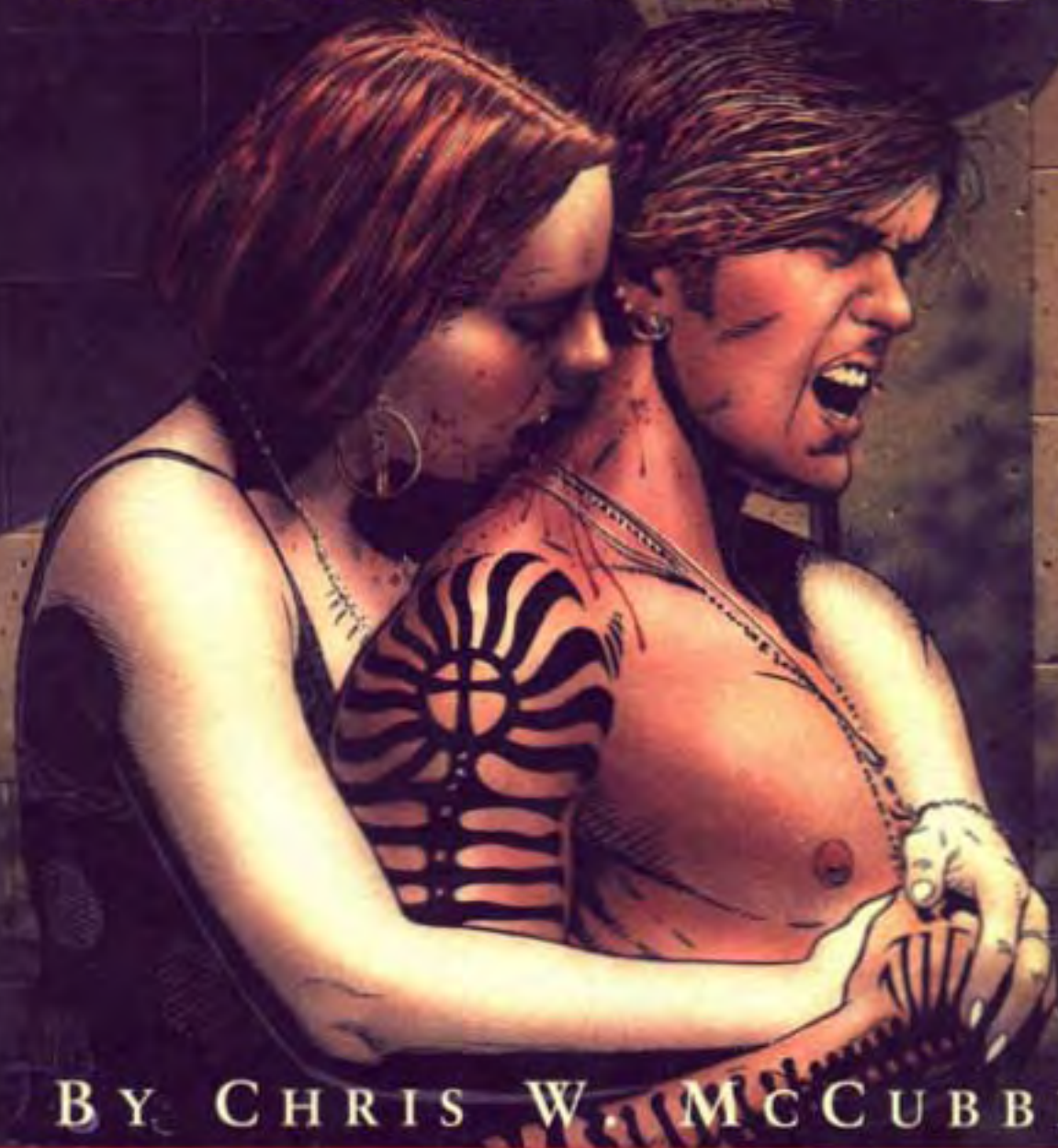


G U R P S

VAMPIRE

THE MASQUERADE
COMPANION



BY CHRIS W. MCCUBBIN

STEVE JACKSON GAMES

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VAMPIRE

THE MASQUERADETM

COMPANION

By Chris W. McCubbin

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CONTENTS

PROLOGUE	4	Paths of Enlightenment	57
INTRODUCTION	10	The Path of Paradox.....	57
About <i>GURPS</i>	11	The Path of Typhon.....	57
About the Author.....	11	Bloodlines	58
1. CHARACTERS	12	Bloodline PCs.....	58
Advantages, Disadvantages and Skills.....	14	Daughters of Cacophony.....	59
Clarifications.....	14	Salubri.....	61
Licking Wounds Shut.....	14	Samedi.....	63
Eating and Drinking.....	14	4. THE SABBAT	64
Animals and Vampires.....	14	The Pack.....	66
New Advantages.....	14	The Creation Rites.....	66
Psionics.....	18	<i>The Loyalists</i>	66
New Disadvantages.....	19	The Vinculum.....	67
New Skills.....	24	<i>Sabbat Ranks</i>	67
2. ELDER VAMPIRES	28	<i>The Regent</i>	68
The Elder Campaign.....	30	<i>Auctoris Ritae</i>	69
Golconda.....	30	Strong Will and the Sabbat.....	70
The State of Golconda.....	30	<i>Ignoblis Ritae</i>	71
PCs in Golconda.....	30	Sabbat History & Influence.....	73
The Inconnu.....	32	Sabbat Territory.....	74
The Old Country Tzimisce.....	33	<i>Ritual Occasions</i>	74
Advanced Disciplines.....	33	<i>Sabbat Glossary</i>	74
Animalism.....	35	Sabbat Culture.....	75
Auspex.....	36	Monomacy.....	76
Celerity.....	38	War Parties.....	77
Dominate.....	38	The Wild Hunt.....	77
Fortitude.....	39	The Black Hand and the Inquisition.....	77
Obfuscate.....	39	The Sabbat Inquisition.....	78
Potence.....	40		
Presence.....	40		
Protean.....	41		
Thaumaturgy.....	41		
3. NEW CLANS AND BLOODLINES	42		
Sect Affiliation.....	44		
Assamites.....	45		
Followers of Set.....	47		
Giovanni.....	49		
Lasombra.....	51		
Ravnos.....	53		
Tzimisce.....	55		



<i>Sabbat Secrets</i>	78	6. PERMUTATIONS	120
<i>Pack Customs</i>	78	The Rite of Prestation.....	122
The Sabbat Paths of Enlightenment.....	79	Prestation.....	122
Path Rating.....	79	<i>Vampiric Obligations</i>	122
The Path of Caine.....	79	<i>Repayment</i>	124
<i>Changing Paths</i>	79	Numina.....	125
The Path of Cathari.....	80	Psionics.....	126
<i>Path of Caine: Dos and Don'ts</i>	81	Thaumaturgy.....	126
<i>Path of Cathari: Dos and Don'ts</i>	81	<i>Hunter Unusual Backgrounds</i>	126
The Path of Death and the Soul.....	81	Faith.....	127
<i>Path of Death and the Soul: Dos and Don'ts</i>	82	<i>Wild Talents</i>	127
The Path of Evil Revelations.....	82	Mystical Items.....	128
The Path of Harmony.....	82	<i>Sample Mystical Objects</i>	128
<i>Path of Harmony: Dos and Don'ts</i>	82	Tainted Vitae.....	129
The Path of Honorable Accord.....	83	Drugs.....	129
<i>Path of Honorable Accord: Dos and Don'ts</i>	83	Disease.....	129
<i>Path of Power and the Inner Voice:</i>		Lupine Blood.....	130
<i>Dos and Don'ts</i>	83	Psychic's Blood.....	131
The Path of Power and the Inner Voice.....	84	<i>Tainted Vitae and the Sabbat</i>	132
<i>Games</i>	84	Putting the Bite On: Optional Combat Rules.....	132
Sabbat Justice.....	85	Kindred vs. Kine.....	132
Allies of the Sabbat.....	85	<i>Bite Attacks</i>	134
The Clans of the Sabbat	86	Fang to Fang Combat.....	136
<i>Assamite Antitribu</i>	86	<i>Optional Rule: Buying Routines</i>	136
<i>Brujah Antitribu</i>	87	Adventure Seeds	136
<i>Gangrel Antitribu</i>	88	Family Renunion.....	137
<i>Lasombra</i>	89	Blood Debt.....	138
<i>Malkavian Antitribu</i>	90	The Bottle.....	138
<i>Nosferatu Antitribu</i>	91	Chorale.....	139
<i>Panders</i>	91	7. CONVERSIONS	140
<i>Ravnos Antitribu</i>	92	Merits and Flaws.....	142
<i>Serpents of the Light</i>	93	Merits.....	142
<i>Toreador Antitribu</i>	95	Flaws.....	146
<i>Tremere Antitribu</i>	95	New Abilities.....	149
<i>Tzimisce</i>	96	Talents.....	149
<i>Ventrue Antitribu</i>	97	Skills.....	150
5. DISCIPLINES	98	Knowledges.....	151
Mixing and Matching.....	100	Backgrounds.....	152
Chimerstry.....	101	Personality Archetypes.....	153
Dementation.....	103	Converting New Clans.....	154
Melpominee.....	105	Converting Bloodlines.....	154
Necromancy.....	106	Converting Elders.....	154
Obeah.....	108	Attributes.....	154
Obtenebation.....	109	Abilities.....	155
Quietus.....	112	Background.....	155
Serpentis.....	114	Converting Advanced Thaumaturgy.....	155
Thanatosis.....	116	BIBLIOGRAPHY	156
Vicissitude.....	117	INDEX	159



DOCUMENT #10

[Notes: This final document is ambiguous, but nonetheless intriguing. It was obtained between 19:47 and 19:59 C.S.T. on 3/15/93 in Houston, TX, where an operative was briefly able to make contact with Taylor. Our operative reports that the subject seemed agitated and distraught that evening. He followed Taylor into a large shopping mall, where the subject made the following phone call from a bank of pay phones. The transcript was obtained using a concealed directional microphone from about 30 feet away. At that distance, of course, it was completely impossible to make out anything said by the other party in the conversation - investigators have had no success so far in ascertaining the identity of this other party, but our operative's purely subjective opinion was that Taylor was talking to an intimate female acquaintance. Less than 48 hours after this conversation our operatives visited the retail establishment mentioned below - they found it closed, with all the stock still there. So far they have had no success in tracing the whereabouts of the proprietor. Taylor lost our operative only a few minutes after the end of this conversation.]

[begin transcript]

TAYLOR: HELLO! TAYLOR HERE. THANK GOD YOU'RE ALL RIGHT. LISTEN, I GOT YOUR MESSAGE . . .
 YOU HAVE TO GET OUT OF NEW YORK.
 :NO! RIGHT NOW. TONIGHT! IT WOULD HAVE BEEN BETTER IF YOU'D LEFT IN DAYLIGHT, BUT . . .
 :NO. DON'T WAIT. IF I CAN FIND YOU, THEY CAN TOO. KEEP MOVING.
 :YEAH, SURE. BY ALL MEANS KEEP TO CROWDED, WELL-LIT AREAS. BUT LISTEN - DO NOT EXPECT THAT
 TO BE ENOUGH TO KEEP YOU SAFE.
 :NO. NO IT WON'T. BECAUSE THEY JUST DON'T CARE IF ANYBODY SEES THEM.
 :YES. I'M SERIOUS. YOU'RE IN NEW YORK - THAT'S SABBAT TERRITORY. THEY'RE NOT LIKE THE
 KINDRED IN CHICAGO OR NEW ORLEANS. THEY'RE MUCH, MUCH WORSE.
 :YEAH, SABBAT. S-A-B . . . IT'S NOT IMPORTANT, WE DON'T HAVE TIME FOR THIS. THE POINT IS,
 THEY'LL TEAR YOUR HEART OUT IN THE MIDDLE OF TIMES SQUARE WHILE THE PRESIDENT, THE POPE
 AND WALTER CRONKITE ALL WATCH. THERE'S NOTHING EVEN REMOTELY HUMAN ABOUT THEM.
 :STOP ARGUING WITH ME! I ALREADY TOLD YOU, THEY DON'T CARE. THEY HAVE THE PRESS AND THE
 COPS IN THEIR POCKET. IF THEY FIND YOU, YOU'RE DEAD . . . OR WORSE.
 :OK, RIGHT . . . UH, HERE'S WHAT YOU DO. AS SOON AS YOU HANG UP, GET OUT OF THE APART-
 MENT. DON'T GO TO YOUR CAR. DON'T GO TO THE AIRPORT OR BUS DEPOT EITHER. THEY'LL HAVE
 THOSE WATCHED. AVOID THE POLICE, AND THE CABS. UM, DO YOU THINK YOU CAN STEAL A CAR?
 :ALL RIGHT, ALL RIGHT - FORGET I ASKED.
 :I DON'T KNOW. IT'S JUST . . . WAIT!
 :NO, JUST WAIT A MINUTE - I THINK I'VE GOT AN IDEA.

[At this point, our operative reports, Taylor removed his wallet and extracted what appeared to be a hand-written note.]

Page 11
YEAH, HERE IT IS, OK, WRITE THIS DOWN. YOU READY?

OK, READY NOW?

GOOD. YOU NEED TO GO TO A USED BOOK SHOP CALLED THE IBIS ANTIQUARIUM, IN BROOKLYN — THEY WON'T BE EXPECTING YOU TO GO THAT WAY. I, UH, I DON'T HAVE THE STREET ADDRESS HERE — JUST A P.O. BOX, BUT THEY'RE IN THE PHONE BOOK. YOU CAN LOOK IT UP.

:NO, THERE'S NO POINT IN CALLING AT THIS TIME OF NIGHT. THE OWNER'S THE ONLY PERSON THERE NOW, AND HE DOESN'T ANSWER THE PHONE — IT'S A THING WITH HIM.

:YES, YES, HE WILL BE THERE. HE KEEPS STRANGE HOURS. NOW STOP ASKING QUESTIONS AND LISTEN.

:GOOD. THE OWNER GOES BY THE NAME OF "HAWKINS," BUT WHEN YOU GET THERE, YOU NEED TO MENTION MY NAME AND CALL HIM HETEPSEKHEM-WY.

:HETEPSEKHEM-WY. HE-TEP-SEK-HEM-WY. WRITE IT DOWN. H-E-T-E-P-S-E-K-H-E-M-W-Y.

:GOOD. NOW, WHEN YOU GET THERE, TELL HIM EVERYTHING, AND I MEAN EVERYTHING. DON'T HOLD ANYTHING BACK AND FOR GOD'S SAKE DON'T TRY TO LIE TO HIM. GOT IT?

:YES, YES, HE KNOWS ALL ABOUT THE VAMPIRES.

:NO, ABSOLUTELY NOT. HE'S ABOUT AS FAR FROM BEING A VAMPIRE AS YOU CAN GET.

:LISTEN, THERE'S NO TIME! STOP ASKING QUESTIONS, AND JUST GET MOVING. I THINK IF YOU CAN GET TO HAWKINS YOU'RE HOME FREE. HE'S ONE OF THE FEW THINGS THE SABBAT FEARS — OR AT LEAST RESPECTS. YOU'RE AS SAFE WITH HIM AS YOU ARE ANYWHERE ON EARTH. HE OWES ME A FAVOR, AND HIS PEOPLE TAKE OBLIGATIONS VERY SERIOUSLY.

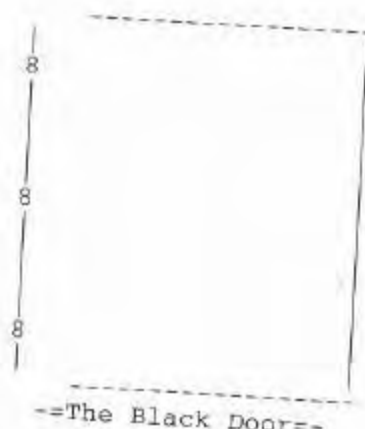
:NO, DON'T TRY TO CALL ME. HAWKINS WILL LET ME KNOW IF YOU'RE OK.

:YEAH, YOU, TOO. NOW GET MOVING! IT'S A LONG WALK TO BROOKLYN.

:OK, BYE.

[End Transcript]

THE REMAINDER OF THIS PAGE LEFT INTENTIONALLY BLANK.



Nom> Danton
Key> *****
Combination> *****

You are Danton [#1115] [Toreador]. You have 1 hour inside. Do not tarry.
The day is May 13. You have entered 3 times. Your last visit was May 2.
Your mailbox is empty.

A conclave is now taking place in the Atrium. There are 6 kindred present. Would you like to join the conclave? [Y,N] y

Entering the Atrium

Kindred Present:
Lord X [Ventruel]
Bad Acid [Malkavian]
Harley D. [Ravnos]
Tapeworm [Samedi]
Loa [Setite]
Lucy [Tremere]

Black Door>WELCOME, DANTON. TIME SPENT IN THE CONCLAVE WILL NOT BE DEDUCTED FROM YOUR DAILY TOTAL.
Good evening.

Danton>Good evening.

Loa>But we prefer to be referred to as "Followers of Set."

Lucy>Lord X- I really like the new system.

Lord X>Welcome, Danton, to our little experiment in ecumenical communication!
Thank you.

Danton>Thank you.

Lord X>Loa: My apologies, dear lady, but that won't fit in the allotted space.
Lord X>Lucy: Thank you, I'm enjoying it myself.

I like the new system, too. How many lines do you have now?

Loa>It's of no real importance. At least you didn't call us "snakes."

Danton>I like the new system too. How many lines do you have now?

Lord X>10, plus the console.

Harley D>quite a group we have here already - who else have you invited? werewolves?

Lord X>I tried, but I couldn't find one who could read.

Lucy>ROFL

Loa>*chuckles*

Bad Acid>ROFC&S&PMP

Harley D>heh. OK, will we be seeing any Assamites tonite? Jeovanney (sp)?

Loa>ROFC&S&PMP?

Bad Acid>assamites:same prblem as with the wolves.

Lord X>Harley D. I think not, though I have invited one or two other special guests.

Bad Acid>Lola - Rolling On Floor

Harley D.>Sounds mysterious.

Bad Acid>i forget the rest

Loa>Bad Acid - it's LOA.

Bad Acid>Lois - watever

Lord X>Dear Acid, please. I must ask you not to disparage fellow kindred - or to taunt my other guests.

Black Door>BLAKE [TZIMISCE] IS ENTERING THE CONCLAVE.

Black Door>WELCOME, BLAKE. TIME SPENT IN THE CONCLAVE WILL NOT BE DEDUCTED FROM YOUR DAILY TOTAL.

Bad Acid>hey i'm kidding. i'm a kidder.

Lord X>Ah, Blake, welcome! Enter freely and of your own will!

Lucy>Tzimisce?

Tapeworm>Ah, tonight might be interesting after all.

Blake>Ha, ha! Indeed. Thank you, Lord X, for your invitation.

Bad Acid>sabbat!??? k0001!!!!

Lord X>All, allow me to present Blake, our honored guest from the Sabbat. Please treat him with all courtesy.

Blake>Bad Acid - yes, we do find it "cool."

Tapeworm>Since when does the Camarilla socialize with the Sabbat?

Bad Acid>blake - lord x sez i'm supposed to be on my really, really best behavior with you, so just let me know if i get out of line, ok?

Lord X>Mssr. Tapeworm - it's less a matter of "socializing" th

Lord X>BAD ACID! THIS IS YOUR LAST WARNING . . .

Blake>Bad Acid - thank you, I appreciate the effort.

Bad Acid>ok, ok, geez

Lord X>As I was saying before I was so rudely interrupted

Bad Acid>don't rub it in

Lord X>It's not a matter of socialization, but of "detente."

Lord X>I can't imagine any possible consequences of more open communications between ourselves

Blake - if you don't mind my asking, sir, are you calling from NYC?
Lord X>and the Sabbat that do not represent an improvement over current conditions.
Blake>Well said.
Danton>Blake - if you don't mind my asking, sir, are you calling from NYC?
Blake>Yes, do you know the city?
I was born there.
Black Door>WHITE QUEEN [TOREADOR] IS ENTERING THE CONCLAVE.
Danton>I was born there.
Black Door>WELCOME, WHITE QUEEN. TIME SPENT IN THE CONCLAVE WILL NOT BE DEDUCTED FROM YOUR DAILY TOTAL.
Harley D.>Hello, White Queen.
Lord X>M'lady, this is a most unexpected honor!
Blake>Danton - which birth? Perhaps you can visit us some time.
White Queen>HOW DOES THIS THING WORK? CAN YOU HEAR ME?
Heh. The first one. Thanks for the invitation.
Harley D.>turn off your caps lock.
Danton>Heh. The first one. Thanks for the invitation.
Lord X>Yes, Madam - you're doing splendidly.
Blake>Good evening, White Queen. Lord X, have we been introduced?
White Queen>I had heard that you were consorting with diabolists and rabble, "Lord X."
Blake>Oh dear.
Blake>Madame, if I have offended . . .
Lord X>M'lady, it's not at all like that.
White Queen>I see that it is true. I will speak to you soon.
Black Door>WHITE QUEEN HAS DROPPED CARRIER.
Lucy>I have to go. goodbye, Lord X.
Loa>It appears the lady was not amused.
Black Door>LUCY HAS LEFT THE CONCLAVE.
Harley D.>who WAS that?
Lord X>I'm sorry, but I'm afraid the conclave is over for tonight. Good evening.
Blake>I'm terribly sorry if I've caused any trouble.
Bad Acid>Harl: the Queen of air & darkness
Loa>Yes, Lord X, I do hope you're not in any trouble over our little get-together.
Harley D.>Acid - oh, of course (huh?).
I am totally confused, what just happened? Who w
+++ATHO
NO CARRIER



INTRODUCTION

This book is impossible to write. Not *was* impossible, as in I couldn't do the job I was asked to do in the time allotted, but *is* impossible, as in dry water or a square circle — logically impossible.

SJ Games has the rights to do two, and only two, books adapting White Wolf's *Vampire: The Masquerade* to *GURPS* (that's *Vampire* folks, don't panic; we have the rights to do two more books for each of the remaining four games in the *Storyteller System*). My job, if you please, was to *finish* the game *GURPS Vampire*.

It can't be done. The world of the Cainites is too big and growing too fast to ever be encompassed in two books or 20 books. There's so much that remains beyond my reach . . .

I think I've hit the high points — The Sabbat, and roleplaying elder vampires. The rest of the 13 clans, of course, and enough bloodlines to let you know what a bloodline is. There's a large selection of new advantages, disadvantages and skills.

But there's so much left . . .

Fortunately, as a *GURPS Vampire* gamer, you are not left completely stranded by my bitterly fought surrender to logical necessity. You still have the White Wolf books — new *Vampire* stuff continues to come pouring out of Stone Mountain at an ungodly rate, every one filled with all kinds of brilliant new ideas and insights into the World of Darkness. Don't be a system snob, friend, check out this wonderful stuff — hopefully, between Jeff Koke's brilliant work on the original *GURPS Vampire*, my humble contribution here, and White Wolf's emphasis on background and atmosphere over mechanics, you'll find it easy to translate their new stuff over for your *GURPS* game. I've tried to make the transition as easy for you as I could, cramming in as many rules and systems as I possibly could without completely losing sight of that astounding ambiance that makes a *Vampire* game totally unlike any other roleplaying experience.

I did what I could; I wish it could have been more.

But hey, what do you care about my problems? You have immortality ahead of you in the pages of this game.

Good evening. Enter freely and of your own will . . .

About the Author

Chris W. McCubbin is a freelance writer and game designer. He lives in Austin, TX with his wife, Lynette Alcorn, and the obligatory two cats, Polychrome and Clipper.

This is his eighth book for the *GURPS* system. His earlier works include the Gamer's Choice Award winner *GURPS Fantasy Folk* and *GURPS Callahan's Crosstime Saloon*, an effort that earned him a cameo appearance in Spider Robinson's novel *The Callahan Touch*. He's the former editor of Fantagraphics Books' much lamented *Amazing Heroes* magazine, and the equally fondly remembered *Autoduel Quarterly*. He reviews games regularly in *Pyramid Magazine* and has a monthly column in *White Wolf* magazine called "Out of The Parents' Basement," covering popular culture for the gaming community.

About GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

Pyramid. Our bimonthly magazine includes new rules and articles for *GURPS*, as well as information on our other lines: *Car Wars*, *Toon*, *Ogre Miniatures* and more. It also covers top releases from other companies — *Traveller*, *Call of Cthulhu*, *Shadowrun*, and many more.

New supplements and adventures. We're always working on new material, and we'll be happy to let you know what's available. A current catalog is available for an SASE.

Errata. Everyone makes mistakes, including us — but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are always available from SJ Games; be sure to include an SASE with your request.

Q&A. We do our best to answer any game question accompanied by an SASE.

Gamer input. We value your comments. We will consider them, not only for new products, but also when we update this book on later printings!

Illuminati Online. For those who have home computers, SJ Games has an online service with discussion areas for many games, including *GURPS*. Here's where we do a lot of our playtesting! It's up 24 hours per day at 512-448-8950, at up to 14.4K baud — or telnet to jo.com. Give us a call! We also have conferences on Compuserve, GEnie, and America Online.

Page References

Rules and statistics in this book are specifically for the *GURPS Basic Set*, Third Edition. Any page reference that begins with a B refers to the *GURPS Basic Set* — e.g., p. B102 means p. 102 of the *GURPS Basic Set*, Third Edition, Revised. VTM refers to *GURPS Vampire: The Masquerade*.



Chapter 1

CHARACTERS

This chapter gives the *GURPS Vampire* gamer a much broader palette with which to construct a unique Kindred character. GMs and players should note that several of the advantages and disadvantages presented herein are primarily found only in the Sabbat sect, and should be rare or nonexistent outside of that group.

Advantages, Disadvantages and Skills

New Advantages

Those advantages based on rules from White Wolf's *Player's Guide to the Sabbat* are marked with the phrase, "This advantage is most often found among the Sabbat, and is quite rare among other vampires." Whether or not to allow non-Sabbat vampires to take the advantages, or to require an Unusual Background before they can be taken, is left to the GM. Also left up to the GM is the question of which of the following new advantages, disadvantages and skills, if any, to make available to non-vampires in the campaign.



Alternate Identity

10 points

You maintain a secret Alternate Identity within another sect or clan. You are a spy from your original sect or clan sent to gather information about the enemy.

A Cainite with an Alternate Identity can be a part-time spy or sleeper who merely lives among the enemy, making no overt attempt to gather information or take any other direct action unless directly ordered to do so by his superiors. Or he can be a full-time spy, saboteur or *agent provocateur*, constantly risking his cover and his unlife in the pursuit of his mission. Some vampires with this advantage go back and forth between their two identities. Others live in their alternate identity all the time, sometimes for decades.

Many vampires with this Advantage will also have the Secret disadvantage, depending on the probable consequences if they are caught. If you must take many risks while in your Alternate Identity, that is a dangerous Duty disadvantage.

This advantage is most often found among Tremere of the Camarilla infiltrating the Sabbat. The Sabbat is almost impossible to infiltrate, but the fanatical enmity the Tremere hold for the Sabbat often motivates them to find a way. It is completely impossible for any member of the Tremere *antitribu* of the Sabbat to possess this advantage, due to their Curse (see p. 96).

Baby Face

10 points

You can pass easily for a living human. Your skin remains warm and pink, without the normal vampiric pallor. Although you don't need to breathe, you do so freely and naturally, without needing to consciously think about it, as long as air is available. Your heart will beat strongly on its own as long as you have one Blood Point. A character with this advantage will automatically pass for human in most situations where a normal vampire would have to make an Acting roll.

Black Hand Membership

5 points/level

You are a member of the Black Hand, the enforcers of the Sabbat. You may call upon other Hand members for aid in times of genuine need, but they also have the right to call on you. Your Black Hand activities will greatly enhance your opportunities for diablerie and destruction.

Clarifications

It's inevitable that, when translating one game system into another, a certain number of ambiguities and apparent contradictions will arise. The three points below clarify certain points from *GURPS Vampire* with regard to the original White Wolf game.

Licking Wounds Shut

Once a vampire has fed, he can close the wound on his prey merely by licking it shut, leaving no external evidence whatsoever that the injury was ever there.

This ability does not restore any damage taken by the victim, nor can it be used to close wounds not caused by a vampire's bite. In order to be licked shut the wound must be a reasonably clean puncture – it won't work if the victim's throat has been slashed or torn by the vampire's fangs.

Eating and Drinking

Vampires derive no nutritional benefit from eating normal solid food, but there is nothing physiological to prevent them from doing so. However, the vast majority of vampires find the thought of eating mortal food repulsive in the extreme – so much so that they are not even able to bring themselves to chew and swallow it. Because of this pervasive psychological prejudice, a vampire who wishes to eat human food must take the Eat Food advantage (see p. 15).

In *GURPS Vampire* the adventure "Mortal Desires" assumes that vampires can and do drink and enjoy wine and other liquid refreshment, which serves to aid them in the masquerade and acts as a social lubricant when it's not practical to take vitae. The GM is free to reject or modify this assumption to conform to his campaign. It's quite reasonable, for example, to suppose that Camarilla vampires drink wine, but Sabbat vampires find this a loathsome and repellent custom.

Animals and Vampires

In its discussion of the Animal Empathy advantage, *GURPS Vampire* says "The Beast that hides within all vampires is strong within the animals of the wild. Many Kindred can tap into that connection and are alive with the spirit of the animal world." This is true as far as it goes – the Animal Empathy advantage is very common among Kindred.

However, it should be noted that the majority of Cainites do *not* possess this ability, and that animals find the presence of a vampire who does not possess Animal Empathy very disturbing – much more so than the presence of a mortal. If a vampire is in the vicinity, an animal will attempt to flee or hide. If it cannot do either, it will become severely agitated and raise a commotion.

A vampire who wishes to avoid this effect, but doesn't desire any other special rapport with animals, must take the Inoffensive to Animals advantage (p. 16).

You must do as your superiors order, both your superiors in the Black Hand itself and those in the Sabbat at large. You may be ordered to leave your pack for extended periods of time.

Although the Black Hand has no formal ranks, there is an identifiable hierarchy within the organization. Each level of Black Hand "rank" below costs 5 points.

Black Hand membership carries with it the skill Hidden Lore: Black Hand Knowledge (see p. 26) at no additional charge. Black Hand members of the first rank get this skill at IQ level, and each subsequent rank conveys a +1 to the skill. If you somehow gain Black Hand Knowledge higher than your rank normally entitles you to, your skill doesn't go up when you increase your rank, until it reaches the normal level for your rank. Thus a rank 2 Black Hand member with Hidden Lore: Black Hand Knowledge at IQ +3 (the normal level for rank 4) would not get any further skill bonus until he reaches rank 5. Black Hand Knowledge is considered a secret of the order, and members are expected to keep that secret from all outsiders on pain of Final Death.

Black Hand ranks:

1. *Lowly grunt*: You get all the dirty and dangerous jobs, but you do have a certain amount of respect and authority, particularly among non-Black Hand Sabbat.

2. *Veteran*: You have proven your worth to the organization, and have the respect of both your peers and your superiors.

3. *Leader*: You will start to receive more sensitive missions, and may be asked to lead a small force of the Hand.

4. *Commander*: You are responsible for ordering and leading large groups of Hand members.

5. *Dominion*: You are one of the rulers of the Black Hand. Large groups of Black Hand members are under your command, and you can do with them as you will. You are accountable only to the Seraphim and the highest rulers of the Sabbat.

Daredevil

15 points

This is a specialized and very potent variant of Luck. Fortune seems to smile on you when you take risks. Any time you take an unnecessary risk (GM's option) you get a +1 to all skill rolls. Furthermore, you may reroll any critical failure that occurs while you are engaged in high-risk behavior.

Example: If you're attacked by gang members with Uzis, you don't get this bonus if you crouch down behind a wall and return fire from cover, but you *do* get it if you vault over the wall and charge the gang members, screaming. (Of course, the +1 bonus will only go so far to offset the loss of range and concealment modifiers.)

Destiny

20 points

This is a special 20-point version of the Destiny advantage that appears on p. B235. Vampires with this advantage will not experience Final Death until their Destiny is fulfilled (although they may spend years, or even centuries, imprisoned, lost or in Torpor).

The exact nature of the Destiny is up to the GM. At the beginning of the campaign most characters will have, at best, only the vaguest notion of what their Destiny is, or even that they have a Destiny. During the course of the campaign, the GM will give you dreams, visions and omens hinting at the nature of your ultimate destiny.

Some possible destinies might include:

You are destined to face a powerful elder in mortal combat.

You are destined to lead your clan or sect in a great jihad against some deadly enemy.

You are destined to release some ancient and powerful being from imprisonment.

You are destined to become the founder of a new sect or bloodline.

Early Riser

5 points

You always awaken the very second the sun goes down. If you take reasonable precautions against the twilight, this can give you about an extra hour of daily activity compared to the average vampire, who only awakens much closer to full darkness.

Even if you go to your rest a few seconds before dawn after a tiring night on the shortest day of the year, you will awaken fully refreshed and alert the moment the sun sets.

Eat Food

5 points

You have the ability to eat solid food as the kine do. Although you do not get any nutritional value from what you eat, it does allow you to more easily pass as a mortal. Other Kindred consider eating solid food disgusting, and doing so in their presence without a compelling reason would be regarded as a severe Odious Personal Habit.

Efficient Digestion

15 points

You derive more than normal nutritional benefit from vitae. Every 2 blood points ingested increase your personal blood pool by 3 (round down). Your maximum blood pool remains the same, you just have to take less blood to get there.

Enduring Faith

35 points

You have a deep and abiding faith in God (or some higher power) which was actually strong enough to endure through the Embrace. In order to retain the benefits of this advantage, you must behave in a manner consistent with your beliefs.

How, exactly, to reconcile the realities of Cainite existence with religious principles is up to you. A devout Christian vampire, for example, might restrict himself to not killing or inconveniencing his prey, while a Moslem might kill, but only infidels and the unjust.

A vampire with Enduring Faith gets a +1 bonus to all Will rolls where failure might result in compromising his religious principles. He can also ignore all the harmful and inhibiting effects of encountering mortals with True Faith or sacred objects (see *GURPS VTM*, p. 71). This is true even when the mortal or object is of a faith other than that professed by the vampire.

Finally, Enduring Faith will sometimes (at the GM's discretion) allow the character to become a channel for divine power. This could be something as simple as allowing him to touch the soul of someone troubled, or could be something as dramatic as a genuine minor miracle. However, such manifestations are completely out of the character's control, and will always be beneficial to the principles of the character's religion.

Faerie Affinity

10 points

The Faerie folk (see *Changeling* or *GURPS Changeling*) do not find you threatening. In fact, they are attracted to you. You, in turn, are naturally in tune with their customs and moods. This advantage does not prevent mischievous or evil-minded faeries from seeking to do you harm, but it might (at the GM's option) make it easier for you to detect and counter their plots.

This advantage also allows you to enter Arcadia, the mystical realm of the faeries, from which most Cainites are forbidden. (Of course, before you can enter Arcadia, you must first find a door.)



Frenzy Trigger

10 points

You have the ability to go into Frenzy at will. This advantage does *not*, however, give you the ability to snap out of that Frenzy at will. It also does not prevent or give any bonus to normal checks for unwilling Frenzy, nor does it protect you in any way from the consequences of any willed or unwilled Frenzy. Nonetheless, this advantage can be a powerful weapon, particularly when attacked by a more powerful enemy.

Higher Purpose

5 points

This is an advantageous form of the Code of Honor disadvantage. A Higher Purpose is stated as a Code of Honor (defend all women, oppose drug dealers, support and defend the local prince), and must be followed as a Code of Honor. Going against the principles of your Higher Purpose carries the same penalties as violating a Code of Honor.

However, your Higher Purpose can also drive you to exceed your normal limits in its pursuit. You get a +1 to all die rolls that pertain *directly* to following your Higher Purpose.

In order to keep this advantage from becoming unbalancing, the Higher Purpose should be kept reasonably specific (the equivalent of -5 or at most -10-point Codes of Honor). Higher purposes like "Fight Evil" or "Oppose Authority Figures" are probably too broad to be balanced. Likewise, the Higher Purpose should entail some degree of risk and inconvenience for the character. Pragmatic Higher Purposes like "promote the Masquerade" or "faithfully serve my superiors" should not be allowed. The player should always discuss this advantage with the GM before taking it.

True Love (5 points): This is a variant of the Higher Purpose advantage. You have discovered a true love. Your love for this individual is actually strong enough to endure despite your Cainite nature. You get a +1 to all rolls whenever you are striving to come near to or protect your true love. Also, True Love is known to provide protection and power against certain malign supernatural forces (GM's option).

True Love also carries certain obligations. You must do your best to stay near your True Love, to protect her (or him), and to insure her happiness. If your True Love is lost or rejects your devotion you must actively seek to regain her and win her heart.

This variation is best suited for romantic campaigns, and may be inappropriate for darker or more cynical campaigns.

Inoffensive to Animals

3 points

You are unlike most vampires, in that animals are no more upset or agitated by your presence than they are in the presence of a mortal (see "Animals and Vampires," p. 14). This advantage does not guarantee that the animals will ignore you or be friendly to you — a trained attack dog will still attack you and a wild deer will still run away — it just means that they'll respond to you in the same way they'd respond to a typical human in their presence.

Lunar Influence

15 points

You are physically affected by the moon's cycle. During the three nights of the full moon your ST, DX and HT are all at +3 (with corresponding increases to all physical skills). But during the three nights of the new moon your ST, DX and HT are all at -3 (with corresponding skill penalties). Although Lunar Influence is a mixed blessing, it is considered an overall advantage, because the cycle's predictability often allows the Cainite to schedule his activities to take full advantage of full moons, and to take extra precautions during his periods of weakness.

This advantage is most often found among the Sabbat, and is quite rare among other vampires.

Medium

10 points

You possess the natural ability to perceive and communicate with spiritual beings, particularly the spirits of the dead. You don't see them visually, but you know when they're nearby and can speak to them and understand their replies. You can also call spirits to come to you – there's no guarantee they'll obey your summons, but they will hear it.

This advantage does not give you any reaction bonus with spirits or any power to control their behavior. Normally, if you request a favor of a spirit, it will ask for some service in return, if it's inclined to cooperate at all.

Misplaced Heart

10 points

Your heart has actually moved to another place in your body (no more than two feet from its original position roughly in the middle of your chest). Enemies seeking to stake you will first have to find the right location. Needless to say, most vampires who possess this ability keep the new location of their heart a deep personal secret.

Also, any hit to your chest will be a critical hit only on a natural 3, regardless of your attacker's skill level. Nor can any attacker successfully target your vital organs – they're just not where he's aiming at. Vital organs can still be hit on a random result – they just can't be deliberately targeted.

Nine Lives

30 points

Due to some trick of fate, you are highly resistant to the Final Death. Any time a roll is made that would result in true death, the player may demand that the GM re-roll it (the player gets to pick whether to have the GM re-roll the To Hit or the Damage roll, or he may also opt to re-roll his own active defense roll). Other rolls may be appropriate in unusual circumstance – for example, if a machine blows up in the victim's face, the player may demand a re-roll of the machine's malfunction roll. If the re-roll would also result in Final Death, the character may demand another re-roll, either of the same roll or of another relevant roll. For example, if the re-roll of the damage dice fails to save the victim, the player may demand a re-roll of his Active Defense roll instead.

However, the player can invoke this option only nine times total, throughout the character's existence. Each re-roll counts as one use. Whether this advantage serves to stave off Final Death nine separate times or whether all uses are expended trying to prevent it just once is entirely a matter of luck and circumstance. The player is allowed to demand re-rolls only of those rolls that would definitely result in Final Death for his character. Once the ninth re-roll is made, the advantage is lost forever, and the character's point value decreases by 30 points.

This advantage is most often found among the Sabbat, and is quite rare among other vampires.

Oracle

15 points

Signs and omens surround us all, every day, but very few can interpret them correctly, or even see that they're there. You are one of those people. You can see the hidden significance in the way plants grow, the behavior of animals, and even changes in the weather and the night sky.

Once per night, the character may check the omens. Normally, this requires devoting at least an hour to the activity, but if the GM has something in particular he wants to communicate to the oracle, he can arbitrarily put it in the oracle's way. Either way, however, discovering and correctly interpreting each require separate rolls. To detect an omen requires an IQ roll modified by Alertness, and to interpret it requires a straight



IQ roll (although if the character is a thaumaturge, the roll is also modified by Magery.)

If the detection roll is failed, the oracle finds nothing of oracular significance. On a critical failure he believes he's found an omen, but he's wrong – any omen he thinks he reads will in reality be a product of his own fears or wishes. On a critical success, he gets a +5 on the subsequent interpretation roll.

If the interpretation roll is failed, the omen will be so vague as to be effectively useless. On a critical failure, the oracle will misinterpret the omen in a blatant and possibly dangerous manner. Even on a success, the omen will usually be very general – "an enemy approaches," "a great power, long dormant, is stirring," "follow the dictates of your heart, not your head." On a critical success the information can be more specific – "you risk the wrath of an elder," "seek out the counsel of the lupines."

This advantage is most often found among the Sabbat, and is quite rare among other vampires.

Perfect Balance

15 points

You have no problem keeping your footing, no matter how narrow the walking surface. You can walk on tightropes, tree limbs, narrow ledges and the like without having to make a DX roll ... under normal circumstances. If the surface is wet, slippery, swinging or otherwise unstable, roll at +6 to keep your footing. In combat you receive a +4 to DX on rolls to avoid being knocked down or tripped. This advantage gives +1 on Piloting, Climbing or Acrobatic rolls.

Pitiable

5 Points

There's something about you that makes people pity you and want to take care of you. You get a +3 to all Reaction rolls from anyone who considers you to be in a position of helplessness, weakness or need.

Sanctity

5 points

For some reason, people find it very difficult to think ill of you. Unless confronted with direct evidence to the contrary, people will assume you're innocent and high-minded (though not necessarily naïve). People tend to trust you and confide in you. This advantage has nothing whatsoever to do with how virtuous or trustworthy you really are – it's just the way you're perceived. Sanctity gives no bonuses to reaction rolls, but it will influence the actions of those who have a positive reaction to you.

This advantage is most often found among the Sabbat, and is quite rare among other vampires.

Second Sight

5 points

You are very sensitive to magical auras. On a successful IQ roll, you are able to sense any magic in use, or which has been used recently within a 3 hex radius of yourself. "Recently" means within an hour or so for normal spells, but the effect can linger much longer for very powerful rituals or powerful magical entities. You can tell if an object you are touching is magical on a successful IQ roll. This power does not allow a vampire to detect Coincidental Magick, such as that practiced by Mages (see *GURPS Mage: The Ascension*).

Silence

5 points/level

You can move around noiselessly. You get an additional +2 per level on your Stealth skill if perfectly motionless, or +1 if moving. This advantage helps only in the dark, or against listening devices, blind creatures, etc.

Vampires often have one level of this advantage (it's particularly common within the Sabbat). Additional levels are much more rare, and may require GM's permission, an Unusual Background, a good explanation or any combination thereof at the GM's discretion.

Psionics

Psionic powers are very rare in the World of Darkness, but they are not completely unknown. Among the Cainites the most common psionic power by far is the single-skill ESP power Precognition (see p. B174), which appears as a wild talent in certain Kindred on an unpredictable basis. The GM may wish to forbid PC vampires to take any psionic powers except Precognition, or may charge a significant Unusual Background for them.

Hunters and other human characters may purchase any of the Psionic powers or skills found in the *Basic Set* (see "Numina," p. 125). Although in game terms vampire Clairvoyance is bought as the psionic power of the same name, in the World of Darkness it can be assumed that vampire Clairvoyance stems from a mystical power source quite different from the energies which fuel the psychic Numina of mortals.

Special Rapport

10 points

You have a unique bond with another vampire that keeps you constantly aware of their well-being. The rapport acts as a highly-potent empathy that works without regard to distance. Both vampires in the rapport must pay for this advantage.

The rapport will tell you if the other vampire is in trouble, in pain, lying or in need of your help . . . and the other will know the same about you. The other vampire in the rapport need not be a lover, or even a close friend.

GMs should be cautious about allowing a beginning PC to take a special rapport with a much older or more powerful NPC. If this is allowed at all, it should probably require an additional Unusual Background (except, possibly, if the PC is blood-bound to the elder).

This advantage is most often found among the Sabbat, and is quite rare among other vampires.

Unbondable

15 points

You are immune to being Blood Bound. You can drink any amount of blood from other vampires, and you will never become Bound to them. Sabbat vampires with this advantage are still subject to the Vinculum.

Limitations

The limitation below is extremely common (though by no means universal) among precognitive vampires.

The cost of the limitation is expressed as a percentage of the total power cost of the psionic power. Thus, if the vampire takes the single skill power Clairvoyance 10 for 20 points, then takes the -30% limitation Random Manifestations, he subtracts 30% of 20, and pays only 14 points for his power.

Random Manifestations

-30%

Your precognitive visions occur completely at random (read: only when the GM decides they'll happen). There's nothing whatsoever that you can do to induce a vision — they happen when they happen. (As a rule of thumb, the GM should try to see that a character with this advantage has at least one vision per game session, on the average.)



New Disadvantages

Allergic Susceptibility -5 to -15 points

You are susceptible to certain common objects in a manner not unlike mortal allergies. However, allergic reactions among vampires are quite different from those experienced by mortals. Exposure does not just make your eyes water and your nose run; it can be severely incapacitating.

If you touch or breathe the substance, you must immediately make a HT roll. If the roll is failed, you have a brief but severe allergic reaction. You will at -5 to all skills and attributes for the next 10 minutes. If you actually ingest the substance, the reaction is even more severe – you are at -5 to attributes and -10 to all skills and perception rolls for the next 10 minutes.

Alternately, some substances make afflicted Kindred more prone to Frenzy. If they're in the presence of the substance they are at -3 to all Self-Control rolls, and if they actually touch it they must immediately make a Self-Control roll at -3 or Frenzy.

The cost of this disadvantage is based mostly on how common the substance is, although how likely it is to be ingested by the vampire should also be taken into consideration. Thus, allergies to alcohol or illegal drugs are worth more than they might otherwise be, because these substances are likely to be carried in the blood of the vampire's prey.

Allergic Susceptibilities can be taken from the following list, or decided on between the player and the GM.

-5 points – leather, soap, wool, uncommon medications.

-10 points – alcohol, common street drugs, wood.

-15 points – metal, pollen, grass.

Special Enhancement: If the vampire takes Aggravated damage from the substance, that's worth an additional -5 points. This assumes, of course, that the substance can be effectively made into a weapon, and that it doesn't already produce Aggravated damage to normal vampires.

Amnesia -10/-25 points

You've lost your memory – you can't remember any of your past life, including your name. Your amnesia may be partial or total.

If you have partial amnesia, you can see your character sheet, but the GM may reserve up to 30 points for use as he sees fit for disadvantages. Other than these secret disadvantages, you know that you can do certain things and use certain skills, but have no idea where you learned how to do them. You are likely to have enemies – and possibly friends – that you can't remember. If you can get access to public records, you might be able to discover your identity through fingerprints or your photo, but finding out won't restore your memory beyond what's in the record. Partial amnesia is a -10 point disadvantage.

Total Amnesia (-25 points) is much more serious. Your physical skills are unaffected, but the GM makes all of your Mental skill rolls, and makes them at a -2 penalty! You have no idea what advantages, disadvantages and skills you have – if a player chooses to play a character with this disadvantage, the only things he can choose when designing it are those things that can be seen in a mirror. Everything else is assigned by the GM (and the GM holds on to the original character sheet until the character regains his memory!).

If you are playing a character with Total Amnesia, the GM knows what quirks and mental disadvantage you possess... and you don't. So, from time to time, he will overrule your statements about what you are doing. For instance, you won't know you have the Bad Temper disadvantage until you fly off the handle.

This disadvantage can only be bought off if there is some rationale for the character recovering his memory. Meeting an old friend, reliving some fateful event or the ever-popular blow-to-the-head are all reasonable. In most cases, the cure will be related to the cause of the memory loss.

Anachronism -10 points

Your embrace was centuries ago, and you have not kept pace with the times. You are completely unable to learn any skills above TL5, and your defaults for such skills are at -5. You must make an IQ roll to successfully use any high-tech device that doesn't normally require a skill roll (radios, air conditioners, telephones).

In social situations, you must make an IQ roll or revert to the manners and habits of a bygone time, which will make your actions bizarre and memorable to those around you. You will be unable to keep modern fashions and trends distinct from those of a century or more ago – this last trait must be roleplayed.



Appearance: Monstrous -25 points

Your appearance is not only hideous, it's hideous in such a way that you scarcely look human. You are even more deformed than the Nosferatu. Perhaps scales or warts have grown all over your body, or your features have rotted leaving you with a face almost like a naked skull, or your arms have lengthened until your knuckles nearly drag the ground. The exact nature of the deformity is up to you.

The Monstrous character gets all the penalties that go with Hideous appearance, and in addition the Masquerade becomes an impossibility – the character can never pass for human under any circumstances. His only option is to stay out of sight of the mortals entirely. Skills like Disguise and Acting are completely useless when it comes to making the character seem more human.

Can't Cross Running Water -15 points

You can't cross any body of running water unless you are at least 50 feet above it. "Running water" is defined as any body of water more than two feet wide in any direction and not completely stagnant.

Those who have studied Kindred with this disadvantage believe that it is psychosomatic – the result of believing to many pop culture myths and old wives' tales. Regardless of whether it is psychological or supernatural in origin, it is incapacitating to those who suffer from it.

Cast No Reflection

-10 points

You cast no reflection in mirrors, just like the vampires in the books. You may need to find a servant or a retainer to help you tend to personal grooming needs. This disadvantage is most common among the Sabbat, and is practically universal among the Lasombra clan. In addition to not showing up in mirrors, you're also invisible to film, video and any other form of optical imaging.

Confused

-10 points

You are confused most of the time, and the world seems a strange and incomprehensible place. You are not necessarily stupid, but you are slow to pick up on new facts or methods. This disadvantage must be roleplayed.

You also respond poorly to excessive stimulation. If you're alone in your own haven on a quiet night, you can use all your skills normally, but in a strange place or when there's a commotion going on, you must make a successful roll vs. normal Will to take decisive or appropriate action (exception: if you are directly and physically attacked, this disadvantage does not affect your ability to defend yourself or counterattack, although it might interfere with Tactics rolls or any other sort of long-range planning). The GM can assign penalties to this Will roll depending on the amount of stimuli in the area. Resisting confusion from a pair of friends chatting quietly in a familiar room would require only an unmodified roll, but a dance club with flashing lights and loud, pounding music would be at least a -5, and a full-scale riot or battle would be -10.

Destiny: Dark Fate

-20 points

Dark Fate is a special -20-point version of the Destiny disadvantage, presented on p. B235. You are foredoomed. Your Final Death will be horrible . . . or, even worse, you will come to a deathless, eternal agony. All hopes, dreams and ambitions are futile; you can't escape your fate.

Furthermore, you know that you are doomed. You experience dreams and visions of your ultimate fate, and they are not pretty. After a vision (which occur at the GM's discretion, but should probably occur no less than once every session or two) you must make a successful roll vs. normal Strong Will or sink into a profound state of melancholia (treat as a combination of the disadvantages Absent-Minded, Laziness and Odious Personal Habit: Morose). This state will endure for the rest of the night, until you awake the next evening, when you may make another Will roll to snap out of it.

Your fate is completely unavoidable. This advantage can never be bought off. Players who take *Dark Fate* must resign themselves to the idea that at some point in the campaign their PC will be permanently removed from play in some singularly horrible fashion.

Although there's nothing you can do to change your personal destiny, you can use the time you have left to accomplish some constructive goal, or to insure that your friends and allies don't share your doom.

Deep Sleeper

-5 points

You sleep a long time and awaken only slowly. If you are asleep when any sort of emergency occurs, you will be at -5 to any roll to rouse yourself, or even perceive what's going on. Even being on time for an early-evening appointment requires a successful roll vs. normal Strong Will.

Diabolic Sire

-10 points

Your sire is an open and dangerous rebel against the local Cainite hierarchy. He may be flaunting the masquerade, or be a known serial diabolist. Your sire's activities will actively inhibit the degree of trust and responsibility you might otherwise enjoy in the Kindred community. Archons and other powerful elders will seek you out for clues about your sire's plans or whereabouts, and they might not believe you when you profess ignorance. Likewise your sire himself might seek you out as an unwilling accomplice, or as a victim.

Disease Carrier

-20 points

Your blood carries a disease which may infect the mortals on which you feed. You yourself suffer no ill effects from this disease — you're just a carrier. This will prevent you from keeping a Herd, and may attract the attention of hunters (particularly the CDC, see p. VTM44) unless precautions are taken. You must be very wary of letting other vampires partake of your vitae, lest they become carriers as well.

This disadvantage is most common among the Sabbat, who have the following additional protocols to deal with it. A Disease Carrier may not participate directly in the Vaulderie (see p. 70), but even though others may not drink your blood, you must still drink theirs. You are not allowed to drink directly from vessels, but you may draw the blood into a cup and drink from that.

Eerie Presence

-10 points

Something about you makes people nervous in your presence. It's nothing identifiable about your appearance or manner — you just give people the creeps.

You are at -2 to all reaction rolls. In many ways, this disadvantage is the opposite of Charisma, and characters with Eerie Presence cannot also take any level of the Charisma advantage.

This disadvantage is much more common among the Sabbat than the Camarilla, and is particularly pervasive among the Tzimisce clan.

Infertile Vitae

-15 points

You are completely unable to create new vampires. Any mortal you try to embrace dies. You may never create any childer under any circumstances (likewise, your blood cannot create mortal Ghouls). However, unlike the Thin Blooded disadvantage, you may use your blood points in all other ways just as other vampires do.

This disadvantage is very common among vampires of the 14th generation, and seems to be universal among 15th generation vampires. It is also frequently found among Sabbat members, regardless of generation.



Inhuman Feature

-5 points

You have some feature (like the third eye of the Salubri) which sets you apart from humanity. The feature can normally be hidden with a reasonable amount of care, but will become apparent if you're careless, or if you're forced to submit to a thorough medical examination or police strip-search. If your inhumanity is not concealable, take the Appearance: Monstrous disadvantage instead. (A vampire's fangs do not qualify as an Inhuman Feature.)

Light Sensitive

-25 points

Even for a vampire, you are unusually susceptible to sunlight. You take double damage from any exposure to sunlight (see *GURPS VTM*, p. 64). You even take damage from moonlight (which is, after all, really reflected sunlight).

Exposure to the light of the full moon does damage equivalent to a normal vampire's exposure to direct sunlight, except the damage from moonlight is not Aggravated, and can be healed normally. This damage can be slowed depending on the phase of the moon, if the sky is clear, the vampire's clothing or other protective precautions. As with Sundeath, the exact degree to which these variables slow the damage is left to the GM. It should also be remembered that even on nights of the full moon, the moon is usually not up all night. (An almanac which lists daily moonrise and moonset information, and the phases of the moon, would be a useful addition to a campaign with a character who takes this disadvantage.)

You are also discomfited by strong artificial light. This light does no damage, but does cause severe pain, resulting in a -2 to all skill and perception rolls as long as you are exposed to the light. You can protect yourself from this discomfort by wearing dark sunglasses. "Strong light" may be defined as any light which a normal human can comfortably read by.

The Followers of Set suffer from a somewhat limited version of this disadvantage worth -15 points. They suffer no damage from moonlight, but take double damage from other forms of direct or reflected sunlight, and are sensitive to bright lights.

Low Self-Image

-10 points

You lack self-confidence and underrate your abilities to a degree that actually interferes with your performance. You are at an additional -3 to all skill rolls in situations where you believe the odds are against you, when success requires a bit of luck, or when you believe that others expect you to fail (GM's option). For example, if you're a mechanic, and you're working to repair an engine in your shop, your skill roll will be normal, but if you were trying to make the same repairs on the road, in the rain, with only a portable tool kit and some enemy hot on your trail, your Low Self-Image would give you a -3 to your skill roll, in addition to any other situational modifiers that may apply.

Lunacy

-10 points

The moon has a dramatic and inconvenient effect on your personality. During the full moon you are extremely emotional and volatile (-2 to all Will Rolls), but on nights of the new moon you are very passive (you have the Laziness disadvantage). While the moon is waxing you are more pleasant and focused on your goals and duties, but while it is waning you are more apathetic and a little touchy. This disadvantage must be roleplayed, over and above the game penalties!

Magic Susceptibility

-5 points per -1

You are particularly susceptible to magic. This advantage is basically the inverse of the Magical Resistance advantage (needless to say, no character may ever take both Magical Resistance and Magical Susceptibility). You are at -1 per level to all rolls to resist magic. This penalty applies only to rolls to resist the spell itself, it does not apply to damage rolls or, for example, to a Dodge roll to avoid a chunk of levitating debris. The penalty does not apply to resistance rolls against spells designed to have beneficial effects.

This penalty applies to normal *GURPS* magic (including the spells and rituals of the Tremere) and to the magic systems described in *GURPS Mage*, but does not apply to normal vampire disciplines or the Gifts of the Garou (See *GURPS Werewolf*).

Mistaken Identity

-5 points

You look much like another vampire, and are often taken for him. Your "double's" allies will approach you and tell you things you don't wish to know; his enemies will be after you, too, and his acquaintances will treat you in strange and irritating ways. Eventually, you might get things straightened out, but not without some effort - it should require some roleplaying, in addition to an expenditure of earned character points, to "buy off" this disadvantage.

Nightmares

-5 points

You are tormented on a daily basis by horrible nightmares (daymares?). These dreams come to you every time you sleep, and they haunt you during your waking hours. Sometimes they're so harrowing they actually affect your efficiency during waking hours. A character with this disadvantage must make a roll vs. normal Strong Will every evening upon awakening. If this roll is critically failed, the character is at -1 to all skill and perception rolls for the rest of the night.

Some of the nightmares are so vivid they're indistinguishable from reality. This means that the GM can actually roleplay a nightmare. The nightmare starts out like a normal scenario, and steadily becomes more horrible. The PC should only gradually come to suspect he's dreaming. Such dreams can have a dramatic effect on the character's waking activities, such as temporary Phobias or Compulsive Behaviors, or even a psychosomatic loss of hit points or a penalty to some attribute.

If the other players are involved in roleplaying the nightmare, they're completely unaffected by anything that occurs in the dream (although if the nightmare takes a long time to play out, the GM may wish to reward the other players with a bonus character point as a token of appreciation for their time - maybe two character points if they roleplayed the dream-situation particularly well). It's the GM's option whether to let the other players know in advance that the nightmare scenario is a dream. Either way can lead to unique and fascinating roleplaying.

Permanent Wound

-15 points

You were wounded during your Embrace, and your sire neglected to correct your injury. Now, you wake up every evening with that wound renewed - some nights are worse than others.

Every evening you wake up with 2d hit points damage. Damage from Permanent Wounds is not Aggravated. This damage is physical, and can be bound and treated by First Aid (a successful First Aid roll restores 1d-1 hit points, but even on a failed roll the very act of binding will restore 1 hit point;



see p. B127). The damage can also be healed by using blood points or by other appropriate magical or psionic techniques. Such relief is only temporary, though – the wound will be back the next evening. Damage from a Permanent Wound is not, however, cumulative – if the damage from a Permanent Wound is not fully healed on a given night, the damage must be rolled again the next night. The character will wake up with an amount of damage equal to either the new roll or the left-over damage from the previous night, whichever is greater. For this reason, the character needs to keep track of what damage comes from a Permanent Wound, and what damage comes from other sources on any given night.

A Permanent Wound can never reduce a character to HT 0 or below. If the character goes to his rest with a positive HT, the Permanent Wound will never reduce his HT below 1. If he goes to his rest with a negative HT or HT 0, he will have the same HT when he awakens the next evening.

Personal Curse

Varies

Someone or some thing has placed an enduring curse on you. The exact nature of this curse is determined by the GM, depending on the number of points in this disadvantage. There is no simple way to dispel the curse, it can only be overcome through a complicated and possibly dangerous set of circumstances which are different for each unique Curse (in addition to "buying off" the disadvantage with earned character points).

Some sample curses:

5 points – If you reveal a secret entrusted to you, misfortune will result/A small flock (3d) of pigeons follows you wherever you go.

10 points – No haven will remain secure for more than 6 months/Any time you venture out in public for more than a few minutes, mischance will make you the center of attention.

15 points – Tools often break and machines malfunction when you attempt to use them/An unusually high proportion of your prey will have its blood somehow tainted, by disease, drugs, alcohol or stranger maladies (assume about 1 victim in 6 has tainted blood).

20 points – Those whom you care about will become your enemies/Mortals you like will die within 30 days of meeting you.

25 points – Everything you achieve or accomplish will fail or become somehow tainted.

One notable example of a Personal Curse among Cainites is the mystical mark borne by all members of the Sabbat's Tremere *antitribu*. This mark instantly identifies a Sabbat Tremere to any Camarilla Tremere (and, coincidentally, to many other practitioners of magic as well), and is a -5 point Personal Curse.

Probationary Sabbat Member

-20 points

You are a defector from the Camarilla or some non-Sabbat clan who has been accepted to the Sabbat on a probationary basis. Your pack watches your every move. You are not allowed to speak with non-Sabbat Kindred, or to leave pack territory unless escorted by a non-probationary member of the pack. You are given the dirtiest jobs and are expected to be at the forefront of every fight. If you follow the rules and perform your extra duties willingly you are treated well by your fellow pack members, but it will be a long time until you are accepted as a full sect member.

In order to "buy off" this disadvantage, the character should not only pay the required number of character points, but should also perform some kind of dramatic service for the pack or the Sabbat.

Repelled by Crosses

-15 points

All crosses affect you as though they were Sacred Objects wielded by someone with True Faith (see *GURPS VTM*, p. 71). This disadvantage is most commonly found among Kindred who were highly involved in the Church prior to their embrace. It is possible that vampires from non-Christian societies may have a similar disadvantage relating to the holy symbols of some other religion.

Special Enhancement: If you are repelled by holy objects of all religions, that is a special enhancement worth -10 points.

Special Enhancement: You are affected by all holy objects (of the appropriate faith), and take *double damage* from contact with holy objects wielded by someone with True Faith. (Reactions to exposure to holy objects which doesn't involve physical damage will be proportionately more severe for characters with this disadvantage, but the exact effects of such exposure are left to the GM.)

Repelled by Garlic

-5 points

You have a radical reaction to garlic. You will be uncomfortable in any room where even the faintest scent of garlic can be detected, and will seek to leave at the first opportunity. If forced to directly inhale the fumes of raw garlic, you will shed bloody tears and remain at a -10 to all perception rolls for the next 10 minutes. If you are actually touched by the meat or juice of the garlic bulb, it will raise boils and cause one point of damage for every full 10 seconds of exposure, until it is washed or scrubbed off your skin.

Selective Digestion

-10 points

You can only drink certain kinds of blood. Common selective digestions include: You can only drink cold blood (the blood of the dead); Only blood with the taste of fear (drawn from a victim in terror); Only blood with the taste of joy; Only blood of a certain type - A, O, etc.

Members of the Ventrue clan cannot take this disadvantage in addition to their clan weakness (see p. VTM130).

Special Enhancement: If you drink blood of a forbidden sort, you not only cannot digest it, but you actually take damage as though poisoned. You take 1d-1 points of (non-Aggravated) damage for every blood point of the forbidden sort ingested. This damage will not take effect until 1d minutes after you begin to feed on the forbidden vitae. This enhancement is worth an additional -10 points.

Slow Healing

-15 points

Your wounds heal only slowly and with difficulty. You may heal no more than one hit point of Aggravated wounds for each day of rest, and it costs two Blood Points per hit point. Normal wounds are healed at a rate of only one hit point per Blood Point.

This disadvantage is most often found among Sabbat vampires.

Taint of Corruption

-5 points

Plants wither when you approach, and will die outright at your touch. Caine himself is said to have had this taint.

Theft of Vitality

-15 points

When you drink, you sap the life force from your prey at an unnaturally fast rate. If you drain more than $\frac{1}{4}$ the victim's total blood points he will require medical attention. If you drink more than $\frac{1}{2}$ the total blood

points he will require immediate hospitalization, and if you drain more than half the total blood points, the vessel is dead (you may still continue to feed on the remainder of your victim's blood points after he dies). This disadvantage has no effect on the creation of new vampires.

Thin Blooded

-20 points

Your blood is weak, and you cannot use it for anything but simple sustenance or healing wounds. You cannot use blood points to reduce fatigue, enhance ST or skill rolls, or establish a blood bond.

Also, you will find it difficult to create childer. Any attempt at the embrace has only a 50% chance of succeeding (1 to 3 on 1d). (If you have both Thin Blooded and Infertile Vitae, this disadvantage is worth only -15 points).

Vampiric Child

-15 points

You were embraced as a young (pre-pubescent) child. Although you may have the wisdom and experience of a lifetime or more, you are still trapped in the body of a child. Adults (mostly mortals, but also ignorant or insensitive Kindred) will patronize you and refuse to take you seriously, and you will not be admitted into age-restricted clubs, theaters or any other similar activity.

Furthermore, Vampiric Children, having never experienced the universal transformation change of puberty, are ill suited to withstand the demands of the Hunger, and are at a -2 to any roll related to withstanding those demands.

Vinculum

-10 points

You are a member of a group of vampires, all of whom are blood-bonded one to another. This disadvantage is universal among the Sabbat packs, and almost unheard-of among other Cainites. The exact effects of a Vinculum tend to vary over time, see *The Vinculum*, p. 67.

Vulnerability to Silver

-10 points

All damage you take from a silver weapon is considered Aggravated. This disadvantage is most often found among the Sabbat.



New Skills

Blind Fighting (Mental/Very Hard) No Default

You have trained yourself to fight blindfolded or in absolute darkness. You "sense" where your targets are without having to see them.

This skill allows you to use your other senses, mainly hearing but also smell and even touch, to pinpoint exactly where your attackers are. Each successful roll allows one hand-to-hand attack or active defense without any lighting modifiers, even in total darkness; successful rolls will also allow you to fight invisible enemies at no penalty. If you're blind (either temporarily or permanently) you may use this skill to attack and defend without penalty. However, attacks in total darkness, blindness or against invisible opponents are at -2 to target specific parts of the body.

This skill is modified by Acute Hearing and Alertness. Background noise will affect the roll negatively; -1 for rain, -2 for heavy rain or a storm, -3 for a crowded, noisy area or a place with heavy machinery in operation, -4 for a football stadium full of fans, -5 in the middle of an artillery barrage. If you cannot hear at all, the roll is at -7, but you can still attempt to use the skill, as it is not completely based on hearing.

An attacker can try to use Stealth against a foe with the Blind Fighting skill; in that case, roll a Quick Contest between those skills, with Stealth -4 on any turn the character using that skill tries to attack.

This skill is most often studied by vampires in the Sabbat. It also seems highly appropriate to Assamites and the Children of Set.

Notes: Among mortals, this is considered a "Cinematic Skill," and is only available to characters with the Unusual Background Trained by a Master (see *GURPS Martial Arts* or *GURPS Supers*); vampires do not need such an Unusual Background to use this skill. However, vampires with the single-skill psionic power Precognition (see p. 18) may not add 1/3 of their power to their Blind-Fighting skill rolls, as described in *GURPS Martial Arts*.

Computer Hacking (Mental/Very Hard) Defaults to Computer Programming-4

This is the ability to hack into computer systems or accounts that you don't have legal access to. A successful roll is required each time you wish to gain surreptitious access to a new account or system, or to find or change a given item of information in any computer system. On a critical failure, you not only fail to gain access, but leave some sort of incriminating evidence of your attempt.

Very sophisticated computer systems will give a penalty of -1 to -15 to all Hacking rolls. This modifier is assigned by the GM according to the sophistication of the system.

Cryptanalysis (Mental/Hard) Defaults: See Below

This is the skill of inventing and breaking codes. There are numerous different sorts of Cryptanalysis - this description concerns itself more with traditional symbol codes and substitution ciphers than with modern, tactical computer codes (many of which are effectively unbreakable).

Breaking traditional codes defaults to Mathematics -3 or IQ -5. Alternatively, the GM can actually hand out coded messages and let the players try to solve them.

Cryptanalysts may attempt to devise codes and ciphers of their own. When they create a hasty cipher the GM should take note of the degree by which they succeed on their Cryptanalysis roll. This equals the penalty applied to rolls by enemy cryptanalysts trying to read the message. By accepting a -2 penalty to one's Cryptanalysis roll, one can devise a code that appears to be innocent conversation to any eavesdroppers.

A computer can convey a bonus of +1 to +5 to any attempt at code-breaking, depending on the sophistication of the computer (and assuming a skilled user and access to appropriate software).

If the only extant sample of the code is a message shorter than 25 words it is at -5 to all attempts to decode. The Mathematical Ability advantage does apply to Cryptanalysis skill.

Dreaming (Mental/Very Hard) Defaults to IQ-10

This Talent allows you to remember and control your dreams, and to gain insight into their meanings.

To use this skill, you may go to sleep each morning concentrating on a single problem. On a successful roll, the GM will provide some relevant insight or piece of advice. This advice will not necessarily be the safest or most profitable course of action, but will be the course most true to your nature and morals. The GM might also call to your attention to some relevant detail that you might have previously been only subconsciously aware of.

Fire Eating (Physical/Average) No Default

You know how to extinguish flames in your mouth without burning yourself. Certain members of the Sabbat practice this skill as part of certain *Ignobilis Rites*. Even Sabbat members don't eat fire casually or frequently; it's considered a sacred act to be attempted only during the proper ritual. Fire Eaters are held in great respect among the Sabbat, and successful use of this skill during a ritual gives one a +1 reputation among all spectators which lasts until the next ritual.

In order to successfully eat fire, the vampire must first roll vs. Courage (modified by Pack Morale) or Fire Walking skill (whichever is higher) to overcome *Rötschreck*. If he succeeds, he may then roll vs. his Fire Eating skill. If that roll succeeds, the performance is a success, but if it fails he takes 1d Aggravated damage and must roll immediately vs. Courage minus the HP taken or he will Frenzy. If he fails the first Will roll he is at -3 to all reaction rolls from spectators until he successfully eats fire at another ritual (and any other available fire eater will be given first chance to preside at the ritual before the failure is allowed to try again). If he takes damage and fails the final Will roll, he is merely restrained until his Frenzy is over. There is no reaction penalty and no punishment, but the whole pack suffers an immediate -3 penalty to Pack Morale.

Fire Walking (Mental/Hard) Defaults to Will (Courage)-5

This skill allows the vampire to enter a mental state where he overcomes his natural *Rötschreck* and can leap through flames and walk across hot coals. This skill is unheard of in the Camarilla, but almost all Sabbat members have it to some degree, since it is used in the Fire Dance, an *Auctoritus Ritus*. (Humans can also acquire this skill, and for them it is Mental/Average.)

If a vampire fails his Fire Walking skill during the Fire Dance, he loses his nerve and is not able to approach the flames. His reputation is at -3 among the pack until the next Fire Dance, when he has the chance to redeem himself. If he critically fails the roll, he quails within the flames – he must take 1d-2 points of Aggravated damage, and must immediately make a roll vs. Courage (modified by Pack Morale) at a penalty equal to the damage taken, or go into a Frenzy.

Fortune Telling (Mental/Average)

Defaults to IQ-4 or Fast Talk-3

This represents the professional fortune teller's ability to read a subject's character and wishes and leave them feeling satisfied with a reading. It does not actually have anything to do with real psychic gifts. Very skilled Fortune Tellers will command a high wage for their counsel. This skill includes familiarity with all the popular fortune telling methods – palmistry, phrenology, tea-leaves, crystal gazing and tarot. Astrology is an exception – that requires a much more specialized knowledge, and is a skill in its own right (see the Astronomy skill in the *Basic Set*), but Astrology and Fortune Telling skills can be used together, to allow the fortune teller to present the horoscope with the maximum possible persuasion and emotional effect.

If the Fortune Teller is willing to accept a -3 modifier to his skill roll, he may use it to attempt to extract personal information from his subject:

"I see a great sadness in your recent past."

"Yes! My wife just left me."

"And she is not the only one close to you who has betrayed you."

"That's right – she ran off with my business partner."

This skill is modified by Charisma. Characters with the Empathy advantage also get a +3 to Fortune Telling (including the defaults).

Hidden Lore (Mental/Average)

No Default

You have acquired some secret or mystical knowledge not commonly known by ordinary Kindred or the public at large. Hidden Lore is much like Area Knowledge in that you *must* specialize in this skill, and that different specialties do not default to one another.

Because it's by definition secret, starting characters will seldom have any Hidden Lore skills. If they do, the GM should, at a minimum, require them to account for their unusual knowledge somewhere in their character story. He may also require an Unusual Background from a starting character who wants to know a Hidden Lore, or simply rule that certain Hidden Lore are completely unavailable to starting characters, period.

Likewise, earned character points should only be spent on Hidden Lore if the character has, through play, discovered some reliable source of information on the relevant Hidden Lore. The GM can also place an arbitrary cap on the amount of Hidden Lore any given source can provide. Example: The ancient manuscript can give any student up to 4 points to spend on Hidden Lore, and no more. The student must earn and spend the points normally, but if he has six points available, he can only spend 4 of them on Hidden Lore after reading the tome.

It should be remembered that most Hidden Lore is secret because somebody powerful wants it kept that way. Thus discussing your Hidden Lore or revealing your knowledge in any way can be extremely hazardous. Vampires of the Ventrue, Nosferatu and Tremere clans are known to set particular stock on knowing as much Hidden Lore as possible.



Some possible Hidden Lore specialties are listed below.

Black Hand Knowledge: You possess secret information about the Black Hand (see p. 77), including strategies, internal politics and rituals. If you are not a Black Hand member or Sabbat Elder, knowing this information can be *extremely* dangerous.

Camarilla Lore: You are knowledgeable about the Camarilla, its history, structure and intrigues. This is a relatively easy Hidden Lore to acquire, and except at very high levels is not particularly dangerous, even for non-Camarilla Kindred.

City Secrets: You know many secrets about a single city. These might include hidden or illicit refuges, social or economic weaknesses, and various power struggles and alliances among both the city's Kindred and mortal rulers. This skill must be bought separately for each city.

Clan Knowledge: You know many of the secrets of a particular clan, including its history, true goals and intrigues. Needless to say, possession of this information becomes exponentially more dangerous when the clan in question is not your own. This skill must be bought separately for each clan.

Demon Lore: You know secrets of the infernal hierarchies and their goals and plans here on Earth.

Faerie Lore: You know about the Faeries and their secret kingdom of Arcadia (although unless you possess the extremely rare Faerie Affinity advantage, this knowledge will be largely academic, since vampires are unable to enter Arcadia). For the actual secrets of the Faeries, see *Changeling* or *GURPS Changeling*.

Kindred Lore: This is a general knowledge about vampire abilities, history and society. Although the Elders sometimes try to suppress this knowledge in favor of their propaganda, it is only really hard to obtain or dangerous for lupines, hunters, etc.

Lupine Lore: You have acquired certain secrets of the Werewolves (see *Werewolf: The Apocalypse* or *GURPS Werewolf*). Although the lupines are not generally fond of the Cainites poking into their affairs, in general this skill only becomes extremely dangerous at very high levels.

Mage Lore: As Lupine Lore above, only you know the secrets of the human magi. See *Mage: The Ascension* or *GURPS Mage*.

Sabbat Lore: As Camarilla lore, above, only your knowledge is of the Sabbat sect. In general, the Sabbat is a more insular and secretive organization than the Camarilla, and so this knowledge is notably more hazardous to outsiders than Camarilla Lore.

Sewer Lore: Before he can take any level in this skill, a character must first have Area Knowledge: Local Sewers-14 or better. This represents a acquaintance with the inhabitants of the city sewers, their dwelling places, activities and alliances. As with City Secrets, this skill must be bought separately for each city.

Spirit Lore: You know about ghosts and other spirit creatures. See *Wraith* or *GURPS Wraith*.

Worm Lore: You have made a special study of the secrets of the Wurm, the mythic enemy of the lupines. See *Werewolf: The Apocalypse* or *GURPS Werewolf*.

Masquerade (Physical/Average) Based on HT, defaults to IQ-4

This skill measures how completely you have conditioned yourself to mimic the physical responses of mortal life. Respiration, perspiration, a heart beat, reflexes, a warm touch and a ruddy complexion are all responses that a vampire can imitate, but you must first condition yourself to do so.

The default to IQ applies only in situations where the vampire has reason to suspect he's being observed for signs of unlife, in which case he can consciously try to appear human, but the real Masquerade skill works instinctively, and any time anybody checks to see if the vampire's breathing or sweating, he gets to roll vs. Masquerade skill, whether or not he realizes he's being examined.

Characters with the Baby Face advantage get a +4 to all rolls vs. Masquerade or Default.

Meditation (Mental/Very Hard) No default

This is the ability to reach a state of self-induced trance in which the mind is totally relaxed but able to react immediately. To reach this state a concentration period equal to 18-Skill turns (minimum 1) is required. A successful Meditation roll



keeps an injured Cainite from falling into Torpor or from being shocked or stunned. It also allows the user to concentrate on the task at hand and ignore outside disturbances – a successful Meditation roll will give the user a +2 to any Mental Skill (excluding spells, psionics, disciplines and other exotic abilities) used in the next turn; however all other IQ rolls on that turn are at -2.

Mimicry (Physical/Average)

*Based on HT,
defaults to IQ-5*

You have the ability to convincingly imitate familiar sounds and voices. If you're trying to imitate a sound or voice you've never tried before, you're at -5 to use this skill, and the GM can assess further penalties based on how many times you've heard the sound or voice, how long ago you heard it, and it's general difficulty. Characters with the Voice advantage get a +1 to all Mimicry rolls.

Panhandling (Mental/Easy)

*Defaults to
Fast-Talk-2, Bard-3, IQ-5*

This is the ability to successfully beg food and money from strangers. It tells you who to approach and how, and how to avoid legal entanglements from your activities. A successful Begging roll will yield \$.50 times the number the roll succeeded by. A failure will result in a rebuff, and a critical failure will cause your target to call the cops or attack you physically. A critical success will yield some sort of unexpected bonus – your target will buy you dinner, or give you something useful (a rain coat, new shoes) or at least pawnable. A busy beggar can make up to 2d rolls per hour on a reasonably well-traveled thoroughfare.

Panhandling is modified by Charisma, and characters with the Pitiable advantage (see p. 17) get a +3 to all rolls. Appearance modifies Panhandling *inversely* to its normal effects – in other words, attractive people get a penalty to Panhandling, and unattractive people get a bonus (this does not apply, however, to those with Monstrous appearance, see p. 19). Panhandlers may use the Disguise skill to make themselves appear less attractive than they otherwise might.

Snake Charming (Mental/Average) *Defaults to Animal Handling-4 or Hypnotism-2*

You can hypnotize snakes, making them passive and willing to accept handling and even obey simple hand gestures. The Animal Empathy advantage conveys a +3 to this skill.

To make a snake passive: No modifier.

To make it willing to accept handling: -2.

To make it follow hand gestures: -4

To charm multiple snakes: -3 per snake after the first.

Snake Charming is used by certain Sabbat packs in their *Ignoblis Ritae* (see p. 71).

Speed Reading (Mental/Average) *No Default*

You have trained yourself to read two to three times faster than normal. The skill roll doesn't determine how fast you read, but rather how much you retain. If you fail a Speed Reading roll, you must make a roll vs. (IQ minus the amount you failed the Speed Reading roll by) every time you want to remember or use what you read. You can later go back and re-read the material to eliminate the retention problem. Characters with Eidetic Memory still have to make their Speed Reading rolls, but if they fail they are at +5 to their retention rolls.



Thanatology (Mental/Hard)

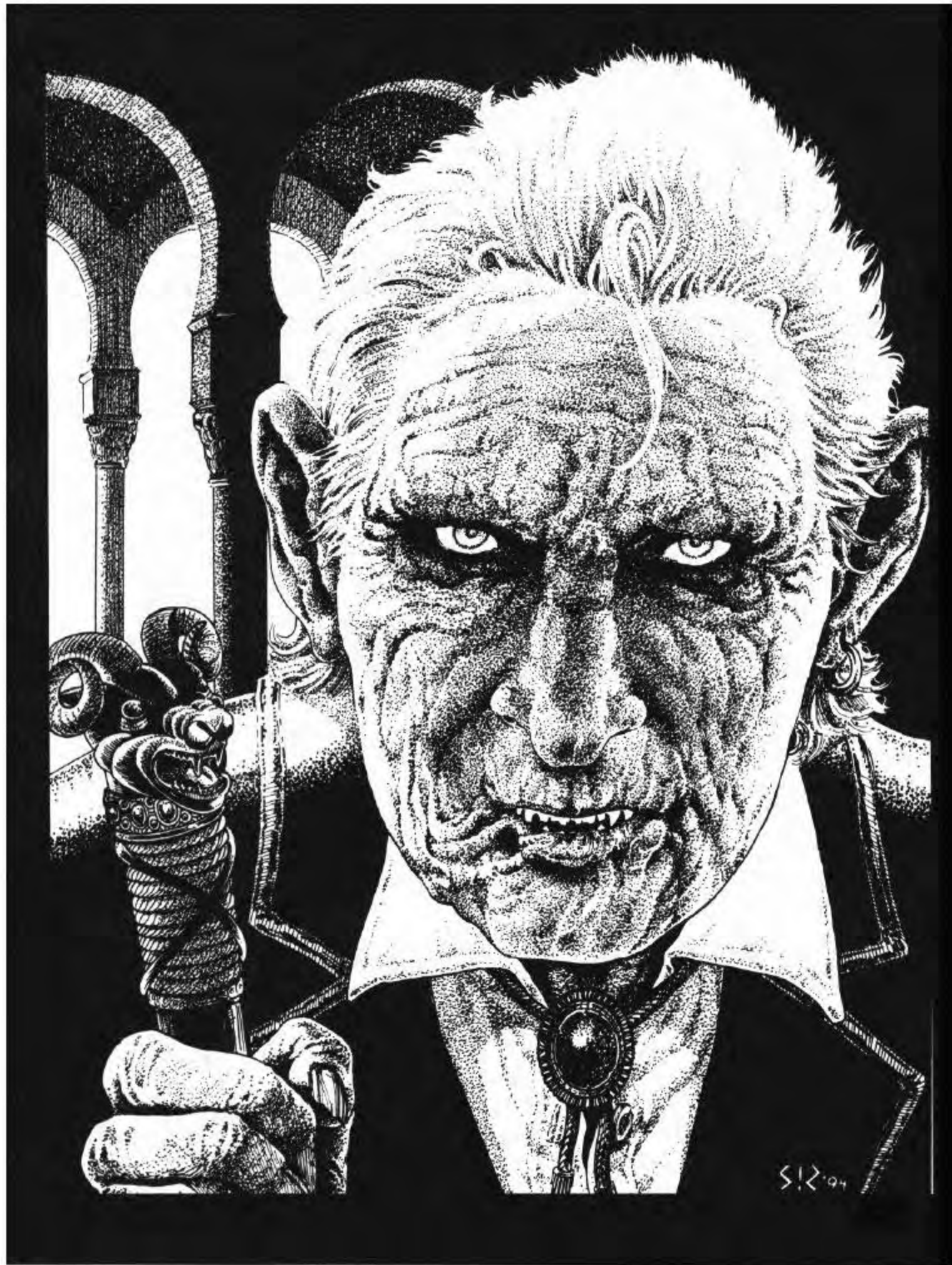
*Defaults to
Diagnosis, Psychology or Sociology-5,
Professional Skill: Mortician-3*

This is an esoteric study of death in all its aspects. It includes pathology and embalming, as well as the study of death as it figures in History, Sociology, Psychology, Theology and Mysticism.

Tightrope Walking (Physical/Hard) *Defaults to Acrobatics-3, DX-7*

You are able to walk a tightrope without falling. Carrying something with you like a chair, broom or umbrella gives you a +1 to your roll, and carrying a balanced pole at least as long as your body gives you a +4 (but if you're carrying more than your 0 Encumbrance level, you're at a penalty to the roll equal to your level of encumbrance). The GM may assess penalties on this roll based on factors like a slick or frayed rope, the distance of the walk and wind or other distractions.

Characters with the Perfect Balance advantage (see p. 17) have no reason to take this skill.



Chapter 2

ELDER VAMPIRES

To desire immortality is to desire the eternal perpetuation of a great mistake.

*—Schopenhauer, **The World as Will and Idea***

Elder vampires are seldom seen and little known, but in many ways the whole *Vampire* campaign revolves around them. This chapter is intended to give the GM a bit more information which can be used to incorporate elders actively into his campaign.

Notes on converting elders described in White Wolf books into *GURPS* terms can be found in the Conversion chapter.

The Elder Campaign

One rather radical but intriguing option is to run an adventure, mini-campaign or a whole campaign where the PCs are all elders. Elder campaigns can begin with a starting point value of anywhere between 500 and 1,000 points, with an average PC generation of 7 to 5. Regardless of the campaign point total, PCs of the 2nd or 3rd generation are not encouraged under any circumstances.

It is very easy for a group of crude players under a careless GM to design a party of super-high-power elders and go on an orgy of mindless destruction and wanton displays of power. But designing and playing a *good* elder campaign is anything but easy. It requires the most dedicated and subtle of GMs and the most mature and adroit roleplayers.

The key thing in an elder campaign is to keep in mind the stakes for which the game is being played – not mere survival or self-aggrandizement, but control of a whole city, country or

the entire planet. Ordinary vampires can often get away with mistakes because nobody notices them, but elders are the center of attention wherever they go. Ordinary vampires are well advised to avoid lupines, mummies, magi and other powerful entities, but elders will find these dangerous creatures seeking them out actively. The focus of the elder campaign should not be on the amazing things they can do by virtue of their generation, but on the multitude of ordinary things they *cannot* do – not without risking exposing themselves to their enemies or losing the respect of their subordinates and the trust of their superiors.

There's one final pitfall to an elder campaign – loss of mystery. Elders have the authority and resources to plumb the very depths of lost and hidden arcane lore. While the quest for such forbidden knowledge can be heady indeed, after it is attained the World of Darkness will never again be quite so dark – never the source of mystery and horror it once was.

Golconda

The strongest man in the world is he who stands most alone.

—Ibsen, *An Enemy of the People*

In general, those who have achieved Golconda withdraw completely from the Jihad. The chief exception to this rule is the Salubri (see p. 61), to whom the other kindred in Golconda extend special privileges in memory of their founder Saulot.

Thus it is unlikely that PCs will ever encounter one who has achieved Golconda, unless they specifically set out looking for one, and even then they are not easy to find. Elders in Golconda are not unwilling to aid those who wish to follow in their footsteps, but they tend to regard finding a teacher as the first part of the seeker's testing – a test that should not be too easily passed. The second part of the testing is a series of exacting trials designed to gauge the seeker's sincerity and dedication. Only when these preliminaries have been completed will the elder begin to offer actual counsel and wisdom.

If, however, the GM decides that it is time to bring an elder who has reached Golconda into the campaign, these notes are intended to help him quantify that elder's abilities to whatever extent he finds necessary.

The State of Golconda

It is reasonable to suppose that Golconda does not affect every vampire who attains it in exactly the same way. Exactly how a vampire has been changed by the experience must be determined by the GM designing that character. It is known that every vampire who passes through Golconda becomes immune to Frenzy and Rötschreck, and experiences only a greatly reduced form of the Draining.

There are also other, rarer gifts of Golconda. Not every vampire can achieve them, and they don't always come all at once. Some of the legendary abilities of a vampire in Golconda include:

- ❖ Loss of Clan disadvantages.
- ❖ Use of disciplines far beyond that normally available to vampires of his generation, even up to the 10th level.
- ❖ Apparent actual attainment of a lower generation without diablerie or other extraordinary methods.

- ❖ The ability to easily master disciplines not normally associated with the vampire's clan.
- ❖ The ability to stay active during the day, so long as they shield themselves from the sun.
- ❖ The ability to walk about freely in the sunlight.

All of the above gifts, however, are *conditional*. The vampire must maintain a Humanity of 15 or more in order to keep all of his powers of Golconda. If the vampire allows his Humanity to dip below that level, he will start to lose these special powers one by one. Yes, a vampire with many special powers must lose more Humanity than a vampire who has fewer to revert to a completely normal vampiric state, which is one reason to continue to strive for mastery of one's powers even after Golconda is reached. All special vampiric powers, however, will be lost by the time Humanity reaches 5.

A vampire whose Humanity dips below 15, however, is not "out of Golconda." Golconda, once attained, is not so fragile. As the vampire regains his lost humanity, his powers will return, and at Humanity 15 or above they will be back at full power.

(There are some who say that at mastery of at least some of the Paths of Enlightenment can lead to Golconda – notably the Path of Honorable Accord, the Path of Harmony and the Path of Power and the Inner Voice. If so, the vampire will have to maintain his Path Rating upon reaching Golconda just as others maintain their humanity. See p. 79.)

If, however, the vampire in Golconda allows his Humanity to dip all the way down to 3, he not only forever loses all benefits of Golconda, but becomes a mad, savage thing completely in the grip of the beast. No Inconnu or elder in Golconda will admit to knowing of any vampire so tragically fallen, but all agree that this is the consequence of abandoning Humanity while in Golconda.

PCs in Golconda

Under normal circumstances, a PC vampire who attains Golconda will be retired from the campaign and removed from play, except perhaps as a seldom-seen NPC. Not always, though. It may be that the enlightened PC has some job to finish or destiny to accomplish that not even Golconda can override. It may be that he stays on to help guide his former companions on their road to their personal Golcondas.



And it may sometimes be – particularly in very high-point-value elder campaigns, that a PC might be created already in Golconda. This is most emphatically discouraged, however, unless the campaign starting point total is well over 500, and the average generation of the PCs is 7 or lower.

Such a PC will not find his life easy. Many powerful Cainites consider Golconda a threat, a pertinacious lie, or a heresy. The PC will earn the hatred of such Kindred just by his existence. At the same time the Inconnu considers it part of their mission to ensure that vampires in Golconda stay safely out of the Jihad. The longer a character in Golconda continues to be active in the affairs of the mass of kindred, the more likely it is that the Inconnu will insert itself into his affairs.

However, if the PC is willing to cope with the above difficulties, and the GM is predisposed to allow him to try it, the rules below are designed to give precise game effects and point costs for the various powers of Golconda. These costs are given here, rather than in the "Characters" chapter, because in general, they should not be made available to any vampire under any circumstances unless that vampire is an elder in a state of Golconda. This is important enough to say again – *Golconda is a prerequisite for all the abilities below.* The loss of Frenzy, Röttschreck and the Draining is automatic to every vampire who attains Golconda, however all of the other special abilities below are strictly available only with the GM's express permission.

Unusual Background: Golconda

Varies

If a new PC is being created in Golconda, the GM should attach a substantial Unusual Background cost. Somewhere between 50 and 100 points is recommended, depending on the nature and starting point value of the campaign. However, characters who achieve Golconda entirely through roleplaying do not have to buy any Unusual Background – they've earned their status.

Loss of Frenzy, Röttschreck and the Draining

All vampires in a state of Golconda are immune to Frenzy, Röttschreck and the Draining, regardless of any other powers they might possess. They will never have the Berserk, Röttschreck, or the Draining disadvantages. Characters who reach Golconda through roleplaying will have to "buy off" these disadvantages, but the GM may also elect to grant them the necessary points by fiat, as a reward for having attained Golconda.

Note that the loss of the Draining does not mean the vampire loses all need for blood. He will continue to need Blood Points for Blood Healing and Disciplines, and he will lose 1 Blood Point per week just to keep him going. However, normal human PCs will also start to starve and lose strength if they go several weeks without food, and this is not considered a disadvantage, so the trivial Draining which takes place after Golconda is not a disadvantage either.

Loss of Clan Disadvantages

A vampire in Golconda may, with the GM's permission, "buy off" his clan disadvantages. However, this is not equally appropriate to all clan disadvantages. Golconda would certainly help one to overcome maladies of the spirit (Malkavian insanity, or the Brujah's low Will), and might allow one to counteract mystical drawbacks (the Lasombra's invisibility to mirrors), but would be unlikely to change gross physical traits (the appearance of a Nosferatu or Samedi).

Advanced Disciplines

5 points per level

Some vampires who attain Golconda are able to master disciplines normally inaccessible to kindred of their generation. Thus an 8th-generation Ventrue who attains Golconda might be able to master Dominate all the way through the 10th level. The cost of this ability is 5 points times the difference between their actual generation and the minimum generation normally allowed to purchase the desired level of power. Of course, the vampire must still pay the normal cost for the power level and the associated powers.

It may be possible for vampires who haven't reached Golconda to master a discipline at a power level normally beyond their generation (as described on p. 33), but it is more expensive. Furthermore, if vampires in Golconda purchase Advanced Disciplines at 5 points per level it raises the maximum level of *all* their disciplines – other vampires have to pay a separate Unusual Background for *each* discipline they wish to raise.

Virtual Generation

varies

Some vampires in Golconda seem to actually raise their generation for all practical purposes, without recourse to diablerie or other extraordinary measures. To do so, the PC in Golconda need only pay the difference between his current generation and the generation desired according to the chart on p. VTM 59. Note that while it may or may not be theoretically possible for a Kindred to attain the equivalence of 2nd generation (or perhaps even equality with Caine himself) through Golconda, they cannot do so and remain PCs. The maximum Virtual Generation for a PC vampire is 3rd.

If the vampire has already purchased Advanced Disciplines (above), that does not in any way change the cost if he subsequently buys Virtual Generation.

Open Disciplines

50 points

A vampire with Open Disciplines may purchase any of the disciplines attainable by any kindred anywhere at normal cost – even disciplines normally known only to the most exotic bloodlines. Open Disciplines also protects the elder from the more exotic side effects of certain disciplines. He can study Thanatosis (see p. 116) without becoming more cadaverous. (One exception to the above is the third eye of the Salubri, which seems to manifest in all vampires who study Obeah, regardless of whether they have attained Golconda.)

There is one thing that Open Disciplines will not do, however, and that is protect the vampire from the consequences of using his newly-learned disciplines. A vampire in Golconda might be able to learn Necromancy (see p. 106) to the 10th power level, but if he actually uses those evil powers, the effect to his Humanity rating could easily be disastrous.

Open Disciplines also does not refund points already spent buying non-clan disciplines at double normal cost.

(Note: if the GM wishes, he can allow kindred of very low generation – 5th or lower – to purchase something like Open Disciplines even if the vampire has not attained Golconda. In such cases, however, the GM does not have to offer the ability at the above price, or include all the abilities described above.)

Immune to Sundeath

This is an extremely legendary ability, and it might be totally mythological. The GM should feel free to forbid it to any PC ever, regardless of how low the generation or high the point value of the campaign.

But if Immunity to Sundeath is allowed, it may be bought progressively, in the following increments. Each increment below may be considered a prerequisite to any that follow.

The Inconnu

The Inconnu is a source of fear and uncertainty to virtually all the other Cainite sects. "Who's *really* in charge of the Inconnu," these factions are always asking themselves. "What do they *really* want?"

If a representative of the Inconnu were to deign to answer these questions (something which, by policy, they very seldom do), he might answer, "Nobody is in charge. And what we want is nothing more than to give the children of Caine a refuge from your squabbles, vendettas and politics where they can pursue the path to Golconda and peace." At which point the questioners would mutter, "Sure, that's what you *want* us to think," which may be why the Inconnu does not answer such questions.

If there are secret masters of the Inconnu, they are well hidden indeed. As far as anyone can tell, the Inconnu have no central organization, ruling body or formal charter. Most of its membership are elders of the 4th through 6th generation. To join the Inconnu, it is only necessary to find a current member to sponsor you for membership. If no other member challenges your nomination, after a time you will be accepted as a full member of the sect – not notified, initiated or welcomed into membership... just accepted.

The original Inconnu formed around the teachings of the 3rd-Generation antediluvian Saulot (although Saulot himself never joined the sect), the first Cainite to achieve Golconda. Certain vampires seeking refuge from the ever-increasing chaos which would eventually lead to the Jyhad began to gather around Saulot, hearing his teachings and seeking their own paths to inner peace. As the number of Kindred increased and grew ever more fractious these disciples of Saulot assumed an

Reduced Damage 1

10 points

The vampire still takes damage from sunlight, but much less so than normal. He takes only 1d-5 points of damage per minute from direct sunlight (i.e., he never takes more than one point per minute, and then only on a roll of a natural 6). Clouds or other shade will cause him to make even fewer damage rolls.

Daylight Activity

10 point

The vampire may remain alert and active during the day. As long as he stays out of the sunlight (by staying in a windowless chamber, for example), he may move about freely and undertake most actions normally. Note, however, that a vampire with Daylight Activity still needs to rest about as often as a mortal, he just does not automatically go semi-conscious when dawn comes.

The vampire will not be at his full vampiric powers, though. He cannot use Blood Points for any reason between dawn and dusk. If injured, he will not be able to heal himself until sundown, and he will not be able to use any powers which are fueled by Blood Points.

Reduced Damage 2

10 points

At this level the vampire never takes any damage whatsoever from direct sunlight.

Daylight Potency

10 points

At the final level the vampire is able to use his full power during the daytime. He may use Blood Healing and all his disciplines at full power, even outside at noon on a cloudless day.



increasingly defensive posture. They began to actively monitor the activities of the younger vampires and their masters. Eventually they came to actively appoint certain younger members of the sect (relatively speaking) to watch over specific cities and factions. Today, most of the largest communities of Kindred will have an Inconnu monitor living quietly among them, taking no active part in local activities (except under the most extraordinary conditions), and perhaps completely unknown to the rest of the kindred community, but watching, always watching. As a general rule, a community must have at least 50 Cainites within it for the Inconnu to assign a monitor.

Although the Inconnu exists to facilitate the quest of Golconda, the most active members of the sect – the monitors – usually have not attained that exalted state. Golconda tends to place Cainites so far beyond mundane concerns that they can no longer even effectively observe the machinations of the unenlightened.

The Old Country Tzimisce

When the Tzimisce joined the Anarch Rebellion, a few elders of the clan threw in with the rebels, and those who survived the war became mighty leaders of the Sabbat. Other elders fought the rebellion aggressively – many of these were hunted down and slain by their own childer.

And there was a third group of Tzimisce elders, living mostly in the clan's ancestral domain along the Baltic Sea, who did not support the birth of the Sabbat, but who strengthened the defenses of their ancient castles and strongholds sufficiently to ward off their vengeful descendants. Later the Sabbat tried to smoke out some of these venerable reactionaries, but they soon discovered that the cost of flushing the elder Tzimisce out of their hidey-holes was far out of proportion to any possible gain to the sect. Eventually, by and large, both the Sabbat and the Camarilla decided it was best to simply give the Tzimisce of the old country what they wanted – to be left alone.

And there they remain today, complacent in their ancient evil, hunting among the same villages and farms where they have hunted for millennia, served by ghoul retainers nearly as ancient and powerful as their masters.

The Sabbat has not forgotten about them. It is not so much the Tzimisce of the Sabbat who are offended by their estranged elders as it is the Lasombra, who hate the Old Country Tzimisce passionately, due to persistent rumors that those ancients give refuge to Lasombra *antitribu* or even the supposedly-extinct Lasombra elders.



Advanced Disciplines

A vampiric discipline can have up to 10 distinct levels of power. Not all the disciplines are so powerful – many of the peculiar disciplines associated with bloodlines rather than clans stop well short of the 10th level. All of the 13 clans, however, have disciplines that are known to have a full 10 levels of power.

After the 5th power level, the cost of higher power levels begin to accelerate markedly, according to the table below. Powers continue to be Mental/Very Hard skills which must be bought separately from the power level – most of the time. There are, however, a few powers which have no associated skill or skill cost – they are “always on” and automatically work for any vampire who purchases them. Such powers are noted where they occur.

Power Level	Cost Per Level	Total Cost
1	2	2
2	2	4
3	2	6
4	2	8
5	2	10
6	10	20
7	20	40
8	30	70
9	40	110
10	50	160

While the point costs of most disciplines accelerates as the vampire advances of power, the costs of the augmenting disciplines level off, as follows.

Power Level	Cost Per Level	Total Cost
1	4	4
2	4	8
3	8	16
4	8	24
5	24	48
6	24	72
7	24	96
8	24	120
9	40	160
10	40	200

Generation is also a prerequisite for purchasing high-power disciplines. In order to purchase a given power level at the normal cost, a vampire must be of the generation listed below or lower.

Power Level	Minimum Generation
6.....	7
7.....	6
8.....	5
9.....	4
10.....	3

If the GM wishes to allow a PC to buy a power level beyond his normal generation (and this is not recommended), he should require the character to pay an Unusual Background cost equal to 10 times the difference between the normal minimum generation and the vampire's actual generation. This Unusual Background should be charged separately for each discipline involved.

Example: Boudin is a 10th Generation Gangrel PC, and he wants to buy Animalism at the 8th power level, and Protean at the 6th. Since it's a high-point-value campaign and most of the PCs are lower generation than Boudin anyway, the GM agrees. Normal cost for Animalism 8 is 80 points, and Boudin is 5 generations below the normal minimum, a 50-point Unusual Background. Cost for Protean 6 is 30, but Boudin is 3 generations below the minimum level, for an additional 30-point Unusual Background. Total cost for the two disciplines is 190 points, and Boudin still has not bought any skills.

Maximum Number of Disciplines

In general, a Cainite can master only one power per power level. Thus a 5th generation Gangrel with Protean 8 could only have 8 Protean powers total. If he wished to have three level-6 powers, he could take them when he reached power levels 6, 7 and 8 – but of course that also means he would not know any 7th or 8th level powers.

Any exceptions to the above rule, if they're allowed at all, should be required to pay a substantial Unusual Background for their remarkable proficiency.

Creating New Disciplines

There is an additional difference between low-level and high-level powers beyond their simple relative strength. The low power levels are set, as it were, in stone. Nobody has discovered a new power for the 1st through 5th level of any major discipline in millennia.

This is not true for the 6th through 10th power levels. The powers given below are relatively common examples – they are representative of their power level, and their existence will be known to any vampire who takes an interest in the subject. But they are not the be-all and end-all of their power levels by any means. Elder vampires are always researching new powers for their high-level disciplines.

Elder vampires are, by nature, creatures of mystery, and when they discover a new power they do not lightly share it with anyone save their own childer, and not always with them. Thus it is unlikely that a PC will be freely given any unusual Powers by another vampire. It is also not impossible – the PC might be taught the ability as a bribe, or in payment for some notable service or debt of prestation (see p. 122).

Normally, however, if the PC wants any powers besides those on the list below (all of which are freely available to any qualified vampire at normal costs), he will have to research it himself.

To research a new power, the player should first discuss the power with the GM, to determine if it is theoretically possible within his discipline and if it can be done at his current

maximum level of power. The GM has absolute and final say over whether any power is possible at a given level, or at all. As previously noted, the low power levels are fixed, and there are no new powers at power levels 1 through 5. New powers must be power level 6 or above.

If the GM agrees that there are theoretical grounds for continued research, the PC may begin to study the problem. He may make one roll for each month of uninterrupted study (or approximately every 240 hours). If he goes a full week without putting in at least 10 hours of research, he loses the benefit of all research since his last roll, and must start again from 0 hours.

The actual research roll is a quick contest of skill between 12 plus the power level of the power being researched (i.e. 18 for a 6th level power, 22 for a 10th), and the skill level of his *lowest* level skill in that power, +1 for each additional skill known at that power level. So if a vampire knows three 7th level skills at skill levels 14, 18 and 20, his research roll when researching a new 7th level skill is 14+2, or 16, vs. a 19 for a 7th level power.

If the vampire loses any of these contests by 10 or more points, he must abandon the power in question, and may never try to research it again. If he wins a contest, he succeeds in creating a new power! He gets the new power at the one-point level (IQ-3) for free, and may buy it up from there with earned experience points.

It is not unreasonable to suppose that certain PCs of the correct generation might start the game with some original high-level powers, but players should be encouraged to acquire most of their original powers through the course of play. For this reason, it is recommended that the GM charge a 10-point Unusual Background for any power not found on the list below which is taken at character creation. If the power is discovered in the course of play, this cost does *not* apply.

Mandatory Blood Points

Certain powers described below (and in Chapter 5) require that the user of the power spend one or more Blood Point to activate the power. These mandatory Blood Points *do* reduce the fatigue cost of the power as described on p. VTM96, i.e., each Blood Point spent reduces the fatigue cost of the power by 2. The vampire may, of course, expend Blood Points beyond the mandatory minimum to reduce his fatigue costs further.

Example: Sylvanus is attempting to use the power level 6 Protean power Earth Control. Normally, a successful use of a level 6 power would cost 12 points of fatigue, but since Earth Control requires a Blood Point to be expended, it only costs 10 fatigue, if successful (assuming Sylvanus does not choose to expend further Blood Points to reduce his fatigue cost further).



Animalism

Species Speech

Power 6

This is an advanced form of the Animalism power Sweet Whispers. Whereas Sweet Whispers allows the vampire to speak with only one animal at a time and requires him to maintain eye contact for the whole duration of the power's use, with Species Speech he can communicate with any number of creatures of the same species. Thus the vampire could address a whole pack of dogs or flock of birds and be understood.

Species Speech can be activated with a simple skill roll. If at any time the speaker falls silent for more than 10 seconds, the power deactivates and the vampire must make a new roll in order to re-establish communication.

Shepherd's Innocence

Power 6

Most animals have a supernatural dread of vampires (see p. 14). However, animals find vampires using this power not only harmless, but extremely attractive. The vampire can calm the animal if it is alarmed, approach it freely and even touch it. The animal so affected will go to great lengths to please the vampire (if it can be made to understand what the vampire wants). This power makes it extremely easy to feed from animals. Shepherd's Innocence is activated with a successful skill roll and only affects one animal at a time.

Animal Succulence

Power 6

This extremely useful power has been a godsend for many vampires cut off from humanity, or on the path of Golconda. With a successful skill roll, the vampire can double the effective Blood Pool size of any animal, making the creature's vitae twice as nourishing and satisfying. See p. VTM 78 for the normal Blood Pool sizes of certain ordinary animals. The fatigue cost to use this power is special – the fatigue drained from using this power on a given animal will never exceed the number of Blood Points to be obtained from the animal after a successful use. Thus if Animal Succulence is used on a dog to increase its effective Blood Pool from 2 to 4, the vampire would lose only 4 fatigue points. No use of this power, however, can drain more than 12 fatigue or less than 1.

Animal Succulence only works for the vampire who actually used the power. Any other vampire who feeds from the animal will only get the normal amount of Blood Points.

Shared Soul

Power 6

This power allows the vampire to share the perceptions, emotions and even memories of one animal with which he is in physical contact. Both the animal and the vampire remain capable of independent thought and action, except that the animal will not try to harm the vampire or break the contact until dismissed.

The vampire must make a skill roll to initiate the contact, and another every 10 seconds contact continues to maintain it. Not all of the animal's sensory input will be comprehensible to the vampire's brain – the GM may require the vampire to make any IQ rolls he feels are appropriate to interpret the animal's perceptions.

Conquer the Beast

Power 7

Animalism gives a vampire an intimate understanding of the nature of the Beast. With this power the vampire draws upon that understanding to gain a remarkable degree of control over his Frenzies.

The vampire can enter Frenzy at will with a successful skill roll. While in such a voluntary state of Frenzy he has full



control over who or what he attacks, and when (however all attacks must still be all-out attacks, the vampire has no active defenses). He may leave such a Frenzy at will. If he goes more than one minute without attacking anybody or anything while in this state, he will automatically snap out of Frenzy, and must re-roll to re-establish that state.

However, even with Conquer the Beast a vampire does not become immune to involuntary Frenzy, nor does this power increase his control in an involuntary Frenzy. At best, the vampire can use this power whenever he suspects he may be in danger of Frenzy, so that he retains control of his actions.

If the vampire critically fails his Conquer the Beast roll, he will fly into an uncontrolled Frenzy of extreme savagery.

Master's Voice

Power 7

This power is identical to Species Speech, but the vampire can be understood by *all* animals who can hear him, regardless of their species.

Twin Spirits

Power 8

The vampire may take over and control the body of the animal, while retaining full control over his own body. Because the vampire retains control of his body, there is no risk of assuming the animal's personality after the contact is broken.

However, because the vampire is controlling two bodies simultaneously, there will be some confusion. If one of the bodies is resting unmoving in a quiet place, this disorientation will be only a -1 to all rolls vs. IQ, DX or related skills. However, if both bodies were simultaneously engaged in deadly combat, the penalty to all such rolls would be -5 for both bodies.

Duration and degree of control are determined as for the power Sharing of Spirits (see p. VTM98).

Mass Summons

Power 8

The vampire may summon *all* the animals within a certain area to him. This power does not give the vampire control over the animals, but he can use the other powers of Animalism to control the creatures, or simply use their presence as a defense or diversion. The vampire may choose the species affected by any given use of the power (i.e., "all animals," "cats and dogs only," or "all animals except insects").

This power requires only a successful skill roll. The strength and radius of the call depends on the amount by which the roll is made. Mass Summons works much better in open

country than in the city – the first radius should be used in town, the second in rural areas.

0 to 1: One city block/½ mile; all animals will respond unless something overtly contravenes the call (i.e., the dog's master tells him to "stay").

2 to 3: Two blocks/1 mile; all animals will respond unless faced with something life-threatening.

4 or 5: Five blocks/5 miles; as above.

6 or 7: ½ mile/7 miles; this is the first level of success which will summon hellhounds and other ghoulish animals.

Critical success: One mile/10 miles; all animals will respond, even if they must risk their lives to do so.

Flesh Bond

Power 9

This strange power allows the vampire to physically bond himself with animals.

The vampire can absorb smaller animals (i.e., animals weighing less than the vampire) into his own form and release them at will. This use of Flesh Bond requires a skill roll and the expenditure of 1 Blood Point per 5 Blood Points of animals absorbed; thus the vampire may absorb up to 20 ¼-Blood-Point birds by spending 1 Blood Point. Blood Points spent to absorb animals may not be replaced until all the animals have been released.

With larger animals (weighing more than the vampire) it is the vampire who is absorbed into their flesh. This requires a skill roll and 1 Blood Point. The vampire can move around with the animal during the day using this power. If the animal is killed, the vampire's body immediately reforms – this can be fatal if the animal is killed in the daylight. The vampire has no control over the animal unless he also uses the Sharing of Spirits power on it (during the day, of course, the vampire must roll against his Humanity to stay alert enough to control the animal's actions).

A successful use of the Auspex power Sense Aura will reveal that an animal has a "rider."

Army of Beasts

Power 10

The character can summon all the animals within a certain area and completely control their actions. This requires only a skill roll. The base area affected is 1 mile, and this *doubles* for every two points by which the skill roll is made. Thus if a vampire with a skill of 18 rolls a 5, succeeding by 13, he gains absolute control over every beast within 64 miles.

Auspex

Mindspeech

Power 6

This versatile power allows a vampire to not only "read" another's mind, but also to hold a two-way telepathic conversation and even transmit emotions, images or other sensory input. The subject must be in the user's sight for this power to work. The power requires only a skill roll, unless the subject is actively resisting the mental contact, in which case the vampire must also win a Contest of Will for every 10 minutes he wishes to maintain contact.

Mind's Eye

Power 6

The vampire may see and hear what's currently happening to any familiar person or in any familiar place, no matter how distant, without having to leave his body. This normally requires only a successful skill roll – though the GM might also require an IQ roll, if he judges the person or place is only marginally familiar.

Elder Vampires

Once contact has been established, the vampire can use other Auspex powers on the area being mentally viewed.

The Dreaming

Power 6

The character will dream of things that are actually happening as he lies asleep or in Torpor. The dreams are not always completely clear – they may become mixed up with images from the vampire's own subconscious, and they may be difficult to remember or interpret. The dreams will not necessarily be of things that are happening in the immediate vicinity of the vampire's body. On a successful skill roll upon going to his repose, the vampire will dream of some specific individual or location that he names. Otherwise the GM is the final arbiter of what is seen and remembered through the Dreaming.

Eagle's Sight

Power 6

This is a unique form of clairvoyance which allows the user to mentally observe his immediate area as though from a great height. The vampire can view about a two-mile radius from an apparent height of about 250'. Within that area he can shift his point of view at a virtually infinite speed. If the vampire also has Mind's Eye, he can use that power to "zoom in" on specific areas that he observes.

Eagle's Sight requires only a skill roll to activate.

Prediction

Power 6

With this power the vampire can predict the words of his subject before they are spoken, and sometimes even know in advance what an enemy will try next in combat.

This power requires that the vampire win a Quick Contest between his skill and the subject's Will (normal Strong Will). Unsuccessful attempts to use this power do not drain fatigue, but it does not work automatically either — the user must state that he's trying to use the power.

If the vampire wins the contest, he knows in advance what his subject is going to say, giving him a +3 to social skills involving conversation, like Diplomacy, Fast Talk, Savoir-Faire or Merchant (in a bargaining situation).

If he wins the contest by 3 or more, he knows what the subject's next action will be. Used in combat, this gives the vampire +3 to all his active defenses, and the opponent -3 to all of his.

Sense Emotion

Power 6

This is an advanced form of the Aura Perception power that works over a 10' radius, allowing the vampire to sense the emotions of everybody in the area. This power can also be used to get a general sense of what the crowd, as a unit, is likely to do next. Finally, the power can pinpoint which individuals in the affected area have the most influence over the actions of the crowd as a unit. This power requires only a skill roll to use.

Soul Scan

Power 7

The vampire can discern the location of anybody he knows, anywhere on earth. He will get an impression of how far away the subject is, and in what direction. In addition, if the subject is in a place that the vampire knows, the vampire will be able to see, briefly, that location. Normally a successful skill roll is all that's required, but if the subject is protected by Obfuscate a Contest of Skills is in order.

Spirit Link

Power 7

This power enables the vampire to hold telepathic communication with multiple persons at once. Each person in the link can communicate freely with all the others.

The number of persons in the link is determined by the amount by which the vampire makes the skill roll. For every 2 points the vampire rolls beneath his skill, another person may "link in." On a critical success, the vampire can link a number of persons up to his skill in this power.

Psychic Assault

Power 8

This is an aggressive attempt to overwhelm an opponent through psychic force. The power requires that the vampire win a Quick Contest between his skill and the victim's Will. If the intended victim is a vampire, he may add his Strong Will (Courage) bonus to his roll, and the user must spend a Blood Point to use this power against him.

A successful Psychic Assault will leave the victim mentally stunned. The severity of this effect depends on amount by which the contest was won.

Attacker loses contest by more than 5: The target is immune from any further Psychic Assaults from that vampire for the rest of the night.

Attacker loses contest by less than 5: The target is unaffected; he may make an IQ roll to realize that he's been attacked.

Attacker wins by 1 to 3 points: The victim is stunned and may roll to recover every turn.

Wins by 4 or 5: The victim is stunned and may roll to recover every 10 turns. Upon awakening he must make a Fright Check.

Wins by 6 or 7: The victim is stunned and may roll to recover once per minute. Upon awakening he must make a Fright Check at -5.

Wins by 8 or 9: The victim lapses into a coma, and can make a Will (Courage) roll to recover once per day. Upon recovering, the victim makes a Fright Check at -10.

Wins by 10 or more: The victim must make an immediate roll vs. Will (Courage) or die (vampires fall into Torpor). If the victim makes this Will roll, he is affected as above.

Omniscience

Power 8

This gives the vampire an understanding of those around him at least equal to their understanding of themselves. On a successful skill roll the vampire can tell, just by looking at anyone around him, their plans, hopes, fears, mental advantages and disadvantages and anything else the GM feels he should know. This power will also reveal whether the person is a vampire, lupine, mage, thaumaturge, possessed or any other sort of supernatural creature. In general, the better the vampire makes his skill roll, the more the GM should reveal.

Obfuscate is very effective against this power. Any individual who possess Obfuscate at an equal or greater power level than the user's Auspex is completely and automatically immune to Omniscience. It is left to the GM to determine when and if any lesser levels of Obfuscate have any chance at all of blocking Omniscience, and to what degree the Omniscience is blocked.

Time Sight

Power 9

With this power the vampire may see through space and time. The future seen is not the *only* future, merely the *most likely* future if circumstances do not change. In general, the actions of vampires and other supernatural creatures are much more likely to alter the scryed future than the actions of mortals. The vampire may use the power to view the future of the place he's in, or any place he knows well (GM's option).

The maximum length of time the user can see into the future is determined by the amount by which he makes the roll.

0 to 1: one hour

2 or 3: one day

4 or 5: one week

6 or 7: one month

critical success: one year

The degree of success should also affect the clarity and detail of the vision, as the GM deems appropriate.

Pulse of the Canaille

Power 10

This power is an enhanced form of Time Sight, which allows the vampire to view broad future trends among entire groups of mortals. The power cannot be used to directly determine the future of groups of vampires or other supernatural creatures. The more people affected, the more difficult the roll:

Up to 10,000 people: no modifier.

10,001 to 100,000 people: -2

100,001 to 1 million people: -4

1,000,001 to 10 million people: -6

And so on. At current population levels, the penalty to view the future of the whole world is -12.

The degree of perception, as usual, depends on the amount by which the modified skill roll is made.

0 to 1: The vampire gets a sense of the moods and attitudes of the mortals.

2 to 3: He sees their most probable future, as well as a sense of their maximum potential.

4 or 5: He knows the extent to which the mortals are controlled by supernatural forces.

6 or 7: He may sense the Aura of the controlling forces.

Critical success: He knows who's controlling them, and why.

Celerity

Power 6 (72 points)	Adds 15 to Move; 2 extra attacks per turn; duration until dawn.
Power 7 (96 points)	Adds 20 to Move; 3 extra attacks per turn; duration until dawn.
Power 8 (120 points)	Adds 25 to Move; 3 extra attacks per turn; duration until dawn.
Power 9 (160 points)	Adds 30 to Move; 3 extra attacks per turn; duration until dawn.
Power 10 (200 points)	Adds 35 to Move; 4 extra attacks per turn; duration until dawn.



Dominate

Obedience

Power 6

The user may use the other powers of Dominate without making eye-to-eye contact. He need only touch the victim and make his skill roll. The touch does not have to be maintained, so long as the user initiates the power within 10 seconds of making the Obedience roll. If the user wishes to maintain the power for more than 10 seconds without initiating the secondary power, he must either make eye contact or make another touch and Obedience roll.

Loyalty

Power 6

This power may be used on anyone presently under the influence of another of the user's Dominate powers. On a successful skill roll the Dominated individual gets a +10 to all rolls to resist Dominate attempts by anyone other than the original caster of Loyalty.

Rationale

Power 6

On a successful skill roll, this power will cause the victim of any of the user's other Dominate powers to feel that any actions he performs because of Domination are his own ideas done of his own free will. If the victim consciously *knows* he's being dominated, he gets a Will roll (normal Strong Will) to resist Rationale – if he fails the roll, he still believes his actions are the result of his own mind, not the vampire's, regardless of all evidence to the contrary.

Tranquility

Power 6

This is a very subtle power, and rather rare. The GM may not wish to make it available at character creation or through research – PCs can only learn it if they're taught it. Tranquility allows the user to calm a vampire in Frenzy.

To use this power, the GM must first roll secretly vs. the Humanity of the vampire in Frenzy. The user then makes his Tranquility roll, and the GM modifies it by the amount by which the subject failed or passed his Humanity roll. If the skill roll is still successfully made after this modification, the subject snaps out of Frenzy.

A vampire may not use Tranquility on himself. Tranquility may only be attempted once per Frenzy. If the Tranquility roll is failed critically, the vampire in Frenzy will immediately attack the user.

Mob Rule

Power 7

This power is used in conjunction with any Dominate power of the first through fifth Power Level. On a successful Mob Rule roll, the vampire has a chance of Dominating more than one subject with the other power. For every two points by which he succeeds in his attempt to Dominate the first subject, another will fall under his power. Eye contact is only required with the first victim.

The first victim must always be the one most difficult to dominate with the other power.

Far Mastery

Power 8

This is an enhancing power much like Obedience, except even a touch is no longer necessary. The victim must merely be known to the vampire, and the vampire must know the victim's location. Otherwise, distance is irrelevant. On a successful Far Mastery skill roll, the vampire may try to dominate virtually anybody. If the victim is another vampire, however, the user must spend a Blood Point before attempting Far Mastery.

Best Intentions

Power 9

A victim dominated with Best Intentions needs no commands; he will always act in a manner most consistent with the user's best interests. This power is very much like a Blood Bond, except under Best Intentions the victim does not have to try to figure out what his master's needs and wishes are, he just *knows*. This power requires only a skill roll.

If the victim is human, the bond is permanent unless powerful magicks are used to break the spell. If the victim is a vampire, the bond lasts until the victim does something that raises his Humanity.

Puppet Master

Power 10

The user imprints his personality completely on the victim. The victim knows what his master knows, wants what his master wants, speaks as his master speaks and acts as his master acts. In many ways the victim becomes his master. The link is two way, so the master also knows what his victim knows.

Use of this power requires that the vampire win a Quick Contest between his skill and the victim's Will (Strong Will). The master can release the victim from the power at any time, but once the victim has been released, any subsequent attempts to bring him under the sway of Puppet Master will be as though the master won the contest by no more than 3 on the chart below. If the vampire's true body suffers Final Death, his puppets are released.

The exact degree of affinity depends on how much the master wins the contest by.

The puppet may use all of the master's normal skills and abilities (and sometimes Powers), the master may use all of the victim's skills and powers through the victim's body.

1 to 3: The victim acts as though he suffered from the Confused disadvantage (see p. 20). However, when he is capable of taking action, he acts as the master would.

4 or 5: The victim has the Schizophrenia disadvantage – one personality is the original, the other is the master's.

6 or 7: The victim usually acts as the master would, but is subject to unpredictable flashes of independence at the GM's option (often while under stress). The puppet knows that his body is a disposable tool of the master, and if he is destroyed the master will not be significantly harmed. When the master is in control of the puppet, the same player may play both bodies.

8 or 9: Flashes of independence are extremely rare. The puppet may use the master's Disciplines. The puppet regards his body as disposable. The same player may play both bodies.

10 or more: The identification is complete. The victim always acts as his master would in that situation. The victim knows that his body is a disposable tool of the vampire, and if the victim dies the master will continue on. The same player may play both bodies at all times.

Fortitude

Power 6 (72 points)	+15 Damage Resistance; duration 8 hours
Power 7 (96 points)	+25 Damage Resistance; duration 9 hours
Power 8 (120 points)	+40 Damage Resistance; duration 10 hours

Power 9 (160 points)	+60 Damage Resistance; duration 11 hours
Power 10 (200 points)	+90 Damage Resistance; duration 12 hours

Obfuscate

Mind Blank

Power 6

The vampire can conceal his mind as well as his body. Mind Blank makes the user transparent to any sort of Telepathic contact, whether magical or psionic in nature. To use Mind Blank requires only a successful skill roll, unless the telepath is actively and specifically looking for the Mind Blanked vampire, in which case a Quick Contest between the Mind Blank power and the telepathy power being used is called for.

Conceal

Power 6

This power will conceal an inanimate object in the same way that the power Unseen Presence conceals an individual. The vampire must be within 30 feet of the object Concealed and have some sort of personal or emotional connection to it. On a successful skill roll any object up to the size of a small house can be concealed.

Soul Mask

Power 6

This allows the vampire to alter his aura so that his true nature will be concealed even from the Aura Perception power. This power requires a successful skill roll to establish the false aura on any given night, and the vampire will have to win a Contest of Skill to preserve the illusion if Aura Perception is actually cast on him.

Initially the vampire may only select one aura color to use as a disguise, but he may add more colors to his repertoire by buying Soul Mask again at higher power levels. Thus a vampire might take bright light blue (a calm mortal) for his first Soul Mask at power level 6, then when he achieves power level 7 he might add a swirling black (psychotically evil – don't mess with me) aura. He could buy the power again for a third color at power level 8, and so on.

Cache

Power 7

This power allows the vampire to maintain already-established Obfuscate powers even in his absence. The vampire must still be present to establish the power, but if he makes a successful Cache skill roll he can then leave the area and the concealment will endure until dispelled or somehow disrupted.

Cloak

Power 7

This allows the vampire to hide his aura in much the same way Mind Blank allows him to hide his psyche. Cloak requires a successful skill roll to establish, with a subsequent Contest of Skills if anyone is actively using Aura Perception to locate that specific individual.

Old Friends

Power 8

The subject of this power will recognize the vampire as somebody very dear to them – somebody they'd like to see. The vampire does not need to know the person he'll be taken for, nor can he predetermine who he'll be taken for – the identification comes from the subject's subconscious. Nonetheless, the subject will be strongly inclined to trust and help the vampire.

Old Friends requires the vampire to win a Quick Contest between his Old Friends skill and the subject's IQ modified by Alertness.

Create Name

Power 9

The vampire takes on the seeming of a whole new person, not just physically but right down to the psyche and aura. This power requires a successful skill roll to establish, with subsequent Contests of Skill if somebody tries to magically or psionically scan the vampire's mind or aura, and even in these cases the telepath or aura reader is at -3 in the contest.

Memory's Fading Glimpse

Power 10

This power completely erases the vampire's existence from the memory of *everyone*. His existence will be forgotten and never remembered. While this power cannot erase written or photographic references to the user, those affected will be unable to concentrate on or recall such references. It's as though the vampire never existed. This power requires only a simple skill roll to activate, although the vampire should consider well before doing so – his friends will forget him just as thoroughly as his enemies. If the skill roll is critically failed, everyone who ever met the user will suddenly think of him, and he will continue to be "on their minds" for some time. If he tries and fails to invoke this power, he cannot try again the same night (or for much longer – GM's option – in the case of a critical failure).

Potence

Power 6 (72 points)	+15 ST until dawn
Power 7 (96 points)	+25 ST until dawn
Power 8 (120 points)	+40 ST until dawn

If, after invoking this power, the vampire meets someone who knew him formerly, he must roll again vs. Memory's Fading Glimpse. If he fails the skill roll the former acquaintance remembers everything, if the roll succeeds he will remember little or nothing as follows:

0 to 1: He remembers you, but only one innocuous fact about you ("Oh yeah, he was at that disco that one night").

2 or 3: He realizes he met you, but doesn't remember when or where, or anything specific about you.

4 or 5: The subject thinks he might have met you before, but isn't sure.

6 or 7: Something about you draws his attention, but he doesn't realize it's memory.

Critical success: The subject doesn't even see you.

Power 9 (160 points)	+60 ST until dawn
Power 10 (200 points)	+90 ST until dawn

Presence

Love

Power 6

This power creates, in effect, a temporary Blood Bond between the vampire and the subject which lasts as long as the subject remains in the vampire's presence. To establish this power the vampire must win a Contest between his Love skill and the victim's Will (Normal Strong Will).

Rage

Power 6

This power projects an aura of hostility and irritation, making it likely that those around the vampire will start to argue or even come to blows. All vampires under the sway of this power must check every 10 seconds that Rage remains in effect or go into Frenzy. PCs affected by rage should be passively encouraged by the GM to become irritated – "Her answer sounds reasonable enough, but from her tone of voice you get the distinct impression she's making fun of you." "You're not sure, but you see him make what you think is an obscene gesture in your direction as he turns away." The effects of Rage endure as long as the user remains in his victims' presence, and even afterward hostility might linger, until the victims realize they were acting irrationally.

The number of individuals affected depends on the amount by which the user makes his skill roll. The base number of victims is 2, +1 for every number by which the roll was made. On a critical success, everyone in the user's sight will be affected. Those closest to the vampire are affected first.

Mind Numb

Power 7

Many Presence powers inflict emotions on the subjects, but Mind Numb removes emotions, leaving only an empty mental numbness. Victims become extremely unmotivated and must make a Will roll to begin even the most commonplace or necessary tasks. They will do nothing difficult or dangerous unless forced to by some kind of physical threat.

The number of individuals affected by the power is determined as for Rage, above.

Mask Empathy

Power 7

This is a somewhat more subtle variation of Mind Numb. Instead of erasing all emotion, the power, as it were, cuts the emotional bonds which bind people together. Lovers stop loving,

enemies stop hating each other, individuals lose all curiosity or empathy about anyone else. A Will (Conscience) roll is required to carry out any action not motivated by pure self-interest.

The number of individuals affected by the power is determined as for Rage, above.

Invoke Frenzy

Power 8

The user can send another Kindred into Frenzy by winning a Contest between his Invoke Frenzy skill and the victim's Will (Self Control).

Heart of the City

Power 9

The vampire has become so attuned to the area where he dwells that he can influence its moods, using this power to amplify a single emotion (love, hate, trust, fear, annoyance) throughout the whole area. The effect is subtle, but its cumulative effect over an entire population can be profound. Hate, for instance, will not cause everybody in the city to spring at one another's throats, but it will drive many who were already on the road to violence. In general, this power will have a much stronger effect on residents of the city than on tourists or visitors.

Using this power requires only a skill roll; however, the vampire must be in the affected city, and must have spent at least 6 of the last 12 months there for the power to work.

The duration of the effect depends on the amount by which the skill roll was made.

0 to 1: 1 minute

2 or 3: 10 minutes

4 or 5: 1 hour

6 or 7: 24 hours

Critical Success: 1 week

Dream World

Power 10

The vampire can affect the dreams of the entire world (although if he wishes, he can focus on a specific area, group or individual). He can send messages, images or even nightmares. The amount by which the skill roll is made determines the clarity of the dream. The exact effects of the dream are left to the GM.

Protean

Flesh of Marble

Power 6

Without any loss of flexibility, the user's flesh becomes as hard as stone. He becomes almost impossible to stake without special equipment.

On a successful roll the vampire gains PD 3, DR 10, and takes only half damage from all attacks except fire or sunlight. Once established, the power will endure for 10 seconds for every number by which the vampire made his skill roll, or until dawn on a critical success.

Earth Control

Power 6

This power is an advanced form of Earth Meld. The vampire can now stay melded with the earth day or night, and move around freely underground while melded (though it is faster to move through loose soil than solid rock). The vampire will still need to roll vs. his Humanity to remain alert and active after sunrise.

This power requires a Blood Point and a successful skill roll to activate. The vampire will still lose 3 Fatigue when emerging from the meld.

Homunculus

Power 7

The vampire can create a Homunculus, a 3" tall miniature duplicate of himself. The Homunculus has no vampiric Disciplines, but does have all its creator's knowledge. The Homunculus has the same attributes as its master, except for ST, which is 1, and only 3 hit points. It can only be destroyed by Aggravated damage.

The vampire may attempt to create a Homunculus once per night. The creature must consume 1 Blood Point per hour or it will dissipate. It can hold up to three Blood Points within itself.

The personality of the Homunculus is a slightly twisted parody of the vampire's own – personality traits which the vampire usually suppresses tend to come to the surface in the Homunculus. In general, the Homunculus will be cooperative and obedient towards its creator.

Spiritform

Power 7

The vampire remains visible, but is completely insubstantial. He can only be harmed by fire, sunlight and magical attacks. He cannot physically move or attack anything or anybody, but he can use all his disciplines. He can walk through solid objects and also walk on air (treat as flight at the vampire's normal Move). The duration of this power is determined as for Flesh of Marble, above.

Movement of the Slowed Body

Power 8

This power allows the vampire to move even if he is paralyzed, staked or in Torpor. This movement is extremely slow – the vampire can move about one hex per minute and it would take about half an hour to remove a stake. Needless to say, he cannot attack or defend physically with this power. The vampire may use this power once per 24 hours to attempt to overcome whatever power holds him motionless.

Thaumaturgy

As noted in *GURPS Vampire*, Thaumaturgy is unlike other disciplines. It is merely normal *GURPS* magery as practiced by vampires. Therefore there are no special rules or requirements for high-level Thaumaturgy. Instead, once a Thaumaturge has mastered the Blood College, he may go on from there to purchase any other spells for which he has



Dual Form

Power 9

The vampire may divide himself into two identical bodies, each somewhat weaker than the original. The player has full control over both duplicates. The duplicates share a general empathy (i.e., one will know when the other's in danger), but not full mutual awareness.

Each duplicate will be a -2 to all attributes, with proportional penalties to all skills, powers and attribute-related rolls, and both Blood Pool and the speed at which Blood Points may be spent are halved. The power can be used more than once, so that a duplicate can divide into two more, even weaker duplicates, but division cannot continue once any attribute is reduced below 8, or Blood Pool falls to 1.

It takes a successful skill roll and 1d minutes for this power to work. It requires a similar amount of time to recombine, and the bodies must be touching. The process of division or recombination is quite unsettling to watch – mortals who are not prepared for the sight in advance should make a Fright Check.

It has happened that a weaker duplicate has refused to recombine with the stronger, because once recombination is complete the weaker form will lose whatever unique identity it possessed, requiring the stronger form to hunt down its duplicate. This strange circumstance is, however, extremely rare. Once the vampire has recombined, he retains all the memories of both duplicates.

Body of the Sun

Power 10

The vampire transforms into a mass of blinding flame in the rough shape of a human figure. In this form he cannot be harmed by any physical attack or by fire, and even direct sunlight will harm him only on turns where he fails a roll vs. HT.

Anyone touched by the Body of the Sun will take 3d Aggravated damage (the vampire must roll vs. DX to attack, normal active defenses apply), and any flammable objects will ignite. Any Kindred in the presence of the Body of the Sun must immediately check vs. Röttschreck, and if they look at the flame for more than 1d seconds (as rolled by the GM) they will be blinded for 1 hour.

Body of the Sun requires the user to expend three Blood Points and make his skill roll. He must expend an additional Blood Point every five seconds to remain in the form.

the correct prerequisites (and which the GM rules he has access to). If the GM finds the list of spells in the *Basic Set* too restrictive, he is encouraged to purchase *GURPS Magic* or *GURPS Grimoire*.

Notes on converting the *Storyteller System's* spells, rituals and paths to *GURPS* can be found on p. 155.



Chapter 3

NEW CLANS AND BLOODLINES

Traditionally, the race of Caine divides itself into 13 clans. Seven clans make up the Camarilla, two more form the cornerstone of the Sabbat, and the other four clans remain, by and large, independent of any one sect. Each of these clans is ancient and powerful in its own right, and neither of the great sects takes them lightly.



The clans of the Camarilla share certain stereotypes about the non-Camarilla clans. They can be summarized thus:

Assamites: No other single clan is so potentially dangerous, but they have honor, which means they can be dealt with to our mutual profit – but do not ask for their services lightly, and never offer them needless insult or show them any weakness.

Followers of Set: They have their uses, but if you must choose between the services of a Follower of Set and the services of a demon, look to the demon – it is less treacherous, more predictable and easier to control.

Giovanni: They spread their influence everywhere, like an all-consuming cancer. If only we knew what they're really planning.

Ravnos: They are cowardly and treacherous, but they pose no real threat to us, unless they recklessly threaten the Masquerade through sheer careless bravado. To guard against this they must be watched, and occasionally disciplined.

Sabbat: An unspeakable blasphemy, foul traitors to the Kindred and an ever-present and ever-growing menace. They must be utterly purged from the earth.

Sect Affiliation

It can be difficult to keep straight just exactly how the 13 clans are divided up between the two major sects of vampires. Some clans are mostly Camarilla, some are mostly independent and some are almost exclusively Sabbat, but there are exceptions and overlap in every case. The list below attempts to clarify these relationships.

Assamites – Mostly independent, but they also form one of the most numerous and powerful *antitribus* of the Sabbat.

Brujah – Mostly Camarilla, but they also form a powerful *antitribu* of the Sabbat.

Followers of Set – Mostly independent, but they do have a small but growing presence in the Sabbat in the form of the radical Serpents of the Light faction. At one point they were invited to join the Camarilla but that invitation was largely ignored.

Gangrel – Mostly Camarilla, but they also form one of the more numerous and influential *antitribus* of the Sabbat.

Giovanni – Entirely independent. The Giovanni are the only clan not to have a Sabbat *antitribu*.

Lasombra – Almost entirely Sabbat. There is a tiny and insignificant independent faction.

Malkavian – Mostly Camarilla, but they also have an *antitribu* in the Sabbat.

Nosferatu – Mostly Camarilla, but they also have an *antitribu* in the Sabbat.

Ravnos – Mostly independent, but they do have an *antitribu* in the Sabbat.

Toreador – Mostly Camarilla, but they do have an influential *antitribu* in the Sabbat.

Tremere – Mostly Camarilla, but they do have a small *antitribu* in the Sabbat.

Tzimisce – Mostly Sabbat, but they do have a small but powerful faction of elders who are independent of any sect.

Ventrue – Mostly Camarilla, but they do have a small *antitribu* in the Sabbat.

ASSAMITES

*I'm a lean dog, a keen dog, a wild dog, and lone;
I'm a rough dog, a tough dog, hunting on my own;
I'm a bad dog, a mad dog, teasing silly sheep;
I love to sit and bay the moon, to keep fat souls from sleep.*

—Irene R. MacLeod, *Lone Dog*

More than a millennium ago, shortly after the final fall of the Western Roman Empire, a new idea was conceived among the vampires in what is now Turkey. These Cainites took many of the myths and legends of their people and recombined them into a new philosophy — some would call it a religion. At its most basic level, this new philosophy said that the only way for a vampire to escape his living damnation was to become closer to Caine, "the One." The only way to become more like Caine was to raise one's generation, and the only way to do that was through diablerie.

The followers of this new way prepared a secret and impregnable mountain fortress which they called Alamut. For centuries these Assamites preyed like wolves on kine and Kindred alike. It is said that the founder himself slew and fed on two second-generation antediluvians, childer of the One himself. From the fastness of Alamut they controlled the society and government of the mortals of the region.

Eventually, inevitably, the Assamites overreached themselves. During the Anarch Rebellion of the Middle Ages (see p. 73) the chaos in the Camarilla made it easy for the Assamites to find the elders they hunted. So easy that the clan became careless. As soon as the Camarilla restored some semblance of order, it decreed a world-wide blood hunt against the entire Assamite clan. Several years later, after catastrophic losses and with the Camarilla threatening to discover Alamut itself, the Assamites, for the only time in their history, sued for peace. Weakened by the Anarch wars and further weakened by the crusade against the Assamites, and not wishing to face what would surely be an apocalyptic battle to take Alamut, the Camarilla agreed to terms.

The Assamites swore never again to engage in diablerie. To enforce this oath, the Tremere Council of Seven created an epic ritual which rendered the vitae of other Kindred poisonous to the Assamites. However, the Assamite beliefs demanded that they ever seek to lower their generation. To accomplish this goal, a method was discovered whereby the blood of an elder, given willingly to an Assamite, could be stored and eventually incorporated into a potion which would lower the generation of he who drank it. But how to get an elder to donate his own blood?

The Assamites then entered on the second phase of their history. They became the hired assassins of the Kindred, hunting Kindred and kine alike at the behest of their employers, accepting as payment their employers' vitae.

Today the Assamites are universally feared by all other vampire clans — the hunters and stalkers of a race of hunters and stalkers.

When the Assamites accept a contract (and they do not accept every contract they are offered), they will fulfill it to the letter. They will only break a contract if it is determined that their hirer did not negotiate in good faith (usually this means deliberately lying about the target's powers or defenses). However, should the assigned assassin be destroyed by his target, the clan does not seek revenge. Instead, they declare the contract terminated, forfeit their promised payment, and will never again accept a contract on that individual. Indeed, they will honor their former target, should they happen to encounter him.

Most individual Assamites live night-to-night much like any other Kindred. Only rarely are they offered a Contract to fulfill. Although they do not Blood Bond or Dominate one another, the Assamites are traditionally fanatically devoted to the clan at large, and any insult or injury to an Assamite is held to be an offense against the clan at large, to be pursued and avenged by all available Assamites.

To raise his generation, an Assamite must collect 200 Blood Points from non-Assamite vampires of equal or lower generation. All assassins must tithe 10% of the fee collected from any contract to their elders. They are also encouraged to trade their store of vitae with others, to maximize the good to the entire clan. For example, a 9th-generation Assamite who comes into possession of some 6th-generation vitae might trade some of it to a 7th-generation brother in exchange for two times the number of Blood Points in 8th-generation blood. The ritual which converts collected vitae into the finished potion is conducted every five years at the clan's gatherings at Alamut.

Nickname

Assassins

Appearance

Almost all Assamites are of Middle Eastern descent. Consequently, they tend to be of moderate stature, with dark eyes, aquiline features and black, wavy hair.

Most Kindred become paler as they age, but the Assamite's skin darkens. The elders are said to have complexions of obsidian black.

Haven

The elders of the clan make their home in Alamut, the ancient and secret mountain fortress of the Assamites. The exact location of this stronghold is a deep secret; it's known to be somewhere in Asia Minor. Some say that it's located in Turkey, somewhere near Mount Ararat.

The fortress of the human sect of the Hashashin was also called "Alamut." This great fortress (located in Central Iran and destroyed in the 13th century) was merely an imitation of the original fortress of the Assamites.



Background

Assamite recruits are carefully selected for their qualities of fidelity, tenacity and ruthlessness. A mortal is usually watched for several months before being offered an opportunity to join the clan. The mortal candidate must then serve the Assamite who chose him for seven years. Their service must be perfect – any failure, disrespect or disloyalty is punished by death. If he survives his full term, the mortal is embraced. The newly-made Assamite is called a *fidais*, and undergoes another seven years of apprenticeship, during which he is given the secrets of the clan. Again, nothing short of perfect loyalty is tolerated, under penalty of Final Death.

Character Creation

No other clan can equal the Assamite's mastery of combat skills. Combat-related advantages like Combat Reflexes, High Pain Threshold and Toughness are very common. Assamites also learn Stealth, Climbing, Lockpicking, Traps and similar skills of the assassin. Many Assamites will have the elders at Alamut as Patrons, but if so they must also undertake a Duty to accept any contracts sent their way. To refuse a contract means that the Patron is lost.

Clan Disciplines

Celerity, Obfuscate, Quietus.

Weaknesses

Assamites must tithe 10% of the blood they receive in payment to their elders. This is a -10-point Vow. Assamites are also unable to directly partake of the blood of another vampire (they must save it and incorporate it into their potions). This is Selective Digestion with the special enhancement, worth -15 points.

Organization

The elders meet in the ancient fortress of Alamut. There they consider requests from the greatest Cainites and kine for the services of the clan. If they decide to accept a certain assignment, they then choose who will be given the contract. No Assamite is ever required to accept a contract, but to be offered a contract from Alamut is a great honor, and to refuse results in a loss of status. Younger Assamites, who are unlikely to be approached by the elders, are permitted to hone their skills by accepting local contracts at their own discretion.

Gaining Clan Prestige

The most prestigious Assamites are, of course, the most successful assassins. Assamites can also gain prestige by being willing to help their brethren attain lower generation by trading vitae from their own store of blood that a fellow Assamite might need for his potion, in exchange for blood that the other has a surplus of.

Quote

"I did not come to you for a chat, infidel. Speak plainly what you want me to do, and I will tell you plainly my price."

Stereotypes

The Camarilla

If they have need of our skills, they know where to find us. We'll happily accept their wealth in return for our services. Otherwise, why would we ever wish to submit to their petty laws and customs? Have we need of their protection?

The Sabbat

They squander death and destruction like a drunkard slobbers his own wine. They are without discipline or honor, and are beneath our contempt.

The Inconnu

We are neither so disrespectful nor so foolish as to oppose their ancient wisdom and power – at least, not until we are ready for the final challenge.

Followers of Set

Foul creatures, but they understand the value of subtlety and, after their own fashion, discipline. They are therefore to be feared. They are our enemies, but worthy ones.

Giovanni

We understand each other perfectly. As long as they continue to pay up front, we will continue to allow them to benefit from our skills.

Ravnos

They flit about like the insects they are. They are to be ignored, unless they stupidly try to sting us with their silly trickery, in which case they are to be squashed.

Followers of Set

You have eat a snake

And are grown young, gamesome and rampant,

—Beaumont and Fletcher, Elder Brother

Seven thousand years ago or more, when the children of Caine first began to allow their herds to form civilizations, many of the mightiest Kindred settled in the valley of the Nile. There they walked as gods among their herds.

One of the greatest of these elders was named Sutekh, a mighty warrior and hunter. He is believed to have been an antediluvian of the third generation. So greatly was Sutekh feared by the kine that they came to worship him as the god of night and darkness.

For millennia Sutekh was worshipped by mortals and honored by fellow Kindred. During this time, he came to call himself Set. Eventually, however, Set's power came under challenge from a vampire named Osiris. This rivalry soon grew into an open war which raged for centuries. About 900 B.C., Set and his followers were finally defeated by a servitor of Osiris calling himself Heru-Behutet and his warriors. Set was exiled, and his followers were slaughtered. Enraged, Set pronounced a mighty curse on his conquerors, saying that if he were to be exiled into the darkness, then darkness would become all-powerful.

For the next several centuries, Set remained hidden, but active, recruiting and training his new army of darkness. Most of his followers came from Egypt, but others were recruited from throughout Europe, Asia Minor and Northern Africa. The Setites teach that their founder removed himself from the world in 33 A.D., but not before promising to return to preside personally over the final victory of the Darkness.

His followers, however, remained active. Although always small in number, their influence has only grown since the departure of their founder. Persistent rumor has it that the Inquisition was the creation of the Setites, although this has never been proven.

The mission of the Followers of Set can be stated in a single word — corruption. They seek to subvert and destroy whatever is good, noble, safe or beautiful within both Kindred and mortal society. They are plotters without peer, with an unequalled genius for misdirection and temptation. Their favorite weapons include drugs, sex, money, power and vice in all its aspects.

As the oldest of the four independent clans, with a lineage directly traceable to a mighty antediluvian (though there are those who dispute the clan's account of its own history), the Followers of Set are not without respect among the Kindred. At one point, after long and divisive debate, they were invited to join the Camarilla. This invitation was, by and large, ignored by the Setites (to the great relief of many in the Camarilla). Nonetheless, the Camarilla, and sometimes even the Sabbat, often seek out the Followers of Set in an effort to secure their aid in some complex intrigue or another. For this reason, the Setites are generally regarded as a necessary evil within Cainite society.



In recent centuries the Setites have achieved notable success in the Caribbean, where they are in direct control of many of the most feared and powerful Haitian secret societies and Jamaican posses. These organizations, in turn, control much of the international drug trade. The Setites are also rumored to have absolute control over at least one Near Eastern terrorist group.

When the first Setite moves into a new area, he first establishes a temple. From there he seeks to establish control of the area's underworld. His neonates will stay with their sire only until they feel ready to establish a temple of their own, and sometimes another Setite will join the first, to aid him for a time, or challenge him, or sometimes even to form a second temple when the clan's interests in a certain area have grown particularly complex. Each temple, however, is ruled by one and only one vampire.

Nickname

Sand-Snakes

Appearance

Most Setites (particularly the elders) are still recognizably Middle Eastern in origin, but in recent years the clan has reached out to encompass all races. Red hair is considered a mark of Set, and redheads are greatly prized. Setites also maintain a particularly strong presence among the black ex-slaves of the Caribbean and the American deep south. In their havens and on the rare occasions they meet formally with other clans, they wear ebony black robes in a quasi-Egyptian style. Tattooing, body-piercing, scarification and other forms of ritual disfigurement are all popular among the Setites.

Haven

The Followers of Set prefer to lair in caverns, or build deep underground bunkers. They call these havens temples, and often decorate the walls with Egyptian hieroglyphics telling the story of Set. They invariably keep the headquarters of their above-ground activities near or actually above their havens.

Background

Neonates are usually chosen from among the mortal retainers of the sire.

Character Creation

Setites are subtle and manipulative. Skills like Forgery, Psychology, Detect Lies, Sex Appeal and Interrogation are highly valued. They very often have Empathy, the better to discover and exploit the vulnerabilities of their victims. Sadism is considered a highly desirable trait by Setites, as long as the Sadist retains control of his impulses.

Clan Disciplines

Obfuscate, Presence, Serpents

Weakness

Sunlight is particularly deadly to Setites. They take double normal damage from sunlight, and are discomfited by bright lights. This is a limited form of the Light Sensitive disadvantage worth -15 points (see p. 21).

Organization

Wherever the Setites go they establish a Temple of Set. The leader of the local community is called the priest, and may

appoint one or more sub-priests depending on the size of the temple. Each priest usually has a half-dozen or so human retainers. Setites gather in their local temple monthly, at the dark of the moon.

It is believed that the Grand Temple of the clan is somewhere in southern Sudan, near the Ugandan border. The Followers of Set are believed to gather at the Grand Temple once each century.

The legends of the clan speak of a sect of Kindred called the Children of Osiris who were the archenemies of the Setites in ancient time. The tales of the Followers of Set say that they utterly consumed the Children of Osiris millennia ago. The truth may be otherwise.

Gaining Clan Prestige

The Followers of Set gain prestige by corrupting others into their service. Quality counts as much as quantity, however – a Setite with a few retainers carefully toppled and broken from high estate will have more prestige than one who draws a large herd from the disenfranchised and easily enslaved. Setites are also honored when they corrupt those in high positions into falling from their estate by going against their true natures.

Quote

"Here, I bring you your heart's desire. Look, I'm placing it before you. I ask nothing, set no conditions. You can reach out and take it, or you can stand there and wonder about my motives, I don't care which."

Stereotypes

The Camarilla

They are drawn to us like moths to the flame. The foppish Toreador with their fads and foolish passions, the Ventrue and Tremere with their pride and love of power, all the rest each with their own point of weakness . . . they come to us seeking the fulfillment of their petty desires, and so they are drawn into our web.

The Sabbat

In their own crude way, they have some understanding of the power of Darkness. That makes them useful, but it can also make them dangerous.

The Inconnu

For now let them sleep in their illusion of invincibility. When the time comes for us to strike they will discover the limits of their power.

Assamites

Their stupid honor makes them easy for us to use. Eventually, of course, they will have to be destroyed.

Giovanni

They think they understand darkness, and they think they wield power. Come the day we will show them the true meaning of both.

Ravnos

For now, let them enjoy their "freedom." They are amusing – perhaps some day they will be worthy to become our slaves.

Giovanni

I choose my friends for their good looks, my acquaintances for their good characters, and my enemies for their good intellects. A man cannot be too careful in the choice of his enemies.

—Oscar Wilde, *The Picture of Dorian Gray*

During the Renaissance the whole world seemed to revolve around the city of Venice. From there the omnipotent Medici family made and unmade kings, popes and princes with impunity. Although the Medici were supreme, several other Venetian families also thrived as merchants, bankers and power-brokers. One of these families was the Giovanni.

The Giovanni, you see, had a secret weapon. They were all potent necromancers, who used their dark arts to gain success in worldly enterprise.

It so happened that an elder vampire got word of the secret of the Giovanni, and this Cainite began to scheme. He had the idea that if he could enslave this mystically and financially powerful family, he could then use their power to quickly seize control of the whole Mediterranean region, and from there his power would be virtually unstoppable.

However, he made the fatal error of underestimating those he sought to enslave. Within a few short years of their Embrace, the Giovanni released themselves from the control of their sire, and slew him and all his non-Giovanni childer.

Of course, the worldwide Cainite community did not let such a flagrant act of diablerie pass without notice. And so the Giovanni faced their great trial by fire, as vampires from all over the world converged on the great city of Venice to hunt and slay the diabolical Kindred. The bitter war against the Giovanni lasted, off and on, for almost a century.

In the end, the Giovanni had to submit to the Camarilla in the form of a binding pledge

to not interfere in Camarilla affairs. The Camarilla also holds its greatest meetings in the middle of the Giovanni-controlled section of Venice, as a gesture of contempt. However, the Giovanni are allowed to continue to exist, largely unmolested by other clans, so it can't really be said that they lost their war.

The Giovanni's motivations are really very simple. They crave power — power over the living, and power over the dead. A Giovanni sees no meaningful difference whatsoever between conducting an unspeakable midnight rite in a mouldering crypt and orchestrating the hostile takeover of a rival corporation — both are merely a means to the end of enhancing the clan's power. At the same time there is a strong mystical streak in the clan. Their devotion to death is profound, and often nearly worshipful.

Their attitude toward other vampires is really no secret either (although it's the subject of much wild speculation among the Camarilla and the Sabbat). The Giovanni have decided that all other Kindred are simply irrelevant. The clan seeks first to establish absolute control over humanity; once that is obtained, it will be a simple matter to sweep the other vampires from the face of the earth. Until that time, they are content to take no notice whatsoever of the other clans, except to take those steps necessary to insure clan privacy and security.

The Giovanni's outward facade is one of complete respectability. The world at large believes them to be nothing more than one of Europe's older and more discrete "old money" families, of impeccable taste and unquestioned means. Very few outside the family have any idea how extensive the Giovanni's financial empire really is.

Their necromantic activities, on the other hand, are foul beyond description. Few even among the vampires



can stomach the callous depravity of a Giovanni Necromancer about his work.

One unique feature of the Giovanni clan is that they are all related by birth, as well as by blood. All Giovanni vampires are the linear descendants of the clan's 3rd-generation founder. The founder now lies in Torpor, but the clan is led by one of his children, Augustus Giovanni, who still rules the clan from its ancestral Venetian estate. Old Augustus' iron-clad law is his "rule of creation" — no new Giovanni may be Embraced without his express consent. Not all members of the Giovanni clan are Embraced, but many mortal family members serve the Kindred patriarchs and matriarchs as retainers or ghouls. By family tradition, each generation three exceptional children are selected to become vampires. They are trained from infancy for their undead estate, and Embraced as soon as they complete their education. Other Giovanni can earn the right to become a vampire through life-long service to the clan. Because of these family ties, the Giovanni are all completely loyal to one another. No other clan has as efficient an internal communications network as the Giovanni.

Young Giovanni (both mortal and Kindred) are given a good deal of freedom to pursue new business deals. For the last several generations the most aggressive and promising Giovanni neonates have been coming to America.

Nickname

Necromancers

Appearance

Of all the clans, the Giovanni are outwardly the most respectable. They dress expensively, but always tastefully and conservatively. Since they are all descendants of the same family, there is a marked resemblance among the Giovanni — they are an attractive clan, with dark hair and eyes. Giovanni of more mature aspect tend to look like the kindly owners of a neighborhood bistro or Italian bakery (or, more precisely, like those kindly merchants would look with a \$300 haircut and a \$1,500 suit).

Haven

Most Giovanni live publicly in a mansion or high-rise condo in the very best neighborhoods, but every Giovanni will also have a secret bolt-hole prepared somewhere in the sewers or (preferably) a graveyard.

Background

Giovanni embrace only linear descendants of Augustus Giovanni. The family does not breed with anyone not of European — preferably Italian — descent. There is a movement in the clan advocating cross-breeding with other races, to produce black, brown and Asian branches of the family to propagate Giovanni interests in non-white parts of the world. So far, nothing concrete has come of this movement.

Character Creation

Giovanni are highly-educated and business-oriented, and only the most intellectually gifted members of the family are Embraced. Most Giovanni will have high IQs, with lots of Science and Social skills, particularly those having to do with business and power-brokering — Merchant, Diplomacy, Economics, Law, Politics, Savoir-Faire, etc. Almost all Giovanni have some degree of above-average Wealth, and most are Rich or Filthy Rich.

Clan Disciplines

Dominate, Necromancy, Potence

Weaknesses

When they feed from living prey, the Giovanni drain the life-force from their victims at a rate far beyond that justified by simple loss of blood. All Giovanni must take the Theft of Vitality disadvantage (see p. 23).

Organization

The Giovanni retain both a family estate and corporate headquarters in Venice, which together serve as the international headquarters of the clan. Any Giovanni may call upon the rest of the clan for help at any time, but they are a small clan and spread out all over the world, so such help is usually no nearer than hundreds of miles away.

Gaining Clan Prestige

Giovanni gain prestige in proportion to the degree by which they increase the clan's wealth or power. Even more respected, however, are those clan members who discover some new facet of the clan's obsession with death, whether through science, art or magic.

Quote

"Of course I will help you. Payment? You insult me. Do you really think I need your money? I will do this thing for you, my friend, as a favor. And when the time comes, you will remember this favor, and that we are friends."

Stereotypes

The Camarilla

Power cannot be measured by mere numbers. They think they are strongest because they are the most numerous. In truth, they are irrelevant, and need not be noticed except when they come snooping into our business.

The Sabbat

With the Truth in their very grasp, they turned their backs on it. Now they have become utterly devoid of significance.

The Inconnu

Deluded fools, they are completely blind to our true plans. When it is convenient to do so, they'll be destroyed, along with their impotent heresies.

Assamites

Treat them well and generously, give them the respect which they crave. They are far too useful to ever be allowed to realize that they are our slaves.

Followers of Set

With their plotting and skulking they could some day become inconvenient. They should be hunted down and exterminated — but carefully, for they are venomous vermin.

Ravnos

They go everywhere, and they know many things which they do not understand. Treat them kindly, let them be your eyes and ears . . . but never turn your back on one.

Lasombra

*Come now,
my child,
if we were planning
to harm you, do you think
we'd be lurking here
beside the path
in the very dark-
est part of
the forest?*

—Kenneth Patchen, *But Even So*

The Lasombra are the traditional leaders of the Sabbat, a position they have held since the leaders of the Brujah betrayed the Anarchs (see p. 73). Most of the modern custom and organization of the Sabbat is the direct result of Lasombra policies. The Lasombra are celebrated in the Sabbat as the clan which completely purged itself of all its non-Sabbat elders, including the destruction of its own antediluvian founder.

Ages before the origin of the Sabbat, the Lasombra flourished along the Mediterranean seaboard. Even then they were masters of intrigue, with a spy network the equal of any found among Kindred or kine. After the Anarch revolt and the purge of the Elders, the Lasombra fled north under pressure from the Camarilla, and established a new base of operations in Scandinavia. It was there that the Sabbat in its modern incarnation was forged. As the Camarilla continued to press and harass the Sabbat in Europe, the Lasombra initiated a policy of aggressive migration to the Americas.

The Lasombra are both warriors and plotters. Unlike the Ventrue, they have no pretensions of gentility — they are openly competitive and combative, both with outsiders and among themselves. They will fight ruthlessly among themselves for position or dominance, but all inter-clan rivalries will be forgotten in a moment if there's any serious threat that the coveted position might fall to a non-Lasombra, or if the rivalry begins to threaten the security of the Sabbat. Lasombra are equally prepared to enforce their will through force, sabotage or manipulation — Lasombra are not concerned with methods, only with results.

The Lasombra view their dominant position in the Sabbat as merely a reflection

of the natural order. The clan represents itself, not as the rulers of the freedom-loving Sabbat, but as selfless servants of the sect, taking on the responsibilities of leadership in order to preserve the perfect freedom of the other clans from such mundane concerns. The truth, of course, is that the other clans often have perfect freedom in all those pursuits which don't interfere with the plans or policies of the Lasombra. The Lasombra do not, however, casually or habitually impinge on the Sabbat ideal of freedom — partially because the clan is not completely devoid of idealism, but mostly because the success of the Lasombra is due, in a large measure, to always knowing *exactly* how far the other clans can be pushed.



Another reason for Lasombra dominance is that among all the clans of the Sabbat they are the most adept and willing at the manipulation of kine. It is the Lasombra, above all others, who insure the sect's wealth and security among the mortals. This affinity may be a fortuitous side effect of the Lasombra disadvantage, which has given the clan reason for centuries to find and control human thralls.

There are those who say that the Lasombra's account of the purge of its elders is inflated – that non-Sabbat Lasombra methuselahs still survive in hiding among the Inconnu or the old-country Tzimisce (see p. 33). The Lasombra hotly deny such suggestions. There are known to be a scattered few non-Sabbat Lasombra living in hiding, mostly in Southern Europe and North Africa. This remnant is sometimes referred to (not without irony) as the Lasombra *antitribu*. Although the Sabbat will take steps to eliminate any such fugitive who comes to light, they represent no real threat to the Lasombra or the Sabbat, and there is no concerted effort to hunt them to extinction. A handful of Lasombra *antitribu* have even joined the Camarilla.

Nickname

Keepers

Appearance

Older Lasombra are predominantly of Italian or Spanish descent, but they have no racial prejudice, and younger clan member can be of any race. They tend to have handsome, imposing features (often achieved with the help of some cooperative Tzimisce). As a rule, Lasombra dress stylishly, expensively and somewhat ostentatiously. Jewelry is often worn.



Haven

Younger Lasombra are actively encouraged to live in the communal haven of the pack, the better to represent the interests of the clan and promote their own rise to power. Lasombra elders will often have private havens (usually comfortable homes or apartments) but still spend a good deal of time in the communal haven of their pack.

Lasombra, as a group, are known for their passionate love of fast and expensive automobiles.

Background

Lasombra seek those who are intelligent and ruthless, with a proven ability to lead, organize and manipulate others. Gifted young executives and politicians are prime material for the Lasombra. Sometimes a promising gang leader or *Mafioso* will be embraced, if they demonstrate original thinking and seem to have a willingness to better themselves through education.

Character Creation

Lasombra value IQ above all other factors. They tend to have Charisma and high social skills. They are well educated and often master scientific and professional skills. They do not emphasize combat skills, but almost all Lasombra will have a few. They often study Thief/Spy skills to maximize their powers of Obtenebration (or just because they like to spy on others). The ideal Lasombra is a generalist, ready to meet any challenge fate throws at him, in business, combat, politics or the supernatural.

Clan Disciplines

Dominance, Obtenebration, Potence

Weaknesses

All Lasombra have the Casts No Reflection disadvantage (p. 20). This is believed to be a side-effect of the Obtenebration Discipline, but it affects even Lasombra who have not mastered any powers of Obtenebration.

Organization

The Lasombra are not close to one another, but in clan affairs, as with everything else, they are organized. Four times a year each Sabbat archdiocese will have a convocation of its Lasombra, called a conventicle. At these gatherings news is exchanged, alliances are made and clan policy (which, to the Lasombra, is the same thing as sect policy) is set. Each conventicle culminates with a *Vaulderie* of all Lasombra present – this *Vaulderie* is both a ritual of solidarity and a test of loyalty and will, as the Lasombra will actively seek to weed out traitors and enemies through the bond of the *Vinculum*.

Gaining Clan Prestige

The path to clan prestige among the Lasombra is clear-cut. To gain prestige you must rise in power within the Sabbat, or materially increase the power or influence of the Sabbat. Lasombra who win their positions of authority from non-clan members are particularly favored.

Quote

"To say that we lead the Sabbat is only to say that we are the servants of the Sabbat. If we seek to strengthen our position, it is only because in doing so, we also strengthen the Sabbat."

Stereotypes

See p. 89 for Lasombra stereotypes.

Ravnos

*And all your courtly civet-cats can vent
Perfume to you, to me is excrement.*

—Pope, Epilogue to the Satires

Although the Ravnos clan has been known since the time of the First City, all Ravnos known today seem to be created from European Gypsy stock. The history of the Ravnos is generally mysterious (they have their own tales and legends, but seldom tell them to outsiders), but they have been known to take credit as a clan for the fall of the Roman empire.

There is a tendency to link the Gangrel clan with the Ravnos, because many members of both clans live a nomadic existence, and because both share a connection with the Gypsy race. In fact, the two clans do not get along, and the similarities between them are largely superficial. When the race of Gypsies emerged the Gangrel sensed a kinship of spirit, and sought out the company of Gypsies.

The Ravnos of today retain much of the culture and customs of their mortal ancestors, but the Gypsies themselves shun the company of the Ravnos (except, sometimes, of Ravnos created from among their own close family). Some say that this is because many Gypsies are mystically sensitive, and these gifted individuals find the mystical auras of the Ravnos discomfiting. Others say that the Ravnos capacity for mischief and petty larceny is beyond even the Gypsies' ability to tolerate.

Two characteristics define the Ravnos clan. The first is mobility — most Ravnos still live on the road, moving around constantly from place to place, utterly without regard any borders established by humans or Kindred. Even those Ravnos who have settled in a single city are restless, and change their haven at least once per month.

The second trait is the clan's compulsive drive to flaunt the laws of human society. Ravnos are consummate thieves and con-men. To rip off the humans, however, is nothing more than a matter of day-to-day routine. The Ravnos take particular delight in conning other vampires.

Despite appearances to the contrary, honor is very important to the clan. But it is a code dramatically different from that of the Assamites or other more formal clans. Ravnos honor demands that any slight or insult be avenged. Ravnos feel no moral compulsion whatsoever to tell the truth, *unless* they shake hands after first spitting blood onto their palms. Such a blood oath is considered unbreakable. Ravnos do not cheat other Ravnos, though they will cheat all outsiders with impunity. If a Ravnos ever declares anybody — Ravnos or outsider, mortal or Kindred — a "blood brother," he will never again seek to cheat that person or harm him in any way, and will come to his assistance whenever called upon. Needless to say, Ravnos only confer blood brotherhood under the most extraordinary circumstance, and conferring that status on an outsider, while not unknown, is an exquisitely rare event.

Nickname
Gypsies

Appearance

The vast majority of Ravnos are of European Gypsy descent, with swarthy skin, dark hair and dark eyes. However there are also Gypsies of Asian, African or Nordic descent, and there are corresponding lines of Ravnos. In America, the Ravnos have increasingly come to Embrace non-Gypsies of all races, though this is not tolerated in Europe, where non-Gypsy Ravnos are destroyed whenever they are discovered by Ravnos elders. Whatever their ethnic origin, however, Ravnos will almost always wear colorful and gaudy clothing and jewelry.

Only the Toreador rival the Ravnos in terms of physical beauty, although the languid and passive beauty of the Toreador is nothing like the virile, swarthy magnetism of the Ravnos.

Haven

Ravnos live on the open road, and have no central haven or headquarters. Traditionally the Ravnos traveled in brightly-colored wagon caravans, and today many carry on that tradition, traveling in packs of garishly painted and customized luxury cars, mini-vans and RVs. Some of the most reckless Ravnos have taken to traveling in biker-packs, but this is considered an insanely dangerous existence — motorcycles don't offer a trunk or back seat to take refuge in if the dawn catches you miles from any shelter.

More and more Ravnos today, reflecting the urbanization of modern Gypsies, have taken to city life, living as vagrants or squatters in abandoned buildings or the backrooms and basements of fortune-teller establishments or curio shops owned by cooperative mortals (usually members of the vampire's mortal family).

Background

Traditionally, the Ravnos have Embraced only the most promising members of their mortal families. Today, however, younger Ravnos are more and more siring non-Gypsy children. Non-Gypsy Ravnos are generally selected for the Embrace based on their intelligence, rebellious spirit and general "attitude."

Character Creation

Most Ravnos have high DX and above-average Appearance. They tend to concentrate their skills in the Thief/Spy group, as well as having the social skills of the con-man — Gambling, Fast-Talk, Sex Appeal, Bard, etc. Most traditional Ravnos have a -5-point Code of Honor to avenge all insults, never break a blood oath, aid true friends whenever called upon, never lie to or cheat a clan-brother, and keep all Ravnos secrets from outsiders.

Clan Disciplines

Animalism, Chimerstry, Fortitude



Weaknesses

Ravnos must take a Compulsive Behavior worth at least -10 points towards some specific sort of criminal behavior which they will indulge in at every opportunity. This behavior can include Kleptomania, or any one of a number of scams or con-games. They seldom, however, include violent crimes (like

those committed by individuals with Sadism or Pyromania). Other possibilities include never obeying the speed limit, compulsive trespass (you don't care about stealing things from people's homes, you just like to get inside and look around) or even computer cracking.

Organization

The Ravnos clan has no external organization whatsoever. They just have their traditions. They do have a highly efficient communications "grapevine," and any Ravnos who wishes to get in touch with another can usually do so after only a day or two, at most. Ravnos are almost always willing to aid fellow clan members, particularly against outside threats, as long as doing so doesn't involve too much danger or inconvenience.

Gaining Clan Prestige

There is really only one way to gain prestige among the Ravnos, and that is to pull such astonishing and courageous cons and robberies that they become clan legends — stories repeated from band to band for decades. Particularly esteemed (because only the most reckless Ravnos will try it, and only the most gifted can pull it off) are those cons which involve elder Cainites. For best effect, it is necessary that the Ravnos get some sort of material souvenir of his adventure. This is because Ravnos consider it ill-mannered to boast about oneself directly, but with a souvenir it is possible to maintain the pretense that the story is being told about the object, not the teller.

Quote

"Plots and plans, angst and dogma . . . you stiffies just don't get it, do you? It's all about having fun — why else would anyone want to live forever?"

Stereotypes

The Camarilla

Stiff, frightened, humorless — they exist for our amusement. They're clueless, but not stupid, so play carefully.

The Sabbat

Jaded perverts, can't separate good clean fun from their animal urges. Too stupid and vicious to be amusing — just ignore them.

The Inconnu

They may look like cobweb-coated antiques, but more often than not they know what time it is. They may even have a sense of humor somewhere under all the dust. You're better off just leaving them be.

Assamites

There's nothing in the world more delightful than giving one of these sourpusses a hotfoot. But if you slip up at all, you're toast, period.

Followers of Set

Whoa, spooky. The snakes get the joke, but they ain't laughing. Steer clear.

Giovanni

They'll come on like your long-lost buddy, but don't be fooled. Just smile and nod, take what they give you and then clear out.

Tzimisce

*He lies below, correct in cypress wood,
And entertains the most exclusive worms.*

—Dorothy Parker, The Very Rich Man

None of the great clans is so pure in evil as the Tzimisce — they are renowned for their wisdom and cruelty. They are grim and closed-mouthed creatures; privacy to them is a fetish. Few creatures have ever seen a Tzimisce laugh or smile, and few of those who have survived the sight for long. If the Tzimisce have a sense of humor, it is dark indeed.

Clan Tzimisce emerged in the Baltic regions of Eastern Europe, where for centuries they dominated the region utterly. Eventually, however, they were challenged by a "covenant" of human mages calling themselves the Tremere, in what is now Northern Bulgaria.

For a while, the two powers co-existed in an uneasy stasis, each one suspicious of the other's power, but reluctant to initiate open hostilities. This truce was eventually shattered by the Tremere, who captured certain Tzimisce and subjected them to arcane researches. According to the Tzimisce, the Tremere became vampires at this time. The hatred the two clans hold for one another has never waned in intensity since that day.

The Tzimisce discovered another covenant of magi, called House Tytalus, which hated the Tremere nearly as much as they did. A tentative but enduring alliance was formed. Eventually the Tremere were forced out of Tzimisce territory, but they flourished in their new location. Today, the Tzimisce still retain contacts among those Magi who derive their tradition from House Tytalus. This connection is usually kept secret from the other clans of the Sabbat.

Today the Tzimisce are nearly as numerous and influential in the Sabbat as the Lasombra. The only reason for their "subordinate" status is that they lack the driving material ambition of the Lasombra. The Tzimisce are content to allow the other clan to shoulder the daily burden and petty duties of material leadership. The Tzimisce function in the sect as philosophers and keepers of knowledge and tradition — to the extent that the Sabbat is like a religion, it is reasonable to think of the Tzimisce as the sect's hereditary priesthood.

Upon joining the Sabbat, the Tzimisce were less diligent in destroying their elders than the Lasombra. Most of those who attempted to stand in the way of their childer's rebellion were slain, but several venerable Tzimisce survived the conflict, and still hold their ancient and mystically defended estates in the Old Country to this day. To flush out and destroy these old and potent creatures would be a costly task of dubious value to the Sabbat, and the sect has largely left these ancients unmolested (see p. 33). Perhaps the most famous of the non-Sabbat Tzimisce is Vlad Tepes, called Dracula, one time prince of Wallachia, and a figure of legendary cruelty in both his mortal and Cainite existence.

Nickname

Fiends

Appearance

Due to their absolute control over their own appearance, the Tzimisce are often the most beautiful of vampires. However, for reasons of their own they will sometimes take on a horrifically grotesque visage, and if they choose to, they can assume a completely unexceptional appearance.

They prefer to dress handsomely, but archaically, in the fashions of a century ago or more. They prefer dramatic outfits in solid black and white, and the formal clothing of the Victorian era is particularly favored.

Haven

Tzimisce prefer spacious, luxurious havens on large private estates. If that ideal is not possible, they will always try for the most luxurious and private quarters possible. They dislike staying in communal havens for more than a night or two.

Tzimisce have certain unique and rather bizarre customs as to their havens. It is considered a great honor to enter one as an invited guest, but a deadly insult to intrude uninvited. A Tzimisce will never harm an invited guest, and will in fact actively defend him from all harm as long as he remains under his roof. For many Tzimisce these customs of guesting are strong enough to qualify as a quirk, a Code of Honor or sometimes even an Obsession.

Background

The Tzimisce prefer that their recruits be not only intelligent, but also highly educated even before their Embrace. Most Tzimisce are Embraced some time in their 30s.

When time allows, the Tzimisce prefer to befriend potential childer and even invite them to dwell with them a while, so that they might evaluate them as a potential ally and companion for the centuries to come.

Character Creation

Due to their powers of Vicissitude, it is recommended that a Tzimisce PC be allowed to set his Appearance at any level he wants, from Very Beautiful to Monstrous, at no cost, positive or negative. Guidelines for using Vicissitude to alter one's Appearance attribute are given on p. 117.

Like the Lasombra, the Tzimisce tend to be highly intelligent, but their pursuits are much more academic than the Lasombra. Their highest skills are almost always scientific skills, and they will go to great lengths to acquire Hidden Lore skills. Tzimisce often have Wealth, Allies, Patrons and Contacts.

Clan Disciplines

Animalism, Auspex, Vicissitude.

Weaknesses

Tzimisce must rest with at least two handfuls of dirt from a place which was important to them in their previous life – the dirt can come from the land of the vampire's birth, a place he lived as a mortal, or the cemetery where he underwent his creation rites, but the location must be selected when the character is created, and cannot be changed thereafter. If transported, the soil remains effective unless touched by a holy object wielded by someone with True Faith.

This is bought as a -15 point Addiction. Tzimisce deprived of their native soil lose a cumulative -1 to all skills for each day spent without the required soil. This loss is regained when they can again rest the day in their native soil.

Philosophers among the Tzimisce theorize that the power of Vicissitude strips the vampire of his sense of stability at a fundamental, mystical level. Therefore, something in the Tzimisce spirit cries out for a constant, represented by this reminder of their mortal lives.

Organization

The Tzimisce meet annually, in the early fall (there's no specific date, but the time of year remains constant). The Tzimisce still respect their elders to a degree unusual in the Sabbat, but ineffective leaders are purged mercilessly, regardless of seniority.

The Tzimisce still retain a single ruler of their clan, called the Voivode. The Voivode has the ancient right to issue decrees which must be obeyed by all Tzimisce, but a Voivode who uses this power often or arbitrarily will find his reign unpleasant and brief.

Gaining Clan Prestige

There are no black and white rules for prestige among the Tzimisce. The clan honors those who enhance the power of the Sabbat, and the position of the clan within the Sabbat. Subtlety is nearly as important as results, however – the Tzimisce show no honor to a vampire who is rash, brash or obvious in his tactics.

Quote

"Enter freely, and of your own will. I wish I could extend to you, my friend, the complete freedom of my abode, but there is much here which the . . . uninitiated would find hazardous. Therefore, I must ask you only to enter those chambers which I will show you now, and never to explore alone."

Stereotypes

See p. 96 for Tzimisce stereotypes.



PATHS OF ENLIGHTENMENT

The Paths of Enlightenment are ethical/metaphysical systems which allow the vampire to control the urgings of the Beast within his spirit. They are an alternate way of attaining the control usually found in the cultivation of Humanity. The game mechanics involved in Paths of Enlightenment are fully explained on p. 79.

Although the Paths are usually found among the Sabbat, they can also be found among other non-Camarilla clans, which is why these two Paths are described here. The paths below are most commonly followed by the Ravnos and the Followers of Set, respectively. The other paths, followed almost exclusively by members of the Sabbat, are detailed beginning on p. 79.

The Path of Paradox

When other vampires look at the Ravnos, they see a simple, carefree, feckless folk. Clever, but rather oblivious. Surely a philosophic thought could never even land in their brains, much less roost there.

Actually, the Ravnos know exactly why they act like they do. In fact, the Path of Paradox is one of the most minutely developed metaphysical systems among the Cainites. Few non-Ravnos, however, have ever learned more than a hint of its mysteries.

The Ravnos say that reality is a vortex of random energies, a chaos of malleable and impermanent proto-matter which the Ravnos call *weig*. In the natural order of things *weig* comes together and apart at random, creating and destroying things constantly.

However, in the beginning, *weig* came together in such a way that 12 awarenesses were formed. These awarenesses resolved not to allow their *weig* to return to the vortex, and in fact to suck in more *weig*, subordinating chaos to their own Will. These entities became the 12 antediluvians and their hoarded *weig* shaped itself into the twisted material dream that we perceive as "reality." If this goes on, eventually the antediluvians will have all the *weig*. On that day, which the ignorant call Gehenna but the Ravnos know as the Night of the Flux, all chaos will be forever banished from the universe and it will become cold, static and dead.

But it happened that the *weig* formed a 13th awareness, who saw what was going on and decided to fight the antediluvians fire with fire. This awareness became the 13th antediluvian and began his creation of the Ravnos. The purpose of the Ravnos is twofold: release as much *weig* as they can back into the vortex whenever possible, and mess up the antediluvians' concept of reality, undermining its structure so that on the Night of the Flux it all flies apart and the universe returns to its natural state of chaos.

The easiest and most common way to fool with others' perceptions of reality (and thereby the illusions of the antediluvians) is to steal things and play tricks. More advanced followers of the Path tend to seek out objects and sites of mystical power and destroy them, freeing their *weig* back into the vortex. Another, even better way to release *weig* is to destroy (non-Ravnos) elder vampires, since these creatures are nothing but the antediluvians' most capacious receptacles for imprisoned *weig*.

Most followers of the Path of Paradox are committed Anarchs, but not all – that would be a form of predictability. A Ravnos is free to commit to any cause which he might allow

him to release *weig*, or which he feels in the long run will increase the general level of universal chaos. In fact, sometimes two Ravnos take opposite sides of a conflict, just to ensure that the struggle is as chaotic as it can possibly be.

Path of Paradox: Dos and Don'ts

1. Reality is yours for the making.
2. Free the *weig* into the vortex.
3. Existence is a fever dream of the antediluvians. Your purpose is to unravel the stuff of this dream and reweave it as you want it.
4. The farther you get from the antediluvians, the less real you are – not that reality is a particularly desirable state.
5. The night of the Flux – what the ignorant call Gehenna – approaches. On that night reality will be reshaped forever, for better or worse. The more you can monkey with reality now, the more confused the Antediluvians will be on the night of the Flux, and the better reality will turn out for everyone else.
6. Other Kindred serve the antediluvians, so tricking and confusing them also gums up the antediluvian's reality. And it's fun.
7. Kine are nothing but walking entrees – they deserve no loyalty, friendship or consideration.
8. Diablerie against an elder of another clan is always a good idea; it frees their *weig* while increasing your ability to screw with reality.
9. Don't be boring.
10. Don't get caught.

The Path of Typhon

This is one of the most ancient Paths – certainly the most ancient still practiced. It is the guiding rule of the Followers of Set, and is said to have been formulated by Set himself. Some have despaired that such a hopeless philosophy represents the innermost beliefs of a godlike antediluvian, but others say that the Path of Typhon is nothing more than a cynical inversion of the gentler and more hopeful doctrines of Saulot, the discoverer of Golconda, the founder of the Salubri and a victim of Set.

This path elevates pain, suffering and hopelessness to the status of an ideal. Its purpose is to spread these afflictions universally. Followers believe that only by completely giving themselves over to all their base urges, passions and weaknesses can they ever come to an understanding of reality.

More than most Paths, the Path of Typhon resembles a religion. Followers are rumored to commit dark rites and sacrifices in propitiation of certain entities. The exact nature of these spirits is ambiguous – some say they are personifications of certain primal sins. They are *not* the extraplanar entities usually referred to as "demons," however. To the Setites, the demons and their followers are just more fodder for universal corruption.

Within the Path of Typhon, the infliction of corruption on others is considered to be merely practice. Once one has mastered all the arts of degradation (and trained sufficient new followers to ensure the spread of corruption) one is expected to turn them on oneself. Therefore, advanced disciples of the Path of Typhon turn to self-flagellation, self-mutilation and even self-inflicted torture as a means to spiritual transcendence.

It is rumored that at the ultimate mastery of the Path of Typhon the follower becomes completely divorced from all

connection with external reality. His physical form is transformed into a bloated, rotting mass of inhuman protoplasm. It is said that such creatures are housed in the most secret depths of the greatest and most ancient Setite temples, where they rot and blaspheme forever in the dark.

Path of Typhon: Dos and Don'ts

1. Evolution is a lie, purity is an illusion – do not believe in either.
2. The only path to true power is corruption – yield to all that is considered impure, vile and dishonorable.
3. Decay is the ultimate law of the universe: the only true sin is to struggle against entropy.
4. Dispel the idealistic illusions of others, by any means necessary. Never attack an enemy's strength – discover and exploit his weakness.

5. Experiment with kine to determine the limits of depravity and deformity, physical and spiritual. Kine exist for this purpose, as much as for sustenance.
6. It is a great sin to refrain from corrupting another out of respect or affection.
7. There is no particular virtue in destroying your enemies efficiently or mercifully. Whenever possible, the destruction of an enemy should be a poetic expression of the essential failure and futility of his existence. If possible, ruin your enemy before you destroy him.
8. Unless absolutely necessary, do not resist the promptings of Frezny or Röttschreck.
9. Golconda is the ultimate enemy of these truths. There is no act more desirable than the corruption of one who has attained this state. If they cannot be corrupted, they must be destroyed.
10. Set must be found and awakened.

BLOODLINES

The 13 clans are not the be-all and end-all of Kindred society. There are several groups that clearly fall outside any of the major clans, yet retain a history, cohesion, power and influence that sets them above the outcast ranks of the Caitiff and Anarchs.



A study of these vampire "bloodlines" may reveal much about the history of the Kindred and the nature of vampiric existence. More pragmatically, it behooves the Cainite to learn as much as possible about these groups because, although they may be small in number, their unique powers give them the potential to become potent allies, or deadly enemies.

There are several technical definitions of what makes a bloodline a bloodline, but the most common and colloquial concept of the term might be summarized thus: "A bloodline is any group of Kindred sharing between them a common discipline which is not found elsewhere in the traditional 13 clans."

Some bloodlines trace their history back to the time of the Methuselahs, and are in fact true clans in all but number, like the Salubri. Other bloodlines have origins that remain mysterious. They are not ancient (at least there is no record of their existence prior to some relatively recent point), and they are not known to be the creation of any particular elder or an outgrowth of any given clan. They're just here. The Samedi and Daughters of Cacophony are such bloodlines.

There are numerous bloodlines in addition to those mentioned below. At least a dozen are known to those who make a study of such things, and others may flourish in secret.

Bloodline PCs

Roughly speaking, the 13 clans (plus the Caitiff and the Anarchs) are all equally suitable for use as player characters. The only real limiting factor is campaign politics, and even that can be gotten around with sufficient creativity – a Tzimisce spy or turncoat in a Camarilla campaign might be a thing of marvelous rarity, but if that's what the player *really* wants to play, it's not completely beyond the realm of possibility.

Bloodlines are another matter. PCs from the various bloodlines tend to pose extreme challenges to both the player and the GM – challenges far beyond those posed by even the most extreme examples from the 13 clans. In general, the three sample bloodlines below offer some unique roleplaying challenges, but are probably suitable for use as PCs in most campaigns. As the GM adapts and introduces more esoteric bloodlines into his campaign, he will have to evaluate their suitability for PC use on a case-by-case basis.

Daughters of Cacophony

The Cainite community first became aware of the Daughters of Cacophony sometime during the 18th century. Since that time, their origins have remained completely mysterious.

Most Kindred believe that the Daughters were derived somehow from the Toreador, but those who have studied the matter closely say they draw just as much from the nature of the Malkavians.

The most widely-held rumor regarding the Daughters' origins is that they are the creation of some hidden Methuselah or Antediluvian, who engineered the bloodline for his own amusement or (and this is more commonly held) for some sinister and as yet unrevealed purpose of his own. There is not one shred of material evidence, however, for either version of this theory.

The Daughters of Cacophony are singers without peer. They recruit only kine (of either sex, despite the name) who demonstrate a formidable vocal talent. Once they become Kindred, their songs become things of wild, mad beauty, with the power to rend reality itself to shreds. The Daughters say that their music is only an outward expression of the eldritch melodies that resound constantly within their brains. Daughters perform only for themselves, their small herds and, very rarely, fellow Kindred.

The Daughters are spread out throughout the entire Cainite community, and can be found among the Camarilla, Sabbat and Anarchs (and if there are few Daughters in the Inconnu, it is mostly because the bloodline is still too young to be fully represented in that venerable order). Wherever they go, they are accepted and respected, but never fully trusted. Even vampires find something unnerving and otherworldly about the Daughters and their music. Most Daughters make their home in the New World.

One might expect that the Toreador would be the clan most closely aligned with the Daughters, but in fact the Toreador are markedly ambivalent towards the bloodline. On the one hand, the Toreador cannot help but admire and applaud the Daughters' absolute mastery of their art. On the other, the Daughters of Cacophony seem to have a frightening degree of power over the sensitive Toreador spirit — they have been known to send Toreador over the edge into screaming madness with a single discordant note. Not that the Toreador are the only clan to ever feel the power of the Daughters. It is said that one powerful Gangrel elder spent one whole night with a senior daughter out howling at the moon, and by the morning was reduced to a state of permanent madness.

Appearance

The Daughters recruit neonates based solely on their vocal talent. Consequently, there is no single dominant race or char-

acteristic appearance to this bloodline. The homely, awkward choir-girl and the beautiful, vivacious rock diva are both equally likely to be embraced — as long as they have the voice. After their embrace, Daughters of Cacophony tend to gravitate naturally to the local "arty" set, and will adopt a style and manner appropriate to whatever specific clique they attach themselves to, be it the conservative elegance of the Opera fanciers, the extravagant poses of the avant-garde, or the working-class affectations of the blues, jazz or rock sets.

Despite their name, and the fact that the most famous members of the sect are female, there are male Daughters of Cacophony, some of whom have considerable talent and status within the Bloodline.





Nickname

Sirens

Haven

Daughters tend to stick close to the most artistic sections of the local rack. Many take apartments or rooms in the local entertainment district; others actually keep their havens in a nightclub or opera house.

Background

Most daughters were either professional vocalists in life, or amateurs with a significant local reputation. Once again, though, the only thing that really matters is the voice. The Daughters have been known to embrace cleaning workers who happened to be singing to themselves within earshot of a Daughter's haven.

They are very careful not to Embrace any artist who is already too much in the public eye. Their recruiting efforts try to locate talented individuals at the precise moment in time when their talent is fully mature, but they have not yet come to the attention of the general public.

Character Creation

The one thing all Daughters of Cacophony have in common is a Singing skill of at least 15 (and usually much higher). Needless to say, the Voice advantage is practically universal, and high levels of Musical Ability are very common. Most Daughters also have some degree of Performance Skill. Other than the above, virtually anything is possible, although many Daughters devoted so much of their mortal lives to perfecting their instrument that they know very little else, at least at the time of their embrace.

Organization

The Daughters of Cacophony have no central organization whatsoever. Neonates typically stay with their sire for several years following the embrace. Occasionally, a group of Daughters will come together to give a group performance for the local Kindred. These ensembles seem to come together almost instinctively. It is not uncommon for Daughters from the Camarilla, Sabbat and Anarchs to all come together to rehearse and give a certain performance. The rulers of the Kindred have learned that when a Daughter from a rival sect comes to their territory to prepare for a concert, it is wise to let her rehearse, perform and depart in peace.

Disciplines

Fortitude, Melpominee, Presence

Weaknesses

The Daughters constantly hear music in their heads. This internal music tends to drown out and obscure more mundane sounds. In game terms, Daughters have the Absent Minded and Hard of Hearing disadvantages, though neither disadvantage applies in situations directly pertaining to musical appreciation. A Daughter will get almost nothing out of a performance of a Shakespearean play — she won't even be able to hear most of the dialog — but cast the same story as an opera or orchestrated ballet and it will hold her enthralled.

Quote

"Thirst is the melody, night is the harmony, blood is the rhythm."

SALUBRI

Ages ago, it is said, at the very dawn of human history, the Salubri were the smallest clan of the Kindred. Their founder was Saulot, an antediluvian who sought always to subdue the beast within, who believed that Kindred should live at peace with the kine. At one point Saulot left his people to on a mysterious Eastward journey and returned many years later claiming to have forever silenced the Beast in his soul. The Salubri say Saulot was the first Cainite to achieve Golconda, and that it was on the same journey that his third eye opened. Saulot is believed to have taken a prominent role in the creation of both Carthage and the Inconnu (though he never personally joined the latter).

Saulot sired few childer after achieving his epiphany, but those he did create rapidly followed him on the road to enlightenment. Neither Saulot nor any of his latter-day childer ever again took the vitae of an unwilling victim.

Early in the third century Saulot withdrew from the affairs of both kine and Kindred. However, it is said that in the medieval era Saulot was disturbed in his voluntary Torpor by a mysterious order of Kindred. The Salubri say that Saulot woke when his vault was breached, but that he made no effort whatsoever to defend himself as the leader of the sect tore out with his own teeth the throat of Saulot.

This sect of the Tremere then set out to hunt down all of the line of Saulot. The eldest childer of the Salubri they quickly flushed out and destroyed, but much to their amazement, they found that the youngest of the Salubri – those created after their sire achieved Golconda – somehow evaded their spells. In their rage, the Tremere sought allies, seeking to turn the hearts and minds of all other Kindred and kine against the remnants of the Salubri. To this day, the gentle bloodline of the Salubri remains perhaps the most universally hated faction of all the Kindred.

Salubri do not revel in their Vampiric nature, but instead they consider it a burden and torment, to be borne for awhile and then laid down willingly. For this reason, there are presently only seven Salubri world-wide, all of the 8th generation – all their elders having either been hunted down or willingly yielded themselves to the Final Death.

The Salubri devotes all his energies to achieving the state of Golconda (usually with the aid of clues and hints left for him by his own sire). Once he has found that peace, only then does he create his sole Childe. Having achieved Golconda, his mastery of his disciplines is no longer restricted by his generation, and he uses advanced arts of Auspex to auger his perfect successor.

The neonate stays with his sire until he has fully absorbed all the arts and secrets of the Salubri (usually this is a matter of only a few years after the Embrace), and then the sire willingly submits to what would otherwise be known as diablerie, passing on his power and generation to the childe, even as he passes forever from mortal existence. It is this ritual sacrifice of the sire which is most frequently cited as the reason for the other clans' hatred of the Salubri.

Salubri believe that until he achieves Golconda a vampire is a lost spirit, and that if a Cainite goes to the Final Death before finding enlightenment, that vampire becomes a spirit bound to this mortal plane, subject to the command of necromancers and even less savory powers. They speak of their beliefs freely and forcefully to any vampire who becomes aware of



their existence, and because of this – even more than because of their customs or the ancient slanders of the Tremere – they are hated.

Appearance

The Salubri draw their numbers from a diverse array of ages, races and backgrounds. Immediately after their Embrace, all Salubri begin to develop their third eye. Even when it is fully developed, however, the third eye is not ostentatious. When closed it's nothing more than a thin slit that resembles a scar. The eye-slit can be completely concealed by a hat, head band or long hair. Salubri customarily keep their third eye closed unless using their Obeah discipline, at which times the third eye must be fully open.

Nickname

Cyclops.

Haven

The Salubri choose havens that are far from the haunts of other Kindred, and that can be well-defended by the Salubri's mortal allies. Other than that, their havens can take virtually any form.

Background

Only the most humane persons are considered for Embrace by the Salubri. Healers, true holy men and women, and anyone who unselfishly devotes his life to the welfare of others are potential Salubri.

Character Creation

Most Salubri concentrate on medical, social and scientific skills (particularly the "soft" sciences and Humanities). Because they cannot hunt for their sustenance they often keep Herds of human followers.

Organization

Although the Salubri are far too spread out to have any sort of formal organization, each member of the bloodline is completely committed to the welfare of the others, to the point of Final Death, if need be.

All known Salubri are of the 8th generation, however many Kindred believe that the elders of the Salubri still exist and still guide the Bloodline's plots against the other children of Caine.

Disciplines

Auspex, Fortitude, Obeah

Weaknesses

They are unable to drink the blood of unwilling victims – this is Selective Digestion with the Special Enhancement for -15 points. The third eye of the Salubri is an Inhuman Feature. Finally, all Salubri take a -10 point Vow to pursue Golconda and to aid all other Kindred who may wish to do the same in whatever way possible.

Quote

"You are imprisoned by your own dark desires. Only you can find the key that unlocks your prison, but if you wish to seek it, I will help you in your search."



SAMEDI

Some say the Samedi bloodline is a form of Nosferatu, others that it is a branch of the Giovanni, still others that it is a corruption of the Nosferatu created by the Giovanni. Both clans explicitly deny having anything to do with the creation of these foul creatures. The earliest recorded Samedi appeared in Italy and the Caribbean about three centuries ago.

The Samedi are, in form as well as nature, walking corpses, and even other vampires find it difficult to stomach their presence for long. Their existence is tolerated, however, because their unique power of Thanatosis, which gives them direct control over the Final Death, makes them better allies than enemies. Samedi have no overriding allegiance, and can be found among the Sabbat, the Camarilla and the Anarchs in roughly equal proportions.

Many Samedi offer themselves as mercenary assassins or bodyguards for other Kindred – duties which they perform with extreme competence and utter ruthlessness. An unspoken understanding seems to exist between the Samedi and the Nosferatu and Giovanni clans, and most Samedi will not willingly take action to harm Kindred from either of those clans (at least, not without significantly raising their price).

Appearance

Samedi are certainly the most physically horrid of all Cainites, even more so than the freakish Nosferatu. Most Samedi look like well-rotted corpses (a few look more like desiccated mummies). Their eyes are sunken into their sockets, and their gums recede from their teeth. Most Samedi lose most or all of their noses. Their flesh is soft and spongy, and oozes stinking fluids at the slightest touch. A foul and pervasive odor of death follows most Samedi wherever they go. Their rotting flesh tends to flake off and fall from their bones in chunks.

Nickname

Corpses or Zombies.

Haven

Samedi traditionally dwell in cemeteries or tombs. In recent years they have taken to building havens beneath the foundations of mortuaries.

Background

Samedi often worked with coroners' offices, mortuaries or cemeteries before their embrace. The Samedi also seem to be drawn to those who are strongly considering suicide at the time of their death. Other than these two factors, virtually any race or background is equally likely to become a Samedi neonate.

Character Creation

Most Samedi have a fascination with death both before and after their embrace (in many this fascination is intense enough to qualify as a Compulsive Behavior). Professional Skill: Mortician is very common among the Samedi, as are various Medical skills and the Theology, Literature and Mysticism of



death. The scholarly skill of Thanatology (see p. 27) is extremely appropriate for the Samedi.

Organization

There is a movement afoot among the Samedi for more organized cooperation, but it is still a small faction and their progress has been negligible. Traditionally, Samedi seldom meet in groups of more than two. When they do meet, they exchange news and then pass on.

There have long been rumors of Samedi meeting in larger groups in graveyards or charnal houses to perform unspeakable rites, but the Samedi deny these rumors as mere propaganda.

Disciplines

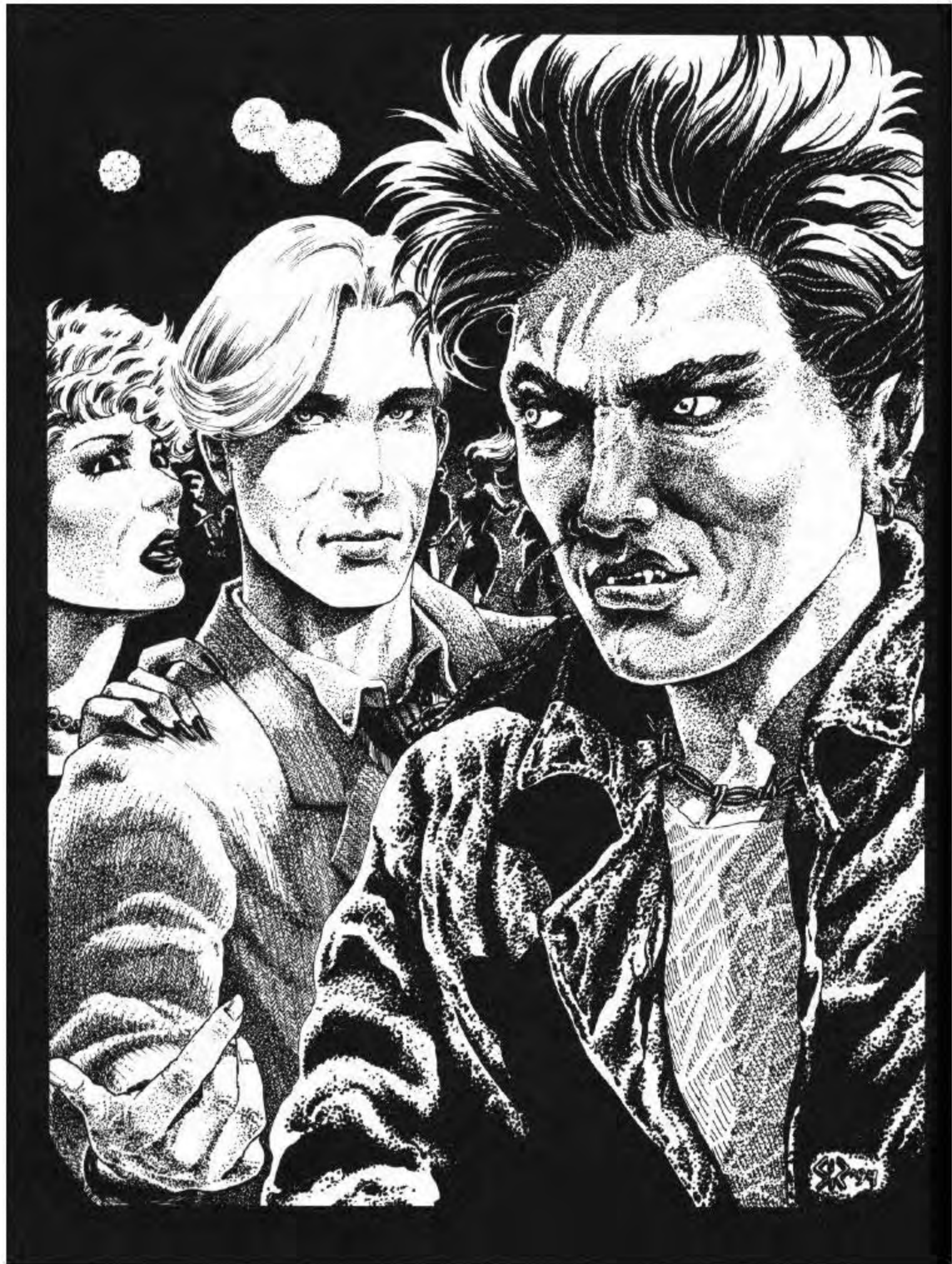
Necromancy, Obfuscate, Thanatosis

Weaknesses

All Samedi have either the Appearance: Hideous or the Appearance: Monstrous disadvantage (the latter is far more common).

Quote

"You'll never understand what it means to be a vampire until you learn to love the maggots feeding on your own corpse."



Chapter 4

THE SABBAT

Their feet run to evil, and they make haste to shed innocent blood: their thoughts are thoughts of iniquity: wasting and destruction are in their paths.

—Isaiah 59:7

The Loyalists

This radical faction within the Sabbat is dominated by the Panders and the Ventrue *antitribu*. There are not many Loyalists, but in true radical fashion they are vocal out of all proportion to their numbers. The Loyalists believe that the central principle of the Sabbat is individualism and absolute freedom, and that any obedience to authority is a violation of that principle. True strength, they believe, is found in the formlessness of absolute chaos. Therefore, true loyalty to the Sabbat lies in disobedience to its leaders. Loyalists openly challenge their leaders and encourage others to question all authority. They are not, however, openly rebellious or terroristic – Loyalists take no action that they feel might place the Sabbat community in danger from its enemies, and they are usually actively supportive of any efforts to reclaim territory lost to the Camarilla.

The Sabbat is the Camarilla's mirror image, the yang to its yin. While the Camarilla hides itself behind its Masquerade, the Sabbat flaunts its nature, silencing those who might jeopardize its secrets through death or Domination. While the Camarilla strives to retain its humanity, the Sabbat embraces the vampiric nature.

The philosophy of the Sabbat is intricate and complicated, but it all comes down to two essential points.

1. Vampires must be completely free to indulge their appetites and natures as vampires.

2. The antediluvians have removed themselves from the world for a time to allow their descendants to propagate. This is because the antediluvians are no longer satisfied with the blood of mortals. When they return, they'll hunt *vampires*. All vampires not of the Sabbat are the slaves – the cattle – of the antediluvians. The most pathetic and deluded slaves belong to the Camarilla, but the independent clans, Anarchs and even the Inconnu are also dupes. The Sabbat must defend itself at all times from the enemy's slaves while preparing itself for the final battle with the antediluvians.

There are other factors that make a vampire of the Sabbat something very different from the Kindred of the Camarilla. A few of the most important are listed below.

The Pack

The basic unit of the Sabbat is the pack, a group of vampires that hunt together, fight together and often share a single communal haven. A typical pack is comprised of 5 to 12 vampires of varying clans and Paths of Enlightenment.

The spiritual leader of the pack is called the Priest; the vampire in charge of the communal haven is called the Abbot. The pack may or may not create other positions of leadership, like a war leader, pack negotiator or even a social director.

Most Sabbat are created by a certain pack and remain with that pack until either they, or the rest of the pack, are destroyed. Sometimes the Archbishop (the Sabbat ruler of a given city) will allow a vampire to start a new pack, or transfer from one pack to another, but this is quite rare unless an emergency situation exists. A new pack must always consist of at least three proven Sabbat warriors.

There are two distinct sorts of Sabbat packs. *Founded* packs, or covens, live in a Sabbat city and maintain a communal haven. *Nomad* packs live on the road, traveling from city to city, with no fixed haven. The founded packs outnumber the nomad packs, but both sorts are regarded as equal in the eyes of the Sabbat.

The Creation Rites

When a Sabbat pack is in need of new vampires, they go out and carefully select likely candidates in their own territory. They look for intelligence, toughness, and most of all strength of will.



Usually, potential Sabbat are created in groups. A traditional time for these recruitment drives is the first night of Spring. The pack goes in pairs to take the selected mortals. The potential Sabbat are brought together in a graveyard, where an open grave awaits each one.

A traditional joke to play at this point has one of the vampires asking any of the recruits if they'd care to leave. The first one to speak up is Dominated into forgetting the vampires' existence and let go. The question is then asked again. This time, the first one to speak out is killed and passed around to the vampires present as a snack. The question is put a third time – usually there's no response, but even if there is, the one who speaks up is just put through the creation rites anyway.

The pack then descends on the group and drains their blood, after which each chosen sire opens his wrist and gives their new childe just enough vitae for the Embrace. Before the new vampires can regain consciousness, they're bludgeoned and thrown into the open graves, which the pack then fills in. When the recruits awaken, they're six feet under ground.

The buried vampires are driven by a hellish hunger. They start to dig their way to the surface and food. Between the Hunger, their sensory deprivation and the blood of the Sabbat that energizes them, they start to have strange, violent and evil hallucinations. The farther into these hallucinations they fall, the less human they become, and the easier it becomes to dig upwards.

Recruits who manage to break ground are seized by the pack, once again clubbed into a stupor and bound. When all the recruits who pass the test have emerged, they're taken to the communal haven and allowed to drink from a cup containing blood from every True Sabbat of the pack, then given human victims to take and completely slake their thirst. Usually they're left chained for a week or so, due to their extremely unstable state after the creation rites.

Those who fail to dig themselves out are forgotten. They go into a state of Torpor after the first night, due to the Draining, and are doomed to spend eternity trapped in an unmoving life-in-death. As the years pass, their torment and insanity grows.

In the meantime, the new Sabbat are given plenty of vitae while they have their new nature, the ways of the Pack and the ideals of the Sabbat explained to them. Every night they drink the mingled blood of the pack. After that week, they're sent out to hunt for themselves, under the watchful eye of some True Sabbat.

Sometimes, if the Sabbat is in a state of war, the process is accelerated. The Pack will recruit a much larger number of new vampires all at once, and those who survive the Creation Rites are sent out to fight for the Sabbat as soon as their reason returns enough for them to understand "fight or die." Those who survive the war are subsequently welcomed into the Pack and taught the ways of the Sabbat.

Defectors from the Camarilla or the non-Sabbat Anarchs must also undergo the creation rites, just like newly-made vampires.

The Vinculum

The Vinculum is the glue that holds the Sabbat together. Without it, cooperation among the fractious vampires of the Sabbat would be impossible. All Sabbat vampires must take the Vinculum disadvantage (see p. 23). The Vinculum is much like a Blood Bond, except that it's reciprocal. A vampire of the Sabbat is blood bound to every member of the pack, and they are in turn bound to him.

Every PC is a Sabbat campaign should keep a record of his current Vinculum Rating for every other vampire (PC or NPC) in the pack. The

Sabbat Ranks

Regent (Status 6): The chief vampire in all the Sabbat. There is only one Regent at a time.

Cardinal (Status 5): The chief of all the Sabbat in a wide geographical area.

Priscus (Status 5): The *prisci* are the advisers, or "cabinet" of the Regent. Individually their authority is mostly ceremonial, but as a group they have far more influence on the policies of the sect than any individual cardinal. When the *Prisci* act as a body they are referred to as the Consistory. All the *prisci* and cardinals taken together form the Regent's Inner Circle.

Seraph (Status 5): The four Seraphim are the rulers of the Black Hand.

Archbishop (Status 4): Archbishops are appointed by their cardinal to lead a city, or "archdiocese."

Bishop (Status 3): Bishops are the archbishop's representatives, supervising a particular section of an archdiocese, or a particular aspect of administration (finances, security) for the archbishop. Technically, bishops cannot issue orders to other Sabbat on their own authority, but in practice the will of a Bishop carries much weight.

Paladin/Templar (Status 2): The Paladins are the guards and assassins of the rulers of the Sabbat. A Paladin may not also be a member of the Black Hand.

Priest (Status 1 or 2): Technically, the Priest is the vampire in charge of the pack's ritual observances. He is often also in charge of pack defense and organization, but the pack can name other vampires to lead them in such areas.

Abbot/Prior (Status 0 or 1): This is a ghoul or vampire in charge of the upkeep of a communal haven (ghoul Abbots are Status 0). Sometimes the pack's priest and abbot are the same vampire, but not usually.

True Sabbat (Status 0): This is a full, accepted member of the Sabbat – a vampire who has proved himself in battle.

Recruit (Status -1): This is a vampire newly created (usually against his will) to fight for the Sabbat in some battle. If the recruit survives his test of fire, he is recognized as a true Sabbat.

Two of the strongest clans in the Sabbat have clan rulers – the *Hulul* of the Assamite *antitribu* and the *Voivode* of the Tzimisce. These leaders have a Sabbat status of 3 or 4, depending on how militant they are about representing their clan to the Sabbat at large, and how effective they are at such activities. For more details on these offices, see the appropriate clan description.



The Regent

The current Regent of the Sabbat is a 4th-generation Lasombra named Melinda. Although she rose to her position through a program of bribery and assassination, she has since proven herself a wise and efficient leader.

The Regent is closer to being the "president" of the Sabbat than its ruler. Although she has broad emergency powers, when it comes to setting actual sect policy she's only first among equals in the Inner Circle (at least, that's the theory). The term "Regent" is based on the idea that Caine is the rightful ruler of all vampires, but that in his absence the leader of the Sabbat wields that authority in his name.

The Inner Circle appoints the Regent and has the means to remove a Regent from power. This sounds like that the transition of power within the Sabbat is an orderly and civilized process – it's not. At best the installation of a new regent will involve massive but largely behind the scenes intrigue and power plays. At worst it can lead to a full-fledged civil war.

The current Regent is the fourth since the creation of the Sabbat. Three Regents have been Lasombra, the other was a Tzimisce.

Vinculum Rating is a number between 3 and 18. Each time a fellow pack member makes a request which the PC does not wish to follow, or needs help that the PC is unwilling to give, he must roll 3d. If he rolls his current Vinculum score or below, he is compelled by the Vinculum to aid or support his fellow pack member, regardless of the risk.

Example: Sara and Reynaldo are members of the same Sabbat pack. One night after hunting, they meet five members of a neighboring pack and Reynaldo challenges the Assamite in the group to an impromptu kickboxing match. The Assamite beats up on Reynaldo thoroughly, and the other vampires present start to mock Reynaldo while the Assamite continues to kick him around. The GM orders Sara to make a Vinculum roll. Sara's Vinculum rating towards Reynaldo is 13, if she rolls 14 or higher on 3d she can stand by and let Reynaldo take his lumps until the Assamite gets bored, but if she rolls a 13 or lower she must leap to Reynaldo's defense, possibly putting herself on the less pleasant side of a 5 to 1 brawl.

Every time the pack engages in the Vaulderie, each PC participating should roll 3d for each member of the pack participating. If the number rolled is greater than the vampire's current Vinculum rating, adjust the Vinculum to the rolled number or to the former rating +5, whichever number is *less*. The Vinculum Rating will decrease at the rate of -1 every 1d days that pass without sharing a Vaulderie with that individual (rate of decrease may be rolled for the entire pack to save time, or individually for each bond in the Vinculum for greater realism, as the GM prefers).

It is possible – in fact very common – for vampire X to have a Vinculum rating for vampire Y which is far different from the rating vampire Y feels for vampire X. Each PC will know what his current Vinculum ratings for the other members of the pack are, but he will *not* know what their ratings are for him.

Willfully avoiding any pack Vaulderie is considered a crime against the Sabbat, punishable by pack humiliation. Willfully or carelessly going an entire month without sharing the Vaulderie with the rest of one's pack is grounds for Final Death.

Below are representative levels of the Vinculum, and the degree of loyalty they will normally invoke.

- 3: The effects of the bond are practically indiscernible.
- 6: You will support the individual so long as doing so does not interfere with your own plans.
- 9: You will help the individual whenever you can, and take minor risks for him.
- 12: You will willingly make minor sacrifices for the individual and even fight for him.
- 15: You will make major sacrifices and willingly kill for the individual.
- 18: You will willingly face the Final Death for the individual.

Resolving Conflicts with the Vinculum

Vinculum rolls are an excellent way to settle disputes between pack members. Any time two Sabbat in the same pack have a fundamental disagreement about the correct course of action, and it becomes obvious that neither side is going to argue the other around to their way of seeing things, the GM can call for a Contest of Vinculum. This is rolled just like a contest of skills, using the respective Vinculum scores of the participants for one another, but it must be remembered that the character is rolling *against* his Vinculum – the character whose roll is *higher* in relation to the Vinculum gets to overcome the bond and get his own way.

Example: Reynaldo comes up with a scheme to steal a helicopter and drop stink bombs on the haven of the Prince of a nearby Camarilla city. Sara thinks the idea is harebrained and pointless, but she can't talk Reynaldo out of it. The GM calls for a Contest of Vinculum. Sara's Vinculum for Reynaldo is 9, while his Vinculum for her is 12. Sara rolls an 8 – one under her Vinculum rating. Reynaldo rolls a 10, two under his. Impasse. On the next roll Sara rolls an 11, Reynaldo a 15. This time both are over their Vinculums – another impasse. On the third roll of the contest, Reynaldo rolls a 13, Sara rolls a 7. Sara is bound by her Vinculum to Reynaldo while he overcomes his Vinculum to her. Reynaldo gets his way . . . Sara helps him steal the helicopter.

The Vinculum can also, however, create inner conflicts within a PC. These can also be resolved as a Contest. For example, if two pack members are each trying to convince a third to take a particular course of action, they player may roll out a Contest between his Vinculum ratings for both vampires, finally supporting the winner (in such cases, one of the sides can get a bonus of up to +3 if the PC is certain which side he'd take if there was no Vinculum involved at all).

Other contests are possible. For example, if a vampire is being encouraged by a fellow pack member to do something that would violate the tenets of his Path of Enlightenment, the GM may require a contest between the character's Vinculum and his Path Rating (if the Vinculum wins, the Path Rating will suffer).

The GM may assign bonuses or penalties to a Vinculum roll or Contest of Vinculum if the proposed idea is suicidal (though keep in mind that Sabbat are supposed to display no fear of Final Death), a violation of Sabbat doctrine or security (this is grounds for *major* adjustment to the roll), or just uncommonly stupid, pointless or trivial (if the Malkavian wants everybody in his pack to stand out on the street corner, hopping up and down on one foot and singing "The Chipmunk Song," it's going to require a very good Vinculum roll to get the Tzimisce or the Nosferatu to cooperate).



Auctoritus Ritae

The *Auctoritus Ritae* are those rituals which are practiced by every Sabbat and Sabbat pack. There are 13 *Auctoritus Ritae*. Twelve are described below, the 13th is left to the GM to create.

The Blood Bath: This is the ritual used when a Sabbat vampire is promoted to a new position of authority. All vampires who will be subject to his leadership attend. One by one, the vampires are brought before their new leader, who offers praise and advice. All present share in the *Vaulderie*. Finally, the new leader is lead to a pool of fresh blood which he literally bathes himself in.

The Blood Feast: The Blood Feast is appropriate for virtually any significant Sabbat social occasion. Humans (and sometimes traitors or captured enemy vampires) are bound and hung upside down from the ceiling. All Sabbat present are allowed to feed from the victims, either directly from the neck or after first drawing the vitae into a glass or goblet. It is customary to lick the wound shut after drawing the vitae, so as not to waste any. Ideally, one victim will be provided for every vampire in attendance.

The Creation Rites: This is the ritual by which new vampires are created into the Sabbat. They are drained of their blood and given just enough of their sire's vitae to awaken them as vampires. They are bludgeoned unconscious and taken to a cemetery where they are buried in standard graves. Those who manage to claw their way to the surface are subdued and brought to the communal haven, where they are fed and calmed, and their new nature explained to them.

Festivo dello Estinto: This "Festival of the Dead" is held the second week of every March. The festival is a celebration of vampiric unlife. Blood Feasts and many other rituals are held. Nomad packs come into the city to join the party. Every night of the week the whole Sabbat of the city share in the *Vaulderie*. Even less effort than normal is expended hiding the hunt from the eyes of mortals.

The Fire Dance: In the Fire Dance Sabbat confront their most basic fear – *Rötschreck* – by entering a trance-like state in which they leap and dance through blazing flames. Traditionally, rituals and disciplines are *not* used to decrease the vampire's vulnerability to the fire. Those who cannot overcome their fears sufficiently to participate are chastised and humiliated by the rest of the pack.

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Auctoritus Ritae (Continued)

Games of Instinct: The Games of Instinct do many things – they are tests of courage, and of competence, they are chances to humiliate the sect's enemies and revel in the freedom that the Sabbat offers. They draw packs closer together and create a sense of community throughout the whole archdiocese. They are all extremely dangerous, with a real risk of Final Death. They are much like vampire sports – bets are made, challenges are issued, and the "stars" of the games are lionized. For a representative list of some Sabbat games, see p. 84.

Monomacy: This is the traditional Sabbat method of resolving disputes between vampires over questions of leadership and other irresolvable differences. Two vampires square off with one another and fight to the Final Death (usually).

Palla Grande: This is the Grand Ball, a masquerade party held every Halloween. The archdioceses compete with one another to see who can mount the most spectacular *Palla Grande*. The ball is always held in a public place, and mortal guests are invited (such invited guests are under the protection of their hosts for that night, unless they stumble upon Sabbat secrets). There is also a Blood Feast, held in a hidden room nearby. The climax of the evening is usually a pageant, theatrical presentation or other spectacle mounted by the Sabbat under the supervision of the local Noddists.

Sermons of Caine: This is a lesson drawn from the Book of Nod or Sabbat history, relating to Sabbat ideals or vampiric survival. The Sermons of Caine are preached by the priests or by higher-ranking officials. They are, by custom, always followed by the Vaulderie.

The Vaulderie: This is the ritual where all the Sabbat present mingle their blood together in a cup and then share the mixture. The Vaulderie is the source of the Vinculum, the mutual blood bond which holds the whole sect together. Packs hold the Vaulderie at least once a week, and it is customary for two packs to share in the Vaulderie whenever they meet.

War Parties: In a War Party a target is selected, usually a low-generation enemy vampire. Teams of Sabbat from various packs are sent into enemy territory to find the target, and the first team to drink the target's blood wins. Usually, the target is destroyed in the process.

The Wild Hunt: This is a pogrom declared against a traitor or enemy of the Sabbat who is loose in Sabbat territory. All available Sabbat drop everything else and devote themselves exclusively to finding and destroying the target. No effort whatsoever is made to hide the hunt from mortal eyes, and wanton mayhem is a frequent side effect.



Dissolving Blood Bonds

It is possible to dissolve a Camarilla-style one-way Blood Bond with the Vinculum. The most efficient way to do so is to drain the vampire of all but one Blood Point before the Vaulderie, then let him partake of at least 6 points of mingled blood. That is usually sufficient to break the old Blood Bond in favor of a Vinculum.

Strong Will and the Sabbat

The difference between vampires of the Sabbat and those of the Camarilla goes far deeper than just a matter of morals or abstract philosophy. Sabbat come to *think* in a way that is fundamentally different from Camarilla Kindred.

One of the fundamental ways in which this difference manifests itself in play is in terms of Strong Will and Weak Will.

Sabbat do not have Conscience, they have Callousness. They do not have Self-Control, they have Instincts. They do have Courage and Normal Strong Will, but Courage among the Sabbat works rather differently than it does among the Camarilla (see below).

In the most strictly mechanical terms, the difference between Conscience and Callousness or Self-Control and Instincts may seem to be purely a special effect. Each pair, after all, is designed to do exactly the same thing – Conscience and Callousness are both rolled to cope with vampiric brutality, Self-Control and Instincts are both rolled to control Frenzies. However, in terms of roleplaying and character motivation, there is an infinity of difference between each pair. These differences are detailed below.

Camarilla Converts

Because of the fundamental differences between Conscience and Callousness or Self Control or Instincts, any non-Sabbat vampire who joins the Sabbat will automatically *lose* all his Strong Will (Conscience) and Strong Will (Self-Control) advantages when he undergoes the Creation Rites. This is the price of freedom.

Normal Strong Will and Strong Will (Courage) are unaffected by the creation rites, although Courage rolls will begin to be influenced by Pack Morale (see below). Any Weak Will disadvantage is not lost, but transferred over to the corresponding form of Will – i.e., if Garth had Weak Will (Conscience) -2 formerly, he will still have Weak Will (Callousness) after joining the Sabbat.

Callousness

The Camarilla Kindred use Conscience as a means of coping with the inevitable brutality of their existence, protecting their humanity and staving off the beast.

The Sabbat cares nothing about humanity and its members are expected to embrace the brutality of vampirism. However, sometimes those old human emotions rise up like pitiful ghosts to prevent the Sabbat from achieving absolute freedom from Humanity. Callousness measures the Sabbat's ability to dispel those ghosts and resist merciful impulses and other measures of weakness. The consequence of a failed Callousness roll can vary dramatically according to circumstance. If the Sabbat is out hunting and spots a nun taking a short cut through a dark and deserted alley, it's no big deal if he fails his Callousness roll and lets her get away – he can find another victim. On the other hand, if he's been sent by his pack to firebomb the church of the inconvenient preacher with True Faith, a failed Callousness roll could result in discipline and a severe loss of status. And if the archbishop sent him to throw the firebomb because a traitor was hiding in the belfry, that Sabbat's only hope for continued existence is to get far out of town before anybody realizes that his Callousness was insufficient to allow him to complete his mission.

Instincts

The Kindred try to deny the urge to Frenzy. They want to stamp it out, douse it like a wildfire. The Sabbat see Frenzy as a weapon – a flamethrower. But like with any other weapon, the better the control, the more effective the attack.

An Instincts roll is not an all-or-nothing proposition. You don't want to suppress the Frenzy entirely, you just want to maximize it as a threat and minimize it as a liability.

There are modifiers to an Instincts roll, depending on just how much control the character wishes to keep. The modifiers below are not cumulative; the vampire rolls against the most severe single modifier that applies.

- Not kill friends: No modifier
- Not attack friends (unless they get in your way): -1
- Stop short of killing a vessel: -2
- Select your opponent: -2
- Stop short of killing an enemy: -3
- Refrain from entering combat: -4
- Attack and defend normally: -5



Pack Morale

Courage – the ability to risk Rötschreck – is as important to the Sabbat as it is to the Camarilla. However, as a side effect of the Vinculum, the whole pack influences each member's Courage roll. This effect is represented by Pack Morale, a bonus or penalty of between -6 and +6 which applies to every Courage roll of every Sabbat.

At the start of the campaign, or any time he loses track of Pack Morale, the GM may roll 1d on the following table (or he may, of course, arbitrarily set Pack Morale at whatever level he finds appropriate).

1	-2
2	-1
3	0
4	+1
5	+2
6	+3



Ignoblis Ritae

These rituals are created and observed by local packs. Packs are encouraged to make up their own rituals to increase pack unity by creating an identity unique to that pack.

There are four broad categories of *Ignoblis Ritae* which almost all packs will observe in their own fashion.

Acceptance Rites: These are rites used to accept a new leader or elevate a recruit or probationary member to True Sabbat status. Usually the promoted vampire takes some sort of oath of allegiance, after which all members of the pack makes some sort of speech of welcome.

Farewell Rites: Used when a fellow Sabbat, or an entire neighboring pack, leaves the area. Sometimes they are used to honor Sabbat who have gone to the Final Death in the sect's service. The centerpiece of the ritual is usually a speech from the leader of the pack praising those who are leaving.

Initiation Rites: These are the rites used to welcome a new vampire into the Sabbat. They are usually held before the Acceptance Rites – the Initiation Rites are used to welcome a new vampire into the sect at large, while the Acceptance Rites make him a full member of the pack. All defectors from the Camarilla, for instance, go through Initiation Rites immediately upon being accepted as Provisional Sabbat, but it may be years before they are offered Acceptance Rites.

Welcoming Rites: These rites are celebrated when one pack meets another. The welcoming rites of both packs are combined, making each celebration a unique experience. Welcoming Rites are often an excuse for a party, but there's also a certain protocol to be observed – typically all vampires present greet the members of the other Pack individually, sharing their name and home. Later all present share in a Vaulderie, and each pack gives the other a gift.

The rites below are some more options which an individual pack might observe.

Blessings: The pack invokes a blessing on itself or someone else. This rite is usually held before dangerous missions, and is mostly a means of boosting morale.

Call to Caine: Each vampire in the pack rises and asks Caine for some sort of guidance or blessing for some important undertaking.

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Ignoblis Ritae (Continued)

Confession: In this ironically-named ritual, any vampires who wish may rise and boast of their most brave, impressive or evil accomplishments.

Consecration Rites: Used to consecrate a new haven or temple, usually a sacrifice is made (and sometimes buried) on the site, and mystical marks are made — the marks may be actual runes of protection or entirely symbolic.

Danse Macabre: Members of the pack dance wildly, wrestle and drink one another's blood, often working themselves into Frenzy. Sometimes participants dress in skull masks or face paint, or other costumes with a death motif.

Ghost Dance: This is a dance in honor of the truly dead. It honors not only Sabbat who have gone to Final Death, but also worthy enemies who have been slain, and even the spirits of the Sabbat's mortal victims. Some packs believe the Ghost Dance keeps the spirits of the Pack's victims from returning to haunt their killers.

Harvest Rites: This rite purports to bless the hunt and keep the mortal food supply stupid and plentiful. It usually involves a Blood Feast.

Jihad Rites: This rite is held in times of peace to preserve the pack's martial edge and prepare it for the Jyhads to come. It usually involves a mock battle, and can often give way to Frenzy and real violence.

Oath of Fealty: All Sabbat in the pack in turn publicly swear their loyalty to the sect and to one another.

Pack Creed: This is a short speech about the pack's honor and tradition, and the members' duty to the pack. It can be quite sober and earnest, but some are also defiant, ironic or frankly satiric.

Running the Gauntlet: This is a purification ritual where the pack forms two parallel lines and then all the members by turn, or one chosen member, runs between the lines while the other pack members beat him with rods or paddles.

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The GM should keep a running track of the pack's Pack Morale on any given night. Some situations which will affect the pack's Pack Morale are given below, along with their suggested effect, however this list is not exclusive. Virtually anything can change Pack Morale if the GM finds it significant.

Having shared the Vaulderie that night	+1
Not having shared the Vaulderie in more than a week	-2
Having participated in an <i>Ignoblis Ritae</i> that night or the night before	+1
During one of the annual festivals	+3
A Blood Feast or really good party that night or the night before	+1
A pack member performs a major service for the Sabbat	+2
The whole pack performs a major service for the Sabbat	+3
A pack member fails the pack and has not yet been punished	-2
A pack member fails in a mission for the Archbishop	-3
A pack member is destroyed honorably	+1
A pack member is destroyed ignobly	-1
The pack participates honorably in a Game of Instinct	+1
The pack wins a Game of Instinct over other packs	+2
The pack wins a Game of Instinct against the odds	+3
The pack finds the target in a War Party or Wild Hunt	+3
The pack participates honorably in a War Party or Wild Hunt where somebody else gets the target	+1
The pack participates in a War Party or Wild Hunt where the target escapes	-1
The pack's mistakes allow the target of a War Party or Wild Hunt to escape	-3
A Wild Hunt is called against a pack member or former pack member	-5
Praise from the archbishop	+1
Praise from the Regent	+3
A pack member succeeds at a Trial of Pain	+1



Sabbat History & Influence

The genesis of the Sabbat lies in the Middle Ages, when the Inquisition of the mortals began to turn the tide against the Children of Caine for the first time in human history. Many elders, in desperate terror of the loss of their unives, began to send out their blood-bound childer as sacrifices to the human mob. The Brujah of Spain bore the brunt of the mortal pogrom, and eventually the clan elders went into deep hiding, leaving their progeny to their own devices. In desperation, the Brujah declared war on the mortals. They began to send emissaries to the other clan asking for help in their guerrilla war against the Church. In return, the elders of the other clans drove the Brujah out of their territory, lest they bring the wrath of the Inquisition down on their heads.

The Brujah found the help they needed far to the east, near the Baltic sea, where a radical faction of the Tzimisce clan had discovered that by mixing the blood of a whole group of vampires together, and then letting the group share in the mixture, a mutual Blood Bond was produced that was often actually stronger than a conventional Blood Bond, without being nearly so coercive. Needless to say, the Tzimisce elders were not pleased with this discovery.

When the Brujah met the Tzimisce radicals, they knew they'd found the weapon they needed. They used the new technique to free neonates from the Blood Bonds of their elders. The elders began to move actively against the radicals, particularly elders of the Ventrue and Lasombra clans. The movement would have probably been crushed then and there if the Brujah hadn't managed to seal an alliance with the Assamite diablerists who were at that time moving into Europe, taking advantage of the chaos to hunt the blood of elder vampires.

A tiny faction of the Lasombra had joined the rebels, and they offered the Assamites a fee they could not refuse. They offered to admit the Assamites to the secret haven of the Lasombra antediluvian and many other elders of the clan. The Lasombra traitors made good on their promise, and the Assamites feasted on the blood of that clan's most ancient members. With their leadership destroyed, most of the Lasombra clan switched their allegiance to the victors. Those few Lasombra elders who still held out were hunted down and destroyed.

At this point everything seemed to be going the Anarchs' way. Vampires from all the other clans began to flock to their side. It was also at this point, however, that the Ventrue began to successfully counter-organize against the rebellion. Seven clans under the Ventrue's leadership agreed to cooperate to destroy the upstarts, and the Camarilla was born.

The war that ensued was long and intense, but eventually the Camarilla prevailed. A peace conference was held in England, and a treaty was drawn up called the Convention of Thorns. The treaty offered amnesty in exchange for loyalty to the Camarilla. The Assamites were allowed to retain their independence, but forced to forever give up the practice of diablerie. The Brujah were the first clan of the rebels to agree to the terms.

But not all the Anarchs agreed to the Convention of Thorns. The Tzimisce refused to join any federation that included their archenemies, the Tremere. The Lasombra believed that the Ventrue would never forget the slaughter of Lasombra and Ventrue elders that that clan had committed. Individual members of most of the other clans also refused to accept amnesty. This confederation of rebels dubbed itself the Sabbat, a mockery of their original foes, the witch-hunting Inquisition. Many of the subsequent positions created as the Sabbat evolved and developed also took on mockeries of ecclesiastical titles.

Of course the Camarilla tried to hunt the Sabbat down. Because they were so heavily outnumbered, the Sabbat took to creating new vampires indiscriminately and throwing the neonates at their enemies almost from the moment of their creation. Only those who survived these first battles were admitted as True

Ignoblis Ritae (Continued)

Sacrificial Rites: The sacrifice of a human, Lupine or enemy vampire. Sacrifices can be held for virtually any reason, as a celebration, purification or penance.

Sun Dance: The pack dances continuously from dusk until dawn. Some packs wear ritual costumes. This ritual is usually held under the full moon and often involves some member of the pack enduring a Test of Pain (see below) for the entire night.

Sunrise Service: After some other ritual the Sabbat wait outside for the rising sun. The last vampire to come inside is honored. Many of the bravest Sabbat have been destroyed by this ritual, and some Archbishops have even forbidden it.

Tests of Pain: This ritual tests a vampire's tolerance for pain. It is used to test leaders, for purification and sometimes for punishment. Popular tests include the Indian Stick Trial, where the vampire is held aloft by a wooden stick poked through his chest, the trial by fire where the vampire must submit to being singed repeatedly on various parts of his body, or forced fasting. Virtually any type of torture which is not permanently debilitating can be used as a Test of Pain.

Thanksgiving Ritual: A ritual held to honor someone who has performed an important service for the pack, whether the honoree is a pack member or not.

Visionquest: This is a custom borrowed from the plains Indians. A Sabbat wishing to become a leader or simply in need of guidance goes alone to some remote place, taking only enough vitae to avoid Torpor, and there he chants, meditates and flagellates himself to induce a vision.

War Dance: As the name implies, a dance held before a war party, crusade or other military operation.



Ritual Occasions

Below is a list of occasions where *Ignoblis Ritae* are appropriate. An average Pack will not hold rituals on anywhere near all the days listed below. Some packs may also observe rituals on days not listed.

Winter and summer solstice
Vernal and autumnal equinox
First or last day of the month
A given day of the week
At one or more phases of the moon
Before or after battle
First or last day of the year
Any mortal holiday
Admittance of a new member to the pack
Death of a pack member
New leader is chosen
Pack member leaves
To welcome a new pack to town
When a special esbat is called
When the local sect meets as a group
When moving, to a new haven or a whole new territory

Sabbat Glossary

Antitribu: Those members of a predominantly non-Sabbat clan who have joined the Sabbat. Also, those Lasombra or Tzimisce who have *not* joined the Sabbat.

Auctoritas Ritae: Those rituals practiced by all Sabbat.

Black Hand: An elite cadre of warriors which serves as the militia and enforcers of the Sabbat.

Blood Feast: An activity where kine (or sometimes vampires) are bound and hung upside down and used as blood on tap by the Sabbat in attendance.

Brave: A Sabbat vampire participating in a war party.

Brothers and Sisters: A derogatory term referring to non-Sabbat vampires.

Canonicus: A Sabbat who follows the Path of Honorable Accord.

Cathar: A Sabbat who follows the Path of the Cathari.

Chief: The leader of a war party.

City Gangrel: Those Gangrel *antitribu* who have chosen to establish permanent havens in the city.

Code of Milan: A code of conduct developed to maintain order in the Sabbat.

Communal Haven: A permanent haven held in common by an entire Sabbat Pack.

Consistory: The advisers to the Regent. The body of all Prisci makes up the Consistory.

Convention of Thorns: The treaty which ended the original Anarch Revolt. Those vampires who refused to accept the terms of the Convention of Thorns became the Sabbat.

Corrupter: A follower of the forbidden Path of Evil Revelations.

Coven: A pack of Sabbat that has established a permanent communal haven.

Continued on next page . . .

Sabbat. The Vinculum also gave the Sabbat an efficiency and brutality that their enemies could not match. Eventually, after two centuries of warfare, the Sabbat migrated *en masse* northward to Scandinavia, initiating a time of relative peace.

It was during this period that the Sabbat at last had time to codify its philosophy, resulting in the creation of the Paths of Enlightenment as a replacement for their rejected Humanity. The Black Hand was also formed at this time.

Early in the 18th century, the Sabbat discovered America. They began their steady migration to the New World. Since people were still scarce in the new territories, many Sabbat learned to live off the wilderness. It is said that the American Revolutionary War was a Sabbat inspiration to keep the Camarilla-controlled governments of Europe out of their territories. This maneuver was so successful that a whole new influx of vampires defected to the Sabbat, including the first Tremere *antitribu*.

During the 19th century, however, the Camarilla slowly established control over the bulk of North and South America. These losses were mostly due to a drawn-out Sabbat power struggle between those who wanted to welcome the Camarilla defectors and those who did not trust the outsiders. If the Black Hand hadn't finally thrown its full weight behind a new slate of leaders and mercilessly installed them in power (while at the same time maintaining Sabbat control over the key strongholds of Philadelphia and New York), the whole Sabbat would probably have been destroyed in this conflict. Civil wars continued to disrupt the Sabbat through the 1930s.

The Sabbat's most recent setbacks occurred in the 1950s, with the first outbreaks of diseases of the blood potent enough to destroy vampires. Two major outbreaks of blood-plague in the 1950s reduced the Sabbat's numbers by almost a third (see sidebar, p. 132).

The last 40 years, however, have been a time of continual stability and growth for the Sabbat. There seems little doubt that it will be but a short time before the vampires of the Sabbat are again able to mount a serious threat to the survival of the Camarilla.

Sabbat Territory

Today the Sabbat is still outnumbered by the Camarilla by a large margin, but they are nonetheless a force to be reckoned with, due to their control of two of the greatest cities in the world — New York and Mexico City. They are the dominant sect in the country of Mexico and some of the most heavily populated areas of the Eastern Seaboard of the United States, including the bulk of the states of New York, Pennsylvania, Maine and southern Michigan. They also control the cities of Montreal and Toronto. They are presently hotly contesting with the Camarilla for control of the states of Maryland, New Jersey and Massachusetts, and Washington DC. They are also making a play to establish a beachhead around Miami.

The Sabbat exists throughout Europe, but in nowhere near the numbers or concentration of their enclaves in the Eastern U.S. or Mexico. The strongest European communities are in Spain, Scandinavia and Germany, but of these only the Spanish Sabbat are at all militant. The Sabbat of Scandinavia are complacent and quite conservative, while the German community is frankly in hiding, confining itself to the Black Forest region where they conceal themselves from Camarilla spies.

Presently the Sabbat is engaged in a vicious war with the Followers of Set for control of the Island of Haiti. While the Sabbat has had some victories (notably the defection of the Serpents of the Light and the alliance with the voodoo cult associated with those Kindred), all signs at the moment point to a hard-fought but inevitable Sabbat defeat.



Sabbat Culture

Although the Sabbat values individual freedom, it is anything but an anarchy. In fact, it has a strict and detailed internal hierarchy. The leadership of the Sabbat is detailed on p. 67.

The leaders of the Sabbat do not, however, have the authority to issue autocratic commands. Their official authority is limited to matters of ceremony (i.e. the rituals of the Sabbat) and matters directly concerning sect security, both defensive and offensive. The Sabbat have a notoriously low tolerance for tyrants – the more the leaders of the Sabbat push the packs and try to hoard power, the more likely that the packs will rise up and destroy them, just like they destroyed their elders during the Anarch revolt. On the other hand, the Sabbat has an equally low tolerance for weakness or failure. If a leader gets sloppy with his duties, he'll probably be quietly but permanently removed. Sabbat leaders walk the razor's edge.

On the plus side, virtually all Sabbat are fanatically loyal to the sect as a concept and as a whole. If he really believes that it's his duty to the Sabbat, there's literally nothing the average True Sabbat won't do, including going to the Final Death for the good of the pack or the sect. The secret, then, to Sabbat leadership is keeping the Packs convinced that you're as committed to the welfare of the sect as they are. The best way to do this, of course, is to actually *be* even more committed to the welfare of the sect than the average. The only time the Sabbat will cut a leader any slack whatsoever is when the Packs are sure that leader is 100% sincere in his devotion to the sect.

Most Sabbat speak and think of the antediluvians with the same fear and revulsion that an Alabama fundamentalist feels about Satan. They regard the Camarilla with the same horrified contempt that a Ku Klux Klan member reserves for African Americans (or vice versa). In short, they *mean* it.

Each Sabbat-controlled city has a central seat of authority called the Temple. This is the place where the archbishop and his bishops conduct official business. It also serves as an archive, a temporary haven for visitors or passing nomad packs, a prison and a torture chamber.

The Sabbat are a martial sect, and each individual pack is an elite military cadre of highly-trained, combat-ready shock troops. To the Sabbat, there are three distinct kinds of war. A *jyhad* is any battle between the Sabbat and its enemies – to the Sabbat, all wars are holy wars. A *crusade* is a prolonged, coordinated campaign to conquer an enemy city or territory. This usually involves a long and escalating process of espionage, infiltration, propaganda, sabotage, subversion and terrorism, finally climaxing in the final *jyhad* in which the Sabbat will either take their objective or die (again) trying.

Sabbat Glossary (Continued)

Country Gangrel: Those Gangrel *antitribu* who spend most of their time outside the cities, usually as nomads.

Creation Rites: The test which each newly-embraced Sabbat must pass. The recruits are buried and must dig their way to the surface unassisted. Those who fail are abandoned to eternal subterranean Torpor.

Daughters and Sons: A derogatory reference to non-Sabbat vampires.

Dementation: The unique discipline found only among Malkavian *antitribu*.

Dog: A Lupine.

Elysian Fields: A cemetery, mausoleum or other place of the dead.

Eshat: A meeting each pack holds on a weekly basis. It usually consists of a discussion of pack business, the Vaulderie and possibly other rituals.

Festivo dello Estinto: The "Festival of the Dead," a week-long celebration held during the second week of March. All the Sabbat of their city attend, as well as any nomad packs in the area.

Fire Dance: A ritual where Sabbat leap through blazing fires as evidence of their bravery.

Founded Pack: A coven.

The Great Jyhad: The war which raged between the Sabbat and the Camarilla for the two centuries following the Convention of Thorns.

Hand: The Black Hand.

Harmonist: A Sabbat who follows the Path of Harmony.

Headhunter: A Sabbat who collects the skulls of those vampires he has destroyed.

Ignobis Rites: Those rituals which are practiced by certain packs among the Sabbat, but which are not universal to the sect.

Infidel: Any non-Sabbat vampire.

Injun or Indian: A nomad.

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Sabbat Glossary (Continued)

Inner Circle: The ruling body of the Sabbat, comprising the Regent, the Prisci and all the Archbishops.

Juice: Blood

Juice Bags: Kine.

Jihad: Any conflict with non-Sabbat vampires.

Kindred: A disparaging term for all non-Sabbat vampires.

Loyalist: A Sabbat who refuses to submit to the leadership of the Sabbat, on the theory that any yielding to authority is a violation of the ideals of the Sabbat. Loyalists are a radical clique that preaches that true loyalty to the Sabbat requires total freedom.

Monomacy: A formal combat between two vampires. A traditional means of settling disputes.

Necronomist: A follower of the Path of Death and the Soul.

Noddist: A follower of the Path of Caine.

Nomadic Pack: A Sabbat pack that travels constantly and does not maintain any permanent haven.

Nomads: Sabbat who belong to nomadic packs.

Nosferatu Kingdom: The sewer system of the city, particularly those areas favored as havens by Nosferatu.

Obtenebration: The characteristic discipline of the Lasombra clan.

Outlander Gangrel: A small faction of nomadic Country Gangrel who do not join a pack and never enter a city. They are the Sabbat's foremost experts on the Lupines.

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Finally there's *Gehenna*, the Big One, Ragnarok, Helter-Skelter, the final conflict between the Sabbat and the awakened antediluvians, returned to drink the blood of their young. The Sabbat's overall strategy to prepare for Gehenna is simple – the fewer slaves the antediluvians have left to fight for them at Gehenna, the easier it will be for the Sabbat to win. If the Sabbat wins at Gehenna, it will usher in a vampiric paradise, where the Children of Caine are completely free and once more rule openly as the dark gods of their kine. If the Sabbat loses, then it's fun-time for the antediluvians.

If the Vaulderie and the Creation Rites are what makes a vampire a Sabbat, then the rest of the *auctoritus ritae* are what makes the Sabbat a *nation*. Many of the official rituals (see sidebar, p. 69) are strictly ceremonial, serving mostly as ego boosters and morale raisers. Others (like the Games of Instinct or the Fire Dance) are more in the nature of training exercises, designed to keep the Sabbat's spirit hard and martial instincts sharp. Others, specifically the three described below, have more unique functions.

Monomacy

Monomacy is a one-on-one duel between two Sabbat. It is the sect's traditional method of settling irreconcilable disputes. It is the most overt power play possible when one vampire wants to usurp another's position of leadership. It is among the rarest of the 13 rituals – Sabbat prefer to keep their internal struggles more private, as a rule. Those who are too aggressive in using Monomacy as a road to power are eventually quietly assassinated by more subtle leaders.

By ancient tradition, one vampire sends another a challenge, which must be either accepted or denied. A Sabbat who denies a challenge is usually branded a coward, with a marked loss of status.

The sacred Rules of Monomacy require that if a challenge is accepted, an independent arbiter be appointed to oversee the battle. The arbiter decrees the rules of the duel (whether weapons or disciplines may be used) and the object of the duel (usually, to the Final Death).

If the duel was fought over a position of leadership, and the challenger wins, he may name the replacement of his opponent. Usually, the challenger names himself, although sometimes a warrior can be bribed or persuaded to issue a challenge on behalf of another.



War Parties

Although they are a separate ritual in their own right, the War Parties of the Sabbat are in a way also the Sabbat's most dangerous Game of Instinct.

When a War Party is called, the local archdiocese names a target. The most common targets are powerful vampires in an enemy city, though War Parties can also be called against inconvenient mortals or even Lupines. Teams from several different packs will compete against one another in the War Party. There is little effort at concealment or subtlety – instead, the War Party relies on speed, surprise and sheer viciousness to carry the braves through the target's defenses. The first team to drink the blood of the target wins. This usually means the death of the target, but this is not absolutely essential. Usually the winners will be required to secure some kind of physical proof of their achievement. The different teams are allowed to fight each other as well as the enemy on their way to the target. War Parties are inevitably followed by massive celebrations where the dead are honored, the winners are lionized and the losers can console themselves through revelry.

The Wild Hunt

Traitors to the Sabbat are very rare, but when they occur the solution is the Wild Hunt. Wild Hunts may also be called when a spy who is suspected to have obtained some Sabbat secret is at large. When a Wild Hunt is called, every Sabbat in the city is expected to drop everything and devote himself exclusively to finding and killing the quarry. Even though they usually take place in Sabbat territory, a Wild Hunt is even less covert and subtle than a war party. The hunters are expected to let nothing stand between them and their prey – any amount of slaughter or wanton destruction is allowed, so long as the transgressor is destroyed.

The Black Hand and the Inquisition

The Black Hand is the Sabbat's militia, its special forces, the *creme de la creme* of Sabbat warriors. It is dominated by Assamite *antitribu* with a significant minority of Gangrel, with representatives of most of the other clans of the Sabbat as well.

The Black Hand does not form separate packs – each member is part of an independent pack. The Black Hand is only called upon to act as a group in times of war. They are always at the forefront of any major battle (although the Inner Circle takes a very dim view of Archbishops or Cardinals who call out the Hand to deal with some threat that could as easily have been handled by the packs themselves).

New members of the Hand must receive an invitation from the Black Hand itself before they can attempt to join. The best way to catch the eye of the Hand is to demonstrate martial prowess and reckless bravery. Those who are invited to try for membership are put through a grueling series of tests of their will, cunning and fighting ability. Usually these trials will involve some sort of actual operation against the enemies of the Sabbat. There are no game prerequisites for Black Hand membership – instead, the GM is encouraged to devise and roleplay the candidate's tests.

If they pass the tests (and few fail, though many die in the attempt), the new members of the Black Hand are magically branded with a permanent crescent-shaped mark on the palm of their right hand. Each new member is also assigned a sponsor, who is responsible for his advanced training and supervision. He must pledge to answer the call every time the Black Hand is mobilized against a foe of the Sabbat.

Sabbat Glossary (Continued)

Pack: A group of Sabbat blood-bound to one another. A Sabbat can only belong to one pack at a time.

Pale Rider: A nomadic Sabbat. Most often used in reference to a member of a biker pack.

Palla Grande: The grand ball held every year on All Hallows' Eve. All the Sabbat of the city gather together. It is a costume ball and humans are usually invited as guests (and some are invited as refreshments).

Pander: A Caitiff of the Sabbat. The Sabbat has extended the Panders full rights as a clan.

Path of Enlightenment: A belief system which the Sabbat embrace to strengthen their spirits against the Beast. At the moment there are seven distinct recognized paths.

Prize: The target of a wild hunt or war party.

Rules of Monomacy: The traditional rules for formal duels among the Sabbat.

Sabbat: A sect of vampires which believes that the antediluvians are returning to feast on their childer, and that the Camarilla is their tool. The term "Sabbat" can refer to the sect as a whole, the vampires who make up the sect, or an individual vampire of the sect.

Scout: A Sabbat sent as a spy into enemy territory.

Siege: A campaign to establish Sabbat control over a city held by the Camarilla.

Slave: An disparaging term for an Anarch (the Sabbat hold that all non-Sabbat vampires are slaves of the antediluvians).

Sword of Caine: The Sabbat.

Tongue: Sabbat propaganda, especially propaganda directed against the Anarchs.

Unifier: A follower of the Path of Power and the Inner Voice.

V: A vampire. Pronounced vee.

Vaulderie: The central ritual of the Sabbat, in which all Sabbat present pour some blood into a chalice, then drink from the mixture.

Vicissitude: The characteristic discipline of the Tzimisce clan.

Vinculum: The peculiar blood bond which results from the Vaulderie, which causes all vampires who partake to feel a certain loyalty to all those with whom they share the Vinculum.

War Party: A ritual in which packs or individuals compete against one another to find a certain target. The winner gets to take the target's vitae.

Wild Hunt: The Sabbat Blood Hunt, where all available Sabbat try to find and destroy a certain target. The Sabbat make no effort to conceal such activities.

Sabbat Secrets

Since its foundation, the Sabbat has

There are four generals of the Black Hand, called the Seraphim. They serve the Regent directly and have seats in the Inner Circle. The Seraphim may appoint regional sub-commanders called dominions. These are the only official

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not with the help of a vampire. In the Sabbat, there is no position. These vampires are changed persons, not the dead, but those who they have been compromised. Although many vampire Sabbats work these vampires as tools and slaves, when the Sabbat aspired to be a lodge or fraternity for the undead, they can nonetheless be useful when meeting a new vampire for the first time.

Handshake The Sabbat secret handshake is used to seal bargains and promises, as well as in various rituals. The handshake should be used only *after* both vampires are sure the other is Sabbat.

Oath of Loyalty This is a short but solemn pledge of loyalty to the sect pronounced at secret meetings of the coven or at certain rituals. Most packs have a version of this oath, so it may vary. The Markaians from England swear with the words "I swear I belong and I shall be All Anarch."

Secret Password The secret password at the moment is handed down from the Archduke to all the packs of the city. The word is given to any new Sabbat who enters the city on official business. This enables the packs to know if a new vampire who claims to be Sabbat has been properly cleared by the city leadership yet.

Secret Sign This is a seemingly innocuous gesture which can be used in public as a way of saying "I'm Sabbat, so I don't start any trouble."

Symbol of the Sabbat This is a particular symbol that can be drawn or worn to indicate that one is Sabbat. Symbols are often worn openly, and particularly by the recruits who are unlikely to be known or recognized outside their own packs.

Test of Verification This is a series of questions and answers that each member of a pack poses to a doubtful vampire as Sabbat. It may only be administered in a temple, a ritual hall, or other secure area. This test must always be given before discussing Sabbat business with a strange vampire.

Pack Customs

Different packs within the Sabbat value both their unity with one another and their independence from other packs. There are most packs will adopt certain customs to assert their independence and enhance the bonding between pack members. These customs might include any of the following:

(Continued on next page)

ranks the Black Hand possesses. Other leadership positions are temporary—the best Black Hand member available is ordered to lead to accomplish some strategic objective.

It is true that the Black Hand has saved the entire Sabbat more than once in the past. However, there are those who say that the order has become secretive and authoritarian in recent years, and they suspect that they are gearing up for some sort of overt power play for the future Sabbat.

The Sabbat Inquisition

There is nothing at all ironic about the name of the Sabbat Inquisition: its sole purpose is to seek out and destroy heretics—in the special case of the Sabbat, those who follow the forbidden Path of Evil Revelations.

The Inquisition is a small coterie of powerful Sabbat, empowered by the Archduke to hunt down and punish any vampire guilty of heresy or demonic activity. Its power to root out guilt of demonism is unlimited, and the long and even more brutal punishments of the Inquisition make the normal punishments of the Sabbat look merciful indeed. The Inquisition also has the power to strip and priests of their office. They may go anywhere and ask anything in the name of their duties.

There are 15 inquisitors. They travel in groups of five as Paladins. They will listen to any accusation and investigate. If they suspect that the accusation was spurious or malicious, they will usually name of the accuser to the accused.

The Inquisition is feared, both for their present power and their potential to become kingmakers. So far, however, by all available evidence, they have confined their efforts to implacable and harsh though they may be to the mission at hand.



The Sabbat Paths of Enlightenment

War alone keys up all human energies to their maximum tension and sets the seal of nobility on those peoples who have the courage to face it.

—Benito Mussolini, *Fascism*

Traditionally, the childer of Caine have kept the Beast at bay by conserving the quality which they call "Humanity." The vampires of the Sabbat care nothing for Humanity. To them, it is a albatross, a rotten remnant of an existence best buried and forgotten.

Yet the Sabbat also knows that they cannot yield their wills utterly to the Beast. They have no love of Humanity, but nonetheless they need the control it provides, if they are to effectively organize against their enemies and control their prey.

To meet this need, the Sabbat embraced the Paths of Enlightenment — stern ethical philosophies, submission to which gives the individual Sabbat the moral strength needed to keep the will in ascendance over animal urges.

The Paths presented below are by far the most common among the Sabbat, but are by no means a complete roster of all possible paths. There are a plethora of venerable Paths which have either lost favor among modern Sabbat or have not yet caught on in any significant way, as well as an infinity of Paths which have not been formulated yet. It is entirely possible, for example, for a Sabbat to follow either of the Paths described beginning on p. 57.

Path Rating

Although in terms of roleplaying there is a vast difference between Humanity and the Paths of Enlightenment, as game mechanics the two are handled virtually identically.

All Sabbat characters must select a single Path of Enlightenment at character creation. As with Humanity, a PC's initial path rating is 12, unless they choose to buy it up at 5 character points per +1 to Path, or -5 points for -1. The character should select his Path with care — it will constantly and fundamentally affect how the character is played, throughout the entire campaign. The PC must always strive to follow the dictates of his path to the best of his ability, if he is to maintain a sufficiently high Path Rating to survive.

Any time a Camarilla vampire would use Humanity to resist Frenzy or a given Discipline, the Sabbat may use his current Path Rating. Path Rating also controls the Sabbat's ability to wake, time in Torpor and ability to pass for human as described on p. VTM76.

The GM may raise a PC's Path Rating for any deeds which are judged to be in accordance with the dictates of his Path, he may lower the Path Rating for any violation of those dictates.

The Path of Caine

It is not surprising that the Path of Caine bears a marked resemblance to the philosophy of the Assamites of Alamut, for the path was originated by Assamite *antitribu* who claimed to have recovered a fragment of the Book of Nod. It is from this fragment that the followers of the path acquired the nickname "Noddists." The precise content and current location of the sacred fragment are a matter of much speculation, but the Noddists insist that it exists and remains in the custody of the leadership of the Sabbat.

The Path of Caine has declined in popularity since its heyday in the 15th through 17th centuries, but its followers remain influential in the Sabbat out of all proportion to their numbers. The Assamite *Antitribu* remain the dominant clan among the Noddists.

Pack Customs (Continued)

Colors: The pack wears a certain identifiable mode of dress. This could be a certain type and color of jacket, a distinctive hat, a particular brand of boots or tennis shoes, or a whole uniform. Others have distinctive costumes reserved for more private occasions, like a certain style of face paint or ceremonial robes.

Songs: Packs might adopt certain songs that they sing at pack gatherings. These songs might be songs of loyalty, remembrance or boasting, they might be martial, proud, sad, happy, ironic or frankly humorous.

Symbols: A pack might adopt a certain picture or symbol that they can wear on their clothing and use as a graffiti tag on their territory.

Stories: Many packs preserve certain tales. These might be stories of particularly notable or tragic events from the pack's history, or they might be traditional tales from vampire or kine lore which are held to express some unique facet of the pack's character.

Trials: Unless the crime endangers the Sabbat as a whole, packs are expected to handle their own matters of discipline. Many have evolved certain customary procedures which are used to judge the guilt and set the punishment of a pack-member accused of some breach of pack rules or pack security. Some packs even have certain pet punishments — some prefer burning, others like to make the guilty the main course of a blood feast, some packs draw and quarter the guilty, and some prefer to make them "walk the plank" off a high-rise building.

Changing Paths

It is possible to change from one Path of Enlightenment to another, and in fact most Sabbat will do so at some point in their immortal existence, as old paths become obsolete and new ones arise.

Changing paths is not, however, a decision to be made lightly or often. In fact, it should be uncommon for PCs to change at all in the course of a typical campaign, and virtually unheard of for any single PC to switch more than once.

To switch Paths, a PC must have a Path Rating of at least 10 in his current Path — below that level his spirit is too clouded to make such a fundamental choice. The change should be made when the vampire is at peace with himself, after a period of due reflection — not in the middle of an adventure or while the vampire is in the midst of some plot or power play. When the change is made, the Sabbat begins with a Path Rating 3 less than his final Path Rating in the former Path.



Followers of this path are solitary and meditative. Self-discipline is taught – a Noddist will never willingly yield to Frenzy. Diablerie (of non-Sabbat elders) is praised, as is the discovery of Hidden Lore of all sorts. Mercy and pity are scorned, but so is needless cruelty or savagery. This is an intellectual path, and the Noddists will defend their views with passionate but scrupulously logical argument.

Noddists avoid participating in Sabbat creation rites whenever possible, and they tend to remain aloof from the more competitive *ritae* (although they are encouraged to test their endurance privately). They are traditionally the primary organizers and participants in the annual *Palla Grande*.

Noddists often have high skills in History, Archaeology, Literature, Occultism, Theology and Research, as well as any Hidden Lore they can unearth. There is a certain bias within this path against the study of Thaumaturgy and Serpantis, which are viewed as “unnatural” disciplines.

The Path of Cathari

The Path of Cathari takes its name from the mortal Christian heresy of the Albigensians, or Cathars. Like that belief, this Path is a Dualistic worldview which holds that there are two divine principals, one good and one evil. The good divinity rules the spiritual world, the evil one created and rules the material world.

The original Cathari sought to purify themselves of the evil of the material world (the word “Cathari” means “the pure”). Those Cainites who follow the Path of Cathari, however, believe that they were created by the evil one to test the spirits of purity and if possible force them to succumb to the temptations of the material world. The Cainite Cathari accept this role as their rightful reason for existence – they embrace their own evil and the evil of the world around them.

The Cathari believe that as vampires they are forever barred from any further spiritual evolution or transcendence. To them, earth is hell, but it is a hell which they can take as their own and mold to their own pleasure.

The Cathari are consummate hedonists. Their purpose, they feel, is to test the beings of the spiritual realm by taking as much pleasure as possible from their Earthly damnation. They have no qualms whatsoever about the indiscriminate slaughter of mortals – at worst, they’re just sending their victim back for another ride on the wheel of incarnation, and at best they may be freeing him from earthly existence entirely. They make a great show of having no fear of the Final Death – nothing that lies beyond, they feel, can be any worse or any better than how they live now. They have no reservations about siring new vampires.

There are two ranks of Cathari, the *credentes*, or ordinary followers, and the *perfecti*, who have achieved a Path Rating of 15 or more (as determined by their public behavior and tests of their spiritual mettle). The Cathari have a unique ritual called the *consolamentum*, wherein two *perfecti* absolve all followers of all the sins they have committed, allowing them to face Final Death without fear. This ritual is usually performed about once a month, or immediately before undertaking highly dangerous missions or activities.

Cathari are very materialistic and have high Wealth and high artistic and social skills. Most have several hobby skills. They prefer the Animalism, Domination and Presence disciplines.

The Path of Death and the Soul

Originally the creation of the Tzimisce, this was probably the first true vampiric Path of Enlightenment. Its creation far precedes the Anarch Rebellion or the creation of the Sabbat.

The followers of this Path, called "Necronomists," believe that life is a cycle of birth, death and rebirth, but that vampires stand outside this cycle. They are ghosts in human bodies, trapped between the physical plane and the spirit world. All the vampire's powers and weaknesses exist because he stands suspended between the two worlds. Therefore, it behooves him to study the spirit world and the cycle of death and rebirth in order to enhance his powers and transcend his weakness. Many Necronomists believe that the Final Death will return them to the natural cycle of incarnation, but they are not sure. Much of their researches have this fundamental question at its heart — *where does a vampire go when he dies?* They also believe that the heart is the seat of the soul and the blood carries the life-force through the body. Since a vampire's body does not produce blood, he must take the blood of the living.

Necronomists are curious and dispassionate by nature. They scorn all emotional display. They are always eager for new knowledge, particularly when that knowledge relates to death or the spirit world. They take a very scientific approach to their research, conducting their dark experiments with a horrible emotional detachment. Even other Sabbat are sometimes uneasy around Necronomists. They have many elaborate and bloody private rituals.

Toreador *antitribu* dominate this path. Preferred skills include Alchemy, medical skills, Occultism, Theology and virtually all other sciences and Hidden Lore. Auspex, Necromancy and Thaumaturgy (particularly Necromantic spells) are favored disciplines.



Path of Caine: Dos and Don'ts

1. Diablerie is your chief goal. Elders of the Camarilla are preferred, but any elder not of the Sabbat will do.
2. You must participate in any war party which may offer an opportunity for diablerie.
3. You must study vampire history and pursue Hidden Lore. Missing pieces from the Book of Nod are particularly precious.
4. Any evidence for the existence or whereabouts of Caine must be pursued, even to Final Death.
5. Kine may not be taken as allies or friends.
6. Animal vitae is unclean, and may only be taken when there is absolutely no human vitae available.
7. Meditate every night, for several hours if possible.
8. Frenzy must always be fought.
9. Always strive to increase your Will.
10. It is a sin against Caine to feel guilt over killing kine.

Path of Cathari: Dos and Don'ts

1. You must strive to increase wealth and temporal power.
2. Pleasure must be pursued to the fullest extent possible.
3. There should be no remorse over the killing of kine.
4. Wealth is to be flaunted.
5. Animal blood may be drunk if necessary, although human vitae is preferred, since its taking is so much more pleasurable.
6. Atrocity and savagery are merely part of the natural order — there is no need to oppose them or regret them.
7. Final death is to be avoided, but not feared. Vampiric existence is the pinnacle of the cycle of reincarnation, and should be preserved as long as possible.
8. Total hedonism is always your most important guiding principle.
9. Ascetics are silly and vexatious.
10. Long-term romance with vampires or kine is a spiritual trap to be avoided.

Path of Death and the Soul: Dos and Don'ts

1. Act dispassionately, without emotion.
2. Do not make decisions hastily or irrationally. Always be logical.
3. Be courteous and loyal to allies and associates, but do not allow them to become friends.
4. The urge to Frenzy must always be fought.
5. Systematically study death. Experiment with it.
6. Read voraciously; always try to increase your knowledge.
7. Killing is never an act to be regretted.
8. Final Death is not a fate to fear.
9. Solitude is precious; spend your free time alone, when you can.
10. Meet regularly with your fellow followers of the Path, to share your discoveries and learn from theirs.



Path of Harmony: Dos and Don'ts

1. Your essence is both human and animal – try to balance these two principles, and learn to shift between them with ease.
2. As much as possible, let your emotions be your guide.
3. Compassion for all creatures is appropriate . . . in due moderation.
4. You must never hesitate to kill for sustenance or self-defense.
5. Seek out the fellowship of others – be sociable.
6. Frenzy may be fought, if necessary, but it is good to “ride the wave” whenever you can.
7. You retain a measure of your Humanity, but now it is tempered by the Beast. You are no longer a human, you are something else.
8. Spend time among unspoiled nature.
9. It is good to keep animals as pets.
10. If you live in the city, try to visit the country frequently.

The Path of Evil Revelations

The Path of Evil Revelations was originated in the 16th century by a clique of Brujah who were devil-worshippers in life, and saw no reason to forsake their infernal masters in unlife.

The Path of Evil Revelations works best as a hidden force of evil in the campaign for the PCs to strive against. For that reason it is not recommended for PCs – the GM is completely within his rights to put this path completely “off-limits” to PCs in his campaign.

The followers of this path believe that vampires are the earthly manifestation of absolute universal evil. All Cainites who deny that this is their only nature are deluded fools. Demons are also manifestations of universal evil, more “pure” in their nature since they are not bound by earthly constraints; therefore vampires should serve the demons and promote their interests.

The Path of Evil Revelations is not recognized by the Sabbat. Those who follow it do so in secret – they pick one of the other Paths, which they pretend to follow in public. It is said that the Path has its own foul rituals that it practices in secret, including human sacrifice to infernal forces. The Sabbat is not so much offended that this Path sacrifices humans, as that it sacrifices them to something *other than themselves*. Most vampires feel that they are the rightful lords of creation and that in all things the vampiric will must reign supreme. The heresy of the Path of Evil Revelations lies in that its followers submit themselves to powers not of Caine.

Advanced followers of the Path are rumored to become immune to the Vinculum and to gain other powers from their demonic masters.

All followers of this path have some degree of the Hidden Lore: Demon Lore skill and some Latin, for the rituals of the Path are conducted in that language. They also tend to develop high social and thief/spy skills, the better to keep their secret. Followers of this Path often study the Auspex and Domination disciplines.

The Path of Harmony

This Path emerged about the same time that the Sabbat shifted its primary focus to the New World. Today it is in decline – modern Sabbat are generally too cynical to accept its teachings willingly. This is the Path which most closely approaches the Camarilla ideal of Humanity, and the Path which most easily meshes with the way of Golconda.

The Harmonists believe that everything has a purpose, even vampires. Vampires are not an aberration or cosmic accident; they were placed on the earth to occupy the niche they now hold. Harmonists remember at all times that they once were human, but also that they have become something else. Like the Camarilla, they believe that their humanity is the only defense against the Beast.

But vampires are not human. A vampire has a right to exist, and therefore a right to prey upon humanity to continue his existence. There can be no evil in following one's own nature. Prey must be taken, but it must be taken with gratitude, and never wasted.

The Harmonists have no formal rituals, but do occasionally meet. Despite their lack of outward organization, they are one of the more selective paths regarding who they will admit, looking for vampires with intelligence, emotional stability and deliberation. The ability to display emotion, but also control emotion, is prized.

Harmonists often have Empathy or Animal Empathy. They have high outdoor skills, and they tend to continue to pursue matters that interested them in mortal life. They favor the disciplines of Animalism and Auspex.



Path of Honorable Accord: Dos and Don'ts

1. Those who have no honor deserve contempt.
2. Your word is your sacred bond.
3. You live always with honor.
4. Scorn materialism and unnecessary wealth.
5. It is a sin to disobey rules, but it is a greater sin to obey rules which violate your honor.
6. Always defend your comrades.
7. Anything given into your charge must be protected.
8. Extend hospitality.
9. Be stern with weakness and harsh with disobedience or dishonor.
10. Your loyalty to the Sabbat is more important than your own safety. It is more important than *anything*. It is never dishonorable to defend or remain loyal to the Sabbat.

The Path of Honorable Accord

This is the least philosophic and esoteric of all the paths. It is really more of a code of conduct, based on principles set forth in the *Code of Milan*. Followers of this path are called the Canonici.

The Canonici believe that attempts to understand existence are meaningless; only the here and now matters. Honor is cultivated because it leads to strength and to glory. Despite its stern structure, the Path of Honorable Accord is one of the most progressive paths, because the Canonici believe that the future belongs to the strong, to do with as they will. Final Death is held to be preferable to dishonor.

Canonici are enthusiastic participants and organizers of all of the Sabbat rituals, and the most enthusiastic proponents of new innovations to the *ritae*. They meet regularly together to practice private rituals of their own. The Canonici make it their business to see that other Sabbat conform to acceptable standards of behavior — while followers of other Paths are not held to every tenet of the Code of Milan, the Canonici have no tolerance for those who violate what they consider to be the fundamental principles of the Sabbat. Some Canonici are quite fanatical about their personal honor, while others merely crave a certain degree of order and security to their existence, even among the chaotic fellowship of the Sabbat. This is the most popular path among those who have their own personal philosophy or theology, yet understand the necessity of a Path to vampiric survival. The Path of Honorable Accord enjoys popular support among all the Clans of the Sabbat.

Canonici possess high Hidden Lore: Sabbat, with a specialization in the *Code of Milan*. They tend to have high combat skills, and are adept at Snake Handling, Fire Walking, Fire Eating and other skills associated with the *ritae*. Preferred disciplines include Potence and Fortitude.

Path of Power and the Inner Voice: Dos and Don'ts

1. Devote free time to self-examination and self-improvement.
2. Listen to others, but do not allow them to make decisions for you.
3. Power strengthens one in more ways than the obvious. Power should be sought for its own sake.
4. Pursue knowledge and wealth.
5. It is better to lead than to follow.
6. If underlings follow faithfully, treat them with justice; if leaders lead efficiently, treat them with respect.
7. You never have enough, you are never good enough. The value of power and self-improvement is in the striving as much as the achievement.
8. Never hesitate to manipulate others for personal advantage.
9. Rules are only valid when they work to your benefit.
10. Do not betray others lightly, but if that is the only way to achieve your goal, do not hesitate.

Games

The bloody games of the Sabbat are more than a diversion. They're a test of courage and of power, and a way of asserting the absolute freedom of the Sabbat. The point of the games is to push the envelope, flirting with Final Death and taunting the mortals with the reality of vampires – holding that knowledge out to the prey, then pulling it back at the last possible moment. The games are both a reward and a relief from the necessity of discipline in the face of the Jihad. Most of the time games are played in enemy territory, which provides not only an extra rush of danger, but also the doubled pleasure of making a mess and then leaving it for somebody else to clean up. A continual motif in the games of the Sabbat is to disrupt the Masquerade of Camarilla vampires.

Car Races: The pack steals cars and races each other around town or out on the highway. Any police who try to interfere are either killed or dominated into submission. There's usually no finish line – the goal is to drive as fast and recklessly as you can and be the last car to crash.

Cowboys and Indians: The participants dress up as cowboys and Indians, and then hunt each other through public areas, using real guns and bullets. If a player is seriously hurt, he can call a time out while he goes and drinks enough blood to heal himself.

Demolition Derby: Like car racing, except the goal is to cause as many wrecks as you can. Once again, the last car moving wins.

Duelling with the Enemy: When an Anarch or sometimes even a member of the Camarilla wanders into Sabbat territory he's not always destroyed out of hand. Often one member of the pack will call him out with some kind of one-on-one challenge. The duel often isn't a combat at all; it can be a race or a test of skill (sometimes it has been something as trivial as a video game or penny-pitching match). If the intruder wins, he's allowed to leave. If he loses, he's devoured, or taken to the archbishop.

Football: Ordinary, tackle football. Often one pack will challenge another to a friendly game. Sometimes they'll go down to the park or stadium and try to pick up a game with some mortals. Sometimes, if the opposing team plays *really* tough and doesn't whine about "rules," the Sabbat will play the game out fair all the way to the end. Sometimes.

Fox Hunt: This is one of the most dangerous games. The Sabbat hunt down a single Lupine and take him alive back to the city. There they release him, give him a few minutes head start and then hunt him down again – this time if he's found, he dies.

Continued on next page . . .

The Path of Power and the Inner Voice

The Path of Power and the Inner Voice elevates personal advancement above all other considerations. It is not surprising that it is the creation of the Lasombra. Adherents refer to themselves as the Unifiers.

The guiding principle of this Path is natural selection – survival of the fittest. Unifiers seek to master others, but to do so they believe that they must first master themselves. They submit themselves to the most rigorous mental, physical and spiritual challenges. This spiritual discipline makes followers of this path rather more likely than most Sabbat to find Golconda, despite the almost complete selfishness of the Unifiers. Of all the Paths they are the most likely to be Oracles.

This is the most stringent and intolerant of all the paths, even more so than the Path of Honorable Accord. Followers of the Path of Power and the Inner Voice believe that it is the proper place of the other Paths to accept their inferiority and subordination to the Unifiers, and they have no tolerance whatsoever for dissent. Unifiers are among the most cruel of all Sabbat. They are the only Path to actively persecute those who forsake it for another – those who leave the Path are regarded as failures and victims of their own weakness, and scorned by other Unifiers. They are the most militant of all the Paths, constantly pushing to test themselves in battle.

Manipulation, brutality, treachery, generosity, mercy, trust . . . to the Unifiers these are all different sides of the same thing – they are all tools for power.

The Unifiers are the most active of all the paths in their pursuit of Status and Reputation. They usually have high Wealth and tend to seek Allies. They all study the Meditation skill. They favor combat, social and thief/spy skills, particularly Leadership and Politics. They do not favor any disciplines over the others – all are potential paths to power – the emphasis is on mastering one's disciplines as fully as possible.



Sabbat Justice

The Sabbat encourages freedom, but has no tolerance whatsoever for those members who willfully or irresponsibly endanger the sect. Below is a list of Sabbat crimes and the traditional punishments associated with them.

Treason against the Sabbat: Torture and dismemberment before Final Death by fire.

Murder of a fellow Sabbat: Death by diablerie.

Stealing from another Sabbat: Permanent mutilation.

Lying to sect leaders: Torment by flame, or a bath in lye.

Cowardice in battle: Death by acid, or permanent Torpor in the catacombs beneath the local temple.

Revealing Sabbat secrets to non-Sabbat: Death by fire.

Failure to come when summoned by a leader: Branding.

Slave ghouls disrespectful to a Sabbat: Drawing and quartering of ghoul, beating and blinding of vampire master.

Slave ghoul reveals Sabbat secrets: Death by fire for both ghoul and master.

Refusal to participate in the Vaulderie: Humiliation before the pack and imprisonment without blood for one month.

Striking a cardinal, priscus or archbishop: Blinding and multiple bones broken.

Associating with vampires of the Camarilla: Warning on first offense, beating on second, concrete boots on third.

Failure to complete minor mission: Humiliation before the pack through beating and electrical shock.

Failure to complete major mission: Nose cut off and permanent branding.

Any display of cowardice: Blood feast for other pack members, but not usually to the point of Final Death.

Allies of the Sabbat

In general, the Sabbat is an isolationist organization. They don't like to depend on anybody other than themselves. They do, however, have a few traditional allies in the World of Darkness. These include;

Wizard Society: The descendants of that society of magi who originally allied themselves with the Tzimisce against the Tremere still maintains that alliance, though these days actual contact between the organizations is quite rare.

Bone Gnawers: All that is known about this alliance is that from time to time certain Sabbat packs have been aided by Lupines of the Bone Gnawers clan, receiving their help in battle against both vampires and other-Lupines.

Voodoo Cult: The Haitian voodoo cult that spawned the Serpents of the Light is an active ally of the Sabbat in their campaign to take over Haiti.

Native American Shamanistic Societies: Since the early days of colonial America, the Gangrel of the Sabbat have maintained close ties with Native Americans. Currently there are at least three elite mystical societies who maintain some contact with the Sabbat. All of these societies draw their membership from the most mystically gifted members of any Indian tribe.

The Eyes of the Sun is a group of about 20 which is skilled in the magical arts. The Penumbra of Gray Squirrels is a group of similar size which seems to have some sort of mysterious bond to the land. The Penumbra has the unique distinction of managing to maintain alliances not only with the Gangrel *antitribu* but also with several Lupine tribes. The final group, the Path Finders, numbers less than 10. The Path Finders have an affinity for the higher spiritual powers – they are perhaps the Sabbat's most potent allies.

Games (Continued)

Freeplay: Humans are captured and made to believe they're trapped in a fantasy world through Domination and Chimerstry. They're taken down to the Sewers, given archaic weapons and told to go hide. Then the Sabbat dress up in appropriate costumes and pretend to be a party of "heroes." The humans are treated as monsters to be hunted down and slaughtered by the "heroes."

Gangbanging: The Sabbat steal a car and drive into enemy territory. When they find a Camarilla vampire – or better yet a whole group – out on the street they drive by and open fire with automatic weapons. The fun comes when the victim has to get to his feet and stumble off through all those terrified mortals.

Headbanging: The Sabbat go to a club in enemy territory and enter the mosh pit until they Frenzy. Usually some of the patrons escape the slaughter when the vampires start to turn on each other.

Horse Racing: Horses can be raced just like cars, except that it's easier to get horses into parks, malls and hospitals.

Human Gladiators: The Sabbat grab a group of humans, take them somewhere private, and arm them with crude weapons – knives, clubs, chains. The last one moving gets to walk away, the rest end up as meals. Sometimes if a gladiator is particularly vicious and proficient he'll be recruited.

Spirit Games: If a pack has a Thaumaturgist with the right spells, it's fun to have him summon a spirit, then make it answer questions and do things, like a seance for real.

Torture Games: This one's simple. Grab a mortal, turn him over to the pack's Toreador or Tzimisce, and see how long he can last and how much he can take.

Trick or Treat?: Grab a bag and go trick or treating. If the Sabbat are given candy, they leave. If not, they trick the house by sneaking in and drinking the blood of those inside (maybe fatally, maybe not). Or sometimes they trick the house by soaping the windows or throwing toilet paper over the garage – whatever. This game is particularly amusing when Halloween is still months away.

Trip to the Zoo: Kidnap a Camarilla vampire and dump him in the middle of Lupine territory (maybe set off some fireworks or a stick of dynamite just to get the locals' attention). The only drawback to the game is that it's hard to find a good seat from which to watch the show without becoming a part of it.

THE CLANS OF THE SABBAT

*Death is here and Death is there,
Death is busy everywhere . . .*

—Shelley, *Death*

Just as there are 13 "official" vampire clans, there are also 13 recognized clans that make up the Sabbat. Of the 13 official clans, only the Giovanni are completely unrepresented among the Sabbat. However the sect has recognized a new "clan," the Panders (those vampires whom among the Camarilla are regarded as Caitiff) which brings the total to 13.

The descriptions below concentrate on the contrasts between the vampires of the Sabbat and their estranged Kindred as described in *GURPS Vampire* or chapter 3 of this book. If a clan weakness or other characteristic is not mentioned below, it can be assumed that it is substantially identical to the characteristics of the non-Sabbat branch of the same clan.

Assamite Antitribu

The Assamites of the Sabbat split from the main clan before the Tremere placed their mystical restrictions on the Assamites, therefore it is possible for the Assamite *Antitribu* to partake directly of the blood of other vampires. However, the Assamite *Antitribu* appetite for Kindred vitae is fierce – it is, in fact, a true physical and psychological Addiction. Normally this craving is satisfied by the Vaulderie, but it has been known to send Assamites out of control, leading to unfortunate episodes of carnage.

Although the Assamite *Antitribu* has completely cut itself off from the Assamites of Alamut, an unspoken pact of mutual non-aggression exists between the two factions of the clan. Unlike other Assamites, the *antitribu* allows recruitment of neonates who are not of Middle Eastern descent – this is an ongoing source of friction with the other Assamites. Like other Assamites, the skin of the Sabbat assassins darkens as they age, regardless of their racial background.

The Assamites of the Sabbat founded the Black Hand, and they remain the mainstay of that organization today.

The strangest custom of the Assamite *antitribu* is their rite of clan leadership. The ruler of the clan – called the *hulul* – has some blood from the Lasombra antediluvian in his veins. Every 100 years, the *Hulul* is ritually slain in a special diablerie ceremony, and the next eldest member of the Assamite *Antitribu* drinks the ex-ruler's vitae, passing the antediluvian blood along.

The clan's preferred path is the Path of Caine, which is, indeed, based on the original doctrine of the Assamites (see p. 45). Some Assamites also follow the Path of Honorable Accord.

The clan weakness of the Assamite *Antitribu* is a -15 point Addiction to Kindred Vitae.

Stereotypes

Brujah *Antitribu* – Their wrong-headed attempts to "reach out" to those outside the Sabbat is a weakness and an ever-present danger.

Gangrel *Antitribu* – Like us, they are honorable hunters, and therefore have our friendship and support.

Lasombra – We will support their leadership. Why not? They give us due honor and ample opportunities to prove our mettle in battle – what more can one ask in a leader?

Malkavian *Antitribu* – They have no capacity for self-discipline, therefore they are a great danger to the Sabbat.

Nosferatu *Antitribu* – They are wise in the ways of stealth and darkness, and therefore deserving of respect. But they think too much, plot too much. I hope we shall never be enemies. I think we shall never be friends.

Panders – They are foolish to think that one of their bastard brood can ever be the equal of an Assamite. Still, as a group they are not to be taken lightly – we know well the power of the undisciplined mob.

Ravnos *Antitribu* – They are useless drones – mere leeches on the flesh of the Sabbat.

Serpents of the Light – Perhaps they have their uses, but they will never have our trust.

Toreador *Antitribu* – They are trash, devoid of discipline or morality. We do not see them.

Tremere *Antitribu* – They must be watched at all times, forced to perform their duties and not allowed to plot against the Sabbat.

Tzimisce – They are strong in wisdom as we are strong in war. We respect them for their tradition and their evil. It is good that they are our allies, for they would be fearsome foes.

Ventrue *Antitribu* – We are above the prejudice of others – the Ventrue are zealous in their support of the Sabbat, and therefore we are their allies.

Black Hand – The Black Hand was built on the strength of our arms – if it is feared, it is because we made it so.

Camarilla – They are dogs. But when they are at last destroyed, who then will be our prey?

Non-Sabbat Assamites – We do not forget where we come from. Our brothers have our undying respect, but that will not earn them our mercy when the final battle comes.

Brujah Antitribu

The Brujah of the Sabbat are virtually identical to the Brujah of the Camarilla, but in the Sabbat their fierce independence does not make them rebels, it places them squarely in the mainstream. Although they are not leaders, the Brujah of the Sabbat are seen as a mainstay of the sect, defenders of its ideals and traditions (which does not mean they never cause trouble – Brujah are at the core of the extremist Loyalist movement).

Clan Brujah originally lead the Anarch revolt, but most of the clan returned to the Camarilla under the terms of the Convention of Thorns. Those who refused to honor the Convention remained with the rebels, and became the founders of the Brujah *Antitribu*. They retained respect, but were no longer powerful or numerous enough to remain the leaders of the rebellion – that role fell to the Lasombra.

The most radical tenet of the Brujah *antitribu* is their insistence on an ongoing outreach to bring Camarilla vampires into the ranks of the Sabbat. Brujah honor those among them who can convince a Camarilla vampire to become a loyal Sabbat. They also honor those who bring down Sabbat leaders who have become too dictatorial or coercive in their leadership.

Brujah *antitribu* have no formal organization, though they do make a concerted effort to retain their clan identity. They do sometimes hold rants, and occasionally even invite Camarilla Brujah to attend, if there is a Camarilla enclave nearby. Such gatherings often end in violence.

The Brujah *antitribu* have the same weakness as other Brujah; they are prone to Frenzies of particular violence. The only difference is that the Brujah of the Sabbat record their clan disadvantage as Weak Will (Instincts) -4 instead of Weak Will (Self-Control).

The preferred path is the Path of Power and the Inner Voice, but the Path of Cathari and the Path of Harmony are also found among the *antitribu*.

Stereotypes

Assamite Antitribu – They are the faithful defenders of the Sabbat, and we respect them for the security they provide.

Gangrel Antitribu – They mind their own business and let us get on with ours, but they can always be counted on when it really counts – what more could anyone ask?

Lasombra – For better or worse, they are the heart and soul of the Sabbat. They have our loyalty, but they should spend less time with petty politics and look more at the big picture.

Malkavian Antitribu – They are far more of an asset to the Sabbat than most realize. Anyway, who are we to condemn them because they don't conform – that's not what the Sabbat's about.



Nosferatu Antitribu – We know they're in communication with their people in the Camarilla – why don't they try harder to convert them to our side? Still, the intelligence they provide is one of our greatest assets.

Panders – If they want to be accepted as equals, let them prove their equality in battle! So far, it must be admitted, they have.

Ravnos Antitribu – So what if they like to play tricks? Their loyalty is above reproach, and that's what counts.

Serpents of the Light – Everybody has his own place and purpose, and the Serpents are often extremely useful... but it's still a good thing there are no more of them than there are.

Toreador Antitribu – They have completely transcended their humanity, and that is a feat worthy of respect – but there is something alarming in their detachment.

Tremere Antitribu – They provide the Sabbat with an important defense against the spellweavers of the Camarilla. They deserve respect for their service, but that doesn't mean they can be trusted completely.

Tzimisce – They are not a likable lot, but has anybody done more for the Sabbat? They have earned our trust and respect.

Ventrue Antitribu – They share our goals, and they can always count on our support.

Black Hand – The Black Hand is necessary, but it must be firmly reined in so that its militancy does not endanger the true purpose of the Sabbat.

Camarilla – This foul and blasphemous sect must be destroyed at any costs, but we should try to save those individual members who have not been utterly corrupted by it.

Non-Sabbat Brujah – Deep inside, they know they don't belong to the Camarilla. We just need to overcome their brain-washing and bring them over to the Sabbat.

Gangrel Antitribu

The Gangrel of the Sabbat have divided themselves. They're still one clan, but there are two very distinct cultures – Country Gangrel and City Gangrel. There is still some loyalty and fellowship between the two factions, but each is openly disparaging of the others' lifestyle. It is says that this schism has its roots in an intense personal hatred between the two eldest Gangrel to join the Anarch rebellion.

Any difference between the Country Gangrel and Camarilla Gangrel is mostly incremental. Country Gangrel are more mobile and spend even less time in cities than Camarilla Gangrel, because they usually live in nomad packs. They are somewhat closer to American Indians, and a bit more distant from the Gypsies than Gangrel of the Camarilla. Country Gangrel are descended from vampires who followed the westward explorers and pioneers when the Sabbat first came to Colonial America.

The city Gangrel are descended from those who chose to remain on the densely populated Eastern Seaboard. They have come to live entirely in the cities, and have developed into the ultimate urban predators. City Gangrel have diverged enough from the Country Gangrel that they have a distinct set of clan disciplines: Celerity, Obfuscate and Protean. The Country Gangrel have the same clan disciplines as Camarilla Gangrel.

Both factions in the Gangrel *Antitribu* share a fanatical hatred of all Lupines, whom they hunt whenever they are discovered in Gangrel territory.

After the Assamites, the Gangrel are the next most dominant clan in the Black Hand, where they provide not only undeniable martial prowess, but also a much-needed objective counterpoint to the passionate, sometimes fanatical positions of the Assamites.

Virtually all Gangrel follow either the Path of Harmony or the Path of Honorable Accord.

All Gangrel *Antitribu* have the same disadvantage as other Gangrel, but among the City Gangrel there is an additional special effect that the animal features tend to be taken from urban animals. Canine features tend to be more dog-like than wolf-like, and catlike and ratlike changes are also seen.

Stereotypes

Assamite Antitribu – They respect us; we respect them.

Brujah Antitribu – They think they're so respectable, but rabble is still rabble.

City Gangrel Antitribu (by Country Gangrel) – They are still our brothers, but they have forgotten much about what it means to be Gangrel – not because they have forsaken the wild, but because they have allowed themselves to become enmeshed in the plots and politics of other clans.

Country Gangrel Antitribu (by City Gangrel) – Their romanticism is stupid and their lack of civilization is repugnant. Some day they'll be forced to accept the modern era.

Lasombra – They care nothing for us. Don't trust them.

Malkavian Antitribu – They are beyond our understanding.

Nosferatu Antitribu – Their knowledge is worthy of respect. Try to stay on their good side.

Panders – We have no time for stupid social prejudice. They've earned their place as equals.

Ravnos Antitribu – In their own way, they're as wild and free as we are.

Serpents of the Light – We don't like them, but we don't want to make them enemies.

Toreador Antitribu – The most pointless excuse for a clan imaginable.

Tremere *Antitribu* – They've never done us any harm, and they do much to protect us all.

Tzimisce – They think they understand the beast, and they are wrong. Still, they would make better leaders than the Lasombra.

Ventrue *Antitribu* – They've never earned anything but our respect.

Black Hand – We deserve as much credit for the Hand as the Assamites. We should have a much more important voice in setting its policies than we do.

Camarilla – They are our true enemies and must be destroyed.

Non-Sabbat Gangrel (by Country Gangrel) – They are also our brothers – more so than the Gangrel of the city.

Non-Sabbat Gangrel (by City Gangrel) – Barbarians. We're the true Gangrel, they're just an evolutionary throwback that needs to be eliminated.

Lasombra

The Lasombra lead the Sabbat, and they expect to be treated with respect commensurate with their responsibilities. All the Regents save one have been Lasombra. In addition to holding most of the positions of authority within the Sabbat, they also control outright virtually all Sabbat interests among mortals. For a complete description of clan Lasombra, see p. 51.

The preferred paths of the Lasombra are the Path of Power and the Inner Voice, and the Path of Honorable Accord. The Lasombra are the most militant clan when it comes to discovering and eliminating those who follow the Path of Evil Revelations, but, paradoxically, it has been noticed that when a follower of the Path of Evil Revelations is sniffed out, he often turns out to be a Lasombra.

Stereotypes

Assamite *Antitribu* – They are our strong right arm. If only there were more clans like them.

Brujah *Antitribu* – They are a constant source of trouble, great and small – more than they're worth. Still, their courage and fanatical loyalty to the sect is not without its use.

Gangrel *Antitribu* – We do not understand them, and that is troubling, but their usefulness to the sect cannot be denied.

Malkavian *Antitribu* – Others mistrust them for their instability, but we understand how truly easy they are to manipulate.

Nosferatu *Antitribu* – We have allowed ourselves to become far too dependent on their secrets. What secrets of ours are they offering in return? Soon they will have to be brought under control.

Panders – They test us, but perhaps it is good to be tested. They are no danger – let them have their pretensions.



Ravnos *Antitribu* – They are rabble, but a uniquely useful rabble.

Serpents of the Light – Keep them close, keep them busy, never trust one.

Toreador *Antitribu* – They live now as we all will when our enemies are destroyed.

Tremere *Antitribu* – For now they are necessary. As long as they continue to serve, they will be allowed to exist.

Tzimisce – They are our strongest allies, but also our greatest rivals. We must keep them constructively employed lest they become restive. We must allow them a certain amount of authority so they do not come to envy our power.

Ventrue *Antitribu* – They are loyal servants, and therefore we are inclined to forgive their impertinence.

Black Hand – We must keep the Hand strong, but not too strong. It must never be allowed to challenge our authority.

Camarilla – Without their pawns in the Camarilla the antediluvians – our true enemies – are fangless. Therefore the destruction of the Camarilla is always our first objective.

Inconnu – They pretend neutrality, but they are really the slaves of the antediluvians. Fortunately, they are too old and cowardly to be any real threat.

Non-aligned clans – Those who are wise enough to join our fellowship will be welcomed, the rest must be destroyed lest they become tools of the true enemy.

Malkavian Antitribu

Sabbat Malkavians are even crazier than ordinary Malkavians. So much so that only the power of the Vinculum enables the Sabbat packs to have any control over their Malkavian members at all. It is believed that the ordeal of the Creation Rites, combined with the already unstable Malkavian nature makes the Malkavian *antitribu* so profoundly warped.

However, this curse is not entirely without benefit, for the Malkavian *antitribu* has effectively become a new bloodline, with the power of Dementation, a totally new discipline not found elsewhere among Cainites.

Malkavians are never allowed to hold positions of political authority in the Sabbat, but they do sometimes lead war-parties, with notable success.

One recurring thread among Malkavians of the Sabbat is that they refuse to admit that they are Malkavians, or even that Clan Malkavian exists. Most insist on being regarded as Panders. Another disconcerting habit is for Sabbat Malkavians to wander off and move into Camarilla territory for extended periods of time, where they apparently wander around freely and largely unmolested until they decide to return to their packs. Because of this habit Malkavians know more about the Camarilla than any other clan except the Nosferatu . . . if they remember, and if they can be bothered to share the information. There are those among the Sabbat who believe that all Malkavians customarily pretend to be much crazier than they really are.

The Malkavian *antitribu* has no organization, but from time to time Sabbat Malkavians do come together, apparently spontaneously. The only coherent discussion at such gatherings tends to consist of bitter complaints against all the other clans. They are often sewer-dwellers, and the Sabbat Nosferatu often make it their particular duty to monitor their least functional Malkavian neighbors.

The clan disciplines of this *antitribu* are Auspex, Dementation and Obfuscate. However, Malkavians of the Sabbat all have at least *two* separate mental disadvantages as described on p. VTM 123, each worth at least -10 points. These disadvantages may never be "bought off," but one disadvantage may, with the GM's permission, be traded for another appropriate mental disadvantage of equal or greater value — just to keep things interesting.

Stereotypes

Assamite *Antitribu* — Humorless, preening morons.

Brujah *Antitribu* — Nice guys, but they need to lighten up.

Gangrel *Antitribu* — I still say a Gangrel can kick an Assamite's butt any day. And they're not rude either.

Lasombra — They think they're just *sooo* hot.

Nosferatu *Antitribu* — They're good neighbors. I like them. They're ugly.

Panders — We Panders have to stick together . . . I am so a Pander . . . Yes I am!

Ravnos *Antitribu* — They're the most important clan in the Sabbat — they know how to par-tay!

Serpents of the Light — They're sneaky. I like to watch them be sneaky.

Toreador *Antitribu* — "Ew, look at me, I am a Toe-re-a-door. I am an ar-tiste! I am so cute!" *Blaugh!*

Tremere *Antitribu* — They're OK, I guess. I asked one once to pull a rabbit out of his pants, and he wouldn't do it. They're not very friendly.

Tzimisce — The Tzimisce are cool, but you don't want to get one POed.

Ventrue *Antitribu* — They take things too seriously, but they're good friends to us Panders.

Black Hand — They should put the Gangrel in charge. Assamites suck.

Camarilla — Everybody says such mean things about the Camarilla. Everybody needs an enemy, and the Camarilla is our enemy, and we should respect them for that.

Malkavians — Malkavians are a myth. What are you, crazy or something?



Nosferatu Antitribu

The Nosferatu of the Sabbat do not refer to themselves as an "antitribu" – that appellation was bestowed upon them by the Lasombra. As far as the Nosferatu themselves are concerned, they're just Nosferatu who happen to be estranged from certain other Nosferatu by politics. This is not to say that there are no significant differences whatsoever between Sabbat and non-Sabbat in this clan. The Camarilla Nosferatu still find the ideals of the Sabbat unendurably evil. It's just that the Nosferatu do not consider this ideological breach any sort of barrier to their essential kinship.

For this reason, the Nosferatu of the Sabbat remain in close communication with their Camarilla kinsfolk. They make no particular secret of this ongoing relationship (though, of course, their actual contacts are kept confidential within the clan). The Sabbat endures this breach of sect discipline because the Nosferatu are their best source of information about the enemy. Sabbat Nosferatu will never willingly reveal any information detrimental to the Sabbat, but then again Camarilla Nosferatu don't willingly give away information dangerous to their sect – but all knowledge is power, as the Nosferatu know better than any clan. In fact, even without their Camarilla connections the Nosferatu would be the master spies of the Sabbat.

Those Nosferatu who threw in with the rebels in the Anarch Rebellion did so because it seemed like their best chance for full equality in vampire society. And it is true that Sabbat Nosferatu are more easily accepted by other clans than Nosferatu in the Camarilla. Nosferatu are welcomed in the Black Hand, and some have become Paladins. Without the strictures of the Masquerade, they are not so tightly bound to the sewers (some Nosferatu even join nomad packs) and there are some who seem to get a dark enjoyment out of using their appearance to shock their prey.

They tend to embrace the Path of Harmony, the Path of Caine and the Path of Honorable Accord.

Stereotypes

Assamite Antitribu – They protect us, and we're not ungrateful.

Brujah Antitribu – Their effort to bring new blood into the Sabbat is praiseworthy, and deserves more support than it gets. They respect us, and we respect them.

Gangrel Antitribu – The Gangrel are their own worst enemy. If they'd stop fighting each other, they could be a true power in the Sabbat.

Lasombra – They do well enough as leaders, and they are not without skill as manipulators. Their subtlety, however, is no match for ours – their hidden agendas are an open book to us.

Malkavian Antitribu – They need us to keep them out of trouble during their bad episodes. Most of the time they're not nearly as bad as most others think.

Panders – We know what it's like to be looked down on. We wish them luck in their quest for equal rights.

Ravnos Antitribu – They have their circles and we have ours. We seldom meet.

Serpents of the Light – Admitting this lot may yet turn out to be the biggest mistake the Sabbat ever made.

Toreador Antitribu – We don't understand their passions, but that's nothing to hold against them.

Tremere Antitribu – We know that their loyalty is firm. They deserve better than they get.

Tzimisce – We don't want them as enemies, but they must never be allowed to lead the Sabbat – they'd try to reshape everybody in their own twisted image.

Ventrue Antitribu – They need to shut up and let their loyalty and dedication speak for itself.

Black Hand – Even we don't know the true agenda of the Black Hand. They must be watched.

Camarilla – We're loyal to our sect, but we have no time for the simplistic propaganda that others may believe. The Camarilla is not the ultimate evil, they're just a different order that happens to be our enemy.

Non-Sabbat Nosferatu – Through an accident of fate, they are our enemies, but they are still our brothers, and we will not let mere politics drive us completely apart.

Panders

The Panders are the former Caitiff of the Sabbat. They were organized in the 1950s, after the last Sabbat civil war, by a vampire named Joseph Pander. The Panders campaigned for and won the right to be recognized as a distinct clan. Joseph Pander still leads his "clan" – he currently holds the rank of priscus.

The Panders are beyond doubt the most rebellious clan of the Sabbat. In the Sabbat, this is a status not without honor, but nonetheless dangerous. The animosity between the Lasombra and the Panders is barely concealed, and the Panders make up a strong and vocal presence among the Loyalists.

Loyalist Panders decry what they perceive as a attitude in the Sabbat that Panders are only good as suicide-troops in situations where other Sabbat clans won't go. For the Panders are also among the most zealous warriors on behalf of the Sabbat. The Panders put great stock in proving their worth to the sect through bravado. There are almost no Panders in the Black Hand, though, due to Assamite prejudice.

Without a common heritage or discipline to bind them together, the Panders go to great lengths to look and act like a real clan. Panders in a given city will adopt certain "colors" – distinctive garments – which they almost always wear in public. The Panders hold frequent Panders-only rituals, of particular complexity and violence. Every three years the Panders hold their Convergence, a week-long, worldwide gathering of

Panders, which moves around between different cities of the Sabbat.

The Path of the Cathari and the Path of Honorable Accord are most popular, followed by the Path of Harmony and the Path of Caine.

Panders are not automatically looked down upon by the Sabbat, but they have to do more to prove their equality. Therefore, most Panders will have a -15 point Sense of Duty to both their Clan and the Sabbat. This Sense of Duty will compel the Pander to always be at the forefront of any battle or volunteer for any dangerous mission that might arise. If the Pander lacks this Sense of Duty (or cannot, through skillful roleplaying, lead others to believe he has it) he will be regarded as a parasite on the Sabbat and a disgrace to his clan, with a -2 Social Stigma and a -2 Status among all Sabbat, including other Panders (and among the Sabbat, having a Status this low is virtually a conditional death sentence – unless the Pander can restore his honor and status through valiant deeds, he will eventually become a sacrifice or a victim in war or in ritual). In most other respects, including their choice of disciplines, they are like the Caitiff of the Camarilla.

Stereotypes

Assamite Antitribu – Their contempt for us is inescapable, but they are trustworthy warriors nonetheless.

Brujah Antitribu – They have always helped our cause. If only they could effectively organize their own clan.

Gangrel Antitribu – They like their privacy, but they've never offered us any insult.

Lasombra – They've blinded themselves to how weak and trivial they've become. Someday we'll show them the facts.

Malkavian Antitribu – Why do they keep following us around like that? They give me the creeps.

Nosferatu Antitribu – This is the only other clan we can really respect without reservation.

Ravnos Antitribu – The Ravnos are a fine clan. I wouldn't mind spending all my time with the Ravnos.

Serpents of the Light – So what if they're "evil"? What's really important is whether or not they're on our side.

Toreador Antitribu – They're pompous, but they're equally pompous to everybody, so that's OK. They've never given us any grief.

Tremere Antitribu – The Lasombra treat them even worse than they treat us. If they're smart, they'll back us all the way.

Tzimisce – They treat us with even more contempt than the Lasombra. Anybody who thinks they really have

the best interests of the Sabbat at heart is living in a dream world.

Ventrue Antitribu – They're just like us. Their snobbery is more sad than annoying.

Black Hand – The Black Hand is nothing more than the enforcer goons of the Lasombra and the Assamite oppressors. It should be permanently disbanded.

Camarilla – They're stupid and ineffectual. Their only real use is as a straw-man enemy for the Sabbat to unify against.

Non-Sabbat Caitiff – They're nothing like us. They've accepted their own inferior status, therefore they deserve it.

Ravnos Antitribu

While most clans of the Sabbat came to the sect for more freedom, the Ravnos of the Sabbat joined because they felt a need for more organization and structure than that provided by their own free-wheeling clan. They came upon the rebels of the proto-Sabbat at a time when the Gypsies were being intensely persecuted by the Inquisition, and Ravnos, for the first time, were forced to organize for their own defense. The new sect seemed to offer an ideal combination of freedom and security for those who were drawn to it.

Today the Ravnos are quiet, complacent members of the Sabbat. They seldom go out of their way to advance the sect's interests, but they also do little to cause trouble. Although they are neither aggressive or eager when it comes to dangerous missions, they are valued as soldiers for their quick wits and survival instincts.

Some elders of the clan object to being called an *antitribu*, arguing that there is no conflict between their loyalty to the Sabbat and their loyalty to the unaligned Clan Ravnos, but in general the Ravnos bow to the wishes of the Lasombra in this matter. Among younger Ravnos, in fact, there is a growing contempt for the clan that spawned them. One powerful reason for this schism is the Sabbat's increasing recruitment of non-Romany (Gypsies) into the clan. Non-Sabbat Ravnos are no longer considered worthy of Clan honor, and a Ravnos *antitribu* will lie to one with impunity.

In most other ways they are identical to non-Sabbat Ravnos. Naturally, they are mainstays of the nomad packs.

Every 10 years the Sabbat Ravnos hold a gathering they call Carnival, which lasts for two weeks in the Spring. Carnival consists primarily of secret tribal rituals and a number of Blood Feasts. At this time all Ravnos created into the Sabbat over the last decade are formally recognized by the clan.

The Path of Harmony is the most popular path among the Ravnos.

Stereotypes

Assamite *Antitribu* – No fun at all. And snotty to boot.

Brujah *Antitribu* – Brujah are great. But under no circumstances should you ever argue with one about politics.

Gangrel *Antitribu* – They understand where we're coming from. We appreciate that.

Lasombra – If they really want respect, they need to learn to show a little respect to others.

Malkavian *Antitribu* – Watch out for Malkavians – they'll turn on you like *that*.

Nosferatu *Antitribu* – Helluva way to live. I'd almost rather not be a vampire at all.

Panders – Unlike the Brujah, it's fun getting a Pander going on politics – just don't take them seriously. They're tough though – they're not going to stop 'til they get what they want.

Serpents of the Light – Their image is worse than their reality. Some day they might rule the Sabbat – maybe better than it's ruled now.

Toreador *Antitribu* – They're tolerable in small doses.

Tremere *Antitribu* – I don't understand why they let themselves be kicked around like that.

Tzimisce – Serious, hard-core vampires. Very intense, but never boring.

Ventrue *Antitribu* – One, two, three, four. What the hell ya yellin' for?

Black Hand – Not a single active brain-cell in the bunch, but don't they goose-step pretty?

Camarilla – Maybe some day they'll wake up and see that we were right all along. Until then, war is the only option.

Non-Sabbat Ravnos – Pathetic clowns. They only pretend to be a clan. So what if we're not born *Rom*? We're still the only *real* clan Ravnos.

Serpents of the Light

The Serpents of the Light are former Followers of Set who have embraced the Sabbat. They are both the newest and one of the smallest of the Sabbat clans. They consist almost entirely of vampires originally embraced by the Setites from a specific Haitian voodoo cult. These Cainites were already in more-or-less open rebellion against their clan of origin when the Sabbat began to get involved in Haitian affairs in the 1960s. If they had not found refuge among the Sabbat, the Serpents of the Light would certainly have been crushed by the Setites. The Voodoo cult which spawned the Serpents still flourishes on Haiti, due to Sabbat patronage.

Not wishing to be associated with the name of Set in any way, the clan renamed itself the "Serpents of the Light." They rapidly proved their worth to the Sabbat by becoming its most effective terrorists, proving equally skilled at espionage and sabotage. Some serpents have even been accepted into the Black Hand (the Assamites





like to have the Serpents where they can keep an eye on them).

The Serpents actively avoid looking like Setites – they will not wear anything with an Egyptian motif, and they do not disfigure themselves. They do, however, wear black, for the pragmatic reason that doing so makes clandestine operations easier. They remain loyal allies of the voodoo cult which spawned them, and will answer any request for aid from the cult, even against the will of Sabbat leaders.

Because of their aversion to light, Serpents seldom stay in their communal havens. They prefer dark lairs in the depths of the earth – many are sewer-dwellers.

In general, the Serpents of the Light are not trusted by the Sabbat, particularly the more politically powerful clans. Some of the more fractious clans, however, are greatly impressed with the Serpents' competence and originality, and openly speak of the clan's eventual ascendance to leadership of the Sabbat. Such idle speculation only makes the current leaders more suspicious.

The Serpents are presently engaged in a campaign to swell their numbers. Many of the recruits are Haitian, but the clan will accept any intelligent, capable individual regardless of race.

In addition to the normal disciplines of the Setites, the Serpents also include a number of mages. While they have no particular clan affinity for Thaumaturgy, Magery still flourishes among them, carried on via their mortal background as Voodoo priests.

Serpents of the Light tend to follow the Path of Caine, the Path of Cathari or the Path of Death and the Soul. Some also follow the Path of Honorable Accord. The

Serpents have often been accused of a fascination with the Path of Evil Revelations, but there is little material evidence for this.

Stereotypes

Assamite Antitribu – They are efficient and without mercy. What higher praise is there?

Brujah Antitribu – This milling mob once led the Sabbat? How sad.

Gangrel Antitribu – Until they learn to see beyond their own noses, they'll never be a power in the Sabbat.

Lasombra – We are willing to serve them loyally – all we ask is a simple modicum of trust.

Malkavian Antitribu – Why are they allowed to continue to exist in their debased and hopeless state?

Nosferatu Antitribu – A most wise and practical clan – we must take steps to ensure their friendship.

Panders – A Pander is as much a vampire as any other Sabbat.

Ravnos Antitribu – Apart from their unfortunate frivolity, there is much to respect in the Ravnos.

Toreador Antitribu – They have their own ways, and are welcome to them. They are insignificant to the Sabbat as a whole.

Tremere Antitribu – They possess a gift which the Sabbat must have; therefore they should be honored, not despised.

Tzimisce – They are very much like us. This is usually a good thing for us, but not always.

Ventrue Antitribu – Power is easily within their reach, but they will not grasp it. Individually, however, they are among the most capable vampires of the Sabbat.

Black Hand – The Hand is an awkward and treacherous tool, but perhaps necessary, for now.

Camarilla – It's us or them.

Followers of Set – The Sabbat believes the Camarilla is their greatest foe. We must show them that the Setites represent the real danger.

Toreador Antitribu

The Toreador who joined the Anarch rebellion were those with tastes too extreme, outré or, frankly, depraved to be accepted among the mainstream of the clan. Exquisite beauty or horrific mutilation, consuming love or maniacal sadism – to the Toreador *antitribu* there is no difference. All are manifestations of aesthetic impulse. In their utter amorality they are, perhaps, the most evil clan of the Sabbat. They are the sect's undisputed masters of the art of torture, surpassing even the Tzimisce (although Toreador torturers tend to forget about the business of extracting information in their artistic quest for new plateaus of pain or despair).

In exchange for tolerance of their depravities, the Toreador have thrown their complete and unquestioning support behind the Lasombra. Today, among certain Sabbat, they have acquired an almost mystical status – they are seen as figures of absolute freedom, a foreshadowing of the existence all Sabbat will enjoy when the antediluvians and their pawns are all destroyed.

Many Toreador *antitribu* remain exquisitely beautiful creatures, but some have turned themselves into creatures of inhuman grotesquery, usually via a bargain with a helpful Tzimisce. They also like to Embrace those who are subject to horrible disfiguring diseases or deformities, under the theory that suffering leads to true artistic awareness.

Traditionally the most important Toreador social function of the year is held on the winter solstice. It is called, simply, "The Ball."

The Toreador prefer the Path of Cathari or the Path of Death and the Soul. The Path of Honorable Accord and the Path of Harmony are also found.

Stereotypes

Assamite Antitribu – They free us from the drudgery of self-defense.

Brujah Antitribu – They are good, loyal, brave, boring Sabbat.

Gangrel Antitribu – They have no desire to understand the true beauties of our existence. Let them enjoy their self-induced stupor.

Lasombra – They support our efforts to plumb the depths of the vampiric nature, and for that we support them in return.

Malkavian Antitribu – They possess all the wild beauty of chaos. They are a deadly treasure of the Sabbat, and must be watched always and handled with infinite care.

Nosferatu Antitribu – They cling desperately to the rags of their humanity. Nonetheless, they possess an undeniable and unique aesthetic appeal.

Panders – They are rabble who have forgotten their rightful place.

Ravnos Antitribu – They possess style. It's crude and barbarous, but potent for all that.

Serpents of the Light – They are not blind to their true nature, but they're too preoccupied with crass concerns of power and politics.

Tremere Antitribu – The Lasombra say that they cannot be trusted, and the Lasombra know their business.

Tzimisce – Among all the Sabbat, only they are our equals in understanding and self-awareness.

Ventrue Antitribu – There is little to distinguish them from their ineffectual, bureaucratic cousins in the Camarilla.

Black Hand – It sometimes seems appallingly crude, but we do not concern ourselves with the affairs of the Hand.

Camarilla – They have been utterly spoiled by their mock-humanity. There's nothing there worth saving.

Non-Sabbat Toreador – Pathetic poseurs. They are the lowest excuse for a vampire conceivable.

Tremere Antitribu

In the late 18th century, a New World faction of Tremere vampires became convinced that the Camarilla was doomed, and that the Sabbat was their only hope of survival. They defected, freely offering all the arts and secrets of their Clan in exchange for sanctuary and acceptance.

When the Tremere of the Camarilla failed to hunt down these traitors, they worked a great ritual which succeeded in forever marking the Tremere of the Sabbat with a curse, a mystical mark which allowed any Camarilla Tremere to see at a glance that they are *antitribu*.

Tremere *antitribu* are somewhat less fastidious than their Camarilla relations. Long hair is particularly common – perhaps an unconscious (and ineffective) attempt to hide their mystic brand of shame.

Due mostly to the hostility of the Tzimisce, the Tremere *antitribu* have never been fully accepted in the Sabbat. They are honored, for the magical arts provide a defense and a weapon which the Sabbat now considers indispensable to its survival, but they are never allowed to attain any leadership position whatsoever above the pack level. The Tremere accept this prejudice. In fact, no clan in the entire Sabbat hates its Camarilla counterparts more fiercely than the Tremere. Some, in true Tremere fashion, have come to be significant powers-behind-the-throne in the Sabbat, in their position as guards and counselors of the sect's rulers. However, if any Tremere *antitribu* is found guilty of manipulating other Sabbat for personal gain, he is subject to the stake.

Today, the Tremere remain the smallest clan in the Sabbat. They never embrace expendables during times of Jyhad – Tremere recruits are carefully chosen for their intelligence and Magical Aptitude.

There are no Tremere in nomad packs, they like to stay in one place to pursue their studies with a minimum of distraction. The Tremere have Chantries in every significant Sabbat Temple, with private cubicles set aside for each Tremere to pursue his research. Perhaps because of their lack of hierarchical power in the Sabbat, the clan itself has a rigid system of rank. Clan rank is not based primarily on age or generation, but on magical prowess (and, of course, ambition). Every seven years they hold a gathering, called a Synod.

The majority of Tremere follow the Path of Honorable Accord, but some favor the Path of Caine or the Path of Death and the Soul. They are often accused of embracing the Path of Evil Revelations, usually by Tzimisce.

The mystical mark on the Tremere *antitribu* is a -5 point Personal Curse. They also have a -5 point Social Stigma, and are forbidden from having a sect status of more than 1.

Stereotypes

Assamite Antitribu – We are indispensable guardians of the Sabbat in our way, and they are equally indispensable in theirs.

Brujah Antitribu – Their bravery and loyalty is above reproach.

Gangrel Antitribu – They are curious and insular creatures, but they serve the Sabbat well.

Lasombra – It is the nature of things for followers to complain about their leaders. But, realistically, who could lead the Sabbat better than the Lasombra?

Malkavian Antitribu – They follow their own proper path.

Nosferatu Antitribu – We do not question their loyalty or service. Still, they are too close to the enemy for my liking.

Panders – So there can be new things under the moon. We doubted at first, but they have proven their right to a place in the Sabbat.

Ravnos Antitribu – They have always served loyally, but I suspect they don't really understand the importance of our mission.

Serpents of the Light – They are everything the Sabbat should be. Perhaps some day they will lead us all.

Toreador Antitribu – Not everybody can be a warrior or a leader. They are important, for they preserve the pure spirit of the Sabbat.

Tzimisce – They are wise and powerful, but they do not respect our labors on behalf of the Sabbat. We must guard our secrets from them, lest they usurp our rightful place in the sect.

Ventrue Antitribu – They are loyal soldiers of the Sabbat, but they must never be allowed to become decadent like their Camarilla cousins.

Black Hand – Who can stand before it? The Sabbat and the Black Hand are one.

Camarilla – Their destruction is a small price to pay for our deliverance from the antediluvians.

Non-Sabbat Tremere – Our brothers are slaves of the antediluvians, and there is no salvation for them. We will mourn them when they have been destroyed.

Tzimisce

The Tzimisce are the second most numerous and influential clan of the Sabbat, after the Lasombra. They are the only clan beside the Lasombra to ever provide the sect with a regent. Although the Lasombra decree and enforce sect policy, often as not the policy was originally conceived by a Tzimisce. They are the philosophers and scholars of the Sabbat. They often act as monitors for ideological impurity among the other clans. For a complete description of the Tzimisce clan, see p. 55.

They favor the Path of Death and the Soul and the Path of Caine. Some follow the Path of Honorable Accord.

Stereotypes

Assamite Antitribu – They are valuable allies, and would be most inconvenient enemies.

Brujah Antitribu – Their ideology is pure, but it keeps them from ever becoming a true power.

Gangrel Antitribu – Some servants must be managed with a lighter hand than others.

Lasombra – Their "authority" is really just a shield between us and the petty affairs of the Sabbat, freeing us to pursue matters of true importance.

Malkavian Antitribu – They are dangerous, but also a potent weapon of fear against our enemies.

Nosferatu Antitribu – Their service is indispensable.

Panders – Complacency is the danger which the Panders defend us against. They must, however, never be allowed to destabilize the Sabbat with their radical agenda.

Ravnos Antitribu – The only thing more foolish than trusting the Ravnos is taking them lightly.

Serpents of the Light – A serpent might shed its skin, but can it ever change its scales? I think not.

Toreador Antitribu – It's good that the Lasombra have someone around to puff up their egos and lick their boots, but the Sabbat would still be better off without these drones.

Tremere Antitribu – We must respect their mastery of their art, but we have not forgotten the crimes of their ancestors. Fortunately, they are content to remain the mewling thralls of the Lasombra.



Ventrué Antitribu – For all their bombast, their ideas are often worthy of examination.

Black Hand – They are the most palpable threat to our power. There are factions in the Hand who plot actively against us. It must be constantly watched.

Camarilla – Such pathetic shells, slaves of powers they cannot understand. They will be better off when they are destroyed.

Inconnu – Ancient, wise and dangerous, but perhaps they can still be persuaded to support our struggle, or at least not to oppose it.

Non-Aligned Clans – They bear careful watching. They could be powerful allies in our struggle, if they have not already been corrupted.

Ventrué Antitribu

Only a few Ventrué joined the Anarch Rebellion, and among those who survived, the only ones that remained with the Sabbat following the Convention of Thorns were those who knew their crimes were too great for any amnesty to cover. With such a lineage, it is not surprising that the Ventrué *antitribu* is the most vocally rebellious and individualistic clan of the Sabbat.

Ventrué take their status as rebels seriously. They question authority at every opportunity, and consequently have never gained any political power in the Sabbat. They don't care – they consider their clan the purest expression of Sabbat ideals. Needless to say, Ventrué have always been at the very center of the Loyalist movement. At least once, 155 years ago, Ventrué opposition brought the Sabbat to all-out civil war.

Since they have rejected power as a group, the Ventrué *antitribu* have come to put great stock in their personal development, and they are among the most resourceful and competent vampires in the Sabbat. Ventrué also make a point of amassing great quantities of wealth and resources.

They almost always live in their pack's communal haven. In fact, it is often a Ventrué who is sent out to find and procure for his pack a communal haven, when one is needed.

Approximately every decade, the Ventrué *antitribu* hold a Vestry, where plans are made and Sabbat and clan policy is discussed. Vestries are very formal – normally the Ventrué dress according to the dictates of the most extreme countercultures, but at a Vestry they adopt an appearance more suitable to a legislative body in session. Local Ventrué also gather occasionally, for a clan Vaulderie.

The Ventrué *antitribu* has a set of clan disciplines somewhat different from those of the Camarilla Ventrué. Their natural disciplines are *Auspex*, *Dominate* and *Fortitude*.

The majority of Ventrué follow the Path of Honorable Accord, but some prefer the Path of the Cathari.

Stereotypes

Assamite Antitribu – Their value to the Sabbat cannot be argued, but have they really purified themselves of all loyalty to Alamut?

Brujah Antitribu – They're good friends and faithful companions, but as a clan they are ineffectual.

Gangrel Antitribu – They understand the importance of clan loyalty. If they wish to be left alone, that is their right.

Lasombra – They do their job as leaders, but they are corrupt and oppressive. Fresh ideas are what the Sabbat really needs.

Malkavian Antitribu – Malkavians cannot be categorized. Each one must be individually examined to determine his usefulness to the Sabbat.

Nosferatu Antitribu – Everything about them says they must never be fully trusted.

Panders – Caitiff are still Caitiff. They want the Sabbat to serve them, not the other way around. Still, the Sabbat is about freedom, and if freedom's what they want, we support them.

Ravnos Antitribu – They're likable, but their use to the sect is negligible.

Serpents of the Light – Their use to the sect is undeniable, but we don't like them.

Toreador Antitribu – Perhaps they are as advanced as they claim. If so, I'm glad I'm not advanced.

Tremere Antitribu – They're the only other clan in the Sabbat that's really committed to it.

Tzimisce – They've led the Sabbat for centuries. Why don't they just admit it?

Black Hand – Assamite dominance of the Hand must be undermined – if possible, without spurring the Assamites to open rebellion.

Camarilla – We best understand how vulnerable the Camarilla really is.

Non-Sabbat Ventrué – Their minds have been dulled by centuries of complacent self-deception.



Chapter 5

DISCIPLINES

*I am the owner of the sphere,
Of the seven stars and the solar year . . .*

*—Emerson, **Essays: History***

This chapter details those Disciplines characteristic of the new clans and bloodlines described in this book. All of these disciplines are bought and used exactly as described in ***GURPS Vampire***.



These disciplines are listed all the way up to the highest known level. See p. 33 for guidelines on using and balancing very high-level disciplines. It is strongly recommended that starting PCs not be allowed to purchase any discipline at higher than 5th level, nor should they be allowed to invest more than 60 points total in disciplines.

Mixing and Matching

It may be assumed that any vampire may, with suitable diligence, master any of the disciplines characteristic of any of the 13 clans (keeping in mind, of course, that each level of a discipline not characteristic to his own clan costs double).

Although the rules allow all vampires to freely "cross-train" in the disciplines of other clans, in terms of the *campaign*, doing so should not normally be so easy. Mastering a discipline not native to one's own clan requires instruction and training, and finding a suitable tutor is not always an easy task, particularly when doing so requires that the Cainite look outside his own sect. It is impossible to imagine, for instance, any circumstances that might compel a Tzimisce to teach Vicissitude to a Tremere, or even a Tremere *antitribu*. Likewise, all four of the independent clans are notoriously close-mouthed about the secrets of their clan disciplines.

Therefore, if a PC wishes to study a discipline not ordinarily found among some clan typical to his sect (and for these purposes, each of the four independent clans may be considered a "sect" unto itself), the GM is fully justified in assessing a significant Unusual Background, or (preferably) requiring the PC to roleplay his quest for a suitable tutor in the desired Discipline.

Bloodline Disciplines

Disciplines distinctive to the more exotic bloodlines are another matter entirely. Within many bloodlines, advancement in the discipline unique to that group seems to either require profound changes in a vampire, or to trigger such changes. The third eye of the Salubri is an obvious example, and there also seems to be a direct correlation between the appearance of the Samedi and their discipline of Thanatosis.

Therefore, it is recommended that starting characters not be allowed to begin the game with any bloodline disciplines (unless, of course, they are actually members of that bloodline). It is further recommended that the GM be extremely careful about allowing them to learn such disciplines in the course of play.

Exactly what restrictions should apply to which disciplines is a question for the GM to decide. The GM is free to charge Unusual Backgrounds to characters who wish to master exotic disciplines, or to forbid them entirely from doing so. He may also rule that studying a given Discipline causes the student to take on some or all of the disadvantages characteristic of the appropriate bloodline. These restrictions do *not* have to be consistent between various bloodlines.

Specific recommendations for reasonable restrictions to a given discipline can be found under that discipline's description.

None of the above, however, applies to elder vampires (roughly sixth generation or above). These beings may well possess the mystical power and strength of will necessary to master the very strangest disciplines without acquiring any of the associated handicaps.

Chimerstry

The Ravens are the master tricksters of the Kindred, and their native discipline is the art of weaving illusion. The Ravens consider Chimerstry to be a secret of the clan, and they will only share it with a non-Raven if he has been made a blood brother to a member of the clan.

In order to weave an illusion, the Ravens must be able to perceive it directly with one of his five physical senses. Usually this means sight, but other senses are possible. For example, a blinded Raven might be able to create the illusion of a gun by concentrating on the way it feels in his hand, or the illusion of a cigarette by concentrating on the odor of the smoke.

It is very difficult to resist the illusions of the Ravens – particularly for 20th-century man, who is not accustomed to the idea of illusionary objects existing independent of a television or movie screen. The true nature of an illusion can only be deduced if the observer has some sort of concrete reason to doubt the illusion's reality. If, for example, a Raven produced an illusionary gun from out of a drawer or beneath his jacket, the person the gun was pointed at would have no reason to disbelieve the gun's reality. However, if a stark-naked Raven standing in the middle of an open space suddenly produced a gun, the observer should be allowed to roll vs. IQ+Alertness to figure out that something suspicious is going on. If he fails the IQ roll, he's managed to convince himself that the Raven was holding the weapon all along. Particularly improbable or ludicrous illusions (a giant green dragon, or a fully-rigged clipper ship on a Kansas farm pond) will give the observer significant bonuses to his IQ roll. Exactly when an IQ roll is appropriate, and what modifiers may apply is entirely up to the GM.

Ignis Fatuus

Power 1

This power allows the vampire to create a simple, static illusion. The illusion will affect only one sense – an orange created by Ignis Fatuus can be seen, but not smelled, tasted or touched. Tactile illusions (i.e., the illusionary sensation of a wall in a dark room) can be created, but will not offer any sort of barrier – a person groping around the dark room will believe he's touched a real wall, but if he tries to push it, or stumbles into it, he'll pass right through.

It requires both a skill roll and a Will roll to create an Ignis Fatuus (however, both rolls are modified by the vampire's maximum power – i.e., a Raven who's mastered Chimerstry through level 5 receives a +4 modifier to both his Will and his skill roll when attempting an Ignis Fatuus). The illusion will endure until the creator can no longer sense it. He does not have to concentrate on the illusion, but he must be consciously aware of it (i.e., visual illusions must remain in the line of sight, tactile illusion must be in contact with his body, etc.). The illusion will also vanish if its integrity is violated in some way. If someone passes his hand through the visual illusion of an orange, the illusion will cease to exist. Finally, the creator can simply allow his illusion to cease to exist at any time – this does not require an action.

Fata Morgana

Power 2

A Fata Morgana is like an Ignis Fatuus in every way, except that it can affect more than one sense. If the creator is aware of the illusion with even one of his five senses, the illusion will continue to manifest to all of its senses. Thus if the creator can see a Fata Morgana of a vase of flowers across the room, an observer will be able to see, smell, touch and even taste the flowers.

A Fata Morgana is established in the same way as an Ignis Fatuus, but the Will roll is at -1 for each sense affected after the first. An illusion that can only be seen and smelled requires a Will roll at -1, but one that affects all five senses requires a Will roll at -4.

Apparition

Power 3

This power allows the Ravens to create a Fata Morgana or Ignis Fatuus that moves. The creator must expend one Blood Point to make the illusion move in one specified manner and route (i.e., roll in a straight line, walk in a circle). The creator may change the direction or stop his illusion only if he has been actively concentrating on the illusion (i.e., taken no other actions) since its establishment. Otherwise the Apparition will continue to move in the specified fashion until it passes from the creator's perception or is dispelled.

Persistence of Vision

Power 4

A vampire with this power may expend a Blood Point and cause a Fata Morgana or Ignis Fatuus to continue to exist even when he cannot perceive it. The Illusion will continue to exist until it is dissolved.

Horrid Reality

Power 5

A Horrid Reality is an illusion which affects all physical senses. Furthermore, it can affect, or even damage the observer. The Horrid Reality of a fire will burn, the Horrid Reality of a wall cannot be passed. A Horrid Reality affects only one individual – others won't even perceive it.

A Will roll and a skill roll are required to create a Horrid Reality. If the creator wishes to try to do damage with the Horrid Reality, he must win a Quick Contest of Wills with the victim each round he tries to inflict the damage, with a modifier of -1 to the creator's Will for each full die of damage he wishes to inflict. Damage inflicted may never exceed the damage done by a real object of that type (as determined by the GM), but the creator may reduce the damage, to make it easier for him to win the contest.

Damage from a Horrid Reality is not Aggravated, and will never kill a victim (though it can bring him closer to death from real damage). Once damage is taken, it will persist until healed normally, or until the victim is truly convinced that the object that wounded him was not real. Persuading the victim that he was the victim of an illusion will require a determined effort. If the victim critically failed in the Contest of Wills, it will require a minimum of several weeks of psychotherapy to convince him that his experience was an illusion.

A Horrid Reality will persist as long as the creator keeps the victim in his sight, and continues to want the illusion to persist. The creator does not need to actively concentrate on the Horrid Reality.



Fatuu Mastery

Power 6

This Discipline allows the Ravnos to substitute his Fatuu Mastery skill for any Ignis Fatuus, Fata Morgana, or Apparition skill roll. If the Fatuu Mastery skill roll is made, he does not need to make an additional Will roll to create the illusion. Furthermore, an illusion created with Fatuu Mastery will persist even if it is not directly perceived by the creator, as long as he remains within roughly a mile of the illusion.



Mass Reality

Power 6

This power allows a Horrid Reality to affect a group of people. Anyone who could perceive the illusionary object if it was real is subject to the Horrid Reality. This is a very powerful ability – an illusionary shotgun could be fired into a crowd, affecting anyone who fails the contest of Will.

Far Fatuus

Power 7

This allows the vampire to create illusions at a distance. The only requirement is that he must be able to clearly visualize the location where the illusion is to appear. The skill roll is modified as follows:

- 0 The creator's own haven, or someplace equally familiar.
- 1 A place visited several times
- 2 A place visited only once
- 3 Described in detail (the describing character must make an IQ roll to correctly remember the details of the place, and a roll vs. Bard or default to accurately communicate them to the creator).
- 4 A place known to the creator only through a photograph.

Pseudo Blindness

Power 8

This power works automatically, all the time. There are no skill rolls involved, and the character need not put any points into Pseudo Blindness skill.

A vampire with Pseudo Blindness cannot perceive lies or illusions. He is completely immune to all Obfuscate and Chimerstry effects below the ninth level of power. He simply can't perceive their effects – even if he wants to.

Also, a Cainite with this power is completely immune to lies. He can hear them, but he automatically knows that they are false.

Sensory Deprivation

Power 9

If the vampire makes a successful skill roll and wins a Quick Contest of Wills, the vampire may "turn off" all five of his victim's physical senses. The victim completely loses contact with all physical reality, including his own body – he may not use any skill or ability which affects the outside world in any way.

The duration of the effect depends on how much the vampire wins the contest of wills by.

1 to 3	1 minute
4 or 5	1 hour
6 or 7	1 day
8 or 9	1 month
10 or more	1 year

Pocket Reality

Power 10

If the vampire makes a skill roll and wins a quick contest of Will with the victim, the victim is physically translated to an alternate reality – one where all the physical laws are determined by the one who sent him there. The victim is completely gone from our reality, and cannot be contacted or detected in any way. Once anyone has been translated to an alternate reality, it is virtually impossible for him to ever return to our reality, unless released by his original captor.

This power can be used by the vampire to personally explore alternate realities. He may also send a willing subject into hiding in an alternate world. If the subject is willing, no Contest of Wills is necessary.

Dementation

Dementation is the unique gift of the Malkavian *antitribu* of the Sabbat. It allows the Malkavian to pass his insanity on to his enemies. It is commonly held that no sane mind other than perhaps that of a Methuselah (if, indeed, a Methuselah can be justifiably called "sane" at all) can ever master the secrets of Dementation. In game terms, a character who wishes to master Dementation should have no fewer than -20 points in significant Mental disadvantages (as per the Malkavian disadvantage described on p. VTM123), or should be required to pay for a significant Unusual Background.

Certain of the powers below refer to "derangements." This is a collective term referring to those mental disadvantages which pertain to the unbalanced mind. They include all the disadvantage referred to on p. VTM123, as well as Compulsive Behavior, Phobia, Split Personality and any other disadvantages the GM feels may qualify.

There is no known 10th level of Dementation.

Passion

The victim's emotions run out of control; he feels everything much more strongly than he normally would. A casual slight might be taken as a deadly insult, a trivial loss will bring about paroxysms of grief. In game terms, the victim of this power will find himself forced to make Will rolls to retain self-control in the face of even the most trivial stress.

To inflict Passion on someone, the Malkavian must win a contest of skill between his Passion skill and the victim's Humanity (if the victim is Kine, roll against his Will). The amount by which the Malkavian wins the contest determines the duration of the effect.

- 1 – one minute
- 2 – one hour
- 3 – one night
- 4 – one week
- 5 or more – one month

Mind Tricks

This power calls hallucinations to haunt the corners of the victim's vision. The visions seem completely real, but can not be seen for more than a moment out of the corner of the eye. No one except the victim can see the hallucinations. The Malkavian has no say in what the victim sees – the hallucinations come from the victim's own deep subconscious.

If the user makes his Mind Tricks skill roll, the victim gets a single Will Roll (modified by Self Control) to resist the effects. If the Will roll is failed, the hallucinations will linger for a span of time determined by the amount by which the user beat his skill roll.

- 0 to 1 points – 1 night
- 2 to 3 points – 3 nights
- 4 or 5 points – one week
- 6 or 7 points – one month
- Critical success – three months

Eyes of Chaos

This power enables the vampire to perceive patterns of insanity, in Kindred, Kine and nature, that are hidden from the eyes of the sane. This power has several useful applications, but is also rather dangerous. The vampire who possesses it can easily become fascinated with patterns of insanity perceived in nature, spending, for example, a whole night staring at the patterns created by the receding tide on the beach – Malkavians

who master the Eyes of Chaos are prone to Absent-Mindedness and strange Compulsive Behaviors.

Possible useful applications of the Eyes of Chaos include:

The vampire can use this power to discern the mental disadvantages of anyone he meets. The subject gets a Will roll to resist the discipline, but this roll is at up to -5 depending on how well the user and the subject know one another – it is much easier for the Malkavian to discern the true nature of someone he knows well. The number of disadvantages revealed will depend on how well the user makes his roll.

The vampire can also use this power to temporarily bypass the insanity of another, for example, temporarily calming a maniac, or communicating with an autistic or catatonic. All that is required for this is a successful skill roll. Eyes of Chaos will not, however, allow the Malkavian to end another's vampiric Frenzy.

Finally, this will allow the Malkavian to see the logic in another's insanity. It might, for instance, reveal the pattern behind the actions of an insane, motiveless serial killer, or allow the Malkavian to read the true meaning behind a manuscript written by a maniac. This requires only a skill roll, but the GM should assess modifiers depending on how much information is available to the Malkavian. For example, in the case of the above serial killer, if the Malkavian only read a short account of a single murder in the paper he would be at significant penalties to his Eyes of Chaos roll, but if he was taken to the scene of several successive murders immediately after the crimes were discovered, he would be at a substantial bonus.

Confusion

Merely by looking his victim in the eye and talking to him, the Malkavian can induce a deep state of confused disorientation. The Victim of Confusion will wander around in a daze, and will find it very difficult to concentrate or engage in any sort of prolonged constructive behavior.

The Malkavian need only make his skill roll to impose the Confusion. The victim does not get a roll to resist. Instead, he must make a Will Roll any time he wants to "snap out" of the effect for a time. If he makes his Will Roll he will regain control of his faculties for 1d minutes, at the end of which time he must roll again or fall back into the state of confusion. If he fails a roll, he may not make another Will roll for at least 10 minutes. The victim will automatically snap out of the dazed state if physically attacked, but this will only last for the duration of the combat.

The duration of the confused state depends on how well the user made his skill roll.

- 0 to 1 – 10 minutes
- 2 to 3 – one hour
- 4 or 5 – one night
- 6 or 7 – one week
- Critical success – one month

Total Insanity

This power allows the Malkavian to drive his victim totally insane. If a victim succumbs to Total Insanity, he instantly acquires five new derangements (worth a cumulative 30 to 60 points) of the GM's choice.

To impose Total Insanity, the Malkavian must win a Quick Contest between his skill level and the victim's Will (modified by normal Strong Will). The duration of the affliction depends on how much the user wins the contest by.

Power 4

Power 5

- 1 or 2 – ten minutes
- 3 or 4 – one night
- 5 or 6 – one week
- 7 to 9 – one month
- 10 or more – one year

Derange

Power 6

The victim of this power acquires a new, permanent derangement selected by the Malkavian. This derangement permanently reduces the point value of the character, and cannot be bought off with earned character points.

The Malkavian must look his victim in the eye and describe the derangement in detail. He then makes his skill roll, and the victim may try to resist with a single Will roll (modified by normal Strong Will). The more severe the derangement, the harder it is for the Malkavian to succeed in his skill roll, as follows:

Quirk.....	no modifier
-5 point disadvantage.....	-3
-10 point disadvantage.....	-6
-15 point disadvantage.....	-9
And so on.	

Kindred Spirits

Power 6

This power allows the Malkavian to inflict his victim with all the mental disadvantages and quirks possessed by the Malkavian himself (in addition to any mental disadvantages the victim formerly possessed). If some of the disadvantages are, in the GM's judgement, mutually exclusive, the victim will also acquire a Split Personality, and each personality will have all the disadvantages that aren't mutually exclusive.

To create a Kindred Spirit the Malkavian must make direct skin-to-skin contact with the victim and win a Quick Contest between his skill and the victim's Will (modified by Self Control).

The duration of the affliction is determined by the amount by which the Malkavian wins, as follows:

- 1 or 2 – one night
- 3 or 4 – one week
- 5 or 6 – one month
- 7 or 8 – six months
- 9 or 10 – one year
- more than 10 – permanently

Mind of a Child

Power 7

The victim of this power regresses to a childish state. The victim loses 1d+2 points of IQ (but IQ cannot be reduced below 4), with corresponding loss to Will and all mental skills. Furthermore, the victim also acquires the Absent-Minded disadvantage, representing his loss of attention span, and the Gullible disadvantage.

Success and duration of this power are determined as in Total Insanity, above.

Mind of a Killer

Power 7

The Mind of a Killer causes the victim to lose all moral or social objections to killing. If the victim is threatened or insulted in any way, by any one – even loved ones – he will seek to destroy that person. This power does not strip the victim of all common sense – he may wait for an opportune moment and take steps to ensure that his crime is not detected, but from that moment until the deed is finally done, the murder will be the most important goal in the killer's life.

The effects of this power end when the killer takes the life of Kindred or Kine, whether or not the murder victim is the one who originally obsessed the killer. He will snap out of the effects of the power with no idea why he has committed such a vile deed.

This power works equally well on Kindred and Kine. The Malkavian must kiss the chosen killer and make his skill roll. The would-be killer may attempt one Will roll to resist (at +1 for every 5 points he has spent on the Pacifism disadvantage).

Wave of Insanity

Power 7

This power allows the vampire to afflict multiple persons with Total Insanity (above) at one time. To create this effect, the vampire must speak where all his intended victims can hear.

The Malkavian's first roll indicates the maximum number of victims he can afflict with this power – one for every number by which he makes his skill roll. However, once that number has been determined, he must win a contest between his skill and the Will of each person he wishes to afflict (the vampire may choose which potential victims he wishes to try to affect first). If an intended victim resists the insanity, the maximum number of victims is reduced by one. The effects and duration of this power are identical to Total Insanity. Derangements will be different for each victim.

Coma

Power 8

Merely by concentrating for one turn, this power allows the Malkavian to shut down all non-vital functions in the mind of a victim, sending him into a coma.

If the vampire makes his skill roll, the victim is allowed one Will roll (modified by Courage) to resist. The duration of the coma is determined by how much the Malkavian made his skill roll by.

- 1 to 3 – one week
- 4 to 6 – one month
- 7 or 8 – six months
- 9 or 10 – one year
- more than 10 – 10 years

Minds of the Children

Power 8

The Malkavian may afflict multiple victims at once with the Mind of a Child (above). Unlike Wave of Insanity, if more individuals are present then the Malkavian's maximum number of victims, the GM, not the Malkavian, picks which ones may be afflicted.

The Malkavian makes his first success roll to determine the maximum number of victims – one for each number he made the skill roll by. Once that is determined, he must roll a contest of skill vs. Will as for Mind of the Child for each potential victim. All potential victims who lose that contest gain Mind of the Child for the duration indicated by the amount they lost by.

Blessing of Chaos

Power 9

This ability does not require a skill roll, and the Malkavian need not put any points into a Blessing of Chaos skill. He does have to purchase the power at the normal cost for a Power 9 skill.

The Malkavian becomes completely immune to all others' Dementation, Dominate, Presence and Chimerstry disciplines. However, this gift is not without price. The Malkavian acquires one additional derangement worth at least -5 points, which can never be bought off with earned character points. He also



becomes afflicted more or less permanently with Mind Tricks as per the Power 2 Dementation Power. Although the Blessing of Chaos makes it easy for the Malkavian to ignore these hallucinations, they are always with him, and they will affect his behavior in strange and subtle ways – he will be prone to jerking his head about unpredictably as he tries to follow a fleeting Mind Trick, or to smiling or laughing at jokes no one else can see. This is a -5 point Odious Personal Habit.

Melpominee

The essence of Melpominee, the characteristic discipline of the Daughters of Cacophony, is the manipulation of the voice and song to produce the desired mystical effect. Therefore, it should be possible for non-Daughters to use this discipline (if at all) only if they possess the Voice advantage and a Singing skill of 15 or better.

There are no known powers of Melpominee beyond the sixth level.

The Missing Voice

Power 1

This allows the user to “throw” his voice so that it seems to emit from any point within his field of vision. It requires only a successful skill roll to use. The vampire can take other actions while using this power (including talking or singing with his normal voice), but if he tries to use The Missing Voice while taking any actions other than standing still or moving slowly across an open area he is at -3 to all skill rolls, including the Skill roll for this power.

Tourette's Voice

Power 2

The Daughter may send her voice to any person or place with which she is familiar – i.e., has visited or met for more than a few minutes (the final determination of whether or not something is “familiar” is left to the GM – it may be possible to reach marginally familiar areas by rolling at a penalty). Any vocal sounds can be sent – singing, speech, or just meaningless babble. This power has no maximum range – it can reach anywhere in the world. The sounds the user is sending will not be audible to those around the user unless he is sending them to somewhere within earshot.

To use the power the Daughter must concentrate for 1d turns and make a skill roll. The amount by which the skill roll

Mass Coma

Power 9

This allows the Malkavian to send multiple victims at once into a Coma (see above). The Malkavian may attempt to affect one victim for each number by which he makes his skill roll (this number also determines the duration of the Comas of victims who fail to resist). Each potential victim may attempt to make a Will roll to resist the power. If there are more individuals present than the Malkavian's maximum number of victims the GM, not the Malkavian, determines who must attempt to defend.

was made determines how many minutes the Daughter may maintain the link without having to concentrate again and re-roll. If the user wishes to maintain the link longer than is indicated by the initial skill roll, he may expend a Blood Point which will keep the link open for another 2d minutes.

Toreador's Bane

Power 3

The beauty of the user's voice puts the victim into a trance-like state in which he can take no action, much like the artistic distraction of the Toreador.

This skill requires only a successful skill roll on the user's part. A victim of the Toreador's Bane may try to resist; this requires a successful Will roll modified by normal Strong Will (Toreador are at -5 to this roll, hence the name). Once established the Toreador's Bane will endure as long as the victim can still hear the user's voice, unless the victim is attacked or faces some other immediate physical threat, in which case the Toreador's Bane will be broken automatically.

Art's Traumatic Essence

Power 4

This feared power allows the daughter to literally drive a hearer mad with her song. The Daughter must win a Quick Contest between her skill and the hearer's Will +5. If the victim loses, he acquires a derangement (see p. 103) selected by the GM. This derangement is permanent (but may be “bought off” with earned character points – though the GM might require that the victim undergo strenuous, long and intensive psychotherapy or other extraordinary measures before this kind of easy fix becomes possible) and reduces the point value of the character.

The severity of the derangement is based on the amount by which the Daughter won the contest.

- 1 – quirk
- 2 to 5 – -5-point disadvantage
- 6 to 10 – -10-point disadvantage
- More than 10 – -15-point disadvantage
- On a natural roll of 3 the victim acquires a -20 or -25-point disadvantage.

This power can be used in conjunction with The Missing Voice and Tourette's Voice.

Death of the Drum

Power 5

With this power, the voice of the Daughter can actually inflict physical, Aggravated damage on one victim – eardrums burst, internal organs rupture. The target must be within earshot, but does not have to actually hear anything – deafness and ear protection will not protect.

Necromancy

Necromancy gives the vampire power to summon and control the spirits of the dead. Although most intimately associated with the Giovanni clan, this discipline is also natural to the Samedi bloodline. Necromantic secrets have also fascinated the Tremere and Tzimisce clans for centuries, and masters of the Necromancy discipline can be found in both those clans, even though the discipline is not naturally affiliated with either.

Thanatopsis

Power 1

Mystics have long known that the eyes of a corpse hold an image of the last thing beheld in life. This power allows the necromancer to call that image forth. It can be used on the bodies of vampires who have suffered the second death. It can even be used on living vampires to call forth the last thing they saw before their first death, but this last use requires a skill roll at -5, as the vital energy of the vampire interferes with the seeing.

The clarity and detail of the seeing depends on the amount by which the vampire succeeded in his skill roll – if he made the roll exactly, he'd get no more than a general impression of how or where the subject died, but on a critical success he would be able to recall everything the subject saw for his last full hour of life, as though the necromancer himself had experienced these things.

Thanatopsis cannot be used on bodies which no longer have intact eyeballs. This power is also completely useless against vampires who have reached Golconda, or their earthly remains.

Summon Spirit

Power 2

This power allows the necromancer to summon the spirits of the dead to him. The trappings of a traditional seance are not necessary for this power to work, though some vampires prefer them (this may be taken as a Quirk).

The vampire must know the name of the spirit or possess an intimate understanding of its nature – the nature of a spirit may be learned through a successful use of the *Auspex* power of *Psychometry*. This power can call the spirit of a dead mortal or an extinguished vampire, though the spirits of vampires who achieved Golconda before their second death may not be called. A living spirit may not be called. This power must be used in the presence of some person or object known to the spirit in life.

If the above conditions are met, a simple skill roll will call the spirit, unless the spirit does not wish to be summoned (GM's option), in which case the necromancer must also win a

The Daughter must win a Quick Contest between her skill and the target's HT. The target takes 1d Aggravated Damage for every 3 points or fraction thereof by which the daughter won the contest.

Blessed Audience

Power 6

This power allows the Daughter to inflict the madness of Art's Traumatic Essence on a group. Everyone to be affected must be within earshot of the vampire, and must actually be able to hear her voice (unlike Art's Traumatic Essence, this power cannot be used in conjunction with other powers for a long-distance attack). For each victim the vampire must roll exactly as described under Art's Traumatic Essence, and also expend 1 Blood Point for each individual she wishes to afflict with insanity.

quick contest of Will between himself and the spirit. A summoned spirit will answer no more questions than the number by which the vampire made his skill roll or won the contest of Will (whichever is less). There is no guarantee that a summoned spirit will answer any question fully or truthfully.

Compel Spirit

Power 3

This is a more potent, but also more risky form of the Summon Spirit power. The necromancer attempts to not only contact the spirit, but to bind it to his service and force it to speak only the truth. This power is risky, because if the summoner fails to bind the spirit, it will attack. This attack can be either spiritual or physical – a spiritual attack will leave the vampire exhausted, at 0 Fatigue for the rest of the night (the vampire gets a Will roll to resist the attack), a physical attack will usually involve the spirit psychokinetically bombarding the vampire with any loose objects that happen to be present (maximum damage 1d crushing per turn, normal active defenses apply).

To Compel a spirit, the vampire must first make his skill roll, then win a Quick Contest of Will against the spirit. If the vampire loses the contest by 5 or more, the spirit will attack (if, in the GM's opinion, the spirit already hated its summoner even before the summoning, the spirit will attack if the necromancer loses the contest by any amount).

The degree of the spirit's cooperation is determined by the amount by which the vampire won the contest. If he won by only 1 the spirit may not leave or attack without permission, and it must respond to all questions, though not necessarily with the truth. If he won by 10 or more the spirit must obey both the word and the intent of the summoner's commands and questions to the best of its ability.

A Compelled spirit will remain until dismissed by its summoner, or until dawn.

Haunting

Power 4

This allows the necromancer to summon a spirit to the mortal plane and prevent it from returning. If for some reason the spirit is willing to return to Earth (perhaps it has some unfinished business to attend to) this power requires only a successful skill roll, but if the spirit does not wish to leave the afterlife (and most will not) the necromancer must also win a Quick Contest of Will against the ghost.

A haunting will endure one night for every point by which the Necromancer made his skill roll or won the contest, whichever is less.

Soul Stealing

Power 5

The Necromancer may summon the spirit of a living being, leaving the spirit's body empty and defenseless. The spirit may attempt once per hour to make a Will roll to return to its body, unless other Necromantic powers (like Haunting, above, or Torment, below) keep the spirit out of its rightful body. Thaumaturgy or the Possession power (below) can also be used to send a new spirit into the body to replace the old.

A vacant body will deteriorate at the rate of 1 point of HT per hour, unless put on full medical life support. The vacant body will appear to be in a deep state of catatonia until the spirit returns.

This discipline requires both a skill roll and a Quick Contest of Will, unless the victim is for some reason willing to be separated from his body, in which case the contest is not needed.

Zombie

Power 6

This power allows the vampire to animate a newly-slain corpse. The corpse must be dead less than 8 hours to become a Zombie. A simple skill roll is all that is needed to create a Zombie.

The Zombie has the same attributes it had in life, modified as follows: HT +5, ST +1, IQ -2. The Zombie retains all the skills it had in life (-2 to mental skills) but loses all creativity and free will – it must be told what to do. A Zombie will only obey its creator or someone its creator ordered it to obey. If given contradictory orders by its creator and another master, the Zombie will obey the creator.

Zombies feel no pain. They are never stunned and never suffer any shock penalty from wounds. If a Zombie's limb is injured or destroyed it will continue to fight, though its Move will be dramatically reduced. If it is reduced to HT 0, the Zombie is destroyed forever.

Once created, a Zombie will endure until it is destroyed. After a few days the corpse will start to rot naturally – this will not reduce the Zombie's effectiveness in combat, but will make it a much more frightening presence.

Torment

Power 7

This power enables the Necromancer to inflict spiritual "damage" on a Spirit. Each successful use of Torment causes the spirit pain like a physical blow, and also reduces the spirit's Will for purposes of resisting Necromancy and Thaumaturgy.

To inflict Torment, the spirit must first be present – this may require use of a summoning power. If the necromancer makes his Torment skill roll, the spirit may make a Will roll (at current penalties, if any) to avoid taking damage. If the spirit fails to defend, it takes 1d "damage" to Will. If the spirit is

reduced below its negative original value it enters a state of total non-awareness, where it cannot be reached by Necromancy, Thaumaturgy or any other known force for several centuries, if ever. Most spirits consider this absolute non-awareness to be literally a fate worse than death.

Soul Exchange

Power 8

The Necromancer may transfer the souls of two creatures into one another's bodies. To accomplish this feat, the Necromancer must win a quick contest between his skill level and the combined Will of both subjects. For this reason it is very rare for a vampire to attempt a soul exchange between two humans – an exchange between a human and an animal is much more common.

The user is at +3 in the contest for each subject who is willing for the exchange to take place. Animals can never be willing participants in a Soul Exchange. The exchange is permanent unless reversed via another Soul Exchange.

Both subjects must be within 10 feet of one another and visible to the Necromancer.

Possession

Power 9

The vampire may place a summoned spirit into a newly-dead body, which the spirit may then inhabit for as long as the body lasts.

The spirit must either be already present or summoned. The body must be dead no more than 30 minutes, and suffering from no more than HT×4 points of damage. This power requires a skill roll, plus a Quick Contest of Will if the spirit is unwilling to resume mortal life (most spirits will be unwilling).

Death Pact

Power 10

With this power the Necromancer may take the part of the Prince of Darkness himself. The Necromancer and the subject make a written agreement, wherein the Necromancer agrees to provide certain services to the subject. If the Necromancer upholds his end of the bargain, the spirit of the subject is forced to serve the Necromancer after the subject's death.

To seal a Death Pact requires only that the Necromancer make his skill roll and uphold his end of the bargain. The spirit must perform a number of services equal to the amount by which the Necromancer made his skill roll – after it has fulfilled that number of services the spirit is set free (the Necromancer may also set the spirit free early, though as a group Necromancers are not known for their generosity in such circumstances). No rituals or powers are needed to summon or command a spirit bound by a Death Pact – the spirit comes when called and must serve to the best of its ability.



Obeah

The primary focus of the Obeah discipline is healing, but the power is not without its darker side – it also gives the healer a fundamental control over the minds and bodies of his patients. This may explain in part why the Salubri are so hated and feared by other Kindred.

It seems likely that any non-Salubri who wish to master Obeah must either have attained Golconda or be well along the way to that state. Any vampire who begins to study Obeah will begin to acquire the third eye of the Salubri. Needless to say, such a study will earn him the unyielding enmity of most of his fellow Kindred if it becomes known.

Panacea

Power 1

This power extends the healing properties of the vampire's lick to wounds not created by the vampire's fangs. The healer may restore 1d points of HT each time he licks the wound, makes his skill roll and spends 1 Blood Point. For Panacea to be effective the vampire must be able to lick the wound – it is useless, for example, against damage due to illness or ingested poison.

Anesthetic Touch

Power 2

The healer's Anesthetic Touch will block out all physical pain from the subject's mind, but it will also completely paralyze the subject. If the subject tries to resist the paralysis, the vampire must win a Quick Contest of Will to administer the Anesthetic Touch.

Duration of the paralysis is dependent on the amount by which the vampire makes his skill roll, as follows:

- 0 to 1 – 10 minutes
- 2 or 3 – 30 minutes
- 4 or 5 – 45 minutes
- 6 or 7 – 1 hour
- Critical success – 24 hours

Neutral Guard

Power 3

This power allows the vampire to protect both himself and those in his care from certain physical threats. The vampire must spend one Blood Point and make a skill roll to establish the Neutral Guard. Once it is established, no one not already within the area can approach within 10' of the vampire. If the vampire moves, the Neutral Guard will move with him, but if he moves within 10 feet of another person the Neutral Guard will dissolve. Anybody who wishes to try to penetrate the Neutral Guard must win a Contest of Will with the vampire. If the challenger wins, the Neutral Guard is dissolved, but if the vampire wins the contest the challenger is paralyzed for 10 minutes. The Neutral Guard will keep out conscious, mobile Kine or Kindred, but will not keep out inanimate objects like thrown projectiles. The user may drop the Neutral Guard at any time, but if he does he must spend another Blood Point and make another skill roll to re-establish it.

Treat the Sick Mind

Power 4

This power allows the healer to detect and cure derangements (see p. 103). On a successful skill roll, the vampire will know all the subject's mental disadvantages. If the healer wishes to try to cure the subject, he must also win a quick contest of Will (this contest is unmodified regardless of whether the subject consciously wishes to be free of his insanity – a derangement is a defense mechanism, and the subconscious will not abandon one willingly). For this contest the healer is at -1 for

every full 5 points in the derangement. The healer is also at -2 if the subject is moving, and if at any time the subject moves more than 6' away from the healer the treatment fails.

By the time the Salubri masters this power the third eye is fully developed. During the treatment, the subject's body is bathed in a golden light emitting from the Salubri's third eye which will easily attract the attention of bystanders and passers by.

If a character is cured of a derangement, it is up to the GM what to do about his character point value. He may require the character to pay off the value of the derangement in earned character points, he may replace the derangement with a new disadvantage of equivalent value, or he may simply by fiat increase the character's total point value by the value of the former disadvantage, whichever seems most appropriate to the situation.

A Malkavian's derangements, as well as certain derangements created by the Dementation discipline, can only be cured temporarily. The derangement will reassert itself in full 2d days after the "cure."

Unburdening the Bestial Soul

Power 5

This power allows the healer to draw in the soul of another into his body and heal it, restoring the Humanity of the subject. This power terrifies most Kindred beyond all reason, and has a direct correlation to the Tremere slander of the Salubri as "soul-devouring monsters."

Use of this power requires that the Salubri look into the subject's eyes and make his skill roll, then he must win a Contest of Will against the subject. The Contest is not necessary if the subject is undergoing the process willingly, but because of the propaganda against the Salubri, few Kindred indeed will do so. If the process is interrupted before there is a clear winner to the contest, it must be started all over again.

If the process is successful, the Salubri draws the soul of the subject into his own body, and may then increase the humanity of the subject at the rate of 1 point of Humanity per 1 Blood Point expended. If the Salubri fails to restore any Humanity to the subject, or fails to return the soul to its original vessel at the earliest opportunity it is a grievous sin, and the Salubri will lose at least one point of Humanity (or more, if the GM feels the Salubri is behaving in a particularly callous or selfish manner).

While the soul is absent, the subject's body will be a puppet-like shell. It retains a limited awareness, but is completely incapable of undertaking any voluntary action more complicated than breathing – the body will not eat, protect itself or even move unless told to do so. It will mindlessly follow any orders given it.

A single Salubri may use this power to grant Humanity to any given Cainite only once.

Renewed Vigor

Power 6

By touching the subject, expending a Blood Point and making the skill roll the Salubri can heal all physical damage, including Aggravated wounds.

Pain for Pleasure

Power 6

On a successful skill roll the healer changes the subject's perceptions so that pain is perceived as pleasure. A subject so affected is treated in all respects as though he had the High Pain Threshold advantage. Unfortunately, he will also be incapable of telling how badly injured he is – the GM should not tell the player, even in rough terms, how much damage he takes from a

given attack, other than, "That feels nice - very nice." The GM can describe the external effects of an injury (i.e., there's a knife protruding from your chest, and your arm is bleeding profusely where your hand used to be") but first the character should make an IQ roll, to see if he thinks to look. This power produces an intensely sensual feeling, and some individuals under its sway have been known to injure themselves deliberately to enhance the sensation.

The Salubri may use this power against anybody he can see. If the victim somehow knows or suspects what the Salubri is trying to do, he may make a Will roll to resist.

Repulsion

Power 7

This power makes people avoid the Salubri. It does not make the vampire more noticeable, it just causes Kine and Kindred to instinctively avoid him as best they can. Activating this power requires a simple skill roll, and the power can be maintained until the Salubri consciously drops it, or until dawn, whichever comes first.

Vitae Block

Power 8

This power enables the Salubri to render another Kindred's vitae inert and unusable for any purposes other than nutrition. To use this power the Salubri must make his skill roll at a penalty equal to the opponent's current Blood Pool (maximum penalty -8, already "blocked" Blood Points do not count for this purpose). Each successful use of Vitae Block "blocks" 1d Blood Points. Blood Points will remain blocked until they are absorbed at the normal rate of 1 point per night. If a vampire has a mixture of "blocked" and unblocked Blood Points, the "blocked" points will be absorbed first. Any vitae taken in after the use of this power will be at full normal potency, but the combined total of "blocked" and unblocked points can never exceed the vampire's maximum Blood Pool.

Obtenebration

Obtenebration allows the user to manipulate the powers of darkness. It is particularly associated with the Lasombra.

Shadow Play

Power 1

The vampire can manipulate shadows to create special effects or dim (but not extinguish) light in the same hex with him. This power gives the vampire a +3 to Stealth against visual perception, and to Intimidation (he can subtly weave shadows to make himself appear more menacing). He can also create certain special effects, like eliminating his own shadow or removing a shadow to illuminate an object. This power requires a Blood Point and a skill roll to activate, and once established a given effect will linger until dispelled by the Lasombra, until the Lasombra moves more than one hex away from the object, or until dawn.

Shroud of Night

Power 2

The Shroud of Night is a field of impenetrable inky blackness which obscures vision completely and even dampens sound. Most individuals caught within its effect are completely blinded, and Hearing rolls are at -5. Even Kindred using the Red Eyes or Heightened Senses powers are at -5 to all vision rolls.

The vampire may move the region around at a maximum move of 4, but may take no other action while doing so.

Summoning the Shroud of Night requires a simple skill roll, and the vampire may affect 3 hexes for every point of suc-

Spirit Marionette

Power 9

This power allows the Salubri to control the mind and body of another. Spirit Marionette may be used against an unwilling subject only in self-defense or to prevent a great evil - casual or unnecessary use of the power will result in a loss of Humanity.

The Salubri must have the subject in sight, and must make his skill roll, and if the subject is unwilling also best the subject in a Contest of Will. If the Salubri is successful, he can make the subject do anything he wants, but the Salubri must pantomime everything he wants the subject to do - if the subject is supposed to walk, the Salubri must walk. If the subject is supposed to climb a ladder, the Salubri must pantomime the motions of climbing a ladder.

The Salubri has access to all the subject's perceptions. He may make full use of the subject's skills and disciplines, or use his own skills or disciplines through the subject's body.

For every full minute that the Salubri makes no effort to control his subject, the subject gets a Will roll to regain control of his body. If this roll is made, the Salubri must initiate another Contest of Will to regain control of the body (the Salubri does not need to be physically present or make another skill roll). If the Salubri loses this contest, the power is broken.

Resurrection

Power 10

This power allows the Salubri to restore life to the slain. It works only on humans, *not* on Kindred. It requires the Salubri to make a skill roll and expend one Blood Point for each hour or portion thereof that the subject has been dead. This power will not work on corpses that have sustained more than HTx6 hit points of damage.

When this power is in use the third eye glows so brightly that anyone looking directly at it will be blinded for 1d minutes.

cess. This power may be used at a range of up to 50'. The vampire may enshroud an area which is in range but out of the vampire's sight (i.e., behind a wall or other obstruction) but he is at -2 to his skill roll and must also expend a Blood Point.



Arms of the Abyss

Power 3

This power calls forth tendrils of palpable darkness which can grasp and restrain victims. The tendrils are not directed by the user, but automatically grasp at anything that moves (except the summoner). Tendrils have a ST 16, DX 13 and Brawling skill of 13 for purposes of grappling. Once seized, a victim must win a Contest of Strength to free himself from the tentacle. If the victim wins the contest the tendril is dispelled, but if the victim loses he is completely helpless and may do nothing more to free himself. Once summoned, tendrils remain until dispelled or as long as the summoner remains conscious and within 1,000 feet.

The amount by which the vampire makes his skill roll determines both the maximum number of tentacles (one per each number the roll was made by) and their maximum length (6' per each number the roll was made by). This power has a maximum range of 50'.

Nightshades

Power 4

Nightshades are shadowy and indistinct forms which may suggest the vampire himself, other human figures, monsters or phantasms, or inanimate objects. They are usually used for diversion or misdirection. Nightshades are completely immaterial – they can do no damage and they cannot be damaged.

The vampire may create one hex of Nightshades for each number by which he made his skill roll.

Alternately, this power can be used to create a disorienting field of flickering shadows. Anyone within this area (except its creator) is at -5 to all DX-based rolls and skills. This power can affect 3 hexes for every number by which the vampire made his skill roll.

Shadow Body

Power 5

The vampire transforms his body into an oozing, shadowy pseudo-substance. While in shadow form the vampire can see even in pitch darkness, seep through any crack and may not take physical damage (but he may not attack either). Fire and sunlight do normal damage to a shadow-form vampire. In fact, these elements are actually more painful to a vampire in shadow form, so that rolls to avoid Röttschreck are at -3 in this form. A shadow-form vampire cannot fly, but can slither over vertical walls or ceilings at the vampire's normal Move.

To assume shadow form the vampire must expend 3 Blood Points and make his skill roll. The transformation takes a full minute.

Call the Lamprey

Power 6

This power enables the vampire to manifest the Darkness within his soul as an extension of his physical body. This force of darkness, called the "Lamprey," emits from the vampire's mouth like a serpent of black smoke and envelopes the chosen target, draining his life and blood. The Lamprey is completely powerless against Kindred; it is only effective against Kine.

To attack with the Lamprey requires two successful skill rolls. The first roll determines that the vampire was able to manifest the Lamprey. The second indicates that he successfully attacked his chosen victim. The Lamprey may be dodged, but not parried or blocked.

The Lamprey drains 1 Blood Point from its victim every three turns. The human is helpless in its grasp. When the Lamprey returns to its host, it transfers to the host half of all Blood Points drained (round up). The touch of the Lamprey is said to feel like thousands of tiny, painful bites all over the body.

The Lamprey can attack victims up to three feet away from its host. The Lamprey's host cannot move or take any action while the Lamprey is manifested. The Lamprey itself is completely immune to physical damage, but is quite vulnerable to magic. If attacked with any spell or discipline that does physical damage, the Lamprey may try to roll 12 or less to resist – if it fails that roll, it disperses. Likewise, if struck by any mystical object (GM's discretion) the Lamprey gets an active defense of 12; if it fails to defend, it vanishes. If the host is killed while manifesting the Lamprey, the Lamprey vanishes.

Eyes of the Night

Power 6

This power enables its user to see anything that goes on within the effect of any of the other Obtenebration powers, whether that power is being used in his presence or not. A common use of Eyes of the Night is for a vampire to evoke Shroud of Night (see above) in a nearby room, and then use Eyes of the Night to scan the area covered by the Shroud.

Also, this power conveys all the benefits associated with the Glimpse of the Red Eyes power (see p. VTM107).

Finally, assuming the vampire is not in a well-lit area ("well-lit" being loosely defined as sufficient ambient light for a normal human to comfortably read by), he may use this power to close his eyes and mentally "see" everything within a 50' area, regardless of any intervening physical obstacles.

All of the above techniques must be invoked with a successful skill roll.

Shadow Step

Power 6

This power allows the vampire to step into a shadow and emerge from another anywhere up to 50' away. In effect, Shadow Step is a limited form of short-range teleportation. This power works in three dimensions, and completely without regard to any physical obstacles. The vampire must be able to see the shadow he's stepping into, but if the vampire has also mastered Eyes of the Night (above) that is no problem. Each use of this power requires a simple skill roll to work.

The vampire may also use Shadow Step to grasp others through a shadow and pull them to him. This use requires two skill rolls – one to penetrate the shadow and the second to pull the victim back through it – in addition to any Brawling or ST rolls the GM may require to actually grasp and hold the victim.

In rare circumstances Shadow Step has been known to produce exotic and dangerous side effects. If the vampire critically fails a Shadow Step roll, the GM should feel free to teleport him to the other side of the world, or to an alternate reality, or even to an alien shadow dimension. The GM might also release a ravening "shadow monster" as the result of a critical failure.

Shadow Slave

Power 7

The vampire may animate his own shadow and use it as a sentry or bodyguard. Naturally, this power must be evoked in an area where the vampire casts a strong shadow.

To animate his shadow, the vampire must spend a Blood Point and make his roll. The shadow cannot speak or be reached telepathically, but it has a Gesture skill equal to the vampire's -3. Its attributes are equal to the vampire's -3, and it has all the vampire's skills at the level indicated by the new attributes, except for Stealth, which is equal to the vampire's original skill. It cannot use spells or psionics, and its only discipline is Obtenebration, which it can use at a maximum power level equal to half the vampire's maximum power level (round down). The Shadow may separate from its master and travel as far as 150' away, and it may slither through cracks or along ver-

tical walls and ceilings. If the vampire critically fails his skill roll, the shadow will animate, but will be hostile.

The shadow is vulnerable to normal physical attacks, and will die if it is reduced below -HT, i.e., a shadow with HT 10 will die if reduced below -10 hit points. It can attack hand-to-hand, and will be able to use a shadow version of any melee weapon the vampire was holding when he manifested his shadow. If the shadow is killed while separated from the vampire, the vampire suffers an immediate -5 to Will and all other Obtenebation skills, and must roll vs. Röttschreck. This loss of Will will endure for 1 month, during which time the vampire may not use the Shadow Slave power.

This power does have one basically harmless but potentially embarrassing side effect. The shadows of those who have mastered Shadow Slave tend to take on a limited life of their own, even when the power is not in use. The shadow might start to move in ways completely unrelated to the vampire's motions, or it might lag unnaturally far behind the vampire. In extreme cases the shadow actually appears to react to, pantomime and even sometimes mock what the vampire is saying. Applications of this side effect are up to the GM, with the understanding that the more Shadow Slave is used, the more flamboyant the shadow's antics will be.



Entombment

Power 8

This power allows the vampire to encase a victim in a cocoon of palpable and impenetrable darkness. A mortal so imprisoned will immediately start to suffocate as per the rules on p. B122, unless the vampire configures the darkness so that the victim can breathe.

An Entombment will endure until dispelled by the creator or touched by direct sunlight. Even the tiniest beam through a crack will dispel it. Once a victim is caught he cannot escape, but if the victim knows he is being attacked by the vampire, he may attempt to dodge once. If he fails to dodge, he's trapped. An Entombed character cannot be moved by any external force.

A vampire captured by this power will not suffocate, but if caught in an open area this power could leave him naked to the dawn.

Entombment requires only a skill roll to establish, but if the intended target successfully dodges, the user has to start again from scratch. The vampire may attempt to Entomb any victim he can see, either through direct line of sight or any of the other powers of this discipline.

Master of the Night

Power 8

The vampire may call up to three "shades" – magical creatures of supernatural darkness – to do his bidding. Once called a shade will endure until killed, dismissed or the coming of the dawn.

Shades have ST 13, IQ 9, DX 13, HT 13 and Brawling and Stealth skills of 13. They do Aggravated damage as normal for their ST. They have no other skills, but will carry out any orders they can understand. They do not speak, but will understand the native language of their summoner. A Shade is "killed" when it reaches 0 HT.

Shades have the equivalent of the disciplines Celerity 1, Obfuscate 2, and the Obtenebation powers Eyes of the Night, Shadow Walk and Shadow Body (although Shades are always vulnerable to physical attack).

To summon a shade for the first time, the vampire must spend 5 Blood Points (actually pouring out his blood on the ground for the shade to come and lap at) and make both a Will roll and a skill roll. As previously mentioned, a vampire may have up to three shades "on call" at any given time. To recall a shade after the first time requires only a single Blood Point and a skill roll. If any shade is "killed" the vampire must call a replacement from scratch, with 5 Blood Points, and two rolls.

Summon the Abyss

Power 9

This power calls up a ravenous darkness which sucks the very life from the summoner's enemies (and his friends as well, if they have the misfortune to be present).

To Summon the Abyss the vampire must concentrate for a full minute, not talking, moving or taking any other action. At the end of that time he may spend a Blood Point and make his skill roll. If the roll is successful, everyone within 50' of the vampire (except himself) takes 1d Aggravated magical damage for every point by which the skill roll was made. The darkness lasts only a single second. If a victim is killed or destroyed by this power, his physical body vanishes with the darkness. DR from natural Toughness or the Fortitude discipline will reduce the damage from this power, but no other defense is possible.

Banishment

Power 10

The victim is physically removed from our world and transported to the abysmal plane which spawns the darkness of Obtenebation. Nobody has ever escaped from this plane on his own.

The effects on those who have survived this fate are extreme and unpredictable. Some remember nothing, others have strong memories of vivid hallucinations (or were they?). Some appear unaffected, others are driven permanently mad, or undergo strange changes to their personality. The exact effects of such a sojourn are left to the GM (and, if applicable, the imprisoned character's player). Mortals are usually more profoundly affected by Banishment than vampires. The duration of one's Banishment appears to have little effect on the survivor's reactions – time does not pass there as it does here.

To Banish a victim a vampire must win a Quick Contest between his skill and the victim's Humanity or Path Rating (if a Cainite) or Will (if Kine). The length of the Banishment is determined by how much the vampire wins the contest by.

1 to 3 – one day

4 or 5 – one week

6 or 7 – one month

8 or 9 – one year

10 or more – permanent, barring extraordinary supernatural intervention on the victim's behalf (GM's option).

Quietus

The purpose of Quietus is to kill silently, before your victim even knows you're there. Assamites are fanatical in their pursuit of Quietus, and will inevitably be farther advanced in this discipline than in any other they may possess.

Silence of Death

This power creates a zone of absolute silence. Within this zone a whisper, a gun shot, a pneumatic drill or a space shuttle booster engine all make the same amount of sound – none. Note that those within the zone can still hear noise which originates outside, but nothing in the zone can make any noise.

Activating the zone requires a Blood Point and a skill roll. If successful, the zone will extend in a 20' radius from the point where the creator evoked it. The zone endures until the creator dismisses it or leaves the area.

Weakness

Each successful use of the Weakness power reduces the victim's HT rolls by -5. The victim's hit points are unaltered, but all rolls based on HT rolls are at major penalties.

If this power puts a mortal at penalties equal to or greater than his original HT, his immune system is completely gone. If he is exposed to any disease whatsoever, he will catch it (GM's option – but in an urban environment infection is a virtual certainty). If the penalties exceed a vampire's normal HT, the vampire immediately enters Torpor, from which he may not recover until the power wears off.

To inflict Weakness upon a victim, the vampire must expend a Blood Point (which actually sweats out as a blood stain on the vampire's hand) and touch the victim. The vampire must then win a Quick Contest between his skill and the victim's HT (at any current penalties).

The duration of the affliction is based on the amount by which the vampire wins the contest. If the victim is afflicted multiple times, the best win determines the duration.

- 1 to 3 – 10 minutes
- 4 or 5 – one hour
- 6 or 7 – one day
- 8 or 9 – one month
- 10 or more – one year

Infirmity

Each time this power is successfully used, the vampire reduces all the victim's physical attributes (ST, DX and HT) by 3, with corresponding losses to damage, skills, hit points, active defenses and any other rolls based on these attributes.

This power is used much like Weakness, except Infirmity costs 3 Blood Points, and the victim rolls against Will in the Quick Contest. The duration of the infirmity is as for Weakness, above. If any attribute is reduced to 0 by this power the victim becomes completely helpless, unable to move, speak or take any action until the Infirmity wears off.

Blood Agony

The vampire's blood acquires the power to cause Aggravated wounds. The blood of the vampire must be sweated to the skin's surface and used to coat a melee weapon, be that weapon a sword, club or fist. If the skill roll is successful, each Blood Point expended on this power allows the treated weapon to do Aggravated damage on one successful hit. For example, Rajeed spends two Blood Points and coats his scimitar with the blood. When he attacks his victim his first attack gets through,

doing Aggravated damage. His next attack misses and the one after that is blocked, but his fourth attack hits, again doing Aggravated damage. His fifth attack hits too, but only does normal damage – the power of Blood Agony is exhausted. Note that if an attack hits and gets through the target's active defense, but the adjusted damage roll is 0 or less, the Blood Point is used up, just as though the attack had done real damage.

This power will not work on projectile weapons like bullets and arrows, but will work on any melee or thrown weapon.

Taste of Death

The vampire can spit his own blood (at supernaturally-enhanced distances) doing grievous damage to the victim. The Taste of Death is virtually silent, but it will leave permanent, horrible scars on whomever it reaches, Kindred or Kine.

To use the power, the vampire decides how many Blood Points he wishes to invest in the attack, then rolls his skill, modified by normal range and size penalties for the target. If he hits, the attack does 2d Aggravated damage for every Blood Point invested. The Taste of Death has a maximum range of 1 hex per point of ST (modified by Potence) the attacker has, and retains full effectiveness out to that range. Furthermore, if a target is hit in the face with the spittle he loses 1 level of Appearance for every three full points done by the attack (round down).

Blood Sweat

This power allows the vampire to cause a victim to bleed profusely from his sweat glands, doing grievous damage. To induce a Blood Sweat the vampire must win a Quick Contest between his skill and the victim's HT. The maximum number of Blood Points which can be drained in this manner are equal to the amount by which the vampire won the contest, and the victim will lose Blood Points at the rate of 1 every 5 seconds until this maximum is reached or the vampire releases him from the power. Blood Points lost to Blood Sweat are *lost*, not transferred to the vampire.

If a mortal is reduced to 2 Blood Points or less by Blood Sweat, he dies. If a vampire is affected by this power he must roll to avoid both Frenzy and Rötschreck, rolling whichever he's more resistant to first, in addition to the normal effects of losing Blood Points.

Blood Empathy

The vampire is able to leave his emotions behind in the blood of a vessel. Anybody who drinks after the vampire from the same vessel will feel the same emotions – he will hate what the vampire hated, love what the vampire loved.

To implant his emotions in a vessel the vampire need only make his skill roll. The effect endures for a number of days equal to the number of Blood Points the vampire took at the time he implanted the emotions. Anyone feeding after the vampire may resist the effect of Blood Empathy by making a Will roll minus the number of Blood Points the victim drank from the affected vessel.

Leech

The vampire need not bite a victim to take his blood. He can drain Blood Points just by making skin to skin contact. This power leaves no mark.

All that is necessary for Leech to work is skin contact and a successful skill roll.

The vampire may drain one Blood Point each turn he's in contact with the victim (even if the contact is only a glancing blow), but the victim does not become passive as is the case with a normal vampiric bite, and can continue to defend himself normally each turn.

The maximum number of Blood Points which a vampire can drain using this power is equal to the amount by which he made his skill roll, and all points drained must be drained on successive rounds, or the power is disrupted and a new skill roll must be made.

Foul Blood

Power 7

On a successful roll, the vampire renders the blood of a vessel forever after poisonous to anyone except the vampire, who can continue to feed normally from that vessel.

If any other being drinks the blood of the fouled vessel, he will take 1d damage (non-Aggravated) per Blood Point drained. He will know that the vessel is fouled upon taking the first Blood Point.

Blood Clot

Power 8

The vampire must sweat one Blood Point to the surface of his hand, touch or strike his victim and make his skill roll. If the power is successful, the victim's blood clots inside him, and becomes useless. The maximum number of Blood Points clotted by a successful use of this power is equal to the vampire's Blood Clot skill minus the victim's current Blood Points (maximum modifier of -10). The vampire does not have to clot the maximum number of points each time this power is used. The victim must actually open his flesh and physically remove the clotted blood before he can replace it with fresh vitae.

If this power is used on a human it will cause a stroke, provided more than one Blood Point is clotted (if only one Blood Point is clotted the human will suffer no ill effects, but his Blood Pool will be effectively reduced by one for the next week). If a human has a stroke he will immediately take a minimum of 1d damage for each Blood Point clotted after the first. He must immediately make a HT roll minus the total number of Blood Points clotted to stay alive, and if he does he must make a second HT roll minus twice the number of Blood Points clotted to stay conscious.

Erosion

Power 9

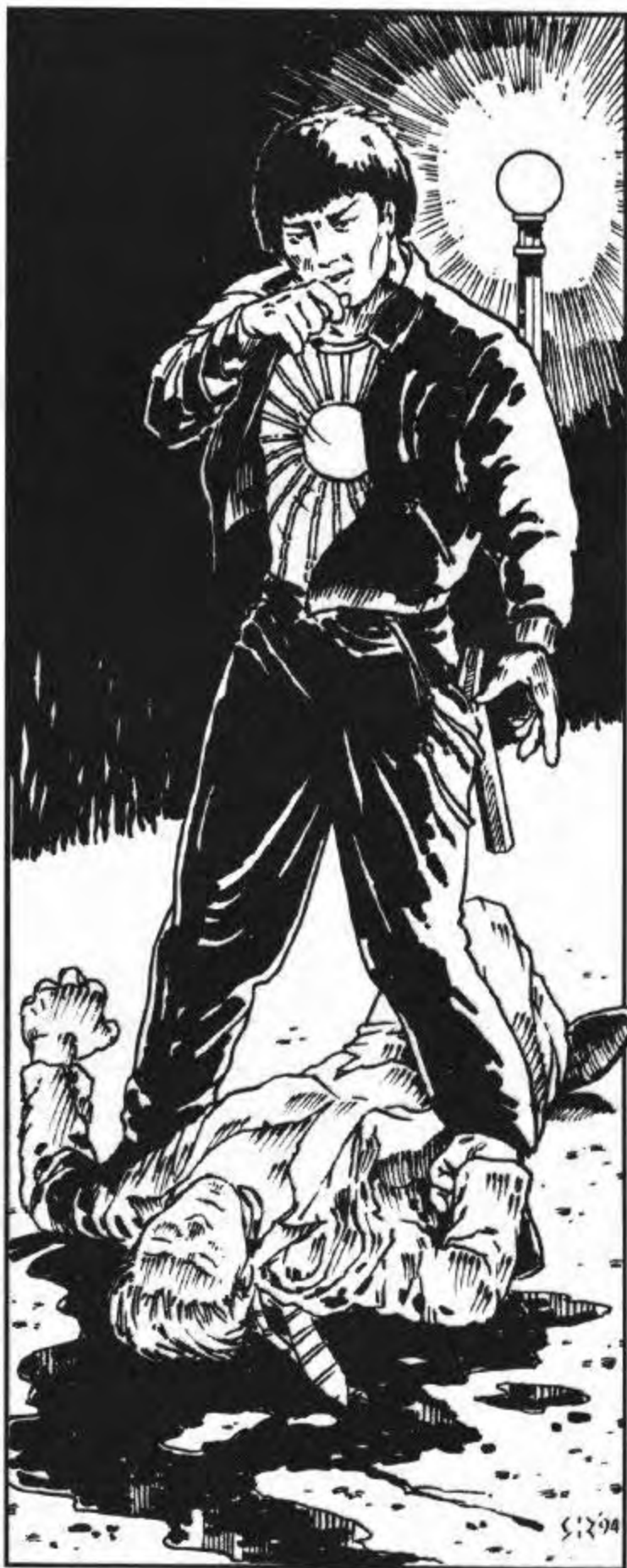
The vampire must expend five Blood Points, make his roll and touch his victim with his blood-covered palm. If he succeeds, he will immediately enter a Contest of Will with the victim, and if the vampire wins, all the target's physical stats go immediately to zero. The target is unable to speak, move or take any action whatsoever for a number of nights equal to the amount by which the vampire won the contest.

Immaculate Vitae

Power 10

This power is automatic. It requires no skill roll and the vampire need not put any points in Immaculate Vitae skill.

A vampire with this power is able to Blood Bond any character to him, even if that character only partakes of a single Blood Point from the vampire a single time. This new Bond will automatically override any pre-existing Blood Bond (including the Vinculum) provided the new Regnant is of lower generation than the old.



Serpentis

Serpentis is the art of temptation and corruption. It is entirely the creation of the Followers of Set, and they are very protective of its secrets.

Eyes of the Serpent

When this power is in use, the eyes of the Setite turn gold with large, black irises. These eyes have a strange power over mortals – any mortal who looks directly into them cannot move or take any action as long as the Setite holds his gaze. The mortal does not get any sort of roll to resist this power, but can avoid it if he studiously avoids eye-to-eye contact with the vampire.

To use the eyes on another vampire, a Lupine, mage or any other supernatural creature, the Setite must win a Contest of Wills against his victim – during the Contest both the Setite and the victim must remain motionless.

If a victim of the Eyes of the Serpent is attacked physically, the power of the eyes is broken, at least until the fight is over and the Setite can again fasten his gaze on the victim.

A skill roll is required to call the eyes, and they will remain until dismissed or until dawn. There is nothing whatsoever to prevent a Setite from calling the eyes at sunset and maintaining them the rest of the night, unless, perhaps, he wishes to walk unnoticed among mortals.

Tongue of the Serpent

The Setite's tongue becomes a formidable weapon. Forked and about 18" long, the tongue can be used in close combat.

A skill roll is needed to manifest the Tongue of the Serpent. In combat its chance to hit is determined by the vampire's Brawling skill or default. The tongue does Aggravated Thrust/Impaling damage appropriate to the vampire's ST.

Once the tongue has struck a victim, it can be used to suck the victim's blood. Such a draining works in all respects like the Kiss, and causes mortals to go helpless from ecstasy. It can also be used in the Embrace or Diablerie.

Mummify

This allows the Setite to enter a state of almost total invulnerability, but in doing so he loses all power of motion, speech or action.

In Mummy form, the vampire is completely invulnerable to all forms of magical or normal damage except exposure to sunlight and fire-based attacks. However, the vampire is also completely immobile, unable to move, speak or perceive his surroundings. A Mummified vampire may not even use those disciplines normally accessible to a vampire in Torpor. A vampire in Mummified form will not lose any Blood Points over time – he is in a state of absolute stasis.

A simple skill roll is sufficient to put the Setite into a Mummified state; the transformation takes one minute. But once this is done the vampire will not revive until he tastes fresh blood upon his lips, or until he actually takes damage from sunlight or fire.

Form of the Serpent

This discipline allows the vampire to take the physical form of a large black cobra about 6' long and 6" in diameter.

In serpent form the vampire's attributes are unchanged, and he retains all skills and disciplines (though of course he will be unable to use any skills or disciplines which require hands or limbs). The snake form has +10 to all smell perception rolls, but

is Hard of Hearing (real snakes are deaf, but vampiric snakes aren't quite so bad off). The serpent also acquires a new sense, not possessed by humans, which makes it very sensitive to vibrations in the ground, air or surrounding objects (normal perception roll to detect vibrations; specific applications of this sense are left to the GM).

The poisonous bite of the vampiric Cobra does 3d damage each minute. A successful roll vs. First Aid-5 or Physician is needed to stop the victim from taking further damage. A snake's bite does damage as described on p. B140. At least one point of damage must get through the victim's armor and Toughness to inject the poison. Cobras do not have a constriction attack. The venom of the vampiric cobra will not poison other vampires.



Heart of Darkness

This power allows the Setite to physically remove his heart from his body. The Setite can remove his heart only during the dark of the moon, and if he fails his skill roll cannot try again for another month. The heart can be replaced at any time, with a successful skill roll, provided it is physically in the Setite's possession at the time.

Once removed, the heart must be placed in a sealed clay jar or urn. The Setite can then hide or defend the heart as he sees fit. With his heart removed, the Setite is immune to being staked, and also receives a +3 to all Frenzy rolls (since the heart is the mystical seat of the emotions).

The danger of the procedure is that if the heart is found by an enemy, the Setite is completely helpless. If the heart is burned or exposed to sunlight the vampire will burn up horribly along with it. If the heart is staked, the vampire is instantly thrown into Torpor.

Those Setites who avail themselves of this power either carry their heart with them at all times, or hide several false hearts around their lairs as decoys. It is unwise to hide one's heart too far from one's haven, but also unwise to visit a hidden heart, lest you be followed to it by an enemy. It is said that certain elders of the Setite clan command the fealty of their childer by holding their hearts hostage.

A vampire who has mastered the Heart of Darkness power may remove another vampire's heart, provided the subject is either willing or completely restrained. This operation takes several hours, and must be performed at the dark of the moon.

Disciplines

Temptation

The Setite's words acquire the power to tempt others into behaving in ways contrary to their deepest beliefs and natures. The Setite simply speaks softly to the victim, telling him of his weakness and of the power of evil (this speech should be role-played). To impose his will, the Setite must win a contest between his Temptation skill and the victim's Humanity (or Will, if the victim is not a vampire). Kindred who have attained Golconda get a +3 to all rolls in this contest.

The more radical the Temptation, the harder it is for the Setite to impart it successfully. Treat the Temptation as an evil Code of Honor disadvantage – the Setite will be at -1 in the Contest for every -5 points in the Code of Honor. If the Temptation is successful, the victim does not get to buy any additional abilities with the points from his new disadvantage; his character's point value is simply diminished by that amount. The only way to overcome a Temptation once it has been inflicted is to "buy it off" with earned character points – but even so the Temptation will not fade until at least 30 days after it was inflicted.

Obsession

This power is much like Temptation, except that instead of inflicting the victim with an evil Code of Honor, it inflicts them instead with a Compulsive Behavior selected by the Setite. The Setite merely speaks softly to the victim, telling him of his weakness and lust. This compulsion may be radically opposed to the victim's morals, or even his physical nature – for example, causing in a vampire a compulsion for food or sex. In addition to the normal consequences of the Compulsive Behavior disadvantage, if inflicted on a vampire the compulsion must be indulged at least once each night or he must roll against Frenzy one half hour before the coming of the dawn.

Like Temptation, an Obsession is permanent unless bought off with earned character points.

Phobia

The Phobia power works like Temptation or Obsession, but instills within the victim a horrible Phobia of the Setite's choice. All Phobias instilled by this power are *severe*. The only difference between Phobia and the above powers is that the victim rolls against Will (modified by Courage) rather than Humanity in the contest.

Corruption

This power allows the Setite to inflict the Sadism disadvantage on a victim. Anyone with a Humanity of 20 or more, or who has achieved Golconda, is immune to this power.

The Setite must win a contest between his Corruption power and the Humanity of his victim (or Will, if the victim is mortal). If the Setite has a Humanity greater than 5, using this Power will cause him to lose one point of Humanity.

If the target becomes Corrupted, his decadence will begin to slowly sap his Will – the victim is at a cumulative -1 to all Will rolls for each full month since his Corruption. If the victim's adjusted Will reaches 0, he becomes completely at the mercy of the Beast – an irrational, bloodthirsty psychopath that lives only to destroy. If the victim can "buy off" the Sadism disadvantage with earned character points (or otherwise lose the disadvantage through extraordinary supernatural means – GM's option) he will begin to regain his Will at the same rate it was sapped, i.e., +1 per month until normal Will rolls are restored.

Power 6

Form of Corruption

This power is exactly the same as the power of Corruption, except that the Corruption is not cast on an individual, but instead transferred to an object, which will potentially infect with Corruption anyone who touches it. Any object can be so infected, but if the object is very large (a building, for example), only a maximum 10' diameter area will actually hold the Corruption.

The Setite loses one point of Humanity every time this power is used, and may lose more if he becomes aware of the evil which the victims of this power do (such awareness cannot, however, reduce the Setite's humanity below 5).

When a victim touches or handles a Form of Corruption, he must immediately enter a contest between the creator's skill at the time he used the power and the victim's Will or Humanity, as above. If the victim wins the contest, he is forevermore immune to that particular Form of Corruption, but if he loses he acquires the Sadism disadvantage and begins to lose Will as described above.

Mark of Damnation

This power brands the victim body and soul with a mark of unendurable hideousness. The Setite need only place his hand on the victim's head and make his skill roll. The only defense against the Mark of Damnation is to avoid the Setite's touch.

Anyone looking at a victim of the Mark of Damnation must make *five consecutive* Will rolls (modified by Self-Control) in five consecutive seconds or he will attack the victim wildly with anything at hand. If the victim of the Mark sees a reflection of his face, he will attack the reflecting object until it is destroyed.

The victim of the Mark can only speak to another person if he is completely concealed from the other person's sight and in *complete darkness*. Otherwise, the power of the Mark will reach out and enrage those whom the victim is trying to speak to, even over the phone.

The Mark of Damnation is permanent unless revoked by the caster. There are also said to be powerful Thaumaturgical rituals with the power to cleanse a Mark of Damnation, but these may be only rumors.

Power 6

Power 7

Power 8

Power 9

Power 10



Thanatosis

The characteristic discipline of the ghastly Samedi, Thanatosis is the art of controlling the physical process of death and decay. Most other Kindred find it repulsive, though there are some who share the Samedi's fascination with death, who seek out their teaching in the secrets of Thanatosis.

If there is a 9th or 10th level of Thanatosis, its capabilities are completely unknown. There are only wild stories and vague rumors of hidden Samedi elders with unspeakable powers of decay and annihilation.

Hag's Wrinkles

Power 1

This power allows the user to expand or contract his skin. This allows the vampire to change his general appearance or apparent age. A Samedi can use this power to temporarily increase his appearance level by one, allowing a Samedi of Monstrous appearance to walk for a time among mortals.

If used in conjunction with Obfuscate or Vicissitude this power allows a +3 to all skill rolls for powers which involve a change in the vampire's appearance.

Finally, the power can be used to create sealed pockets of flesh where small objects can be concealed. Concealed objects must weigh less than five pounds, and take up less than 100 cubic inches.

Any use of this power requires the vampire to spend a Blood Point and make a skill roll. Once made, any alteration due to this power endures until dawn or until the vampire wills it to end.

Putrefaction

Power 2

This power will cause a victim's skin to literally start to rot away. To evoke the power the Samedi must expend at least one, and possibly more Blood Points and make a skill roll. The victim gets a HT roll to resist. If the HT roll is failed, the victim begins to rot.

For every Blood Point spent, the victim is at -1 to DX and all physical skills (due to the intense pain the power produces every time the victim moves). The victim also loses one level of Appearance for every Blood Point spent, and begins to stink of decay. Finally, if the victim undertakes any vigorous action (running, climbing, combat, etc.) his flesh and hair will begin to fall away in chunks, doing 1 hit point of damage for each Blood Point spent (this is considered non-Aggravated damage).

These effects will endure until the victim is able to rest completely for 24 hours (although any hit points lost to the rot must be healed normally).

Ashes to Ashes

Power 3

This power enables the Samedi to transform into a small, inert heap of heavy powder. In this form the Samedi cannot be burned and is immune to sunlight, but he is also completely unaware of his surroundings, and unable to take any action whatsoever. The ashes cannot be dispersed by winds or even heavy rains, but can be separated by force. The ashes can be easily carried in any one-gallon container.

To take the form of ash the Samedi need only make his skill roll, but he cannot reform until someone pours two Blood Points on the ashes. If any of the ashes are missing, the Samedi will suffer 1d damage for every 5% of the original pile which is missing. This damage is considered Aggravated. Furthermore, if more than 20% of the original pile is gone, the Samedi will reform without his full complement of limbs and organs (GM's option).

Withering

Power 4

With this power the Samedi causes one limb of an enemy to wither. A withered limb becomes completely useless and is intensely painful (-2 to all skills from pain per limb withered, in addition to any penalties due to the uselessness of the withered limb).

Supernatural creatures (vampires, werewolves, mages) will recover from Withering at the coming of the next dusk, but if a mortal's limb is withered the damage is permanent, and the withered limb will infect the rest of the body with a fatal poison unless amputated within 24 hours.

If the affected part is the head, death is instantaneous for Kine. Kindred drop into a Torpor-like state where they can take no action whatsoever (including using disciplines normally usable from Torpor) until their shrunken head returns to normal.

To inflict Withering the Samedi must touch the extremity he wishes to affect and make a skill roll. The victim gets to resist with a HT or Will roll, whichever is higher.

Infection

Power 5

This power can only be used on subjects who have suffered Aggravated wounds. The "infection" it induces is not harmful, and can in fact be beneficial.

To use Infection the Samedi must inflict at least one point of Aggravated wounds in the subject, if the subject is not already wounded. Then the Samedi must spend a Blood Point and make a skill roll. Thereafter, the Samedi may "feed" Blood Points from his body to the subject at any distance. The recipient of these Blood Points may use them normally, but this power can also be used to Blood Bond other Kindred to the Samedi without their knowledge.

The Infection endures until the wound which it was cast upon completely heals.

Compress

Power 6

This horrible attack allows the Samedi to shrink the skin of an enemy until it ruptures with explosive violence, doing 4d damage. (Kine who survive such an attack should also have to make at least one HT roll to avoid incidental infection, and possibly more depending on the environment - the number of HT rolls and the effects of such an infection are left to the GM.) This attack requires the expenditure of 3 Blood Points and a skill roll.

If the attack is successful, the Samedi may then attempt to touch the victim, spend one more Blood Point and make another skill roll. If this succeeds, the Samedi "absorbs" the flayed skin into his own body, giving him a +5 to HT until dawn.

Dust to Dust

Power 7

This is an advanced form of the Ashes to Ashes power (above). In this form the vampire retains all mental disciplines except Dominate and Thaumaturgy. The dust cannot be separated by force or by nature unless the Samedi is willing for his substance to be so divided. In fact, in this form the Samedi can allow himself to be picked up and moved along by the wind, without losing cohesion. The Samedi must make a skill roll to assume the Dust form, and must make another skill roll and spend one Blood Point to reform. The Samedi does not require any assistance to reform.

Rigor Mortis

Power 8

This power inflicts a living target with rigor mortis – the hardening and contracting of all ligaments and tendons.

To inflict Rigor Mortis the Samedi must spend a Blood Point and win a Contest between his skill and the HT of the target. The victim of Rigor Mortis suffers an immediate -5 to all DX-based rolls, and is in such intense pain that a Will roll is required to use any skill whatsoever.

Vicissitude

Although it seems at first much like any other vampiric discipline, Vicissitude, the characteristic discipline of the Tzimisce clan, is in many ways in a category by itself. The powers of Vicissitude give the Tzimisce control over the physical forms of themselves and others. Although Vicissitude bears a superficial general resemblance to the Protean discipline, the two disciplines are actually completely different in both form and function. It is often said that no non-Tzimisce can begin to study Vicissitude unless he has partaken of Tzimisce vitae. The truth of this report, and the amount of vitae required, if any, are up to the GM.

Changeling

Power 1

The Changeling power enables the Tzimisce to make small alterations in his appearance, like changing the shape and size of his nose, the color of his skin or hair, the color or shape of his eyes, etc. It also allows the Tzimisce to freely take on any level of appearance, from Hideous to Very Beautiful (see p. 55). Finally, it allows the vampire to change his voice. This power does not affect height and weight. It can be used to produce minor inhuman "special effects" like exotically arched or feathered eyebrows or pointed ears.

Each body part being changed requires a separate use of this power. For instance, if a vampire of African descent wished to take on an Oriental appearance, he would need to use this power at least 5 separate times – to change his skin color, straighten his hair, and alter the configuration of his eyes, nose and lips. Each use of Changeling requires a Blood Point and a successful skill roll.

To raise or lower his Appearance, the vampire must make 1d successful Changeling rolls for each level of Appearance traversed. If any of these rolls is a Critical Success, the vampire's Appearance is immediately changed in the desired direction, regardless of the 1d roll. However, if the vampire is trying to raise his Appearance, and any of his Changeling rolls are a critical failure, his Appearance immediately drops one level and he must start all over again from the new level.

To successfully mimic another's appearance using Changeling, the GM should roll vs. the higher of the character's IQ or Disguise skill after the vampire has made all the desired changes. If this roll is failed, the mimicry is deficient in some way – the vampire won't notice the problem, however, until somebody begins to openly suspect his disguise. Exactly how noticeable such a deficiency is should depend on how much the roll was failed by.

Fleshcraft

Power 2

This power enables a vampire to drastically mold or sculpt his own flesh or that of another. Each use of this power requires that the vampire actually lay hands on his subject, expend a Blood Point and make his skill roll. He must actually pull, push and pinch the flesh into the desired configuration.

If the victim is Kindred he must immediately make a Will roll (modified by Self-Control) to avoid Frenzy. If this roll succeeds, he may heal himself by expending five Blood Points.

If the victim frenzies or does not spend the required Blood Points, or if the victim is Kine, and he tries to engage in any strenuous activity (running, climbing, combat) the tightened ligaments and tendons snap, doing 5d points of Aggravated damage. If the victim continues strenuous activity for another turn, he takes another 5d damage.

Each time the power is activated the vampire retains his ability to mold the flesh of his subject for as long as he continues to work on the same subject and does not pause in his craftings for more than one minute. Once the changes have been made, they are permanent (until reversed by Fleshcraft, another magical ability or, sometimes, conventional cosmetic surgery). More subtle uses of Fleshcraft (to make somebody resemble somebody else, or to raise or lower Appearance in a way that seems completely natural) may also require a roll vs. Disguise, Sculpting or any other skill the GM deems appropriate. Fleshcraft can alter both the shape and texture of any external feature.

The Tzimisce often use this power as a curse, striking a victim and pulling their features into some sort of horrible deformation. To use Fleshcraft on an unwilling subject requires only that the body part affected be held motionless and undefended for at least one second. Thus Fleshcraft can be used in combat, if the victim can be grappled or immobilized for at least one round. A successful offensive use of Fleshcraft will drop the victim's Appearance by -1, or to the Unattractive level, whichever is lower. Thereafter, each subsequent use of the power will lower the victim's appearance by a further -1. Fleshcraft can be used to lower Appearance down to the Hideous level. Fleshcraft cannot, however, inflict physical damage.

Bonecraft

Power 3

This power allows the user to shape bone in the same way Fleshcraft shapes flesh. It can be used to make a normal-sized adult up to 3 inches taller or six inches shorter than his natural height (weight does not change). It can also be used to turn humans or vampires into hideous grotesqueries. Bonecraft can be used to alter a victim's Appearance all the way down to the Monstrous level, or to inflict him with an Inhuman Feature (see p. 21).

Normally, Bonecraft is automatically used in conjunction with Fleshcraft, to keep the flesh stretched properly over the bone. Such uses require only one Blood Point and a successful roll vs. whichever skill level is less.

However, if the user so wills, Bonecraft can also be used alone, in which case it causes the flesh to stretch and tear, inflicting heavy damage and extreme agony. To use Bonecraft to inflict damage requires that the victim be immobilized as for Fleshcraft, above, and the attacker must expend a Blood Point and make his Bonecraft roll. The user can do up to 1d damage for each point by which he makes his Skill roll. Each die of damage inflicted also reduces the victim's Appearance by -1. This damage is non-Aggravated to vampires, but will act as a Permanent Wound (see p. 21) until the changes to the victim's skeleton are magically reversed, or Fleshcraft is used to make the vampire's skin conform to his bone structure.

Horrid Form

This power enables the vampire to transform at will into a monstrous creature between 7 and 8 feet tall, with grotesque features, thick, gray skin covered with a black, oily residue and a row of bony protrusions running up its spine. The vampire's hands become clawed and extrude two additional fingers. All vampires using this power acquire approximately the same form, though there are minor differences between individuals.

In his Horrid Form the vampire increases ST, DX and HT by +5 each and gains +1 PD and +2 DR. Hand-to-hand damage is at an ST +2 due to the claws and bony ridges on the altered vampire's hands. Physical skills increase along with physical attributes. The creature's appearance is Monstrous, which will of course make certain Social or Thief/Spy skills impractical or impossible.

A vampire needs only make a successful skill roll to assume Horrid Form.

Inner Essence

This *outré* power enables the vampire to transform parts of his own body into potent blood. This blood can be stored or hidden, or imbibed by another vampire or by the creator. A vampire can transform himself into up to 10 Blood Points using this power, but if all 10 points are imbibed or somehow destroyed, that vampire ceases to exist. If the transformed Blood Points are imbibed by another vampire, they will form a Blood Bond with the donor.

The vampire can transform individual parts of his body as follows: each leg and the chest yield two Blood Points each, while the abdomen, arms and head each yield one. Each transformed Blood Point equals about one pint of liquid.

Transformed blood will not spoil or evaporate, and cannot be dispersed by washing or draining (the blood will wash or drain away to a new location, but remain an integrated puddle). It can, however, be deliberately poured or divided into different containers.

On a successful Inner Essence roll the vampire can transform as much of his body as he wishes into blood. To transform back requires only another successful roll, and that the transformed blood be in contact with however much of the vampire is currently in human form. If some of the transformed blood is ingested or destroyed, the vampire cannot reform that body part until he spends Blood Points equal to the amount of transformed Blood lost.

Blood of Acid

This power is automatic. It requires no skill roll and the vampire need put no points into a Blood of Acid skill. The vampire must still pay the normal cost of a 6th-level power.

All the blood in the vampire's body, no matter how recently ingested, becomes an acid. Thereafter, the vampire's blood will eat through wood and other soft materials, but not through metal, glass or hard plastics. Each Blood Point that comes into contact with the exposed skin of another does 5d Aggravated damage. Combined with the Inner Essence power, this can lead to some spectacularly grotesque attacks.

Any time anyone does more than 6 points of cutting or impaling damage to the vampire in a single attack (for instance, while somebody is trying to stake the vampire), acidic blood will spray out from the wound into the hex immediately adjacent to the wound, doing 5d damage to anyone in that hex. This attack can be dodged or blocked, but not parried. This attack is automatic, and not subject to the vampire's control. Each time it is activated, the vampire loses 1 Blood Point.

Power 4

Power 5

Power 6

This damage also applies to anyone who tries to drink the vampire's vitae. Although this is a potent defense against diablerie, it also has a dramatically disadvantageous side — once he has acquired this 6th-level Vicissitude Power, the vampire may never again create ghouls or childer — the acid blood would destroy them in the process of creation. Anyone he tries to blood bond to himself will also take severe damage in the process of the bond, and will probably die unless extreme caution is taken.

Body Arsenal

This power allows the vampire to configure his extremities into a melee weapon — anything from simple Claws (as the Protean power of the same name) to a greatsword or spiked mace. Virtually any non-powered weapon with a reach of no more than 1 hex can be simulated. Damage is normal for a weapon of that type at the vampire's ST, and damage is Aggravated. The only stipulation is that the vampire possess sufficient ST to use the weapon created. A single skill roll is all that's needed to manifest a weapon. Manifested weapons can be used to parry, but not to block. They have the same DR as the rest of the character, and if the weapon is successfully targeted the character will take full damage.

Plasmic Form

Plasmic Form is essentially an advanced form of Inner Essence, and incorporates all the abilities inherent in that power. In addition, the vampire acquires the ability to move and retain his own form when wholly or partially in vitae form.

Plasmic Form allows the vampire to take the form of a puddle of blood with a move of 1, which can seep through cracks or small holes. Even more strange, the vampire can retain his natural form (except for a deep red coloration) while in blood form. Although in this form the vampire is nothing but a mass of viscous liquid held together by blood power, he can still speak and walk normally, and even use mental disciplines (as long as they don't require eye contact).

In blood form the vampire is immune to all physical damage — blows and projectiles simply splash through him harmlessly (he is still affected normally by sunlight, fire and magical forces). However, the vampire's only attack in Plasmic Form is through his Blood of Acid (see above) and each use requires the expenditure of a Blood Point. Even though the vampire does not himself take damage in Plasmic Form, attacks which would do 6 or more points of damage still cause him to "splash" acid, as described under Blood of Acid, above.

Cocoon

This ability allows the vampire to secrete a strange material which forms itself into a white, hard carapace in the approximate shape of a coffin. The Cocoon has a number of hit points equal to the vampire's HT, and a DR of 1 + twice the vampire's natural DR or Toughness (if any). While in an intact cocoon, the vampire is immune to all damage, including fire and sunlight. The Cocoon itself is immune to damage from sunlight, and can be safely moved about outdoors in broad daylight, but it can be damaged by fire or physical attacks.

It requires only a successful skill roll and about 10 uninterrupted minutes to form a cocoon. The vampire can protect only himself with this power. Inside the cocoon, the vampire can hear and use mental disciplines, but cannot see or speak. Once in the cocoon the vampire may remain there indefinitely (though he will lose 1 Blood Point each day until he enters Torpor). The vampire may dissolve the cocoon at will, which takes another 10 minutes.

Power 6

Power 6

Power 7

Flesh Rot

Power 7

This power enables the vampire to afflict his victim with a hideous rotting disease. It requires only a successful skill roll and a touch to inflict the disease, and the victim gets no saving throw. Once inflicted the disease will continue until the victim dies or is forced into Torpor, or until it is reversed by *extremely* potent magic. The vampire who inflicted the Flesh Rot may not subsequently cure his victim.

Each night after he is inflicted, the victim must make a HT roll. If he makes his HT roll he avoids further deterioration that day. If he misses the roll by 1 to 3 points, he loses 1 point of HT and one level of Appearance permanently. If he misses the roll by 4 to 6 points he loses 1 point of HT, 1 point of ST and one level of Appearance permanently, and if he misses by 7 to 9 points he loses one point each of ST, HT and DX and one level of Appearance permanently. On a critical failure, he loses 1d points of HT, and ST, DX and Appearance as above. The disease cannot reduce Appearance below Hideous. If the disease reduces any physical stat to 0 the victim either enters a Torpor which will endure until the disease is somehow cured (if Kindred) or he dies (if Kine).

Bauble

Power 8

The vampire may transform himself into an inanimate object, ranging in size anywhere from a small gem to the vampire's own size (by volume) and weighing anywhere from 1/10 of an ounce to 10 times the vampire's normal body weight. The vampire may transform into virtually any solid substance, and retains all the properties of that substance, plus his full mental abilities including all mental disciplines.

In Bauble form the vampire is immune to all attacks which would not normally affect that substance, with the sole exception of sunlight, which inflicts normal damage.

To use or reverse this power requires only a skill roll.

Breath of the Dragon

Power 8

The vampire has the ability to breathe flames. Use of this power requires two skill rolls – the first to call the power, and the second to hit the target. Each flame attack sets fire to any flammable materials in the area of effect, and does a number of dice equal to the amount by which the vampire made his first skill roll divided by 3 (round up). The flames affect the vampire's 3 front hexes. The flames act like a mystic napalm, continuing to burn the victim's flesh each turn until doused with water or smothered. Flame attacks are at -5 to Dodge due to the area affected, and cannot be Blocked or Parried.

Breath of the Dragon will cause vampires who face it to check for Rötschreck. The user need only check Rötschreck before using the power if he's planning to use it in a very confined area or an unusually flammable one (GM's option).

Doppelgänger

Power 9

This power allows the vampire to transform himself into literally anything which he can imagine, so long as he makes his skill roll, and the new form is not less than half nor more than twice his normal mass. Appropriate forms (in the GM's opinion) can as much as double the vampire's physical attributes, with a corresponding increase in skill level. It is also possible (again, if the GM concurs) for the vampire to assume highly specialized forms which increase certain specific skills by as much as +5. This power will not grant the vampire any new disciplines, but might allow him to gain certain special attacks – venoms, for example, or gas attacks (though the GM is free to limit damage done to any degree he feels is appropriate).



However, if the vampire transforms into a form which would normally harm him – for example, a pillar of fire, or a cruciform shape if he is Repelled by Crosses – he will take normal damage for as long as he remains in that form.

Meld with the Land

Power 9

With this power the vampire becomes one with the earth. His life force is dissipated throughout the surrounding countryside. The vampire's essence is spread throughout a number of square miles equal to his IQ. No more than one vampire at a time may Meld through a given square mile, and the territory possessed must all be contiguous. While Melded, the vampire may move his essence at a speed equal to his normal move in miles.

In this form the vampire is immune to sunlight and virtually any sort of physical attack short of a doomsday weapon – the only way to destroy the vampire in this form is to completely annihilate half or more of the total territory occupied by the vampire down to a depth of at least six feet in a single turn.

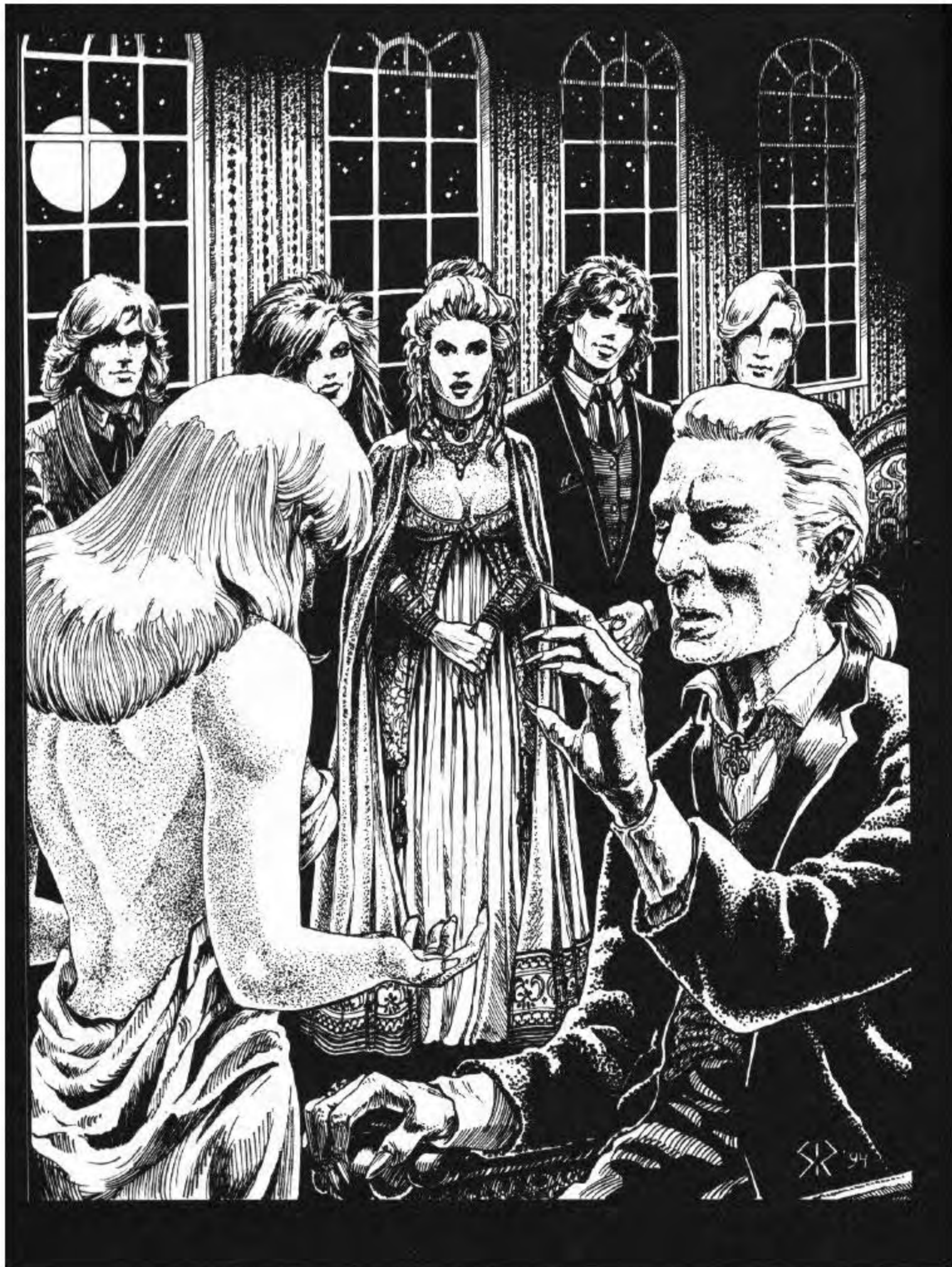
While Melded with the Land, the vampire is able to use all his mental disciplines. His physical senses, as such, no longer work, but they are replaced with a mystical perception that allows him to perceive literally everything that happens in his area, regardless of physical obstacles. Note, however, that although it is possible for a Melded vampire to perceive anything that takes place above his refuge, he may not concentrate on or remember more different events than are appropriate to his IQ (in the GM's determination).

A vampire may Meld With the Land while in Torpor.

Reform Body

Power 10

This legendary and little-understood power is the ultimate manifestation of Vicissitude. It is said that a vampire with this level of ability may reform his body after it is destroyed, even if he is burned to ashes (although it is rumored to take years, or even centuries, for the vampire to reform after such utter destruction). A vampire with this power is truly immortal.



Chapter 6

PERMUTATIONS

For my flesh is meat indeed, and my blood is drink indeed.

—John 7:55

The society of the Cainites is ancient and Byzantine. It is not possible to record it in all its complexity in a single book, or even two. This chapter deals with some significant aspects of vampire existence which do not fit within any of the other sections of the two books which make up the *GURPS Vampire* game.

Vampiric Obligations

The following is a partial list of services and the debts they incur under prestation. The examples below are by no means exclusive – the services which can cause a debt of prestation are literally infinite.

Saving a vampire from Final Death – This is a very great service. Since there is almost nothing that a vampire puts ahead of his own continued existence, there is very little he can do to completely erase his debt other than saving the unlife of his savior. Furthermore, saving a vampire from Final Death also incurs a lesser but tangible debt from all those who are in the debt of the saved vampire.

Defeating an enemy – This will incur a debt of honor from all vampires who were also the enemy of that vampire.

Protecting another vampire's Masquerade – This incurs a great debt from the vampire protected. It might also incur a general debt from the local Kindred at large, since any compromise of the Masquerade threatens the whole community.

Hosting a social gathering – This is a minor debt, but a real one. All guests at a vampire's party are compelled by prestation to reciprocate, either by hosting a gathering of their own, or through some material service. For example, if a Nosferatu attends a Toreador's party to gather gossip, the Nosferatu is unlikely to host any gatherings which might interest the Toreador, so he might feel compelled by prestation to pass some future useful bit of information on to the Toreador, in order to obviate his debt.

Sharing your own vitae with a needy vampire – This incurs an obligation, but somewhat less so than might be the case if the helper rendered some other sort of aid. Kindred understand that accepting the vitae of another vampire is itself a form of submission to the giver – to demand a strong debt of prestation over and above such an act is considered almost "unsporting."

Minor voluntary services – A young vampire can often advance himself by volunteering to perform small services for his elders. Each service incurs a small debt of prestation from the elder, and over time these small debts can accrue into a formidable debt of friendship. While such service can ingratiate a vampire to his betters, it sometimes alienates his peers, who come to see the volunteer as a boot-licker.

Assisting another vampire in the hunt – This occurs practically no debt (unless, of course, the vampire helped is weakened, incapacitated or otherwise in desperate need of vitae). Usually all that's required is a pro-forma invitation from the assisted vampire to share in the fruits of the night's hunt. Some Kindred, in fact, consider unasked-for help in the hunt a grave insult – a way of saying "you are not competent to hunt your own prey."

The Rite of Prestation

It is a principle of human nature to hate those whom you have injured.

—Tacitus, *Agricola*

On one hand, a vampire is by nature a entity of almost complete selfishness. Any compassion or empathy a vampire feels for any other creature is, at best, a matter of reflex or cool intellect. It is a rare vampire who possesses any instinctive concept of a "greater good." To a Cainite, the greatest good – the only good – is his own survival.

On the other hand, few vampires can live as completely anti-social creatures. They all come from human stock, and much of the social imprinting of their human lives remains even after the Embrace. Vampires, particularly young vampires, can get lonely if totally deprived of the society of others like themselves. Equally important, some degree of cooperation is necessary to insure vampiric survival. Cainites must make alliances to protect themselves from other vampires and their allies, and all vampires must stand together against the hordes of kine and the various other mystical powers of the World of Darkness. So vampires need a society, and furthermore this society must be stable enough to endure in the face of immortality.

This is one of the central paradoxes of vampiric existence – how can Kindred maintain the social stability they need in the face of the essential solipsism of the descendants of he who asked, "Am I my brother's keeper?"

Each vampiric sect has answered this question differently. For the Sabbat, stability comes through the mystical and emotional bonds of the Vinculum, while the Inconnu rely on wisdom, philosophy and the shared goal of Golconda. The four independent clans have all evolved their own unique answers to this conundrum, which all come down to an "us against them" mentality where each clan convinces itself that they are the only true vampires, and they must band together against the masses of heretics and pretenders.

And the Camarilla, the majority and mainstream of vampire society, binds itself together through the rite of prestation.

Prestation

Prestation is unique among vampire social compacts in that the other sects all rely on some degree of mysticism or myth to hold their society together, but prestation is an entirely social phenomenon.

At its most fundamental level, prestation seems like the most obvious, sensible and benign of concepts. The whole essence of prestation can be summed up in a single sentence; "Any service or favor must be reciprocated with a proportionate service or favor." However, once filtered through the fundamental perversity of vampiric nature, prestation becomes of thing of Byzantine complexity and terrible power.

When a vampire receives a service or boon from another, prestation places him in the debt of the giver. This puts the giver in a position of dominance over the receiver, until the receiver can balance the ledger by repaying the favor.

As a class, vampires love dominating others, but bitterly hate being in a position of submission. Nonetheless, they submit under the dictates of prestation because the alternative is the contempt of their peers. Vampires very often do not mind being hated, and usually they enjoy being feared, but they cannot bear to be held in contempt. Noxious as they find the idea of any sort of submission, honorable submission is preferable to being despised.

Once a debt is incurred, the vampire owed can "call it in" at any time, asking any theoretically proportional service he wishes to name (see sidebar). However, he does not have any real deadline. Much of the time a vampire will simply hold the debt over his debtors, never demanding anything in return except that they remember they are in his debt. Of course, if such vampires do manage to deliver some proportionate service – whether asked for or not – prestation requires that the former bestower acknowledge that the debt has been erased.

If a vampire is in another's debt, he must treat that other with all courtesy. Putting an elder or superior in your debt is particularly sweet, because you are then entitled by prestation to treat that elder with a familiarity far beyond that of your peers (the exact degree of informality is, of course, dependent upon the relative Status of the vampires in the equation and the degree of service performed). Prestation cannot permit one to disobey an elder or superior, but it does entitle one to a greater degree of familiarity, which can be used as a path to power.

Almost any act which involves another Kindred in any way can potentially have profound consequences in terms of prestation. Skills which may be used to accurately evaluate a given act's prestation repercussions include Politics (Camarilla), Diplomacy and Savoir-Faire.

Within the Camarilla the Ventrue, Tremere and Toreador are most exacting about prestation, the Nosferatu and Gangrel follow it in a scrupulous but perfunctory manner (they pay their debts, but don't grovel nearly as much as the Ventrue would like), the Brujah conform grudgingly, and the Malkavians and Caitiff openly flaunt the custom. Malkavians can get away with this because they are Malkavians, Caitiff because many high-status vampires consider Caitiff unworthy by nature to participate in debts of honor.

There is no formal code of prestation, but it has at least two rules which are unwritten but nonetheless absolute:

It is a great dishonor to insult or threaten in any way a vampire to whom you are indebted, or who is indebted to you. It is this aspect of prestation which actually holds the Camarilla together. If a vampire insults, threatens or endangers any other that he owes, or that owes him, the disrespectful one immediately loses respect in the eyes of the whole vampire community. Furthermore, if one vampire in a bond of prestation violates the honor of that bond, the other, by ancient right, is entitled to engage him in a fight to Final Death, through combat, magic or intrigue. Thus prestation is enforced by the two things vampires fear most, contempt of their peers and the end of their existence. Minor vampires abide by prestation because they do not wish to lose their lives, great vampires because they cannot afford to lose the respect of their subordinates.



Repayment

In theory, every debt incurred under prestation must be repaid in proportion, but prestation also allows the vampire owed to dictate the time and manner of the repayment – what happens when a vampire demands more (or less) than he has coming. There are four degrees of repayment possible, relative to the original service.

Trivial: The bestower asks the debtor to perform some trivial service. For instance, requesting an invitation to a party he knew he'd be invited to anyway in return for a major service. In this case the bestower's reputation can be materially enhanced among the community at large, but he loses his hold over the other vampire in the process – something few vampires will do willingly. There is no way for the debtor to legitimately refuse such a request, and Trivial repayments are sometimes used preemptively, to balance the scales before the debtor can put the bestower in his debt by performing a disproportionate service.

Balanced: The repayment asked is in proper proportion to the debt. To refuse or attempt to evade a demand for balanced repayment is a great insult and dishonor, which could easily make the debtor subject to shunning, or even be cause for a vendetta on the part of the bestower.

Substantial: The bestower demands some service which is within the debtor's power, but which is out of all proportion of the original service. Refusing such a demand is a deadly insult against the bestower, and grounds for an immediate blood feud. Attempting to negotiate such a demand, while not overtly dishonorable, is considered rather churlish behavior, and the bestower is under no obligation whatsoever to even listen to such protests. If the debtor performs such a service he gains status in the eyes of the community. Substantial demands are often used to provoke challenges, but they are not always hostile acts. Certain princes and elders have been known to demand substantial repayments from a favorite, in order to enhance that vampire's reputation and speed his rise in the local community. In such cases the debtor can often expect a bit of *sub rosa* help from the bestower in repaying the debt, but not always – some elder also look on such demands as a test of competence.

Continued on next page . . .

A vampire can never be forced to go to Final Death in payment for prestation. There is a limit to the demands of prestation, and this is it. No matter how great the debt incurred, the debtor can never be forced to end his own existence. Of course, the Kindred are masters of intrigue, and in reality prestation is often used to send some unwitting victim of some plot or plan off to his doom . . . but it is absolutely essential that the plotter at least preserve the illusion that both the debtor and the vampire being repaid thought that there was a reasonable chance of survival – accidents, after all, do happen.

Boons

Another aspect of prestation is that a vampire never gives anything away for free. A vampire has no need to hear or say "there's no such thing as a free lunch." It's a principle that resonates in every cell of their body and every drop of their blood. Therefore, if a vampire ever offers to do a service for another, prestation demands that that service be reciprocated. Elder vampires use this to their advantage – they generously and publicly offer favors and privileges to their peers and subordinates, knowing that each time they do so that vampire becomes more tightly bound to their service by bonds of prestation.

When offered a boon, a vampire basically has three options.

Acceptance: The vampire takes the boon, and the debt that goes with it. He may take what comfort he can in the thought that the giver is required by prestation to freely and fully deliver everything he may have promised. And who knows, perhaps someday the debtor might be able to pay off his debt and restore his honor.

Refusal: No vampire is ever compelled to accept an unwanted favor, but to publicly refuse a freely-offered boon is an insult to the giver which causes him to lose face in the eyes of the community. Such an insult is not, usually, deadly – neither law nor custom gives an elder the right to harm an inferior for refusing a boon – but incurring the displeasure of those more powerful than yourself is never something done lightly. Refusal is usually only attempted by those making a deliberate power play against the vampire offering the boon, who are willing and prepared to deal with the consequences of their action.

Negation: The vampire manages to refuse the boon while leaving the giver's honor intact. Negation is a very high rhetorical art among Kindred, it is not something easily done. To successfully negate a boon should require both adroit roleplaying and successful rolls vs. *Savoir-Faire* or *Diplomacy*.



A possible negation might be, "M'lord, I am completely unworthy of such profound responsibility, I cannot accept – all the more so when acceptance would tear me from your side, and diminish the time I spend in your service." Note that in this example, the subordinate is volleying the boon back at his master, asking that the superior request more services of the inferior, thus creating a bond of prestation for the elder. The elder, however, is unlikely to fall for such an obvious trap – several minutes, or even hours of outwardly-friendly verbal sparring will probably ensue before the vampire knows if his attempt at negation worked or not.

Ostracism

Prestation is custom, not law. No vampire is entitled to take action against an oathbreaker or one who otherwise violates prestation, save only the offended party. The prince may not condemn one who flaunts prestation, and the local Kindred may not rise up against him in violence.

Nonetheless, it is the local community which provides the most effective enforcement of prestation. A vampire who is known as an oathbreaker will not be trusted or welcomed socially among the other Kindred of his city. Depending on the severity of the offense, he may lose Status or even acquire a Social Stigma.

In the very worst cases, the Camarilla might shun the offender. Shunning is not formally declared, it just happens when all vampires agree that one among them has committed an offense which is not to be borne. Sometimes the ostracized vampire is shunned only by the clan of the offended party, other times even his own clan will shut him out. It all depends on the seriousness of the offense.

Ostracism is usually possible only in the case of the most deplorable and inescapable treachery. Nobody will work with, speak to, aid or even acknowledge seeing an ostracized vampire. The shunning will persist until the ostracized vampire has made full restitution to the offended party, or if that is not possible, performed some great service for the community at large.

Ostracized vampires often leave their former home to join Anarch-controlled areas, where former ostracism can be worn as a badge of honor. The Anarchs will glorify a vampire who has so thoroughly flaunted the customs of the Camarilla.

Numina

More than any other time in history, mankind faces a crossroads. One path leads to despair and utter hopelessness. The other, to total extinction. Let us pray we have the wisdom to choose correctly.

—Woody Allen, *My Speech to the Graduates*

The vampires truly believe that they are the rightful and preordained lords of creation, but they are not so blind or so foolish as to believe that they are the only creatures on Earth with power. They know that the Lupines are worthy foes, and the magi a force to be reckoned with. They know that both demons and faeries sometimes cross the void from their world challenge the powers of ours. They know that the spirits of the dead are not devoid of power. They know that their own ghouls can take the power the vampires give them and turn on their masters, if not carefully watched.



Repayment (Continued)

Overwhelming: The bestower demands repayment which is not only completely out of proportion to the original service, but which is actually impossible for the debtor to perform. This is an all-or-nothing proposition. The bestower is declaring war against the debtor, demanding that he either challenge the bestower then and there to a fight to the Final Death, or crawl away forever broken. Of course, a vampire who demands an overwhelming service will not soon be trusted or willingly aided again by local vampires, but often hatred is better than contempt. For the debtor to actually accept such terms, and then actually carry them out, is the stuff of vampire legend, but it has happened. In such a case the former debtor is greatly honored, and the former bestower just as greatly disgraced.

Hunter Unusual Backgrounds

In the World of Darkness, Psionic powers and normal *GURPS* Magery (Thaumaturgy) are exquisitely rare when manifested among otherwise-ordinary humans; far more so than in most *GURPS* worlds where they are allowed at all. Therefore, it is entirely reasonable for the GM to charge a very high Unusual Background for either of these abilities. A 50-point Unusual Background prerequisite in order to buy either Psionics or Magery is entirely reasonable, if the GM wants Numina to be as rare and precious among PCs as it is among the general population.

However, if the GM wants to encourage a bit of Numina among his hunter PCs, he should feel free to reduce the Unusual Background cost to whatever level he feels comfortable with, and if he wants hunters who can actually go head-to-toe with a vampire of average generation in mystical combat, he can eliminate the Unusual Background entirely.



And they also know that sometimes an otherwise-ordinary kine will be born with, given or learn powers which make him, if not the mystical equal of a vampire, at least a palpable threat. The Kindred have named these wild powers "Numina," and have determined that they come from at least three distinct sources.

Psionics

This is the least common form of Numina. It's also the least understood by Cainites, and possibly the most powerful Numina – therefore, it is the Numina which the Kindred fear the most. Although a few Kindred have displayed wild talents that bear an superficial resemblance to certain psychic powers (i.e., Clairvoyance), it is believed that even these abilities come from a source much different from that of true psionics.

Psionic powers can be bought exactly as described in the *Basic Set* (a greatly expanded and more detailed version of the same rules can also be found in *GURPS Psionics*). However, in the World of Darkness, the vast majority of psychics have only one single-skill power (though this single power can sometimes be extremely potent). Therefore, it is recommended that GMs either restrict hunter PCs to single-skill psionic powers, or charge a very high Unusual Background (over and above any Unusual Background required to purchase psionics in the first place) for multi-skill powers or additional single-skill powers after the first.

Particularly appropriate powers from the *Basic Set* for psychic hunters include any TK or ESP power, Healing and the Telepathic powers Emotion Sense, Telesend and Telereceive. Other powers from the *Basic Set* or *GURPS Psionics* should be evaluated on a case-by-case basis by the GM regarding their appropriateness to the campaign.

Thaumaturgy

Some mortals have succeeded in mastering some degree of the art of Thaumaturgy. They are not the true Magi – the Kindred regard these potent beings (quite rightly) as having transcended their former humanity at least as much as a vampire has. However, even a mortal with the most crude and limited of magical gifts can represent a challenge to a vampire far beyond that offered by most kine.

To be a Thaumaturge, the hunter must buy some level of Magical Aptitude, and one or more spells (any spell from the *Basic Set* or, if the GM allows, *GURPS Magic* or *GURPS Grimoire* are fine, as long as the thaumaturge possesses the proper prerequisites), plus any Unusual Background the GM may require in his campaign.

Magical lore is not easy to come by in the World of Darkness. The Thaumaturgical community is disorganized and paranoid, and likely to remain so as both the Kindred and the true Magi take an interest in keeping them in that state. It is therefore recommended that the GM allow a hunter PC only a very limited range of spells at character creation – perhaps 10 to 20 points. The spells bought with these points should represent the sum total of *all* mystical knowledge available to the PC at that time. If he ever wishes to learn another spell, he'll have to discover it in the course of play (or perhaps research it from scratch – a long and tedious process).

There are, of course, exceptions to this rule of ignorance and disorganization – most notably, the Arcanum (see p. VTM41), however the Arcanum is a quiet, scholarly organization which is suffered by the Magi and Kindred to continue its semi-public existence because it is not militant or threatening. If a member of the Arcanum started actively hunting or harassing vampires he would very likely be cast out of the order by his brethren – those who disbe-



lieve in the existence of the Kindred would consider him mad, and those who believe would consider him a deadly danger to the whole order.

On the other hand, if the GM *wants* a hunter PC to have access to strong Thaumaturgy, that's easy enough to justify, without radically altering the overall magic-level of the world. Perhaps the hunter is descended from a long line of powerful witches, and when she wishes to increase her mystical power and knowledge she can go to her relatives or the writings of her ancestors for instruction.

Faith

Although this is the most common form of Numina, it is still a very rare mortal who has been blessed with the gift of True Faith. Most of the rules for True Faith are given on p. VTM71.

In addition to the powers of True Faith dictated in the original *GURPS Vampire*, vampires definitely believe in miracles. Many an elder Cainite can tell of a time when he had cornered some pious victim without a sacred object in reach or sight, only to have his prey snatched away in a manner that can only be termed "miraculous." These tales range from the possibly-coincidental (a flash of lightning hits a nearby steeple, causing it and the cross atop it to fall between the vampire and his prey, allowing the victim to escape), to the inexplicable (when he touched the holy person, the vampire's flesh burned agonizingly, causing him to flee, or his fangs could not penetrate the throat of the victim, no matter how hard he bit) to the awe-inspiring (upon approaching the victim, the vampire was transfixed by a shaft of light that burned like the sun, destroying him or causing him to flee, or a glowing being wielding a sword of fire suddenly appeared between the vampire and his prey). Who can say how many of these stories are true? Still, most vampires will admit among themselves that there exist certain mysterious forces which will sometimes give extraordinary mystical aid to the pious.

In game terms, a true miracle will happen only when and if the GM thinks it necessary to the plot. In general, miraculous intervention is more appropriate as something for the GM to use *against* vampire PCs, then as something to use *for* hunter PCs, and in either case one bona fide miracle per campaign is generally more than enough.

For more guidelines on GMing divine intervention, the GM may refer to *GURPS Religion*.

Wild Talents

The examples given in the main text are not the be-all and end-all of Numina, they're just the forms which have reappeared often enough or been studied closely enough to be quantified. Other manifestations are possible, should the GM allow them, among either PCs or NPC hunters.

Such a "wild talent" might be a "mutant power," drawn from the pages of *GURPS Supers*. The chi powers and cinematic abilities found in *GURPS Martial Arts* and *GURPS Martial Arts Adventures* would certainly be considered Numina by any vampire unfortunate enough to come up against them.

While such concepts are tempting, and can be entertaining as a change of pace in a hunter campaign, the GM is cautioned against being too liberal in terms of giving the mortals effective means of defense against the Kindred or the other supernatural menaces of the World of Darkness. If the mortals become efficient enough in mystical defense to actually become a threat to the vampires, Lupines, magi or whoever, the campaign has then become something very different from what the World of Darkness was designed to be.



Sample Mystical Objects

The six objects listed below are well-known in Cainite lore, and most vampires lucky enough to stumble upon one will have some ideas of its capabilities.

Berserker Fang

The berserker fangs are ancient, sharp, 4"-long teeth. Some say they came originally from the Lupines – if so, they came from big Lupines.

By grasping the fang and expending a Blood Point a character acquires +1d (roll randomly with each use) to his to-hit rolls and +1d damage for 3+1d (roll randomly) turns. However, as long as the power is in effect, the user may not use any active defenses (however, unless he fails a normal Frenzy check, he is not technically in a Frenzy – he can still pick and choose his targets).

Once the rolled duration is over, the user must expend another Blood Point and re-roll the duration and to-hit bonus if he wants to continue to benefit from the fang.

Blazing Candle

This foot-long tallow candle has two mystical properties. The first is that, under normal use, it will never burn down. Its flame is also highly resistant to all but the most extreme drafts, winds and dampness.

However, if a vampire drops at least one Blood Point of his own vitae into the flame, the candle will flare momentarily with a brief, incandescent light, causing all vampires who see the flare to immediately make a Röttschreck check at -3. The vampire who actually spent the blood to activate the candle need not make a Röttschreck check, nor will he be burned when the candle flares.

Each use of the second power, however, diminishes the candle's height by 6". The candle may be returned to full height if washed in at least 50 lbs. of boiling animal fat, but if its flare power is used twice in a row without the candle being so renewed, it is destroyed forever.

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Mystical Items

In the World of Darkness it is possible to imbue an inanimate object with mystical power. Such items are very rare and difficult to create, but they do exist. Throughout history the Kindred have always been one of the most prolific sources of such objects.

Most mystical objects of the vampires are created through rituals of varying complexity. A tiny few such objects "just happen," as a side effect of some other occult conflict or operation – this latter sort of object can also be referred to as a "relic."

Because of their rarity, mystical objects are never found "just lying around." They are often the property of powerful elders, who keep their existence a secret and keep their treasures well hidden and guarded, unless their powers are actually needed. In most campaigns – particularly neonate campaigns – it should be a watershed event when the PCs discover any mystical object whatsoever. Most of the time, the first mystical object the PCs encounter will be in the hands of their foes, being used against them.

The sidebars present six sample mystical objects of the Kindred. These samples are of average (i.e., rather low) power and most Kindred are aware of their existence. However, the possible powers and potency of mystical objects is literally infinite, and the GM is encouraged to give his imagination free rein to create such objects, so long as the items created do not interfere with the balance or ambiance of the game.

A plethora of suggestions for mystical objects can be found along with the spell descriptions in the *Basic Set*, *GURPS Magic* and *GURPS Grimoire*. If the GM has these sources available, he is encouraged to browse there for items which might be appropriate for his *Vampire* campaign. *GURPS Magic Items* and *Magic Items II* also contain a wealth of enchanted objects. Most of the artifacts from *Magic Items* are designed more for a medieval fantasy world than for the Gothic-punk world of *Vampire*, but these tomes can nonetheless be of use to the *GURPS Vampire* GM, particularly if he's in need of some ancient artifact of extreme potency.



Tainted Vitae

Not all blood is equal, even to vampires. Although Kindred are immune to most mortal weaknesses – even most maladies of the blood – there are certain contaminations of the vitae which even vampires have cause to fear.

Drugs

Junkies are easy pickings. They spend a lot of time alone, but in the open, they can't put up a fight, and most of the time nobody cares if they just vanish. Even if a lick leaves a junkie still breathing after a little snack, the prey will probably just dismiss the attack as a flashback or random hallucination, assuming he can remember anything at all – and even if he tells, who'll believe him?

There's another perk to taking junkies – they pass some of what they're feeling on to the vampire. A vampire could snort down a sandbox full of heroin and not blink, but once the drug gets mixed in with vitae . . . well, then it starts to be something a vampire can notice. It's no big deal – nothing, really, compared to the real high that comes from feeding from humans in general – just a little extra flavor, a bit more of a kick.

But it grows on you . . .

It is possible for a vampire to become addicted to the vitae of drug abusers. This is bought as a -10 point Addiction (costs less than \$20, highly addictive). The addiction will not generally incapacitate the vampire – after feeding from a junkie the vampire may roll vs. HT+3, -1 for each Blood Point taken. If the roll is failed, the vampire is at -1 to DX and IQ for the rest of the night. Normally, that's it (although if the HT roll is critically failed, that will result in a much more incapacitating "bad trip"). Most vampire addicts don't really care what their victim is high on – heroin, crack, PCP, good acid, it's all the same, as long as the victim is high when the vampire finds him.

The weakness of the addiction comes not so much from the effects of the drugs (though in the World of Darkness any loss of one's "edge" is potentially fatal), but from the fact of being addicted itself. If the vampire is removed from his source (say the cops actually manage to clean up the neighborhood for a week or two, and it takes a few days for the lick to find out where all the junkies moved to), he goes through all the normal travails of withdrawal, and during this time he's very vulnerable. As a general rule, any time the vampire has less than half his Blood Pool taken from addicted kine, he risks withdrawal.

Disease

Cainites are immune to all normal mortal diseases, but not all diseases are normal, or mortal. There are certain plagues – diseases of the blood – which can affect and even destroy Kindred. Some say that to attack vampires, such diseases must have some element of magic in their nature; that they are, perhaps, the manifestation of the dark curse of some powerful entity, or simply earth-magic gone bad. Others say that they are just ordinary diseases, of peculiar effects and particular potency.

Guidelines for "generic PC diseases" can be found on p. B133. In determining the persistency and effect of vampiric disease, the GM should keep in mind that any bug potent enough to affect a vampire at all is probably potent enough to seriously incapacitate and endanger that vampire.

There is a subtler, but probably equally dangerous aspect of diseases of the blood – some vampires come to be infected by diseases that are completely benign in the vampire's system, but can infect kine with debilitating or fatal illness. This is also very rare, but not so rare as those diseases which actually

Sample Mystical Objects (Continued)

Blood Pouch

Until very recently these flasks were the single most common mystical object among vampires. Today, they have been largely replaced by technology, but they are still used by certain traditionalist or technophobic Kindred.

A blood pouch is a flask made from an animal's intestine (some have a leather or fabric covering over the pouch proper). A blood pouch will keep one quart of blood (equal to two Blood Points of human vitae) fresh and potent for a full month, regardless of climate. They are very tough and resistant to accidental damage. There are said to be blood pouches capable of withstanding a sword thrust or even a gunshot. There are also legendary pouches which are said to keep vitae fresh much longer than a month – some are said to be able to store blood forever.

Gangrel Eye

A Gangrel eye is a gem, traditionally a ruby. If a vampire holds it up to one eye and closes the other, he is able to see in the dark as if he were using the Protean power Gleam of the Red Eyes, with no skill roll required.

Inner Stone

This is a nondescript pebble which the vampire must swallow to benefit from its powers. Once swallowed the stone will give the vampire up to +10 to Will rolls. The stone may be used to grant the swallower a +10 to Will once, or a +1 to Will 10 times, but once it has been used to grant a cumulative +10 to Will, its power is exhausted. The vampire may claim the stone's bonus after making an unsuccessful Will roll.

Once the stone's cumulative bonus has been used up, the user must remove it from his stomach and leave it in some spot exposed to direct sunlight for seven days. If that's done, the stone's power will be renewed and it may be swallowed once again to provide a fresh bonus.

The act of cutting out the stone will cause the vampire to take 1d+1 points of non-Aggravated damage, unless it is cut out by someone who makes a successful Surgery roll, in which case damage is only a flat 2 points. A vampire who is attempting to cut the stone out of himself is at -5 to Surgery (this would be completely impossible for a mortal, but vampires are made of sterner stuff). Certain disciplines (notably Vicissitude) may allow the vampire to simply extrude the stone, with no incision required.

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Sample Mystical Objects (Continued)

Sire's Index Finger

This object is the enchanted fingerbone of a vampire (not necessarily the user's sire – or anybody's sire – that's just the traditional name).

While held or worn, the bone gives the user a +5 to all attempts to resist Frenzy for any reason whatsoever. This power works regardless of the user's wishes – if he *wants* to go into a Frenzy, he'll find it difficult unless he first discards the bone. Even vampires with the Frenzy Trigger advantage will lose the benefit of that advantage while the Finger is in their possession.



affect vampires – and such carriers are much harder for the local Kindred to weed out than an obviously sick Cainite. Such carriers jeopardize the food supply of the whole vampire community. Even worse, they can draw the attention of hunters – the CDC has already investigated several vampire-related outbreaks of diseases ranging from sickle-cell anemia to AIDS. So far, they have not been able to discover the true origin of these plagues, but each time they get a little bit closer to the truth.

Diseases of the blood (both vampiric plagues and carriers) are a much greater problem among the Sabbat than among the Camarilla (see sidebar, p. 132).

Lupine Blood

It is also well documented that the vitae of the Lupines makes a vampire more prone to Frenzy. If a vampire partakes of werewolf blood, he will be at -1 for each Blood Point taken to all Frenzy checks for the rest of the night. If a massive quantity of Lupine blood is taken, the effect can be even longer lasting.

The full effect will endure for the remainder of the first night, and will persist until the Lupine blood has all been expunged from the system through the Draining, Blood Healing or other Blood Point expenditures. For this purpose, assume that Lupine blood always "burns off" before normal vitae.

Nonetheless, Lupine blood is often sought by vampires due to its amazing potency. Werewolves not only have a very large Blood Pool (see p. VTM78), but each Blood Point drained from a werewolf gives the vampire *two*. Thus, a vampire who had the incredible good fortune to actually completely drain a werewolf would gain as many as 50 Blood Points.

There are also rumors that the vitae of certain Lupines can temporarily grant a vampire additional levels of Celerity or Potence. It is said that this effect is only possible from the blood of very Pure Bred werewolves (see *GURPS Werewolf*, p. 57).

If the GM decides that these rumors are true, any Cainite who drinks from a Pure Bred Garou can make a roll vs. the number of Blood Points drained (as distinct from the number received – see above), *times* the Garou's levels of Pure Breed on 3d. If they roll under the resulting number they get levels of Celerity or Potence (GM's option) equal to the amount by which they made the roll.

Example: Teresa drinks 5 points of vitae (receiving up to 10 Blood Points) from a werewolf with Pure Breed 2. She rolls 3d vs. a 10, and rolls a 7. She gets a

temporary bonus of Celerity or Potence 3. The GM decides she gains Potence.

The duration of the bonus is equal to the normal duration of that level of the Discipline. The bonus received may not exceed Power Level 5 in any one discipline, but the GM may divide the bonus up between the two possible disciplines – i.e., if a vampire makes his roll by 8, he gets Potence 4 and Celerity 4. If the vampire is already using one of the Disciplines, this effect will benefit that discipline only if he makes his roll by more than his current level. If, for instance, the vampire in the previous example were already using Celerity 2, the effect might give him Potence 5 and raise his Celerity to 3 (renewing the duration in the process). However, if he were already using Celerity 5, the Lupine blood would give him Potence 5, but the rest of the benefit would be lost.

Psychic's Blood

Perhaps the strangest blood-malady of all occurs when the vampire takes the blood of a psychic mortal (see "Numina," p. 125, for a discussion of psionic kine).

The blood gives the vampire some temporary measure of the psychic's gift, which sounds like a good thing, except that it does not give the vampire any of the psychic's life-long, often instinctive proficiency at *controlling* the gift. Therefore, the psychic powers manifest themselves as random "flashes" of often-debilitating force. A vampire with temporary telekinesis might become a temporary poltergeist, while one afflicted with ESP might experience intense, inexplicable visions. A telepathically-afflicted vampire might find himself suddenly having the *total* psyche of random passer's by thrust upon him – a shattering experience. Even worse, he might start telepathically broadcasting his own true nature to mortals in the area – some of whom might be potential hunters.

If a vampire takes the vitae of a psi, in any stressful situation he must make a Will (Self-Control) roll minus the number of Blood Points taken, or experience a random psychic manifestation of the sort described above. The exact nature and severity of the manifestation is left completely up to the GM (though, as a rule of thumb, vitae taken from more powerful psis will trigger more powerful manifestations). As with Lupine blood, above, the vitae of a psi will be at full potency for the remainder of the night in question, after which the effects will diminish as the vampire "burns off" the psychically infected blood. The psionic blood will automatically "burn off" before any normal blood is used up.



Tainted Vitae & the Sabbat

Diseases of the blood menace the Sabbat far more than the Camarilla. Twice in the last 50 years blood plagues have ravaged the Sabbat. Both outbreaks occurred in the '50s, only a couple of years apart. Between the two plagues almost 1/3 of the Sabbat was destroyed.

Sabbat are also prone to become carriers. Although these mortal diseases have no direct effect on vampires, spreading infection among the kine can jeopardize hunting for the whole pack (or perhaps the whole city). Even more serious it can draw the attention of potential vampire hunters, notably the CDC. Finally, while few sabbat feel guilt over taking the sustenance they need from kine, it's quite a different thing to know that every time they feed they run the risk of condemning their prey – and who knows how many mortals that he may infect in turn – to an agonizing, debilitating disease. Many even among the Sabbat find such a prospect tragic and wasteful. Their emotions are not unlike a human hunter who accidentally starts a forest fire.

The reason for such extreme susceptibility is the copious and promiscuous sharing of vitae which occurs during the Vaulderie. Since the Vaulderie is necessary for the Vinculum, and the Vinculum is the only glue capable of binding the fractious society of the Sabbat together, simply not sharing blood is not an option.

Therefore the Sabbat has developed protocols to reduce the risk of infectious disease. At blood feasts a Sabbat who's diseased or a carrier must draw the vessel's vitae with a sharp object and pour it into a cup or goblet before drinking, and he must do the same when feeding from his herd or the herd of any other Sabbat. He can partake of the vaulderie, but may not contribute his own vitae to it. He is encouraged to take as much sustenance as he can at blood feasts or from members of the pack's herd – situations where he can safely draw blood without direct contact. He is encouraged to use any stores of banked blood that the pack might have access to. Finally, if he *must* take to the streets to hunt, he is actively encouraged to leave his prey dead – it's considered more merciful, in the long run.

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Putting the Bite On: Optional Combat Rules

Vampire: *The Masquerade* is not a game about combat. It's a game of mood and emotion, intrigue and deception. If combat ever becomes the focus of a *Vampire* campaign, that campaign has ceased to be a real *Vampire* campaign.

On the other hand, it cannot be denied that one of the features of the *GURPS* system is its detailed and realistic combat system. And while combat realism cannot be substituted for good roleplaying, it's by no means antithetical to it either. Therefore, the notes below are designed to allow the *GURPS Vampire* GM to take full advantage of the *GURPS* combat system.

The guidelines below are *completely optional*. If the GM finds them too distracting or time-consuming for his campaign, he is encouraged to simplify freely.

Kindred vs. Kine

The simplest way for a vampire to take his prey is to sneak up behind the victim, bash him over the head with a pipe or 2x4 until he loses consciousness, then feed at his leisure. Most vampires, however, prefer to avoid such tactics. There's always the possibility that the victim will be damaged, for one thing, losing precious vitae. More to the point, however, is the fact that vampires are hunters by nature, as well as by necessity. They relish the stalking and taking of their prey as much as the feeding itself. This attitude is not universal among Cainites, but it is the general rule. For this reason, Kindred tend to scorn crude methods like the one described above. In the hunt, style, finesse and a certain degree of bravado are all valued for their own sake.

In a perfect hunt, the vampire stalks his prey carefully, moving slowly up on his victim until he is within arm's reach, without ever making a sound or disturbing a shadow that might alert the prey to the hunter's presence. Then, when he's set for the kill, the vampire reaches out and, in a single fluid, almost gentle motion, grapples his victim, exposes the throat and sinks his fangs into the carotid artery (some connoisseurs prefer a more leisurely repast from the jugular vein). As soon as the hunter begins to feed, the victim succumbs to the ecstasy of the Kiss, and ceases all struggle until the conqueror is done with him.

If the GM wishes to fully simulate the above process with the *GURPS* rules, he may do so as follows:

The Stalk

The stalking of the prey will usually require the Stealth skill – probably more than a single roll, and possibly one or more Tracking (or at least sight perception) rolls as well, to stay on the chosen victim's trail (of course, certain disciplines have powers that will obviate the need for some Stealth or Tracking rolls). Alternately, the vampire can set an ambush which will bring the victim into his reach without alerting him to the hunter's presence. This tactic will require a Camouflage roll, and sometimes a Traps roll as well.

Of course, the stalk should be more than just cold, abstract rolls. A trap or ambush should be described in detail by the player, and its construction roleplayed. A stalk is a much more exciting roleplaying experience, as the GM describes the prey's progress and surroundings, and the PC strives to move ever close, without giving himself away, all the time dealing with anything the GM decides to throw his way . . . unexpected detours, inconvenient passers-by and the simple hand of fate.

The "Soft" Attack

When the vampire has his prey within reach in an appropriately solitary spot, he moves in for the kill. Usually this will require three separate rolls – a roll vs. Brawling or an equivalent hand-to-hand combat skill to grapple the victim, a ST roll to maneuver the victim into the proper position for feeding, and another roll vs. Brawling (or any other appropriate skill) to actually sink his teeth into the victim's neck. Note that while this attack requires three rolls to complete successfully, it is still a single attack and takes only one second to accomplish.

The consequences of failure on any of the rolls above vary depending on exactly where the process breaks down. If any of the above rolls is failed, the vampire's attack is over – he cannot even attempt the next roll in the sequence in the same turn.

- ❖ If the first Brawling roll is missed, the vampire grabs for the victim, but fails to get a grip. Beginning on the next turn, the victim is aware of the hunter and completely free to make any normal attacks or defenses.
- ❖ If the second roll is failed, the vampire grabbed the victim firmly, but was unable to twist him into a position where the throat was exposed and vulnerable. On the next turn the vampire will have to win a quick contest of ST against the victim with the victim at +3. If the vampire wins this contest, he may go ahead and make a roll vs. Brawling to make the bite, but the victim will be twisting and turning in the vampire's grip – he may make a Dodge roll to defend against the bite, and if he Dodges the whole process begins again the next turn. If the prey wins the contest, he slips out of the vampire's grip entirely, and on the next turn will be completely free to make any normal attacks or defense.
- ❖ If the second Brawling attack is missed, the victim is held and the throat is exposed, but the vampire was not able to get his teeth into the victim's neck. The next turn will begin with a quick contest of ST as above, except that the victim is already in an exposed position, and so does not get a +3 in the contest. If the victim loses the contest, he may still try to dodge the bite as described above.

If the attack routine described above is successful, and the prey succumbs to the ecstasy of the Kiss, the victim will take no damage whatsoever other than that associated with Blood Point drainage, and the wound can be licked shut when the vampire has fed, leaving no external marks on the victim at all.

If the vampire has managed to keep his prey completely unaware of his presence, all he needs to do is make the three rolls above – the victim gets no

Tainted Vitae & the Sabbat (Continued)

The Sabbat has developed many tests, both scientific and mystical, for diseases of the blood, and there are certain Sabbat attached to every major Sabbat temple who specialize in administering these tests. Such vampire physicians usually come from a medical or scientific background in mortal life, and they occupy an ambiguous position in Sabbat society. On the one hand, they are honored for the indispensable service they provide the sect. On the other there is a certain stigma because the Sabbat, at a fundamental level, is ashamed of this vulnerability, and this shame is taken out on those who are most intimately associated with the weakness. Few Sabbat will offer any insult to a physician, but they also get invited to far fewer ritae than other Sabbat of similar rank.

Nonetheless, many packs make it a policy to have each member checked regularly for vampiric disease or a passive infection. Some packs have such checks as often as four or five times a year.



Bite Attacks

The human body is designed to defend itself by grasping and rending with the hands, not by biting and tearing with the teeth. While the bite of the vampire is quite a bit more effective in combat than the bite of a normal human, even vampires find that their best weapons against an actively defending opponent are their hands and feet.

Nonetheless, the vampire's fangs are far from useless in battle – bite attacks may be used if the arms and legs are otherwise occupied, or simply to surprise the opponent with an unexpected tactic.

All of the rules below apply only to vampires – they will not work for normal humans.

The bite of a vampire does cutting damage as per the Biting Damage table on p. B140. A vampire may roll a bite attack against any offensive Hand to Hand skill – Brawling, Karate, Judo, Wrestling. However, all bite attacks against an actively defending foe (i.e., a foe who's aware of the vampire's attack, and not restrained or grappled as described on p. 133) are at -3 to hit. This penalty is purely physiological – the structure of the human mouth does not make for an efficient weapon. The -3 penalty does not apply if the vampire is attacking using the "soft" attack (grapple-reposition-bite) described in the maintext, but does apply in all other attempts to use the fangs offensively.

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active defenses whatsoever. However, if the victim is aware of the vampire at the time the hunter attacks, the process becomes infinitely more difficult – the victim can use any available active defense against the first Brawling attack, the ST roll becomes a Quick Contest of ST which the vampire must win, and the victim may try to Dodge the second Brawling attack.

The "Hard" Attack

If they don't manage to succeed with the "soft" attack on the first try, or if the prey is aware of them, many Kindred prefer to shift to this more violent option (some vampires use the "Hard" attack most of the time anyway, just because it is more violent).

Once again, this routine is a single, 1-second attack which requires the vampire to make several rolls in the proper order. The prey will only get to attack the vampire on the same turn if either his Speed is higher than the vampire's, or the attack routine fails.

First, the vampire makes a fang attack as described in the sidebar, doing normal damage and with all penalties intact. If that attack succeeds, and the vampire rolls sufficient damage to do at least 1 hit of actual damage to the victim, the vampire makes a second Brawling roll to grapple the victim and hold him in place. If the second attack succeeds, the vampire need only win a quick contest of ST against his opponent to position him so that the vampire's teeth can retain their purchase in the throat. If all three of these attacks are successful the vampire has the prey at his mercy, and the next turn he will be subject to the ecstasy of the Kiss. Of course the victim gets all normal active defenses against the two Brawling rolls. If any of the rolls are failed, or the victim successfully defends against either attack, the whole routine fails and the whole process starts over with the next turn (however, if the fang attack succeeded the victim will take normal damage from that attack, even if the vampire fails one of the other two rolls).

The biggest drawback to the above routine is that if the initial fang attack did more than one point of damage to the prey, the wound cannot be licked shut (also remember that if a 1-point wound is licked shut, the victim does not get that hit point back), and it will be obvious to anybody who sees the victim afterwards that something was tearing at his throat, probably with sharp teeth (physicians and forensic scientists, of course, can determine with certainty that the damage was done by fangs).

The Domination

Once the vampire has his fangs in the throat of his prey and has begun to feed, the victim usually falls helpless under the sway of the hunter's will. However, as noted in *GURPS Vampire*, it is possible for certain exceptionally strong-willed individuals to resist the ecstasy of the Kiss. To enhance the drama of this struggle, the GM may play it out as a long Contest of Will between the vampire and the prey, with the victim at -5 to start. For each turn that the contest goes on, the vampire may continue to feed, but the victim can take no physical action. The victim loses an additional cumulative -1 to Will for every Blood Point the vampire drinks. If the vampire wins the contest, the prey succumbs completely to the ecstasy of the Kiss, and can take no actions whatsoever until the vampire has finished feeding. However, if the prey should somehow win the contest, he immediately acquires the ability to resist the vampire physically. This means that on each subsequent turn, the victim will get a chance to engage the vampire in a Quick Contest of ST (though the victim will be at -1 in this contest for every Blood Point he's already lost) and a Dodge roll to squirm away from the vampire's fangs (no modifier for lost Blood Points).

If the victim wins the Quick Contest of ST, he breaks free of the vampire's grip entirely, and the vampire will have to do another attack or attack routine from scratch. If he makes the Dodge roll, the vampire no longer has his fangs in his neck. On the next turn the vampire cannot feed, but must instead make a new Brawling roll to regain purchase on the throat – the victim can attempt to Dodge this roll as well.

Once a victim has successfully resisted the ecstasy of the Kiss, he is completely immune to it as regards that vampire only, for the rest of the night.

How Much is Enough?

Of course, it is neither necessary nor desirable for the GM to play out every hunt of every PC in the above detail. Often, no rolls will be required at all – the GM can simply tell the player, "You feed," before moving on to the real meat of the night's roleplaying. Other times the hunt can be abstracted down to a single Stealth roll followed by a successful Brawling roll. The level of detail above should be reserved for special hunts against exceptional prey. And, of course, no attack rolls are ever necessary against a willing vessel.



Neck Protection

It should be obvious that the fangs of a vampire are not designed to penetrate armor. By preference, a vampire will usually only try one of the above attack routines on a victim whose neck is completely exposed – i.e., one wearing a collarless or open-necked shirt. If the throat is covered by a collar or some other form of clothing, the vampire will normally have to expose the throat before feeding, an act that will usually make it impossible for him to begin his attack routine from a position of surprise.

If the vampire is trying a "soft" attack, his fangs can penetrate light clothing, that is, clothing which provides no DR whatsoever. However, this makes it harder for him to get the correct purchase on the victim's neck. Any clothing whatsoever will give the vampire a -2 penalty to his final Brawling roll (the "bite" roll).

If the neck covering provides any DR whatsoever, the "soft" attack becomes impossible. It is also reasonable for the GM to rule that certain fashions provide some DR against vampire bites, even if the overall outfit has no DR – examples might include many neckties, dog collars or wide choker necklaces.

The Toughness disadvantage offers little protection against "soft" vampiric attacks. For Toughness to have any effect, the victim must be actively strug-

Bite Attacks (Continued)

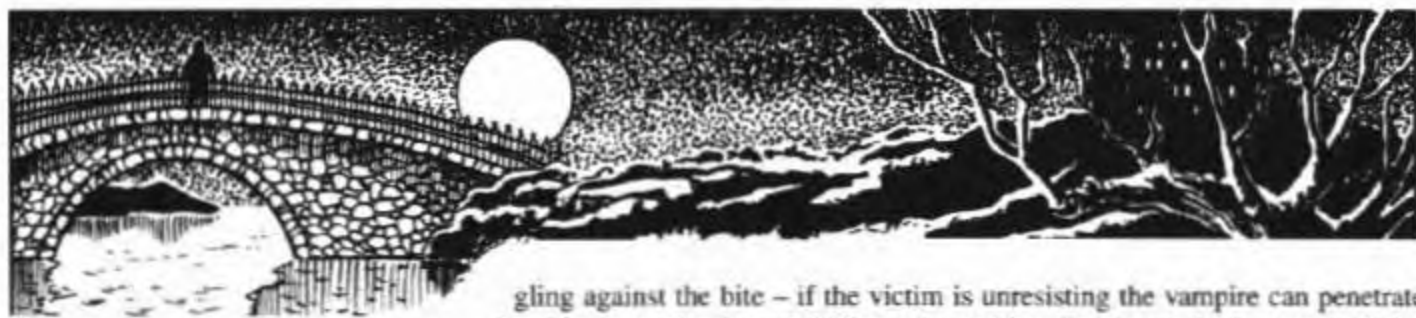
Vampires tend to instinctively try to bite a vein or artery, even when their intent is to wound rather than feed. The preferred target is, of course, the throat, with its carotid artery and jugular vein. If the throat is inaccessible, the vampire might also try to attack the radial artery in the wrist or the femoral artery in the leg.

These spots are not easy targets. The throat is at -7 to hit (this modifier includes the -3 for a biting attack) and the wrist and leg arteries are each at -5 (again, this includes the -3 biting modifier). Furthermore, the arteries are all surrounded by bone, giving these targets a +1 to PD. Finally, all external DR from clothing or armor is *doubled* against biting attacks, and any covering whatsoever – even the lightest fabric – gives the target a DR of 1 (Natural DR and Toughness are not doubled, but protect normally). Again, these penalties do *not* apply when the vampire is using the "soft" attack routine described on p. 133.

However, if the attack succeeds in hitting the correct artery, the results can be devastating. Biting damage to the radial or femoral artery which penetrates armor is *doubled*, biting damage to the throat which penetrates DR is *tripled*. Furthermore, on a critical hit, the artery (or the jugular vein – for these purposes no distinction is made between it and the carotid artery) is torn open, inflicting additional, ongoing damage. A victim with an open artery in the wrist or leg will lose an additional hit point every 2 turns, and a victim with a torn throat will lose a hit point every turn. This loss persists until the victim receives a successful first aid roll, or until he dies. The vampire does not have to tear out the victim's throat if he does not wish to do so, even on a critical hit.

If the vampire is feeding from a victim who has succumbed to the ecstasy of the Kiss, it is extremely easy for him to tear out the prey's throat. The GM may simply allow the vampire to do so automatically, or if an attack roll is made the vampire should only fail to rip out the throat on a critical failure (even a failed attempt to rip out the throat of an unresisting victim, however, will still do normal fang damage for the vampire's ST).

Continued on next page . . .



Bite Attacks (Continued)

A vampire can use his fangs to attack, or he can use them to feed, but he cannot normally use them for both at once (but see the "hard" attack on p. 134 for an important exception to this rule). However, on any fang attack that does at least 5 hit points of damage to the victim, the vampire can slurp down a single Blood Point in passing (this is based on the potency of human blood – Lupines and other vampires might supply a Blood Point with somewhat less damage, animals could probably not supply one at all – their blood is too diffuse).

Bites which do more than 1 point of damage cannot be licked shut (and note that if a 1-point wound is licked shut, that does not restore the victim's lost hit point). Biting attacks do not cause the victim to succumb to the ecstasy of the Kiss.

It may be possible for a vampire to bypass some of the above penalties by changing his form through use of the Protean or Vicissitude disciplines. For example, if the vampire lengthened and thickened his fangs, that might negate the doubling of external DR, or if he reconfigured his jaw into more of a muzzle, that might negate the -3 to all biting attacks. The effectiveness of such modifications is left to the GM. Needless to say, any modifications which increase the effectiveness of the biting attack will also give the vampire an obviously inhuman appearance while they are in effect.

Optional Rule: Buying Routines

If the GM finds it potentially unbalancing to allow the PCs to carry out the complex attack routines described in the main-text after having only paid for the Brawling skill, he may charge character points for both the "soft" attack routine and the "hard." A cost of 6 points for each routine known is recommended.

Those who own *GURPS Martial Arts* will observe that the above costs are based on the costs of three-maneuver combinations in that book.

gling against the bite – if the victim is unresisting the vampire can penetrate the skin more slowly and deliberately, making Toughness irrelevant. A victim with Toughness +1 gets +3 to all active defenses to resist the vampire's bite. With Toughness +2 he gets +5 to all active defenses. However, if the vampire attacked from surprise, and made both of his first two rolls in a "soft" attack, the prey is *not* considered to be actively resisting, and Toughness does not protect.

Whether or not a "hard" attack gets through a neck covering depends entirely on how many points of damage the bite does (remember the doubling of DR against fang attacks – see sidebar). If the vampire gets through all the DR and does at least one point of actual damage to the prey, he is considered to have successfully completed the first third of the routine.

It is also possible for the vampire to attack his victim's *clothing* simply by stating that's what he's trying to do. If attacking the clothing, the vampire makes a normal Brawling roll with none of the penalties normally associated with fang attacks. If the attack succeeds the prey himself takes no damage, but if the damage rolled exceeds the DR of the throat covering, the clothing is ripped away, completely exposing the throat for the next turn. If the damage rolled is equal to or less than the DR of the covering, the attack has no effect. A clothing attack can be used as the first third of a "hard" attack routine, but of course the victim will be able to actively resist the vampire on the next turn, whether the routine succeeds or fails.

Fang to Fang Combat

When attacking another Cainite, a vampire will seldom try to use either of the above attack routines. There's little point, since all vampires are immune to the ecstasy of the Kiss, and the main point of both routines is to get the victim in a position of mental helplessness before he can mount an effective defense.

Likewise, a vampire in single combat against another will seldom try a fang attack. Even in the case of attempted diablerie, the attacker usually prefers to beat his opponent to the point of Torpor, then drain him when he's down and helpless. To attack another Kindred with fangs is considered a sign of contempt – it's saying, "you're so weak and incompetent that you cannot defend yourself from even so crude an attack as this."

Except when absolutely necessary, or in the most highly ritualized circumstances, two vampires fighting to the Final Death will not conduct the entire battle empty-handed. Again, it's usually considered more prudent to "soften your opponent up" a bit with non-Aggravated damage first, and then at the end move in to make the kill with fang or claw.

Aggravated vs. Non-Aggravated

Assume that any time a vampire attacks another with fangs, the attack does Aggravated damage. A vampire does Aggravated damage with his hands only if he possesses the Protean discipline to the second level of power (the Wolf's Claws power).

ADVENTURE SEEDS

Family Reunion

One of the PCs discovers a new haven in the foundation of a new downtown office building. This haven is not only secure and comfortable, it also gives the occupant a feeling of power and potency (the GM may wish to go so far as to allow the PC to increase his maximum Blood Pool by 1 as long as he stays in the new refuge). The haven can be exited through the sewers, but there's also a more convenient if somewhat less secure exit through the air conditioning system of the building itself. The first room that this route comes upon is somewhat enigmatic – a large, empty, featureless chamber with one door kept always locked.

One night, after awakening, the new tenant is surprised by the sounds of a whole crowd of people in the mysterious chamber. When he goes to the vent to see what's going on, he'll see that everybody is wearing strange robes. As the situation unfolds, it becomes obvious that the people in the chamber are enacting a sacrificial ritual. As the ritual progresses, some sort of demonic presence manifests itself in the room. Once the bloody part of the ritual is over, the persons in the room conduct some sort of business (which the eavesdropping PC cannot overhear) with the demon, who then departs.

When the vampire in the heating ducts tries to leave the area, however, he discovers he can't move or use his disciplines – he's held prisoner by some sort of magical ward established by the occupants of the chamber. Furthermore, they seem to have been somehow made aware of his presence. When they come to lay hands upon him, however, the spell is broken and the vampire is able to fight free. If he makes his escape through the ventilation system, several hideous zombies are sent crawling after him.

From that moment on, the PC is marked. Unbeknownst to him, the building is owned by one of the front corporations of the Giovanni family, who bought the land and erected the new high-rise on it precisely so that they could enact the ritual that the PC just witnessed. It seems that the building stands on a powerful confluence of natural forces, which the Giovanni necromancers wished to harness to help control the demon they so recently summoned.

Now Giovanni security has been breached. The slip-up should not be fatal – after all, the witness might have seen the ritual and the demon, but he has no idea the Giovanni are behind it. However, for the Giovanni to consort with infernal forces is a clear violation of their ancient truce with the Camarilla, and if the local Kindred

become aware that the Giovanni are behind the ritual, it could result in serious repercussions for Clan Giovanni world-wide. Therefore, it is necessary that the Giovanni cover their tracks and tie up loose ends. The loosest end, at the moment, is the inconvenient vampire eyewitness that got away.

Luckily for the PC, most of the Giovanni at the ritual were still human, with a few zombie grunts along for security. However, within 48 hours an elite Giovanni trouble-shooting unit consisting of at least three vampires and several dangerous ghouls will arrive in town, their mission to find and eliminate the witness. If this unit fails, the Giovanni might turn to the Assamites for help. All the time, as the PC (and his allies) is fleeing his pursuers, the GM can be allowing him to piece together the truth about who's after him, and why.



Blood Debt

This scenario can be introduced if one or more of the PCs get themselves into a sure death situation, where nothing but a pure *deus ex machina* can save them.

Help arrives in the form of a local elder, one of the city's primogen, who wipes out the PCs' enemies with casual finality. Their savior then leaves the PCs with an off-hand reminder of the debt of prestatation they now owe him. His only request for the moment, however, is that they not mention his help to anybody. After that, he completely vanishes from the PCs' lives for several weeks or months. All attempts to call on or contact their benefactor are rebuffed (let them stew).

Eventually, he comes to PCs with one simple request, which he tells them will completely erase their debt of honor forever. He merely wants the PCs to destroy him.

Not really, of course. What he really has in mind is staging his own Final Death. He has become increasingly unsatisfied with vampiric life, and now wishes to go into retreat somewhere remote to pursue Golconda. First, however, he feels that the only way he can completely and finally sever himself from his centuries of participation in the Camarilla and the Jihad is to stage his own destruction.

He does not have a plan. That's the PCs' job — one of the reasons he wishes to retire is that his preoccupation with spiritual matters has grown to the point where he no longer feels any energy or inspiration for Machiavellian plots. He does, however, have a deadline. He wants to be "dead" by the onset of winter (or the spring equinox, or St. Swithin's day, or some other appropriate date a few months after the campaign present). His only other preconditions are that there be reliable witnesses to his "destruction," and that he "die" at the hands of the PCs. He is reasonable, sympathetic and patient with the PCs' efforts to ensure that they not be held culpable for murder or diablerie in the eyes of the prince, the other primogen, the elder's childer or his favorites, and all the other powerful vampires who normally become agitated when younger vampires are responsible for the destruction of an elder. He's not, however, particularly helpful, except for his willingness to passively go along with whatever reasonable plan the PCs propose. Of course, if they try to evade their responsibility, or pull the wool over the elder's eyes, they're liable to discover that his indolence and disassociation was not quite as total or crippling as his manner might suggest.

From that point, it's totally in the PCs' hands. They have to come up with the plan and carry it out. Once it's over, they'll discover just exactly how the GM rated their preparations when certain parties begin their investigation of the elder's death. Of course, if they fail in their mission, or betray the elder's secret, they'll probably find that the elder is motivated to throw off his preoccupations and return to activity . . . in pursuit of vengeance.

The Bottle

The prince (or archbishop) of the PCs' city finds the following note pinned to his chest when he awakens one evening.

"Deliver Kashta to us before the dark of the moon, or we will poison your city at the roots and burn it when it withers.

"With utmost sincerity,

"The Followers of Set."

Of course the prince would find such an ultimatum alarming under the best of circumstances, but all the more so in this case, since he has never heard of "Kashta," and has no idea where to find he/she/it.

The first the PCs hear about the situation is an enigmatic order that goes out to all local vampires for anyone who has ever heard of anyone or anything called Kashta.

When this general call for information proves fruitless, the prince elects to make the PCs his special confidential operatives in this situation. He takes them into his confidence (with stern warnings of dire consequences if they reveal to anyone else the true facts of the case, especially the involvement of the Setites). Their assignment is to find out who or what Kashta is, and if possible acquire Kashta so that the prince can determine whether or not to turn it over to the Setites.



As it happens, Kashta is (or was) a Setite elder who became so completely enmeshed in the Path of Typhon that he was transformed into something even less human than a vampire. However, while most adepts of the Path of Typhon bloat into some kind of monstrous form, Kashta shriveled. He's presently about four inches tall. His childer placed him in a bottle filled with the blood of the innocent, and kept him in their temple for several centuries.

A few decades ago, Kashta vanished. He was stolen by an elder Ravnos, a master thief seeking to execute the greatest feat of burglary ever. He succeeded – the Setites to this day have no idea who took Kashta or how. The Ravnos, having no need of the tiny elder once the magnificent deed was done, traded him to Orfis, a medium-level demon of some Earthly authority. What the Ravnos traded for is unknown – it might well be nothing but some silly and harmless trinket that he could hold up when he told the story of his great exploit.

Orfis was unable to take the elder Cainite (even in his present debased form) to his infernal home, so he left the bottle with some human followers of his, in the PCs' city. The Setites have discovered through mystical means that Kashta is in the city, but have no idea how he got there or who's holding him. Their ultimatum is a tactic designed to get the Camarilla to do their detective work for them. If the deadline is missed, the Setites have every intention on making good their threat.

The PCs' first job will be to discover what Kashta might be. The best way to find out is to seek that information from the Setites themselves. Any temple other than the one that issued the ultimatum will provide the basic facts of Kashta's identity and current state . . . for a price. If the PCs have some *very* good contacts among the Ravnos, that might also be a potential source of information. The Baali may also know something of Orfis' treasure, although they will not yield such information willingly. If all else fails, and the deadline is approaching, the GM can introduce a mysterious Kindred with an enigmatic hint leading to some necessary information (a messenger of the Children of Osiris, although the PCs should not know that). Once they're on the trail they'll still have to get the bottle from its demonic owner and his mystically-potent human devotees. If the GM feels that that's still not enough peril, he can introduce a handful of Baali, summoned by Orfis to protect his property.

Chorale

One of the few Daughters of Cacophony in the PCs' city (perhaps the only one) comes to the prince with a neatly engraved invitation to a Chorale on midsummer's eve. Under further questioning, she explains that her sisters and she will be performing a new piece. Upon checking the location on the invitation the prince remarks that he seems to have been chosen to host this event. Yes, the Daughter replies, he has been so

honored. As casually as possible, the prince inquires how many Daughters will be participating in the performance. The reply is 14 – a double septet. Midsummer's eve is three weeks away. When asked, the Daughter informs the prince that rehearsals will begin in three nights' time.

At this point the PCs are called in. They are informed that the prince requires them to coordinate the event. They are to see to the comfort of the Daughters of Cacophony, ensure that the event comes off without a hitch, and generally protect the Masquerade. If the PCs mention canceling the concert, the prince says that he once knew a prince who tried to forbid a performance of the Daughters of Cacophony . . . then he shivers a little and falls silent.

A day or two later, the Daughters begin to arrive. The PCs discover that two of the Daughters are Anarchs from the West Coast and, to their dismay, that three others are Sabbat. The final Daughter to arrive is a mysterious Kindred who flies in from South Africa. She is, apparently, the leader of the ensemble.

The director demands that the PCs procure a certain very public building for the performance, and furthermore that they procure it every night for at least a week prior to the concert for rehearsal. She also tells them that the chorus will be too busy rehearsing to hunt. For the next three weeks, the PCs will have to hunt for 14 additional vampires. And, of course, rehearsal makes one *very* hungry.

By the week before the performance the PCs should feel that they have the situation at least somewhat in hand. Then a pack of six Sabbat vampires swaggers brazenly into town, followed in quick succession by a nervous group of four Anarchs, then a second pack of eight Sabbat (this one frankly paranoid where the first was arrogant), then a van load of seven Ravnos, all annoyingly cheerful and unctuously and persistently eager to "help" the PCs, and finally three mysterious Kindred from Europe, of curiously archaic speech and dress, who seem very, very watchful. All of these groups are carrying neatly engraved invitations and explain that they're there for the show. The Prince, in his infinite wisdom, decrees that the best solution to the problem is to keep everybody entertained and well fed until after the performance. This is, of course, also the PCs' job. And don't forget, *protect the Masquerade*.

Assuming that the night of the performance actually arrives without any sort of riot or pogrom, the concert itself will go off without a hitch – at least as far as the Daughters are concerned. Of course, their idea of a successful program might include every vampire at the concert wandering blissfully off into the countryside to hunt wildflowers, only to come to their senses 15 minutes before sunrise, or with every cat in the city racing madly to the concert hall, their owners and animal-control officers in tow, or with every piece of glass or crystal in a five-mile radius in shards. Whatever the end result, it's the PCs' job to clean up afterwards.



Chapter 7

CONVERSIONS

The White Wolf *Vampire* books *The Players Guide* and *The Players Guide to the Sabbat* contain a wealth of new options for *Vampire* characters. This chapter contains notes on adapting these new options into *GURPS* terms.

Merits and Flaws

With the possible exception of the new clans, the single most significant addition to the original *Vampire* game outside of the original book is the Merits and Flaws introduced in the *Players Guides*.

Below are notes for converting Merits and Flaws into *GURPS* terms. Many of the Merits and Flaws are already very similar to existing *GURPS* advantages and disadvantages, while others correspond to new advantages or disadvantages described in Chapter 1. New advantages and disadvantages are referenced below by page number. If an advantage or disadvantage does not get a page number, it can be found in either the *Basic Set* or *GURPS Vampire*.

As a general rule, each point in the cost of a Merit or Flaw equals 5 points in *GURPS*. Thus, a 3-point Merit or Flaw is worth positive or negative 15 points as a *GURPS* advantage or disadvantage. There are several significant exceptions to this rule of thumb, which are noted below, but in general the cost of a Merit or Flaw's conversion should be kept as close as possible to 5x the original *Vampire* point cost.

The notes below are only suggestions. There may well be other ways to simulate a given Merit or Flaw in a *GURPS* character, and the player is encouraged to convert his Merits or Flaws creatively. For example, the most obvious way to convert the 2-point Merit Natural Linguist to *GURPS* is to take Language Talent +5 for 10 points, but the player might also decide it's more in tune with his character conception to buy Linguistics at IQ (4 points), and Language Talent +3 for 6 points.

However, the GM is cautioned against unscrupulous players who may try to "min-max" their character by converting their Merits or Flaws so as to give their character the highest possible point total, rather than converting to produce the most accurate re-creation of their original *Vampire* character. The guidelines for controlling point differences found on p. 186 of *GURPS Vampire* are even more essential when converting characters with numerous Merits and Flaws.



Merits

Acute Sense of Taste

Corresponds to the *GURPS* advantage Acute Taste & Smell.

Acute Hearing

Corresponds directly to the *GURPS* advantage of the same name.

Acute Sense of Smell

Corresponds to the *GURPS* advantage Acute Taste & Smell.

Acute Vision

Corresponds directly to the *GURPS* advantage of the same name.

Ambidextrous

Corresponds directly to the *GURPS* advantage Ambidexterity.

Approved Friendship

Buy as an Ally. The fact that your friendship is approved by the Sabbat is a special effect in *GURPS* terms. If it weren't approved, that would be an additional disadvantage. See Secret Friendship, p. 148.

Baby Face

Corresponds directly to the new *GURPS* advantage of the same name described on p. 14.

Berserker

This Merit gives the vampire the ability to Frenzy at will. It corresponds to the new advantage Frenzy Trigger, see p. 16.

Boon

Corresponds directly to the *GURPS* advantage Contacts.

Calm Heart

Corresponds directly to the Unfazeable advantage.

Catlike Balance

Corresponds directly to the *GURPS* Advantage Perfect Balance, described on p. 17. Note that this is one case where the *GURPS* point value of the advantage is greater than 5x the cost of the corresponding Merit.

Charmed Existence

Corresponds to the *GURPS* advantage Luck, at the 30-point value.

Church Ties

Corresponds directly to the *GURPS* advantage Contacts.

Clan Friendship

Corresponds directly to the *GURPS* advantage Reputation. Specifically, Clan Friendship can be bought as Reputation +4 (Specific Clan) All the Time.

Code of Honor

Although the *GURPS* Code of Honor is a disadvantage, the *Vampire* Code of Honor is a Merit, because it allows a bonus to Self-Control rolls when the character is in danger of violating the code. A new advantage, Higher Purpose, has been created to correspond to this Merit; see p. 16.

Common Sense

Corresponds directly to the *GURPS* advantage of the same name.

Computer Aptitude

Corresponds most closely to the *GURPS* advantage Mathematical Ability.

Concentration

Can be represented by an extra 3-5 points of normal Strong Will. The Unfazeable advantage includes this Merit, as well as other beneficial effects.

Corporate Ties

Corresponds directly to the *GURPS* advantage Contacts.

Corporation CEO

The player should distribute 25 points among Wealth, Allies and Contacts – the fact that these advantages are related to his corporate position is a special effect in *GURPS* terms.

Crack Driver

The character should invest at least 6 additional points in his Driving skills.

Danger Sense

Corresponds directly to the *GURPS* advantage of the same name.

Daredevil

Corresponds directly to the new *GURPS* advantage Daredevil described on p. 15.

Destiny

Corresponds directly to the *GURPS* advantage described on p. 15.

Double-Jointed

Corresponds directly to the *GURPS* advantage of the same name.

Dual Nature

This Merit does not convert directly into *GURPS*. It is recommended that characters with this Merit purchase an additional 5 to 10 points of Strong Will.

Early Riser

Corresponds directly to the new *GURPS* advantage Early Riser described on p. 15.

Eat Food

Corresponds directly to the new *GURPS* advantage of the same name described on p. 15.

Efficient Digestion

Corresponds directly to the new *GURPS* advantage of the same name described on p. 15.

Eidetic Memory

Corresponds most directly to the 30-point version of the *GURPS* advantage Eidetic Memory. However, if the GM does not wish the character to convert such a low-value Merit to such a high-value advantage, he may require the player to convert this Merit to a simple +1 to IQ.

Enchanting Voice

Corresponds directly to the *GURPS* Voice advantage.

Faerie Affinity

Corresponds directly to the new *GURPS* advantage of the same name described on p. 15.

Family Member

Buy as an Ally.

Fast Learner

This Merit is probably best converted to a +1 to IQ, but note that if a vampire has both this Merit and the Eidetic Memory Merit, the two together convert perfectly to the lower-cost Eidetic Memory advantage.

Guardian Angel

Corresponds directly to the *GURPS* Ally advantage. The player should only allocate 30 points to this advantage – the GM should design a supernatural Ally of the appropriate point value, keeping its nature secret from the PC unless discovered in play.

Higher Purpose

For purposes of conversion to *GURPS*, effectively identical to the Code of Honor Merit, above. It therefore corresponds directly to the new *GURPS* advantage Higher Purpose, described on p. 16.

Huge Size

The PC should purchase the Gigantism disadvantage, then distribute 30 points (the 10 points obtained from Gigantism plus the 20 point conversion value of this Merit) between ST and HT.

Innate Magical Ability

This is a catch-all "wild-card" Merit with no set effects. Each Innate Magical Ability will convert differently, and the exact nature of the conversion is left to the GM. GMs with *GURPS Magic* may wish to consider the possibility of converting this Merit to a knack.

Inoffensive to Animals

Corresponds directly to the new *GURPS* advantage of the same name described on p. 16.

Iron Will

Should be converted to 10 to 15 points to be distributed equally among the different varieties of Strong Will.

Jack of Trades

Does not translate directly into *GURPS*, but this Merit can be simulated by reserving 25 points until the end of character creation, and distributing them between 25 to 50 skills not otherwise possessed by the character, spending no more than a single point on each skill. This point-pool should *not* be used for combat skills, psionics skills or spells.



Judicial Ties

Corresponds directly to the *GURPS* advantage Contacts.

Light Sleeper

The character may take 2 points of Alertness or the Danger Sense advantage, as he prefers, to simulate this Merit.

Lightning Calculator

Corresponds directly to the *GURPS* advantage of the same name.

Luck

Corresponds directly to the *GURPS* advantage of the same name, at the 15-point value.

Lunar Influence

Corresponds directly to the new *GURPS* advantage of the same name described on p. 16.

Magic Resistance

Corresponds directly to the *GURPS* advantage of the same name.

Magic Sensitivity

Corresponds directly to the new *GURPS* advantage Second Sight described on p. 17.

Conversions

Mansion

Can be bought as a 10-point Unusual Background. Characters who begin the campaign Filthy Rich do not need to spend additional points to have a mansion at the start of the campaign.

Mechanical Aptitude

The character should invest at least 6 additional points in his mechanical and engineering skills.

Media Ties

Corresponds directly to the *GURPS* advantage Contacts.

Medium

Corresponds directly to the new *GURPS* advantage of the same name described on p. 16.

Misplaced Heart

Corresponds directly to the new *GURPS* advantage of the same name described on p. 17.

Mystic Ability

This Merit is best simulated as a low-level single-skill ESP power Precognition with the limitation Random Manifestations (see p. 18).

Natural Leader

Corresponds to the *GURPS* Charisma advantage. Natural Leaders should also put at least half a point into the Leadership skill.

Natural Linguist

Corresponds directly to the *GURPS* advantage Language Talent.

Nightclub

A nightclub owner should buy at least +1 Reputation (proprietor of a hot spot), and should either have above-average Wealth or pay for a 5-point Unusual Background.

Nine Lives

Corresponds directly to the new *GURPS* advantage Nine Lives described on p. 17.

Occult Library

This Merit can be simulated with a 10-point Unusual Background, representing a large library of exotic occult materials that the character inherited or acquired before the beginning of the campaign. This library will include at least a few esoteric volumes (like the *Book of Nod*) that are completely unavailable through normal commercial or academic channels. Characters who are Wealthy or Filthy Rich may purchase the Occult Library UB for 5 points (the UB is for the esoteric or "lost" volumes – the normal stuff the character just bought).

Oracular Ability

Corresponds directly to the *GURPS* advantage Oracle described on p. 17.

Pack Distinction

Buy as Reputation +4 (Small Group – pack), for 6 points.

Pawn

Buy your pawn as an Ally of the appropriate point value.

Pitiable

Corresponds directly to the new *GURPS* advantage of the same name described on p. 17.

Police Ties

Corresponds directly to the *GURPS* advantage Contacts.

Political Ties

Corresponds directly to the *GURPS* advantage Contacts.

Precognition

Corresponds to the *GURPS* psionic power ESP. The most direct conversion is to buy the single-skill power Precognition at level 8 or 9 (16 or 18 points) and spend the remaining 2 or 4 points on ESP skill.

Prestigious Sire

This is simply a specific case of the Social Status advantage. The fact that your status within the Camarilla (Sabbat, clan, whatever) is due to the deeds of your sire is a special effect in *GURPS* terms.

Reputation

Corresponds directly to the *GURPS* advantage of the same name.

Sanctity

Corresponds directly to the new *GURPS* advantage Sanctity described on p. 17, combined with at least Charisma +1.

Self Confident

This Merit essentially gives the character the ability to beat the odds through sheer will. Thus, it is best represented by Luck at the 15-point level, plus 5 or 10 additional points distributed in Strong Will.

Silence

Corresponds directly to the *GURPS* advantage Silence described on p. 18.

Special Gift

The gift should be purchased as an Unusual Background of the appropriate point value.

Special Rapport

Corresponds directly to the *GURPS* advantage Special Rapport described on p. 18.

Spirit Mentor

A Spirit Mentor should be bought normally as an Ally (or perhaps a Patron).

Time Sense

Corresponds directly to the *GURPS* advantage Absolute Timing.

True Faith

Corresponds directly to the new *GURPS* advantage Enduring Faith, described on p. 15.

True Love

True Love is a special form of the new Higher Purpose advantage, described on p. 16.

Unbondable

Corresponds directly to the new *GURPS* advantage of the same name described on p. 18.

Underworld Ties

Corresponds directly to the *GURPS* advantage Contacts.

Werewolf Companion

Buy as an Ally.





Flaws

Absent-Minded

Corresponds directly to the *GURPS* disadvantage of the same name.

Addiction

Corresponds directly to the *GURPS* disadvantage of the same name.

Allergic

Corresponds directly to the new *GURPS* disadvantage Allergic Susceptibility, described on p. 19.

Amnesia

Corresponds directly to the *GURPS* disadvantage of the same name described on p. 19. Specifically, the Flaw corresponds most closely to the Partial Amnesia disadvantage (the -10 point level).

Anachronism

Corresponds directly to the new *GURPS* disadvantage of the same name described on p. 19.

Bad Sight

Corresponds directly to the *GURPS* disadvantage of the same name.

Blind

Corresponds directly to the *GURPS* disadvantage Blindness.

Can't Cross Running Water

Corresponds directly to the new *GURPS* disadvantage of the same name described on p. 19.

Cast No Reflection

Corresponds directly to the new *GURPS* disadvantage of the same name described on p. 20.

Child

Corresponds directly to the new *GURPS* disadvantage Vampiric Child, found on p. 23.

Clan Enmity

Depending on the clan involved and the details of the campaign, this could be either an Enemy or a Bad Reputation.

Color Blindness

Corresponds directly to the *GURPS* disadvantage of the same name.

Compulsion

Corresponds directly to the *GURPS* disadvantage Compulsive Behavior.

Confused

Corresponds directly to the new *GURPS* disadvantage of the same name described on p. 20.

Cursed

This Flaw will usually translate to the *GURPS* disadvantage Personal Curse described on p. 22. However some Curses might be better represented as other disadvantages.

Dark Fate

Corresponds to the new *GURPS* disadvantage *Destiny: Dark Fate*, described on p. 20.

Dark Secret

Corresponds directly to the *GURPS* disadvantage *Secret*.

Deaf

Corresponds directly to the *GURPS* disadvantage *Deafness*.

Deep Sleeper

Corresponds directly to the new *GURPS* disadvantage of the same name found on p. 20.

Deformity

If the *Deformity* can't be accurately represented by one of the *GURPS* physical disadvantages (a useless leg corresponds to *Lame*, a useless arm to *One Arm* or *One Hand*, depending on the extent of the disability) it is considered purely cosmetic and represented by *Ugly Appearance*.

Diabolic Sire

Corresponds directly to the new *GURPS* Disadvantage described on p. 20.

Disease Carrier

Corresponds directly to the new *GURPS* disadvantage of the same name described on p. 20.

Disfigured

Corresponds to *Ugly Appearance*.

Driving Goal

Depending on the nature of the goal, this could be represented by *Vow*, *Code of Honor*, *Compulsive Behavior* or some combination thereof.

Eerie Presence

Corresponds directly to the new *GURPS* disadvantage of the same name described on p. 20.

Enemy

Corresponds directly to the *GURPS* disadvantage of the same name.

Hard of Hearing

Corresponds directly to the *GURPS* disadvantage of the same name.

Hatred

Corresponds most closely to the *Compulsive Behavior* disadvantage, possibly with an *Intolerance* thrown in as well.

Haunted

Buy the ghost as an *Enemy*.

Hunted

Buy the hunter as an *Enemy*.

Illiterate

Corresponds directly to the *GURPS* disadvantage *Illiteracy*.

Inept

This *Flaw* does not translate directly into *GURPS*. An *Inept* character will simply convert to *GURPS* with fewer skills bought at a lower level than usual in the appropriate areas.

Infamous Sire

For *GURPS* purposes, this is considered a *Social Stigma*.

Infertile Vitae

Corresponds directly to the new *GURPS* disadvantage of the same name described on p. 20.

Insane Sire

Depending on the character's exact circumstances, this could be a *Social Stigma*, an *Enemy* (the insane sire) or a combination of the two disadvantages.

Intolerance

Depending on the nature of the thing disliked, and the vampire's specific reaction to the thing, this *Flaw* can be converted to a *Phobia*, an *Intolerance* (at the -5-point value), or even a *Compulsive Behavior* or *Odious Personal Habit*.

Lame

Corresponds directly to the *GURPS* disadvantage of the same name at the -15 point level.

Lazy

Corresponds directly to the *GURPS* disadvantage *Laziness*.

Light-Sensitive

Corresponds directly to the new *GURPS* disadvantage of the same name described on p. 21.

Low Self-Image

Corresponds directly to the new *GURPS* disadvantage of the same name described on p. 21.

Lunacy

Corresponds directly to the new *GURPS* disadvantage of the same name described on p. 21.

Magic Susceptibility

Corresponds directly to the new *GURPS* disadvantage of the same name described on p. 21. The *Flaw* *Magic Susceptibility* will convert to the disadvantage *Magic Susceptibility* -2.

Mistaken Identity

Corresponds directly to the new *GURPS* disadvantage of the same name described on p. 21.

Monstrous

This can be represented by either *Appearance: Hideous* or *Appearance: Monstrous* depending on how severely the character's appearance affects those around him.

Mute

Corresponds directly to the *GURPS* disadvantage of the same name.

Nightmares

Corresponds directly to the new *GURPS* disadvantage of the same name found on p. 21.

Notoriety

Best represented by Bad Reputation among the local Kindred, or perhaps a Social Stigma.

One Arm

Corresponds directly to the *GURPS* disadvantage of the same name.

One Eye

Corresponds directly to the *GURPS* disadvantage of the same name.



Overconfident

Corresponds directly to the *GURPS* disadvantage of the same name.

Pack Disgrace

Normally this will correspond to Bad Reputation.

Pack Enemy

Corresponds to the Enemy disadvantage.

Pack Punishment

This will normally correspond to the Vow disadvantage.

Pack Rival

Buy the rival as an Enemy.

Paraplegic

Corresponds directly to the *Lame* disadvantage at the -35 point level.

Permanent Wound

Corresponds directly to the new *GURPS* disadvantage of the same name described on p. 21.

Phobia

Corresponds directly to the *GURPS* disadvantage of the same name. The original cost of the Flaw determines the severity of the disadvantage.

Prey Exclusion

Probably best represented as a Vow, but Compulsive Behavior or Code of Honor might also be appropriate.

Probationary Sect Member

Corresponds directly to the new *GURPS* disadvantage Probationary Sabbat Member, described on p. 22.

Repelled by Crosses

Corresponds directly to the new *GURPS* disadvantage of the same name described on p. 23.

Repulsed by Garlic

Corresponds directly to the new *GURPS* disadvantage Repelled by Garlic described on p. 23.

Secret Friendship

Buy as a Secret.

Selective Digestion

Corresponds directly to the new *GURPS* disadvantage of the same name described on p. 23.

Short Fuse

Corresponds directly to the *GURPS* disadvantage Bad Temper.

Short

Below-average height is not considered a significant disadvantage in *GURPS*. If the character is *extremely* short, he may of course take the Dwarfism disadvantage, but the GM is free to disallow this, if he feels the point-cost difference between Dwarfism (-15 points) and the conversion value of Short (-5 points) might be unbalancing. If the Short character is not a dwarf, this Flaw is simply lost in the conversion.

Shy

Corresponds directly to the *GURPS* disadvantage Shyness.

Sire's Resentment

This is usually best represented by the Enemy disadvantage, but in some circumstances the Bad Reputation disadvantage might be more appropriate (the sire takes no direct action against the character, but spreads rumors about him behind his back).

Slow Healing

Corresponds directly to the new *GURPS* disadvantage of the same name described on p. 23.

Soft-Hearted

Can be bought as a special case of the Phobia: Squeamish disadvantage.

Special Responsibility

This will normally correspond to the Duty disadvantage.

Speech Impediment

Buy as the Stuttering disadvantage, regardless of whether the impediment is an actual stutter or not. The specific nature of the impediment is considered a special effect.

Taint of Corruption

Corresponds directly to the new *GURPS* disadvantage of the same name described on p. 23.

Territorial

Probably best represented by the Compulsive Behavior disadvantage.

Thin-Blooded

Corresponds directly to the new *GURPS* disadvantage of the same name described on p. 23.

Twisted Upbringing

This is usually best represented as the Delusion disadvantage – the character believes things about the Camarilla or the Kindred which are not true.

Uneducated

This converts to having fewer skills; see Inept, p. 147.

Unskilled

This converts to having fewer skills; see Inept, p. 147.

Vengeance

Probably best represented by the Vow disadvantage, although Code of Honor or Compulsive Behavior might also be appropriate.

Vulnerability to Silver

Corresponds directly to the *GURPS* disadvantage of the same name described on p. 23.

Ward

Usually corresponds to the Dependent disadvantage.

Weak-Willed

This Flaw does not translate exactly into *GURPS*, but can be reasonably converted to the disadvantage Weak Will -2.

New Abilities

Talents

The following talents from the *Players Guide* correspond directly to the *GURPS* skill of the same name, using the Rating to Skill Conversion chart found on p. VTM175: *Carousing*, *Interrogation*, *Scrounging*, *Swimming*, *Throwing*, *Ventriloquism*.

Artistic Expression

Converts to either Artist or Sculpting skill, depending on the character's preferred medium.

Diplomacy

Corresponds to Diplomacy skill. The character's Diplomacy skill is equal to the *higher* of the following: either convert the Diplomacy talent normally based on the table on p. VTM175, then add +1 per dot in the *Vampire* skill Debate (if possessed) or find the character's Diplomacy skill based on his Manipulation attribute and add +1 per dot taken in both the Diplomacy talent and the Debate skill.

Dreaming

Corresponds to the new skill of the same name found on p. 24.

Fortune Telling

Corresponds to the new skill Fortune Telling found on p. 25.

Haggling

Converts to the Merchant skill.

Instruction

Converts to the Teaching skill.

Intrigue

In *GURPS* terms this skill is Politics (Cainite).

Masquerade

Corresponds to the new skill of the same name found on p. 26.

Mimicry

Corresponds to the new skill of the same name found on p. 27.

Panhandling

Corresponds to the new skill of the same name found on p. 27.

Poetic Expression

Converts to the Poetry skill.

Public Speaking

Converts to the Bard skill.

Scan

In *GURPS* terms this talent is a function of Alertness. Characters with Scan 1 or 2 should buy one additional level of Alertness, those with Scan 3 or 4 should buy two levels of Alertness, and those with Scan 5 should buy Alertness +3. If the character has both the Scan and Alertness talents, the bonuses to Alertness are cumulative.

Search

In *GURPS* terms this talent is a function of sight perception. The character should buy Acute Vision +1 for each dot in Search.

Seduction

Converts to the Sex Appeal skill.

Sense Deception

Converts to the Detect Lies skill. If the character has both the Sense Deception talent and the Empathy talent, he should buy the Psychology skill as indicated by his level of the Empathy talent (see p. VTM176), buy the Detect Lies skill as indicated by his level of Sense Deception, and also take the Empathy advantage.

Style

The first two dots in this talent convert to the Savoir-Faire skill as normal. The third dot converts to the Fashion Sense advantage, and the fourth and fifth dots convert to Savoir-Faire at levels 14 and 16 respectively. Thus a character with Style 5 would convert to one with Savoir-Faire-16 and Fashion Sense.

Skills

The following skills from the *Player's Guide* correspond directly to the *GURPS* skill of the same name, using the Rating to Skill Conversion chart found on p. VTM175: *Acrobatics, Blacksmith, Camouflage, Carpentry, Climbing, Cooking, Dancing, Demolitions (GURPS skill Demolition), Disguise, Falconry, Fast-Draw, Fast-Talk, First Aid, Fishing, Forgery, Gambling, Herbalism, Hypnotism, Jeweler, Leatherworking, Lip Reading, Lockpicking, Mechanic, Parachuting, Photography, Pickpocket, Pilot, Pottery, Research, Ride, Scuba, Singing, Skiing, Sleight of Hand, Traps.*

Animal Training

Converts to the Animal Handling skill.

Archery

Converts to either the *GURPS* skill Bow or Crossbow. If the character wants to convert this skill to both *GURPS* skills, he may divide it, provided he has at least two dots in the original skill. A character with two dots in Archery can take Bow 10/Crossbow 10. With three dots he may take Bow 10/Crossbow 12 or vice versa. With four dots he may take Bow 10/Crossbow 14 or vice versa, or Bow 12/Crossbow 12. With five dots he may take Bow 10/Crossbow 16, Bow 12/Crossbow 14 or vice versa.

Artillery

Converts to Gunner: Artillery.

Blind Fighting

Converts to the new skill of the same name found on p. 24.

Boat Handling

Converts to the Boating skill.

Body Alteration

A single dot in this skill corresponds to Professional Skill: Tattoo Artist-10. Two dots correspond to Professional Skill: Tattoo Artist-12 and Artist-12. For each subsequent dot, both skills are converted according to the chart on p. VTM175.

Conversions

Brewing/Distilling

Buy as Professional Skill: Brewer (or Vintner, or Distiller).

Bribery

If the character does not already have the Streetwise talent, this converts directly to the Streetwise skill. If the character has both the Bribery skill and the Streetwise talent, he first finds his *GURPS* Streetwise skill level based on the higher of the two *Vampire* abilities, then adds +1 for each dot in the other ability. Thus, a character with 4 dots in Bribery and three in Streetwise would have a *GURPS* Streetwise skill of 19 – the 4 dots in Bribery convert to a 16, and the 3 in Streetwise add 3 more to that.

Debate

Corresponds to Diplomacy skill. The character's Diplomacy skill is equal to the *higher* of the following: either convert the Debate skill normally based on the table on p. VTM175, then add +1 per dot in the *Vampire* skill Diplomacy (if possessed) or find the character's Diplomacy skill based on his Manipulation attribute and add +1 per dot taken in both the Diplomacy talent and the Debate skill.

Escapology

Converts to the Escape skill.

Fire Eating

Converts to the new skill of the same name on p. 24.

Fire Walking

Converts to the new skill of the same name on p. 24.

Game Playing

Converts to the hobby skill Strategy Gaming at the indicated level. For each dot in this skill, the character may choose two separate games which he has mastered to his indicated skill level. If he has four or five dots in this skill, the character may take the *GURPS* skill Strategy-12 in lieu of one specific game. Thus a character with 4 dots in Game Playing might convert to the hobby skill Strategy Gaming-16 in seven separate games, plus the skill Strategy-12.

Gunsmithing

Converts to the Armoury skill.

Heavy Weapons

Converts to the Gunnery skill. Appropriate specializations include machine gun, rocket launcher or recoilless rifle.

Hunting

Converts to the Tracking skill. If the character also has the *Vampire* skill Tracking, he first finds his *GURPS* Tracking skill based on the higher of the two *Vampire* abilities, then he adds +1 for each dot in the other ability. See *Bribery*, above.

Journalism

The first dot in this skill converts to the *GURPS* skill Professional Skill: Journalism-10. The second dot converts to both Professional Skill: Journalism-12 and Writing-12. At higher levels the Professional Skill remains at 12, and the Writing skill continues to advance as normal.

Meditation

Converts to the skill of the same name found on p. 26.



Police Procedure

The first 2 dots in this skill correspond to Professional Skill: Cop at the normal conversion levels. The next 3 dots correspond to the Criminology skill at levels 10, 12 and 14 respectively. Thus a character with 4 dots in Police Procedure will convert to Professional Skill: Cop-12, Criminology-12. If the same character has both a high Police Procedure skill and the Criminology knowledge, he first converts whichever of the two abilities would give him the higher skill, then adds +1 for each dot in the other. However, Police Procedure counts only the third, fourth and fifth dots, so that Police Procedure 3 to 5 adds only +1 to +3 to Criminology.

Psychoanalysis

Corresponds to the Psychology skill. If the character also has the *Vampire* talent Empathy or the Knowledge Psychology, he first finds his Psychology skill based on the highest of the three *Vampire* abilities, then adds +1 for each dot in both of the other abilities. Thus, a character with 4 dots in Empathy and 2 each in Psychoanalysis and Psychology would have a total Psychology score of 20 (16 – the conversion value of Empathy – plus two for Psychology and two more for Psychoanalysis).

Snake Charming

Converts to the new skill of the same name found on p. 27.

Speed Reading

Converts to the new skill of the same name found on p. 27.

Tightrope Walking

Converts to the new skill of the same name found on p. 27.

Torture

This can be regarded as an optional specialization of the Physiology skill. Torture converts normally to Physiology: Torture, but remember that the general skill Physiology is equal to the score in the optional specialization -6 (see p. B59).

Tracking

Converts to the Tracking skill. If the character also has the *Vampire* skill Hunting, he first finds his *GURPS* Tracking skill based on the higher of the two *Vampire* abilities, then he adds +1 for each dot in the other ability. See *Bribery*, p. 150.

Knowledges

The following knowledges from the *Player's Guide* correspond directly to the *GURPS* skill of the same name, using the Rating to Skill Conversion chart found on p. VTM175: Accounting, Alchemy, Anthropology, Archaeology, Architecture, Area Knowledge, Astronomy, Chemistry, Economics, Electronics, Engineering, Forensics, Geology, Heraldry, History, Literature, Mathematics, Metallurgy, Meteorology, Naturalist, Physics, Theology.

The following knowledges are all specializations of the Hidden Lore advantage described on p. 26: Black Hand Knowledge, Camarilla Lore, City Secrets, Clan Knowledge, Faerie Lore, Kindred Lore, Lupine Lore, Mage Lore, Sabbat Lore, Spirit Lore, Wyrms Lore.

Art History

This is an optional specialization of the History skill. Art History knowledge converts normally to History: Art History at the indicated level, but remember that the character's score in general history is 6 less than his score in the optional specialization (see p. B59). If the character has both the *Vampire* knowledge History and Art History, he should first convert his History knowledge normally, then add +1 for each dot in Art History, then take the optional specialization Art History. Thus a character with three dots in History and two in Art history would have History-15 and History: Art History-21 (three dots in History converts to 14, +2 for two dots in Art History for 16, but the optional specialization brings the general skill to 15 and the area of specialization to 21 as per p. B59).

Astrology

In *GURPS* terms this is Astronomy (TL4). It converts normally.

Biology

Any character converting the Biology knowledge must specialize as described on p. B60.

Computer Hacking

Converts to the skill of the same name described on p. 24.

Criminology

Converts to the *GURPS* skill of the same name, but if the same character has both a Police Procedure skill of three dots or more (see p. 151) and the Criminology knowledge, he first converts whichever of the two abilities would give him the higher skill, then adds +1 for each dot in the other. However Police Procedure counts only the third, fourth and fifth dots, so that Police Procedure 3 to 5 adds only +1 to +3 to Criminology, and Police Procedure one or two provides no bonus whatsoever.

Cryptography

Converts to Cryptanalysis skill described on p. 24.

Military Science

This knowledge corresponds to both the Strategy and Tactics skills, and converts as follows: one dot converts to Tactics-10, two dots to Tactics-10 and Strategy-10, three dots to Tactics-12 and Strategy-10, four dots to Tactics-12 and Strategy-12, and five dots to Strategy or Tactics (players choice) 14 and the other at 12.

Psychology

Corresponds to the Psychology skill. If the character also has the *Vampire* talent Empathy or the skill Psychoanalysis, he first finds his Psychology skill based on the highest of the three *Vampire* abilities, then adds +1 for each dot in both of the other abilities. See *Psychoanalysis*, p. 151.

Sewer Lore

This is different from the other Hidden Lore skills in that it has a prerequisite. For conversion purposes, the first two dots in Sewer Lore correspond to Area Knowledge: Local Sewers at levels 12 and 14, respectively, while dots 3, 4 and 5 import Hidden Lore: Sewer Lore at levels 10, 12 and 14 respectively. Thus a character with 4 dots in Sewer Lore converts to have Area Knowledge: Local Sewers-14 and Hidden Lore: Sewer Lore-12.

Toxicology

In *GURPS* terms, this is an optional specialization of the Biochemistry skill. The character converts this knowledge to Biochemistry: Toxicology normally, but remember that his general Biochemistry skill level is 6 less than the specialized skill level (see p. B59). If the character has both Biology knowledge and Toxicology knowledge, he converts Toxicology to Biochemistry: Toxicology normally, and converts his Biology knowledge into one of the other possible specialities of Biology listed on p. B60. In addition, each level of Toxicology gives a +1 bonus to any existing skill in Poisons.

Backgrounds

Alternate Identity

This is based on a combination of the Alternate Identity advantage described on p. 14, and one's Kindred Status within the sect or clan one is infiltrating. A single dot in this background converts to Alternate Identity and Status -1, two dots to Alternate Identity and Status 0, and so on up to Alternate Identity and Status 3 for five dots.

Black Hand Membership

Converts directly to the advantage of the same name described on p. 14. In *GURPS* terms this is effectively Military Rank: Black Hand.

Pack Recognition

In *GURPS* terms this is one's Reputation within the pack. Each dot corresponds to Reputation +1 within the pack.



Personality Archetypes

As in *GURPS Vampire*, the advantages and disadvantages given below are simply suggestions. The player is free to ignore them if he finds them inappropriate to his specific character.

Autocrat

Advantages: Charisma, Strong Will

Disadvantages: Compulsive Behavior (Control Freak), Intolerance (Nonconformists)

Autist

Advantages: None.

Disadvantages: Secret, Paranoia, Odious Personal Habit (Aloof)

Avant-Garde

Advantages: Fashion Sense, Reputation among the arty set

Disadvantages: Intolerance (Snob)

Cavalier

Advantages: Combat Reflexes, Daredevil, Reputation

Disadvantages: Code of Honor, Impulsiveness

Competitor

Advantages: Strong Will, Reputation, Wealth

Disadvantages: Jealousy

Confidant

Advantages: Empathy

Disadvantages: Secret (somebody else's)

Critic

Advantages: Alertness

Disadvantages: Odious Personal Habit (Jerk)

Honest-Abe

Advantages: Reputation; Dependable and Trustworthy

Disadvantages: Honesty, Truthfulness

Jobsworth

Advantages: Early Riser, Reputation (Reliable)

Disadvantage: Compulsive Behavior (Inflexible Routine), Sense of Duty

Manipulator

Advantages: Charisma

Disadvantages: Sadism

Masochist

Advantages: High Pain Threshold

Disadvantages: Reputation (Whipping Boy)

Mediator

Advantages: Common Sense

Disadvantages: Code of Honor (Remain Neutral/Stay Bought)

Optimist

Advantages: Luck

Disadvantages: Delusion (Things Aren't as Bad as they Seem)



Pedagogue

Advantages: Reputation (Expert)

Disadvantages: Odious Personal Habit (Pedantic Boor)

Penitent

Advantages: Sanctity

Disadvantages: Low Self-Image

Perfectionist

Advantages: Reputation

Disadvantages: Compulsive Behavior, Odious Personal Habit (fussbudget)

Plotter

Advantages: Common Sense

Disadvantages: None

Poltroon

Advantages: Intuition

Disadvantages: Cowardice

Praise-Seeker

Advantages: Pitiabile

Disadvantages: Low Self-Image

Sycophant

Advantages: Patron

Disadvantages: Cowardice

Thrill-Seeker

Advantages: Daredevil

Disadvantages: Compulsive Behavior

Converting New Clans

The following disadvantages are mandatory for the non-Camarilla clans. Sabbat *Antitribu* are listed only if their clan weakness differs from that of their non-Sabbat cognates.

Assamites: Must take a -10 point Vow to tithe $\frac{1}{10}$ of the blood they take in payment to their elders. They are also unable to drink directly the blood of other Kindred. This is Selective Digestion with a special enhancement (see p. 23) for -15 points.

Assamite Antitribu: Sabbat Assamites have a weakness for the blood of other Cainites. This is treated as the Alcoholism disadvantage (-20 points) from the *Basic Set*, except that the Assamite must make a Will roll any time he tastes the blood of a vampire (outside of the Vaulderie), and if he fails he Frenzies. Apart from these "binges" the needs of the Assamite's addiction are considered to be met by the Vaulderie.

Followers of Set: Settites have a limited form of the Light Sensitive disadvantage worth -15 points. See p. 21.

Gangrel Antitribu: Note that City Gangrel have a different set of clan skills than Country and Camarilla Gangrel. The only other difference between Camarilla Gangrel and Sabbat Gangrel is cosmetic – city Gangrel tend to assume the features of city animals like dogs, rats and housecats as they lose humanity.

Giovanni: All Giovanni must take the Theft of Vitality disadvantage (see p. 23).

Lasombra: All Lasombra must take the Cast No Reflection disadvantage (see p. 20).

Malkavian Antitribu: Sabbat Malkavians are even worse than those of the Camarilla. They must take at least *two* separate mental disadvantages from the list on p. VTM 123, each worth at least -10 points.

Panders: Panders believe they must validate themselves through courageous deeds. All Panders are expected to have a -15-point Sense of Duty to the Panders. This Sense of Duty compels the Panders to always be at the forefront of any dangerous situation, to further establish the worth of the clan. If a Pander does not have this Sense of Duty, or cannot fake it convincingly, he is regarded as a parasite on the Sabbat, and acquires a -2 Sect Status worth 10 points, and a -2 Social Stigma worth another 10 points.

Ravnos: Ravnos are compelled to trickery and deception. Each Ravnos must take one Compulsive Behavior worth at least -10 towards a specific form of illegal activity. This can include Kleptomania, but violent crimes (including Pyromania and Sadism) are rare – Ravnos are tricksters, not destroyers.

Toreador Antitribu: Sabbat Toreador have the same unique form of Absent-Mindedness for -10 points, but the specific effects are a bit different – Toreador *Antitribu* are prone to fascination, but not only to beauty. Certain Toreador are driven to distraction by grotesquerie or even by human suffering. The PC may choose whether his character is susceptible to artistic beauty, grotesquerie, pain or some combination thereof (but even if the character is prone to distraction in more than one category, he still only gets -10 points for the disadvantage).

Tremere Antitribu: Sabbat Tremere must take the curse of the mystical brand described on p. 96. They also have Social Stigma -1 within the Sabbat (and are forbidden from holding Sabbat status of more than 1).

Tzimisce: Tzimisce must rest in at least two handfuls of dirt from their homeland (see p. 56). Treat this as a -15 point Addiction.

Ventrue antitribu: Note that the clan disciplines of the Sabbat Ventrue are somewhat different from those of Camarilla Ventrue.

Converting Bloodlines

Daughters of Cacophony: The inner music which the Daughters constantly hear gives them the equivalent of the Absent-Minded disadvantage (-15 points) and the Hard of Hearing disadvantage (-10 points).

Samedi: Samedi must take either the Appearance: Hideous or Appearance: Monstrous disadvantages (minimum -20 points).

Salubri: Salubri have an Inhuman Feature for -5 points (their third eye). They are unable to drink the blood of unwilling victims – this is Selective Digestion with a Special Enhancement for -15 points. Finally, all Salubri take a -10 point vow to pursue Golconda.

Converting Elders

In *Vampire: The Masquerade* it is possible for elder Cainites to possess abilities far beyond those possessed by normal Kindred. Many of the 4th through 7th generation elders described in the adventures and supplements for *Vampire* have Attributes, Abilities and other traits that far exceed the five rating levels normally available to PC vampires. These notes are presented to make it easier for a *GURPS Vampire* GM to convert such vampires, whether they come from White Wolf's adventures or supplements, or are original creations imported from a former campaign.

When converting PCs from one system to the other, point balance is a constant trouble spot. Not so when converting elders. When converting an elder NPC to *GURPS* the GM should concentrate on seeing that the *GURPS* character is an accurate portrait of the original White Wolf character, without worrying about the bottom-line point total. Most of the time, in fact, there will be no reason whatsoever to even add up an elder's total points, apart from sheer abstract curiosity.

Elder vampires should be mysterious and frightening entities to the PCs, so these notes do not seek to precisely quantify every possible nuance of elder design. If the GM feels that his elder needs some ability beyond the scope of this conversion system, or even beyond the scope of the written *GURPS* rules entirely, he should feel free to create that ability out of the whole cloth, even if that means violating some of the principles of normal *Storyteller-to-GURPS* conversion.

Attributes

The ratings on the table below can be used to extend both the ST Conversion Table from p. VTM173 and the Rating to Skill Conversion Table from VTM175.

Extended Conversion Table

●●●●●●	20
●●●●●●●	22
●●●●●●●●	23
●●●●●●●●●	24
●●●●●●●●●●	25

Appearance

There are basically two ways to go with super-high appearance. The GM should pick the one most appropriate to the character being created.

The pragmatic method is to simply add +1 Charisma for every dot above 5 (in addition to any levels of *GURPS* Charisma already gained from the Charisma Attribute). The more esoteric method is to assume that the character with super-high Appearance is actually possessed of a supernatural beauty far beyond mundane Very Beautiful Appearance – the exact game effects of such numinous beauty are left to the GM.

Abilities

Use the Extended Conversion Table above to find the *GURPS* skill levels which correspond to high-rated abilities.

Background

Backgrounds are perhaps the area where it is easiest for an elder to slip beyond the boundaries of the *GURPS* rules. The GM is encouraged to be creative and imaginative in converting extra-high backgrounds.

Fame

A Cainite with a Fame rating of more than 5 may be considered a legendary hero of the Kindred – comparable to the kine's King Arthur or Confucius, but still active and able to interact with the rest of vampire society. Note that just because the vampire is regarded as a great hero, it does not necessarily follow that he really performed his legendary deeds exactly as the legend records, or indeed that he ever did them at all.

This legendary fame does not convert precisely to any one *GURPS* advantage, but can be reasonably recorded as an Unusual Background.

Herd

At very high ratings the elder's Herd will convert to true Allies, or perhaps even fanatical devotees willing to sacrifice everything for their vampiric lord and master. The exact number and degree of commitment of the Herd is left to the GM. A Herd rating of 10 could reasonably be construed as anything up to a small, highly-trained army that fanatically worships the elder as a god.

Converting Advanced Thaumaturgy

Specific advanced powers for most of the vampiric Disciplines are given on pp. 35-41, but Thaumaturgy is the exception. In *GURPS Vampire* it is recommended that once the Thaumaturgist has mastered the Blood College of magic (see p. VTM 109) he simply be allowed to move on to freely select spells from the *Basic Set*, *GURPS Magic* or *GURPS Grimoire*.

However the *Vampire* supplements from White Wolf contain a number of spells and rituals which do not correspond precisely to presently existing *GURPS* spells. Due to space constraints it is not possible to provide precise conversions for each individual spell, but these notes are designed to give the GM certain useful guidelines for converting the spell on his own.

Converting Rituals

A ritual is a spell, just like any other spell in *GURPS*. The only difference is that rituals are not technically part of any one college, and they cannot be cast on a moment's notice. Most rituals do have prerequisites – to other less potent rituals (the most common ritual prerequisite), or to higher levels of Magical Aptitude, or to a normal spell which pertains directly to the ritual. The more difficult the ritual, the more prerequisites it will have. More difficult rituals are also more likely to be Mental/Very Hard rather than Mental/Hard skills.

However, unlike normal skills, prerequisites are a secondary balancing factor in rituals. The primary means of balancing rituals is through time and resources. Rituals take a long time to cast, and they usually require some sort of preparation in terms of ceremonial objects, assistants or sacrifices. The more powerful the ritual the longer it will take (extremely powerful rituals will stretch out over several nights from start to finish), the more vampires must participate, and more copious and rare materials or victims will be required.

If, for example, if the Tremere of a certain city wished to enact a ritual so that no Sabbat vampire could enter that city, they might be able to create a magical shield which no Cainite under the influence of a Vinculum could pass without being wracked with horrible pain. However, such a ritual might require seven vampires, all mages, with the chief being a Magery 3 elder of 5th generation or lower; it might require seven consecutive nights to enact, ending on the night of the new moon; and it might require the skull of an antediluvian and the ritual sacrifice of a whole pack of at least five Sabbat vampires, none above the 13th generation. Once established, the spell would only last until some Thaumaturgist from the Sabbat figured out a way to counter the spell (and magical constructs of that sort, as with everything else, are easier to tear down than to build up), after which the whole thing would start over again. For all those reasons, it is probably better that the Camarilla of the city rely on vigilance to keep the Sabbat out, rather than turning to the Tremere for a Thaumaturgical panacea.



Converting Paths

The advanced Thaumaturgical paths found in the *The Vampire Players Guide* can be regarded, in *GURPS* terms, as "mini-colleges" available only to vampires (or, perhaps, magically-gifted ghouls, but not ordinary human mages).

To learn one of the paths, the vampire must have first mastered all the spells of the Blood College. The five spells of each path must be learned in order. For each spell in a path, the spells preceding it are all regarded as its prerequisites.

In general, the actual conversion of individual path spells to *GURPS* is left to the GM. However, some path spells correspond to spells which already exist in *GURPS*. A vampire thaumaturgist who has mastered the Blood College can always learn the first spell in any path, even if the normal *GURPS* version of that spell has prerequisites which the thaumaturgist does not know. In such a case the Blood College itself serves as an alternate prerequisite path to the spell. Although it is reasonable for a character with advanced Thaumaturgy to try to devise new Paths, abusive players may try to establish a path solely to avoid spending points on prerequisite spells. Therefore the GM has absolute final say on when a new path can be created and what spells it will include. The GM can also limit access to high-level path spells by making some of the spells Mental/Very Hard skills or requiring higher levels of Magery. Needless to say, the path should always start with the least powerful spell with each following spell being progressively more potent.

If a path spell midway up the path corresponds to a normal *GURPS* spell, the thaumaturgist may learn the spell using the *GURPS* prerequisites, but he cannot then proceed up the path without first learning all the path spells which precede the known spell.

For example, Dehydrate, the third thaumaturgical power along the Path of Neptune's Might, corresponds exactly to the *GURPS* spell of the same name from *GURPS Magic*. However, if the vampire learns Dehydrate from the *GURPS* defaults (At least 5 water spells, including Destroy Water), he cannot proceed to learn Flowing Wall, the fourth spell in the Path of Neptune's Might, until he first learns Eyes of the Sea and Jail of Water, the first two spells in that path.

BIBLIOGRAPHY

White Wolf's Books

Steve Jackson Games will publish two books adapting each of the five games of White Wolf Game Studio's *Storyteller System* to *GURPS* - *Vampire: The Masquerade*, *Werewolf: The Apocalypse*, *Mage: The Ascension*, *Wraith* and *Changeling*. As this book goes to press the first book of *GURPS Werewolf* by Bob Schroeck is out, *GURPS Mage* is in progress, and *Wraith* and *Changeling* are still in development at White Wolf.

This book, *GURPS Vampire Companion*, should be regarded as less of a completion of the *GURPS Vampire* game than as a sampler and a starting point. White Wolf has published a plethora of additional *Vampire* supplements, sourcebooks, and adventures, and because of the *Storyteller System's* emphasis on plot, character and atmosphere over and above rule mechanics, all of these supplemental materials are as useful to a *GURPS* GM as they are to a *Storyteller System* storyteller.

Note: Books listed below which do not have a specific author cited are compilations, incorporating the work and ideas of three or more different writers.

The Vampire Players Guide: More than any other single book, this volume provided the meat of the *GURPS Vampire Companion*. Much of this book is either rules specific to the *Storyteller* system or material which is adapted in this book, but *GURPS* GMs will find other items of interest here, particularly a number of fascinating essays on effectively roleplaying in the World of Darkness.

The Storytellers Handbook: Virtually a one-volume crash course in constructing and effectively presenting a *Vampire* campaign.

The Players Guide to The Sabbat: Although the *GURPS Vampire Companion* has done its best to present a complete introduction to the world of the Sabbat, this book presents the culture and history of the Sabbat in far more detail than we were able to here.

Storytellers Guide to The Sabbat: More secrets of the Sabbat, advice for the GM, and a plethora of adventure seeds and settings.

The Hunters Hunted: This book is a guide to running a vampire hunters campaign, with complete and detailed descriptions of the FBI, NSA, CDC, the Arcanum, the Inquisition, and others.

Masquerade: This is a system for live (undead?) vampire roleplaying. *Masquerade* is the first release in White Wolf's "Mind's Eye Theater" line which will eventually adapt the whole World of Darkness for LRP.

Clanbooks

Each book in the "Clanbooks" series goes into great detail on the history, myth, culture and constituency of a single clan of the Kindred. Eventually, White Wolf plans to release clanbooks for all 13 clans. As this book goes to press, Clanbooks currently available include:

Clanbook: Brujah by Steve Crow.

Clanbook: Malkavian by Daniel Greenberg.

Clanbook: Nosferatu by Robert Hatch.

Clanbook: Toreador by Steve Brown.

Also in the Clanbook tradition is *The Anarch Cookbook: A Friendly Guide to Vampire Politics*, by Bill Bridges with Kerry Thornley.

Adventures and Settings

Alien Hunger by Jeff Berry: This adventure was designed as a "quick start" introduction to the *Vampire* game, but *GURPS Vampire* players will find it interesting for its information on the Camarilla of Denver.

Ashes to Ashes by Stewart Wieck: The PCs must prove their innocence when they're accused of causing the Prince of Chicago to vanish.

Awakening/Diablerie: Mexico by Nigel Findley: The PCs must enter a mystically guarded Mayan ruin in a quest for the vitae of a sleeping Methuseleh.

Blood Bond by Ken Cliffe: This is a loose sequel to *Ashes to Ashes* involving a Sabbat incursion into Chicago.

Chicago By Night: Second Edition by Andrew Greenberg with Steve Crow: A comprehensive guide to the city of Chicago — by far the most minutely detailed community of Kindred so far described.

Milwaukee By Night by Dustin Browder: In addition to the usual perils of Camarilla politics, Milwaukee is also a city in constant danger of Lupine attack.

The Succubus Club: A detailed description of Chicago's hottest vampire nightclub, and several adventures set there.

Bloody Hearts/Diablerie: Britain: by Dustin Browder

Dark Colony: Vampires in New England, by Beth Fisch and John Cooper.

Berlin by Night: Germany's largest city. By Jim Moore.

Children of the Inquisition: by Daniel Greenberg.

The Book of Nod: A very high-mood, no-game-mechanics paperback, with lots of good background detail and style. By Sam Chupp and Andrew Greenberg.

The World of Darkness

This series of books throws some light on the far-flung edges of the vampires' world.

A World of Darkness: An around-the-world tour of Kindred society, including overviews of Britain, Europe, Jordan, Hong Kong, Haiti and San Francisco's Vampire Club.

Mummy: A book devoted to the other race of mystic immortals. A brilliant addition to the World of Darkness.



Sources of Inspiration

Below are a few outstanding books, films and records relating to Vampires and the gothic/punk sensibility which the GM may find useful or inspirational in preparing his *GURPS Vampire* campaign.

Inspirational Reading

Carmilla. Sheridan LeFanu — The first erotic vampire thriller. Absolutely essential reading.

Dracula. Bram Stoker — Don't rely on the movies, this book needs to be read.

Sunglasses After Dark, *In the Blood*. Nancy Collins — Punk vampires on the mean streets.

Dark Dance, *Sabella*, *Kill the Dead*, *Red as Blood*. Tanith Lee — Dark meditations on death and unlife by one of fantasy's best atmospheric writers.

Interview With the Vampire, *The Vampire Lestat*, *Queen of the Damned*, *The Tale of the Body Thief*. Anne Rice — Not since Bram Stoker has an author brought the sensual seductiveness of the vampires so acutely into the popular consciousness.

Vampire Junction. S.P. Somtow — A tale of rock and roll, Vampires and Gilles de Rais, Auschwitz and the Marquis de Sade.

Those Who Hunt the Night. Barbara Hambly — In Victorian England, a good man is forced to come to the aid of London's vampires, forming a strange bond with the undead and gaining a curious understanding of their ways.

Salem's Lot. Stephen King — The modern master of horror's classic novel of a small town overrun by vampires. Also look for King's short stories "The Nightflyer" and "Popsie."

Also recommended: *Hotel Transylvania*, *The Palace*, *Path of the Eclipse*, *Darker Jewels*, *Out of the House of Life*, *Flames of Byzantium*, *Blood Games*. Chelsea Quinn Yarbro

The Dracula Tapes, *An Old Friend of the Family*, *The Holmes-Dracula File*, *Thorn*, *Dominion*. Fred Saberhagen

Fevre Dream. George R.R. Martin

The Penguin Book of Vampire Stories. Alan Ryan (ed.)

I Am Legend. Richard Matheson

The Golden. Lucius Shepard

Lost Souls. Poppy Z. Brite

Vampire\$. John Steakly

The Vampyre. John Polidori

Blood Brothers, *Deadspawn*, *Deadspook*, *The Last Aerie*, *Necroscope*, *The Source*, *Vamphyri*. Brian Lumley

Children of the Night. Mercedes Lackey

Comic Books

Tomb of Dracula (Marvel) — In this classic series, intrepid hunters stalked the Lord of the Undead.

Hellblazer, *Swamp Thing*, *Sandman* (DC) — Far away from the bright action of Superman or Green Lantern, DC's Vertigo line stakes out its own "world of darkness."

Strontium Dog and Strontium Bitch (Fleetway) — Futuristic punk vampires and werewolves from the UK.

Also Recommended: *Blood: A Tale* (Marvel/Epic), *I: Vampire* (DC), *Vampirella* (Warren)



Inspirational Viewing

Films marked with a (*) are particularly recommended. These films fall into two broad categories — either they're the indispensable classics of the vampire genre, or they're good films which are particularly evocative of the World of Darkness or Gothic/Punk attitude.

Andy Warhol's Dracula

Angel Heart

Blacula

**Bram Stoker's Dracula*

Brides of Dracula

Captain Kronos: Vampire Hunter

Count Yorga, Vampire

Dance of the Damned

**Dracula (1931)*

Dracula (1973)

Dracula (1979)

Dracula Has Risen From the Grave

Dracula — Prince of Darkness

Dracula's Daughter

The Fearless Vampire Killers

Fright Night

**Gothic*

Horror of Dracula

House of Dracula

House of Frankenstein

**The Hunger*

Kiss of the Vampire

Lair of the White Worm

The Last Man on Earth

Lifeforce

**The Lost Boys*

Lust for a Vampire

Mark of the Vampire

**Martin*

Mary, Mary, Bloody Mary

**Near Dark*

**Nosferatu*

Nosferatu The Vampire

The Omega Man

**The Reflecting Skin*

Return of the Vampire

Return to Salem's Lot
**Salem's Lot*
Scars of Dracula
Seven Brothers Meet Dracula
Son of Dracula
Twins of Evil
Vampire
Vampire Circus
Vampire Hunter D
Vampire Lovers
Vampire Princess Miyu
Vampire's Kiss
Vampyr

Bad Vampire Movies

If you need a break from the angst and atmospherics of the straight-faced World of Darkness, any of the films below are recommended as an antidote. Not all the "bad films" below are really badly made. Some (*Buffy the Vampire Slayer*, *Love at First Bite*) are decently-made films that just take a particularly silly view of the vampire concept. Others, however, (*Billy the Kid vs. Dracula*; *Zoltan, Hound of Dracula*) are really bad bad movies.

Abbot and Costello Meet Frankenstein
Billy the Kid vs. Dracula
Blood of Dracula's Castle
Buffy the Vampire Slayer
Dracula vs. Frankenstein
Love at First Bite
Mamma Dracula
My Best Friend is a Vampire
Nocturna
Once Bitten
Scream, Blacula, Scream
The Terror
To Die For I & II
Vampire Men of the Lost Planet
Zoltan, Hound of Dracula

Television

Dark Shadows — the archtypical gothic supernatural soap opera, starring the haunted vampire Barnabas Collins.
Kolchak, the Night Stalker — Tough-talking reporter stalks vampires, spirits and demons in modern San Francisco.
The X Files — Genuinely disturbing look into a world where the most paranoid theories of the paranormal are all true.
Forever Knight — A vampire becomes a cop by night.

Inspirational Listening

The bands and artists below are popular and alternative musicians whose work is evocative of the World of Darkness. Bands marked with a (*) are particularly essential. If the band has done a specific album particularly appropriate to *Vampire* that album is named in parentheses, otherwise the whole body of work of the band is generally appropriate.

Alien Sex Fiend
 *Bauhaus
 The Birthday Party
 Black Sabbath
 Brian Eno
 The Bulgarian Women's Chorus
 Clannad
 *The Cramps
 Crime in the City Solution
 Cocteau Twins
 *Concrete Blonde (*Bloodletting*, *Walking in London*)
 The Cure
 The Damned
 Danielle Dax
 Danzig
 Dead Can Dance
 Diamanda Galas
 Einsturzende Neubauten
 Enya
 Fields of the Nephilim
 45 Grave
 Front 242
 The Gyoto Monks
 Haysi Fantayzee
 *Joy Division
 Killing Joke
 The Mekons
 Metallica
 New Order
 Nick Cave
 Nine Inch Nails
 *Patti Smith
 Pogues
 Queensryche
 *Robert Johnson
 *Roky Erickson
 Rolling Stones
 Screamin' Jay Hawkins
 Sex Pistols
 Siouxsie and the Banshees
 Sisters of Mercy
 Skinny Puppy
 Sonic Youth
 Swans
 Television
 They Might Be Giants (*Apollo 18*)
 This Mortal Coil
 Type O Negative
 Velvet Underground/Lou Reed
 Wraithchild America



Mood Music

This is a list of instrumental compositions which the GM might find appropriate for creating the proper mood for his *Vampire* games.

Orff, *Carmina Burana*; any Gregorian chants; Soundtrack to *La Femme Nikita*; Saint Saens, *Danse Macabre*; Schoenberg, *Verklarte Nacht*; Mussorgsky, *Night on Bald Mountain*; Bartok, *Bluebeard*; Giselle, Adolphe Adams; Puccini, *La Ville*; Peter Gabriel, *Passion* (soundtrack to *The Last Temptation of Christ*); James Horner, soundtrack to *Aliens*; Verdi, *Requiem*.



INDEX

A

Advanced Disciplines, 31, 33.
Advantages, 14-18.
Adventure seeds, 137.
Allergic Susceptibility disadvantage, 19.
Alternate Identity advantage, 14.
Amnesia disadvantage, 19.
Anachronism disadvantage, 19.
Animalism Discipline, 35.
Animals, 14.
Appearance: Monstrous disadvantage, 19.
Assamites, 44, 45, 112; *Antitribu*, 86
Auctorius Ritae, 69.
Auspex Discipline, 36.

B

Baby Face advantage, 14.
Backgrounds, 152.
Bite attacks, 134.
Black Hand, 26, 77.
Black Hand Membership advantage, 14.
Blind Fighting skill, 24.
Blood, 129.
Blood bonds, 70.
Blood Feast, 69.
Blood Points, 34.
Bloodlines, 58-63, 154; *Disciplines*, 100.
Bone Gnawers, 85.
Boons, 124.
Brujah *Antitribu*, 87.

C

Callousness, 70.
Camarilla, 26, 70.
Can't Cross Running Water disadvantage, 19.
Cast No Reflection disadvantage, 20.
Celerity Discipline, 38.
Characters, 13-27.
Chimerstry Discipline, 101.
Clairvoyance, 18.

Clans, 43-56; *disadvantages*, 31;
new, 154.
Clarifications, 13.
Combat 132, 136.
Computer Hacking skill, 24.
Confused disadvantage, 20.
Conversions, 141-155.
Creation rites, 66.
Cryptanalysis skill, 24.
Curses, 22.

D

Daredevil advantage, 15.
Daughters of Cacophony, 59, 105,
139.
Deep Sleeper disadvantage, 20.
Dementation Discipline, 103.
Demons, 26.
Derangements, 103.
Destiny advantage, 15.
Destiny: Dark Fate disadvantage, 20.
Diabolic Sire disadvantage, 20.
Disadvantages, 19-23.
Disciplines, 99-119; *advanced*, 31,
33.
Disease, 129.
Disease Carrier disadvantage, 20.
Dominate Discipline, 38.
Domination, 38, 134.
Draining disadvantage, 31.
Dreaming skill, 24.
Dreams, 21, 24.
Drugs, 129.

E

Early Riser advantage, 15.
Eat Food advantage, 15.
Eating and drinking, 14.
Eerie Presence disadvantage, 20.
Efficient Digestion advantage, 15.
Elders, 29-41, 138, 154.
Enduring Faith advantage, 15.

F

Faerie Affinity advantage, 15.
Faeries, 15, 26.
Faith, 15, 127.
Fang to fang combat, 136.
Festivo dello Estinto, 69.
Fire Dance, 69.
Fire Eating skill, 24.
Fire Walking skill, 24.
Flaws, 142, 146.
Followers of Set, 44, 47, 114.
Fortitude Discipline, 39.
Fortune Telling skill, 25.
Frenzy, 31.
Frenzy Trigger advantage, 16.

G

Gangrel *Antitribu*, 88.
Giovanni, 44, 49, 106, 137.
Golconda, 30, 138.

H

Hidden Lore skill, 25.
Higher Purpose advantage, 16.
Humanity, 30.
Hunters, 126.

I

Ignoblis Ritae, 71.
Inconnu, 32.
Infertile Vitae disadvantage, 20.
Inhuman Feature disadvantage, 21.
Inner Circle, 68.
Inoffensive to Animals advantage,
16.
Inquisition, 77-78.
Instincts, 71.

K

Knowledges, 150.



L

Lasombra, 51, 89, 109.
Licking wounds shut, 13.
Light Sensitive disadvantage, 21.
Low Self-Image disadvantage, 21.
Loyalists, 66.
Lunacy disadvantage, 21.
Lunar Influence advantage, 16.
Lupines, 26; *blood*, 130.

M

Mages, 26.
Magic, 21, 26, 41, 126, 155.
Magic Susceptibility disadvantage, 21.
Malkavian *Antitribu*, 90, 103.
Masquerade skill, 26.
Meditation skill, 26.
Medium advantage, 17.
Melpominee Discipline, 105.
Merits, 142.
Mimicry skill, 27.
Misplaced Heart advantage, 17.
Mistaken Identity disadvantage, 21.
Monomacy, 70, 76.
Mystical items, 128.

N

Necromancy Discipline, 106.
New abilities, 149.
New clans, 154.
Nightmares disadvantage, 21.
Nine Lives advantage, 17.
Nosferatu *Antitribu*, 91.
Numina, 18, 125-127.

O

Obeah Discipline, 108.
Obfuscate Discipline, 39.
Obtenebration Discipline, 109.
Oracle advantage, 17.
Ostracism, 125.

P

Packs, 66; *customs*, 78; *morale*, 71.
Palla Grande, 70.
Pandors, 91.
Panhandling skill, 27.
Path of Caine, 79.

Path of Cathari, 80.
Path of Death and the Soul, 81.
Path of Evil Revelations, 82.
Path of Harmony, 82.
Path of Honorable Accord, 83.
Path of Paradox, 57.
Path of Power and the Inner Voice, 84.
Path of Typhon, 57.
Path Rating, 79.
Paths of Enlightenment, 57, 79, 155; *changing*, 79.
Perfect Balance advantage, 17.
Permanent Wound disadvantage, 21.
Personal Curse disadvantage, 22.
Personality archetypes, 153.
Pitiable advantage, 17.
Potence Discipline, 40.
Precognition, 18.
Presence Discipline, 40.
Prestation, 122-123.
Probationary Sabbat Member disadvantage, 22.
Protean Discipline, 41.
Psionics, 18, 126.
Psychic's blood, 131.

Q

Quietist Discipline, 112.

R

Ravnos, 44, 53, 101; *Antitribu*, 92.
Regents, 68.
Relics, 128.
Repayment, 124.
Repelled by Crosses disadvantage, 23.
Repulsed by Garlic disadvantage, 23.
Rituals, 155.
Rötschreck, 31.

S

Sabbat, 14, 22, 23, 26, 44, 65, 132; *allies*, 85; *Clans*, 86-97; *culture*, 75; *games*, 84; *history*, 73; *justice*, 85; *ranks*, 67; *secrets*, 78; *territory*, 74.
Salubri, 61, 108.
Samedi, 63, 106, 116.
Sanctity advantage, 17.
Second Sight advantage, 17.
Sects, 44.

Selective Digestion disadvantage, 23.
Serpentis Discipline, 114.
Serpents of the Light, 93.
Setites, 44, 93, 114, 138.
Silence advantage, 18.
Skills, 24-27, 150.
Slow Healing disadvantage, 23.
Snake Charming skill, 27.
Special Rapport advantage, 18.
Speed Reading skill, 27.
Spirits, 26.
Stalking, 133.
Strong Will advantage, 70.
Sundeath disadvantage, 32.

T

Taint of Corruption disadvantage, 23.
Tainted vitae, 129-131.
Talents, 149.
Thanatology skill, 27.
Thanatosis Discipline, 116.
Thaumaturgy, 41, 126, 155.
Theft of Vitality disadvantage, 23.
Thin Blooded disadvantage, 23.
Tightrope Walking skill, 27.
Toreador *Antitribu*, 95.
Tremere *Antitribu*, 95.
True Love, 16.
Tzimisce, 33, 55, 96, 117.

U

Unbondable advantage, 18.

V

Vampiric Child disadvantage, 23.
Vampiric obligations, 122.
Vaulderie, 70.
Ventrue *Antitribu*, 97.
Vicissitude Discipline, 117.
Vinculum, 67; *disadvantage*, 23.
Virtual Generation, 31.
Voodoo cults, 85.
Vulnerability to Silver disadvantage, 23.

W

War parties, 70, 77.
Werewolves, 26, 130.
Wild Hunt, 70, 77.
Wild talents, 127.
Wyrm, 26.

THE DARKNESS GROWS...

*The dark screams of the living
touch not your bitter soul.*

*You are torn between fealty to your
elder masters and the surge of power
within your young, vibrant blood.*

*The black dogs of the Sabbat are your
sworn enemies... or they are your
hidden leaders.*

*You are Kindred. You are Childe of
the Damned.*

There is great power in Undeath.



The *GURPS Vampire Companion* takes over where *GURPS Vampire* left off. Within these pages, you will find new Disciplines, advanced Disciplines for elder vampires, and all the new clans and bloodlines from the *Vampire Player's Guide* and the *Player's Guide to the Sabbat*, including an entire chapter on the diabolical Sabbat, their history, motivations and tactics.

Also included are new rules for elder vampires, including the mysterious Inconnu, plus new *GURPS* advantages and disadvantages to help players enhance and customize their *GURPS Vampire* characters.

And more... detailed rules for stalking and hunting, new conversion notes and four original adventure seeds to help spark unique *GURPS Vampire* campaigns.

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