



le Scriptorium

présente :
une aide pour
Fantasy Craft

CREATURES OF THE NIGHT




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RULES OF DARKNESS FOR FANTASY CRAFT

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Foreword

Welcome to Dark Fantasy, the guide that's gonna put a bit of World of Darkness into your Fantasy Craft game. Most of the *feel* of a dark fantasy campaign can already be captured by the game, using the appropriate campaign qualities and character options. However, a few iconic abilities are obviously missing from the core rulebook, including the most famous creatures of the night that haunt man's darkest (or wildest) dreams.

Since this is a foreword, allow me to indulge in a short explanation. The whole difficulty of playing a vampire or a werewolf is that those creatures are just too damn strong. If one wanted to create such a thing using the core rules, for instance with a new Species or feat, which I already have by the way (in a Witcher conversion guide), there would be two possible outcomes: a dramatically unbalanced creature, or one so weak that it would be only the shadow of the thing it should be. Also, let's consider a second that vampires and werewolves are infected, not born, come in a variety of shapes and forms, and are nearly immortal. They live very, very long (un)lives and their power grow in the process. So I decided to use this and several ideas from Monte Cook's World of Darkness, to propose something fun, balanced, and progressive for each of these dreaded creatures of the night.

This document also contains additional rules related to dark fantasy, including new origins, feats, gear, and frightening monsters. I hope you enjoy reading and using it!

CHAPTER 1: ORIGINS

While the

Species

DEMON

You are a demon, an alien spirit from an infernal dimension. Contrary to other Species, you can not travel freely into the material world. Only your mind can journey there, but you may animate inert matter to be used as your host body while you remain. This allows you to take many forms, but the process is slow and uneasy. Avatars are like puppets. Expensive, fragile puppets, which you must take

good care of.

The reason you travel to the mortal world is not humanitarian of course. As a demon, your daily pleasures include controlling mortals, toying with them, hell even torture them! Their anguish is a delicacy, their torment like honey on your forked tongue, and their despair like music to your ears. Maybe you wouldn't be so cruel if you were not so ... bored by your immortal life. But what else could you possibly do with your free time?

Common Personality Traits: Cruel, despising, manipulative, patient, seductive

Common Physical Traits: Booming voice, eerie appearance, glowing eyes, sulfuric stench, unnaturally attractive

Example Names: Bael, Naberius, Astaroth, Halphas, Vapula

Splinter Race Feats: Abaddon's Underling (scourge), Ashmedai's Underling (tempter). Unless you choose one of these, you're a 'fiend'.

Type: Incarnated outsider with a Reach of 1 (see *incarnate*).

- *Attributes:* No modifiers
- *Base Speed:* 30 ft.
- *Burden of Ages:* Although you care for your host bodies, your survival instinct is not as keen as those of mortal species. Any effect that cures or restores your vitality has only 1/2 the normal effect (rounded up).
- *Dirt Puppet:* Whenever you are banished, your host body is immediately *destroyed*.
- *Eternal:* You may not Cheat Death, but whenever you are banished, you may animate a new body at the start of the next adventure.
- *Incarnate:* You may animate inert matter to adopt the form of any creature from Size Small to Large (2×2), biped or quadruped. Your own Type doesn't change and your wounds are calculated according to your Size. With the GM's approval, you may also gain any of the benefits listed in Table 1, as long as the total cost is lower or equal to 10. Creating and animating a body in such a manner is a long and taxing process: It requires 1 hour of Downtime and the spending of 1 action die.
- *Inhuman:* Your alien spirit doesn't have the same spark those of feeble mortals do. You lose 1 starting action die.
- *Shapeshifter:* You are always considered to have actor's props and you suffer none of the

modifiers from Table 2.10: Disguises of the core rulebook.

Talents

AWAKENED

The Willful Ones have an uncanny connexion to the supernatural, which grants them a sharp intuition and a natural resistance to dark magicks.

- *Attributes*: +2 Wisdom, -2 Constitution
- *Base Speed*: 30 ft.
- *Free Hint*: Once per session, you may request a free hint from the GM. If he refuses, you gain 1 bonus action die.
- *Inner Strength*: You gain 1 rank in the Resolve skill and a +1 moral bonus to Will saves. Apply the rank before spending your skill points.
- *Last Chance*: You may spend and roll 2 action dice to boost any save.
- *Tenacious Spirit*: You gain 1 additional vitality per level.

Specialties

AVENGER

You are engaged in a personal crusade against the supernatural in order to avenge all those who have suffered from its darkest denizens.

- *Bonus Feat*: Mage Hunter (see *Adventure Companion*, page 138)
- *Broad Learning*: You gain 2 additional Studies.
- *Fiend Hunter*: You inflict 2 additional damage on standard horrors and outsiders.

TABLE 1: INCARNATE BENEFITS

| Benefit | Cost | Benefit | Cost |
|-------------------------------|------|-------------------------------|------|
| +1 Reach | +2 | <i>Charming</i> | +2 |
| +1 to any 1 Attribute | +3 | <i>Claws II</i> | +2 |
| +2 to any 1 Attribute | +6 | <i>Crunch!</i> | +2 |
| +3 to any 1 Attribute | +9 | <i>Darkvision I</i> | +2 |
| +10 ft. Base Speed | +2 | <i>Natural elegance</i> | +2 |
| +20 ft. Base Speed | +4 | <i>Stability</i> | +2 |
| <i>Achille's heel</i> | -1 | <i>Thick hide 2</i> | +2 |
| <i>Repulsive*</i> | -1 | <i>Aquatic II</i> | +3 |
| <i>Restricted Actions (3)</i> | -1 | <i>Darkvision II</i> | +3 |
| <i>Aquatic I</i> | +1 | <i>Thick hide 3</i> | +4 |
| <i>Sterner stuff</i> | +1 | <i>Winged flight (40 ft.)</i> | +4 |
| <i>Claws I</i> | +1 | <i>Winged flight (50 ft.)</i> | +5 |

* You suffer a -2 Appearance penalty.

- *Turning*: Choose a Type from the following list: beast, elemental, horror, outsider, spirit, or undead. Once per combat you may Turn characters from this Type (see *Fantasy Craft*, page 223).
- *Unbreakable*: Each time you suffer attribute impairment, it decreases by 1 (minimum 0).

THRALL

You have pactised with the forces of darkness in exchange for their help or a glimpse of their power, not fully realizing you are now theirs.

- *Bonus Feat*: Combat Vigor
- *Agile Defense*: Your base Defense increases by 1.
- *Cheap Shot*: You gain the Cheap Shot trick (see *Fantasy Craft*, page 221).
- *Contagion Sense*: You may roll twice when making Fortitude saves prompted by disease and poison, keeping the result you prefer.
- *Terrifying Look*: The Will save DCs of stress damage you inflict increase by 4.

CHAPTER 2: CLASSES

Two new Base Classes are introduced hereafter, the dreaded Vampires, and the savage Werewolves. As explained before, they are not Species *per se*, but rather irreversible states of being that result from an infection, and that progress with age and experience, hence classes. If the GM wishes the transformation to occur in-game, the players should be allowed to roleplay it through and through. Some advice is given on how the infection can occur and affect the character before he fully transforms and takes his first Level into such a class.

Vampire

The vampire is the most feared creature of the night; an undead whose origins are older than history and stained with the darkest vices of mankind. Cursed by many weaknesses, the vampire compensates with eternal unlife and powers beyond mortal understanding. Condemned to feed from those whose pathetic existence he used to share, he his the ultimate predator, and none is safe from his bloodthirst.

Depending on your campaign, a Vampire could be ...



- A righteous warrior infected by the foe he chased, condemned to live an unlife he despises
- A century-old scholar, enjoying his long unlife to gather knowledge and unveil forbidden mysteries
- A ravenous stalker from the depths of the city, almost animalistic in behavior and appearance
- A savvy politician, using mortals as pawns in a centuries-long scheme to control the world
- A sorcerer eager to discover the darkest secrets of blood magic

Party Role: Talker/Solver. With a silver tongue and an in-depth experience of human nature, you know exactly how to have your way in any situation. Your extensive knowledge and unique abilities also make you a remarkable asset to any group.

CLASS FEATURES

Requirements: Folk, Career Level 1 or victim of the vampirism disease (*see page XX*)

Favored Attributes: Charisma, Wisdom, Strength

Caster: Each Level in this class increases your Casting Level by 1.

Class Skills: Acrobatics, Athletics, Blend, Bluff, Disguise, Impress, Intimidate, Notice, Prestidigitation, Sense Motive

Skill Points: 6 + Int modifier per level (×4 at Career Level 1)

Vitality: 9 + Con modifier per level

Starting Proficiencies: 4

CORE ABILITY

Ancient One: You have sailed through many mortal lives like a ghost, unnoticed but ever learning. After each time you make a Knowledge check, you may spend 1 action die to gain 1 additional hint about the topic.

CLASS ABILITIES

Child of Darkness: The curse of vampirism takes hold and forever denies you the frailty and limitations of a mortal body. Whoever drinks your blood must make a Fortitude save (DC equal to your Constitution score) or suffer 2 points of temporary Wisdom impairment. To the unexperimented, this effect is similar to a very powerful and addic-

tive drug. A common usage of this ability among vampires is to feed one of your Contacts with your own blood, which turns him into a ghoul. As long as you feed a ghoul with at least 10 vitality worth of blood each week, he remains Devoted to you.

You also gain the Undead Type (*see sidebar*) and a grapple benefit.

- **Blood Drain (Grapple Benefit):** Your fangs are sharp enough to puncture human flesh painlessly, letting you suck the life out of your prey. If the target has blood in his veins, he suffers 1d8 points of damage that ignore resistances and you recover an equal amount of vitality, not to exceed your normal maximum.

However, your entire kin was cursed by higher powers with the following weaknesses.

- **Achille's Heel:** When you suffer divine damage, you also suffer an equal amount of lethal damage.
- **Bloodthirst:** Although you don't have to drink nor eat, you need blood to sustain your undying body. If you do not drain blood for at least 20 vitality each day, you suffer the effects from thirst (*see Fantasy Craft, page 217*).
- **Sunbane:** Sunlight kills you, plain and simple. Whenever you are exposed to dim ambient sunlight, you suffer 10 points of divine damage per round. If the sunlight is bright, the damage increases to 25 points per round, and if it is intense, your body is instantly *destroyed*.
- **Vampire Vulnerabilities:** These vulnerabilities are more flavor than true weaknesses. Depending on your campaign, your GM may wave part or all of them. You are *baffled* whenever you remain within 10 ft. of garlic. Holy or running water is like acid to you. You may never enter holy ground, nor habited homes unless you are invited to do so. You cast no shadow nor any reflection.

Supernatural Predator: At Levels 2, 11, and 19, your highest attribute score rises by 1 and the damage you inflict with your *blood drain* attack increases by 1d8.

Way of the Night: At Levels 3, 5, 7, 9, 11, 13, 15, 17, and 19, you may take 1 step in a Discipline of your choice (*see page XX*).

Alone in the Dark: The night is your mother, your home, and your lover. At Levels 4, once per adventure, you may spend 1 hour alone in the dark to gain 1 temporary Covert feat of your choice until the end of the current adventure.

At Levels 8, 12, 16, and 20, you may use this ability 1 additional time per adventure.

Lore of the Ages: Your wealth of experience is as much powerful as your more supernatural abilities. At Levels 6, 9, 12, 15, and 18, you may choose 1 of the following abilities. Each of these abilities may be chosen only once.

- *Always Ready:* You may always act during surprise rounds.
- *Beguiling:* When you successfully Taunt a character, you may decline the standard result to have your target become *fixated* on you for 1d6 rounds. Special characters and villains may spend 1 action die to cancel this effect and become immune to this ability for the rest of the scene. If you gain this benefit from multiple sources, you may also damage the target once without interrupting his fixation (you may do this only once, no matter how many times you gain the benefit).
- *Bloody Mess:* You inflict particularly heinous wounds. At the start of each round when an opponent is *bleeding* from one of your attacks, he suffers additional damage equal to your Wisdom modifier (minimum 1).
- *Darkvision II:* You ignore all ambient light penalties.
- *Expertise:* Choose one: Acrobatics, Athletics, Blend, Bluff, Disguise, Impress, Intimidate, Notice, Resolve, or Sense Motive. Taking 10 with this skill doesn't take twice as long and taking 20 takes only 10 times as long.
- *Keen Senses:* Your visual, hearing, and scent range increments increase by 20 ft.
- *Petty Mortals!:* You no longer suffer from any 2 *vampire vulnerabilities* of your choice.
- *Social Beast:* When using *blood drain*, you gain a +4 gear bonus to your Conceal Action check (you appear to be kissing instead).
- *Stunning Bite:* When you drain the blood of a standard character, he must succeed a Will save (DC equal to 10 + the damage inflicted) or remain *stunned* until you release him.
- *Turning:* If you were a shepherd, mortals would be ... cattle. Once per combat you may Turn Folks (see *Fantasy Craft*, page 223).

Seasoned Vampire: At Level 10, you are no longer harmed by dim ambient sunlight. When exposed to bright ambient sunlight, you suffer 10 points of divine damage per round. If the sunlight is intense, the damage increases to 25 points per

round. However, your *bloodthirst* cannot be quenched by animal blood anymore.

Elder Vampire: At Level 20, you are no longer harmed by bright intense sunlight. When exposed to intense ambient sunlight, you suffer 10 points of divine damage per round. However, your *bloodthirst* cannot be quenched by standard characters anymore.

Nightlord: The world is your playground and none shall stand in your way! At Level 14, all animals with the *nocturnal* quality are always Devoted toward you. You also gain the Spirit Type and are immune to stress damage and the *frightened* condition.

Werewolf

Werewolves are among the most powerful aberrations to have ever walked the surface of the Earth. Contrary to vampirism, lycanthropy does not appear to be some kind of curse, but rather a 'natural' disease that consumes both the mind and the body of the victim. Upon becoming an actual werewolf, the infected loses part of his sanity and becomes more animal than folk, gaining strength, speed, and stamina far beyond the ability of mere mortals.

Werewolves are not immortals, but they are very difficult to put down and formidable killers. It is said that werewolves only hunt during full moon. While it is true that a full moon triggers a transformation, werewolves can adopt their animal form whenever they want. The only question is: can they control the beast, or are they controlled by it?

Depending on your campaign, a Werewolf could be ...

- A bloodthirsty killer that terrorize the population of the area
- An anonymous guy who was infected by lycanthropy but cannot accept his new self
- A wise shaman of the wolf-men, who brings temperence to a pack of savage warriors
- The last remnant of a race that has been slaughtered by men with their silver weapons
- A fearless tribe leader ready to declare war on those who trespass on his lands

Party Role: Combatant. You are not exactly the most subtle character of your group. Your main abilities include cutting, shredding, ripping, tearing apart, and disemboweling. But you do it like no other.



CLASS FEATURES

Requirements: Folk, Career Level 1 or victim of the lycanthropy disease (*see page XX*)

Favored Attributes: Strength, Constitution, Dexterity

Class Skills: Athletics, Crafting, Notice, Resolve, Sneak, Survival

Skill Points: 4 + Int modifier per level (×4 at Career Level 1)

Vitality: 12 + Con modifier per level

Starting Proficiencies: 6

CORE ABILITY

Tame the Beast: You have lived long enough to know how to keep the beast on a tight leash. Whenever you fail a Resolve check that would trigger an involuntary shape change, you may spend an action die to succeed anyway.

CLASS ABILITIES

Child of the Moon: The lycanthropy has poisoned your mind and body, changing you forever. You recognize those of your kind instinctively, without even thinking about it, and you suffer from *Achille's heel* (*silver weapons*). You also feel an urge to kill that you can hardly suppress most of the time. As a matter of fact, you must stay focused at all times in order to avoid turning into your *wolf shape*. Any time you are distracted, you must make Concentrate check to keep control (*see Fantasy Craft, page 80*). Also when your auspice moon is up (the phase of the moon during which you were reborn), you are must succeed with a Concentrate check against a DC 50. Should you fail, you change shape.

Your exact *wolf shape* depends on your auspice, but all are those of a hybrid creature looking like a huge wolf, with a few anthropomorphic attributes. Changing into your *wolf shape* takes a full round during which you are *stunned*.

- **Wolf Shape:** You lose the Folk Type and become a Large Beast (2×2) with a Reach of 2 instead. If you wear normal clothes or armor, they rip or break in the process. Your Base Speed increases by 10 ft., your Intelligence drops by -3, but your Strength and Constitution both rise by +3. You also gain *dark vision I*, *thick hide 2*, two Claws II natural attacks, and a Bite I natural attack. You may spend 1 full action to flurry, attacking once with each natural attack. While transformed,

you cannot enter stances and you are *enraged*, although the DC to lose this condition is the same DC that provoked the change in the first place. If you are killed or lose the condition, you turn back to your normal shape as a free action and become *fatigued*.

Moon Caller I: At Level 2, the DC to lose the *enraged* condition decreases by 1 every round spent in *wolf shape*. You also gain an additional bonus depending on your auspice while in *wolf shape*.

- **Rahu:** Those reborn under the full moon are mighty warriors, and gain an additional +2 bonus to Strength.
- **Cahalith:** The gibbous moon gives birth to the visionaries, and blesses them with a +2 bonus to Intelligence.
- **Elodoth:** Those reborn under the half moon are natural leaders and heralds, enjoying a +2 bonus to Charisma.
- **Ithaeur:** The mystics are those reborn under the crescent moon, who gain a +2 bonus to Wisdom.
- **Irraka:** The new moon is almost invisible, as are the stalkers, who benefit from a +2 bonus to Dexterity.

Moon Caller II: At Level 11, the DC to lose the *enraged* condition decreases by 2 every round spent in *wolf shape*. You may also use Strength, Dexterity, and Constitution-based skill checks while *enraged*.

Moon Caller III: At Level 19, the DC to lose the *enraged* condition decreases by 3 every round spent in *wolf shape*. You may enter stances while in *wolf shape* and you are no longer *fatigued* when regaining your normal shape.

Fangs and Claws: At Level 3, you may upgrade your Bite or *both* your Claws natural attacks, increasing their grade by I or granting them one of the following qualities: *armor-piercing 2*, *bleed*, *finesse*, *keen 4*, or *trip*.

At Levels 7, 11, 15, and 19, you may upgrade your Bite or both your Claws one more time.

Bonus Feat: You are a consummate hunter, and an even more effective killer. At Levels 4, 8, 12, 16, and 20, you gain 1 additional Unarmed Combat or Terrain feat.

Unbridled Spirit: The beast inside you yearns for freedom. At Levels 5, 9, 13, and 17, you may choose 1 of the following abilities. Each of these abilities may be chosen only once.

- **Decisive Attack (Natural Attacks):** Once per round, you may make 1 free natural attack

against a standard character.

- **Expertise:** Athletics, Crafting, Notice, Resolve, Sneak, Survival. Taking 10 with this skill doesn't take twice as long and taking 20 takes only 10 times as long.
- **Keen Senses:** Your visual, hearing, and scent range increments increase by 20 ft.
- **Killer Instinct (Natural Attacks):** You inflict 2 additional damage with natural attacks.
- **Moon Seeker:** You gain 3 additional Studies.
- **Most Deadly:** It costs you 1 fewer action dice to activate critical hits with natural attacks (minimum 0).
- **Sprint:** In combat, your Speed increases by 10 ft.
- **Trail Signs:** You suffer no penalties for Speed when making Track checks.

Wolf Pelt: Nothing can pierce your skin. At Levels 6, 9, 12, 15, and 18, your *thick hide* rises by 1.

Supernatural Healing: It seems like you can't be killed. You shrug off even the most heinous blows like they were nothing. At Level 10, you gain *regeneration 1* and are immune to disease.

At Level 20, your *regeneration 1* becomes *regeneration 2* and you are immune to poison.

Unleash: Most werewolves are afraid of the beast that lurks in the back of their mind. You don't. At Level 14, once per session, as a free action while in *wolfshape*, you may enter in a frenzy. As long as you remain *enraged*, you gain a number of additional half actions in one round equal to the number of opponents you face (maximum equal to the total extraordinary and natural attacks you have + 2). These half actions may only be used to attack and may be used to make multiple extraordinary attacks in the same round. Each attack must use a different extraordinary attack or natural attack than the last.

CHAPTER 3: FEATS

Species Feats

ABADDON'S UNDERLING

You are a major demon working for the glory of the Destroyer. Your endeavours are all about causing misery and destruction to the mortal world.

Prerequisites: Demon, Level 1 only

Benefit: The higher of your Strength or Constitution scores rises by 1 and you gain *regeneration 1* (see *Fantasy Craft*, page 234). However, you may not attack more than one character in each round.

ABADDON'S SERVANT

You are the Destroyer's right hand, a weapon of mass destruction straight from Hell.

Prerequisites: Abaddon's Underling

Benefit: The lower of your Strength or Constitution scores rises by 1 and your *regeneration 1* becomes *regeneration 2*. However, your Charisma score drops by 2.

ASHMEDAI'S UNDERLING

You are one of the most powerful servants of the King of Lust. Your devices are meant to gather souls by calling to mortals' darkest desires.

Prerequisites: Demon, Level 1 only

Benefit: The higher of your Charisma or Wisdom scores rises by 1 and you may Distract up to 3 opponents at once. You roll only once for the action, while each opponent rolls to resist separately. However, you begin play with 2 fewer proficiencies (minimum 0).

ASHMEDAI'S SERVANT

There is no mission the King of Lust can't entrust you with, simply because no one can resist you.

Prerequisites: Ashmedai's Underling

Benefit: The lower of your Charisma or Wisdom scores rises by 1 and your Appearance bonus increases by +1. Further, once per session, you may improve the Disposition of any 1 non-adversary NPC by 5.

Spellcasting Feats

INFERNAL MIGHT

You can manifest powerful dark magicks by tapping into the forces of the Nine Hells.

Prerequisites: Demon

Benefit: You learn a number of Cants equal to your starting action dice (see page XX).

Special: You may choose this feat more than once.



MURDEROUS SPIRIT

Torturing mortals is such a delight that it comes to you ... effortlessly.

Prerequisites: Corrupt or Shred

Benefit: Whenever you kill or absorb the soul of a Folk, a Fey, or an Outsider using Corrupt or Shred, you recover the wounds you just spent to activate the Cant. If the victim is a special character, you recover twice this value, not to exceed your maximum wounds.

CHAPTER 4: MAGIC

Mages are not the only beings who dabble with obscure knowledge and wield powerful magicks. Demons, vampires, werewolves ... All creatures of the night draw in their own sources of power.

Cants

Cants are demon's supernatural powers beyond their natural ability to take shape into the material world. Cants can only be obtained through the Infernal Might feat (*see above*). Since they are extremely taxing for the host body, activating any of them requires the sacrifice of at least one wound, as a free action. When a Cant allows you to cast a spell, you are considered to be a divine caster (*see Fantasy Craft, page 110*). The conditions of a Cant must be met in order to activate it, but not necessarily when selecting it.

BREACH

Conditions: Career Level 6

Effect: Sacrifice 2 wounds. You become *incorporeal* for up to 1 minute.

CALL

Conditions: Career Level 2 (2 wounds), 8 (3 wounds), 12 (4 wounds), 16 (5 wounds)

Effect: Sacrifice up to 5 wounds. You may immediately cast Call from Beyond with a grade equal to the number of wounds sacrificed.

CONFESS

Conditions: Career Level 6

Effect: Sacrifice 2 wounds. You may immediately cast Detect Lies or Zone of Truth.

CORRUPT

Effect: Sacrifice 1 or 2 wounds and Threaten a target. If he is a standard character, he immediately fails his damage save (damage isn't rolled). If you sacrificed 2 wounds and the target fails his save against stress damage, he instead fails 2 saves. In any case, if the target falls unconscious as a result, you absorb his soul and he is driven irremediably mad when he awakes.

DESTROY

Conditions: Career Level 10

Effect: Sacrifice 3 wounds. You may immediately cast Disintegrate or Quake Touch.

ENLARGE

Conditions: Career Level 2 (1 wound), 6 (2 wounds), 10 (3 wounds), or 14 (4 wounds)

Effect: Sacrifice up to 4 wounds. You may immediately cast Brawn with a grade equal to the number of wounds sacrificed.

ENTHRALL

Conditions: Career Level 6

Effect: Sacrifice 2 wounds. You may immediately cast Betsow Curse or Geas.

HOVER

Conditions: Career Level 4 (2 wounds) or 8 (3 wounds)

Effect: Sacrifice 2 or 3 wounds. You may immediately cast Fly I or II, respectively.

IMBUE

Conditions: Career Level 2 (2 wounds)

Effect: Sacrifice up to 2 wounds. You may immediately cast Magic Vestment or Magic Weapon with a grade equal to the number of wounds sacrificed.

LURE

Conditions: Career Level 2 (2 wounds), 8 (3 wounds), 12 (4 wounds), 16 (5 wounds)

Effect: Sacrifice up to 5 wounds. You may immediately cast Charm Person with a grade equal to the number of wounds sacrificed.

MOVE

Conditions: Career Level 6 (2 wounds) or 12 (4

wounds)

Effect: Sacrifice 2 or 4 wounds. You may immediately cast Dimension Door or Phase Door, respectively.

RAISE

Conditions: Career Level 2 (2 wounds), 8 (3 wounds), 12 (4 wounds), 16 (5 wounds)

Effect: Sacrifice up to 5 wounds. You may immediately cast Animate Undead with a grade equal to the number of wounds sacrificed.

REND

Conditions: Career Level 2 (1 wound), 8 (2 wounds), or 14 (3 wounds)

Effect: Sacrifice up to 3 wounds. You may immediately cast Wild Side with a grade equal to the number of wounds sacrificed.

SCULPT

Conditions: Career Level 4 (2 wounds) or 8 (3 wounds)

Effect: Sacrifice 2 or 3 wounds. You may immediately cast Shape Stone or Move Earth, respectively.

SHRED

Conditions: Career Level 4 (2 wounds)

Effect: Sacrifice 1 or 2 wounds. You may immediately cast Cause Wounds I or III, respectively.

SURGE

Conditions: Career Level 4

Effect: Sacrifice 2 wounds. You may immediately cast Haste or Slow.

TERRIFY

Conditions: Career Level 2

Effect: Sacrifice 1 wound. You may immediately cast Hold Person or Scare II.

TWIST

Conditions: Career Level 2 (1 wound), 8 (2 wounds), or 14 (3 wounds)

Effect: Sacrifice up to 3 wounds. You may immediately cast Insanity with a grade equal to the number of wounds sacrificed.

WATCH

Conditions: Career Level 2 (2 wounds), 8 (3 wounds), 12 (4 wounds), 16 (5 wounds)

Effect: Sacrifice up to 5 wounds. You may immediately cast Scrye with a grade equal to the number of wounds sacrificed.

Disciplines

Disciplines are dark arts that vampires study and learn to use by tapping into the powers of their unlife. They function very much like Paths (*see Fantasy Craft, page 310*), except only vampires can access them through the *way of the night* ability.

ANIMALISM

This Discipline is identical to the Path of Beasts.

AUSPEX

Auspex I: You gain a +5 bonus with Notice checks.

Auspex II: You may cast Detect Emotion and Detect Magic once per scene.

Auspex III: You may cast Detect Lies and Scrye II once per scene.

Auspex IV: You may cast Identify II once per scene. When you do so, you also learn the name of the object's last owner and his surface thoughts, as if you had successfully affected him with a Detect Emotion spell when he last touched it.

Auspex V: You may mentally communicate with intelligent creatures. Once per scene with a full action, you may also remove up to 10 minutes of memories from a target you can touch. Special characters can spend 2 action dice to cancel this effect. Note that suspicious holes in the target's whereabouts are prone to raise questions and enquiries.

CELERITY

Celerity I: You gain the Mobility Basics feat and may cast Expeditious Retreat at will.

Celerity II: You may cast Haste and Jump once per scene.

Celerity III: You gain the Mobility Mastery feat.

Celerity IV: You gain the Mobility Supremacy feat.

Celerity V: You may cast Time Stop once per adventure.



DOMINATE

Dominare I: You gain a +5 bonus with Impress checks.

Dominare II: You may cast Calm Emotions and Command I once per scene.

Dominare III: Whenever you succeed with a Browbeat or Influence check, the target also suffers a cumulative -2 penalty on future Will saves against you (maximum penalty -10).

Dominare IV: You may cast Command II and Geas once per scene.

Dominare V: You gain the *bald-faced lie* class ability (see *Fantasy Craft*, page 31).

MAJESTY

This Discipline is identical to the Path of Beauty.

NIGHTMARE

Nightmare I: You gain the *terrifying look* ability (see *Fantasy Craft*, page 22).

Nightmare II: You gain the *fearsome* ability (see *Fantasy Craft*, page 233) and may cast Insanity I once per scene.

Nightmare III: You gain the *menacing threat* ability (see *Fantasy Craft*, page 234) and may cast Phantasmal Killer once per scene.

Nightmare IV: You gain Stress Resistance 5 and the *unnerving* ability (see *Fantasy Craft*, page 235).

Nightmare V: You may cast Insanity III once per scene.

OBFUSCATE

Obfuscate I: You gain a +5 bonus with Blend checks.

Obfuscate II: You gain the *stash it* class ability (see *Fantasy Craft*, page 33) and may cast Obscure Object once per scene.

Obfuscate III: You may cast Flawless Fib and Invisibility once per scene.

Obfuscate IV: You gain the Ghost Supremacy feat.

Obfuscate V: You may cast Mass Invisibility and Mind Blank once per scene.

PROTEAN

Protean I: You gain a +5 bonus with Intimidate checks.

Protean II: With a full action while standing on soil, you may merge with the ground for a duration

of your choice. While you are so buried, no physical or magical means can detect you, even by digging exactly where you merged, but you are unaware and can't react to your surroundings either.

Protean III: You gain Claws II (see *Fantasy Craft*, page 235) and are always considered to have climber's gear.

Protean IV: You gain the Glint of Madness feat.

Protean V: Your Claws' grade increases by II and they gain the *bleed* upgrade.

RESILIENCE

Resilience I: You gain a +5 bonus with Resolve checks.

Resilience II: You gain *thick hide 2* (see *Fantasy Craft*, page 13) and may cast Resist Energy once per scene.

Resilience III: You gain the Guts feat.

Resilience IV: Your *thick hide* increases by 2. You may also cast Brawn III (Constitution) once per scene.

Resilience V: Your Constitution score rises by 4.

VIGOR

This Discipline is identical to the Path of Strength.

Rites

While werewolves are brutal, savage creatures, they are not as devoid of intelligence or spirituality as some might believe. As a matter of fact, their priests long ago learned how to channel a fraction of their home dimension's power to accomplish supernatural feats. These talents are called Rites and require long hours of study and practice to be properly mastered. Each Rite can be acquired by dedicating a Study to it. Using a Rite you know generally requires a free action and the spending of one action die, unless noted otherwise.

ALIEN SPEED

You gain a +10 ft. bonus to Speed and Ranged Resistance equal to your starting action dice. These values are doubled in *wolfshape*. This Rite lasts until the end of the combat.

ANYBEAST

Choose one of the following NPC qualities (see *Fantasy Craft*, page 230): *aquatic I*, *chameleon I* (any

1 terrain), *darkvision I*, *fearsome*, *grappler*, *improved carrying capacity*, *improved stability*, *never outnumbered*, *sterner stuff*, *superior climber II*, *superior jumper II*, *superior runner II*, *superior swimmer II*, or *superior traveler*. You gain this ability until the end of the scene.

BREAK THE DEFIANT

You gain a trick.

Menacing Growl (Threaten Trick): Spend 1 action die. Your target's Wisdom score also drops by 4 until the end of the scene (minimum 6).

