

CHARACTER NAME:

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PLAYER NAME:

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CHARACTER NUMBER:

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PHONE #:

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**D**ISCIPLINES  
OF THE  
**U**NDEAD

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## CHIMERSTRY

### NOTES

Chimerstry illusions vanish only if dispelled by the creator, if the illusionist ceases concentrating on her creations or if they are banished by a disbelieving opponent. Chimerical illusions can only create, not remove elements to a scene. Retests with Subterfuge Ability.

### BASIC

**Ignis Fatuus**- (WS)/targets - Generate a brief, static (unmoving but can be moved) illusion that affects a single sense that has no real substance, but it can confound or mislead. (W) and win S// each subject. The illusion lasts until you leave the area or until someone manages to disbelieve the effector you dispel the illusion at your desire; doing so is immediate and requires no action.

**Fata Morgana**- (WBS)/targets - Your realistic static illusions appeal to all of the senses though they cannot affect others physically., you can generate static constructs that seem real to any senses that you choose to affect. Illusions are still incapable of independent movement.

### INTERMEDIATE

**Apparition**- above+(B) - Create mobile illusions that appeals to many senses and has its own capabilities. You must first create an illusion using one of the lesser powers of this Discipline. Then, you can give it a semblance of life (B) to give animation to an illusion. Once so imbued, you cause the phantasm to move in one specific pattern that you desire. If you spend a complete turn in concentration, you can change

this pattern at no extra cost. You must be present for your illusion to sustain itself.

**Permanency**- above+(B) - You no longer need to be present to sustain your illusions. Any illusion that you make with Chimerstry can be imbued with Permanency, allowing it to persist even if you leave the area. Once you have created an illusion, (B) grants Permanency. "The phantasm remains until you dissolve it or until someone sees through the illusion In some fashion.

### ADVANCED

**Horrid Reality**- (WS)// - Your terrifying powers of deception extend directly into the mind of your victim. By focusing on one individual, you can create terrifyingly illusions that can affect the senses and move about in any fashion that you desire, but they affect only one victim. Because of the absolute realism of these phantasms, they can actually convince the victim that he has been injured or affected physically. (W) and defeat your victim S// in order to use this power effectively. The illusion lasts for the entire scene but effects or wounds inflicted with it score damage that lasts until disbelieved. You control the nature of your reality without additional tests. Illusory wounds of this sort cannot kill, though they can certainly drive the victim into a comatose state. These wounds only disappear when the victim is convinced of the illusory nature of it or when he is convinced that he is "healed."

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## VISCERATIKA

### BASIC

**Skin of the Chameleon**- (B) - Caster's skin becomes color of surroundings (must stand still or move only 1 step every 3 secs). Heightened senses can break only on M// caster's P. People will not need to avoid you as with obfuscate. You can use this in flight to become as black as the night sky.

**Voices of the Castle**- (pW) - Sense anything/anyone in a structure, i.e., office, castle, building. Active hidiers get M//. Their level of Obfuscation is unimportant for this test. The Gargoyle gets one test.

### INTERMEDIATE

**Bond With the Mountain**- (B) - Meld with stone, brick and asphalt, showing small outline as are just under surface (like earth meld). 5 extra HL.

**Armor of Terra**- (0) - Caster's innards become rock hard (1/2 dam piercing/bashing attacks, can't be staked unless attacker has Puissance). Caster w/flesh of marble gets stake bonus but no 1/2HL.

### ADVANCED

**Flow Within the Mountain**- (B)•P//8 - Swim through stone and concrete as if it was fluid. Potence may be used to aid the Static Test.

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## GARGOYLE FLIGHT

### NOTES

Only Gargoyle's may take Flight. Celerity can not add to the speed (this is not seen as a discipline at all)

### BASIC

**Glide**- 0 - The character can not fly per se, but can soar like a vulture or a hang-glider - as long as he's not trying to carry anything. Maximum speed equals the prevailing winds, or 15 MPH in calm air.

**Soar**- 0 - The character can make running takeoffs and can carry a maximum payload of 20 lbs. Max speed = 30 mph.

### INTERMEDIATE

**Hover**- 0 - The character can perform a straight vertical ascension unencumbered or can make longer take-off runs caring up to 50 lbs. Max speed = 45 mph

**Lift**- 0 - The character can carry up to 100 lbs. aloft, but vertical takeoff is impossible with more than 50 lbs. Max speed is 60 mph

### ADVANCED

**Raptor Flight**- 0 - The character can lift up to 200 lbs in anyway, and the Max speed is 75 mph

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### INTERMEDIATE

**Hover**- 0 - The character can perform a straight vertical ascension unencumbered or can make longer take-off runs caring up to 50 lbs. Max speed = 45 mph

**Lift**- 0 - The character can carry up to 100 lbs. aloft, but vertical takeoff is impossible with more than 50 lbs. Max speed is 60 mph

### ADVANCED

**Raptor Flight**- 0 - The character can lift up to 200 lbs in anyway, and the Max speed is 75 mph

## VICISSITUDE 2

allows you to remake appearances just like Fleshcraft, but you can also change someone's height or body structure, reshape bone into unusual or spectacular forms, and even make bone spurs and weapons. You must grab the victim, and then twist, pull or bend the bones appropriately. If you do so without exercising Fleshcraft, each such strike causes 1 lethal damage as bones warp and tear their way through flesh. Used in conjunction with Fleshcraft, you can rebuild someone's visage completely, or you can create defensive spines or offensive bone weapons. Such alterations allow the subject to inflict lethal damage with otherwise unarmed attacks.

**Horrid Form - (@)** - Your own body warps and grows into a hideous monstrosity with Horrid Form. Your skin becomes black, rubbery and slimy, while sharp bony spikes protrude from your hands and back. You grow to a full 8' in height, and you shift into something from a nightmare vision. Those unused to such sights may need to make a Courage test. Awakening the Horrid Form costs 2B. You gain the Negative Social Traits: Bestial, Feral and Repugnant in this form, but you also gain the Physical Traits: Brawny, Dexterous, Enduring, Ferocious, Quick and Stalwart for the duration of the power. You may also not initiate Social Challenges except for the purposes of Intimidation. You inflict lethal damage in brawling combat, and you score an +1 health level of damage on all such attacks. You may remain in Horrid Form until you decide to change back.

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### ADVANCED

**Bloodform - (B)** - Deliquescing into a puddle of vitae is within your power. You need only concentrate briefly, and you can reduce any of your limbs or body parts into a puddle of your own pure blood. Each limb (arm, leg, head) that you transform becomes 1B; your body forms the remainder of your Blood Traits, up to your maximum size. You can change part or all of yourself, as desired. This blood functions in all ways as your own blood, but you retain a level of autonomic control over it. In Bloodform you can move at a slow walking pace as a puddle of blood, oozing over things and through cracks. Changing body parts back requires only that you be in contact with the blood, or that you regrow your part by expending B appropriate to the part (a single Trait to regrow a limb, for instance), in which case the blood that previously formed the piece becomes inert. While fully in Bloodform, you can use mental Disciplines, and you are immune to all physical dangers except fire or sunlight. If all of the blood is imbibed or destroyed while you are in this form, though, you meet Final Death.

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### NOTES

Retest with Empathy Ability. Users of this Discipline need not be insane.

### BASIC

**Passion - S//=-<Submissive or Impatient>** - Bring emotion to a fever pitch or fears that may occupy the mind of your subject to the surface, or diminish passions, quelling the most fierce emotional fires. S// to enhance or dull the subject's emotions, at your choice. If you heighten the target's sensitivity he gains an Impatient trait. If you dim the subject's emotions, he gains a Submissive for scene/hour. Successive uses are not cumulative. The caster is not immediately obvious unless someone has familiarity with the Discipline.

**The Haunting - (B)S//=-<Schizophrenia>** - The surreal world of your target seems to come alive in barely heard noises and brief glimpses of motion. Victims are distracted by inexplicable sensations, often stemming from their own hidden fears and guilt. You have no control over these images, but can choose what sense is affected. With continuous prolonged exposure, your subject may fall to madness as these apparitions afflict his consciousness for the remainder of the evening, suffering from Schizophrenia. Use of this power is not immediately evident.

### INTERMEDIATE

**Eyes of Chaos - M//** - By watching the target for a full turn, concentrating on his actions and motions, M// to learn a subject's Nature. If you spend a turn in contemplation of circumstances and (M), you can predict (to some degree) the possi-

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## DEMENTATION

ble course of events. For the scene/hour, you cannot be surprised. Losing a challenge in Eyes of Chaos causes you to become entranced with the patterns around you, similar to the Toreador Clan Disadvantage.

**Voice of Madness - talk+(B)S//=-SelfControl/Instinct//4 or Cour//3** - You address your targets in a reasonable tone, encouraging them to succumb to their inner demons. Those terrors then come to the fore, driving your victims to blind, uncontrolled panic, or by speaking to your victims for a full turn, you can attempt to drive them into frenzy. You may affect multiple people at once, as long as they can all hear you. You then make a S// against your targets; any who lose to you are brought to the verge of frenzy. Mortals immediately flee in terror, as if affected by Rotschreck. Vampires, Lupines and other creatures capable of frenzy make Self-Control/Instinct Tests immediately, with a difficulty of 4 Traits, or else Rage Frenzy. Or if you intend to terrorize, test for Rotschreck, with a difficulty at three Traits. Mortals do not remember their actions during this period.

### ADVANCED

**Total Insanity - (B)+S//** - Pulling insanity from the recesses of your target's deepest memories and beliefs, you cause the victim to succumb to a wash of overpowering lunacy. You must gain your target's total attention for a full turn, (B) and S//. If you win, your victim begins to suffer from five derangements, chosen by a *Storyteller*, for the remainder of the evening. This Discipline is not cumulative

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## DOMINATE 1

### NOTES

Most Dominate powers require eye contact and the victim to hear commands. As long as the subject can see the dominator's eyes, he can be affected. Commands may be issued through Telepathy, as long as the victim has eye contact. Retests are the Intimidation Ability. A subject may attempt a retest by (W) once per challenge. A vampire of lower generation is always immune to a weaker vampire's powers.

### BASIC

**Command- M///** - Give a simple command to a single individual and demand obedience meeting your victim's gaze. You must meet the gaze of your subject and speak a single word (even embedded in a sentence) for control. This command must be simple and easily understood and cannot be blatantly self-destructive. By succeeding in a M///, your victim must follow the order directly and immediately. Last 10 minutes.

**Mesmerism- M///** - You can impart commands to your subjects, even keying them on specific trigger events. If you can meet your subject's gaze and speak aloud your commands, you can force the subject to obey your will and even take commands that they must carry out later. By making a M///, you can impart more complex or subconscious commands as long as it is not self-destructive. This command can either be triggered immediately or implanted with a particular trigger event. Only one such command may be implanted in a victim at a time. The victim may well remember the process unless made to forget.

### INTERMEDIATE

**Forgetful Mind- M///** - You can draw out answers to questions and even alter the subject's memory. Erase entire blocks of the victim's past, or replace recollections. To uncover, alter or erase memories, you must make a M/// against your victim to change up to 15 minutes of your victim's memories; additional blocks of time may be altered with additional challenges. You can leave a victim with a "hole" in his recollections, or you can specify new memories to overwrite your victim's experiences. As long as you gaze into the victim's eyes, and do not unthreaten him, he is unable to move/resist your hypnotism. Implanting additional commands with other Dominate powers still requires additional challenges. When altering someone's memories, record the number of Ms that you possess at the time of the alteration as uses of Forgetful Mind may be able to overcome it later. You may remove all memory of a subject learning a particular Ability or Discipline, but the victim will still retain the capability in question, unable to recall how and when he learned it. Use of forgetful Mind can also determine if a particular set of memories is fake, by causing the subject to recall his overwritten experiences, by winning a \*M//M of the previous dominator, you can uncover falsely implanted memories and restore the originals. You cannot use this power on yourself.

**Conditioning- M//** - Strip away mental defenses, even removing your victim's personality and free will. You must have unrestricted access to your subject for several full nights. Her will is shattered and her mind becomes completely pliant

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## VICISSITUDE 1

### NOTES

Through Vicissitude, the wielder can reshape flesh under his very touch, whether into gross deformity or unearthly beauty. When used on mortals, ghouls, revenants and vampires of weaker generation than the user, Vicissitude's effects are permanent. Vampires of equal or more potent generations can heal back each Vicissitude-inflicted scar as an aggravated wound. Nosferatu, Samedi and vampires with similar deformities in their blood always heal back alterations of Vicissitude that attempt to Improve their appearances. Vicissitude uses the Crafts; Body Crafts Ability for retests. Most Vicissitude effects require physical contact and a P// as the vampire tears into the flesh of the opponent. Such strikes use Crafts: Body Crafts for retests, instead of Brawl, since the aim is to mutate the flesh. For certain surgical effects, the Storyteller may require some level of Medicine Ability as well.

### BASIC

**Malleable Visage- (B) or (B)\*M//s** - Bending your flesh under your hands, you can change your own appearance. Malleable Visage allows you to duplicate others or simply make your own surface skin different from your natural forms. Cosmetic changes like alterations of voice or skin tone and build are all possible, though you must actually sculpt the desired changes into your flesh. Changing yourself with Malleable Visage costs one Blood Trait, and it requires you to spend time reshaping yourself appropriately. If you hope to copy someone else, you

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must make a Static M//, difficulty of the subject's Socials, to pull off the disguise, and you still use your own S's in any challenge - you are simply duplicating the person's appearance. You can also afflict yourself with a hideous visage, taking on Repugnant Negative Traits up to 3 such additional Traits maximum).

**Fleshcraft- touch or P//** - Your hands can turn flesh to putty, shaping it like potter's clay. You can perform drastic alterations to the flesh and organs of any creature that you touch. You must touch your victim to use Fleshcraft, pulling or shaping the flesh to your whims. You can reshape flesh on yourself or others within the limits described in Malleable Visage, or you can move around clumps of tissue or simply reduce someone to scarred deformity. These attacks do not inflict damage, but each such strike causes the victim to suffer a Negative Trait: Repugnant ( to a maximum of 3 from this power). If you alter the distribution of skin, fat and muscle, you can remove one (and only one) of the subject's P's and replace it with an extra health level, or reverse such an operation.

### INTERMEDIATE

**Bonecraft- touch or P// and can = #** - Just as you shape flesh with your touch, you can grasp and twist bone, turning it into any desired shape or moving, lengthening, bending or compressing it. Bonecraft lets you literally pull the bone through a subject's flesh, or you can use it with Fleshcraft to completely restructure a victim - or yourself. Using Bonecraft

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## THANATOSIS 2

Withering at the end of the night, but mortals and living animals are afflicted permanently. By making two successful Hard Tests after striking with Withering, you can strike the head instead of a limb. Doing so kills mortals instantly and vampires to suffer the Negative Traits Oblivious and Witless in addition to rendering them unable to use the powers of Celerity, Fortitude and Potence. Withering is not cumulative on the same limb, but successive strikes can certainly afflict other limbs. Victims with multiple limbs affected suffer all of the Negative Traits appropriately.

### ADVANCED

**Necrosis (2B)** - The hideous decomposition induced with Necrosis disgusts and revolts even the hardest constitution. Accelerating the forces of decay, you cause the target's skin to rot away and slough off, exposing internal organs in a terrifying panoply of pain. Necrosis requires you to touch the victim (possibly P/) and expend 2B. The subject immediately suffers a 1 lethal damage as his skin rots and sloughs off in pieces. The victim takes the Negative Traits Decrepit and Repugnant as a result of the attack; these Negative Traits remain until the damage heals. Multiple strikes can inflict additional damage and Negative Traits in a cumulative fashion, rendering the victim a pool of putrescent liquid.

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## VALERAN

### NOTES

The third eye appears when Salubri master the intermediate level and opens when they use any power above that.

### BASIC

**Sense Vitality- touch+CM//** - Caster measures strength of target's life force. Player asks target one question per success pertaining to health or HL ("Poisoned? Agg?") The first success automatically reveals if target is vampire, ghoul, or mortal.

**Anesthetic Touch- (B)+touch+(nM)** - Paralyze target and stop any pain. P// touch a resisting target. This has no effect on vampires. The target is paralyzed one min per (M).

### INTERMEDIATE

**Burning Touch- touch+P//+(nB)** - Cause searing pain and paralysis as long as you are touching target (causes no damage but prolonged contact may traumatize).

**Ending The Watch- touch+(W)** - Willing target goes into deep peaceful sleep, then death. The target can't be Embraced or become Wraith. If target unwilling attempt fails.

### ADVANCED

**Vengeance Of Samiel- (3B)** - Third eye opens, glows red (some Salubri close their normal eyes to taunt/horrify target). Gain 3 Righteous traits. Any single attack automatically hits target for 1 Agg. damage. Mystic forces guide the blow and no power can stop contact. If you desire you can call a shot at anything and it takes no extra traits or a max of abilities.

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## DOMINATE 2

to your whims. Each night that you attempt to exercise Conditioning, you must make a M//. If your successes = subject's Self-control/Instinct Traits (or Willpower Traits for victims without Virtues), you tear down the victim's mind and turn her into a virtual slave, losing creativity and self-direction, instead following your orders to the letter automatically. No test or eye contact needed to Dominate such a victim and, the subject gains one free retest against the Dominate powers of any other. A victim of Conditioning has little free will or motivation, and he has trouble reacting to stimuli. If an enslaved subject manages to avoid all contact with her master for 6 game sessions, minus one session for each Willpower Trait spent (minimum of one full session), then the Conditioning is shaken off and the subject reasserts her individuality. A drone may also be deprogrammed by the successful use of this Discipline again, just as if trying to enslave the subject; the subject resists automatically.

### ADVANCED

**Possession- touch(W)M// +(M) to use Disc** - No mortal mind can resist. With but a touch, you can move your consciousness into a mortal body, taking complete control of the shell and suppressing the victim's mind, unconscious and unaware of what transpires. Your own body lies comatose for the duration. Once you have touched a likely mortal subject (possibly requiring a P//), you may (W)M// to exercise Possession. You must (M) to finish the possession; additional Traits allow you to use some of your Mental and Social Disciplines while in the host body (see chart below). During

the course of Possession, you experience everything that happens to the mortal body, as you guide its actions, your Cainite form also suffers any damage sustained by the mortal body. If the mortal body dies before your consciousness can flee, you immediately collapse into torpor. If you wish to flee the mortal body for your own corpse, you must announce your intent at the beginning of the turn, and your spirit does not leave until the end of the turn (although you may still perform actions as normal). You have all the capabilities of the living body; you can even survive daylight, if you manage to stay awake. If your vampiric body is slain while your consciousness resides in another body, you can try to hang onto the form. However, you must make a Simple Test at each sunrise. If you lose, your spirit tumble into the astral plane, lost forever. A possessed body also cannot be Embraced; your spirit prevents the transfer of the Curse, and the body simply dies.

- 1M = Simple possession
- 2M = Use Auspex
- 3M = + Dominate and Presence
- 4M = +Chimerstry, Dementation and Animalism
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## DAIMONION

### BASIC

**Sense the Sin** - •M//V+4 - Sense the subject's greatest weakness by pitting your M//Self-control/Instinct +4.

**Fear of the Void Below** - •M//Courage + 4) - Use Sense the Sin then, paralyse target with fear for a scene. Target may resist with Courage test//caster's half W, round up.

### INTERMEDIATE

**Conflagration** - (B)+(nB) M//P=1@ per (2B) - Create black flame gout from the hands that do 1 Agg.HL/2B, (B) to maintain flame/turn.Make M//P to shoot flame at target.

**Psychomachia** - Target must test lowest Virtue/3 - Use Sense the Sin then Summon a demon from the victims's own personal psychological hell. Internal demon has the victims traits minus 2. The nature of this demon is up to storyteller, and all injuries sustained are illusory and disappear if the apparition is defeated or if the caster loses his or her concentration. If the victim is "defeated" he or she goes into torpor or a coma, as appropriate.

### ADVANCED

**Condemnation** - (nM)=nSuccesses+•M//Will + nSuccesses times 3 - Vampire may curse target for varying amounts of time and severity, and must split successes between severity of the curse and duration,1 success=one week/ "No voice shall be lent your lying tongue"; 2 successes=one month/ "Sicken and wither, infidel, a babe's weakness upon you."; 3 successes=one year/ "May your closest friends turn foe."; 4 successes=ten years/ "Barren be thy seed and the loins of all your line."; 5 successes= permanent/ "The mark of doom-all you love or touch must fail."

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## THANATOSIS 1

### NOTES

Retests of Thanatosis involve the Occult Ability. Optionally, Storytellers may choose to use the more specialized Thanatology Ability.

### BASIC

**Hags' Wrinkles** - (B)+turn - Contract or expand your skin, sending it into baggy, rippling waves or pulling it taut over your undead flesh. Hags' Wrinkles obviously can mask your appearance, but you can also use little pockets of flesh to conceal small objects about your person, although such bulges or depressions may be visible if your skin is not already marred (say, by the signature deformities of the Nosferatu and Samed) or found during a pat-down search. To Reshape your flesh, (B) and a full turn of effort. For the rest of the scene/hour, your features are unrecognizable and you can conceal up to two objects of jacket or smaller concealment class within the folds of your withered flesh.

**Putrefaction** - P// - Supernatural decomposition afflicts any flesh that you touch, if you so will it. Pustulent, festering decay spreads from your point of contact, even rotting the preserved flesh of vampires. Best your victim in a P// while expending a B. Should you succeed, the victim suffers 1 lethal damage and gains the Negative Trait Repugnant until the damage is healed. This sort of wound is accompanied by rotting flesh, decaying teeth and bones, festering sores and fungus-ridden patches. You can strike a victim multiple times with this power, spreading the rot. You can even affect vam-

pires and plants in addition to other living creatures.

### INTERMEDIATE

**Ashes to Ashes** - (2B) - Tearing apart the bonds that hold your physical form together, you collapse suddenly into a desiccated heap of ash. The power of Ashes to Ashes allows you to retain your consciousness, though, keeping you in a pile of fine detritus that can reform later into your original vampiric body. You must (2B) while concentrating for a full turn to transform into a pile of thick, sticky ash. You can vaguely sense your surroundings (10' in all directions) at this time, and you are completely immune to physical attacks, fire and sunlight. If the ashes are separated, though (a tedious and disgusting task, requiring deliberate effort), you reform missing some parts of your body - the largest remaining pile reforms as yourself, but you take lethal damage depending on how much of your substance was removed. Should you reform while contained in some object, you burst forth, shattering the object as you resume your usual size.

**Withering** - P//+ (W) - By gripping an enemy and channeling your own dead energy into his limbs, you can cause him to twist into an aged, withered and decrepit form. Terrifying pain results as limbs shrink and snap from Withering. You need only touch or strike a victim with a P// and expend a W to use Withering. The subject immediately suffers the Negative Traits Clumsy and Lame, as the shrunken limb is rendered completely useless, and suffers +1 bashing damage. Vampires and other supernatural creatures heal the effects of

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## SERPENTIS 2

### ADVANCED

**The Heart of Darkness- At new moon +time** - On the new moon, you can pull your very heart from your unliving body; with several hours of surgery (out of play), you can even do the same to another vampire. No test is necessary to remove the heart, but the subject must be willing. While most vampiric flesh rots and decays in a single turn after being separated from the body, the withered heart coaxed forth with this power remains intact. Anyone whose heart is removed in this fashion is therefore immune to staking. As the heart is considered the seat of emotion, you gain a bonus Trait in Virtue Tests to resist frenzy. However, you also lose any Empathy Abilities, plus any Social Traits relating to warm interactions with people, such friendly, Empathetic or Genial. If a separated heart is staked, then its vampiric owner (the vampire that the heart originally came from) is immediately paralyzed. Should the heart be exposed to fire or sunlight (even a single health level's worth), it is destroyed and its owner erupts into flame, reduced to ash in a single turn. Use of the Heart of Darkness can also return a stolen heart to its former body. Obviously, trying to use this power on a mortal, even a ghoul, is messily fatal.

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## SANGUINUS

### BASIC

**Brother's Blood- (B)** - Heal any Blood Brother in the caster's circle at any distance.

**Octopod- (B) from both donor & recipient** - On next turn external organ/extra limb appears ready for use. Recipient controls.

### INTERMEDIATE

**Gestalt- (NB) each blood brother donates 1** - Create a hive mind. Have group bidder or any brother can answer a challenge for any other with Traits at +1 per additional brother (those with only basic Sanguinus can't draw Trait bonus); mind control powers challenge one with highest M's and free gain a retest per brother in hive. All share perceptions diverting most surprise.

**Walk of Caine** - (0) - Borrow Generation from a brother maximum 1 Generation.

### ADVANCED

**Coagulate Entity- (3B from ea)+join hands+1 turn concentration** - Gain Physical/mental unity. Generation becomes lowest minus 1 per additional brother (lowest Gen must bid for hive). P's are the highest brother's minus 1 per additional brother. Ms/Ss at highest brothers. Actions 1 per brother not counting Celerity. Cancel Puissance on tie. HL of all totalled for hive.

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## FORTITUDE

### NOTES

Restets on Fortitude use the Survival Ability.

### BASIC

**Endurance- 0** - While most Kindred still suffer the fatigue and pain of their injuries, you shrug off such hardships. Even the searing injuries of fire and sunlight can barely slow you. You do not suffer any wound penalties from anything past the Bruised health level, until you are struck into Torpor or Final Death. When most vampires lose all ties due to being Wounded, or remain insensible and incapacitated, you simply suffer the usual penalties of being Bruised.

**Mettle- <Healthy HL>** - Wounds that would slow other vampires mean nothing to you. You can shrug off damage from most sources, ignoring pain and damage alike. Your body resists harm with incredible strength. You gain one additional health level, which functions just like an extra Healthy. This HL can be lost and healed like any other.

### INTERMEDIATE

**Resilience** - †(stamina related P) - When you suffer Agg. damage, you may immediately Make a Simple Test to reduce 1 AggHL to a Lethal. Before testing, expend a stamina-related P, allowing you to reduce injury. Resilience is reflexive; it does not count as an action. Use only once on any given attack.

**Resistance- ‡ or † = -1wound** - You shrug off injury without noticeable effect. When you suffer # or % damage, you may make a † immediately to avoid some of the damage. If you succeed, you receive 1 less level of the damage. Before

making the test, you may choose to expend a stamina-related P making the test Simple. Use of Resistance is reflexive; it does not count as an action. You may use this Discipline after reducing aggravated damage with Resistance, attempting to negate or reduce the damage entirely. You may only attempt this Discipline once on any given source of damage.

### ADVANCED

**Aegis - (3pW) or 3pP** - You resist all damage and survive any attack. At any point during a turn, you may declare the use of Aegis. You must (pW) or (3pP) to activate. When you declare Aegis, you immediately revoke any damage that you suffered in the turn, and you take no damage for the remainder of the turn. You may even declare Aegis after you have been "killed," ignoring the damage that killed you and any other injury suffered in the same turn. If you are "killed," you must use Aegis in the same turn. Once a new turn begins, you cannot revoke any previous damage. Use of Aegis is reflexive; it does not count as an action.

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## KINETICISM

### NOTES

Catiff can take this discipline as one of their 3 "in-clans" but teaching it costs the learner +3XP

### BASIC

**Dampening**- c $\frac{1}{2}$ //+1turn - The number of successes the caster gains on a continuous hard test is the number HL absorbed next scene.

**Redirection**- c•P// 9+1 turn - Change angle of a flying object, (each success = 30', 3 = object clear of caster, 5 hits shooter).

### INTERMEDIATE

**Vengeful Strike** -  $\frac{1}{2}$ //+1turn - Caster adds 1 damage to his attacks for every damage taken in this or the last turn including the damage soaked with Dampening.

**Discharge**- (B+W) =<1HL> up to 3 - Add damage to attacks through kinetic discharge. This power can be worked for firearms, brawl, and melee attacks.

### ADVANCED

**Kinetic Shield**- (B+W) - Caster forms 6' x 4' barrier with 3HL. You may spend W for additional 1HLs or an additional 3'.

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## MYTHERCERIA

### BASIC

**Foldero!**- M// - If successful, if the target has lied in the last turn an obvious event will happen to notify you. Like bleeding eyes, a swollen tongue ect.

**Fey Sight** -  $\frac{1}{2}$ // - The caster can see fey seemings/wraiths (no test). Speak to them for 5 mins/each SimT (fail & can't see them for 1 min).

### INTERMEDIATE

**Aura Absorption** - •M// - Psychometry for the identity and emotional/mental state of a target. This cannot find Obfuscated people's impressions. This works like Spirit's Touch but it completely wipes the impression.

**Changeling Ward** - (nM) per 10 mins for 10' - Cause help-less vertigo in those that cross the line that the caster delineates on ground. The target may test to resist M//M's expended into the ward by caster. This discipline works in all worlds including the umbra.

### ADVANCED

**Stone Travel**- (P) per 20' - Burrow a 20' long tunnel (will go in the chosen direction ) in dirt and natural stone. The caster falls into, and it closes on targets attempting to follow. This cannot be used on asphalt or cement.

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### BASIC

**Foldero!**- M// - If successful, if the target has lied in the last turn an obvious event will happen to notify you. Like bleeding eyes, a swollen tongue ect.

**Fey Sight** -  $\frac{1}{2}$ // - The caster can see fey seemings/wraiths (no test). Speak to them for 5 mins/each SimT (fail & can't see them for 1 min).

### INTERMEDIATE

**Aura Absorption** - •M// - Psychometry for the identity and emotional/mental state of a target. This cannot find Obfuscated people's impressions. This works like Spirit's Touch but it completely wipes the impression.

**Changeling Ward** - (nM) per 10 mins for 10' - Cause help-less vertigo in those that cross the line that the caster delineates on ground. The target may test to resist M//M's expended into the ward by caster. This discipline works in all worlds including the umbra.

### ADVANCED

**Stone Travel**- (P) per 20' - Burrow a 20' long tunnel (will go in the chosen direction ) in dirt and natural stone. The caster falls into, and it closes on targets attempting to follow. This cannot be used on asphalt or cement.

## SERPENTIS 1

### NOTES

Most Serpentis powers Involve no challenge to use, or are simply used with combat. Any power used for a direct challenge should use Subterfuge for a retest.

### BASIC

**The Eyes of the Serpent**- S// - Meet the gaze of a victim (who need only be able to see your eyes), your eyes become gold with large black irises, capturing the attentions of your subject. As long as you hold the gaze of the target, he remains completely immobilized. S// to affect your target with this power. The target is paralyzed as long as you hold his gaze with your own, but, if the target is attacked or injured, the hypnotic spell breaks.

**The Tongue of the Asp**- P//=@ - At will, you can cause your tongue to shift in shape to that of a snake. The supernatural razor-edge on the forked tongue inflicts terrible wounds, striking up to a foot and a half away, and it even lets you drink blood from your victims. You need only decide to use The Tongue of the Asp in order to gain the benefits of this power. Your tongue inflicts one aggravated wound with a successful strike; furthermore, on successive turns you can drain blood from the victim as if drinking directly. This draining even causes the Kiss, paralyzing mortal victims with helpless fright and ecstasy. The Tongue of the Asp is highly sensitive to vibrations. Using this Discipline while in darkness allows you to reduce the penalty Traits for natural darkness by one.

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### INTERMEDIATE

**The Skin of the Adder**- (B+W) - Erupt into a serpentine form of protective scales and snakelike flexibility. You can thus transform into a monstrous hybrid of humanoid and snake, an effective engine of war or a terrible slithering beast of intimidation. You need only spend a B and a W to invoke this power. At the end of the turn, The Skin of the Adder overtakes you, covering you in a mottled scaly hide and lending a whip like flexibility to your limbs. You gain the bonus Traits: Lithe and Tough. Your mouth also distends like a snake's, so that your bite causes an additional wound if you win (not tie) a Simple Test after biting (though you can still feed without causing any extra damage, if desired). Your cartilaginous body can also fit through any opening wide enough to accommodate your head. Due to the hideous nature of your snake-form, you gain the Negative Social Traits Bestial and Repugnant while in this form. This remains in effect until you decide to transform back, or until the next sunrise. **The Form of the Cobra**- (B) 3 turns - Turn into a giant cobra that grants a venomous bite and the ability to slip through small passages, while still allowing you to use any Disciplines that do not require hands or speech. You retain your normal weight turning into a black-and-gold serpent. You must (B) and 3 full turns to transform (rate cannot be accelerated). Clothing and small personal effects change with you. You remain in serpent form until the next sunrise or change at will. Additionally, the venom of your bite is poisonous to mortals.

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## QUIETUS 2

**Baal's Caress- (nB)** - The toxins in your vitae melts through flesh once it comes in contact with the bloodstream, leaving other materials unharmed. Indeed, even Cainites without blood in their systems can be affected if the poison enters through a wound. Spend a turn to transform your vitae into poison and then put that blood on an object or weapon of dagger-she or larger. Each Trait of blood so placed on a bladed or piercing weapon causes that weapon to inflict aggravated damage with one strike. Thus, if you place 3B on a knife, then the next three successful strikes with the knife inflict aggravated wounds. The weapon in question must penetrate the victim's flesh with a successful blow and cannot on bullets; not enough can be applied for appreciable damage, and most of it will be lost during the flight and initial impact. Note that you must actually place this blood on something and it must enter the target's system in order to have any effect

### ADVANCED

**Taste of Death- (B)+P//** - Your concentrated blood is so powerfully toxic that you can merely spit it at a foe and watch it burn through her skin. The ichor evoked with this power does not affect metal or stone, but melts through flesh and bone, reducing it to smoking sludge. You can spit a single B at a victim with this power (this counts as a single action). If you successfully strike with a P//, the victim takes one level of aggravated damage. You must directly spew this blood out; if it misses the victim or is placed on an object, it loses its toxicity within the turn. Note that the blood must be deliberately

converted into a poison in this fashion - your own blood can still be drained from your body without poisoning the drinker.

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## MELOPOMINEE

### NOTES

Melopominee function on the very soul, not merely on the flesh. Deaf subjects can still be affected as long as the singer's voice reaches to the area of the target. Engineered recordings, microphones, bullhorns, or electronic or mechanical copies cannot carry it's power, only the natural voice. The Daughters of Cacophony do not teach its secrets to outsiders. All Melopominee effects use Performance Ability for retests.

### BASIC MELOPOMINEE

**The Missing Voice- 0= (2T)** - You can throw your voice to any place within your line of sight but, it doesn't seem to emanate from there — rather causing your speech/song to generate from thin air. It functions independently of your normal voice. You may use The Missing Voice at any time, as desired. However, if you use The Missing Voice while performing other actions, you suffer a 2T penalty due to your split concentration.

**Phantom Speaker- (B)** - You can project speech or song to anyone you know. As long as it is night at the subject's location your target can hear it. The words/music are audible only to your target, unless an eavesdropper with at least Intermediate Auspex manages to listen in by defeating you in a Mental Challenge. You must expend one B to project your voice for a single turn.

### INTERMEDIATE

**Madrigal- Sing+nS** - Your song carries the force of your own emotions. Your verses can inspire the heights of passion or black melancholy. You must make a S//every target that

you wish to affect within hearing range, at your discretion. W can be used to retect in defense against this power, as usual for S//. To affect multiple people, use mob combat rules. Anyone who succumbs suffers the effects of an overwhelming surge of emotion, directed by your choice of song. The subjects is effected as long as you perform no action other than singing.

**Siren's Beckoning- S//** - Drive a subject to turmoil, desperation and melancholy with your melodies.

You must make a S//. If you win= victim suffers from one randomly chosen derangement. This derangement lasts for the rest of the night.

### ADVANCED

**Virtuosa- (B)+S//** - You can extend your powers of Phantom Speaker or Siren's Beckoning as many subjects as you desire. (B) to use Phantom Speaker or Siren's Becoming on up to 5 targets at once. If you use Phantom Speaker, every subject hears the same words or music that you project. If you use Siren's Beckoning, you make a mass S//all of the victims at once. You can only use one power at a time

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## OBFUSCATE 1

### NOTES

Obfuscate clouds the awareness of its targets, they avoid notice of a concealed individual and to rationalize away such attention unless it is forced on them. Thus, if a vampire is concealed with this Discipline while wandering about a room, people avoid subconsciously. This concealment is generally broken if the hidden individual interacts with the environment, by picking up or dropping something, speaking to someone, touching a person or manipulating an object — the amount of conceivable activity varies with this Discipline's power, as shown in the individual levels. The concealment of Obfuscate functions against all of the senses, because it actually forces attention away from the hidden individual. Cross your arms in front of your chest to represent your use of Obfuscate, displaying a number of fingers on each hand corresponding to your highest level of power. Auspex can be used to pierce Obfuscate. Auspex (or a similar power of supernatural sensitivity) may penetrate it if he is already looking for hidden individuals. The searcher may engage in a M//, for each level of difference between the subject's Obfuscate and the searcher's Auspex he is +1M in tie resolution. Obfuscate powers last as long as they are maintained, and they generally require no particular effort, concealing the user and everything worn or carried. The Stealth Ability is used for retests. Hidden individuals cannot use Willpower to defend against Auspex.

### BASIC

**Cloak of Shadows- (0)** - By remaining still and relying on

natural cover, you can blur the apparent lines of your form and make it difficult for people to notice you. While nobody is watching, you can use cover to fade from view. As long as you remain completely silent and unmoving in a shadowed place or behind some sort of cove nobody but a Cainite using Auspex (or another creature with similar acuity) can spot you. This concealment vanishes immediately if you move, speak or interact with your environment in any fashion.

**Unseen Presence- (0)** - Your powers of concealment allow you to fade from view, and then to wander about while remaining unnoticed. Any time that you are hidden from sight, you may invoke this Discipline. Once concealed, you may move about at a walk and remain unnoticed and remains as long as you do not speak, make any loud noises or interact with your environment, but become visible if you exert the Presence Discipline.

### INTERMEDIATE

**Mask of a Thousand Faces- (0) or (M)** - Cause others to see you as someone different from your actual physical appearance. Generally, this power causes people to ignore your features, making you unassuming and average. However, with concentration, you can assume a specific hallucinatory visage, or even copy the features of another individual. Most often, people will describe you in vague, general terms relating to your normal appearance, but without any specifics, unique features or details. If you (M), you may assume a specific set of features instead, causing those who look on you

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Blood used with this Discipline is transmuted into an alchemical poison and thus cannot later be gathered and used to form blood bonds or as a focus for Thaumaturgy. Using Quietus with a physical attack simply involves the normal uses of Brawl, Melee and similar Abilities in the attack. If spitting blood at an opponent (a function of several different powers), use Athletics for a retest.

### BASIC

**Silence of Death- (B)** - The mystical Silence of Death permits you to extend a field of silence about yourself, blocking all screams, gunshots, explosions and so on, muffling all sound within 10 feet of yourself. Although sound from outside can still come into this radius and be heard, no sound emanates from anything or anyone close to you. Using this power costs one Blood to invoke, and the effect lasts for a scene/an hour.

**Scorpion's Touch- (nB)** - Transmute your blood into a substance that weakens and poisons your victims. Coat weapons with this foul ichor, spit it at your foes or simply bring it to the surface of your skin to affect your victim by touch. Unwary foes may actually drink such tainted vitae. Each Blood Trait that you spend on this power is converted into a dangerous poison. If this tainted vitae touches a victim or is otherwise ingested into her system, she loses one Physical Trait automatically. Thus, you can strike someone with your hand (P//) and cause the victim to lose an additional Trait due poisoning. You can coat weapons of dagger-

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size or larger with this poisonous blood, or even kiss your opponent. You can even make a P// against anyone within 10 feet to spit this blood at a victim. Mortals who lose all of their P'S in this fashion become deathly ill by the next night, and they do not heal normally. See the effects of severe illness in Laws of the Hunt. Otherwise, all lost P's return at the next game session, as usual. Any given attack may only use one Trait of blood with this power, though multiple attackers with poisoned weapons could wreak deadly havoc on a single victim. Altering your blood in this fashion does not require an action. You can concentrate multiple Blood Traits onto a single weapon, though each strike uses only one Trait of blood (and thus reduces only one P from the victim).

### INTERMEDIATE

**Dragon's Call- touch+(nW)= n#** - With a touch, you can infect a victim with a small quantity of your own vitae and later cause that blood to burst forth from the victim, tearing her apart from the inside. You must touch your target physically before using this power (which may require a P//). Thereafter, at any point in the same scene/hour, you can issue (you need not even be able to see the target) expend at least one W (and call for the aid of a Narrator). Each W that you spend at that point then forces the target to make one •P//; the Narrator will take note of your P's and go to perform the tests, for each loss = one lethal damage to the target. You must declare all W that you expend once you have activated this power. You cannot invoke it again on the same subject until you manage to touch her again.

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## PROTEAN 2

make Dominate difficult, of course). Wolf form grants you the bonus Mental of Alert and Attentive, as well as the effects of Feral Claws and improved running speed. Bat form grants you flight capability and the benefits of the Merit: Acute Hearing, though you possess a maximum of three P in that form. The animal forms granted by this power are in all ways physically identical to normal animals, though of course they are dead, animated corpses as befits a vampire.

### ADVANCED

**Mist Form - (B)+3 turns** - You can dissolve into a fine cloud floating cloud, still able to sense your surroundings and able to move about as you desire. You can slip through tiny cracks and holes, and cannot be dispersed by the mightiest of natural winds. Assuming Mist Form costs one Blood Trait and takes three full turns (additional Blood Traits reduce this time at a one-for-one cost, with a minimum of one full turn at three Blood Traits). You may change back instantly at any time. You are immune to mundane physical attacks in this form, and you take one less level of damage from fire and sunlight automatically. You are still affected normally by mystical attacks, though of course you have no blood in this form. Though you cannot affect the world physically, you can still use Disciplines that do not require a physical form, you may move as desired at the pace of a brisk walk, although you can be pushed about by strong winds.

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## OBFUSCATE 2

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**Vanish from the Mind's Eye - M//** - Remain hidden even while speaking or moving about. You can even fade from plain sight, disappearing from the view of any onlookers. Gain all the benefits of Unseen Presence, but vanishing from view at any time, without having to seek cover. To do so, you declare your intent, and then make a mass M//against any onlookers (regardless of Auspex) who care to challenge it (bid one M per for each onlooker), and throw one symbol against all of them. Even if some people notice you, you can attempt to fade from their view again on consecutive turns. Fading away does not take an action, but it happens only at the end of a turn. If you speak, you must make a mass M// against everyone trying to detect your position, regardless of Auspex. Anyone losing to you fails to locate you, simply hearing a disembodied voice.

### ADVANCED

**Cloak the Gathering - (nM)** - Throw your disguising powers over several people, hiding them all from view or masking them with hallucinatory guises. (M) for each subject

cloaked. You can then exert any Obfuscate power that you possess over the targets, i.e., making them all look like different people or possibly causing them all to fade from view. When you exert this power, you must meet all of the normal conditions for the Obfuscate that you extend. You can only extend one power at a time. Individuals under the effects of Cloak the Gathering still sense one another normally. If an individual in Cloak breaks it in some way, then only he immediately becomes visible. Similarly, Auspex attempts to breach your concealment, do not compromise the protection for everyone, but unless the caster is noticed. Cloak the Gathering only throws your Obfuscate over other creatures or entities all that they wear or carry.

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### ADVANCED

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cloaked. You can then exert any Obfuscate power that you possess over the targets, i.e., making them all look like different people or possibly causing them all to fade from view. When you exert this power, you must meet all of the normal conditions for the Obfuscate that you extend. You can only extend one power at a time. Individuals under the effects of Cloak the Gathering still sense one another normally. If an individual in Cloak breaks it in some way, then only he immediately becomes visible. Similarly, Auspex attempts to breach your concealment, do not compromise the protection for everyone, but unless the caster is noticed. Cloak the Gathering only throws your Obfuscate over other creatures or entities all that they wear or carry.

## OBTENEBRATION 1

### NOTES

This darkness is wholly unnatural, muting sound, absorbing light and sometimes seems to have a tangible substance. Any given vampire can see through her own Obtenebration darkness automatically without penalty, unless otherwise noted. Occult retests are appropriate for the Obtenebration Discipline's powers, though shades used in a more mundane fashion (like attacking or grappling) should use the appropriate Abilities (like Brawl or Melee).

### BASIC

**Shadow Play-** (B)or (B)M/P=<T> - Darkness can be made to deepen, retreat or move disturbingly. To affect this limited area of shadow, (B) to *control these shadows* for the duration of the scene/an hour. You can affect one individual with the flapping, disconcerting shades of this power. If you choose to conceal yourself, you gain 1T in all challenges of stealth and ranged combat. By pulling shadows around you into a terrifying mantle, you may instead gain 1T in all challenges of Intimidation. If *afflicting a victim with flapping, twisting shadows*, the subject suffers from the Negative Trait, Clumsy, due to the distraction, and is disoriented and asphyxiated by the darkness. A mortal enveloped in this fashion may even be strangled. If he has 3 or fewer current Ps, he loses one P every turn, then loses 1HL per turn as long as the morass continues to attach to him. Should the mortal lose all of his HLs in this fashion, she chokes to death. *Directing the shades* of this power to conceal or surround you is automatic, but attacking an individual with the strangling shadows

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requires a successful M/P.

**Shroud of Night-** (B)=10'blob+<&>/-2T - Evoke a cloud of inky blackness that absorbs all light and distorts sound. (B) to create a sphere of blackness roughly 10' in diameter within your line-of-sight within 50 feet of your location. Victims enveloped in this globe suffer the Neg.P, Clumsy, and mortals with 5 or fewer current Ps may be strangled as noted above. This tenebrous cloud can move at a speed roughly equal to a walk, as long as you concentrate fully on such motion. Inside the blob, all light sources other than fire are extinguished and sound is muffled. All victims of the cloud, without some means of seeing, suffer the penalties of total darkness: down 2T in tie resolution and are forced to make a single retest on any successful challenge because of the darkness. Even those with Heightened Senses and Eyes of the Beast are affected; each removes 1 penalty T from the effects of the cloud (the forced retest is not removed). The Shroud of Night lasts for the entire scene/hour/or until you dispel the darkness.

### INTERMEDIATE

**Arms of the Abyss-** (B)+nS - Summon forth shadow tentacle limbs that ensnare or attack as you desire. They animate as you direct, even while you take other actions. You can pull many tentacles from a single source, or generate shades from several locations at once. (B) to create the shadow tentacles; every tentacle created, ea costs one S. The tentacles are 6' long and they possess 3P and 4HLs. Each additional (B) in the creation can gift 1 tentacle with an extra P, or increase it's length by 6' more. Tentacles last for the scene, unless you dis-

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## PROTEAN 1

### NOTES

Retest for Protean, if applicable, should use the Survival Ability.

### BASIC

**Eyes of the Beast- turn** - Make your eyes able to see in absolute darkness. An eerie red glow emanates from your eyes, and you can see perfectly well in pitch-blackness. Declare your intent to use Eyes of the Beast, and at the end of the and it will activate at the end of the turn. You suffer no penalties at all for natural darkness while using this Discipline. However, you do suffer the Negative Trait Bestial due to your red eyes, unless you take steps to conceal them (most commonly, with sunglasses). Using this power is also a rather obvious breach of the Masquerade.

**Feral Claws-** (B)= @ - Grow powerful claws at will with a simple effort; they sprout mystically from your otherwise normal hands, and similarly retract when you desire. By expending a B, you cause Feral Claws to extend from your hand (and feet, if you so desire) at the end of the turn. These claws have the bonus Trait Sharp, useable in combat or in climbing, and they inflict aggravated damage.

### INTERMEDIATE

**Earth Meld-** (B)+turn - Touch raw soil to sink into the bosom of the earth; but not through stone, wood, concrete or other substances. You take with you only your clothing and small personal possessions that you carry (such as a cellular phone or a small pistol). You remain unaware of what trans-

pires around you, not fully conscious of the material world at all unable to move, except to rise at will. While bonded with the earth, you remain in a semi-tangible state, partially diffused into spirit by your connection to the soil. Thus, you cannot be readily detected either physically or with spirits. If you patch of soil is disrupted in any fashion, you immediately return to physical form, and complete wakefulness, shooting up to the surface and showering dirt in all directions. You cannot act during the first turn that you rise from the soil in this fashion, though if you rise up of your own accord (which you may do at any time), you are fully aware and able to act normally. You must expend a Blood Trait to Earth Meld. Sinking into the ground requires a full turn, during which time you can do nothing else (because you are descending slowly into the ground).

**Shape of the Beast - 1turn+(3B) or 3turns+(B)** - With Shape of the Beast, you can shift your physical body into that of an undead beast, mimicking a normal animal. Most vampires change into wolves or bats, though some possess different forms dependent on their cultural and geographic ties - giant rats in major cities have all been reported. Shifting into animal form costs one B and takes three full turns (each additional Blood Trait spent lowers the transformation time by one turn, to a minimum of one turn with three Blood Traits). You remain in beast form until the next dawn, or until you decide to change back. Clothing and small personal possessions change with you. In animal form, you can use any of your normal Disciplines except Necromancy, Serpents, Thaumaturgy and Vicissitude (the inability to speak may

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### ADVANCED

**Majesty** - (W) - When you exert your Majesty, heads bow, hearts break and spines quiver. None would dare to challenge you or risk your ire, for your ambiance is without peer. By expending a W, you exert your Majesty for the duration of a scene/full hour (use gesture or display card to indicate it is in

use ). As long as you have Majesty, nobody may insult you or attack you as long as they are within 10 feet of you and able to see you. A subject may attempt to break through your Majesty by making a S// against you, but must spend a Willpower Trait to make the attempt. Failure means that the subject cannot challenge your Majesty again in the same scene. If you attack someone or undertake a hostile action while using your Majesty, the aura fades automatically and immediately as your onlookers are startled or outraged. You may still use your Social and Mental Disciplines as long as they do not inflict direct harm - you may still Entrance or Dominate a subject, but a deliberate attack disrupts your Majesty.

When attempting to penetrate Majesty, a Willpower Trait may be used for a retest, an exception to the normal rule that Willpower is used only to defend M// or S//.

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## OBTENEBRATION 2

pel them or fall into unconsciousness/Torpor. The tentacles can perform tasks with precision and take damage normally from attacks, suffering from fire and sunlight just like a vampire. They have any Fortitude that you may possess or you can add your Potence to the might of the tentacles as well (one or the other). You may not combine Obtenebration with any other Disciplines.

**Black Metamorphosis** - (2B)+(S) - Your head and limbs seem to fade into shadow, while bands of blackness striate your body and shadowy tentacles sprout from your torso. You must (2B) and a (S) to evoke this power. You immediately sprout four tentacles just like those of the Arms of the Abyss, though they are considered extensions of yourself and they use your Traits. The tentacles unnatural cold afflicts anyone you touch with the Neg.T, Clumsy, as their limbs are numbed with supernatural cold. You may make +1 attack at the end of each turn by using the tentacles, in addition to any strikes that you normally gain or make with Celerity (this extra attack is added to your attack sequence, not multiplied if you have extra actions). You gain the bonus Traits Intimidating x 3 while taking on this demonic aspect. Lastly, you suffer no penalties from any sorts of mundane darkness.

The Black Metamorphosis lasts for one scene or one hour.

### ADVANCED

**Tenebrous Form** - (3B)+3Turns - Become the darkness within, collapsing into a pseudo-liquid humanoid shape of

utter blackness. You can slither about through tiny holes and cracks, and you may see through any normal darkness. (3B) and 3 turns in concentration, doing nothing else to transform. In this form, you cannot be physically attacked, but do take damage from magic, fire and sunlight. You cannot affect your surroundings physically. By enveloping a victim, through M//P attack, you can perform the same functions as the Shroud, causing disorientation, darkness and smothering. You are unaffected by gravity, and you can slither along any surface or move like a blob of ambulatory liquid. You can use M Disciplines within the limitations of your form — you have no eyes and thus cannot use Dominate, but you could hide your shadowy form with Obfuscate. In this shadowy form, your B is inky darkness, and thus, they are unaffected by the powers of Thaumaturgy. 1T penalty on resolution of Courage tests involving Fires and sunlight.

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## POTENCE

### NOTES

Potence above the Basic levels breach the Masquerade. Potence uses any strength or physical related ability for retests as apply to the task.

### BASIC

**Prowess- 0** - Your unarmed or clubbing attacks inflict lethal damage instead of bashing damage, if you so desire.

Furthermore, once per game session, you may recoup your lost strength, restoring all used Ps of Brawny, Ferocious, Stalwart, Tough

and Wiry. They are all restored at once — if you have some Ps of the appropriate type unused when you invoke Prowess, you cannot restore them later. Using Prowess costs nothing, and it does not count as an action; it may be done at any time.

**Might- 0** - You may make a single retest on any challenge of sheer physical strength and it is the last test of the challenge; no further retests are allowed. Might costs nothing to use but requires you to bid a strength-related Trait, such as the types of Traits restorable with Prowess. You cannot use Might at range, with a thrown object (requiring speed and accuracy).

### INTERMEDIATE

**Vigor- 0** - You can heft hundreds of pounds with ease and crush bones. When you possess Vigor, you may use the Bomb in challenges of strength. You are not required to use the Bomb, but you must always state before a P// that you are capable of doing so. Using Vigor costs nothing but requires

you to use only your strength related Ps as above.

**Intensity- 0=6** - In a challenge of strength, you may use Potence as your bid Trait. This T does not count toward totals when resolving ties or overbids, but it can never be lost; thus, you may continually use Potence in successive tests of strength. Only if you are forced to risk multiple Ps — such as due to wounds or Negative Traits — do you risk losing any of your other Ps. If you run out of Physical Traits, you cannot use this Discipline.

### ADVANCED

**Puissance- 0=win all ties +1dam** - With Puissance, you win all ties in tests of strength automatically. You need not compare Traits at all, unless some other factor would cause you to lose ties (such as wounds) or give the opponent the ability to win all ties as well (such as Fleetness). Furthermore, your incredible strikes inflict an additional health level of damage in combat. This bonus applies to any attack in which your strength is a factor — unarmed combat or combat with melee weapons. However, use of this incredible strength almost certainly breaks weapons that are not specially designed to stand it.

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## PRESENCE 1

### NOTES

Unlike Dominate, which affects the rational mind directly, Presence affects emotions. Also, whereas Dominate requires that the victim, see the user's eyes, Presence usually requires only that the user's face be visible — some Presence powers do not even require that much exposure. Retests with Presence use the Leadership Ability.

### BASIC

**Awe - (S)=retest** - When you let your charisma shine, you draw attention naturally. People try to be close to you, and even those disinclined to listen to you give some consideration to anything you say or do. When you are involved in a S//, you may (S) to invoke Awe, gaining an automatic retest. You may only use this power once per S//. You may use Awe in a mass challenge, but you must (S) for each person retested against.

**Dread Gaze - S//** - By hissing, baring your fangs and allowing your vampiric features to rise to the fore, you can terrify mortals and even shake the resolve of other vampires, driving supernatural terror into the hearts of your victims. By making a S// against your foe, you strike terror into your victim. If you succeed, the subject flees your presence and tries to avoid you for the rest of the scene/hour. If cornered, the victim will still defend himself, doing his best to escape you. The subject defends himself normally, but he must risk an additional T if he wishes to attack or act against you, just as if he were

wounded. Using this Discipline actually requires you make your vampiric countenance known, so it is a rather obvious breach of the Masquerade.

### INTERMEDIATE

**Entrancement- S//** - When you bring your charm to bear on an individual, you are almost hypnotically magnetic. Individuals affected by your Presence find your manner irresistible. You must make a S// against a target to Entrance them. If you succeed, the target is favorably disposed toward you, and she will not insult or attack you for the rest of the scene/hour. A formerly neutral subject wants to aid you and act as your friend; even a previously hostile target is rendered neutral. If you take a hostile action against the subject, of course, the Entrancement is broken immediately, and it may not be used against the subject again in the same scene.

**Summon- (nS)** - Your victim need not see you, or even be seen by you—as long as the subject is known to you, you can Summon him to your side. Once called, the subject tries to get to you by whatever means possible, completely unaware of the supernatural nature of the desire and avoiding situations that would prevent fulfilling the compulsion (like locked rooms and overprotective allies). The compulsion lasts until the victim manages to arrive and make his presence known to you. To Summon: inform the Narrator of the person that you are Summoning, as well as your number of S and whether you are using the Leadership Ability. The Narrator then completes the challenge for you. You have no knowledge of the outcome, so there is no guarantee of suc-

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