



DISCIPLINES

But supposing that there be any reality in the fact of these apparitions of vampires, shall they be attributed to God, to angels, to the spirits of these ghosts, or to the devil? In this last case, will it be said that the devil will subtilize these bodies, and give them power to penetrate through the ground without disturbing, to glide through the cracks and joints of a door, to pass through a keyhole, to lengthen or shorten themselves, to reduce themselves to the nature of air, or water, to evaporate through the ground...

– ABBÉ AUGUSTIN CALMET, TREATISE ON APPARITIONS

As soon as a mortal receives the Embrace, they receive access to the powers colloquially known as Disciplines. Developed from the temperaments of victims consumed and refined to devastating potential, vampires bring these Blood-borne gifts to bear against foes and prey. Disciplines remind the Damned of their separation from mortals, as the vitae in their veins allows them to subjugate others, demonstrate

inhuman physical prowess, and perceive reality from the vantage of predators, looking down upon prey. Younger Kindred may only possess a few token powers, but even those minor gifts still provide an edge over the rank and file kine. Ancillae wield Disciplines with enough might to crush their lessers, and the elders, horrifyingly arrayed with these nightmare weapons, become unassailable against all but the most-prepared attackers.

General Rules

LEARNING DISCIPLINES Vampire rates Disciplines on a scale from one to five dots, just like other Traits. A character gains dots in a Discipline either at character creation or by purchasing them with experience points later. In order to spend experience points on this, a character usually needs to feed on the matching Resonance (see p. 226). To later learn a completely new Discipline that is not one of their Clan Disciplines, the character also needs to taste the Blood of someone who possesses it.

SELECTING POWERS Every time a character gains a dot in a Discipline they choose one power from among the listed, either from their new Discipline level or below. Vampire characters normally have an equal number of dots and powers in a Discipline – no more, no less.

EXAMPLE:

At character creation, Martha has gained two dots of Fortitude. With the first dot she can choose either of the level one powers, picking Resilience. At the second dot she can choose either Unswayable Mind (the second level 1 power) or Toughness, the level 2 power. She picks Unswayable mind. When she later gains her third dot, she can pick either Toughness or any on the level three powers: Defy Bane or Fortify the Inner Façade.

Note that she cannot pick the amalgam power Enduring Beasts at any level, as she lacks the prerequisite of one dot in Animalism.

USING POWERS Unless otherwise stated, a vampire can activate a Discipline at any time; this takes little time or overt action. Powers do not usually activate retroactively; they respond to, rather than interrupt, actions taken against the user. A vampire can activate one Discipline power per turn. Any number of powers can be active simultaneously.

Vampires add dice equal to half their Blood Potency (rounded down) to their dice pools to use or resist Disciplines (see Blood Potency, p. 215). Add the bonus from Blood Potency and Intense Temperament (p. 228) only to the user's dice pools that directly benefit from Disciplines adding dice or that use the Discipline as one of the Traits of the roll. If multiple Disciplines enhance the same roll, such as Eyes of the Beast (Protean 1) and Daunt (Presence 1), only add the bonus once.

General rules for specific Disciplines appear in the Characteristics section of each Discipline.

Amalgam Powers

Certain rare powers require proficiency in more than one Discipline. Characters must also possess the listed number of dots in the other Discipline to take these powers. For the purpose of type and other classification these powers count as belonging to both Disciplines.

Animalism

It was like something out of a horror movie. I just saw this guy walking by himself, noticed he had a bulging wallet in his back pocket, and held him up. You know, as you do? It shoulda been a simple transaction. "Your money or your life," as those old stories used to go. Well it got weird fucking quickly. The previously clear, still night filled with the baying howls and whines of I don't know... two dozen dogs? This small black guy just stared at me. His face was changing, becoming less... or more... I don't know. He looked like a rottweiler. He told me "Remember this. You fuck with a Rat, you'd better learn to run." I felt something in me breaking, and I was running.

I shouldn't have looked behind me. I don't know how many dogs were chasing me down the fucking high street, but loads of people saw it, as I screamed and spluttered and cried out for help. When those dogs brought me down and started biting me, I thought they'd eat me alive. But the weirdest thing... It's like they knew when to stop. They just... They just fucked me up! Now look at me. No fingers. No toes. No fucking nose or ears. I still see that motherfucker's staring eyes whenever I blink and I hear those fucking dogs whenever I sleep.

Nicknames: Doolittling, Taming, Bestiae Sermo

Perhaps the vampire has more in common with animal than human. A dangerous set of instincts drive them, and it takes a lot for them to withhold the urge to just lash out. Much like a wild dog

on a chain, a vampire's Beast will never truly be tamed.

Some Kindred find a way of becoming one with their Beasts. Those who do are the masters of Animalism. Some accompany the use of this power with howls, snarls, and roars, or communicate with animals in the animal's "language," though this is an affectation and not a necessity.

The Animalism Discipline sees much use among vampires who struggle to fit in or have no taste for living among mortals. Often classed as one of Caine's gifts of utility, allowing a vampire to thrive on unrefined blood or form companionship with non-sapient beings, it is also a devastating weapon against vampires who cling to their towers, and against inquisitors who suspect their enemies will only come on two legs. A swarm of blood-hungry rats invading a Kindred's penthouse haven, the Animalism-proficient vampire who cows the Sheriff's Beast in Elysium, or the beady-eyed raven that spies on a Society of St. Leopold chapter all serve to strengthen Animalism practitioners, and weaken their foes.

Characteristics

By default Animalism powers involving animals can only be used on vertebrates. Additionally, any use of the ability on herbivores adds one to the Difficulty of skill rolls involved.

- **Type:** Mental
- **Masquerade threat:** Low to medium. While talking to animals might seem eccentric, only the most violent applications of the Discipline elicit more than a few raised eyebrows.
- **Blood Resonance:** Animal blood, preferably feral.

Level 1

BOND FAMULUS

When Blood Bonding an animal, the vampire can make it a famulus, forming a mental link with it and facilitating the use of other Animalism powers. While this power alone does not allow two-way communication with the animal, it can follow simple verbal instructions such as "stay" and "come here." It attacks in defense of itself and its master but cannot otherwise be persuaded to fight something it would not normally attack.

- **Dice Pools:** Charisma + Animal Ken
- **Cost:** The animal must be fed the user's Blood on three separate nights, each of which requires a Rouse Check by the user. The amount of Blood needed to sustain the ghoul-state of the animal after this is negligible. Players starting with this power have completed this process and can chose a famulus for free.
- **System:** Without the use of Feral Whispers, below, giving commands to the animal requires a Charisma + Animal Ken roll (Difficulty 2); increase

Difficulty for more complex orders. A vampire can only have one famulus, but can get a new one if the current one dies. A vampire can use Feral Whispers (Animalism 2) and Subsume the Spirit (Animalism 4) on their famulus for free.

- **Duration:** Only death releases a famulus once bound. As long as it receives vampire Blood on a regular basis, the famulus does not age.

SENSE THE BEAST

The vampire can sense the Beast present in mortals, vampires, and other supernaturals, gaining a sense of their nature, hunger, and hostility.

- **Cost:** Free
- **Dice Pools:** Resolve + Animalism vs Composure + Subterfuge
- **System:** Roll Resolve + Animalism vs Composure + Subterfuge. A win allows the user to sense the level of hostility in a target (whether the person is prepared to do harm or even determined to cause it) and determine whether they harbor a supernatural Beast, marking them as a vampire or werewolf. On a win, a critical gives the user information on the exact type of creature (for example, a werewolf), as well as their Hunger (or equivalent) level, and their Resonance. This power can be used both actively and passively, warning the user of aggressive intent in their immediate vicinity.
- **Duration:** Passive



Level 2

FERAL WHISPERS

The vampire can commune with the beasts of the wild and the city. Feral Whispers allows two-way communication with animals. A cat might not be interested in debating Matisse's use of color but happily discusses the lack of prey around the brownstone building across the street. Depending on the vampire's skill, they can even persuade animals to perform services; like humans, animals seldom agree to things that go against their nature or endanger them.

Vampires can also use Feral Whispers to summon a chosen type of animal (see Animalism limitations above) but the animals must be present to answer. Nothing prevents a vampire trying to summon an orca in Central Park, but success seems unlikely. Summoned animals listen to the summoner, but scatter or attack if endangered.

- **Dice Pools:** Manipulation + Animalism, Charisma + Animalism
- **Cost:** One Rouse Check per type of animal chosen for the scene. Allows one summoning and unlimited communication. Free when used on famulus.
- **System:** Simple communication requires no dice pool test. Persuading an animal to perform a service requires a Manipulation + Animalism roll; the Difficulty depends on the task required. Having a bird keep an eye out for anyone entering the park at night

is Difficulty 3, while ordering any animal to defend a place with their lives is Difficulty 6.

Summoning animals uses a Charisma + Animalism roll; Difficulty depends on the scarcity of the animals summoned. The number of animals summoned depend on the margin on the test; a critical win summons most, if not all, animals of the type in the area.

- **Duration:** One Scene

Level 3

ANIMAL SUCCULENCE

The vampire can slake additional Hunger by feeding on animals. In addition, the vampire can consume its famulus, gaining nourishment far beyond what would be gained from an animal of similar stature and absorbing a sliver of its primary trait.

- **Cost:** Free
- **System:** Feeding from animals slakes 1 additional Hunger, and the vampire counts their Blood Potency as two levels lower in regards to penalties to slaking Hunger from animal blood.

Consuming one's famulus slakes 4 Hunger, regardless of animal size. This act can never remove the final Hunger die. In addition, consuming one's famulus increases the vampire's Attribute most associated with that animal (as determined by the Storyteller) by two dots. Consuming a cat might raise Dexterity or Composure; consuming a dog might raise Charisma or Resolve. Storytellers may vary the reward from

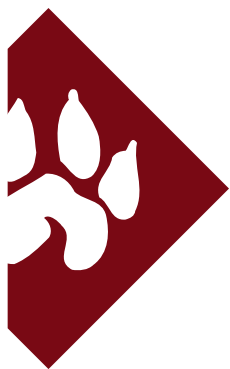
famulus consumption: draining an owl might raise the Attribute in any perception pool by two dots, or in pools involving wise decision making. The bonus lasts until the vampire's next feeding or until their Hunger reaches 5.

- **Duration:** Passive

QUELL THE BEAST

By locking eyes with a target, the vampire cowers their inner Beast into temporary slumber. Mortals affected thus become apathetic, unable to take any actions other than to stay alive, while vampires' bestial urges temporarily abate, for better or worse.

- **Cost:** One Rouse Check
- **Dice Pools:** Charisma + Animalism vs Stamina + Resolve
- **System:** Roll Charisma + Animalism vs Stamina + Resolve. A win against a mortal target incapacitates them for that scene, instilling severe lethargy. They act only to preserve themselves, not against the user or anyone else. A win against a vampire prevents the target from performing Blood Surges. While their Beast is quelled, vampires do not score messy criticals. Against vampires, this power lasts a turn plus a number of turns equal to the win margin on the contest. A critical win against a vampire target also ends their frenzy.
- **Duration:** One scene, or a number of turns equal to the test margin plus one.



UNLIVING HIVE

- **Amalgam:** Obfuscate 2

Most often seen amongst the Nosferatu, this unnerving power allows the user to extend their animal influence to swarms of insects such as flies or roaches. Certain vampires even go so far as to adopt swarms as familii, giving them a permanent home within the folds and orifices of their malformed flesh.

- **Cost:** No additional cost
- **System:** This power extends all powers previously restricted to vertebrates to insect swarms, treating a swarm as a single creature. The vampire can bind the swarm as a famulus, and some even give it the ability to nest inside the cavities of their body. This hides the swarm from sight while allowing it to nurse the minute amounts of Blood needed to sustain it indefinitely. While nested, the swarm is undetectable by anything less than X-rays.

Swarms do little damage in combat. They have Health 5 and a pool of 8 dice to resist attacks. Swarms take Superficial damage from Brawl; flame and insecticide cause Aggravated damage. Vampires can use swarms for spying, as distractions (resulting in a two-dice penalty on any roll for a single swarmed individual), or to intimidate mortals (add between one and three dice to Intimidation pools, depending on the type of insect and the victim's phobias). Players and Storytell-

ers can doubtlessly come up with even more creative uses of this power.

- **Duration:** Passive

Level 4**SUBSUME THE SPIRIT**

The vampire can completely transfer its mind into the body of an animal. They can control the animal and use its senses freely, even during the day should they manage to stay awake. While doing this, the vampire's body lies immobile as if in torpor.

- **Cost:** One Rouse Check. Free if used on famulus.
- **Dice Pools:** Manipulation + Animalism
- **System:** Make a Manipulation + Animalism test; Difficulty 4. On a win, the vampire can inhabit the animal's body for one scene. On a critical win, the vampire can inhabit the animal indefinitely.

Extending this possession into the daylight hours requires the vampire to stay awake (p. 219); seeing the sun requires a test for fear frenzy though the sunlight does not damage the animal being ridden. The user remains oblivious to their original body, but harm to it pulls them out of the trance and releases the animal. Death of the possessed animal also ends the trance, and the vampire takes a point of Aggravated Willpower damage from the shock.

- **Duration:** A scene / indefinitely (see above)

Level 5**ANIMAL DOMINION**

The power the vampire holds over beasts is now great enough to command flocks and packs as if they were extensions of their own body. At a gesture, animals lay down their lives by the dozens, even hundreds, to appease their master.

- **Cost:** Two Rouse Checks
- **Dice Pools:** Charisma + Animalism
- **System:** Chose a type of animal and make a Charisma + Animalism roll with a Difficulty depending on the nature of the animals and the order given. Getting a flock of crows to disperse and look for a specific individual (given some means of identifying their target) is relatively easy (Difficulty 3), but getting a pack of dogs to give their lives in a suicidal attack on another vampire is more of a challenge (Difficulty 5). The power does not allow the user to summon animals, but compels those already present to obey. The vampire can command the animals to return after completing their task, if they have means to do so.
- **Duration:** A single scene or until the directive is fulfilled, whichever is shortest.

DRAWING OUT THE BEAST

The vampire can project their Beast at the moment of terror or fury frenzy, transferring it into a nearby subject, either mortal or vampire. That person immediately experiences the frenzy instead,



going on a merciless rampage or fleeing in terror depending on the trigger.

- **Cost:** One Rouse Check
- **Dice Pools:** Wits + Animalism vs Composure + Resolve
- **System:** Instead of the Willpower roll to resist a terror or fury frenzy, roll Wits + Animalism vs Composure + Resolve of the target. If the user fails, they enter frenzy as though they had failed the Willpower roll. On a win, the target experiences that frenzy instead of the user. Later stimuli can still provoke frenzy in the user, but they can use this power as long as they can make Rouse Checks and further targets remain available.

This power cannot transfer a hunger frenzy.

- **Duration:** Frenzy duration (see p. 220)

Auspex

I can still feel it, yeah? In my head. I call it "it" even though I know it's her. She got inside my damn head and won't stop laughing. She got in there and won't shut up! I'm sorry. I can be calm. First I thought God was answering my prayers. It said it wanted to get to know me and I'd been so lonely. It started telling me things about myself I'd forgotten. It knew every part of me. It felt nice, I guess, for someone to take an interest.

But then it started using my brain against me. It started telling me what I was going to do before I did it. It started telling me that if I didn't dance to its tune, I'd never be free of it. I

didn't want to be alone, but I didn't like where this was going. That's why I took the drill to my head.

The thing is, and listen: I'm not crazy. I know crazy, and I know I look crazy, but I'm not. What I was dealing with was something, someone, projecting her mind into mine and picking me apart when I was at my most vulnerable. I still don't know why she did it other than for some cheap thrills and the combination to my company safe, but now I'm left with the memory of that intrusion and am convinced the only way I can stop it is by killing the woman responsible. That's why I was recruited by the government. All I have to go on is the word "Asylum," but I won't stop until her laughing does.

Nicknames: Voyeurism, Scrying, Anima Visus

Among the greatest gifts and worst curses afflicting vampires, the Discipline of Auspex allows Kindred to discern truth from lies, probe the minds of those around them, and perceive reality on a different level than other beings. What appears to be the ultimate power in foresight and vision grants its wielders perhaps too much knowledge. They may detect an assassin's blade before it strikes or get into an enemy's head to turn them around, but they can also sense every shift in emotion, good and bad, see things they wish they had not, and discern futures they may not wish to explore. Users of Auspex invite paranoia, but using it is addictive. Once you know the truth rests within your grasp, you seek it out at every opportunity.



Kindred use Auspex in many ways. Some vampires act as spies for their courts or factions. Others act on their own, blackmailing mortals and immortals with secrets gleaned from quiet conversations, subtle emotional shifts, and telepathic intrusion. Auspex allows its user to play the role of domain detective, studying the scene of a vampire's destruction for tell-tale spiritual clues or interrogating suspects with unnatural accuracy.

Characteristics

Storytellers may wish to make Auspex rolls for characters in order to more convincingly provide wrong or incomplete answers after failed rolls.

- **Type:** Mental
- **Masquerade threat:** Low. Auspex never by itself manifests in a way visible to the naked eye or causes effects that can't be rationalized, if only as dumb luck.
- **Blood Resonance:** Phlegmatic. Artists (especially photographers) and visionaries, certain schizophrenics, users of psychoactive substances, detectives.

Level 1

HEIGHTENED SENSES

The vampire's senses sharpen to a preternatural degree, giving them the ability to see in pitch darkness, hear ultrasonic frequencies and smell the fear of cowering prey.

- **Cost:** Free (but see below)
- **Dice Pools:** Wits + Resolve

- **System:** The user adds their Auspex rating to all perception rolls. If exposed to extreme sensations, such as loud bangs, flashes of intense light or overpowering smells while the power is active the user must succeed on a Wits + Resolve (Difficulty 3 or more) roll to dampen their senses in time, or the overload causes them to sustain a -3 dice penalty to all perception-based rolls for the rest of the scene.

- **Duration:** Until deactivated. Having the power active for longer stretches of time without rest (more than a scene), especially so for high-stimulus environments, might necessitate spending Willpower, at the Storyteller's discretion.

SENSE THE UNSEEN

The senses of the vampire become attuned to dimensions beyond the mundane, allowing them to sense presences otherwise hidden from the naked eye. This can be anything from another vampire using Obfuscate to someone using Auspex to spy upon the character to a ghost in the middle of the room. Dormant Blood Sorcery spells and rituals might also be found with this power, at the Storyteller's discretion.

- **Cost:** Free
- **Dice Pools:** Wits + Auspex or Resolve + Auspex
- **System:** Whenever there's something supernatural hiding in plain sight, the Storyteller makes a hidden roll of Wits + Auspex against a Difficulty

they choose. Against an entity actively trying to stay hidden, the Storyteller can call for a blind roll ("Lisa, roll seven dice for me") as a contest against the target's relevant pool. (For example, detecting a vampire using Obfuscate would be a roll of Wits + Auspex vs Wits + Obfuscate) If the vampire actively searches for a hidden supernatural entity, they roll Resolve + Auspex similarly.

- **Duration:** Passive

Level 2

PREMONITION

The vampire experiences flashes of insight. These may take the form of raised hackles, sudden inspiration or even vivid visions. While never too precise, these visions can nudge the vampire out of harm's way or reveal a truth previously overlooked.

- **Cost:** Free or one Rouse Check
- **Dice Pools:** Resolve + Auspex
- **System:** Whenever the Storyteller deems it appropriate, this power gives the character a sudden hint that aids them in some way: letting them find a clue they've missed or saving them from danger. Whether it gives the character a sudden vision of themselves walking into a trap, an inviting red glow over the second right turn during a chase, or the brief flash of a skeleton beneath the floorboards in the Prince's office, this power always gives the Storyteller license to subtly speed up play or move the story onto



a desired track. The suggested limit is one premonition per scene, even if more than one character has Premonition.

- The user can also actively provoke a premonition by focusing on a subject, making a Rouse Check and rolling Resolve + Auspex. The number of successes rolled determines the level of insight on the subject, if any.
- **Duration:** Passive

Level 3

SCRY THE SOUL

By focusing on a person, the vampire can perceive the state of that person's psyche as a shifting aura of colors. Auras reveal little precise information, but do provide clues regarding many subjects, e.g., emotional state, Resonance, and supernatural traits. If looking for a specific condition, the vampire can cursorily scan the crowd to detect it. Such cursory scans provide no further information.

- **Cost:** One Rouse Check
- **Dice Pools:** Intelligence + Auspex vs Composure + Subterfuge
- **System:** Make an Intelligence + Auspex vs Composure + Subterfuge roll. On a win, the Storyteller truthfully answers a number of questions equal to the margin of the roll about the target's aura and psyche, including:
 - The emotional state of the subject
 - The Resonance in the subject's blood

- Whether the subject is a vampire, werewolf, ghoul or any other supernatural being
- Whether the subject is under the influence of Blood Sorcery or other magic
- Whether the subject has committed diablerie in the last year
- A critical win allows discovery of something unexpected, as determined by the Storyteller

If scanning a crowd, roll versus a Difficulty determined by the size of the crowd and external distractions, as well as the type of trait being sought. (Finding the vampire in the living room might only be a Difficulty 3, while finding the most nervous person at a crowded rave is most likely Difficulty 6 or higher.)

- **Duration:** One turn, or Storyteller's discretion

SHARE THE SENSES

By reaching out with their mind, the vampire can tap into the senses of another mortal or vampire, seeing, hearing, and feeling what they do. The user still retains their own perceptions and is still aware of their own surroundings, though the effect requires some getting used to. The user decides whether to tap into only one, some, or all of the target's senses. When used on a stranger this power requires line

of sight to initiate. However, it can be used over longer distances on someone who still has some of the user's Blood in their body.

- **Cost:** One Rouse Check
- **Dice Pools:** Resolve + Auspex
- **System:** Roll Resolve + Auspex at Difficulty 3. This Difficulty can go up depending on distraction, distance, and other factors, such as the amount of the user's Blood that remains in the target. The target usually remains unaware of the intrusion, but Sense the Unseen can allow the passenger to be noticed. To get rid of an unwanted rider, the victim must beat the intruder at a Wits + Resolve vs Wits + Resolve roll. An Auspex user thrown out this way cannot make another Sharing attempt until the next night.

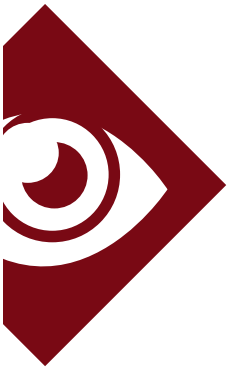
- **Duration:** One scene

Level 4

SPIRIT'S TOUCH

By touching an inanimate object or the ground at a location, the vampire can sense the emotional residue left by those who have handled that object or visited the location in the past. The user gains insight into not only that person, but also what was done and under what circumstances. While rarely crystal clear, the information often provides leads impossible to gain from regular forensics and deduction.

- **Cost:** One Rouse Check



- **Dice Pools:** Intelligence + Auspex
- **System:** Make an Intelligence + Auspex roll versus a Difficulty depending on the information sought. Gleaning the emotional state of the user of a murder weapon used a few days before is Difficulty 3, but sensing the surroundings in which a 300-year old letter was written approaches Difficulty 6 or higher. Each point of margin on the roll allows the user to sense roughly one additional previous handler and set of circumstances, counting backwards from the most recent.
- **Duration:** One turn

Level 5

CLAIRVOYANCE

By closing their eyes and entering a light trance, the vampire becomes master of its surroundings. In a few minutes it can gather information from roughly a city-block sized area (more if outdoors or less populated) that would normally take many hours, perhaps days of legwork and investigation. Once connected in such a way to their surroundings the vampire can also receive information on anything happening out of the ordinary in the area.

- **Cost:** One Rouse Check
- **Dice Pools:** Intelligence + Auspex
- **System:** Roll Intelligence + Auspex against a Difficulty based on the security and level of activity of the area. Using Clairvoyance on one's own mansion would be Difficulty 3

while an unfamiliar city block in the slums of a major city would amount to 7 or more. The user adds their base Haven rating in extra dice to the pool when using Clairvoyance on their own haven.

The Storyteller answers the vampire's questions about the comings and goings in the area, what people have seen and heard, topics of local gossip, recent major shocks or impressions, and so forth. The player can ask roughly one question per point of margin; answers about deliberately concealed information might consume more than one point. A critical win reveals something major, regardless of the questions asked, assuming there is something to reveal.

The vampire can also clairvoyantly monitor events in progress, though this requires them to remain in the area for as long as the effect is active.

- **Duration:** A few minutes for information gathering, up to a night for vigilance.

POSSESSION

- **Amalgam:** Dominate 3

With this power the vampire can strip the will of a mortal and completely possess their body, using it as their own. While the mind of the subject remains hidden to the vampire, they can do anything and go anywhere the subject could while the power remains active. Using this, a vampire can even experience the sunlight, food, and physical

sexuality long denied them, their host paying the price for whatever abuse the vampire wreaks on their body while riding it.

- **Cost:** Two Rouse Checks
- **Dice Pools:** Resolve + Auspex vs Resolve + Intelligence
- **System:** This power can only be used on mortals. If the mortal is a ghoul, they must first be Blood Bound to the user. Before possession can begin, the vampire must have eye contact with their victim (See Dominate, p. 254). The user then engages in a Resolve + Auspex vs Resolve + Intelligence conflict with the victim in order to inhabit their body. If the vampire's player rolls a total failure, the victim becomes immune to further Possession attempts for the duration of the story.

Once the vampire inhabits the body of their victim, their own body falls into a torpor-like trance, completely unaware of their surrounding and their own physical state except for Aggravated damage, which breaks the trance and ends the effects. A vampire possessing a mortal can use Auspex, Presence, and Dominate through them. If the user wishes to extend Possession into daytime, they must make a roll to stay awake (p. 219). Failure to stay awake ends the power. Any Aggravated damage to the subject also risks ending the possession – the user must succeed at a Resolve + Auspex roll (Difficulty 2 + damage taken) to stay in control. If the subject dies during Possession,



the resulting spiritual trauma immediately causes the user to sustain three levels of Aggravated damage to Willpower.

This power does not give the user the ability to read the mind, use the skills, or emulate the manners of the victim. Any skills employed use the possessing vampire's rating. The user must make a Manipulation + Performance vs Wits + Insight roll to successfully impersonate the victim's manners, expressions, and the like.

Finally, Possession violates the victim even more profoundly than a Blood Bond. The Storyteller should consider awarding Stains for this action.

- **Duration:** Until ended, voluntarily or involuntarily.

TELEPATHY

At the highest levels of Auspex the vampire can now literally read minds, as well as project their own thoughts into the minds of others. While reading a mortal mind is relatively straightforward, undead minds requires a higher effort to penetrate.

- **Cost:** One Rouse Check (plus one Willpower vs non-consenting vampires)
- **Dice Pools:** Resolve + Auspex vs Wits + Subterfuge
- **System:** The user is not required to roll any dice to project their thoughts to another, vampire or mortal, though they do require line of sight. To read the mind of a mortal within line of sight, roll Resolve + Auspex vs Wits

+ Subterfuge while looking into their eyes. (Unless the mortal consents, in which case no roll is required.) A win means that the user can discern surface thoughts as a stream of images, with higher margin allowing the user to probe for more distant or buried memories. A critical win gives a coherent picture of the subject's current thoughts and intentions. To read the mind of a non-consenting vampire, spend one Willpower point before rolling.

- **Duration:** Roughly one minute per Rouse Check. Increased to a full scene on consenting subjects.

Celerity

Report #600 – Unnatural Speed

We have now observed on 37 occasions the unnatural speed of the blank-body. The species is capable of bursts of speed and grace, appearing before one of us, moving to the rear, and biting from behind in what is estimated to be fewer than two seconds. Additionally, some rare blankbodies have shown they can continue acting at this fast rate, appearing down the other end of a street in ten seconds when it should take 60.*

There is no known remedy or defense against this quickness, which acts as one of the greatest threats to our termination of the species. It is supposed that they require blood in their systems to act in this way, but we do not know how much or how long said blood fuels their actions.

Current protocol is to record blankbodies of this type from a distance. If cornered by one, permission is granted

to detonate a microbomb on the agent's person, as even the fast types do not show resistance to areas of fire or shrapnel. Slowing or destroying one of these creatures is worth a single agent's life.

**at time of report.*

Nicknames: Bolting, Slipping, Velocitas

The ability to strike fast, dodge blows, and escape pursuers allows Kindred to become extremely effective predators. Celerity enables vampires to move faster than any natural creature, though it does more than grant a supernatural speed, with vampires employing it actually appearing to think almost as fast as they act. While some vampires use to slice and stab at enemies without fear of riposte, others simply use it to get from A to B faster than any other person on foot.

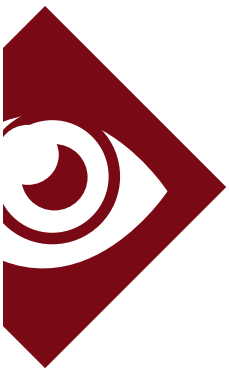
Characteristics

- **Type:** Physical
- **Masquerade Threat:** Medium-High. Most Celerity powers are clearly inhuman, the only saving grace being that they're very hard to catch on film or photograph.
- **Blood Resonance:** Choleric. Fear and utter terror, runners, athletes, amphetamine and alkaloid users, habitual players of first-person shooters and other twitch games.

Level 1

CAT'S GRACE

The vampire gains a balance and



grace equal to and surpassing world-class trapeze artists. They can walk and even run across ledges and wires effortlessly and can keep their balance on the slimmest of supports.

- **Cost:** Free
- **System:** The user automatically passes any Dexterity- or Athletics-based roll needed to keep their balance. Note that this power does not allow them to balance on support that cannot take their weight.
- **Duration:** Passive

RAPID REFLEXES

While their bodies still can't defy the laws of nature, vampires with this power perceive events instantly and can react to them with superhuman alacrity. They can observe incoming projectiles to the extent that they can attempt to dodge arrows and even bullets without available cover.

- **Cost:** Free
- **System:** With this power, vampires suffer no penalty to their defense pools for lack of cover against Firearms attacks. They can also take a minor action (see p. 298) worth up to two dice per turn, such as readying or reloading a weapon, for free.
- **Duration:** Passive

Level 2

FLEETNESS

Their mastery of Celerity now allows the vampire to move and react with dizzying speed.

- **Cost:** One Rouse Check

HOW FAST IS FAST?

Vampire does not ask players to move figures on a grid. We don't provide precise meters-per-second equivalents for the speeds attained by Celerity, and even if we did, not every combat turn lasts the same number of seconds. The Storyteller decides how many floors of a staircase a vampire with Celerity climbs in a turn based on the results of the contest with its foes or based on dramatic necessity, not by using dots and multipliers.

But some players want to ground their game, at least slightly, in the specific. Usain Bolt, the fastest human being ever timed, runs nearly 45 km/hour. If you assume a dot in Dexterity equals 9 km/hour running flat-out, you have a thumbnail answer to the eternal question "Can my vampire catch that speeding car?" ("No.") Of course in your game, a dot in Dexterity can mean whatever you need it to mean – but it mostly means an edge over those with one less dot in Dexterity.

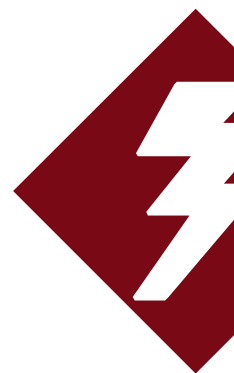
- **System:** Add the Celerity rating to user's dice pool for non-combat Dexterity tests. Once per turn the user may also do this when defending with Dexterity + Athletics.
- **Duration:** One scene

Level 3

BLINK

The vampire swiftly closes in on a foe, engaging or escaping in the blink of an eye. To an unprepared observer the user almost appears to teleport, a rush of wind the only sign of their passing.

- **Cost:** One Rouse Check
- **Dice Pools:** Dexterity + Athletics, or as needed
- **System:** The vampire moves in a straight line toward a target, covering any distance under 50 meters while still having enough time to perform an action, such as an attack, during the turn. If the terrain is in any way hazardous, the character needs to make a Dexterity + Athletics roll to avoid stumbling and coming to a halt on the way. The Storyteller may call for other contests as desired, especially if the vampire races a distant foe to an object or an action. Vampires engaging a foe with this power act as if already engaged when the turn begins.



EXAMPLE:

Seo-Hee has Blink, facing an FBI agent 40 meters across hazardous terrain with his Glock 17 out. She wants to get inside the shooter's arc before he

can fire. She rolls *Dexterity + Athletics* vs. the G-man's *Dexterity + Firearms*. On a win, she can make a *Brawl* or *Melee* attack before the Fed can fire. If the agent wins, he can get a shot off at the vampire first, and then she can make a *Brawl* or *Melee* attack.

- **Duration:** One turn

TRAVERSAL

With blurring speed the vampire can run or climb along any surface, including vertical and even liquid mediums. While Traversal does not grant insect-like supernatural traction, running up or along walls present little problem. Walking on water remains impossible, but the vampire can run on water for a limited distance given a run-up.

- **Cost:** One Rouse Check
- **Dice Pools:** *Dexterity + Athletics*
- **System:** Make a *Dexterity + Athletics* roll with a Difficulty of 3 (inclined surface with traction) to 6 (slick vertical surface, open water), depending on the surface and angle. Each point of margin gets the vampire further up or out; a margin of 0 gets to a close target, a margin of 1 to one farther than that, and so forth. The Storyteller should inform the player beforehand if a target is too distant to even attempt Traversal; as a rule of thumb, anything over water farther than 60 meters (or more than 30 stories up a building) probably exceeds this power's range.
- **Duration:** One turn

Level 4

DRAUGHT OF ELEGANCE

The Blood of the vampire becomes saturated with the power of *Celerity*, conveying a part of that power to anyone who drinks of it. While this is also a first step towards a Blood Bond, already bound thralls or servants have little use for such worries, and even non-bound allies might decide to brave a sip for the sake of temporary power.

- **Cost:** One Rouse Check
- **System:** Drinking a Rouse Checks worth of Blood directly from the user gifts the drinker with temporary *Celerity* equal to half the *Celerity* dots (rounded down) of the donor. The drinker gains the same non-Amalgam powers as the donor's, up to that level.
- **Duration:** One night; for vampires, until the next feeding or the vampire reaches Hunger 5

UNERRING AIM

- **Amalgam:** Auspex 2

The world around them slowing to a crawl, the vampire can aim and throw or fire any weapon at a target as if the target were stationary.

- **Cost:** One Rouse Check
- **System:** Use before making a ranged attack. The target makes no roll to dodge or defend; make the attack at Difficulty 1. An opponent possessing *Celerity* 5 can nullify this power by making their own Rouse Check, defending at the same speed.
- **Duration:** A single attack

Level 5

LIGHTNING STRIKE

Faster than the eye can follow, the vampire can strike with fist or melee weapon at such speed that the opponent is unable to defend or take evasive action.

- **Cost:** One Rouse Check
- **System:** Use before making a *Brawl* or *Melee* attack. The opponent makes no roll to dodge or defend; make the attack at Difficulty 1. An opponent possessing *Celerity* 5 can nullify this power by making their own Rouse Check, defending at the same speed.
- **Duration:** A single attack

SPLIT SECOND

The speed at which the vampire moves catches up with their super-charged perception, allowing them to react to events around them at a moment's notice. Ambushers find their prey already standing behind them, and favors asked are completed before the words leave the supplicants mouth.

- **Cost:** One Rouse Check
- **System:** The player can supersede the Storyteller's narration of events, within reason. They can choose to have their character move through a door before it closes, circumvent an ambush after it has been triggered, roll out of the way of an explosion, and so forth. The action taken must be reasonable and should not take more than a few seconds in real time. The Storyteller decides what Skills, if any, need to be checked to

successfully accomplish an action begun using this power.

- **Duration:** Roughly one action, as determined by the Storyteller.

Dominate

“Miss Savona, I assume.” Talley bowed deeply to the Ventrue prodigy as she and her entourage entered the monument where their meeting was to take place.

“Call me ‘Miss,’ ‘Madame,’ ‘Lady’ or whatever you choose, Hound. Your actions carry more weight than your skill in etiquette.” Fiorenza Savona dismissed two of her bodyguards with a gesture, a flick of imaginary dust from her sleeve. “You and your clanmates have done well. We witnessed the burning of four Sabbat Cardinals last month, thanks to your... sacrifice. We are ready to approach the Magisters with serious talks regarding your joining the fold.”

Talley smiled, though his smiles were always false, and caught Savona’s eyes. “You will dismiss your security immediately.” The words cleaved through the Ventrue’s mind like a broadsword, wielded without subtlety.

She grimaced and hissed at the Lasombra. “You think to manipulate me so directly? I am not some thin-blood or ghoul to be commanded, Keeper!” Each member of her entourage went for their holstered weapons.

“Wait, wait...” Talley was grinning now. “I just wanted to ensure you were not some weak envoy. I prefer diplomacy with strong characters, and clearly, you are that. I meant no offense.” Savona’s guards froze, awaiting her response. She ordered them to put their weapons away.

Talley bowed again, mentally noting that to get to this Ventrue, he would need to focus on crushing the wills of her servants instead.

Nicknames: Snake Charming, Mesmerism, Mentis Imperium

Dominate grants the vampire the ability to control the actions of others, manipulate their memories, and force living creatures into acts they would not perform of their own volition. At its most basic, Dominate enables a vampire to make a victim forget the feed they just endured or enjoyed. At its most dangerous, it allows Kindred to enslave entire crowds of kine. This is the Beast at its most cruel and controlling.

Dominate acts as a bludgeon to enforce the Masquerade, create submissive servants, and reinforce the self-assuredness of the vampire. When using this Discipline, Kindred feel omnipotent, although the wisest of them know that this too may be shackles of a kind, slipped upon them by the Blood.

Characteristics

Most Dominate powers require eye contact with the victim. Once they establish contact, Dominate holds the gaze of the victim until the user conveys their command or commands, barring interference. Catching the eyes of someone actively attempting to avoid the vampire’s gaze requires a contest of the user’s Resolve + Intimidation vs the target’s Wits + Awareness. It is of course impossible to catch the eyes of someone squeezing their

eyes shut or wearing a blindfold, but that person should be easy prey to other tactics.

Using Dominate in combat or in other frantic situations is limited to people attacking or otherwise interacting with the user directly, as everyone else’s attention is firmly focused on their own peril.

Unless the user has supernatural means such as Telepathy (Auspex 5) at their disposal, they must command the victim verbally. The victim must be able to hear the user and understand their language.

Without Terminal Decree (Dominate 5), commands resulting in obvious death or serious injury fail automatically. Subjects roll to resist commands resulting in other social or physical harm, such as undressing in public. (See individual powers for details.) Vampires cannot use Dominate to extract information, as the victim becomes a mindless puppet while under its influence. For example, the Compel command “Speak” results in blabbering word salad, while someone Mesmerized to “tell what you know about the assassin” responds “what you know about the assassin.” Dominate cannot make subjects do something they could not do on command, such as “Sleep.” Ultimately, the Storyteller determines what the Discipline can accomplish, but they should take care that Dominate remains one Discipline of many, rather than the catch-all solution to every problem.

Dominate cuts to the core of vampiric mastery and preda-



tion. Thus, vampires must resist attempts to Dominate them. A vampire of lower (stronger) generation can resist Dominate attempts from higher generation vampires by spending a Willpower point, negating the effect completely.

On a total failure on the roll of any Dominate power, that vampire can no longer Dominate that target for the rest of the story.

Dominate threatens Humanity, especially if the vampire has any Principles involving personal freedom or forbidding violations of human integrity. Using it may incur Stains (p. 239).

- **Type:** Mental
- **Masquerade Threat:** Low. Barring someone Dominating an entire auditorium to jump off the cliffs of Dover, it remains one of the more subtle vampiric powers.
- **Blood Resonance:** Phlegmatic. The blood of the submissive or the dominant, masters and slaves, captains of industry, power trippers, cult leaders and followers.

Level 1

CLOUD MEMORY

By uttering the phrase “Forget!” the user can make the Dominated victim forget the current moment as well as the last few minutes, enough to mask a superficial feeding or a chance meeting. No new memories are formed and if pressed the victim realizes they have a few minutes missing.

- **Cost:** Free

- **Dice Pools:** Charisma + Dominate vs Wits + Resolve
- **System:** No roll is required against an unprepared mortal victim. Clouding the memory of a resisting victim or another vampire requires a Charisma + Dominate vs Wits + Resolve roll.

- **Duration:** Indefinitely

COMPEL

With eye contact, the vampire can issue the victim a single-action command, no longer than a short sentence, to be obeyed to the letter. It must be possible to complete the command in a single turn. The Storyteller decides whether to interpret ambiguous commands in an unexpected or unfavorable way; alternatively, the command simply confuses the victim and fails.

- **Cost:** Free
- **Dice Pools:** Charisma + Dominate vs Intelligence + Resolve
- **System:** No roll is required against an unprepared mortal victim. Commanding a resisting victim, a victim the vampire has previously Dominated in the same scene, or another vampire requires a contest of Charisma + Dominate vs Intelligence + Resolve. Commands that go against the victim's nature also require such a contest.
- **Duration:** No more than a single scene

Level 2

MESMERIZE

The vampire can issue complex commands to a victim, as long as

they have the subject's gaze and relative quiet in which to issue instructions. The instructions must be carried out immediately to the victim's best ability, and must not contain any conditional actions (“...if you see Henry, give him the document”), as this would require the victim to exercise cognition.

- **Cost:** One Rouse Check
- **Dice Pools:** Manipulation + Dominate vs Intelligence + Resolve
- **System:** No roll is required against an unprepared mortal victim. Commanding a resisting victim or another vampire requires a contest of Manipulation + Dominate vs Intelligence + Resolve. Commands that go against the victim's nature also require such a contest.
- **Duration:** Until the command is carried out or the scene ends, whichever comes first.

DEMENTATION

- **Amalgam:** Obfuscate 2

This subtle power requires nothing more than casual conversation, as the vampire's insidious influence hides between the lines and inflections employed. The victim finds themselves increasingly agitated as their inner demons bubble to the surface, eventually drowning out all rhyme and reason.

- **Cost:** One Rouse Check per scene
- **Dice Pools:** Manipulation + Dominate vs Composure + Intelligence
- **System:** After engaging in con-

versation with a victim, the user can activate this power. For the duration of the scene, the user may attack a single individual each turn in a Manipulation + Dominate vs Composure + Intelligence conflict, causing Superficial damage to Willpower. A mortal who becomes Impaired by this power experiences a nervous breakdown or psychotic break, the shape and nature of which depends on their personality (and perhaps their blood Resonance). A vampire that becomes Impaired by this power must immediately succumb to a Compulsion, as chosen by the power's user.

If the user wants to affect multiple victims, they need to make a separate Rouse Check for each one.

- **Duration:** One Scene.

Level 3

THE FORGETFUL MIND

The vampire can rewrite whole swathes of the victim's memories, as long as they can keep the victim's gaze and full, uninterrupted attention. The vampire verbally describes the victim's new memories, which the victim then accepts as their own. This power does not allow the user to investigate the victim's true memories; it more resembles blindly painting over the old canvas.

- **Cost:** One Rouse Check
- **Dice Pools:** Manipulation + Dominate vs Intelligence + Resolve

- **System:** The user rolls a contest of Manipulation + Dominate vs Intelligence + Resolve. Each point of margin allows the user to add or remove an additional memory. The victim recalls the edits vaguely, foggy ideations that can fall apart under close questioning. A critical win creates a flawless imprint, as real as any true memory.

- **Duration:** Indefinitely

SUBMERGED DIRECTIVE

When using Mesmerize, the vampire can now implant a post-hypnotic suggestion, allowing the command to remain dormant until a specific stimulus occurs. This trigger can be anything from a specific date, to a person ("When you meet Roland, tell him these words"), to hearing a specific phrase. The Submerged Directive never expires; people can conceivably walk around with an order buried in their mind for years. The user can only embed one suggestion per victim.

- **Cost:** No additional cost
- **System:** As Mesmerize, though the Storyteller might want to make any rolls in secret. There's no way of knowing if the submerged suggestion works until the conditions are met.
- **Duration:** Passive

Level 4

RATIONALIZE

The vampire's victims now believe that anything they do under the influence of Dominate was a result of their own free will, and defend

their actions, however absurd. Long-term exposure to this power can lead to severe mental trauma in the victim.

- **Cost:** No additional cost
- **System:** If pressed on their belief, the victim can make a Wits+Awareness test (Difficulty 5). A win makes them question their own statement, and possibly their sanity.
- **Duration:** Indefinitely

Level 5

MASS MANIPULATION

The vampire can now command entire gatherings of mortals, and in some cases even groups of vampires. The vampire can use this power both to issue instructions and to manipulate memories.

- **Cost:** One Rouse Check in addition to the cost of the power amplified
- **System:** The vampire can amplify any of their other powers to affect a group of people, mortal or vampire, at once. All of the victims need to see the eyes of the user. The user makes any needed roll against the strongest opponent in the group.
- **Duration:** As per power amplified

TERMINAL DECREE

No longer hampered by the self-preservation instincts of their victims, the vampire can now issue commands that directly lead to the harm or death of the victim. Mortals can be made to blow their brains out, jump from rooftops,



or swallow poison. Vampires can, with a bit of effort, be made to walk into fire or sunlight.

- **Cost:** No additional Hunger cost, but the Humanity cost is potentially severe
- **System:** Terminal commands now must be resisted (see individual powers regarding rolls involved), rather than failing automatically.
- **Duration:** Passive

Fortitude

A deafening rattle like several glass doors slamming shut punctuates the quiet ambience, as a hail of gunfire blasts through the office and into the company's directors. A few slump dead onto the mahogany table around which they were sat, while others writhe on the floor in pain. The gunman flees, dropping his weapon and charging out the fire escape.

A chorus of wounded cries and moans rises from the boardroom, as Mayumi Shibasaki pulls herself from the floor, wiping her hands down her suit, punctured with bullet holes. A few heavy thuds follow, as chunks of metal fall from the material where they sat after finding her flesh resistant to the bullet spray. She looks down at the wounded board members, and sucks a few mouthfuls of blood from the open wounds on display, her mind fixated on two things:

Whoever ordered this hit couldn't have known how resistant her flesh could be.

Whoever ordered this hit would pay for a new damn suit.

Nicknames: Bricking Up, Stone Flesh, Resistentia

Much prized by immortals, Fortitude grants the ability to resist physical and mental assault. Few vampires survive longer than a century without at least a mote of Fortitude, especially in a world where violence is common and not even Kindred are safe. In these nights, fewer vampires use Fortitude to resist the sun than they do to withstand violent harm, fire, and supernatural coercion.

Those possessing Fortitude exemplify the stolid pillars of Kindred society, able to withstand blows and charms without movement or sign of dilapidation. Few vampires feel as secure in their immortality as do elder Blue Bloods and Ferals.

Characteristics

- **Type:** Physical
- **Masquerade Threat:** Medium. Eyewitnesses undoubtedly react upon someone taking a terminal beating or a hail of bullets and getting back up seemingly unhurt. Favorite cover-up explanations include erroneous recollection in the excitement (the bullets only seemed to hit), special effects (YouTube prank), or the tried-and-tested “must have been on PCP” rationale.
- **Blood Resonance:** Melancholic. Survivors of war, abuse, or misfortune; endurance runners; mountain climbers; infantry and special forces; those with very powerful immune systems.

Level 1

RESILIENCE

Endowed with supernatural endurance, the user can strengthen their physical resolve.

- **Cost:** Free
- **System:** The user adds their Fortitude rating to their Health track.
- **Duration:** Passive

UNSWAYABLE MIND

The user gains a mystical ability to resist any attempts to sway them through mundane charms, coercion, and wiles. Some exhibit Unswayable Mind as zen-like calm, others as supernatural stubbornness.

- **Cost:** Free
- **System:** The user adds their dots in Fortitude as extra dice in any roll made to resist coercion, intimidation, seduction, or any other attempt to sway the user's mind against their will. This power also works against supernatural abilities such as Dominate and Presence.
- **Duration:** Passive

Level 2

TOUGHNESS

All vampires with this power exhibit an innate ability to ignore damage that would otherwise inconvenience and even disable others of their kind. While this power alone gives no protection against banes and other aggravated damage, the protection it confers adds up in the long run.

- **Cost:** One Rouse check
- **System:** Subtract the Fortitude of the defender from all Superficial damage sustained. This occurs before halving the damage, and cannot reduce the damage below one.
- **Duration:** One scene

ENDURING BEASTS

- **Amalgam:** Animalism 1
The user shares a small portion of their unnatural toughness with the animals they influence. Teeming swarms and great beasts alike exhibit a resistance to fleeting injuries almost equal to the vampire themselves.
- **Cost:** Free (for famulus); One Rouse Check (for other animals)
- **Dice Pools:** Stamina + Animalism (for non-famulus animals)
- **System:** The vampire can choose to extend some of their Fortitude powers to animals affected by their Animalism. Any animal thus imbued gains additional Health levels equal to the Fortitude dots of the vampire. Using this power on their famulus is free and automatic. To imbue other animals besides their famulus, the user must make a Rouse Check and roll a test of Stamina + Animalism (Difficulty 3). The user can fortify one animal per point of margin. When the effect ends, remove unmarked Health first; this may result in the animal expiring.
- **Duration:** One Scene.

Level 3

DEFY BANE

By preparing themselves with an expenditure of power, the vampire can make themselves temporarily resistant to fire and sunlight as well as other grievous wounds that would threaten them with Final Death.

- **Cost:** One Rouse Check
- **Dice Pools:** Wits + Survival (to activate reflexively)
- **System:** The user can convert a number of Aggravated damage equal to their Fortitude rating to Superficial damage when sustained. They may not heal that Superficial damage for the rest of the scene. This power converts a number of damage per scene, not per wound or per attack.

EXAMPLE:

Salman has Fortitude 3. During the upcoming brawl, he could for example convert 2 points of Aggravated damage to Superficial, then convert 1 more point of Aggravated damage taken the next turn before his power expires.

The user can renew this power once expired by making another Rouse Check. If endangered unexpectedly, the user can activate this power reflexively with a Wits + Survival roll (Difficulty 3) upon receiving Aggravated damage. If the user fails the test, the power does not activate;

if they win the test, they must make a Rouse Check to pay for the power.

- **Duration:** One scene or until expired, whichever comes first

FORTIFY THE INNER FACADE

Instead of hardening the vampire's physical frame, this power allows the user to protect their thoughts and emotions from supernatural prying. Their mind appears completely blank while their aura is, for lack of better words, flat.

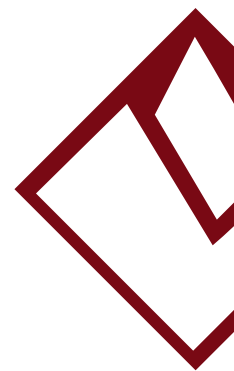
- **Cost:** Free
- **System:** Increases the Difficulty of using Scry Soul (Auspex 3), Telepathy (Auspex 5), and similar powers on the user by half their Fortitude rating (round up). If the rules allow the user to resist these powers, they add their Fortitude rating to their dice pool instead.
- **Duration:** One scene

Level 4

DRAUGHT OF ENDURANCE

The Blood of the vampire becomes saturated with the power of Fortitude, conveying a part of that power to anyone who drinks of it. This is the Fortitude equivalent of Draught of Elegance (p. 254).

- **Cost:** One Rouse Check
- **System:** Drinking a Rouse Check's worth of Blood directly from the user gifts the drinker with temporary Fortitude equal to half the Fortitude dots (rounded down) of the donor. The drinker gains



the same powers as the donor's, up to that level.

- **Duration:** One night; for vampires, until the next feeding or the vampire reaches Hunger 5

Level 5

FLESH OF MARBLE

The power of the Blood causes the skin of the vampire to harden, taking on a marble-like sheen that is still supple but stops almost any blow before momentarily breaking and reforming. A vampire using this power is almost impossible to destroy outright, barring a lucky blow or physical restraint.

- **Cost:** Two Rouse Checks
- **System:** With this power active, the vampire ignores the first source of physical damage each turn, including fire but not sunlight. If confusion arises about which source is "first," the Storyteller either decides based on the narrative, or the vampire ignores the most damaging single source that turn. A critical win on an attack roll bypasses this power.
- **Duration:** One scene

PROWESS FROM PAIN

Injuries and impairments now only fuel the powers of the vampire, who grows stronger and faster from each blow, rend, or tear received. Only utter destruction can stop one who calls upon this Fortitude power.

- **Cost:** One Rouse Check
- **System:** Upon activating the power the vampire no

longer suffers any dice penalties from Health damage sustained, such as physical Impairment. Additionally, they can increase one Physical Attribute by one dot (derived stats are unaffected) for each level of damage on their Health track, aggravated or superficial. The user's Attributes cannot exceed a value equal to their Blood Surge + 6 through this ability.

EXAMPLE:

Darin has Blood Potency 3, giving him a Blood Surge of 2. He cannot increase his Physical Attributes past 8 using Prowess from Pain.

- **Duration:** One scene

Obfuscate

Okay, I'll start from the top. I'm just a courier, and after I received word of this order that went through three companies to get to me – clearly someone trying to cover their tracks – and I was given a hush bonus, I said "fuck it, why not." That's how I ended up delivering that box to the mansion. No, I never saw what was in the box, but judging from the setup at that place, I'm guessing it was something computery.

So the guy who answers the door is this butler-looking fellow. Looks normal, if a bit pale and out of a comic book. I just hand over the box and ask for a signature, but he eyes me up and down. He asks me to come inside for my bonus. I've already received one bonus, but hell, what's another?

So in I go. The butler wanders off, and someone else comes back. A maid this time. She asks if I want a drink. I tell her I'm cool. I just want my money and to get out.

The maid goes away and the butler emerges again. I'm developing a funny feeling. He hands over an envelope of cash and asks if I want to see the gear in this place. Thing is, I've never been a tech-head, but I decide to look anyway. As he takes me through the house, I see servers, computers, cables all over the damn place. It's a firetrap. I reach out to move one aside as I think my bag will catch on it. That's when it happens.

The butler turns around and he shrieks at me to touch nothing. His face shifts before my eyes. His body too. He turns into this scaly little slime of a man. And then he's the maid. And then he's the butler again. And then he's someone different. And then he's running away into all the shadows I suddenly notice around this place. I get the fuck out.

So yeah, the guy's name was "Maropis," but weird thing: I checked out the mansion again a week later and it was completely empty and dusty, like it had been vacant for decades.

Nicknames: Stealth Mode, Cloaking, Veiling, Occulto

For any hunter, the ability to hide, move without being seen, and employ camouflage proves vital. For the Kindred practitioners of Obfuscate, the Discipline provides the perfect cover to get close to a victim, disguise themselves as harmless, and escape when the heat grows too much.

Obfuscate experts may utilize the Discipline to lurk in the shadows while spying, change appearance in a crowd while under surveillance, or even spread the gift to a group of vampires looking to hide.

Characteristics

Obfuscate powers work through ambient, low-level mesmerism. Observers see the vampire but their minds choose to ignore it. Witnesses unconsciously move out of the way if the user blocks their path and rationalize their behavior if pressed. Obfuscate affects all five senses unless otherwise noted.

The Discipline does have limits: the illusion fails if the observer cannot ignore the user or if the user backs the observer into a corner. A vampire blocking a doorway cannot maintain Obfuscate against someone walking through it. Likewise, violent action jeopardizes the façade, as does actions like raised voices, failed pickpocket attempts, and weapons raised to strike. Whispering without breaking Obfuscate is still possible.

Generally, the Discipline offers no protection against machine surveillance. A human staking out the vampire has a hard time pointing the lens in the right direction, but automatic cameras and other types of detectors can catch them.

A vampire with Sense the Unseen (Auspex 1) can detect Obfuscated characters by rolling Wits or Resolve + Auspex vs Wits + Obfuscate. Anyone can detect an Obfuscated vampire who draws

attention to themselves; such observers detect such accidental revelations with a contest of Wits + Awareness (or Resolve + Awareness for an active searcher) vs Wits + Stealth. This also applies to surprise attacks from Obfuscate – a victim always has a chance to sense the danger a moment before the strike.

- **Type:** Mental
- **Masquerade Threat:** Low. Avoiding detection is the whole point of this Discipline.
- **Blood Resonance:** Melancholic. The ignored and unseen, the homeless, forgotten, and depressed; spies, pickpockets, excellent servants, roadies and stagehands, and all the background people.

Level 1

CLOAK OF SHADOWS

Standing perfectly still, the user blends into the surroundings. As long as they have some kind of cover, make no sound, and don't move, only mechanical or supernatural means can detect them.

- **Cost:** Free
- **System:** Follow the general rules for Obfuscate. The effect lasts until the user moves or they are detected by other means.
- **Duration:** One scene

SILENCE OF DEATH

Popular among the Banu Haqim, this power completely silences the user, nullifying all sound made by them. As with other Obfuscate

powers, this only works on people within earshot and does not fool microphones or other electronic sound detectors. Unlike Obfuscate in general, this power works only on the sense of hearing, but in exchange operates more robustly. A vampire needs to make a whole lot of noise to break this silence.

- **Cost:** Free
- **System:** The user silences their footsteps, clothing, minor collisions, and other sounds of their person. This makes the vampire undetectable if an observer could only notice them by sound, such as when on a different floor of a house.

This power does not eliminate sounds the user makes outside their personal space (throwing or dropping objects, or slamming doors, for example). Failing that, only Sense of the Unseen (Auspex 1) can detect the user.

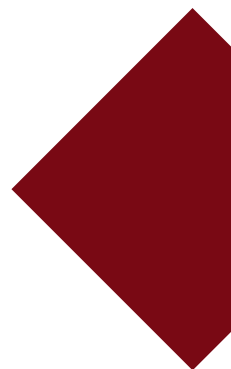
- **Duration:** One scene

Level 2

UNSEEN PASSAGE

With this power, the vampire can now move around while staying hidden. The user is functionally invisible, per the usual Obfuscate limitations.

- **Cost:** One Rouse Check
- **System:** As long as the user emits no overpowering odors and no sound louder than a whisper, this power automatically works. Only if the observer has their attention



drawn to the user can they make a detection roll.

Sense the Unseen (Auspex 1) can also detect the hidden vampire, as per the general Obfuscate rules.

Note that the user cannot use this power to disappear while being actively observed; it automatically fails in such a case.

- **Duration:** One scene or until detection.

Level 3

GHOST IN THE MACHINE

The user can now transmit the effects of Obfuscate through electronic media, allowing the vampire to appear invisible or masked when viewed live on screen. If an observer views the image later, as in a photograph or recording, the effect lessens: the image seems slightly blurred, making identification hard. In addition, automated surveillance has a tendency to glitch in the presence of the vampire, lessening their chance of being caught by automated systems.

- **Cost:** No additional cost
- **System:** No additional roll is required when being viewed on a live feed. Treat observers as present with the vampire, with regard to the Discipline. The observer adds +3 to their Difficulty on tests to identify the user on film, video, in photographs, or the like taken during active Obfuscation. The user also gains three additional dice to pools they use when trying to circumvent automat-

ed electronic surveillance and countermeasures.

- **Duration:** As power used

MASK OF A THOUSAND FACES

Instead of disappearing, the vampire using this power can make themselves appear as a nondescript stranger, someone expected to be present in the area. Unlike other Obfuscate powers, this allows the user to interact and communicate with those they might run into. They arouse little suspicion as long as their presence is at all plausible (meaning that it will not fool people who do not expect anyone or would be hostile against anyone they didn't know). The power also does not provide any personal identification or other ways of misleading an identity check.

- **Cost:** One Rouse Check
- **System:** No test is required. Anyone viewing the vampire sees a forgettable face of the same gender and approximate build and height as the user. Clothes take on the same kind of blandness, depending on the environment. At an office the user might appear as a nightwatchman, while they may seem to wear overalls at an assembly plant. Sense the Unseen (Auspex 1) can pierce the power as usual.

- **Duration:** One scene

Level 4

CONCEAL

- **Amalgam:** Auspex 3

This ability allows the user to cloak an inanimate object such as a door, a car, or a small house. As with other Obfuscate powers, this does not actually make the object invisible, but creates a lingering hypnotic effect that causes most people to simply ignore it. In this case the power is especially effective, given that the object is unlikely to call attention to itself. Unless something causes passersby to collide with it or someone points it out, people behave as if the object wasn't there, moving around larger objects if need be.

- **Cost:** One Rouse Check
- **Dice Pools:** Intelligence + Obfuscate
- **System:** The vampire touches the object and rolls a test of Intelligence + Obfuscate against a Difficulty from 2 (Concealing a ring in a drawer filled with other memorabilia) to 6 (Concealing a house in the middle of an open square), depending on the target's size and location. The power lasts for one night. Each point of margin on the win conceals the object for an additional night.

This power conceals anyone and anything inside the object (e.g., people in a car or shed), as long as the viewer remains outside. This power cannot affect anything larger than a two-story house or any object moving under its own power (such as a moving car). Someone with the Auspex power Sense the Unseen (or equivalent) can notice the object by winning a contest of Wits +

Auspex vs the Intelligence + Obfuscate of the user.

- **Duration:** One night, with an additional night per point of margin on the win.

VANISH

- **Prerequisite:** Cloak of Shadows

The vampire can activate Cloak of Shadows and Unseen Passage even while under direct observation. The vampire appears to vanish in the blink of an eye; even the memory of them becomes foggy and indistinct.

- **Cost:** As per power augmented
- **Dice Pools:** Wits + Obfuscate vs Wits + Awareness
- **System:** When vanishing in front of a mortal, roll a contest of Wits + Obfuscate vs Wits + Awareness. On a win, the observer questions whether the vampire was ever there to begin with; their memory clouds on the topic. With a critical win, the vampire vanishes entirely from the observer's memory. This power does not affect vampires' memories, but any win by the user hides them as if they initiated their power unobserved. This power can only be used once per scene.
- **Duration:** As per power augmented

Level 5

CLOAK THE GATHERING

The vampire can shelter their companions under the cloak of Obfuscate.

- **Cost:** One Rouse Check in addition to the cost of the power extended
- **System:** The vampire can extend their power of Obfuscation to a number of additional willing subjects equal to their Wits, plus one for each additional Rouse Check made. The Obfuscate power used on the group can be any known to the user, and every member of the group count as having used it on themselves, using the Obfuscating vampire's rating as their own when needed for a roll. Members of the group can still perceive each other while under the effects of the power. If anyone besides the user is revealed, either through their own doing or an astute observer, the rest of the group remains hidden. If the user is revealed, so is everyone else.
- **Duration:** As power extended

IMPOSTOR'S GUISE

- **Prerequisite:** Mask of a Thousand Faces

With some preparation the vampire can make themselves appear as a specific individual of any build and gender. The user must carefully study the subject, otherwise the charade fails when meeting anyone with more than a casual familiarity with the person being mimicked.

- **Cost:** One Rouse Check
- **Dice Pools:** Wits + Obfuscate, Manipulation + Performance
- **System:** The user must study the face to be copied for at least five minutes, from differ-

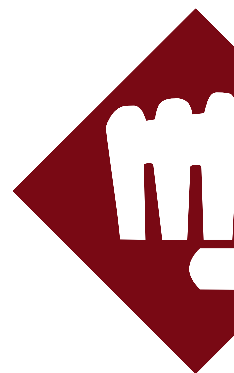
ent angles. The user requires another ten minutes of observation to mimic the subject's voice and mannerisms. The user can only copy human appearance, not animal form. The Storyteller then makes a hidden test of Wits + Obfuscate (Difficulty 4). A failure means that the resemblance is less than convincing, and anyone close to the person copied notices something amiss automatically. A win creates a convincing illusion, but the user must make a Manipulation + Performance roll to impersonate speech and mannerisms. A critical win creates a perfect illusion with no further roll necessary. Sense the Unseen (Auspex 1) can pierce the mask as per General Rules.

- **Duration:** One scene

Potence

"I'm not some thug." Theo stood on a broken stage in Berlin, alongside Heshia Ruhadze of the Ministry and Rudi of Clan Gangrel. Three corners of the Anarch Movement, even though the 30-or-so strong audience was mainly comprised of Caitiff and thin-bloods. "And neither are you good guys and girls. None of you are the simple-minded fools the Camarilla claim you are! You were mortal, and now you're not, but you're just as valid as those motherfuckers over in the Ivory Tower!"

A small cry of support resounded throughout the old theatre, as Heshia slowly clapped his hands. Theo continued, walking over to a pillar running



from the side of the stage to the ceiling. “We won’t take their belittling shit any more! We will not be second class! We will not be trash to be kicked into the path of the Inquisition!” Theo Bell threw a punch into the concrete pillar, his fist smashing through the stone and out the other side. With a roar, he pulled his arm free and held it up.

The supportive cry was now a cheer. Heshia raised an eyebrow. It was a theatrical gesture, but it confirmed his view: better to be on this side of Theo Bell’s fists than the other.

Nicknames: Hulking, Blood’s Might, Percutio

There is a popular saying among the members of Clan Brujah: “You only underestimate our strength once.” Potence is vitae-fueled strength above and beyond other vampires’ capabilities. More powerful than any performance-enhancing drug, more unnatural than the physique of any bulging bodybuilder, Potence is the Beast let loose through the fists, feet, limbs, and raw bodily power of a vampire. The Discipline is used for more than just hitting things, though it is certainly good for this task. It is the vampire’s ability to force their body into actions impossible for mortals to replicate.

Potence trumps the other Disciplines in sheer incongruity – an elderly-looking Nosferatu strikes harder than a mortal heavyweight boxer or a Brujah Embraced as a child can decapitate a target with one blow.

Characteristics

- **Type:** Physical
- **Masquerade threat:** Medium to high. Lesser exercises of the Discipline might be passed off as “hysterical strength,” but once pavement cracks and buildings start to crumble that explanation loses what little credibility it had.
- **Blood Resonance:** Choleric. The strong and healthy; athletes and young men and women in their prime, gym rats, wrestlers, construction workers and lumberjacks, longshoremen.

Level 1

LETHAL BODY

Using this power, the user is capable of causing horrendous damage to mortals, tearing skin and breaking bones with bare fingers.

- **Cost:** Free
- **System:** The user’s unarmed attacks can now do Aggravated Health damage to mortals, if desired. They also ignore one level of armor per Potence level of the user.
- **Duration:** Passive

SOARING LEAP

Possessing unholy strength in more than arms and fists, the user can leap far higher and further than any mortal.

- **Cost:** Free
- **System:** The user can jump a number of meters equal to three times their Potence level vertically, and five times their Potence level horizontally. The

user needs no run-up to make these leaps.

- **Duration:** Passive

Level 2

PROWESS

Vampires with Potence gain far greater strength from their Blood than those who lack it.

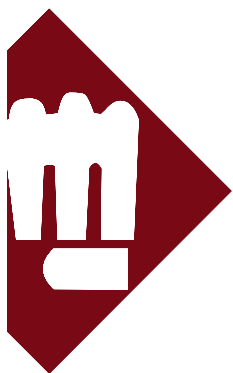
- **Cost:** One Rouse Check
- **System:** When activated, add the Potence rating of the user to their unarmed damage value as well as to feats of Strength, and add half their Potence rating (round up) to their Melee damage.
- **Duration:** One scene

Level 3

BRUTAL FEED

Known as the “Savage Kiss”, this power allows the user to employ an unholy inner strength when draining a victim. In mere seconds, the attacker swallows torrents of blood while mauling the victim. The result is an efficient, if messy, feeding often employed in the heat of battle where the mangled remains of the victim can be disguised.

- **Cost:** Free.
- **System:** The vampire can drain a human completely in seconds, usually within a single turn. Every point of Hunger slaked causes one point of Aggravated Health damage to the victim, as their blood vessels burst and organs bruise and rupture internally. Using



Brutal Feed on a vampire does only Superficial Health damage to their dead and inert organs.

In combat, Brutal Feed comes immediately after a successful Brawl attack using fangs. The victim first takes bite damage, followed by a number of automatically successful feeding actions up to the user's Potence rating. Against vampires, the number of feeding actions is halved (round down). Armor does not protect against Brutal Feed, as the wounds are, or at least begin as, mainly internal. Of course, armor can protect against the bite itself as normal.

Storytellers may decide such mutilation-killing warrants Stains (p. 239).

- **Duration:** One feeding

SPARK OF RAGE

■ **Amalgam:** Presence 3
Combining Potence and Presence, the vampire can incite anger and even frenzy in onlookers, as easily as awe or dread. The user must take care not to rile up an angry mob to turn on them rather than the target or each other.

- **Cost:** One Rouse Check
- **Dice Pools:** Manipulation + Potence
- **System:** When active, the user can add their Potence rating to any attempt to rile or incite a person or a crowd to violence. In addition, the user can activate this power and roll a contest of Manipulation +

Potence vs Composure + Intelligence of another vampire. If they win, the opposing vampire must make a fury frenzy test at Difficulty 3.

- **Duration:** One Scene

UNCANNY GRIP

Focusing their unnatural strength into their toes and fingers, the vampire grips and burrows their extremities into almost any surface, enabling them to climb and even hang otherwise unsupported from walls and ceilings. Close observation reveals telltale scarring or deformation on these surfaces afterward, however, as this is an application of brute force, not superhero-style adhesion.

- **Cost:** One Rouse Check
- **System:** A vampire using this power automatically succeeds on any Skill test to climb a non-metallic surface. The user might also be able to climb copper or bronze cladding or other softer metal surfaces, at the Storyteller's discretion. Thin glass surfaces (though generally not the glass curtain walls of modern office buildings) may shatter under the stress. In the same way, a vampire can hang from a wall or ceiling for up to one scene, though only barefoot vampires can hang by their feet.

The climb or clinging leaves obvious tracks detectable by anyone with an Intelligence + Investigation test at Difficulty 2. Detecting Uncanny Grip tracks on glass doesn't even require a roll.

- **Duration:** One scene

Level 4

DRAUGHT OF MIGHT

The Blood of the vampire becomes saturated with the power of Potence, conveying a part of that power to anyone who drinks of it. This is the Potence equivalent of Draught of Elegance (p. 254).

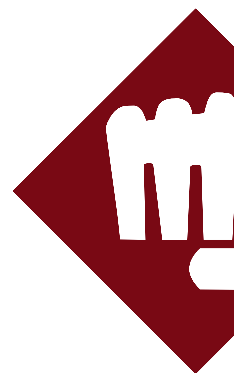
- **Cost:** One Rouse Check
- **System:** Drinking a Rouse Checks worth of Blood directly from the user gifts the drinker with temporary Potence equal to half the Potence dots (rounded down) of the donor. The drinker gains the same powers as the donor's, up to that level.
- **Duration:** One night; for vampires, until the next feeding or the vampire reaches Hunger 5

Level 5

EARTHSHOCK

Their strength an elemental force, the vampire can slam their fist or foot into the ground, creating a shockwave that throws their opponents prone. One of the more dramatic applications of Potence, this power needs to be carefully employed, lest the user literally bring the house down upon themselves.

- **Cost:** Two Rouse Checks
- **System:** No additional test is needed to create the shockwave. (The ground is hard to miss.) Anyone within a five-meter radius of the user must



make a Dexterity + Athletics roll (Difficulty 3), with the results below. Anyone prepared for the Earthshock (such as the user's companions) can shift their results up by one step.

- ❑ **Critical Win:** No effect.
- ❑ **Win:** Knocked off balance. Lose current action
- ❑ **Failure:** Fall prone. Lose current action; must spend a turn getting up.

This power causes significant collateral damage. If used on the ground, the earth cracks. If used indoors, furniture breaks and mirrors shatter. On anything but the ground floor the floor might shatter, causing everyone within the radius to plummet to the floor below. This power can only be used once per scene.

- **Duration:** One use

FIST OF CAINE

The vampire's bare hands can inflict grievous injuries, lethal to both mortals and other vampires. They can dismember, pierce, impale, decapitate, and even rip a heart out of the chest.

- **Cost:** One Rouse Check
- **System:** For one scene the user can inflict Aggravated Health damage to mortals and supernaturals alike while Brawling, as they literally rend flesh and tear their opponents limb from limb with their bare hands.
- **Duration:** One scene

Presence

So yeah, I snuck in late at night, only to find a whole load of people with picks and shovels, brushes and you know, the normal archaeological paraphernalia. Nobody seemed to notice I was even there, at least not at first. They were all too hard at work, and the odd thing for how late at night it was? They all seemed happy. Like drugged happy.

I got to see the hole they were digging. I got to see the big black sarcophagus – I guess obsidian, but why's there an obsidian coffin in this part of the world? I wanted to get closer, but then this woman, she seemed to be leading the dig, stopped me. She was... I guess "beautiful" is a simple word when describing her poise, her confidence, and her clarity of voice... She asked why I wasn't working and I stuttered and stumbled over myself. I was bewitched. Is that the word? I couldn't look away from her.

Then her eyes narrowed. She told me I shouldn't be there. She looked unhappy. My heart broke. It sounds ridiculous, but somehow I'd fallen head over heels in love with her within a minute. I fell to my knees, but she commanded me to leave, and it was like she was a nightmare from my childhood all of a sudden. She was... She went from love to hate.

I couldn't help but get the hell out of there and never look back. I know where the dig is, and it's still going on, but I'm too terrified to return. What did she do to me?

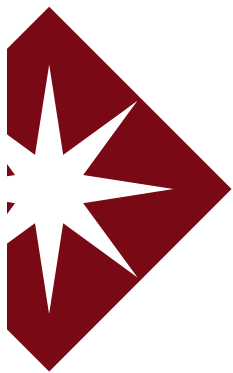
Nicknames: Superstardom, Enthralment, Sublimitas

Most vampires are creatures of grace and lethality. Associated with horrific violence and devastating beauty, Kindred embody opposites, alternating between nightmare and dream depending on the onlooker and the vampire's whims. Presence is a Discipline that expresses this bipolar existence. Used to attract victims or disperse them in fear, Presence allows crowd control, emotional manipulation, and enforced devotion. A mortal's greatest fear could stand before them and suddenly look like the most radiant creature on Earth.

Many Presence practitioners use this Discipline to easily acquire feeding vessels, while others use it to stalk the night as creatures of horror, making weak-willed kine flee terrified, unsure of what they've just seen. Effective as a lure as well as a defense, vampires with Presence enjoy an easier nightlife at the expense of forgetting what feelings projected at them are normal and which are compelled.

Characteristics

Presence affects the emotions of those subject to it, not the minds. While this is useful in that victims are cognizant (unlike Dominate), they are not under the direct control of the user and are thus often unpredictable. In order to be affected by Presence, the subject must be in the physical presence of the user or at least within earshot. The Discipline does not transmit electronically



unless the user possesses Star Magnetism (Presence 5). Detecting the use of Presence is very hard unless one has access to Sense the Unseen (Auspex 1) and can even then be too subtle to notice unless one is looking for it specifically.

Presence power effects do not stack, so someone using Awe and Entrancement on the same subject would only add their Presence rating once for any Social-based Persuasion rolls.

In combat, only the Dread Gaze and Majesty powers have any effect, as charm is of little use when someone has decided they want you hurt.

- **Type:** Mental
- **Masquerade threat:** Low-Medium. A subtle power, people seldom realize Presence has affected them at all. As with most Disciplines, its higher powers can leave puzzled witnesses behind, especially once the effects wear off.
- **Blood Resonance:** Sanguine. The beautiful and lustful, those completely infatuated with the vampire, models and actors and movie stars, compelling public and private speakers from politicians to car salesmen, YouTube sensations and Instagram influencers.

Level 1

AWE

Anyone in the presence of the vampire finds their attention inexplicably drawn to them. Those listening to the vampire speak

might suddenly agree on subjects where they once held different viewpoints. While this power doesn't cause rapt infatuation, it is still strong enough to sway the minds of most mortals.

- **Cost:** Free
- **Dice Pools:** Manipulation + Presence vs Composure + Intelligence
- **System:** Add the Presence rating to any Skill roll involving Persuasion or Performance as well as to other Charisma-related rolls, at the Storyteller's discretion. Anyone aware that they're being affected can try to resist with a contest of Composure + Intelligence vs the user's Manipulation + Presence. On a win, the target can resist the effects for one scene; a critical win makes the target immune for the entire night. Once the power wears off, victims revert to their previous opinions.
- **Duration:** One scene or until intentionally ended

DAUNT

Instead of attracting people, the vampire uses Presence to repel. With this power the user appears threatening and exudes an aura of menace powerful enough to make most mortals avoid their attention and even vampires think twice about acting against them.

- **Cost:** Free
- **System:** Add the user's Presence rating to any Intimidation rolls. Attacking the user requires a Resolve+Composure roll at Difficulty 2.

Vampires cannot use Awe and Daunt simultaneously.

- **Duration:** One scene or until intentionally ended

Level 2

LINGERING KISS

The Kiss of a vampire induces near-ecstasy in the victim, but this power leaves other Kisses in the dust. Victims fed upon by the user are temporarily empowered, but also become addicted to the Kiss - obsessing over it and even seeking the vampire out for repeated feedings. Mortals often become anemic, self-harm, or even die from this addiction. Addicting other vampires is also possible, with the caveat that obsessed vampires demanding to be fed from quickly lead to the user becoming Blood Bound. Once Blood Bound, a vampire becomes unable to use this power on other vampires, being limited to employing it on mortals.

- **Cost:** Free
- System:** The vampire can choose to use this power during each feeding where they sate at least one Hunger. The victim gains a bonus equal to half the user's Presence (round up) to one Social Attribute of their choice. This benefit lasts for a single night. Once it fades, withdrawal strikes and all the victim's actions not spent working toward acquiring a new fix receive a dice penalty equal to the initial bonus. A victim in withdrawal can spend Willpower to ignore the



penalties for a scene, and the penalties go away after a number of nights equal to the user's Presence rating.

This power cannot be used on other vampires by a user who is under the thrall of a Blood Bond. Also, vampires with the Unbondable Merit cannot acquire this power.

- **Duration:** A number of nights equal to the user's Presence rating

Level 3

DREAD GAZE

Briefly exposing their vampiric nature, the user instills a single subject with utter terror. Mortals are cowed, run, or freeze with fear, while other vampires either submit like whipped dogs or flee in frenzied Röttschreck.

- **Cost:** One Rouse Check
- **Dice Pools:** Charisma + Presence vs Composure + Resolve
- **System:** Displaying their fangs, their face twisted in a predatory grimace, the user rolls a contest of Charisma + Presence against their target's Composure + Resolve.
 - **Failure:** Mortals are unable to act other than in their own defense, backing off for a turn. Vampires are unaffected.
 - **Win:** Mortals run in fear. Vampires are unable to act other than in their own defense for a turn unless they spend Willpower equal to the user's margin of win (to a minimum of one).

- **Critical Win:** Mortals freeze or crumple into a fetal position. Vampires must make a terror frenzy test (Difficulty 3). If they win, they are still affected as above.

- **Duration:** One turn

ENTRANCEMENT

The vampire focuses their unnatural allure on a single person, instilling in them a rapt fascination or infatuation akin to falling head over heels in love or meeting one's lifelong idol. The person affected does their best to remain in the vampire's good graces, but stops short of causing themselves or their other loved ones physical harm.

- **Cost:** One Rouse Check
- **Dice Pools:** Charisma + Presence vs Composure + Wits
- **System:** The vampire only needs to gain the subject's attention and win a contest of Charisma + Presence vs Composure + Wits. The effect lasts for roughly one hour plus one per point of margin on the win. The vampire can renew this effect indefinitely, but a failure ends the effect and makes the subject immune for the rest of the night.

After succeeding, the user adds dice equal to their Presence rating to any Social dice pool against the entranced subject. Requests resulting in obvious harm to the subject or their loved ones, or that oppose the subject's Tenets, fail and require an immediate power contest

roll as above, or the Entrancement immediately fails.

- **Duration:** One hour plus one per point of margin

Level 4

IRRESISTIBLE VOICE

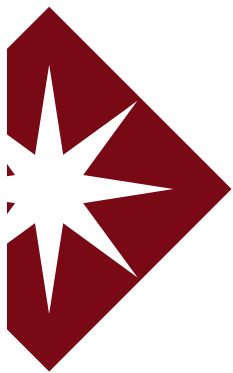
- **Amalgam:** Dominate 1

The Presence of the user becomes a conduit for Dominate. The vampire now only needs their voice to be heard in order to employ Dominate powers.

- **Cost:** No additional cost
- **System:** The user's voice alone is now enough to Dominate a target. This does not apply to voices transmitted through electronic media such as phones, television, or apartment door-buzzer speakers.
- **Duration:** Passive

SUMMON

The vampire can call to themselves any person, mortal or vampire, upon whom they've previously used Awe, Entrancement, or Majesty, or who has tasted their Blood at least once. The target knows who is summoning them and the user's current location. This calling lasts for a night. After that time, the effect subsides, but the user can repeat it night after night if required to reach the target or if the target is otherwise reluctant. Anyone Summoned feels a pull toward the summoner and tries to reach them, though without endangering themselves physically or financially. They won't sell their house to buy a ticket or miss a vital



meeting, but they might skip out of normal work or social commitments.

- **Cost:** One Rouse Check
- **Dice Pools:** Manipulation + Presence vs Composure + Intelligence
- **System:** The user needs to concentrate for five minutes and think of the person being summoned, then rolls Manipulation + Presence vs Composure + Intelligence. On a win, the target hears the summoning, but may or may not heed it. On a critical win, the target arrives as quickly as possible, barring immediate risk to their well-being.
- **Duration:** One night

Level 5

MAJESTY

At this pinnacle of the Discipline the vampire can amplify their countenance to supernatural levels. Whether they appear as heart-rendingly beautiful, monstrously terrifying, or wielding absolute command, everyone who views them is struck by their image, unable to act or even speak against the vampire. To experience Majesty is to be in the presence of the divine – or the infernal.

- **Cost:** Two Rouse Checks
- **Dice Pools:** Charisma + Presence vs Composure + Resolve
- **System:** People in the presence of the user can only stare, slack-jawed, or avert their eyes in fear or submission. Anyone wanting to act in any way in opposition to the user, except for self-

preservation, must successfully win a contest of their Composure + Resolve vs. the vampire's Charisma + Presence. A win allows one turn of freedom, plus one per point of margin; only a critical win resists the effect for the entire scene.

- **Duration:** One scene

STAR MAGNETISM

The Presence powers of the user now effect people viewing them on live feeds or hearing them over the phone. Recorded images or messages do not retain the effect, however.

- **Cost:** One additional Rouse Check
- **System:** Awe, Daunt, and Entrancement can be transmitted through live feeds via screens or phones. If Entrancement is used, the victim's name must be spoken clearly, as that power only affects one person at a time. Anyone else viewing the same transmission only finds the user charming, but not supernaturally so.
- **Duration:** As power used

Protean

Rudi waded through the shallow waters, looking over his shoulder to see if his pursuers were tracking him now he'd left the land and stopped leaving a trail. He couldn't see them, but he could definitely hear their howls. He cursed. Meeting with lupines was never a safe proposition, but reacting the way he did, brandishing his claws and threatening to take out that

werewolf pup's eyes... He should have had better control over his anger. He's not a Brujah.

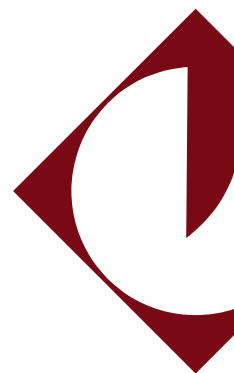
The Gangrel was no expert when it came to sensing the unseen, but he knew the pack was close. He was still miles from Copenhagen, and would never make it on foot. Stopping for a second, he surveyed the night air and then the water beneath him. To take to the sky and try to outrace the sun, or to bed down for the night in the dirt and silt. He needed blood, but he needed to survive another night first.

The werewolves bayed as they closed on him, only to see the coward Gangrel give a mock salute as he shifted into the earth. The outraged pup swiped at the fetid water and stamped at the ground before being dragged away by her kin.

Nicknames: Morphing, Shapeshifting, Mutatio

Werewolves despise vampires for their possession of this ability. They consider it a mockery of their own nature, as undead beings become wolves or bats, bearing claws and gnashing fangs like one of their own. Yet, Protean has flowed through the Blood for almost as long as the Kindred have existed. The power to mutate, shift form, and become ever-deadlier predators is as natural to the vampire as it is to the lupine.

Practitioners of Protean employ the Discipline for its utility. The power enables a vampire to become a beast, turn their limbs into weapons, or change their shape into clouds of mist to evade capture, glide through keyholes, or



slip through cracks in a window.

Characteristics

Protean powers that change the shape or in other ways transform the body of the vampire also affect clothing, swallowed items, and other small (under a few grams) wearables. Protean does not affect larger carried items, including backpacks, duffel and sports bags. For this reason users of Protean often travel light.

- **Type:** Physical
- **Masquerade threat:** High. One of the most overt Disciplines available to vampires, more or less all Protean powers can breach the Masquerade on their own.
- **Blood Resonance:** Animal blood, especially animals matching shapeshifted forms; the blood of werewolves, changelings, and other supernatural chimeras of man and beast.

Level 1

EYES OF THE BEAST

The vampire can will a supernatural red gleam into their eyes, giving them sight even in the total absence of light.

- **Cost:** Free
- **System:** No roll is required to activate Eyes of the Beast. While active the user ignores any sight penalties imposed by darkness, including supernatural. While active, the inhuman appearance of the eyes confers two bonus dice to Intimidation pools against mortals.



- **Duration:** As long as desired

WEIGHT OF THE FEATHER

The vampire can reduce their effective mass and density, making themselves almost weightless. This allows them to avoid triggering pressure sensors as well as avoiding major damage from falls, collisions, or being thrown. The power cannot be used for longer leaps, as the vampire's strength is proportionally reduced.

- **Cost:** Free
- **Dice Pools:** Wits + Survival
- **System:** If the vampire has time to prepare, no roll is required. As a reaction, such as during a sudden fall, activating the power requires a Wits + Survival roll at Difficulty 3. As long as the power is in effect, the vampire is immune to damage from falls, collisions, and being thrown. The user also avoids triggering devices that rely on pressure, at the Storyteller's discretion.
- **Duration:** As long as desired

Level 2

FERAL WEAPONS

The vampire can extend their natural weapons to monstrous proportions. This usually takes the form of fingernails extending into wicked talons but can also come in other forms such as fangs elongating into veritable daggers, as from a gigantic serpent.

- **Cost:** One Rouse Check
- **System:** No skill roll is needed to activate this power. When activated, the vampire's natural

weapon of choice becomes a light piercing Brawl weapon with a +2 modifier to damage. Vampiric Bite Attacks still only deal two points of Aggravated damage despite the number of successes, but do not suffer the 1-Success penalty. Superficial damage inflicted by the user's natural weapons is not halved while Feral Weapons is active.

- **Duration:** One scene

Level 3

EARTH MELD

Becoming one with the soil, the vampire sinks into the earth. Unless in torpor, the vampire rises again the following night.

- **Cost:** One Rouse Check
- **System:** No test is required, but the vampire must be on a natural surface: rocks, raw earth, grass, etc. This power does not work on concrete, asphalt, or other artificial surfaces. It takes a turn for the vampire to sink into the earth, leaving carried objects behind atop the soil. While in the earth the vampire is aware of their surroundings, except during day-sleep. At those times, disturbances (e.g., digging or loud noises) awaken them or not as with all vampires (p. 219).
- **Duration:** One day or more, or until disturbed

SHAPECHANGE

The vampire can assume the shape of an animal roughly the same size as their original mass. The vampire

can only change into one type of animal (usually a wolf, sometimes a large feline or a giant snake), usually one associated with their clan or the type of prey they most commonly feed on. The animal, while usually a spectacular example of their species, shows no signs to a mundane observer of being supernatural.

- **Cost:** One Rouse Check
- **System:** No test is required. The transformation takes one turn, during which the user may take no other actions. Upon transformation, the vampire gains the Physical Attributes, senses, and native Skills associated with that animal (see p. 373) and also gains that animal's natural limits of communication, manipulation (most animals can carry one thing in their mouth), and so forth. The vampire can use other Disciplines, at the Storyteller's discretion. (By and large, they can use Auspex, Animalism, Celerity, Fortitude, Potence, and Protean; many powers of Dominate, Obfuscate, and Presence pose problems; Blood Sorcery is completely off the table.)
- **Duration:** One scene unless ended voluntarily before that

Level 4

METAMORPHOSIS

- **Prerequisite:** Shapechange

This power grants an additional animal form to the user, this time

also enabling them to change their size. Vampires most commonly metamorphose into bats, rats, unusually large insects, or snakes. (see p. 373)

- **Cost:** One Rouse Check
- **System:** Same as Shapechange.
- **Duration:** One scene unless ended voluntarily before that

Level 5

MIST FORM

The vampire gains the legendary power to turn into a cloud of mist, perceivable to the eye but untouchable by anything save fire, sunlight, and supernatural aggression. They can fit through pipes, crevices, and cracks. While strong winds might buffet them, no natural force can disperse the cloud.

- **Cost:** One to three Rouse Checks
- **System:** No roll is required. The transformation takes three turns, though it can be sped up with additional Rouse Checks on a one-for-one basis. While in mist form, the vampire moves at walking pace and perceives their surroundings through mystical means as if there as normal. A vampire in mist form cannot make eye contact or speak. They can use only those Disciplines requiring no physical form or presence, at the Storyteller's discretion. While in mist form the vampire can only be damaged by sunlight, fire, and immaterial supernatural attacks (such as some Rituals).



- **Duration:** One scene unless ended voluntarily before that.

THE UNFETTERED HEART

Having mastered the power of Protean, the very insides of the user become malleable, almost viscous. The heart, seat of the vitae and unlife of the vampire, detaches and moves freely, if sluggishly, within the chest. This makes the vampire exceedingly hard to stake as the position of their heart changes nightly, and can even allow the user to free themselves from paralysis.

- **Cost:** Free
- **System:** Increases the Difficulty on any non-combat test to stake the vampire by three. In Melee combat, only if the stake-wielder rolls a critical win does the stake penetrate the user's heart. Even if staked, the user can make a Rouse Check and roll their Strength + Resolve (Difficulty 5) once per hour. A win means they manage to free themselves from paralysis as the stake is pushed out of their body. They cannot attempt such stake expulsion at Hunger 5.
- **Duration:** Passive

Blood Sorcery

Carna always found this ritual unwholesome, but playing with blood was a dirty business. Calling on her vitae to give strength, she used a warm spoon to pop free the unconscious victim's eyeball. She sighed, quite human-like, as she twisted the orb from its

tether and placed it in her mouth.

Holding her hand out, the eye still in place on her tongue, her clanmate placed a heavy knife on Carna's palm. Without hesitation, she pulled the tip of the victim's tongue out between his teeth, and sawed through the muscular organ. She placed the tip in her mouth, and proceeded to swallow the two components as her fellow Tremere treated the man's bleeding orifices.

Carna turned to study the Thracian text on the wall overlooking this entire macabre scene. The man had resisted her mental compulsions, had refused to translate the work willingly, and would have never succumbed to torture. It was a sad necessity that she would have to take his eye and tongue to read and speak the ancient language known only to him.

Nicknames: A Kind of Magic, Thaumaturgy, Quietus

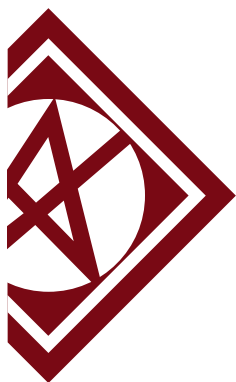
The Tremere maintain that Blood Sorcery, or "Thaumaturgy" as they call it, was their invention. To hear the Banu Haqim give their version, "Quietus" was their blood right long before the Tremere became vampires. Other clans make the same statements. While its origins are murky, the dreaded nature of Blood Sorcery is not. Few Kindred trust the wielders of a power that can manipulate the vitae in their veins and turn Blood into poison.

Unlike other Disciplines, which could be described as advancing organically through the victims chosen by the vampire, practitioners of Blood Sorcery require teachers. The Tremere once relied on their pyramidal clan hierarchy

to arrange tutelage for neonate apprentices, while the Banu Haqim stress the sire-child relationship as being the best form of mentorship. These nights, many a Child of Haqim washes up in Europe or America far from their sire, and with the Pyramid broken Tremere neonates frantically search through moldy tomes and palimpsests for scraps of true lore. Genuine masters of this Discipline develop their own Rituals, though many guard them from others, revelling in the mystery surrounding their unknown cache of abilities. To practice Blood Sorcery is to twist one's own Blood into submission. Any form of this power reminds a vampire that they're far from human, as no mortal could wield magic in this way.

Characteristics

Blood Sorcery is a special Discipline in that it both confers powers, like other Disciplines, and also unlocks the ability to perform Rituals up to and including the level the user holds in the Discipline. Ghouls of Blood Sorcerers or thin-bloods drinking from Sanguine temperaments gain temporary access to the Discipline powers, but not to Rituals. Its regular powers seem comparatively weak, but the versatility of the Rituals more than compensates, assuming the user can learn them. At character creation, a player can choose one Level 1 ritual if they have at least one dot in Blood Sorcery. Characters can buy new rituals at the cost of the ritual's level x 3 experience points. Learning



new Rituals during play requires both experience and time. Expect a Ritual to take at least the square of its rating in weeks to learn.

- **Type:** Sorcery
- **Masquerade Threat:** Low-High. The individual appearance of the powers and Rituals in Blood Sorcery varies as widely as their effects.
- **Blood Resonance:** Sanguine. Although not inherent in the Blood itself, Blood Sorcery responds eagerly to blood from human occultists, sorcerers, and cult leaders, as well as hemophiles and bibliophiles.

Level 1

CORROSIVE VITAE

Altering the properties of some of their own Blood, the user can make it highly corrosive to dead substances, able to corrode most items down to steaming sludge, given enough time and Blood shed.

- **Cost:** One or more Rouse Checks
- **System:** No additional skill roll is required. The user concentrates for a turn and forces Blood through an open, usually self-inflicted, wound. The user then spills their Blood on a nonliving object (except unliving flesh such as that of the Kindred) to corrode and decompose it. Each Rouse Check corrodes approximately 35 cm of matter in all directions from the splash; this takes approximately five minutes (longer on soft metals like copper or cast iron). Harder metals such as

alloys and steel merely scar and pit; whether they meaningfully weaken remains at the Storyteller's discretion. (This power might corrode through handcuff chains given enough time and vitae.)

- **Duration:** N/A

A TASTE FOR BLOOD

By tasting a drop of blood, the user can discern certain basic traits of the one to whom it belongs.

- **Cost:** Free
- **Dice Pools:** Resolve + Blood Sorcery
- **System:** The user dabs the blood on their tongue and makes a Resolve + Blood Sorcery roll (Difficulty 3). With a win, the user can determine the resonance and intensity of the blood if human. They can also identify whether the blood belongs to a mortal, ghoul, vampire, or other supernatural creature (it may not necessarily be able to identify the supernatural creature if not Kindred or ghoul). Tasting vitae also determines the relative Blood Potency (and thus the likely generation band) of the vampire. A critical win also reveals whether the subject has ever committed diablerie, and the generation (within one) of the vampire. If the user knows of the supernatural creature in question, they can identify the specific supernatural creature on a critical win after tasting the blood.
- **Duration:** N/A

Level 2

EXTINGUISH VITAE

The user can intentionally remove the unlife-giving properties of some of the Blood in another vampire, stoking their Hunger as the victim's inner reserves curdle into impotence.

- **Cost:** One Rouse Check
- **Dice Pools:** Intelligence + Blood Sorcery vs Stamina + Composure
- **System:** The user rolls a contest of Intelligence + Blood Sorcery vs the Stamina + Composure of a target vampire in line of sight while concentrating for a turn and gesturing subtly. A win increases the target's Hunger by one while a critical win increases it by two. The victim can discern who afflicts them if they can see the user while making an Intelligence + Occult vs Wits + Subterfuge roll.
- **Duration:** N/A

Level 3

BLOOD OF POTENCY

The vampire can concentrate their Blood, increasing its potency temporarily.

- **Cost:** One Rouse Check
- **Dice Pools:** Resolve + Blood Sorcery
- **System:** The user makes a Resolve + Blood Sorcery roll against a Difficulty of 2 + their Blood Potency. A win increases their Blood Potency by one for that scene; a critical win increases it by two. The vampire



can use this power to exceed their generation limit on Blood Potency during its duration.

- **Duration:** One scene or one night

SCORPION'S TOUCH

The vampire can transmute some of their Blood into a paralyzing poison, capable of affecting mortals and vampires alike. They can use this ichor to coat bladed weapons, or even spit it at a target. Scorpionated Blood incapacitates affected mortals, while hampering vampires if not necessarily rendering them helpless. Specific breathing and biofeedback exercises practiced by some secret societies form the best defense against this Blood, aside from Fortitude.

- **Cost:** One or more Rouse Checks
- **Dice Pools:** Strength + Blood Sorcery vs Stamina + Occult or Fortitude
- **System:** The user concentrates for a turn and forces Blood through an open, usually self-inflicted, wound. Each Rouse Check worth of poison made takes a turn and emits enough Blood to coat one bladed melee weapon stickily or to fill one mouthful to be spat at a foe. Spitting poison at someone involves a Dexterity + Athletics attack roll (which can be dodged like any ranged attack), although vampires have been known to French kiss a victim and transfer the poison that way. Even more subtle vampires scorpionate their Blood to poison would-be diablerists: drinking poisoned Blood from

the vein guarantees a hit! Aside from such vein-to-fang transmission, however, scorpionated Blood is a contact poison that sublimates away in liquids and is too viscous to inject with a syringe. The user cannot poison beverages with it or (thanks to the pressure differential) inject it by their own bite. Arrowheads and bullets carry too little Blood to use this power with ranged weapons; the effect does not last long enough for the user to fill hollow bullets with scorpionated Blood.

If the poison hits, the user rolls a contest of Strength + Blood Sorcery vs Stamina + Occult. (Vampires with Fortitude may resist with Stamina + Fortitude.) If the user wins, the poison does the margin in Aggravated Health damage to mortals and in non-halved Superficial Health damage to vampires. A mortal who takes even one point of damage collapses unconscious.

- **Duration:** The poison remains potent for one scene

Level 4

THEFT OF VITAE

Through mystical means the vampire opens a wound in a major artery of a mortal victim, blood shooting out through the air in a stream toward the open mouth of the user. This has the additional effect of keeping the mortal subdued as if in the throes of the Kiss, and the wound closes by itself once the effect ends, whether the

victim expired or not. This power is extremely spectacular and a potential Masquerade breach while in progress, but once ended leaves no traces.

- **Cost:** One Rouse Check
- **Dice Pools:** Wits + Blood Sorcery vs Wits + Occult
- **System:** The user makes a beckoning gesture toward a mortal target in line of sight and rolls their Wits + Blood Sorcery vs Wits + Occult. A win opens an arterial wound, and the vampire can start feeding from across the room. (A target wearing full-body protection such as a hazmat suit merely bleeds ecstatically out into the suit.) The user can do nothing else while feeding, but they can feed at twice the normal speed (at triple speed on a critical win) thanks to the sorcerous pressure of this power.
- **Duration:** One feeding

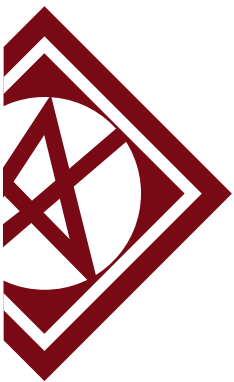
Level 5

BAAL'S CARESS

The vampire can transmute their Blood into an extremely aggressive poison, lethal to mortal and Kindred alike.

- **Cost:** One or more Rouse Checks
- **Dice Pools:** Strength + Blood Sorcery vs Stamina + Occult or Fortitude
- **System:** This power uses the same system (and its poison has the same restrictions) as Scorpion's Touch (p. 273), with increased damage.

If the poison hits, the user



rolls a contest of Strength + Blood Sorcery vs Stamina + Occult. (Vampires with Fortitude may resist with Fortitude in lieu of the Occult Skill.) If the user wins, the poison does the margin in Aggravated Health damage to mortals and vampires alike. A mortal who takes even one point of damage dies instantly.

If a vampire target takes Aggravated damage from this poison, the user rolls the contest again; on a win, the vampire enters torpor when next they go to sleep.

- **Duration:** The poison remains potent for one scene

CAULDRON OF BLOOD

This gruesome power lets the user boil the blood of a victim in their own veins, causing massive damage and excruciating pain. While there are more efficient ways to kill, few methods approach this level of cruelty.

- **Cost:** One Rouse Check and gain one (or more) Stains
- **Dice Pools:** Resolve + Blood Sorcery vs Composure + Occult or Fortitude
- **System:** The user pays the cost and touches the victim (Dexterity + Athletics in combat or similar situations), rolling a contest of Resolve + Blood Sorcery vs Composure + Occult. (Vampires with Fortitude may resist with Composure + Fortitude.) On a win, each point of margin causes one point of Aggravated damage in the victim. Mortals taking at least one point of damage die screaming. Vampire victims add 1 Hunger



per point of damage inflicted, until Hunger is at 5.

- **Duration:** One turn

Rituals

Unless otherwise noted, performing a ritual requires a Rouse Check, five minutes per level to cast, and a winning Intelligence + Blood Sorcery test (Difficulty = Ritual level + 1). Rituals usually require additional ingredients, though some need only the uninterrupted concentration of the user, and often involve the mingling of Blood with ingredients chosen according to the principles of sympathetic magic or alchemy. Unless otherwise stated the caster can only perform beneficial rituals on themselves.

Wards

The Tremere employ Wards extensively, basing them on their Hermetic traditional sigils. Banu Haqim Wards usually involve gematriac or abjadid writing, rather than occult symbols, but

the methodology remains the same in both cases. Wards consist of a glyph or line of script keyed to repel a single type of supernatural, called “the trespasser” in these rules. When touched, they cause something like an electric shock to the trespasser’s mind and body, imparting both physical burns and a sudden bout of sheer terror. The ward does not work on forced contact – a warded sword will not trigger the ward when striking a trespasser, but it will if a trespasser tries to pick it up.

Wards can only cover a space about a meter across: for example, a caster cannot ward a whole car, but they can ward a steering wheel. The caster pours their Blood on the object to be warded, tracing the glyph in it with their bare finger. Once the caster wipes the Blood off, the ward becomes invisible. The Ward lasts until the warded object is physically destroyed or broken; the trespasser cannot do this.

Do not make the Ritual roll until the first time the trespasser touches the Ward, triggering its effect. Gloves or other garments offer no protection. If the caster wins the Ritual test, the victim suffers one point of Aggravated Health damage. On a critical win, damage for this Ward is three points of Aggravated damage. The caster does not need to make the Ritual roll for each trespasser touching the Ward, only the first. Anyone affected who wants to touch the warded object again must spend a point of Willpower and then win a Stamina + Resolve test (Difficulty 4, or 7 for a critical-success Ward) to make the attempt.



Sense the Unseen (Auspex 1) can detect a Ward with a contest of Intelligence + Auspex vs the caster's Intelligence + Blood Sorcery.

WARDING CIRCLES A Warding circle resembles a regular Ward, painted on the ground or floor. It requires three times the ritual ingredients of a regular Ward of the same type. Knowledge of one Ward does not convey knowledge of its corresponding Warding circle, or vice versa. Trespassers who attempt to cross a Warding circle suffer its effect. Unless the caster inscribes the Warding circle “pointing inward” around the trespasser in the first place, it does not block attempts to leave the circle.

Its rules differ from regular Wards in a few respects: It costs three Rouse Checks worth of Blood to paint the circle and pentacles, which can cover up to a three-meter radius. It takes one full night to cast and a Ritual roll made at the time (at +2 to Difficulty) if the caster wants it to last a year and a day; otherwise it dissipates at dawn.

When the trespasser attempts to cross the circle, roll a contest of Intelligence + Blood Sorcery vs the trespasser's Willpower. (If the Storyteller or player wrote down the result of the original Ritual roll used to cast a year-long Warding circle, they can use that result here.) If the Warding circle fails, the trespasser can enter it. If the caster wins, the trespasser takes three points of Superficial Health damage (three points of Aggravated damage on a critical win) and cannot enter. The trespasser must

spend a point of Willpower to attempt to enter the circle again. If the trespasser wins the contest, enters the circle and leaves it again, they must repeat their half of the contest (the caster's initial result remains) to re-enter it.

Level 1

BLOOD WALK

This Ritual expands upon the power A Taste for Blood allowing the user to learn more details about the subject studied, assuming the subject is a vampire.

- **Ingredients:** A silver cup filled with Blood from the subject. (One Rouse Check's worth).
- **Process:** The user mixes their Blood with the subject's and repeats an incantation over the cup, spending an hour.
- **System:** A win on the Ritual roll (see General Systems) allows the user to learn the generation and name of the subject as well as the subject's sire. A Critical Win also informs the user of any Blood Bonds active on the subject, as regnant or thrall.

CLINGING OF THE INSECT

The vampire gains the ability to cling to walls like a grotesque insect or spider.

- **Ingredients:** A living spider.
- **Process:** The caster fills a vial with their own Blood and crushes the spider into it, mixing the ground bits with the Blood before ingesting it. (This does not refund any Hunger gained.) The caster can only

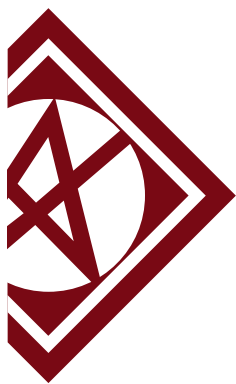
perform this ritual on themselves; others gain no benefit from drinking the mixture.

- **System:** A successful Ritual yields the ability to cling to walls and ceiling for a scene, while a critical win extends the duration to a whole night. The caster must cling to the surface with both hands and feet; they move at approximately half their usual rate.

CRAFT BLOODSTONE

This Ritual results in a Bloodstone, a magical tracker to which the caster always knows the direction as well as general distance. As the Camarilla retreats from modern technology, this previously neglected Ritual has seen a resurgence in use.

- **Ingredients:** A pebble of iron ore or a small magnet and a liter of blood from any source in a silver bowl.
- **Process:** The user spills their Blood into the blood in the bowl and then recites a chant over it for an hour, repeating the chant over the next two nights. The pebble (or magnet) absorbs the blood over the three nights; upon successful completion, the liquid appears translucent.
- **System:** Make the Ritual roll at the end of the third night. On a win the caster attunes their mind to the Bloodstone. The caster can unerringly sense the direction and distance to the stone. This effect lasts until the Bloodstone is destroyed or a week has passed. A caster can have and keep track



to a number of stones up to their Resolve.

WAKE WITH EVENING'S

FRESHNESS

Performed before dawn, this ritual allows the caster to awake at any sign of danger, fully alert as if awake during the night.

- **Ingredients:** The burnt bones and feathers of a rooster.
- **Process:** The caster mixes the ashes with their own Blood, drawing a circle with the mixture around their place of sleep.
- **System:** Do not make a Ritual roll unless true danger appears. If the caster is threatened during the day, make the Ritual roll then, with the caster rousing on a win. For the duration of the scene the vampire ignores the daytime penalties for staying awake. On a critical win, the effects last until the following dawn.

WARD AGAINST GHOULS

Wary Tremere created this ritual to protect themselves from the minions of vengeful rivals.

This ward uses the standard rules for Wards (p. 275).

- **Ingredients:** Nothing apart from the usual requirement of the caster's Blood.

Level 2

COMMUNICATE WITH KINDRED

SIRE

The caster uses the bond between sire and childe to open a bridge between minds, allowing the childe to create a telepathic link for the

purpose of long-distance communication. As with some other Rituals, this one sees a resurgence in these nights of wiretaps and electronic surveillance.

- **Ingredients:** An object previously possessed by the sire and a silver bowl filled with clear water.
- **Process:** The caster submerges the object in water and lets their Blood drip into the bowl, concentrating upon the last memory of their sire for up to 30 minutes.
- **System:** Make the ritual roll after 15 minutes have passed. A win allows for ten minutes of two-way silent mental communication once 15 more minutes have passed. A critical win allows immediate communication. Any major disturbance on either end breaks the connection.

EYES OF BABEL

By ingesting the tongue and an eye of a person the caster gains the ability to read and speak any language known by the victim.

- **Ingredients:** A fresh eye and tongue of a person
- **Process:** Plucking the ingredients fresh from the victim, the vampire chews and swallows them. (This most likely incurs a Stain.)
- **System:** The Rouse Check required for this ritual allows for the supernatural dissolution of the ingredients once swallowed. Once this is done, make the Ritual roll. A win gives the caster the ability to read and speak any language known by

the victim, at the same skill level for a week. A critical win extends the duration to a month.

ILLUMINATE THE TRAIL OF PREY

The ritual allows the caster to perceive the previous whereabouts of a designated person as a subtly glowing trail, visible only to them.

- **Ingredients:** A white satin ribbon.
- **Process:** The performer of the ritual soaks the ribbon in their own Blood, setting it alight.
- **System:** If the Ritual roll is a win the ribbon catches fire despite being wet, burning fiercely like a fuse. Once consumed, the ritual takes effect. While the ritual remains active, the caster can follow faint traces of the target even in areas where they left no tracks, such as crowded cities. To follow the tracks, the caster makes an Intelligence + Survival roll against a Difficulty equal to 6 minus the margin on the ritual test. The target must be known by face by the caster, who sees the path travelled by the victim over the previous 24 hours. The path remains visible for the entire night; a critical win extends this to two nights.

TRUTH OF BLOOD

Until recently known only to Banu Haqim viziers, this Ritual creates a mystic potion capable of sifting lies from truth. This Ritual has power enough even to sometimes uncover facts unknown to the speaker.



- **Ingredients:** One pint of blood from the subject.
- **Process:** The performer of the Ritual mixes their own Blood with that of the subject in a vessel large enough to allow for the dipping of the finger.
- **System:** Instead of the regular Ritual roll, the caster immerses their finger in the mixture and makes a Resolve + Blood Sorcery vs Composure + Occult roll for every statement made by the subject. The first failed contest ends the Ritual. A Win tells them whether that statement is true, as far as the subject knows. On a critical win by the caster, the subject involuntarily expands upon their answer, providing more information, including details they glancingly saw or subconsciously forgot. (The Storyteller should inform the caster if there is no more information about that topic.) The mixture bubbles and seethes during the process, turning completely to ash at the end of the scene.

This Ritual cannot pierce Cloud Memory, the Forgetful Mind, or other memory-wiping powers. The caster may well guess the cause of a blank or foggy recollection, but cannot recover the actual memory.

WARD AGAINST SPIRITS

This Ritual wards an item against incorporeal beings such as wraiths, ghosts, and elemental spirits. Any attempt by them to

manipulate or pass through the item triggers the effect.

This ward uses the standard rules for Wards (p. 275).

- **Ingredients:** A handful of salt (in some versions, a handful of brick dust) mixed with the Blood.

WARDING CIRCLE AGAINST GHOULS

This Ritual creates a circular Ward on the floor or ground, intended to prevent the passage of ghouls.

This ward uses the standard rules for Warding circles (p. 275).

- **Ingredients:** The caster draws the Warding circle with a human bone dipped in the Blood.

Level 3

DAGON'S CALL

A terrifying technique employed by the assassins of the Banu Haqim, this Ritual lets the user rupture the very blood vessels of the victim from afar, having only touched them but briefly previously. Mortals expire rather messily, and even vampires must fear this silent killer.

- **Ingredients:** A gold inlaid ceremonial dagger.
- **Process:** Before proceeding with the ritual the victim must be exposed the caster's Blood, either by drinking it or having it touch an open wound or even their bare skin: a single drop smeared across the arm is enough. After an hour but before a week has passed the caster can perform the ritual by piercing their own skin

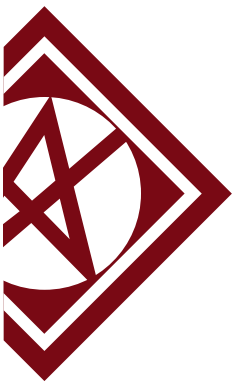
with the ceremonial dagger, shedding blood. As their Blood hits the ground the ritual takes effect.

- **System:** Make a Resolve + Blood Sorcery vs Stamina + Resolve roll. Every point of margin on a win does a point of damage to the victim, as their blood vessels burst and their lungs fill with blood. This damage is Aggravated for mortals, but only Superficial on vampires. The caster can repeat this process up to two more times, each time requiring them to make an additional Rouse Check.

DEFLECTION OF WOODEN DOOM

By performing this ritual the vampire protects themselves from being staked. The first stake that would pierce their heart shatters before penetrating the skin.

- **Ingredients:** Wood splinters or shavings.
- **Process:** The vampire mixes the shavings with their Blood and draws a circle around themselves. They must then meditate in this circle for an hour, concluding by placing one splinter of wood under their tongue.
- **System:** Make no Ritual roll until the vampire is staked. If the Ritual roll is a win, the stake shatters as it touches the skin of the vampire. (A critical win blinds the attacker for two turns, showering their face with splinters.) This only works on genuine attempts at staking - merely holding the stake against the vampire does not



trigger the effect. The protection lasts until the end of the night or until the splinter is removed from under the tongue of the vampire, whichever comes first.

ESSENCE OF AIR

The caster creates a potion that when imbibed allows for limited flight. The Camarilla frowns upon the use of this Ritual, due to the extreme risk of Masquerade breaches; for this reason, its popularity has lessened considerably in the modern nights.

- **Ingredients:** Leaves and berries of belladonna.
- **Process:** The caster steepes the belladonna in their Blood, reducing the brew over a brazier while incanting words of power.
- **System:** Make the Ritual roll when reducing the mixture. (A critical win prepares two doses worth of potion.) The caster can tell whether the ritual succeeded, so they won't end up with a dud. The resulting black potion retains its potency for a night and activates when imbibed. The potion enables the caster (and only them) to fly or hover at approximately running speed for a scene. The caster can carry a human-sized mass, though their speed drops to walking speed. Grabbing and carrying aloft an unwilling subject, or pulling the flier to the ground, both require a contest between the caster's Strength + Blood Sorcery and the other's Strength + Athletics.

FIREWALKER

A painful ritual to perform, this allows the caster to make themselves and even their comrades resistant to fire.

- **Ingredients:** A fingertip of the caster.
- **Process:** The vampire cuts one of their fingertips off and burns it together with their Blood in a golden chalice or bowl.
- **System:** Make a Stamina + Resolve test (Difficulty 3) to cut off a fingertip. On a winning Ritual roll, a bluish flame consumes the Blood and fingertip, signaling the completion of the ritual. For the rest of the night fire damage to the caster is halved. This ritual can be performed on others, but the fingertips sacrificed must all belong to the caster. The mutilation is not enough to count as damage to the caster; the fingertip regrows during day-sleep.

WARD AGAINST LUPINES

This Ritual wards an item against werewolves, in any form. Any attempt by them to touch the item triggers the effect.

This ward uses the standard rules for Wards (p. 275).

- **Ingredients:** A handful of silver dust mixed with the Blood.

WARDING CIRCLE AGAINST SPIRITS

This Ritual creates a circular Ward on the floor or ground, intended to prevent the passage of spirits. Although more difficult than some Warding circles, it is one of the most commonly found in grimoires and other sources. A human oc-

cultist could potentially reconstruct a functioning version of this Ritual with an Intelligence + Occult test (Difficulty 6), although they could not cast it without vitae or some other supernatural aid or element.

This ward uses the standard rules for Warding circles (p. 275).

- **Ingredients:** The caster draws the Warding circle with an iron knife dipped in salt and Blood.

Level 4

DEFENSE OF THE SACRED HAVEN

The performer of this powerful ritual can ward their haven against the sun itself, protecting their resting place from penetration by its destructive rays as a mystical darkness blankets the area.

- **Ingredients:** Nothing but the Blood of the caster.
- **Process:** The caster inscribes a number of sigils and glyphs on and around the area to be protected. They must take special care on windows and doorways, but may even ward an open doorway if the area is indoors. (The ritual wards gray or liminal areas, such as ruins, at the Storyteller's discretion.)
- **System:** The process takes an hour or more, depending on the state or the area to be warded. The area can be no larger than a circle with a six-meter radius. The ritual automatically fails if the caster steps out of the area at any time after the warding is complete. The caster makes the Ritual roll once the sun rises. On a Win, shadow blankets the



area, closing off any view of the outside but also preventing any sun damage to the vampires within. On a critical win, those inside can spy the outside world dimly. The Ritual lasts through an entire day unless ended by the caster stepping outside the area.

EYES OF THE NIGHTHAWK

Related to the primitive powers of Animalism, this Ritual allows the caster to possess a carnivorous fowl, usually a raven or a bird of prey, directing its flight and seeing through its eyes. Parrots and mynahs, not being carnivores, cannot be used in this Ritual. Some Tremere spent years training crows or ravens to speak before using them as nighthawks; with the Pyramid disrupted, fewer Warlocks have the spare time now.

- **Ingredients:** The eyes of the bird used, taken at the conclusion of the Ritual.
- **Process:** The caster feeds their Blood to the bird and enters a trance.
- **System:** On a winning Ritual roll the caster can control the bird and see through its eyes. On a critical win, the bird can perform simple actions under control, such as picking up objects or manipulating keys or dials. The caster can use most non-physical Disciplines through the bird, even Dominate assuming the caster has Telepathy (p. 252) or some other way to communicate with targets non-verbally. There is no limit to the range the bird can fly, though unless the caster plucks the eyes out of the

bird at the end of the night they themselves suffer blindness for three nights to come.

INCORPOREAL PASSAGE

The caster assumes an incorporeal state, not unlike a ghost, able to freely pass through objects and rendered totally immune to physical damage. They cannot interact physically with the material world except by sight and speech.

- **Ingredients:** A mirror.
- **Process:** The caster spills their Blood on the mirror, chanting, and then breaks it.
- **System:** Make a Ritual roll. If the roll is a win, the caster assumes an incorporeal form as long as they hold a shard of the broken mirror. While incorporeal, the caster remains immune to everything except fire, sunlight, and arcane weapons and rituals capable of damaging spirits. The caster can still be seen and heard but cannot interact physically with anything or anyone. They cannot Rouse the Blood while incorporeal. Incorporeal casters have no access to any spirit realm; the ritual does not make them wraiths or spirits. The caster can walk through walls and other objects but must do so in a straight line; they cannot change direction while inside solid matter. This Ritual lasts for one scene or until the caster drops the shard. Returning to the material while inside solid matter can result in anything from destruction to entombment to minor inconvenience (the ashtray is stuck

halfway through the caster's arm); the Storyteller decides the precise outcome.

WARD AGAINST CAINITES

This Ritual wards an item against all vampires except the caster. Any attempt by them to touch the item triggers the effect. However, a vampire examining the Ward with Auspex can read the name of the caster in it with a successful contest of Intelligence + Auspex vs. the caster's Intelligence + Blood Sorcery.

This ward uses the standard rules for Wards (p. 275).

- **Ingredients:** Ash warm from a still-burning fire; casters risk terror frenzy, and cannot inscribe this Ward that night if they succumb to it.

WARDING CIRCLE AGAINST LUPINES

This ward uses the standard rules for Warding circles (p. 275).

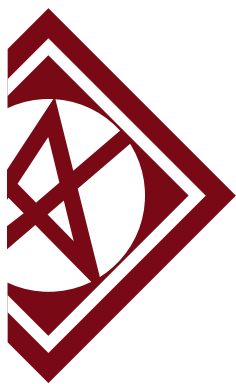
- **Ingredients:** The caster draws the Warding circle with a silver knife dipped in wolfsbane and Blood.

Level 5

ESCAPE TO TRUE SANCTUARY

By preparing two mystic circles in an arduous ritual the caster can instantly travel from one to the other. The journey is one-way, and the caster must designate one circle for departure while the "arrival" circle serves as an exit.

- **Ingredients:** Two charred circles of approximately a meter in diameter.



- **Process:** The caster burns the circles into the ground or floor with an open flame, then consecrates each circle. Consecration requires two hours of chanting per night and two Rouse Checks, for three consecutive nights. In total, this ritual takes twelve Rouse Checks worth of Blood from the caster.
- **System:** Once the circles are complete the caster need but step into the one designated for departure and concentrate for a turn, making a Ritual roll. (The caster makes the Ritual roll each time they attempt to travel, but can only make one attempt per scene.) On a win the caster vanishes, reappearing in an instant in the middle of the exit circle. There is no limit to the distance between the two circles, but they must be inscribed on the ground or on the floor of a building, not on the floor of a vehicle. The caster can transport one person or an object or objects totaling roughly human mass with them. Damaging either circle ruins the ritual completely and renders both circles inert. A vampire can only have one pair of these circles functional at any given time.

HEART OF STONE

Performing this ritual turns the caster's unliving heart to stone. This makes them immune to stakes but also, through some fluke of sympathetic magic, completely remorseless and cold-hearted automatons totally unresponsive to



emotional and social cues. Even more so than normal.

- **Ingredients:** A stone slab and a wax candle drenched with the Blood of the caster.
- **Process:** The caster lies on the stone slab with the candle on their chest letting it burn down to nothing over the course of a night. As the fire reaches their chest, it causes one point of Aggravated damage and forces a terror frenzy roll (Difficulty 3). If the caster fails the frenzy roll, the ritual ends. If the caster does not enter frenzy, they make the Ritual roll. On a win the ritual completes; a critical win heals the candle-fire damage. The effect persists indefinitely, and should the caster wish to reverse the process they must repeat the ritual.
- **System:** While under the effect of the ritual, the caster's heart is literally made of stone. Stakes fail to penetrate it, breaking if forced. The caster also exhibits a complete emotional detachment, subtracting three dice from any Remorse rolls as well as active (not resisting) Social-related rolls, except for Intimidation and Dominate. The caster cannot employ Presence but gains three bonus dice to pools used to resist the effects of that Discipline.

SHAFT OF BELATED DISSOLUTION

The Kindred fear few weapons as they fear the dreaded stake created by this ritual. Thought to be the



origin of the myth regarding stakes as the ultimate tool for slaying vampires, the Shaft of Belated Dissolution not only seeks out the heart of the vampire it's aimed at but actually causes Final Death when reaching its target. If need be, the Shaft works toward this goal as a splinter, inching its way through the target vampire's body to reach its goal.

- **Ingredients:** A stake carved of rowan wood, inscribed with baneful runes.
- **Process:** The caster drenches the stake with two Rouse Checks worth of their Blood, while blackening it in an oak-wood fire while reading incantations over it. The ritual takes five hours to complete.
- **System:** This stake confers a three-dice bonus to any pool on any attempt to stake a vampire, whether hammered in while the victim sleeps, wielded in melee, or fired from a crossbow. The caster need not wield the stake themselves. If the attack roll wins with a margin of five or better, the vampire withers to dust in a single turn as if consumed by an invisible fire. If the stake hits, but the roll has insufficient margin (under five) to pierce the heart, the stake breaks off in the wound, the tip burying itself as it slowly begins to inch its way toward the heart of the victim. Depending on where it struck this can take hours or nights, but unless extracted by medical or mystical means, Final Death is assured. To remove it surgically

someone other than the victim needs to win a roll of Dexterity + Medicine (Difficulty 6) in a process that takes up to four hours. If no medical expertise can be found, someone can remove the splinter by severing the afflicted limb – unless the splinter has already reached the torso.

WARDING CIRCLE AGAINST CAINITES

This ward uses the standard rules for Warding Circles (p. 275).

- **Ingredients:** The caster draws the Warding Circle with a rowan wand dipped in the mixture of ash from a still-burning fire and Blood.

Thin-Blood Alchemy

I knew Pedro was into some weird shit, but I hadn't really known how weird. He had all of us looking for the strangest possible crap: leaded gasoline, green-apple flavored vape juice, depleted uranium shavings, Diet Jolt Cola, and ethidium bromide, whatever the fuck that is. We'd bring it by and he'd put it in Tupperware or an old vodka bottle or a Ziploc baggie or whatever, and paste a label on it. Plus every so often horse tranquilizers and ketamine and PCP and shrooms and that horrible Russian shit that turns your skin black, but that we could just chalk up to business as usual.

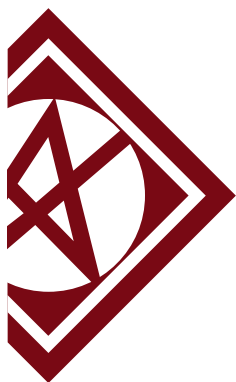
But like I said, the money was good and we could just take it and go get our own fun somewhere and ask no questions. Until I made a delivery to his lab one night. He hadn't called, but I'd scored a whole case of expired imported

sauerkraut and thought Pedro might want to buy it off me. Yeah, I was dry and itching, but I swear I saw what I saw. And I saw Pedro shirtless, with a motherfucking kiln going full blast, the light reflecting off all those tubs and containers on his shelves. And he had a tube running from some girl's vein into a Mason jar, filling it up with her blood. He was writing the label for the jar so he didn't see me. I think he heard the sauerkraut hit the floor though, and I'm sure he smelled it.

But he just called and asked if my medical waste hookup had anything good, and I kind of don't want to go back there. Ever.

Nicknames: Cooking, Home Brew, the Craft, Mashup

The thin Blood of the latest generations holds barely any power of its own. But certain thin-bloods have learned to use it as a catalyst, awakening the latent power in everything from human trauma to gasoline. Born of the street drug scene and cocktail culture as much as it was uncovered by instinct or in moldering medieval texts, thin-blood Alchemy may be the defining art of the next-millennium lick. By blending strongly resonant human blood, and sometimes other substances, with their own vitae, Alchemists can counterfeit a wide range of powers from other Disciplines – and some unique powers of their own. Rumors already abound of specific elixirs that grant the ability to walk in sunlight, commune with Antediluvians, or achieve Golconda. But for now, the street-level cooks have all they can do to stay out



of the Court's sight – plenty of elders consider Alchemy nothing but watered-down diablerie.

Alchemy can counterfeit some Blood Sorcery powers (those that affect the caster's Blood), but not Rituals. The Storyteller can rule any other power off-limits to Alchemy if they worry about game balance or the plausibility of the fiction – and reverse themselves later if they wish, or hint at unique recipes developed in Switzerland or hidden in a Cairo library. The Discipline is young, and thin-bloods have hardly explored every possible working or tasted every possible cocktail.

Characteristics

All formulae require vitae from the Alchemist and human blood of the correct Resonance (p. 226). The Resonant human blood can be stored in a blood bag, or in a Starbucks to-go cup for that matter. The specific amount needed depends on the degree of the donor's Resonance and on the Storyteller's whim.

In these rules, "power level" always refers to the level of Alchemy involved, not the level of the power counterfeited with the formula.

All formulae have a cost to distill, and then the cost to activate. The distillation cost reflects the fact that all formulae include the Alchemist's own vitae: A single Rouse Check. Activation cost for a formula is the same as using the power normally: free, or some number of additional Rouse Checks.

Once activated, the Alchemist makes a distillation roll to determine how effective the particular

mixture was. Each version of Alchemy builds a different dice pool for the distillation roll. The more successes, the more effective the mixture:

SUCCESSSES	EFFECT OF THE MIXTURE
2	Power weak, fluky, or late in happening
4	Power works as intended
6	Power increased in effect

Some powers require their own dice rolls to take effect, or to measure the degree of success. The Alchemist makes those rolls where needed, substituting their rating in Thin-Blood Alchemy for the specific Discipline rating where relevant.

To learn a new formula requires research time, whether the Alchemist spends it poring through libraries or in meditation or on tasting expeditions or performing laboratory experimentation. Players should write down which formulae their character already knows, and any special ingredients it requires. A character receives a formula for free for each dot in Thin-Blood Alchemy and can purchase additional formulae with experience and experimentation.

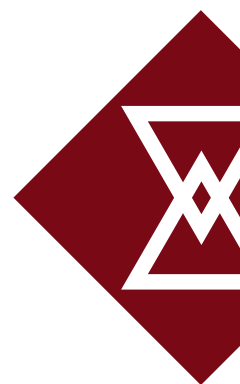
- **Masquerade Threat:** Varies as widely as the powers it counterfeits and the method used.
- **Blood Resonance:** Required for each formula and varies accordingly.

INGREDIENTS The listed ingredients for each formula are sugges-

tions. Each thin-blood alchemist develops their own proprietary formulae, often writing the recipes down in code just as the medieval alchemists did. The alchemist's own Blood is the only unvarying ingredient in all alchemical formulae, although almost all of them also require human blood of a specific Resonance. Cold or clotted blood can work in a formula if the alchemist has enough of it. Ingredients need not be physical – a specific experience or emotion caught in the blood can be just as powerful as rare research chemicals.

The Storyteller should modify the dice pool up or down by one or two dice based on the quality of the ingredients – and perhaps by the originality if the player comes up with suitably nasty or bizarre things for their Alchemist to use. As a rule of thumb:

- Add one die for very rare or expensive ingredients (ones that require at least a story to source or Resources dots higher than the level of the formula); subtract one die for cheap substitute ingredients you can buy at a big box retailer. (Many formulae include easily available industrial chemicals or foods as standard ingredients; invoke this penalty only when the characters substitute such things for a superior ingredient listed.)
- Add one die for very potent or magical ingredients, such as unicorn horn, red mercury, human blood with a Dyscrasia, werewolf blood, or vitae with Blood Potency two levels higher than the level of the



formula; subtract one die for medical bagged blood, melted-down candles from the New Age shop, or other faux magics.

- Add one die for player creativity in suggesting ingredients, especially if sourcing them gets them into trouble or otherwise advances the story.

DISTILLATION METHODS When the first dot in Thin-Blood Alchemy is gained, the Alchemist chooses their method. This is the way they perform their distillation. Learning a different method means starting from scratch, essentially counting it as a separate Discipline. In this case, formulae for one method do not apply to other methods known, and the same formula must be learnt separately for each method.

ATHANOR CORPORIS The Alchemist uses their own body as the athanor, or alchemical furnace. This might be a bio-feedback routine, the result of an initial elixir consumed at initiation, or simply intuitive understanding of how resonances interact. Ingredients usually consist of different types of resonance mixes, requiring the Alchemist to sample the blood of multiple victims to get just the right blend.

The Alchemist drinks the different types of resonant blood required and the process is performed within their veins with a distillation roll of Stamina + Alchemy, together with a Rouse Check.

Only one power can be active at a time, and a new power must be distilled before it can be activated. This usually takes at least three turns of concentration, during which the Alchemist can do nothing else.

CALCINATIO The Alchemist uses the body of a human as the athanor, adjusting their biophysical state by means of emotional pressure and spoken incantations. (Some practitioners of Calcination use drugs on their subjects instead.) The Alchemist then feeds their Blood to the chosen human, paying the distillation cost, and makes the distillation roll with Manipulation + Alchemy.

The human's entire body distills the formula. The Alchemist then drinks their blood to use the power (required Hunger slaked equals power level minus 1).

The Alchemist can only distill one power per victim, though the victim retains the formula within them as long as they're kept in the same emotional state; each power takes as long to activate as it takes to drain that quantity of blood (p. 212).

FIXATIO Lacking the physical or social predilections of the other methods, the Alchemist uses a conventional athanor such as a kiln, a metalworking furnace, a meth cooker, a repurposed propane tank, or the like. This method most resembles "classical" alchemy: the Alchemist pours their Blood as well as inert, usually rare, ingredients into the athanor, pays the distillation cost, and distills them inside it

with an Intelligence + Alchemy roll.

The resulting formulae are fixed, meaning that the Alchemist can carry them around on their person and imbibe them to activate their power. (Roll the distillation roll upon consumption, not upon production.) However, without a laboratory, they cannot make any more – at most, they might be able to "one-pot" a weak (Level 3 or less) formula using a pressure-cooker or other field expedient. Using such unsuitable equipment reduces the distillation dice pool by 2 dice.

The Alchemist can carry a number of fixed formulae (of any level) equal to their Wits or Dexterity – keeping the vials safe, stable, hidden, and leakproof is not a trivial task. (The Storyteller can decide if each vial takes up the space of a syringe, a can of Red Bull, or a thermos.) The Alchemist can store a number of fixed formulae (of any level) equal to twice the sum of Alchemy plus their dots in Haven: a refrigerator is almost a necessity. Fixed does not necessarily mean shelf stable, after all.

The Alchemist can activate one power per turn.

Level 1

FAR REACH

This formula allows the alchemist to use their mind to grab, hold, and push objects or people without touching them. While few can employ enough mental force to actually cause direct harm, a clever applicant can find many ways to

get an opponent into, or themselves out of, harm's way.

- **Ingredients:** The alchemist's Blood, choleric human blood, melted nylon fibers or a grated refrigerator magnet or weird nootropics ordered off the internet
- **Activation Cost:** One Rouse Check
- **Dice Pools:** Resolve + Alchemy vs Strength + Athletics
- **System:** The alchemist can lift, push, or pull a physical object or person under 100 kg, within their sight and closer than 10 meters. The object moves swiftly, but not rapidly enough to injure a person with the blow; the object may break if it is fragile. The exception: knives or other small metal tools, which the alchemist can wield with a Resolve + Alchemy test, at a two-dice penalty because of the need for precision. A knife used this way does only one point of extra damage.

Trying to move someone actively resisting requires a contest of Resolve + Alchemy vs Strength + Athletics. On a win, the alchemist can pull the victim within grabbing or clawing range, or throw them one meter for each point of margin on the contest, doing an equal amount of Superficial damage. They land prone. Keeping someone or something floating in mid-air requires a Resolve + Thin-Blood Alchemy (Difficulty 3) roll every turn. Fine manipulation (such as pulling the pin of a grenade) requires a

Wits + Alchemy roll at a suitable Difficulty, as determined by the Storyteller.

- **Duration:** One turn unless held (see above).

HAZE

This formula creates a field of mist that follows the user, rendering them more difficult to target with ranged weapons and concealing their identity.

- **Ingredients:** In addition to the alchemist's Blood and phlegmatic human blood, dry ice or cigar smoke or auto exhaust
- **Activation Cost:** One Rouse Check
- **System:** Upon activation a cloud of mist-like vapor surrounds the alchemist, masking their features and obscuring their silhouette. Anyone attempting to identify the user or hit them with ranged weapons suffers a two-dice penalty to their pool. The user can extend the cloud to encompass a group of up to five people by making another Rouse check.
- **Duration:** One scene or until voluntarily ended.

Level 2

At level 2, the Alchemist can develop formulae to counterfeit level 1 powers of other Disciplines.

Each of these formulae take at least a week to research.

ENVELOP

This formula creates a mist that clings to a victim, blinding it and

(in the case of mortals) causing suffocation.

- **Ingredients:** The alchemist's Blood, melancholic and phlegmatic human blood, potassium chlorate, smog or halon gas
- **Activation Cost:** One Rouse Check
- **Dice Pools:** Wits + Alchemy vs Stamina + Survival
- **System:** The alchemist activates the power and chooses a target within sight. A swirling mist envelops the target, obscuring their sight and penalizing them three dice from all sight-based detection and ranged attack dice pools. In addition, the alchemist can make the mist suffocate a mortal with a contest of Wits + Alchemy vs. Stamina + Survival. On a win, the target can take no action except coughing and choking; on a critical win, the target loses consciousness. The alchemist can only employ Envelop on single targets, and only on one at a time.
- **Duration:** Until scene ends or the alchemist ends the effect voluntarily.

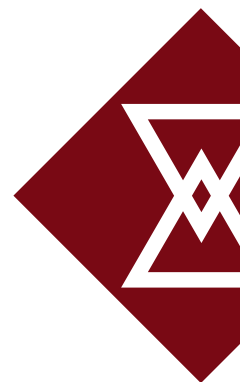
Level 3

At level 3, the Alchemist can develop formulae to counterfeit level 2 powers of other Disciplines.

Each of these formulae take at least a night to distill and at least one month to research.

DEFRACTIONATE

This formula results in a homeopathic elixir. When added to



fractionated medical-supply blood, the elixir returns it to freshness, allowing vampires without the Iron Gullet merit to obtain nutrition from it.

- **Ingredients:** The alchemist's Blood, sanguine and melancholic human blood, O-negative human blood (only a few ml), moldy spinach, hot black coffee, sodium octanoate
- **System:** The alchemist taps their vessel (*Calcinatio*), or their own vein (*Athanor Corporis*) to get the Defractionate elixir if they do not use *Fixatio*. For each success on the distillation roll, they get enough elixir to turn one blood bag (slakes 1 Hunger) from fractionated to unfractionated blood. Any vampire can consume this blood and slake Hunger with it.
- **Athanor Corporis:** The alchemist can tap their own vein once per night for this elixir until their next feeding, or until they reach Hunger 5. They need not pay the distillation cost again.
- **Calcinatio:** If the vessel survives the tap, the alchemist can tap them again in a week for more elixir. They need not pay the distillation cost again, but

the vessel pays the Health cost (3 Aggravated damage) each time they are tapped.

PROFANE HIEROS GAMOS

To the Alchemist, rebirth and renewal are not locked behind the ritual of sacred union between two opposites. Through the power of their mercurial vitae the Alchemist can help shape a human body to match the mental self-image or desired shape held by the consciousness within it.

With the help of rare reagents the Alchemist can even defy one of the fundamental curses of the vampiric condition by altering the unchanging state to which the undead revert to in their day-sleep. This specific formula can be imbibed by vampires other than the Alchemist, after their ritual purification and deep meditation on their own idealized, or desired, form.

This knowledge makes the expertise of the Alchemist a valuable and desired commodity even to those Kindred who loathe their very existence. Duskborn openly offering services like these are more likely to be coerced to work or kidnapped than paid handsomely.

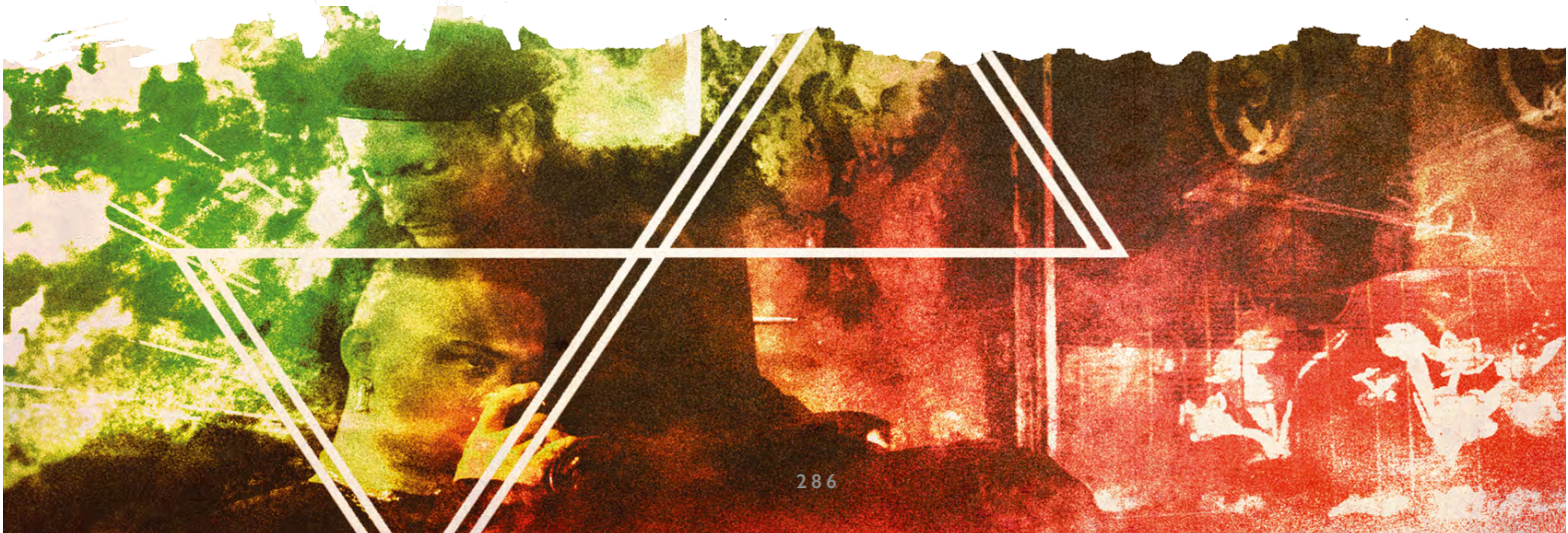
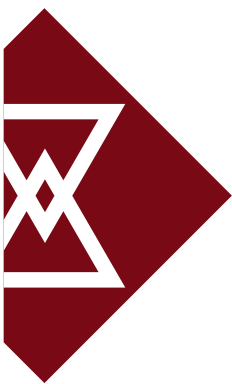
■ **Ingredients:** The alchemist's Blood, melancholic and phlegmatic human blood, entheogenic substances.

■ **Activation Cost:** One Rouse Check

■ **Dice Pools:** Stamina + Resolve

■ **System:** Whoever imbibes the formula mixed with a Rouse Check worth of their own Blood instantly falls into a catatonic fever dream until the following night, the depths of their psyche plumbed for their personal idealized form, or a form strongly desired.

The effects of Profane Hieros Gamos are limited to the external morphology of the human form, the body refusing transformations too outlandish and fantastical to be without the wondrous spectrum of human anatomy. The imbiber makes a Stamina + Resolve roll against a difficulty of 8 minus the successes on the distillation roll, adding their Bane Severity to the Difficulty of the test. On a win, the transformation process is successful and their physical body molds to the desired shape. A critical win can grant and remove Merits and Flaws of the Looks category,



though like all Advantages they need to be paid for with Experience points (p. 180). A messy critical or a bestial failure might cause a new Flaw to manifest, ranging from Repulsive, Obvious Predator, Stigmata or even Organovore as the Beast interferes with the transformation.

Not even the blood of the Duskborn can spare the Nosferatu from their Bane, the process incorporating the clan's hideous affliction despite the user's mental image.

- **Duration:** Permanent until performed again.

Level 4

At Level 4, the Alchemist can develop formulae to counterfeit level 3 powers of other Disciplines.

At this level, all formulae also require a drop of vitae from a vampire of a matching clan or from one who already possesses the counterfeited Discipline. For example, to counterfeit Shape-change the Alchemist needs vitae from a vampire with Protean or from a Gangrel. The Gangrel would not have to possess Protean 3, or even have Protean at all; the power is in the Blood, not the specific vampire.

As noted above, this drop does not cost the donor any Health, nor does it convey a Blood Bond. That said, Alchemists generally only get such donations as the result of a major Boon – or because the donor has some truly horrible and dangerous mission they are attempting to inveigle the Alche-

mist's coterie into carrying out.

These formulae take at least three nights to distill and at least three months to research.

AIRBORNE MOMENTUM

This formula enables the alchemist to lift themselves from the ground, achieving a state of swift flight or floating. They can fly in any direction, including up or down, though their carrying capacity is limited.

- **Ingredients:** The alchemist's Blood, choleric and sanguine human blood, champagne, bird blood, helium, scopolamine or belladonna extract
- **Activation Cost:** One Rouse Check
- **Dice Pools:** Strength + Alchemy vs Strength+Athletics (if resisted)
- **System:** The potion enables the alchemist (and only them) to fly or hover at approximately running speed. The flier can carry a human-sized mass, though their speed drops to walking speed. Grabbing and carrying aloft an unwilling subject or pulling the flier to the ground both require a contest between the alchemist's Strength + Alchemy and the other's Strength + Athletics.
- **Duration:** One scene

Level 5

At level 5, the Alchemist can develop formulae to counterfeit level 4 powers of other Disciplines.

These formulae take a month to distill and at least three years to research.

AWAKEN THE SLEEPER

This formula results in an elixir which, when added to human blood, can awaken a vampire from Torpor.

- **Ingredients:** The alchemist's Blood, choleric or sanguine human blood, adrenaline, ammonium carbonate, hartshorn, caffeine or benzedrine, melatonin
- **System:** The alchemist taps their vessel (Calcinatio), or their own vein (Athamor Corporis) to get the Awaken the Sleeper elixir if they do not use Fixatio. They then mix the elixir into human blood. For each success above 2 on the distillation roll, the elixir can awaken a vampire of that Blood Potency.
Example: Hari gets 5 successes on his Awaken the Sleeper distillation roll: this elixir can awaken a torpid vampire of Blood Potency 3 or less ($5 - 2 = 3$).
- **Athamor Corporis:** The alchemist can tap their own vein once per night for this elixir until their next feeding, or until they reach Hunger 5. They need not pay the distillation cost again.

- **Calcinatio:** If the vessel survives the tap, the alchemist can tap them again in a week for more elixir. They need not pay the distillation cost again, but the vessel pays the Health cost (5 Aggravated damage) each time they are tapped. The Alchemist can also simply feed the vessel's blood to the sleeper directly ■

