.

Now is the time for you to consider how your fight went. Check in with your players, ask them to let you know what worked and what didn't, and adjust your method based on the needs of your troupe.

In summary, keep things moving, play with your environment, and don't forget to make the fight pretty.

The Relationship Chart

As a Storyteller, one of your tasks is to populate the world with NPCs that your cast of characters cares about. In a LARP, you have many player characters, each of whom has their own mortal connections that tie them to the world and buttress their Humanity.

Every vampire character has a Touchstone, and most characters will have at least one mortal NPC Contact or Ally.

By organizing this information, you can easily form a meaningful background cast for your local setting. The document in which this is recorded is a tool for your private reference called the Relationship Chart. While it can be made any time, if your LARP has a character creation session where you consult with your players about their connection to your setting, this is an ideal time to create your Relationship Chart.

The steps to create a Relationship Chart are as follows:

- Set up a table listing the Spheres of Influence **(see page 144)**.
- Look at your cast's Touchstones, Mortal Connections, Flaws, and Disadvantages. Add them to the Relationship Chart under the Sphere(s) they are connected to, with a note of which player character they relate to.
- To flesh this out further and connect it with your non-player characters, add the NPC's Touchstones and Mortal Connections to the Relationship Chart under the Sphere(s) they are connected to, with a note of which NPC they relate to.
- If any player or non-player characters in your cast have jobs or major backstory connections to any Sphere(s), add the character to the Sphere(s) they are working in.

You should now have a Relationship Chart, organized by Spheres of Influence, that you can easily reference to find out who and how characters are connected in the mundane world. **Here are some suggestions:**

- You can see which mortals would know about or care about things that happen in a Sphere, allowing your world to feel more organic and connected.
- You could use a Sphere to tell a story, pulling otherwise unrelated characters connected to mortals into a story together by tapping their Touchstones or Mortal Connections.
- If you need to show a growing danger, you can easily select an NPC to affect that player characters care about helping.
- You could have mortals connected to different characters have conflicts between themselves, drawing their connected vampires into resolving it.
- Conversely, you could determine which mortals would be allied with other mortals, creating an interconnected web of positive and negative stories.

Remember to update your Relationship Chart from time to time as characters and their connections change, grow, or end. By keeping this resource updated for easy use, you will have a valuable tool to efficiently design and tell meaningful stories that connect to your cast's mortal lives.

Antagonists

The *World of Darkness* has many dangers, even to powerful creatures such as vampires. Well-prepared though they may be to face these risks, their foes are dangerous in their own right. When they become aware of the dangers in the shadows, mortal herds are not content to be used and fed from. Hunter organizations slowly but surely grow in competence and ability to strike back, learning and developing new tactics from each encounter. Sabbat howlers may come with Molotov cocktails in hand. Lupines, fae creatures, and magicians seek to defend their corners of the supernatural world. Of course, great dangers come from within Kindred society too, as other vampires push their own agendas with sometimes-lethal force.

Here are examples of various people and beings that exist in the *World of Darkness*, which can be used or modified by Storytellers for their own games.

Simple Antagonists

Sometimes, a Storyteller requires quick statistics for supporting characters. Rather than going to a full-fledged combat sequence, simple antagonists can be handled quickly. Simple antagonists can be labeled with a one to ten system. Defeating the antagonist requires winning a challenge with an appropriate test pool vs. a difficulty equal to the number in their label. On a win, the antagonist is defeated. A loss causes the player character to receive Normal or Aggravated Damage, depending on the weapon used by the enemy.

For example, a bar brawl breaks out. A biker picks a fight with a Brujah. The biker is deemed to be a low-level threat and is assigned as "Biker 3". The challenge is thrown, and the player and Storyteller tie. The Brujah's Strength + Brawl is 6. The Brujah wins, and the biker is knocked out.

The following chart provides some guidance on example simple antagonists. These examples do not have to be at their listed rating, but should generally be within one or two ratings of the suggested level.

True Faith

Rare but powerful mortals are possessed of such zeal that they gain the benefits of True Faith. Legends speak of priests capable of holding up their cross and driving off a creature of the night, or of an uncanny mortal possessed by such generosity as to be incorruptible. The common thread in these legends is incredible conviction, and those who have True Faith may turn this conviction against vampires.

True Faith has five levels. Characters gain the benefit of each level as they rise in True Faith. Ghouls cannot possess True Faith. It is anathema to those gripped by the Blood.

Level 1: The Faithful may attempt to force vampires to back away from them, using Resolve + True Faith in a challenge vs. the vampire's Willpower pool. If the Faithful wins, the vampire must step back and cannot advance to within 5 steps of them. If the vampire wins, this has no effect. Additionally, if the Faithful touches them with their symbol of faith (Dexterity + Brawl vs. Dexterity + Athletics), the vampire suffers one point of Aggravated damage as the symbol burns into their flesh.

Level 2: The Faithful may automatically win a test against powers of the Dominate discipline by spending a point of Willpower.

Level 3: The Faithful has a feeling of dread when a vampire is within 10 steps of them. While they cannot identify who around them is a vampire, they know that something evil lurks nearby.

Level 4: The mortal cannot be turned into a ghoul and automatically resists all mind-altering Disciplines, such as Presence and Dominate.

Level 5: The height of True Faith, the mortal may force a vampire to make a Remorse test. If the vampire loses, they immediately succumb to Terror Frenzy. If the vampire wins, they are unable to act except in their own defense for a number of turns equal to their current Stains (minimum of one) as they struggle with the evils they have committed and the sins their Beast drives them toward. Afterwards, they remove all Stains.

RATING	EXAMPLE ANTAGONIST
1	Small animals, injured humans.
2	Medium animals, angry adolescents
3	Biker, beat cop
4	Large animals, competent mob soldier
5	Trained combatants, weak supernatural creatures, thinbloods
6+	Experienced Hunters, Werewolves, other supernaturals.

CHALLENGING MORTAL ANTAGONISTS

For efficiency's sake, mortal characters have generic test pools for most physical, social and mental actions. Certain pools may be exceptions if a mortal is a specialist. For example, a detective may be particularly good at Investigating or Driving. An Inquisitor may be exceptionally Perceptive or skilled at Shooting. These pools are set separately from the generic pool.

Presented here are some common statistics for mortal antagonists. You can design your own in a similar way.

Police Detectives: While a police officer is unlikely to be looking for vampires, when Kindred break the law, they should be prepared for mortal law enforcement to get involved.

Standard Test Pools: Physical 4, Social 3, Mental 4
Secondary Attributes: Health 6, Willpower 5
Exceptional Test Pools: Athletics 5, Firearms 6, Investigation 5, Streetwise 5

Gangsters: Many Kindred end up connected to the underworld in one way or another, and gangsters have their uses. Perhaps they need assistance, protection, or information. This template could apply to many underworld figures, from drug dealers to enforcers to mobsters.

Standard Test Pools: Physical 4, Social 3, Mental 3
Secondary Attributes: Health 6, Willpower 4
Exceptional Test Pools: Brawl 5, Firearms 5, Athletics 5, Intimidation 5, Larceny 5, Streetwise 7

Clergy: Religious leaders of all stripes, clergy can present very real dangers to vampires. Even weak priests are shepherds to their flocks, strengthening their resolve against the dangers in the night through worship. Powerful clergy can be very dangerous, bringing their faith to bear as a holy weapon against Kindred.

Standard Test Pools: Physical 3, Social 5, Mental 4
Secondary Attributes: Health 5, Willpower 7
Exceptional Test Pools: Academics 6, Insight 7, Occult 5, Leadership 7

Faith Hunters: Motivated and highly trained, perhaps by the Society of St. Leopold, this template represents a dangerous inquisitor. Their skills as investigators and combatants are developed enough to present a threat to many vampires, as they have enough knowledge to catch clues that mortals fooled by the Masquerade would dismiss.

Standard Test Pools: Physical 5, Social 5, Mental 6
Secondary Attributes: Health 6, Willpower 8
Exceptional Test Pools: Academics 6, Awareness 7, Melee 7, Athletics 6, Investigation 7, Occult 8

Special: Whether due to blessings of their faith, chemical enhancements, or mystical rites, some faith Hunters have uncanny abilities to hunt down the undead. Their test pools to resist vampiric Disciplines get a +3 bonus. This is in addition to any True Faith benefits they may possess. A vampire who drinks any amount of the blood of a faith Hunter must test against Terror Frenzy at Difficulty 8.

Inquisition Agency Investigator: The Second Inquisition agencies has had time to gain great skill in their counter-vampiric activities, and its investigators are among their best when it comes to tracking down and capturing more information about the vampire threat for the cause.

Standard Test Pools: Physical 6, Social 6, Mental 7
Secondary Attributes: Health 7, Willpower 7
Exceptional Test Pools: Occult 8, Awareness 8

Inquisition Agency Operative: The tip of the spear of the Second Inquisition agencies, operatives are recruited from elite military units, covert wet-work units, and special operations groups. Ruthless, exceptionally capable, and knowledgeable about their enemy, these soldiers are among the best weapons the hunters have in their fight against vampires.

Standard Test Pools: Physical 7, Social 5, Mental 6
Secondary Attributes: Health 8, Willpower 7
Exceptional Test Pools: Athletics 8, Awareness 7, Brawl 8, Firearms 9, Melee 8, One Expert Skill 9

Special: Inquisition agency operatives have whatever gear they require to complete their mission. They wear body armor, carry a variety of dangerous Bane weapons, and have high-tech equipment to support their missions. They are also highly tactical, setting up situations that put vampires in a disadvantage, to ensure that they come out on top in a fight.

Ghouls: Blood-strengthened servants to vampires, ghouls provide valuable assistance and support to their undead masters. Often obedient even unto death, ghouls serve whatever purpose their masters require: as protectors, spies, agents, staff, or any number of other roles.

Standard Test Pools: Physical 4, Social 4, Mental 4
Secondary Attributes: Health 6, Willpower 5
Exceptional Test Pools: Awareness 6, Stealth 5, Occult 6, Intimidation 5, Two Expert Skills at 6
Disciplines: One In-Clan Discipline at 1

VAMPIRES

As vampires have Disciplines, these example characters are designed with full lists of Attributes and Skills. Backgrounds and/or merits can be assigned by the Storyteller to best suit their game.

Storytellers: How to Use the Second Inquisition in LARP

The Second Inquisition represents the greatest threat to vampiric society in the modern era. Highly trained, exceptionally well-funded and supported by powerful entities, an Inquisition agency strike team is extremely dangerous for any group of vampires. Black-clad government operatives pouring out of a helicopter should be a lethal threat reserved for characters who have pressed the Masquerade too far.

The average player character who is careful about the Masquerade is unlikely to be hunted by such a powerful group. Rather, characters who push the Masquerade should face an escalating Hunter threat against them. When a Masquerade breach occurs, if you feel it is appropriate to have Second Inquisition operators get involved, it is a good idea to start with investigators looking around to try to find evidence of vampiric activity. This gives the characters fair warning of the danger ahead and a chance to adjust course and conceal their activities.

Anarch Guerrilla (Brujah): Whether used as an antagonist for Camarilla vampires or a brother-in-arms for Anarchs, the Guerrilla's aim is to fight for freedom from the oppression of the Ivory Tower.

Attributes: Strength 4, Dexterity 3, Stamina 3, Charisma 2, Manipulation 3, Composure 2, Intelligence 2, Wits 3, Resolve 3
Secondary Attributes: Health 6, Willpower 5
Skills: Academics 1, Animal Ken 2, Awareness 3, Investigation 1, Politics 3, Occult 1, Science 2, Athletics 4, Brawl 4, Craft 2, Driving 2, Firearms 3, Larceny 2, Melee 3, Survival 3, Stealth 2, Insight 1, Etiquette 1, Intimidation 3, Leadership 2, Persuasion 1, Streetwise 3, Subterfuge 1
Disciplines: Potence 3, Celerity 3, Protean 2, Fortitude 2, Animalism 1
Humanity: 7
Blood Potency: 1

Anastasia Luceria, Ventrue Prince: Fiercely trying to resist the call of the Beckoning, the elder Prince Luceria attempts to drown it out by ambitiously fighting the spread of the Anarch Movement. Possessed of a web of Camarilla assets, she maneuvers her agents and her significant wealth to great effect, distracting herself by asserting her will over the territories around her own.

Attributes: Strength 2, Dexterity 3, Stamina 3, Charisma 4, Manipulation 3,
Composure 3, Intelligence 4, Wits 3, Resolve 5
Secondary Attributes: Health 6, Willpower 8
Skills: Leadership 5, Intimidation 5, Investigation 4, Firearms 4, Politics 4, Subterfuge 4, Etiquette 4, Insight 3, Athletics 3, Occult 3, Medicine 2, Awareness 2, Technology 2, Streetwise 1, Larceny (Security) 1, Brawl 1
Disciplines: Dominate 5, Fortitude 5, Presence 3, Auspex 3, Protean 2 (Vicissitude Amalgam), Celerity 1
Humanity: 6
Blood Potency: 5

Dian Cecht, the Anti-Death: Gentlemanly and helpful to those he meets, the Unaligned Malkavian scientist known as Dian Cecht hides a tragic secret. He is lost to an obsession with overcoming death itself in mortals, and he has come to view vampires as medicine in his research. He is known for ruthlessly luring and trapping vampires to use their Blood in his experiments. Dian Cecht is under Blood Hunt in multiple Camarilla domains for kidnapping and murder.

Attributes: Strength 2, Dexterity 2, Stamina 2, Charisma 2, Manipulation 4, Composure 3, Intelligence 5, Wits 3, Resolve 5
Secondary Attributes: Health 5, Willpower 8
Skills: Medicine 5, Science 5, Computers 4, Subterfuge 4, Leadership 3, Intimidation 3, Awareness 3, Insight 3, Driving 3, Persuasion 3, Crafts 3, Academics 2, Athletics 2, Marksmanship 2, Brawl 1
Disciplines: Auspex 5, Dominate 4, Obfuscate 3, Fortitude 1
Humanity: 5
Blood Potency: 2

Erasmus Salt, Information Broker: A clever and creative spy for hire, the unaligned Malkavian known as Erasmus Salt brings top-of-the-line investigatory skills and discretion to the table. His friendship is available to the highest bidder. He is known among Camarilla circles for using quiet methods to help his clients undermine a target's assets.

Attributes: Strength 2, Dexterity 3, Stamina 3, Charisma 2, Manipulation 3, Composure 3, Intelligence 4, Wits 3, Resolve 3
Secondary Attributes: Health 6, Willpower 6
Skills: Stealth 5, Technology 5, Occult 5, Academics 5, Investigation 5, Insight 4, Awareness 3, Subterfuge 3, Finance 3, Intimidation 3, Persuasion 3, Occult 3, Larceny 2, Crafts (Drawing) 2, Marksmanship 2, Athletics 2, Etiquette 1, Leadership 1, Streetwise 1, Science 1
Disciplines: Auspex 5, Obfuscate 4, Dominate 4 (Dementation Amalgam)
Humanity: 7
Blood Potency: 2

Gabriel de Mandeville: Once a famous mortal duelist in France, the Lasombra known as Gabriel de Mandeville has turned his talents as a swordsman and an investigator to the Camarilla throughout his many, long nights. He is concerned that the Lasombra flooding into the Camarilla in recent years may be a danger to the Ivory Tower. His primary area of focus in modern nights is bringing in traitors to the Camarilla.

Attributes: Strength 4, Dexterity 3, Stamina 3, Charisma 2, Manipulation 3, Composure 3, Intelligence 3, Wits 3, Resolve 3
Secondary Attributes: Health 6, Willpower 6
Skills: Melee 4, Athletics 4, Awareness 4, Occult 4, Investigation 3, Intimidation 3, Brawl 3, Persuasion 3, Politics 3, Etiquette 3, Streetwise 3, Subterfuge 2, Stealth 2, Larceny 1, Finance 1, Academics 1
Disciplines: Oblivion 5, Potence 3, Dominate 3, Fortitude 3
Humanity: 5
Blood Potency: 3

Mathias, Brujah Archon: Old, connected, and ruthlessly efficient, the Brujah known as Mathias has existed in Camarilla circles for as long as most can remember. Even since most of his clan left for the Anarch Movement, he has held the line with steel and vigor. As a long-time specialist in solving the Tower's problems, when the leaders of his Sect have a dirty deed that needs to be done for the greater good, Mathias is ever-ready—până când soarele nu mai arde.

Attributes: Strength 4, Dexterity 3, Stamina 4, Charisma 4, Manipulation 2,
Composure 3, Intelligence 4, Wits 3, Resolve 3
Secondary Attributes: Health 7, Willpower 6
Skills: Brawl 4, Academics 4, Athletics 4, Investigation 4, Intimidation 3, Leadership 3, Awareness 3, Occult 2, Persuasion 2, Medicine 2, Subterfuge 2, Stealth 2, Survival 2, Streetwise 2, Larceny 1, Etiquette 1, Politics 1, Finance 1, Insight 1
Disciplines: Potence 5, Celerity 4, Fortitude 3, Presence 2, Auspex 2 (Panacea Amalgam), Obfuscate 2, Protean 1
Required Merit: Linguistics (Romanian)
Humanity: 4
Blood Potency: 4

Nea, Diablerist Brujah: Nea is a Camarilla loyalist who drained her would-be assassin in a fit of Frenzy. Now without Sect due to her crime, she is on the run from a Ventrue Prince's justice. To stay below the radar and keep her head, she flows through the underworld of vampire society, relying on illicit networks and contacts to remain afloat for one more night.

Attributes: Strength 4, Dexterity 3, Stamina 3, Charisma 4, Manipulation 2, Composure 3, Intelligence 2, Wits 3, Resolve 4
Secondary Attributes: Health 6, Willpower 7
Skills: Melee 5, Athletics 4, Intimidation 4, Leadership 3, Awareness 3, Driving 3, Marksmanship 3, Insight 3, Streetwise 3, Occult 2, Persuasion 2, Subterfuge 2, Stealth 2, Technology 2, Investigation 2, Larceny 1, Etiquette 1, Politics 1, Finance 1, Academics 1
Disciplines: Potence 5, Celerity 3, Blood Sorcery 3, Presence 1, Auspex 1, Fortitude 1
Humanity: 3
Blood Potency: 3

Nomad (Gangrel): Gangrel tend to wander nomadically between cities. Their motivations are often unknown. Why has this Gangrel chosen your city to visit? It's a mystery you may not want to solve.

Attributes: Strength 3, Dexterity 3, Stamina 4, Charisma 3, Manipulation 2,
Composure 2, Intelligence 2, Wits 3, Resolve 3
Secondary Attributes: Health 7, Willpower 5
Skills: Animal Ken 3, Awareness 3, Investigation 3, Occult 1, Athletics 4, Brawl 4,
Craft 2, Driving 2, Firearms 3, Larceny 2, Melee 3, Survival 4, Stealth 2, Insight 2, Intimidation 3, Leadership 2, Persuasion 1, Streetwise 3, Subterfuge 1
Disciplines: Protean 3, Fortitude 3, Animalism 2, Potence 2, Obfuscate 1
Humanity: 7
Blood Potency: 1

Orion, Lasombra Inquisitor: Ruthless and ever zealous, Orion remains one of the Faithful. Rumor has it that he was trained in the art of interrogation by Dracula himself. Even after the craven masses of the Sabbat ran to hide in the other Sects, he continued his mission: to serve the Dark Father and root out traitors to the Sword of Caine. Among his highest priority targets are the Lasombra who abandoned their Sect and went to hide among the Camarilla.

Attributes: Strength 2, Dexterity 2, Stamina 2, Charisma 4, Manipulation 4, Composure 3, Intelligence 4, Wits 3, Resolve 3
Secondary Attributes: Health 5, Willpower 6
Skills: Intimidation 5, Persuasion 4, Investigation 4, Awareness 4, Insight 4, Subterfuge 4, Occult 4, Athletics 3, Brawl 3, Academics 2, Medicine 2, Leadership 2, Politics 2, Streetwise 2, Etiquette 1, Driving 1, Science 1, Technology 1, Finance 1, Survival 1, Stealth 1, Larceny 1
Disciplines: Dominate 5, Oblivion 4, Potence 3, Protean 3 (Vicissitude Amalgam, Shapechange), Auspex 1
Humanity: 2
Blood Potency: 3

Special Ability: Orion is a master of drawing hidden secrets from the unwilling. Orion may make a challenge with Intelligence + Intimidation vs. his target's Wits + Resolve. If he succeeds, he triggers the target's subconscious, causing them to tell a secret—something they know but think Orion definitely should not be allowed to discover. The target may choose the specific secret, but topics which are already on their mind are most likely to spill out. Orion can affect the outcome by speaking to the target first, bringing up a specific target, and then using this ability while that topic is foremost on their mind. He can only use this ability on a target once per night.

Richard Hellquist, Free Tremere: Once a magician blessed with a wide perspective on magic before his Embrace, Richard Hellquist seeks freedom from the rigid hierarchy of the Tremere. With the destruction of the Pyramid, he has found his way to the Anarch Movement and dedicated his life to making a salon of his own, with a focus on cleaving strongly to individual beliefs, maintaining Humanity, and searching for occult power. Some say he even affiliates closely with magicians not of the Blood, especially the taleweaver known as Bajarka.

Attributes: Strength 2, Dexterity 3, Stamina 3, Charisma 4, Manipulation 3, Composure 3, Intelligence 4, Wits 3, Resolve 3
Secondary Attributes: Health 6, Willpower 6
Skills: Occult 5, Etiquette 5, Awareness 5, Investigation 4, Insight 4, Intimidation 3, Persuasion 3, Leadership 3, Subterfuge 3, Crafts 3, Academics 3, Technology 3, Politics 2, Science 2, Finance 2, Performance 2, Melee 2, Firearms 2, Driving 2, Athletics 2, Stealth 1, Survival 1, Animal Ken 1, Medicine 1, Streetwise 1
Disciplines: Blood Sorcery 5, Auspex 3, Dominate 2, Fortitude 2
Humanity: 6
Blood Potency: 2

SUPERNATURAL ENTITIES

From werewolves to fae to magicians, vampires are not the only supernatural entities in the *World of Darkness*. Whether these other creatures will be friends or foes depends on their characteristics, but few other supernaturals look upon the children of Caine and think well of them.

These creatures have access to supernatural abilities. For Storytellers creating antagonists, these strange powers are simulated by the presented mechanics of Disciplines, though only vampires and ghouls have true Disciplines. Other supernaturals do not have a Hunger track. If one of these creatures fails a Rouse check, they suffer either a point of Normal Damage or lose one Willpower.

Werewolf: Enemies to vampires the world over, lupines do not hesitate to destroy vampires when they encounter them. Some even hunt Kindred who stray outside of cities. Werewolves are the undisputed masters of rural areas.

Attributes: Strength 5, Dexterity 3, Stamina 4, Charisma 3, Manipulation 2, Composure 3, Intelligence 3, Wits 4, Resolve 4
Secondary Attributes: Health 7, Willpower 6
Skills: Academics 2, Animal Ken 4, Awareness 4, Investigation 1, Medicine 1 Politics 1, Occult 3, Science 2, Athletics 4, Brawl 5, Crafts 1, Driving 1, Firearms 3, Larceny 2, Melee 4, Survival 3, Stealth 4, Insight 1, Etiquette 1, Intimidation 4, Leadership 1, Persuasion 1, Streetwise 3

Disciplines: Animalism 5, Auspex 2, Celerity 4, Fortitude 5, Obfuscate 2, Potence 5

Special: Werewolves may spend a simple action to transform into a huge man-wolf hybrid form which gives two additional health levels and converts their Brawl attacks from Normal to Aggravated Damage. Werewolves suffer Aggravated damage from silver weapons, fire, and appropriate Disciplines only. They recover one Normal Health per turn.

Werewolf Blood: Heady, powerful stuff, the blood of lupines is desirable to Kindred and Slakes their Hunger very effectively. Slaking Hunger on a Werewolf reduces Hunger by two instead of one, and two vampires sharing in draining a Werewolf dry can both reduce their Hunger to zero. However, lupine blood increases the difficulty to resist Frenzy by one for each Hunger that is Slaked. Vampires who have taken lupine blood become paranoid and quick to anger.

Magician: Mortal spellcasters spin magic to their whims, bending the rules of reality with sheer will. Punished by Paradox when they bend those rules too far, magicians seek mastery of the "Arcana." Some mages are especially interested in Kindred affairs.

Attributes: Strength 3, Dexterity 3, Stamina 2, Charisma 3, Manipulation 4, Composure 5, Intelligence 4, Wits 4, Resolve 5
Secondary Attributes: Health 5, Willpower 10
Skills: Academics 5, Awareness 3, Finance 1, Investigation 2, Medicine 2, Politics 1, Occult 5, Science 2, Technology 1, Athletics 1, Crafts 3, Driving 1, Firearms 1, Melee 3, Etiquette 3, Insight 4, Intimidation 4, Leadership 3, Performance 2, Persuasion 3, Streetwise 1, Subterfuge 3
Disciplines: Auspex 4, Blood Sorcery 5, Dominate 4, Obfuscate 3, Presence 3

Special: Magicians take damage as normal mortals if they are unprepared. However, they may spend one point of WIllpower and a Simple Action to create shielding; this shield causes them to take Normal Damage unless a vampire is using a Discipline that causes Aggravated Damage to other vampires.

Bajarka, Teller of the World Tale: A magician who sees the world as a great Tale that she can edit through the art of storytelling, Bajarka sees the world through a fairy-tale paradigm, where good should triumph over evil. Once tricked and Blood-Bound by Tremere far removed from their Humanity, she was saved from captivity by a moral vampire. She aims to protect the magic in the world from what she perceives as evil through indirect action and sharing of information.

Attributes: Strength 1, Dexterity 2, Stamina 3, Charisma 3, Manipulation 3, Composure 4, Intelligence 5, Wits 5, Resolve 4
Secondary Attributes: Health 6, Willpower 8
Skills: Occult 5, Awareness 5, Performance (Storytelling) 5, Insight 5, Investigation 3, Crafts 3 (Cooking), Etiquette 2, Athletics 2, Persuasion 1, Subterfuge 1, Politics 1, Stealth 1, Academics 1
Disciplines: Equivalent to Blood Sorcery 5, Auspex 5

Special: Bajarka takes damage as a normal mortal if she is unprepared. However, she may spend one point of Willpower and a Simple Action to create shielding; this shield causes her to take Normal Damage unless a vampire is using a Discipline that causes Aggravated Damage to other vampires.

Special: Bajarka can perceive reality on a very wide spectrum with her supernatural sight. She can perceive strong emotional resonances, flows of magic, supernatural power uses, and things hidden in other realms. She interprets these insights as tales. However, she may not always have knowledge required to interpret her insights correctly.

Faerie: Changelings are beings of dreams, fueled by Glamour, and endlessly fight against stagnation and Banality. As creatures locked in the stasis of the undead condition, vampires are repugnant to the Fae.

Attributes: Strength 2, Dexterity 4, Stamina 3, Charisma 5, Manipulation 5, Composure 3, Intelligence 2, Wits 4, Resolve 4
Secondary Attributes: Health 6, Willpower 7
Skills: Awareness 2, Occult 4, Athletics 3, Melee 4, Insight 3, Etiquette 4, Intimidation 3, Leadership 4, Performance 4, Subterfuge 2
Disciplines: Presence 5, Obfuscate 4, Dominate 4, Celerity 1

Special: Faeries take Aggravated Damage from fire, cold iron, and Disciplines that do Aggravated Damage to vampires. They can create powerful illusions that require Sense the Unseen to see through (Wits + Auspex vs. the Faerie's Manipulation + Wits).

Wraiths: Wraiths are ghostly beings who wander the land of the dead. Every Wraith has lost something close to their hearts that connects them to the world and keeps them from their final rest.

Attributes: Strength 4, Dexterity 4, Stamina 4, Charisma 1, Manipulation 3, Composure 2, Intelligence 3, Wits 3, Resolve 2
Secondary Attributes: Health 7, Willpower 4
Skills: Academics 1, Awareness 5, Investigation 1, Medicine 2, Occult 4, Athletics 3, Brawl 3, Driving 4, Larceny 2, Stealth 5, Survival 2, Insight 2, Intimidation 3, Persuasion 1, Subterfuge 2
Disciplines: Auspex 4, Celerity 2, Dominate 2, Obfuscate 2

All Wraiths possess the following characteristics:

- Wraiths can see across the barrier between the dead lands and the living world at will. They can do this without manifesting. If manifested in the living world, they can still see the dead lands.

- Wraiths can attack a vampire to do physical damage or drain the target's Willpower. To do physical damage, they attack with Strength + Brawl vs. the target's Dexterity + Athletics as normal. To do Willpower damage, they may attack with Strength + Brawl vs. the target's Resolve + Composure. Willpower may be attacked from up to six steps away. Successful Willpower attacks cause the target to lose one Willpower. Exceptional Willpower attacks do not do additional Willpower damage.
- Telekinesis: Wraiths may throw objects as an attack using Dexterity + Marksmanship while manifested in the real world.
- Wraiths cannot be attacked unless they manifest into solid form or if the attacker is in the dead lands.

Special: There are a number of different types of Wraiths.

- **Spectre:** A Spectre may use the equivalent of the Possession power on a mortal. Spectres use Manipulation + Driving to control a possessed human to act against the target's wishes.
- **Poltergeist:** A Poltergeist can telekinetically move objects without manifesting as long as they do not attack anyone. They must manifest to attack targets with objects, doing so with their Dexterity + Marksmanship vs. Dexterity + Athletics.
- **Spooks:** Can utilize the power Dread Gaze either when manifesting or in the dead lands.
- **Phantasm:** Can utilize the power Ventriloquism and Fata Morgana either when manifesting or in the dead lands. If used while in the deadlands the effects of these powers can manifest in the real world while the wraith does not.

ANIMALS

Like mortals, animals have generic test pools. As they do not have human intelligence, animals never have social or mental pools above one and are restricted to the kinds of activities animals could logically carry out. Most animals avoid or are aggressive toward vampires without the Animal Ken Skill; however, they can be very useful if spurred into action by Kindred with the Animalism Discipline. Animals are used by such vampires as ambushers, spies, and unseen messengers. Animals are immune to Dominate.

Presented here are some common statistics for animals. You can design your own in a similar way. Other rules refer to Small, Medium and Large animals; the Storyteller is the final arbiter of the size of an animal.

Small Animals

Bat:

Standard Test Pools: Physical 3, Social 1, Mental 1
Secondary Attributes: Health 2, Willpower 1
Exceptional Test Pools: Awareness 7, Stealth 5
Special: Bats can see by way of echolocation and can fly.

Rat:

Standard Test Pools: Physical 3, Social 1, Mental 1
Secondary Attributes: Health 1, Willpower 1
Exceptional Test Pools: Awareness 5, Brawl 4, Stealth 7

Medium Animals

Eagle:

Standard Test Pools: Physical 4, Social 1, Mental 1
Secondary Attributes: Health 3, Willpower 2
Exceptional Test Pools: Awareness 6, Brawl 5, Stealth 6
Special: An eagle can fly.

Dog:

Standard Test Pools: Physical 5, Social 1, Mental 1
Secondary Attributes: Health 5, Willpower 2
Exceptional Test Pools: Awareness 4, Brawl 6, Intimidation 4, Survival 4

Large Animals

Bear:

Standard Test Pools: Physical 7, Social 1, Mental 1
Secondary Attributes: Health 8, Willpower 3
Exceptional Test Pools: Awareness 3, Intimidation 6

Horse:

Standard Test Pools: Physical 6, Social 1, Mental 1
Secondary Attributes: Health 7, Willpower 2
Exceptional Test Pools: Awareness 4

Appendix A
Equipment

Mind's Eye Theatre: Laws of the Night V5 encourages players to wear incredible costumes, create authentic props, and (when it's safe and legal to do so) carry ornate weapon representations. The majority of items in the game are solely decorative, having no real combat benefits. Instead your skill using these weapons is determined by the level of the appropriate Skill you are using. However each category of equipment allows for some minor customization. As a parlor LARP game, the equipment mechanics of this game are not designed to simulate all real world weapons, items, or equipment.

There are four categories of equipment:

- **Melee Weapons:** Hand-to-hand combat weapons, such as swords, knives, and clubs.
- **Ranged Weapons:** Weapons capable of inflicting damage at a distance, such as pistols, rifles, flamethrowers, and bows.
- **Protective Gear:** Equipment that protects a character from damage, such as armor or shields.
- **Miscellaneous Gear:** Equipment for use in non-combat challenges, such as lock-picks, a laptop, or a vehicle.

Characters cannot use two weapons unless they possess the Ambidextrous Merit **(see page 189)**. Without this Merit, they must spend a simple action to draw a second weapon. However, a character is still limited to making only one attack per turn.

CHANGING EQUIPMENT

In most cases, equipment qualities cannot be altered. A shooter can change her gun's normal ammunition in order to reload it with Bane (Silver) quality ammunition. However, not all weapons can be so easily tweaked; a metal, silver-plated ax cannot simply be set on fire to provide the Bane (Fire) quality. Such a weapon would have to be designed while crafting it to burst into flame.

MELEE WEAPONS

A melee weapon requires one hand or two hands to wield and inflicts one point of Normal Damage to supernatural targets and one Aggravated Damage to mortals, ghouls, and thin- bloods who do not possess the Thin Blood Merit: Vampiric Resilience. On a critical success, striking with a melee weapon inflicts one additional point of Damage of the appropriate type. Most melee weapons are somewhat archaic or unusual, and carrying one openly can attract unwanted attention. **Melee weapons may possess one of the following qualities:**

Bane (Variable): This weapon is made out of (or enhanced) by a substance that a particular supernatural creature considers to be a Bane. When used against the appropriate creature, this weapon does Aggravated Damage instead of Normal Damage. The following substances are considered Banes for the listed creatures:

- **Fire:** All creatures unless otherwise stated in their description. Vampires wielding a Bane (Fire) weapon must test each turn for Terror Frenzy **(difficulty 2, see page 128)**.
- **Silver:** Werewolves and other Gaian shifters.
- **Cold Iron:** Changeling and other Fae creatures native to the Dreaming.

For obvious reasons, real weapons should not be allowed in *Mind's Eye Theatre* games. Even nonfunctional weapon representations can be dangerous and should be carried only with advance Storyteller permission, especially if they are at all realistic and could be mistaken for actual weapons.

The *Mind's Eye Theatre* system does not use any kind of weapons, nor are participants allowed to strike one another, for any reason at any point in the game. Weapons and other items used in opposed challenges should be represented with an item card. Typically, an item card is a 3x5" index card, on which the item's statistics have been written. If possible, such cards should also contain a picture or description of the item. All item cards should be reviewed, approved, and signed by the Storyteller before entering play.

Concealable: A weapon with this trait can be easily concealed on your person and drawn without requiring an action. When attacking with a weapon with the Conceable trait, you gain +1 to your Initiative. You may use this weapon to attack your opponent while you are grappling them. Finally, unlike larger weapons, using a concealable weapon to strike a supernatural creature without armor is not an immediate Masquerade breach.

A character doing a physical search may notice Concealable weapons by successfully making a Wits + Investigation test vs. the concealing character's Wits + Larceny.

Examples: *pocket knife, switchblade*

Destructive: This weapon does +1 damage when used against structures and objects. This applies only to inanimate objects. In addition, weapons with this quality ignore the benefits of protective gear. Weapons with this quality require two hands to use.

Example: *sledgehammer*

Devastating: When checking to see if you have achieved an exceptional success against your target, add +1 to your melee pool when using a weapon with this quality. Weapons with this quality require two hands to use.

Example: *daymore*

Reach: This weapon can be used to attack a target from up to three steps away instead of the normal one step. Weapons with this quality require two hands to use. Example: trident

Staking: This weapon is made out of wood and can be used to Stake a target **(see page 130)**.

Example: *wooden stake.*

RANGED WEAPONS

Unless otherwise modified by its equipment qualities, a ranged weapon requires one hand to wield and inflicts one point of Normal Damage to supernatural creatures and one Aggravated Damage to mortals, ghouls, and thin-bloods who do not possess the Thin Blood Merit: Vampiric Resilience. On a critical success, hitting with a ranged weapon inflicts one additional damage of the appropriate type.

Some ranged weapons are not strictly street legal, such as sniper rifles and flamethrowers; using such items can attract unwanted attention from mortal authorities. Ranged weapons have a variable number of shots based on their category. Reloading a ranged weapon requires you to carry the appropriate type of ammunition for that weapon, and you must use a simple action. Unless otherwise noted, a ranged weapon must be reloaded after six attacks and have a range of 30 steps. **Ranged weapons may possess one of the following qualities:**

Automatic Fire (Ranged Only): By expending multiple rounds of ammunition in a single burst, you can spray an area rather than targeting an individual. Choose up to two targets within one step of each other. When targeting multiple enemies with this quality, you must make a separate opposed challenge against each of the defenders. A weapon with this trait must be reloaded after three attacks.

Examples: *machine guns, assault rifles*

Bane (Variable): This uses ammunition that a particular supernatural creature considers to be a Bane. When used against the appropriate creature this weapon does Aggravated Damage instead of Normal Damage. The following substances are considered Banes for the listed creatures

Special: Flamethrowers have a range of six steps and must be reloaded after three attacks.

- **Fire:** All creatures unless otherwise stated in their description. Vampires wielding a Bane (Fire) weapon must test each turn for Terror Frenzy **(difficulty 2, see page 331)**.
- **Silver:** Werewolves and other Gaian shifters.
- **Cold Iron:** Changeling and other Fae creatures native to the Dreaming.

Blasting: You can blast a small area rather than targeting an individual. Choose up to two targets within three steps of each other and no further than 10 steps from you. When targeting multiple enemies with this weapon, you must make a separate opposed challenge against each of the defenders. A weapon with this trait must be reloaded after each attack and require two hands to use (except in the case of thrown explosives, like grenades).

Examples: *pump action shotgun, grenades*

Compact: A weapon with this trait can be easily concealed on your person and drawn without requiring an action. In addition, weapons with this quality may be used to attack an opponent you are grappling. Finally, unlike larger weapons, a supernatural creature successfully struck by weapons with this quality is not an immediate Masquerade breach, if they are not wearing protective gear.

A character doing a physical search may notice compact firearms by successfully making a Wits + Investigation test vs. the concealing character's Wits + Larceny.

Example: *pistol*

Destructive: This weapon does +1 damage when used against structures and objects. In addition, weapons with this quality ignore the benefits of protective gear. Ranged weapons with this quality can only affect targets within five steps of you. Weapons with this quality require two hands to use.

Examples: *shotguns, explosives*

Long Range: Ranged Weapons with this quality can target individuals at any range as long as you have line of sight. Ranged weapons with this quality require two hands.

Example: *sniper rifle*

Silenced: Ranged Weapons with this quality make almost no noise when fired and will not draw the attention of other people around you.

Example: *silenced pistol*

PROTECTIVE GEAR

A character can only wear one type of protective gear at a time. Unless otherwise stated, protective gear is always noticeable even under bulky outerwear. Protective gear only functions when it is being worn. Removing or equipping protective gear requires three standard actions. **All protective gear provides the following benefits, dependant on the type of character wearing it:**

- **Mortals, Ghouls, Thin-Bloods:** Creatures of these types take normal damage against weapons when wearing protective gear.
- **Supernatural Creatures:** Creatures of this type do not cause a Masquerade breach when surviving sustained weapon attacks while wearing protective gear. Without protective gear, a character who survives being struck by a weapon more than once is a risk to the Masquerade.

In addition to the above described effects, Protective Gear may possess one of the following traits:

- **Inconspicuous:** Armor with this quality is not immediately noticeable on your person. When you are attacked, it becomes obvious you are wearing protective gear. A character doing a visual search may notice Inconspicuous armor by successfully making a Wits + Investigation test vs. the concealing character's Wits + Larceny.
- **Ballistic:** This armor is not bulky or sturdy, but it does deflect projectile attacks, protecting you from critical damage. When checking to see if an opponent has achieved an critical success against you with a ranged weapon (using their Marksmanship Skill), add +1 to your defensive pool.
- **Deflecting (Melee/Brawl):** This armor is not bulky or sturdy but it does deflect attacks protecting you from critical damage. When checking to see if an opponent has achieved an exceptional success against you with a melee weapon or brawl attack add +1 to your defensive pool.
- **Environmental:** This quality indicates that the equipment is specifically designed to shield against a certain type of hazardous environment. When you create this armor, choose one perilous circumstance, such as extreme cold, heat (not fire), or deep-water pressure. While wearing this gear, you are protected from this type of environmental hazard. If you are successfully hit with an attack that does damage, this quality ceases to function until the gear is repaired.
- **Sturdy:** While worn, this armor provides one additional health level. Once this health level has been filled with damage, the armor must be repaired before it can function again.

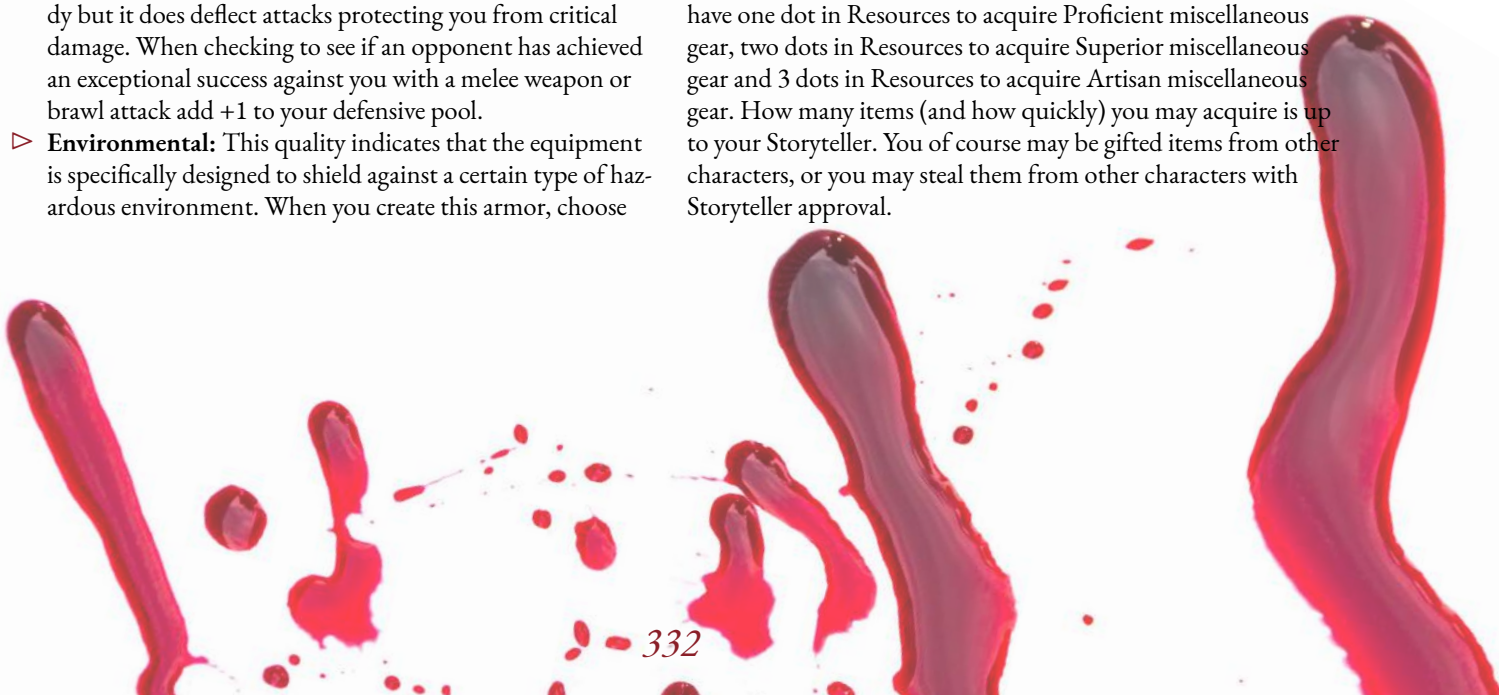
MISCELLANEOUS GEAR

Miscellaneous gear is non-combat equipment that may be used in other types of non supernatural based opposed challenges. This category of equipment includes items such as musical instruments, computers, crafts-making tools, or scientific equipment, as well as many others. Bonuses provided by miscellaneous gear cannot be used in any sort of combat challenge or in any challenge involving a supernatural power. **All miscellaneous gear belongs to one of the following three categories.**

- **Proficient:** This piece of equipment gives you a +1 bonus to your test pool when used for its intended purpose. For example, a Proficient set of lock-picks gives you a +1 bonus when using the Larceny skill to pick a lock.
- **Superior:** This piece of equipment gives you a +2 bonus to your test pool when used for its intended purpose. A Superior computer gives you a +2 bonus when performing any standard computer related Technology (or other appropriate) Skill test, such as hacking.
- **Artisan:** This piece of equipment gives you a +3 bonus to your test pool when used for its intended purpose. For example, an Artisan sports car gives you a +3 bonus when using the Driving Skill. You must have at least two dots in the Skill for this equipment to gain the bonus.

ACQUIRING GEAR & WEAPONS

Acquiring any gear or weapons requires the approval of your Storyteller. In most situations, a character can purchase a legal melee weapon, ranged weapon, or piece of protective gear as long as they have one dot of Resources. A Storyteller may require a character to access illegal equipment through Allies in an appropriate Sphere of Influence. In the case of miscellaneous gear, you must have one dot in Resources to acquire Proficient miscellaneous gear, two dots in Resources to acquire Superior miscellaneous gear and 3 dots in Resources to acquire Artisan miscellaneous gear. How many items (and how quickly) you may acquire is up to your Storyteller. You of course may be gifted items from other characters, or you may steal them from other characters with Storyteller approval.



Appendix B
Structure & Size

All objects possess a Structure and Size. To determine the health levels of an item, multiply the Size of an object by its Structure. An object that is reduced to zero health levels is functionally destroyed and unusable. Consult the following table for guidelines on the Size and Structure of an object.

EXAMPLE	SIZE
Smaller than a normal human	1
Human-sized	2
Car-sized	3
Tractor Trailer	4
Standard House or Apartment*	5
Office Building	8 times the number of floors

* Each time you add the equivalent of another standard one-story house you add one to its size. A four-unit apartment building would be size eight (5 + 3 for the additional three units).

MATERIAL COMPOSITION*	STRUCTURE
Weaker than Wood	1
Wood	2
Metal	3
Rock or Concrete	4
Reinforced Rock, Concrete, or Metal	5

* When determining a materials composition, always use the substance that makes up a majority of the item.

Index

A

Abrupt Internment....263
Academics....88
Actions....102
Adaptability....233
Advantage - Armory....149
Advantage - At Arm's Length....146
Advantage - Cash Money....154
Advantage - Cell....149
Advantage - Cryptocurrency....154
Advantage - Diversity....146
Advantage - Elaborate....149
Advantage - Fan Club....147
Advantage - Flavor Station....153
Advantage - Friendly....153
Advantage - Garage....149
Advantage - Guards....150
Advantage - Laboratory....149
Advantage - Library....149
Advantage - Liquidity....154
Advantage - Location....149
Advantage - Luxury....149
Advantage - Open Bar....153
Advantage - Reliable....146
Advantage - Retainer....146
Advantage - Security....150
Advantage - Star Power....147
Advantage - Surgical Ward....150
Advantage - Walk-in Freezer....150
Advantage - Wall Street Wizard....154
Advantage - Workshop....150
Advantages....146
Aegis....233
Aggravated Damage....108, 126, 128
Airborne Momentum....271
Alleycat....91
Allies....141,144
Alone in the Dark....291
Amalgam Powers....196
Ambidextrous....189
Anarch Comrades....190
Anarch Movement....7, 8, 156, 306
Anarch Revolt....156
Animal Dominion....203
Animal Ken....86
Animal Succulence....200
Animalism....23, 43, 47, 63, 198
Animals....329
Antagonists....320
Archaic....190
Armor....330
Arms of Ahriman....245
Atavism....200
Athletics....85
Attack Types....103
Aura of Decay....246
Auspex....27, 35, 51, 55, 59, 204
Autarkis....7, 8, 309
Avatar of Rot....291
Awaken Homuncular Servant....285
Awaken the Sleeper....271
Awakening....126
Awareness....88
Awe....254
Awkward Mobility....189

B

Baal's Carress....217
Baby Teeth....193
Backgrounds....95, 97, 141, 259
Bagger....91
Bane Weapons....330
Bane, Clan....11
Baneful Blood....186
Banu Haqim....12, 80
Baron....308
Bastone Diabolico....288
Bestial Failure....117
Bestial Temper....123, 193
Bind Spirit....288
Black Blood....286
Blade of Eternal Thirst....279
Blinding the Alloy Eye....285
Blink....220
Blood Bond....8, 116, 133
Blood Cult....293
Blood Empathy....186
Blood of Potency....215
Blood Potency....82, 97, 123, 125
Blood Rash....214
Blood Sorcery....15, 59, 212, 272
Blood Surge....125
Blood Walk....274
Bloodhound....183
Bond at First Taste....182
Bond Junkie....182
Bond Resistance....182
Bonding Flaws....182
Bonding Merits....182
Bookkeeper....308
Bound to the Earth....186
Branded by the Camarilla....193
Brawl....85
Brujah....16, 80, 165, 324, 326
Brutal Feed....251
Bulletstorm....221

C

Cache....237
Caitiff....68, 81
Calm Heart....189
Camarilla....4, 8, 160, 175, 177, 301
Camarilla Contact....190
Capricious Visage....257
Cat's Grace....220
Catenating Blood....193
Cauldron of Blood....217
Celerity....15, 19, 55, 218
Ceremonies....282
Chalchiuhtotolin's Judgment....291
Challenges....99
Challenges (Mass)....99, 102
Challenges (Opposed)....99, 100
Character Creation....77
Character Creation Cheat Sheet....97
Charisma....84
Chill of Oblivion....286
Chimeristry....236
Chronicle Tenets....78
Church....142
Clairvoyance....210
Clan Compulsions....11, 118
Clan Curse....193
Cleaver....91
Cling of the Arachnid....275
Cloak the Gathering....240
Cloud Memory....225
Coagulate....232
Cobbler....182
Cobra's Favor....281
Collective Cognizance....207
Combat Maneuvers....103
Combat Resolution....104

Combat Scenarios....102, 108
Comfort (Territory)....294
Common Sense....189
Compel....225
Compel Spirit....285
Composure....84
Compulsions....118
Conceal....236
Conditioning....229
Conditions....111
Conflicts....100, 154
Connection Flaws....182
Connection Merits....182
Connections (Territory)....294
Consciousness....108
Consensualist....91
Contacts....141, 146
Control the Savage Beast....203
Convention of Thorns....160
Convictions....78
Corrosive Vitae....214
Coterie Merits and Flaws....295
Coteries....9, 293, 295
Counterfeit Power....269, 271
Craft....85
Craft Bloodstone....275
Critical Win....100
Crone's Curse....186

D

Dagon's Call....276
Damage Mended....125, 126
Dark Secret....190
Daunt....254
Day Drinker....193
Dead Flesh....193
Death....111
Death Sight....190
Decapitation....128
Deep Sleeper....189
Defense of the Sacred Haven....278
Defractionate....271
Degeneration....78, 138
Dementation....228
Descendant of Hardestadt....161
Descendant of Helena....162
Descendant of Karl Schrekt....163
Descendant of Montano....164
Descendant of Tyler....165
Descendant of Vasantasena....166
Descendant of Xaviar....167
Descendant of Zao-Xue....168
Descendant of Zelios....169
Deterrents (Territory)....295
Dexterity....83
Diablerie....9, 139
Din of the Damned....284
Disadvantage - Compromised....150
Disadvantage - Conspiracy Theorist....146
Disadvantage - Creepy....150
Disadvantage - Flaky....146
Disadvantage - Haunted....150
Disadvantage - Jealousy....147
Disadvantage - Paparazzi....149
Disadvantage - Paranoid....147
Disadvantage - Skittish....153
Disadvantages....146
Discipline Affinity....193
Disciplines....11, 95, 97, 195
Distressing Fangs....186
Dodging....83, 100
Domain....297, 301
Dominate....31, 35, 51, 59, 63, 67, 222
Domitor's Favor....226
Downtime Actions....113
Drawing out the Beast....203
Dread Gaze....255
Driving....85
Drugs....112
Dyscrasia....131

E

Earth Meld....260
Earthshock....251
Eat Food....189
Eerie Presence....186
Elysium....9, 305
Embrace....9, 116
Emissary....308
Enduring Beasts....232
Enemy....182
Enhance the Wild Ride....201
Entrancement....255
Envelop....269
Equipment....330
Escape to True Sanctuary....281
Ethereal Horde....289
Etiquette....86
Experience Points....96, 97
Extinguish Vitae....214
Extortionist....91
Extreme Cold....128
Eyes of the Beast....260
Eyes of the Dead....284
Eyes of the Serpent....254

F

Faces of the Dead....289
Faerie....327
Fair Escape....102
Faith Hunter....323
Falling Damage....108
Fame....147
Familiar....141, 146
Far Reach....268
Farmer (Flaw)....185
Farmer (Predator Type)....92
Fata Morgana....237
Feeding Flaws....185
Feeding Merits....183
Feral Weapons....260
Feral Whispers....200
Ferryman....92
Final Death....130
Finance....88, 143
Fire....128
Firearms....103, 189
Firewalker....278
Firstlight....171
Fist of Caine....251
Flaws....95, 97, 181
Fleetness....220
Flesh of Marble....233
Fleshcrafting....261
Folkloric Bane....186
Folkloric Block....186
Forgetful Mind....226
Forsaken Edifice....286
Fortitude....23, 27, 51, 67, 230
Frenzy....127
Fury Frenzy....127

G

Gang Leader....308
Gangrel....20, 80, 167, 326
Gear....330, 332
Generation....77, 82, 97, 122
Ghost in the Machine....237
Ghoul Flaws....186
Ghoul Merits....185
Ghouls....9, 116, 185, 186, 323
Golconda....172
Grappling....111
Graverobber....92
Guiding Spirits....284

H

Harpy....305
Haunted....186
Haven....141, 149
Haze....269
Healing....108, 116
Health....108, 143

Heart of Darkness....264
Heart's Bane....289
Hecata....24, 80
Heightened Senses....206
Herald....305
Herd....141, 150
High Clan....173
High Society....143
Hitcher....92
Homuncular Servant....285
Horrid Form....264
Humanity....97, 134
Humanity Track....138
Hunger....117, 120
Hunger Frenzy....127
Hunting....122

I

Illiterate....18
Illuminate the Trail of Prey....275
Impatient....190
Incorporeal Passage....278
Industry....143
Infamy....183
Insight....86
Instantaneous Materialization....276
Intelligence....84
Intimidation....86
Investigation....88
Iron Gullet....183

K

Keeper of Elysium....305
Known Blankbody....183
Known Corpse....183

L

Larceny....85
Lasombra....28, 80, 164, 326
Leadership....86
Legal....143
Lethal Body....250
Lifelike....193
Light Sleeper....189
Lightning Strike....221
Linguistics....182
Living on the Edge....190
Long Bond....182
Lore....89
Loremaster....186
Loresheet....95, 155
Low Clan....174
Low Pain Threshold....189

M

Majesty....257
Malkavian....32, 80, 157, 166, 324
Manipulation....84
Marksmanship....85
Mask....141, 153
Mask of a Thousand Faces....239
Masque of Death....246
Mass Combat....104, 107
Mass Manipulation....229
Media....143
Mediation....102
Medicine....88
Medium....186
Melee....85
Mesmerize....226
Messy Critical....117
Metamorphosis....263
Methuselah's Thirst....185
Ministry, The....36, 80, 158
Mist Form....265
Monikers (Status)....298
Monologue....254
Mortal Frailty....193
Movement....102
Mythical Flaws....186
Mythical Merits....186

N

Nightmare Mantle....257
Nimble Departure....220
No Haven....183
Nosferatu....40, 80, 169

O

Obfuscate....15, 35, 39, 43, 47, 234
Oblivion....27, 31, 242
Oblivion's Sight....244
Obvious Predator....183
Occult....88, 143
Organovore....185
Osiris....92

P

Panacea....207
Perfect Forgery....278
Performance....86
Personal Armor....233
Persuasion....86
Phantom Hunter....240
Phantom Whispers....276
Phenom....182
Physical Flaws....189
Physical Merits....189
Police....143
Politics....88, 143
Poor....183
Possession....210
Potence....31, 43, 248
Preacher....309
Predator Types....89, 96
Premonition....207
Presence....19, 39, 47, 55, 67, 252
Prestation....309
Prey Exclusion....185
Primogen....303
Prince....302
Principal of Faith....306
Protean....23, 39, 63, 258
Prowess....250
Psychological Flaws....190
Psychological Merits....189
Puissance....251

Q

Quell the Beast....201
Quicksilver....220

R

Ranged Combat....331
Rapid Mass Combat Resolution....104
Rapid Reflexes....220
Rationalize....227
Ravnos....44, 81, 179
Reaper's Passing....246
Relationship Map....320
Relenting....101
Remorse....138
Resiliency....232
Resolve....84
Resonance....130
Resources....141, 154
Retainers....146
Rituals (Blood Sorcery)....272
Roots of the Mountain....233
Rouse Check....116
Rousing The Blood....118, 123, 125, 126

S

Salubri....48, 81, 168
Sandman....92
Savage Pursuit....251
Scene....99, 102, 316
Scene Queen....95
Science....89

Scion of Lucretia....175
Scorpions Touch....215
Scry the Soul....207
Sect....4, 89, 176, 239, 301
Sect War Veteran....176
Seneschal....303
Sense Beast....200
Sense the Unseen....206
Service Industry....143
Shadow Cast....245
Shadow Cloak....244
Shadow Step....247
Shaft of Belated Dissolution....281
Shambler Zombie....288
Shambling Hordes....288
Shape Mastery....265
Shapechange....261
Share the Senses....209
Sheriff....303
Short Bond....182
Shunned by the Anarchs....193
Silence of Death....236
Silencing Tongue....255
Simple Antagonist....320
Simple Test....47
Sin Eater....286
Siren....95
Size....333
Slaking Hunger....120
Slow Healing....189
Slow the Beating Heart....217
Soaring Leap....250
Soul Mask....239
Spheres of Influence....142
Spirit's Touch....209
Splinter Servant....279
Staggering Strike....251
Stains....78, 138
Stake Bait....186
Stakes....107, 130
Stamina....83
Status....297, 301
Stealth....86
Stigmata....186
Street....144
Streetwise....86
Strength....83
Structure....333
Stygian Shroud....246
Submerged Directive....227
Subsume the Spirit....201
Subterfuge....88
Summon....255
Summon Spirit....284
Sunlight....128
Surprise....103
Survival....86
Sweeper....308
Symbiotic Dependency....182
Sympathy Pains....182

T

Taste for Blood....214
Technology....89
Telepathy....210
Tenebrous Avator....247
Terminal Decree....229
Territory....294
The Church of Set....158
The Circulatory System....159
The Cobweb....157
The Federal Government....144
The First Inquisition....170
The Society of Heralds....177
The Trinity....178
The Week of Nightmares....179
Theft of Vitae....217
Thin Blood Flaws....193
Thin Blood Merits....190
Thin-Blood....72, 81, 123, 139
Thin-Blood Alchemist....193
Thin-Blood Alchemy....72, 266
Thin-Blood Flaws....193
Thin-Blood Merits....190
Thrown Weapons....103, 107
Time....99
Toreador....52, 81, 162, 178
Torpor....108, 111, 130
Touch of Obilvion....247
Touchstones....82
Toughness....232
Toxins....112
Traditions....301
Traits....134, 141, 181
Transportation....144
Tremere....56, 81, 163, 326
Trouble Magnet....186
True Faith....321
Turn....197
Tzimisce....60, 81, 178

U

Unbondable....182
Unburdening the Bestial Soul....211
Uncanny Grip....250
Underworld....144
Unfettered Heart....261
University....144
Unliving Hive....201
Unnerring Aim....221
Unseen Passage....237
Unskilled Tests....100
Unswayable Mind....232
Unveil the Edifice....209
Unyielding....233

V

Valeren....233
Vampiric Mending....125
Vampiric Resilience....193
Vampiric Visage....186
Vanish from the Mind's Eye....239
Velocity....221
Ventrue....64, 81, 161, 178, 324
Vicissitude....260
Viscosity....185
Vitae Dependency....193

W

Wake With Evening's Freshness....275
Ward Against Cainites....279
Ward Against Ghouls....275
Ward Against Shifters....278
Ward Against Spirits....276
Warding Circles....274
Warding Circle Against Cainites....281
Warding Circle Against Ghouls....276
Warding Circle Against Shifters....279
Warding Circle Against Spirits....278
Wards....274
Weak Stomach....185
Weak Willed....190
Weapons....330
Weight of the Feather....260
Werewolf....326
Willpower....111
Win At A Cost....101
Wits....84
Wraith....327

X

XP Costs....96

Z

Zephyr....221
Zeroed....182