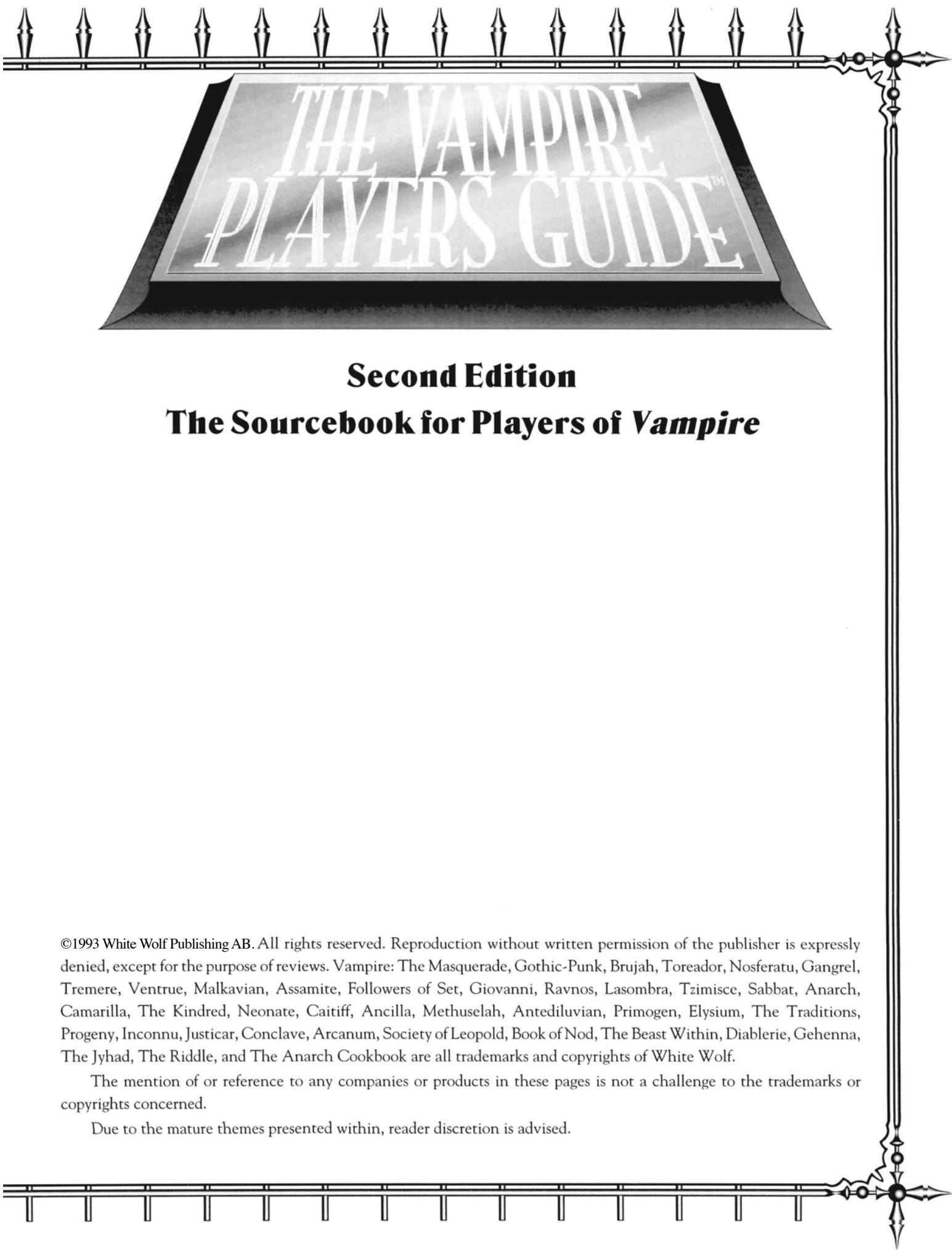


THE VAMPIRE PLAYERS GUIDE™



A Sourcebook for VAMPIRE: The Masquerade™



THE VAMPIRE PLAYERS GUIDE™

Second Edition

The Sourcebook for Players of *Vampire*

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Word From the White Wolf Game Studio

Crossover products have a long history in the roleplaying industry. Some of these, like Chaosium's *Thieves World*, have been exceptional, while others are better off forgotten. Now White Wolf and Steve Jackson Games have come up with a new angle on this old process. White Wolf has licensed the rights to each of our Storytelling games to Steve Jackson, allowing it to publish a version for use with its *GURPS* line, as well as one supplement for each one. This will in no way affect White Wolf's own production schedule, as we will continue to turn out products at the same frenzied pace we always have. Now, however, a lot of players who have never had the chance to enjoy the Storyteller line will be able to sink their teeth into it.

Special Thanks to:

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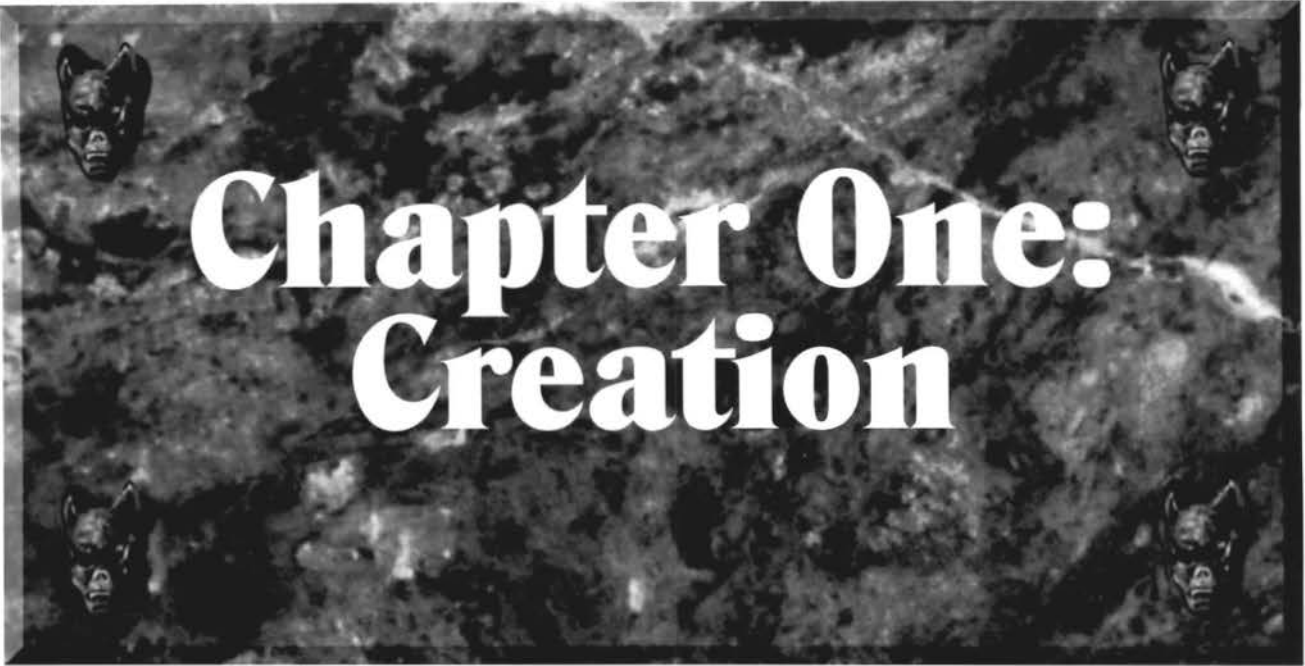
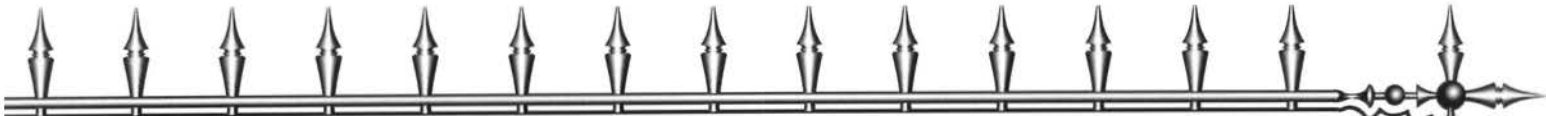
Preface



he essence of **Vampire** lies in the undead characters, those doomed symbols of both good and evil. Powerful beyond human comparison, yet damned with tragic defects of epic proportions, each vampire is a unique reflection of its creator, and as such bears only limited resemblance to other Kindred. The soul of a vampire is its individuality.

This means we should not neglect any opportunity to make each character even more unique. **The Vampire Players Guide** is a compilation of new information, rules and ideas aimed at making your creation the most interesting character it can possibly be. This book includes copious amounts of rules and background material relevant to the role of the player. It also contains advice for all types of players, including suggestions ranging from how to survive as a vampire to how to spice up your roleplaying experience.

A large amount of emphasis has been placed on demonstrating some of the different ways in which you can play **Vampire**. Each section of this book suggests a different style of play. Only some of these will be appropriate for your chronicle. Merits and Flaws enhance the roleplaying possibilities inherent in the game; new clans, Traits and Disciplines help bring character concepts to life; and expanded equipment lists allow for everything from mortar fire to ghoul Chihuahuas.



Chapter One: Creation

There will be a time to murder and create.

— T. S. Eliot, “The Love Song of J. Alfred Prufrock”

Character creation can be as simple or as complex as the troupe wants it to be. If someone does not want to do any work, he can simply use the sample characters from the rulebook. On the other hand, if he wants to flesh out his own vision, then he can use these rules, add in the new Archetypes, further define the character with Merits and Flaws or even have the character follow one of the Paths of Enlightenment. Finally, if he really wants a stretch, rules are provided for those who want to play mortals.

This chapter assumes that all the normal rules for character creation still apply. What follows only adds more dimensions to the process. Everything below is optional, so players and Storytellers should not feel any pressure to use these rules if they do not suit their style of play.

Players should make sure that the Storyteller allows these options in the chronicle before creating characters based around these options. Each chronicle is individual and unique, so there is no telling what restrictions or changes the Storyteller has in mind. There is no right or wrong way, only ways that work for everyone concerned.

Merits and Flaws

Merits and Flaws are two new classes of Traits. Merits provide the character with an advantage, while Flaws give the character a disadvantage. Merits and Flaws allow you to describe your character in more detail than that provided by the basic character creation process, but these new rules are optional. If you do not take Merits and Flaws for your character, you will not suffer; your character is simply different from who she might otherwise be.

When you create a character in **Vampire**, you are given 15 ‘freebie’ points to assign to whatever Traits you like in order to give your character the finishing touches that make her unique. The optional system of Merits and Flaws expands on this idea, and further allows you to personalize your character.

Merits may only be bought with freebie points. Flaws give you extra freebie points to spend on Merits or anything else. You can purchase as many Merits as you wish, up to the full amount of your freebie points (though that would leave you weak in your other areas). Each Merit has a different cost, which is described in terms of freebie points — if you wish to take it you must spend that number of freebie points.

Each Flaw you purchase gives you additional freebie points. The amount gained is listed with the Flaw. Thus, buying Flaws can allow you to buy more Merits. For instance, the Flaw “Light-Sensitive” gives you five additional freebie points, while the Merit “Daredevil” costs three freebie points. However, you can only take up to seven points of Flaws (which makes it impossible for any character to have or spend more than 22 freebie points). Additionally, Merits and Flaws can only be bought when the character is first generated (unless the Storyteller makes an exception for someone who missed the opportunity earlier).

In some chronicles, especially those in which horror is emphasized, Merits and Flaws may not be permitted, or may be restricted in some way. Make sure you have the Storyteller’s permission before you start using these Traits. Keep in mind that this system was not created to allow you to “minimax.” It was designed to let you create a more fully realized character. The more you misuse the Merits and Flaws to create a super-character, the less likely it is that you will be allowed to take them when you design your next character.

Psychological

These Merits and Flaws deal with the psychological makeup of your character, and may describe ideals, motivations or pathologies. Some psychological Flaws can be temporarily ignored by spending a Willpower point, and are so noted. If you possess such a Flaw and do not roleplay it when the Storyteller thinks you should, then she may tell you that you have spent a point of Willpower for the effort. Flaws cannot be conveniently ignored.

Code of Honor: (1 pt Merit)

You have a personal code of ethics to which you strictly adhere. Even when you are in frenzy, you will attempt to obey it (and thus get three extra dice to your Self-Control rolls when in danger of violating your code). You can automatically resist most temptations that would bring you in conflict with your code. When battling supernatural persuasion that would make you violate your code, you either gain three extra dice to resist supernatural persuasions, or the opponent’s difficulties are increased by two (Storyteller’s choice). You must construct your own personal code of honor in as much detail as you can, outlining the general rules of conduct by which you abide.



Higher Purpose: (1 pt Merit)

You have a goal that drives and directs you in everything. You do not concern yourself with petty matters and casual concerns, because your higher purpose is everything. Though you may sometimes be driven by this purpose and find yourself forced to behave in ways contrary to the needs of personal survival, it can also grant you great personal strength. You gain two extra dice on all rolls that have anything to do with this higher purpose. You need to decide what your higher purpose is. Make sure you talk it over with the Storyteller first. (If you have the *Flaw Driving Goal*, below, you cannot take this Merit.)

Berserker: (2 pt Merit)

The Beast is in you, but you know how to direct and make use of it. You have the capacity to frenzy at will, and are thus able to ignore your wound penalties. However, you must pay the consequences of your actions while in frenzy, just as you normally would. Your chance of entering an unwilling frenzy is also unaffected.

Dual Nature: (2 pt Merit)

You have two distinct Natures, both of which have an influence on your personality and behavior. When you pick these Natures, be careful to choose Archetypes that are somewhat compatible. Dual Nature does not mean schizophrenia (that is a Derangement). This Merit allows you to regain Willpower using both Natures. You may still choose a Demeanor, and it can be as different from the character's Natures as the player desires.

Compulsion: (1 pt Flaw)

You have a psychological compulsion of some sort, which can cause you a number of different problems. Your compulsion may be for cleanliness, perfection, bragging, stealing, gaming, exaggeration or just talking. A compulsion can be temporarily avoided at the cost of a Willpower point, but is in effect at all other times.

Dark Secret: (1 pt Flaw)

You have some sort of secret that, if uncovered, would be of immense embarrassment to you and would make you a pariah in the Kindred community. This can be anything from having murdered an elder to having once been a member of the Sabbat. While this secret weighs on your mind at all times, it will only surface in occasional stories. Otherwise, it will begin to lose its impact.

Intolerance: (1 pt Flaw)

You have an unreasoning dislike of a certain thing. This may be an animal, a class of person, a color, a situation, or just about anything at all. The difficulties of all dice rolls involving the subject are increased by two. Note that some dislikes may be too trivial to be reflected here — a dislike of

White Wolf Magazine or tissue paper, for instance, will have little effect on play in most chronicles. The Storyteller is the final arbiter on what you can pick to dislike.

Nightmares: (1 pt Flaw)

You experience horrendous nightmares (daymares?) every time you sleep, and memories of them haunt you during your waking hours. Sometimes the nightmares are so bad they cause you to lose one die on all your actions for the next night (Storyteller's discretion). Some of the nightmares may be so intense that you mistake them for reality. A crafty Storyteller will be quick to take advantage of this.

Phobia (Mild): (1 pt Flaw)

You have an overpowering fear of something. You instinctively and illogically retreat from and avoid the object of your fear. Common objects of phobias include certain animals, insects, crowds, open spaces, confined spaces and heights. You must make a Courage roll whenever you encounter the object of your fear. The difficulty of this roll is determined by the Storyteller. If you fail the roll, you must retreat from the object.

Prey Exclusion: (1 pt Flaw)

You refuse to hunt a certain class of prey. For instance, an animal-lover might decide to hunt only humans, or a character might decide to spare a class of person she particularly admires: police, teachers, medical professionals, clergy, peace activists and so on. You are disturbed when others feed from this type of prey, and could possibly enter a frenzy (Storyteller's discretion). If you accidentally feed upon this class of prey yourself, you will automatically frenzy and will need to make a roll for Humanity loss (difficulty 8 or greater). Note: This is not as restrictive as the Ventrue limitation, which limits a vampire to a certain class of prey (therefore Ventrue cannot take this Flaw).

Overconfident: (1 pt Flaw)

You have an exaggerated and unshakable opinion of your own worth and capabilities — you never hesitate to trust your abilities, even in situations where you risk defeat. Because your abilities may not be enough, such overconfidence can be very dangerous. When you do fail, you quickly find someone or something else to blame. If you are convincing enough, you can infect others with your overconfidence.

Shy: (1 pt Flaw)

You are distinctly ill at ease when dealing with people, and try to avoid social situations whenever possible. The difficulties of all rolls concerned with social dealings are increased by one; the difficulties of any rolls made while you are the center of attention are increased by two. Don't expect such a character to make a public speech.

Soft-Hearted: (1 pt Flaw)

You cannot stand to watch others suffer — not necessarily because you care about what happens to them, but simply because you dislike the intensity of emotion. If you are the direct cause of suffering, and you witness it, you will experience nights of nausea and days of sleepless grief. You avoid situations where you might have to witness suffering, and will do anything you can to protect others from it. Whenever you must witness suffering, difficulties of all rolls are increased by two for the next hour.

Speech Impediment: (1 pt Flaw)

You have a stammer or some other speech impediment which hampers verbal communication. The difficulties of all relevant rolls are increased by two. Do not feel obliged to roleplay this impediment all the time, but in times of duress, or when dealing with outsiders, you should attempt to simulate it.

Low Self-Image: (2 pt Flaw)

You lack self-confidence and don't believe in yourself. You have two fewer dice in situations where you don't expect to succeed (at the Storyteller's discretion, though the penalty might be limited to one die if you help the Storyteller by pointing out times when this Flaw might affect you). At the Storyteller's option, you may be required to make Willpower rolls to do things that require self-confidence, or even to use a Willpower point when others would not be obliged to do so.

Short Fuse: (2 pt Flaw)

You are easily angered. The difficulties of rolls to avoid frenzy are always two less, no matter how you were provoked. This is a dangerous Flaw; don't choose it without careful thought.

Territorial: (2 pt Flaw)

You are extremely territorial. You do not like to leave your territory, nor do you like to have strangers enter it. In fact, you get so nervous and disoriented while outside your territory that the difficulties of all your rolls are increased by one. In addition, you must make a frenzy roll when other vampires enter your territory, unless they obtain your permission to pass through.

Vengeance: (2 pt Flaw)

You have a score to settle. This score may be from either your mortal or vampiric days. Either way, you are obsessed with wreaking vengeance on an individual (or perhaps an entire group), and make revenge your first priority in all situations. The need for vengeance can only be overcome by spending Willpower points, and even then it only temporarily subsides. Someday you may have your revenge, but the Storyteller won't make it easy.

Driving Goal: (3 pt Flaw)

You have a personal goal, which sometimes compels and directs you in startling ways. The goal is always limitless in depth, and you can never truly achieve it. It could be to eradicate the Sabbat or achieve Golconda. Because you must work toward your goal throughout the chronicle (though you can avoid it for short periods by spending Willpower), it will get you into trouble and may jeopardize other actions. Choose your driving goal carefully, as it will direct and focus everything your character does.

Hatred: (3 pt Flaw)

You have an unreasoning hatred of a certain thing. This hate is total and largely uncontrollable. You may hate a species of animal, a class of person, a color, a situation — anything. You must make a frenzy roll whenever faced with the object of your hatred. You constantly pursue opportunities to harm the hated object or to gain power over it.

Phobia (Severe): (3 pt Flaw)

You have an overpowering fear of something. Common objects of fear include certain animals, insects, crowds, open spaces, confined spaces, heights, and so on. You must make a Courage roll not to enter Röttschreck when faced with the object of your fear. The difficulty depends on the circumstances. If you fail the roll, you must retreat in terror from the object of fear. If you score fewer than three successes, you will not approach it. The Storyteller has final say over which phobias are allowed in a chronicle.

Mental

These Merits and Flaws deal with the mind: its strengths, weaknesses and special capacities.

Common Sense: (1 pt Merit)

You have a significant amount of practical, everyday wisdom. Whenever you are about to do something contrary to common sense, the Storyteller should alert you to how your potential action might violate practicality. This is an ideal Merit if you are a novice player because it allows you to receive advice from the Storyteller concerning what you can and cannot do, and (even more importantly) what you should and should not do.

Concentration: (1 pt Merit)

You have the ability to focus your mind and shut out any distractions or annoyances. Any penalty to a difficulty or Dice Pool arising from a distraction or other inauspicious circumstance is limited to two, though no extra benefits are gained if only one penalty die is imposed.

Lightning Calculator: (1 pt Merit)

You have a natural affinity with numbers and a talent for mental arithmetic, making you a natural when working with computers or betting at the racetracks. The difficulties of all relevant rolls are decreased by two. Another possible use for this ability, assuming you have numbers on which to base your conclusions, is the ability to calculate the difficulty of certain tasks. In appropriate situations, you may ask the Storyteller the difficulty rating of a task you are about to perform.

Time Sense: (1 pt Merit)

You have an innate sense of time and are able to estimate the passage of time accurately without using a watch or other mechanical device. You can accomplish this whether you are concentrating or not. You can estimate the time of day to within a minute or two, and the passage of time with the same accuracy.

Eidetic Memory: (2 pt Merit)

You can remember things seen and heard with perfect detail. By gaining at least one success on an Intelligence + Alertness roll, you can recall any desired sight or sound accurately, even if you heard it or glanced at it only once (though the difficulty of such a feat would be high). Five successes enable you to recall an event perfectly: the Storyteller relates to you exactly what was seen or heard.

Light Sleeper: (2 pt Merit)

You can awaken instantly at any sign of trouble or danger, and do so without any sleepiness or hesitation. The rules regarding how Humanity restricts the number of dice usable during the day are waived.

Calm Heart: (3 pt Merit)

You are naturally calm and well-composed, and do not easily fly off the handle. Raise the difficulties of all your frenzy rolls by two, no matter how the incident is provoked.

Iron Will: (3 pt Merit)

When you are determined and your mind is set, nothing can thwart you from your goals. You cannot be Dominated, nor can your mind be affected in any way by spells or rituals. However, the Storyteller may require you to spend Willpower points when extremely potent powers are directed at you.

Self-Confident: (5 pt Merit)

When you spend a point of Willpower to gain an automatic success, your self-confidence may allow you to gain the benefit of that expenditure without actually losing the Willpower point. You do not lose the point when you spend it, unless you end the roll with only one success, i.e. you do not gain any additional successes from the dice you roll. This Merit may only be used when you need confidence





in your abilities in order to succeed. This means you can use it only when the difficulty of your roll is six or higher. You may spend Willpower at other times; however, if the difficulty is five or less, the Willpower will be spent no matter what you roll.

Deep Sleeper: (1 pt Flaw)

When you sleep, it is very difficult for you to awaken. Raise the difficulty by two on any such roll, and roleplay how you never seem to be on time when you have an appointment early in the evening.

Amnesia: (2 pt Flaw)

You are unable to remember anything about your past, yourself or your family. Your life is a blank slate. However, your past may someday come back to haunt you. (You can, if you wish, take up to five points of other Flaws without specifying what they are, and leave it to the Storyteller to detail them. Over the course of the chronicle, you and your character will slowly discover them.)

Confused: (2 pt Flaw)

You are often confused, and the world seems to be a very distorted and twisted place. Sometimes you are simply unable to make sense of things. You need to roleplay this behavior all the time to a small degree, but your confusion becomes especially strong whenever stimuli surround you

(such as when a number of different people talk all at once, or you enter a nightclub with loud pounding music). You may spend Willpower to override the effects of your confusion, but only temporarily.

Weak-Willed: (2 pt Flaw)

You are highly susceptible to Dominate and intimidation by others; you are, in fact, unable to use your Willpower freely. You can employ your Willpower only when survival is at stake or it is appropriate to your Nature.

Absent-Minded: (3 pt Flaw)

This Flaw may not be taken with the Merit *Concentration*. Though you do not forget such things as Knowledges or Skills, you do forget names, addresses, and when you last ate. In order to remember anything more than your own name and the location of your haven, you need to make a Wits roll or, as a last resort, spend a Willpower point.

Awareness

These Merits and Flaws involve perception, or the lack thereof.

Acute Hearing: (1 pt Merit)

You have exceptionally sharp hearing, even for a vampire. The difficulties of all dice roll that relate to hearing (e.g. Perception + Alertness to hear a faint noise, or Percep-

tion + Linguistics to overhear a conversation in a foreign language) are decreased by two. Combined with Heightened Senses (Level One Auspex), this Merit can provide superhuman hearing acuity.

Acute Sense of Smell: (1 pt Merit)

You have an exceptionally keen sense of smell. The difficulties of all dice rolls that relate to smell (e.g., Intelligence + Occult to identify a ritual incense) are reduced by two. Combined with Heightened Senses (Level One Auspex), this Merit can provide superhuman olfactory acuity.

Acute Sense of Taste: (1 pt Merit)

You have an exceptionally keen sense of taste. The difficulties of all dice rolls that relate to taste (e.g., Perception + Medicine to spot the taint of poison in blood or another substance) are reduced by two. You are able to make precise distinctions in taste. Combined with Heightened Senses (Level One Auspex), this Merit can provide superhuman taste acuity.

Acute Vision: (1 pt Merit)

You have exceptionally keen eyesight. The difficulties of all dice rolls that relate to vision (e.g., a Perception roll to spot a clue, or Perception + Alertness to see the shadow of an approaching attacker) are reduced by one. Combined with Heightened Senses (Level One Auspex), this Merit can provide superhuman visual acuity.

Color Blindness: (1 pt Flaw)

You can only see in black and white. Color means nothing to you, though you are sensitive to color density, which you perceive as shades of gray. This makes it impossible to use the Level Two Auspex power of Aura Perception. Note: color blindness actually indicates an inability to distinguish between two colors, but we fudged a bit for the sake of brevity.

Hard of Hearing: (1 pt Flaw)

Your hearing is defective. The difficulties of all dice rolls related to hearing are increased by two. You may not take Acute Hearing if you take this Flaw.

Bad Sight: (2 pt Flaw)

Your sight is defective. The difficulties of all dice rolls related to vision are increased by two. This Flaw is neither nearsightedness nor farsightedness; it is a minor form of blindness, and is not correctable. You may not take Acute Vision if you take this Flaw.

One Eye: (2 pt Flaw)

You have one eye — choose which, or determine randomly during character creation. You have no peripheral vision on your blind side, and two fewer dice are rolled for any feat requiring depth perception. This includes missile combat.

Deaf: (4 pt Flaw)

You cannot hear sound, and automatically fail any rolls that require hearing.

Blind: (6 pt Flaw)

You automatically fail all dice rolls involving vision. You cannot see — the world of color and light is lost to you.

Aptitudes

These Merits and Flaws establish special capacities and abilities for your character, or modify the effects and powers of your character's other Traits.

Ambidextrous: (1 pt Merit)

You have a high degree of off-hand dexterity and can perform tasks with the 'wrong' hand at no penalty. The normal penalty for using both hands at once to perform different tasks (e.g. fighting with a weapon in each hand) is plus one difficulty for the 'right' hand and plus three difficulty for the other hand.

Computer Aptitude: (1 pt Merit)

You have a natural affinity with computers, so the difficulties of all rolls to repair, construct or operate them are two less.

Crack Driver: (1 pt Merit)

You have a natural affinity with driving motorized wheeled vehicles, such as cars, 18-wheelers and even tractors. The difficulties of all rolls requiring risky or especially difficult driving maneuvers are two less.

Eat Food: (1 pt Merit)

You have the capacity to eat food. It's an ability you developed at an early point in your undead existence, or perhaps it has been a latent ability all along. This is considered disgusting by other Kindred, but can be of great assistance in maintaining the Masquerade.

Mechanical Aptitude: (1 pt Merit)

You are naturally adept with all kinds of mechanical devices (note that this aptitude does not extend to electronic devices such as computers). The difficulties of all dice rolls to understand, repair or operate any kind of mechanical device are two less. However, this Merit doesn't help you drive any sort of vehicle.

Pitiable: (1 pt Merit)

There is something about you that others pity. This causes them to care for you as if you were a Child (see the Archetypes section). Some Natures will not be affected by this Merit (Autocrat, Deviant, Fanatic, Sycophant), and some Demeanors may pretend they are not. You need to decide what it is about you that attracts such pity, and how much (or how little) you like it.

Natural Linguist: (2 pt Merit)

You have a flair for languages. This Merit does not allow you to learn more languages than are permitted by your Linguistics score, but you may add three dice to any Dice Pool involving languages, both written and spoken.

Daredevil: (3 pt Merit)

You are good at taking risks, and are even better at surviving them. All difficulties are one less whenever you try something particularly dangerous, and you can ignore one botch result when you roll "ones" on such actions (you can cancel a single "one" that is rolled, as if you had an extra success).

Fast Learner: (3 pt Merit)

You learn very quickly, and pick up on new things faster than most do. You gain one extra experience point at the conclusion of each story (not each game session).

Jack-Of-All-Trades: (5 pt Merit)

You have a large pool of miscellaneous skills and knowledge obtained through your extensive travels, the jobs you've held, or just all-around know-how. You automatically have one dot in all Skill and Knowledge Dice Pools. This is an illusory level, used only to simulate a wide range of abilities. If the character trains or spends experience in the Skill or Knowledge, he must first buy one dot, then two, etc. as if he had no dot in it.

Illiterate: (1 pt Flaw)

Through lack of education or as the result of a condition like dyslexia, you are unable to read or write.

Inept: (5 pt Flaw)

You are not attuned to your natural aptitudes, and therefore have five fewer points to spend on your Talents (so the greatest number of points you can spend on your Talents at the beginning of play would be eight, and the fewest would be zero). Of course, you can still spend freebie points to buy Talents. However, at the beginning of the game, you cannot have more than three dots in any Talent.

Uneducated: (5 pt Flaw)

As Inept, above, but dealing with Knowledge Abilities.

Unskilled: (5 pt Flaw)

As Inept, above, but dealing with Skill Abilities.

Supernatural

These Merits and Flaws are different kinds of supernatural benefits or detriments. They are highly abnormal, and not at all common. Because of the potential of these particular Traits, and the liberal way in which they deal with the "laws of reality," the Storyteller may not allow you to choose from this category — ask before you choose one. Furthermore, you should not select such Traits unless they firmly fit your character concept, and you can explain why your character possesses them. In general, we do not recommend that anyone have more than one or two supernatural Merits or Flaws — they should be strictly controlled by the Storyteller.

Inoffensive to Animals: (1 pt Merit)

Animals do not fear or distrust you the way they do most of the Kindred. They treat you as they would any mortal and do not shy from your touch.

True Love: (1 pt Merit)

You have discovered, but may have lost (at least temporarily) a true love. Nonetheless, this love provides joy in a torrid existence usually devoid of such enlightened emotions. Whenever you are suffering, in danger or dejected, the thought of your true love is enough to give you the strength to persevere. In game terms, this love allows you to succeed automatically on any Willpower roll, but only when you are actively striving to protect or come closer to your true love. Also, the power of your love may be powerful enough to protect you from other supernatural forces (Storyteller's discretion). However, your true love may also be a hindrance, and require aid (or even rescue) from time to time. Be forewarned: this is a most exacting Merit to play over the course of a chronicle.

Medium: (2 pt Merit)

You possess the natural affinity to sense and hear spirits, ghosts and shades. Though you cannot see them, you feel their presence and are able to speak with them when they are in the vicinity. It is even possible for you to summon them (through pleading and cajoling) to your presence. Spirits will not simply aid you or give you advice gratis — they will always want something in return.

Danger Sense: (2 pt Merit)

You have a sixth sense that warns you of danger. When you are in danger, the Storyteller should make a secret roll against your Perception + Alertness; the difficulty depends on the remoteness of the danger. If the roll succeeds, the Storyteller tells you that you have a sense of foreboding. Multiple successes may refine the feeling and give an indi-

cation of direction, distance or nature. This Merit is more reliable and specific than the Level One Auspex power; the two can be combined to create an even more potent warning system.

Faerie Affinity: (2 pt Merit)

Your presence does not frighten faeries; indeed, it attracts them, and you are naturally attuned to their ways. You are able, unlike most Kindred, to enter Arcadia, the mystical kingdom of the faeries, provided you find an entrance.

Magic Resistance: (2 pt Merit)

You have an inherent resistance to the rituals of the Tremere and the spells of the mages of other creeds and orders. Although you may never learn the Discipline of Thaumaturgy, the difficulties of all such spells and rituals are two greater when directed at you. Note: this includes all spells, beneficial and malign alike!

Occult Library: (2 pt Merit)

You possess a library of occult materials, which may include at least one version of the *Book of Nod*. You are not necessarily familiar with the contents of these volumes of knowledge (that is a function of your Abilities), but in time of need your library can be an invaluable source for research.

Spirit Mentor: (3 pt Merit)

You have a ghostly companion and guide. This spirit is able to employ a number of minor powers when it really struggles to exert itself (see *Haunted*, below), but for the most part its benefit to you is through the advice it can give. This ghost is the incorporeal spirit of someone who was once living, perhaps even someone particularly famous or wise. The Storyteller will create the ghost character, but will not reveal to you its full powers and potencies.

Unbondable: (3 pt Merit)

You are immune to being Blood Bound. No matter how much blood you drink from other vampires, you will never be Bound to them.

Werewolf Companion: (3 pt Merit)

You have a friend and ally who just happens to be a werewolf. Though you may call upon this being in time of need, it also has the right to call upon you (after all, you are friends). However, neither your kind nor its appreciate such a relationship, and your respective societies will punish both of you if your friendship is discovered. Arranging for meeting places and methods of communication will be difficult. The Storyteller will create the werewolf character, but will not reveal to you its full powers and potencies.





Luck: (3 pt Merit)

You were born lucky — or else the Devil looks after his own. Either way, you can repeat three failed rolls per story. Only one repeat attempt may be made on any single roll.

Destiny: (4 pt Merit)

You have a great destiny, though you may well not realize it. Your destiny will become more and more apparent as the chronicle continues. Prophecies and dreams guide your way, and grant you clues to your ultimate goal. The sense of direction and security granted by this feeling of destiny helps you overcome fear, depression and discouragement caused by anything not relevant to your destiny. Until your destiny is fulfilled, you may suffer setbacks, but nothing will thwart you permanently. How this is played is up to the Storyteller.

Charmed Existence: (5 pt Merit)

Your unlife is somehow protected, and you do not face the perils that others must. It could be that you are simply lucky. Whatever the reason, you may ignore a single “one” on every roll you make. This makes it far less likely that you will ever botch, and grants you more successes than others obtain.

Guardian Angel: (6 pt Merit)

Someone or something watches over you and protects you from harm. You have no idea who or what it is, but you have an idea that someone is looking out for you. In times of great need you may be supernaturally protected. However, one can never count upon a guardian angel. The Storyteller must decide why you are being watched over, and by what (not necessarily an angel, despite the name).

True Faith: (7 pt Merit)

You have a deep-seated faith in and love for God, or whatever name you choose to call the Almighty. Perhaps your faith came to you before your Embrace, and was strong enough to survive even this test; or, incredibly enough, the adversity you have experienced in your current condition has brought out what is best in you. You begin the game with one point of Faith (a Trait with a range of 1-10). Your Faith provides you with an inner strength and comfort that continues to support you when all else betrays you. Your Faith adds to all Willpower and Virtue rolls. The exact supernatural effects of Faith, if any, are completely up to the Storyteller (though it will typically have the effect of repelling Kindred). It will certainly vary from person to person, and will almost never be obvious — some of the most saintly people have never performed a miracle greater than managing to touch an injured soul. The nature of any miracles you do perform will usually be tied to your own Nature, and you may never realize that you have been aided by a force beyond yourself.

You must have a Humanity of 10 in order to choose this Merit, and if it ever drops below nine, you lose all Faith points and may only recover them through extensive penitence and work (and only when your Humanity is again 10). No one may start the game with more than one Faith point. Additional points are only awarded at the Storyteller's discretion.

Cursed: (1-5 pt Flaw)

You have been cursed by someone or something with supernatural or magical powers. This curse is specific and detailed, it cannot be dispelled without extreme effort, and it can be life-threatening. Some examples follow:

- If you pass on a secret that was told to you, your betrayal will later harm you in some way. (1 pt)
- You stutter uncontrollably when you try to describe what you have seen or heard. (2 pt)
- Tools often break or malfunction when you attempt to use them. (3 pt)
- You are doomed to make enemies of those to whom you become most attached (so whatever you do, don't get too close to the other characters!). (4 pt)
- Every one of your accomplishments or achievements will eventually, inevitably, become soiled and fail in some way. (5 pt)

Taint of Corruption: (1 pt Flaw)

Plants wither when you approach, and will die if you touch them. It is rumored that Caine himself possesses this Flaw.

Repulsed by Garlic: (1 pt Flaw)

You cannot abide the smell of garlic, and the smallest taint of its scent will drive you from a room. The full force of its pungent odor will bring bloody tears to your face and render you nearly blind, while its touch can cause boils and even open wounds.

Magic Susceptibility: (2 pt Flaw)

You are susceptible to the magical rituals of the Tremere, as well as to spells of mages of other creeds and orders. The difficulty to cast a spell upon you is two less, and all spells cast have twice normal effect on you.

Repelled by Crosses: (3 pt Flaw)

You are repelled by the sight of ordinary crosses (just as if they were holy). Kindred who were of the Church prior to their Embrace are the ones most likely to possess this Flaw; they perceive that their new form is a judgment from God.

Can't Cross Running Water: (3 pt Flaw)

You cannot cross running water unless you are at least 50 feet above it. "Running water" is any body of water more than two feet wide in any direction and not completely stagnant. A Kindred with this Flaw obviously believes too much in old wives' tales.

Haunted: (3 pt Flaw)

You are haunted by a ghost that only you (and Mediums) can see and hear. It actively dislikes you and enjoys making your life miserable by insulting, berating and distracting you — especially when you need to keep your cool. It also has a number of minor powers it can use against you (once per story for each power): hide small objects; bring a "chill" over others, making them very ill at ease with you; cause a loud buzzing in your ear or the ears of others; move a small object such as a knife or pen; break a fragile item such as a bottle or mirror; trip you; or make eerie noises such as chains rattling. Yelling at the ghost can sometimes drive it away, but it will confuse those who are around you. The Storyteller will likely personify the ghost in order to make things all the more frustrating for you.

Dark Fate: (5 pt Flaw)

You are doomed to experience a most horrible demise or, worse, suffer eternal agony. No matter what you do, someday you will be out of the picture. In the end, all your efforts, your struggles, and your dreams will come to naught. Your fate is certain and there is nothing you can do about it. Even more ghastly, you have partial knowledge of this, for you occasionally have visions of your fate — and they are most disturbing. The malaise these visions inspire in you can only be overcome through the use of Willpower, and will return after each vision. At some point in the chronicle, you will indeed face your fate, but when and how is completely up to the Storyteller. Though you can't do anything about your fate, you can still attempt to reach some goal before it occurs, or at least try to make sure that your friends are not destroyed as well. This is a difficult Flaw to roleplay; though it may seem as if it takes away all free will, we have found that, ironically, it grants freedom.

Light-Sensitive: (5 pt Flaw)

You are even more sensitive to sunlight than other vampires are. Sunlight causes double normal damage, and even moonlight (which is, after all, the reflected light of the sun) harms you. Indeed, even bright lights can be painful, but that pain can be mitigated by wearing sunglasses. When the moon is shining, the light it casts will cause wounds in the same way sunlight does for normal individuals. However, the wounds caused by the moon are not aggravated, and can be healed normally. Remember, even on nights when the moon is full, it may have already set when you venture outside, or be obscured by the clouds.

Kindred Ties

These Merits and Flaws deal with the place, position and status of a character within vampiric society.

Boon: (1-3 pt Merit)

An elder owes you a favor because of something either you or your sire once did for him. The extent of the boon owed to you depends on how many points you spend. One point would indicate a relatively minor boon, while three points would indicate that the elder probably owes you his unlife. See the rules on Prestation (in Chapter Four) for more information.

Prestigious Sire: (1 pt Merit)

Your Sire had or has great Status in the Camarilla, and this has accorded you a peculiar honor. Most treat you respectfully as a result, while some have only contempt for you, believing you to be nothing compared to them. This prestige could greatly aid you when dealing with elders acquainted with your sire. Indeed, your sire's contacts may actually approach you at some point offering aid. Though your sire may no longer have contact with you, the simple fact of your ancestry has marked you forever.

Special Gift: (1-3 pt Merit)

Your sire gave you a valuable gift after the Embrace. The Storyteller should create something suitable or choose one item from the *Mystical Items* list to give to you (though you can 'suggest' something). The Storyteller will decide how much a particular item is worth.

Reputation: (2 pt Merit)

You have a good reputation among the Kindred of your chosen city. This may be your own reputation, or it may be derived from your sire. Add three dice to all Dice Pools for social dealings with the city's Kindred. A character with this Merit may not take the Flaw of *Notoriety*.

Clan Friendship: (3 pt Merit)

For any number of different reasons — appearance, bearing, background or demeanor — something about you appeals to members of a clan other than your own (your choice). The difficulties of all rolls related to social dealings with members of this clan are two less. This can be a two-edged sword; you are also marked by others as a sympathizer with that clan, whether you like it (or deny it!) or not.

Pawn: (3 pt Merit)

You can manipulate and have some control over another vampire — one of higher generation than you. Your hold was likely formed through Blood Bond, but can also



come from a variety of other sources, such as blackmail, bribes or threats — you make it up. The pawn does not necessarily know that it is being controlled.

Enemy: (1-5 pt Flaw)

You have an enemy, or perhaps a group of enemies, who seek to harm you. The value of the Flaw determines how powerful these enemies are. The most powerful enemies (Methuselahs or Archmages) would be five-point Flaws, while someone nearer to your own power would be worth only one point. You must decide who your enemy is and how you became enemies in the first place.

Infamous Sire: (1 pt Flaw)

Your sire was, and perhaps still is, distrusted and disliked by many of the Kindred in the city. As a result, you are distrusted and disliked as well. This is a heavy load, and one not easily shed.

Insane Sire: (1 pt Flaw)

Your sire has completely lost his grip on reality, and has become dangerously insane. Any wrong committed by your sire may affect your standing, and some of your sire's dangerous schemes may somehow involve you. Because their sires are already assumed to be insane, Malkavians cannot take this Flaw.

Mistaken Identity: (1 pt Flaw)

You look similar to another Kindred, and are mistaken for her, much to your chagrin. This individual's allies will approach you and tell you things you do not want to hear, her enemies will attempt to do away with you, and others will treat you in odd ways. Ultimately you might be able to sort out things, but it will take tremendous effort.

Sire's Resentment: (1 pt Flaw)

Your sire dislikes you and wishes you ill. Given the smallest opportunity, your sire will seek to do you harm, and may even attack you if provoked. Your sire's friends will also work against you, and many elders will thus resent you.

Twisted Upbringing: (1 pt Flaw)

Your sire was quite malevolent and taught you all the wrong things about Kindred society. All your beliefs about how vampires interact are wrong, and your faulty beliefs are likely to get you into a great deal of trouble. Over time, after many hard lessons, you can overcome this bad start (the Storyteller will tell you when). But until then, you will continue to believe what you were first told, no matter how others try to "trick" you into thinking otherwise.

Clan Enmity: (2 pt Flaw)

For some reason, something about you inspires contempt or hatred in members of a clan other than your own. There is a two-dice penalty to all rolls for social dealings with members of this other clan. Select the 'enemy' clan randomly or choose.

Diabolic Sire: (2 pt Flaw)

Your sire is engaged in acts that could cause a tremendous uproar in the Camarilla. She could be wantonly breaking the Masquerade, or hunting down the elders of the city and feasting on their blood. Archons are likely to come to you in order to discover your sire's whereabouts, and they may not believe you if you tell them you do not know.

Notoriety: (3 pt Flaw)

You have a bad reputation among the Kindred of your chosen city. This may be your own reputation, or it may be derived from your sire. There is a two-dice penalty to all dice rolls for social dealings with the city's Kindred. A character with this Flaw may not take the Merit of *Reputation*.

Mortal Society

These Merits and Flaws deal with the influence, power and station of a character within mortal society. Some of them correspond very closely to certain Background Traits (such as Resources, Contacts, and Influence), while others simply elaborate and expand upon them. The Backgrounds give you more creative freedom, while the Merits provide you with exact details of what you possess.

Judicial Ties: (2 pt Merit)

You have both influence over and contacts in the justice system. You know most of the judges as well as the attorneys in the prosecutor's department, and can affect the progress of various cases and trials with limited difficulty. Though it is difficult to intervene in a case, you can influence it in one direction or another. These ties can also make it easy to acquire search warrants.

Mansion: (2 pt Merit)

You own a large mansion — a home with 25 or more rooms — as well as the surrounding estate. The servants, if you have any, are provided for if you choose this Merit, though they cannot be used as Herd or Retainers unless you purchase the appropriate Background. The mansion is assumed to have the most current electronic security available, as well as a fence around the perimeter. While the mansion can be in as poor or as good shape as you wish, the more inhabited it appears to be, the more attention it will garner. A ghost house won't attract IRS audits.

Media Ties: (2 pt Merit)

You have both influence over and contacts in the local media. You can suppress and create news stories (though not always with 100 percent efficiency; journalists are an unruly bunch) and you have access to the files and gossip of the staffs of newspapers and TV stations.

Nightclub: (2 pt Merit)

You own a moderate-sized nightclub, perhaps one of the hottest nightspots in the city. This club brings in enough money to support you in moderate luxury (\$1000 a month, but it can grow), but more important than the money is the prestige. You may use the nightclub as your haven, or you may simply hang out there. The name of the nightclub, its style, design, and its regular patrons are all up to you. Variations on this theme could include: a restaurant, theater, comedy club, sports arena or retail store.

Church Ties: (3 pt Merit)

You have influence and contacts in some local churches, and have the means to create protest rallies and raise money. The more you use your ties, of course, the greater your risk of being found out.

Corporate Ties: (3 pt Merit)

You have both influence over and contacts in the local corporate community. You understand the dynamics of money in the city and have links with all the major players. In times of need, you can cause all sorts of financial mayhem, and can raise considerable amounts of money (in the form of loans) in a very short period of time.

Police Ties: (3 pt Merit)

You have both influence over and contacts in the local police department. You can, with a single phone call, cause an APB to be issued. However, the more often you use your ties with the police department, the weaker they become, and the more attention you attract toward yourself. Your influence is not solid (that can be achieved only through game play), and can let you down at times.

Political Ties: (3 pt Merit)

You have both influence over and contacts among the politicians and bureaucrats of the city. In times of need, you can shut off the power and water to a building or neighborhood, and can unleash many different means of harassment against your enemies. The more you use your political ties, the weaker they become. Total control can only be achieved through game play.

Underworld Ties: (3 pt Merit)

You have both influence over and contacts in the local Mafia and organized street gangs. This provides you with limited access to large numbers of "soldiers," as well as extensive links to the underworld of crime. The more often you use your ties with the criminal element, the weaker they grow.

Corporation CEO: (5 pt Merit)

You have a particular influence and sway over a major corporation and associated companies, just as if you were its chief executive officer. Indeed, you may have owned this company before your Embrace, and retained your control. Through this corporation, you know much that takes place in the corporate community, and have the means to wage economic warfare. This Merit provides you with some informal Contacts and Resources, the exact extent of which are determined by the Storyteller.

Anachronism: (2 pt Flaw)

You have been a vampire for some time, and are unable (or unwilling) to keep up with the changing times. An Intelligence roll is needed whenever you have to deal with something from a later period than your own breathing days. If the roll is failed, total the net failures and use this total as a negative modifier to your attempts. Example: Osric, a fifth-century Goth by birth, has this Flaw and is attempting to deal with a computer. His Intelligence roll results in two net failures. Osric now has a two-dice penalty when determining the outcome of his attempt to make the infernal machine cooperate. Note that characters with this Flaw will generally have been vampires for longer than the 50 years suggested in *Vampire*, so Storytellers should decide whether or not to allow this Flaw in their chronicles.

Ward: (3 pt Flaw)

You are devoted to the protection of a mortal. You may describe your ward, though the Storyteller will actually create her. This character may be a friend or relative from your pre-Embrace days, or simply a mortal you admire and consider important. Wards have a way of getting caught up in the action of stories, and are frequent targets of a character's enemies.

Hunted: (4 pt Flaw)

You are pursued by a fanatical witch-hunter who believes you are a dangerous, vile beast inimical to humanity (perhaps you are). All those with whom you associate may be hunted by the same individual as well. Though this hunter seeks to destroy all vampires, something about you drives the passion of this killer.

Physical

These Merits and Flaws deal with your health and physical makeup.

Double-Jointed: (1 pt Merit)

You are unusually supple. Reduce the difficulty of any Dexterity roll involving body flexibility by two. Squeezing through a tiny space is one example of a use for this Merit.

Baby Face: (2 pt Merit)

You look more human than other vampires, enabling you to fit in the human world much more easily. Your skin is pink, you never really stopped breathing (even though you don't need to), and even sneezing comes naturally. You can make your heart beat as long as you have at least one Blood Point. This Merit cannot be taken by Nosferatu.

Misplaced Heart: (2 pt Merit)

Your heart has actually moved within your body, though no more than two feet from its original position near the middle of your chest. Those who attempt to stake you find it very difficult to find the right location (which should be your most tightly guarded secret).

Efficient Digestion: (3 pt Merit)

You are able to draw more than the usual amount of nourishment from blood. Every two Blood Points ingested increase your Blood Pool by three. Round down so leftover 'halves' are ignored. For instance, taking four Blood Points raises the Blood Pool by six, and so does taking five Blood Points.

Huge Size: (4 pt Merit)

You are abnormally large in size, possibly over seven feet tall and 400 pounds in weight. You therefore have one additional Health Level, and are able to suffer more harm before you are incapacitated. Treat this extra Level as an extra Hurt Level, with no penalties to rolls.

Allergic: (1-3 pt Flaw)

You are allergic to some substance, in a manner not unlike mortal allergies. However, you do not get hives or sneeze, but are actually incapacitated by your reaction. If the substance was in the blood you drank, the reaction will be very strong, though touch alone is enough to disturb you. If it was in the blood, you will have five fewer dice on all your Dice Pools for 10 minutes — if you just touched it, the penalty is reduced to two dice. Choose from the list below or make up the substance to which you are allergic.

- Plastic: 1 pt
- Illegal Drugs: 2 pt
- Alcohol: 2 pt
- Metal: 3 pt

Short: (1 pt Flaw)

You are well below average height, and have trouble seeing over high objects and moving quickly. You suffer a two-dice penalty to all pursuit rolls, and you and the Storyteller should make sure your height is taken into account in all situations. In some circumstances, this will give you a concealment bonus.

Disfigured: (2 pt Flaw)

A hideous disfigurement makes you ugly and easy to notice as well as remember. You therefore have a zero Appearance, much like the Nosferatu (who cannot take this Flaw).

Selective Digestion: (2 pt Flaw)

You can digest only certain types of blood. You can choose whether you can drink only cold blood (the blood of a dead person), blood with the taste of fear (found in blood only in moments of terror), or blood with the taste of joy, or perhaps only certain types (A, O, etc.) of blood. This Flaw may not be taken by Ventrue characters, since they already have something like it through their clan weakness.

Child: (3 pt Flaw)

You were a small child at the time of the Embrace. Although time and experience may have changed your outlook, you are stuck with a child's body. You have the *Short Flaw* (see above), and you find it difficult to be taken seriously by others (two-dice penalty to all relevant rolls). Because you have never before experienced any sort of transformation change (never having undergone the experience of puberty), you are ill suited to withstanding the demands of the Hunger (the difficulties of all such rolls are one greater). Additionally, certain clubs may not admit you, because you are "underage."

Deformity: (3 pt Flaw)

You have some kind of deformity — a misshapen limb, a hunchback or whatever — which affects your interactions with others and may inconvenience you physically. The difficulties of all dice rolls related to physical appearance are raised by two. Your deformity will also raise the difficulty of some Dexterity rolls by two, depending on the type of deformity you possess.

Lame: (3 pt Flaw)

Your legs are injured or otherwise prevented from working effectively. You suffer a two-dice penalty to all dice rolls related to movement. A character may not take this Flaw along with the Merit *Double-Jointed*.

Monstrous: (3 pt Flaw)

There is something wholly monstrous about you, something that makes you even more hideous than a Nosferatu. You scarcely look human, but the manner in which you

differ is up to you. Perhaps you have grown scales or warts all over your body, or perhaps the scream you issued when you died has been permanently frozen on your face. Not only is your Appearance a zero, but you make even the Nosferatu uneasy. Nosferatu may take this Flaw, but only gain one point for it.

One Arm: (3 pt Flaw)

You have only one arm — choose which, or determine randomly at character creation. This happened before the Embrace. It is assumed that you are accustomed to using your remaining hand, so you suffer no off-hand penalty. However, you do suffer a two-dice penalty to any Dice Pool where two hands would normally be needed to perform a task. A character may not take this Flaw along with the Merit *Ambidextrous*.

Permanent Wound: (3 pt Flaw)

You suffered injuries during the Embrace, which your sire did nothing to repair. You start each night at the Wounded Health Level. This can be healed like normal damage, but each evening, after sleep, your wounds always return.

Mute: (4 pt Flaw)

Your vocal apparatus does not function, and you cannot speak at all. You can communicate through other means — typically writing or signing.

Thin-Blooded: (4 pt Flaw)

You have weak blood, and are unable to use it for anything but sustaining yourself from night to night and healing your wounds. Blood cannot be used to add to your Physical Attributes, to fuel blood Disciplines, or to create a Blood Bond. Moreover, you will not always be able to create a vampire. Half the time the Embrace will simply not work.

Paraplegic: (6 pt Flaw)

You can hardly move without assistance, such as a pair of crutches or a wheelchair. Even then it can be painful and cumbersome to do so. The Storyteller and you should take care to roleplay this Flaw correctly, no matter how difficult it makes things. A character may not take this Flaw along with the Merit of *Double-Jointed*.



Archetypes

The following new Archetypes may be added to those in the **Vampire** rulebook if desired. Before you choose one of these as your Nature or Demeanor, get your Storyteller's permission.

Autocrat

You must have complete control of the situation, complete control over those around you and as much control over fate as you possible can. Control is the only thing you understand; it is what you worship. Authority is what you desire, and it is what you gain when you have control. The more authority you have, the more control you gain. One hand feeds the other. Others may consider you domineering, but they just aren't up for the job — you are the only one who can do it.

— Regain one point of Willpower whenever you achieve complete control over a situation involving other individuals.

Autist

You hide your secrets from others. Even more importantly, you hide your true self. Anyone who understands you can hurt you, so no one must ever see the real you, or even come close. Give away as little of yourself as possible — adopt a false personality if you like — but just make sure no one discovers the truth about you. Knowledge is power, and those who know you can do anything they like to you.

— Regain one Willpower point whenever another character confesses he is unable to understand you, or whenever someone makes a false assumption about you that gives you an advantage.

Avant-Garde

You must always be in the forefront — always the first with a piece of news, a dance or fashion trend, or a discovery in the arts. Nothing pains you more than hearing news secondhand, or someone else telling you about a hot new band. New discoveries are your life, and you devote a great deal of time and effort to keeping up with things. After all, if you're not in the forefront, you're nowhere.

— Regain one Willpower point whenever you are first with a piece of news or some other significant discovery.

Cavalier

You are as bold, intrepid, valiant and fearless as you need to be to complete your duty. You are the hero who tries to live up to glorious ideals and codes of justice. By protecting that which is good, you seek to preserve the society that made you what you are. If your Nature is Cavalier, and your Humanity ever falls below four, you have to choose a new Nature. You probably hate Deviants, though you may not always recognize them.

— Regain three Willpower points when you manage to accomplish a significant task that positively affects the group to which you belong.

Competitor

You are driven by the need to win at all costs. The thrill of victory is the only thrill you recognize; it is the thing that drives you. You see life as a contest and society as a dichotomy of winners and losers. You believe *all* the macho business proverbs — “if you're not lead dog, the view never changes”; “there are no prizes for second place”; “eat or be eaten.” You try to turn every situation into a contest of some kind, and it is the only way you can relate to anything. You are capable of cooperating with others, but only by turning the group interactions into another contest: you must be the leader, or the most productive, or the most indispensable, or the best liked — anything, as long as it means you win in some way or another.

— Regain one Willpower point whenever you win a contest of any sort, formal or informal. For truly impressive victories, the Storyteller may award more points.

Confidant

You understand people and, more importantly, you like them. You are a facilitator who listens and advises. People confess to you and in return you give them advice, most of which is good (though sometimes your advice is more for your own benefit than for that of the recipient). You are very interested in other people, and who and what they are. Personalities fascinate you, as do the sickness and beauty of human nature.

— You regain a point of Willpower whenever someone confides in you on a personal and intimate level.

Critic

Nothing in the world should be accepted without thorough scrutiny and examination. Nothing is ever perfect, and the blemishes must be pointed out in order for the good to be truly known. Your standards are high for everything, and you insist on their being met. You encourage the same ideals in others, because laxity and low standards reduce the quality of life for everyone. Others will thank you later, once they discover the purity of your perspective. You seek out and expose the imperfections in every person or thing you encounter. You are never satisfied with anything that is less than perfect, unless it is within yourself — after all, you're not a perfectionist.

— Regain one Willpower point whenever you are able to discover a significant imperfection that has escaped the attention of others.



Honest-Abe

You have a moderate temperament, and refrain at all cost from telling lies and stealing from others. You were brought up to live honestly and openly, and to be good to others — you have lived your life (and unlfe) by these simple truths ever since. You are not a dogmatist and do not insist that others live as you do, nor have you constructed a complicated set of rules for yourself. You are flexible in your behavior, but always carefully evaluate your actions against your beliefs.

— You regain five points of Willpower if your honesty harms you or your friends in some way, but later turns out to help you. In other words, your honesty turns out to have been the proper way to do things, even from a pragmatic point of view.

Jobsworth

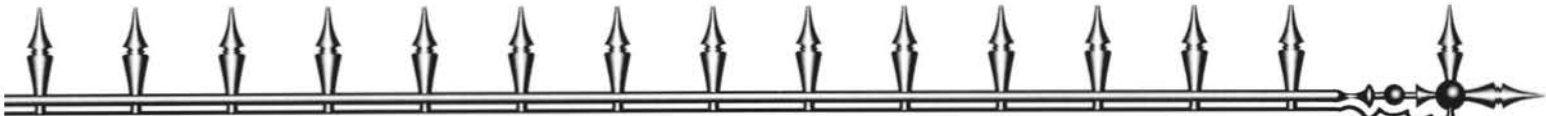
You are dedicated to the unbroken routine of your existence, and refuse to do anything that compromises your routine and established practices. No matter how urgent or deserving an individual case may be, the preservation of established practices and routines is more important. Individual decisions and considerations are fallible, whereas routines and established procedures are the distilled wisdom of years or decades of decision-making. Routines are what separate order from chaos. Make an exception once, and it sets a dangerous precedent; make an exception twice, and the door to anarchy is opened.

— Regain a Willpower point each time you are able to preserve your routine, and each time you avoid reevaluating anything or making a decision about a situation based on its individual merits. At the Storyteller's option, more points may be awarded for truly impressive feats of generalization.

Manipulator

You have always been fascinated by others. Why do people behave as they do? What thoughts and emotions affect their actions? The cognitive processes that influence the choices people make intrigue you. Sometimes just asking people questions about their actions can yield important information, but often people do not truly understand their own motivations and concerns. In these cases, it is far easier to set up situations — experiments, if you will — to see how people behave. You attempt to manipulate these situations for your personal advantage, in order to discover more information about your chosen subjects. Some might call these experiments cruel, but to you it is mere scientific necessity.

— Regain Willpower whenever you manage to set up an incident or situation that allows you to gain new insight into your subject's psyche.



Masochist

You like to push the boundaries and try to see how much you can take — how much pain you can tolerate before you collapse. You gain a certain satisfaction from suffering humiliation, depravation and even mutilation, especially when you are the cause of your pain and have some control over it. You know that your need is somewhat perverse, but you know you aren't crazy. This is just the way you are.

— Regain two points of Willpower whenever you suffer in a new way.

Mediator

The world is full of people who want things; sometimes people want the exact same thing. Some people have what other people want and would be willing to talk about working out a deal, but just don't know how to start. These people often have immense trouble finding and communicating with each other. That is where you come in. You are dedicated to mediating between people — fulfilling needs, smoothing over disputes, and generally helping people talk to one another. You are the diplomat, the middle child, the perpetual person in the middle.

— Regain one point of Willpower whenever you are able to act as a go-between between two individuals or groups, and regain another point if you bring things to a satisfactory conclusion. The Storyteller may award more points for particularly outstanding mediation.

Optimist

"Everything always turns out for the best." That is the motto of your life, and you know if you can just stay cheerful and stop worrying, your problems will never be with you forever. Some call you a fool, but even they have to admit you're happier than they are. Certainly you'll encounter difficulties from time to time, but there's no sense in worrying yourself to death in advance. Don't worry, be happy, and have a nice day.

— Regain a Willpower point whenever things turn out for the best, just like you said they would. You must predict such an outcome, either out loud to the other characters or to yourself (tell the Storyteller).

Pedagogue

You've been a few places, seen a few things, and picked up a thing or two along the way — and you like to tell everyone about what you've learned. Teaching is your avocation, if not necessarily your profession. In your time you've seen inexperience and ignorance lead to all kinds of misery and misfortune, and it pains you too much to stand by and watch this occur. You are dedicated to passing on what you have learned for the benefit of others — not only skills and knowledge, but also the less tangible assets of wisdom and experience. If given the chance you can lecture others for hours.

— Regain one Willpower point whenever you see (or discover) that someone has benefited by something you taught or showed her.

Penitent

You are unworthy. You are sinful. You are base, vile and lacking in virtue. You have no right to exist and are utterly beyond redemption. Either because of a low self-image or because of a spectacular trauma in your past, you feel compelled to spend your life making up for what you are, what you lack or what you have done. You owe it to Creation at large to offer repentance for the crime of your existence. You struggle nightly to make amends for your weakness, and your nightly dream is to be able, at last, to overcome it. But you know you are weak and beyond hope.

— Regain one Willpower point whenever you are able to do a good deed for someone to whom (in reality or in your imagination) you have been an inconvenience, annoyance or danger. For particularly outstanding acts of penitence or recompense, the Storyteller may award two or even three points.

Perfectionist

You can't stand imperfection, not in others and certainly not in yourself. Neither can you tolerate those who do not do everything they can to do their best, to make everything neat and proper and right in their lives. Though you may be strict with others, it is with yourself that you are most critical — everything must always be in its place, and you must always do the best and be the best.

— Regain a point of Willpower whenever you accomplish something flawlessly, without a single mistake, falter, wound, hesitation, confusion, hindrance or obstruction.

Plotter

Everything you do is planned. Very little springs from you spontaneously. Your plans are often long and involved, sometimes extending beyond the lives of the mortals involved in them. Details must be exact, for you believe any deviation could bring ruin. You try to plan everything in your life; each thing you do must accomplish something in the greater scheme. Deviation from routine, however, is bothersome, not traumatic. You are organized, not deranged. You tend to be neat and precise in everything you do.

— You regain three points of Willpower when one of your plots comes to fruition in the exact manner you planned.

Poltroon

Meeting trouble (or anything else) head-on is the tactic of fools and optimists. The sensible way to deal with trouble is to deny it a target. While some people might accuse you of sticking your head in the sand, they do have to admit that it has remained on your shoulders for quite some time, and

looks like it will continue to do so indefinitely. You never confront what you can evade, and never face anything unless there is no other option. Courage is not high on your list of virtues, but then the line between courage and folly is virtually nonexistent to your eyes.

— Regain one point of Willpower whenever you are able to avoid a problem or situation without dealing with it.

Praise-Seeker

You self-worth is based entirely on the opinions of others. You crave approval and praise, and will go to extreme lengths to get such — even risking yourself and things you love. Unlike the Sycophant, you do not think of protection, and you have no thought of using others' good opinions to your own advantage — you simply crave praise and approval for their own sake, so you can feel good about yourself.

— Regain one Willpower point whenever another character offers unprompted praise, admiration or appreciation. If the appreciation is truly great, and/or the other character is powerful or particularly admired, the Storyteller may award extra points.

Sycophant

In the grand scheme of things, you are small and weak and unfit for survival. Your best hope is to find someone who is more powerful than you are and persuade her to take care of you. In return you will serve, admire and follow her. You

will do anything she says, unless it puts you in great risk. In any type of uncertain situation, you will attach yourself to the strongest-seeming person, siding with her, performing various barely necessary services and generally trying to ingratiate yourself. Thereby you hope to earn some kind of protection. There is no limit to the depths to which you will lower yourself in order to be accepted, and you have no pride.

— Regain one Willpower point whenever a stronger character to whom you have attached yourself acts in your defense, be it siding with you in an argument or protecting you from physical harm.

Thrill-Seeker

You live for that moment of danger when the adrenaline kicks in and you feel truly alive. Skydiving, bungee jumping and leaping across roofs on a dare are all just par for the course. As a junkie is addicted to his particular brand of poison, you are addicted to danger. Unlike most, you go out of your way to place yourself in dangerous situations that test the limits of your abilities. You train and work to be as ready as you can for these situations, and then you seek them out. This is what sets you apart from the teeming masses of paranoid dullards who shuffle around, hiding from their own shadows.

— Regain a point of Willpower whenever you accomplish a particularly daring feat or overcome a nearly impossible situation in which you deliberately placed yourself.

The Paths of Enlightenment

The battle with the Beast is a lost cause for many Kindred. Over time, the Beast begins to exert a hold that the undead cannot hope to shake until, finally, the vampire becomes a vile creature of raw, evil passion. Some vampires, however, avoid this fate. Even as their Humanity slips away, they find something else to hold, something else that keeps the ravenous Beast in check.

The Sabbat has come to call these philosophies the Paths of Enlightenment, but they existed well before the birth of that sect. These strict codes define every aspect of their devotees' existences. Kindred on the Paths become fanatics, and fanatics they must be lest they lose any measure of self-control and free will. The Paths are rare outside the Sabbat, and finding someone to initiate one is extremely difficult.

A vampire can only follow one Path at a time, and must begin this journey before the Beast takes control. The few vampires who develop this sort of self-discipline begin when they still have two or three points of Humanity. They will generally have another vampire begin their instruction, and will develop one point in their chosen Path (at a cost of five experience points). From then on, additional points cost the current level multiplied by two.

While each Path may have similarities to other Paths, each is distinct. The moral codes may contain some of the same values, but the importance is not on which moral traits are of value, but how much they are valued. While these may seem like only minor differences, keep in mind that many major religions are only slightly different from one another in their moral teachings. Each Path of Enlightenment is based upon a distinct foundation, but they all represent methods by which a vampire can transcend mortal morality and spirituality.

Path Rolls

At the end of the entry for each Path of Enlightenment is a Hierarchy of Sins. This delineates the morals followers of that particular Path hold, and their relative importance. The Path roll is basically the same as a Humanity roll for another character. Whenever the character does something she would consider morally wrong, she must make a Path roll based upon her score in the Path. This should be handled in the same manner Humanity rolls are handled for other characters. If a character ever loses all her points in the Path, the Beast takes over and the Storyteller runs the character.

Using Paths

Storytellers need to consider carefully the effect the Paths can have on their chronicles before allowing characters to develop them. If players know they will never lose their characters to the Beast, a chronicle can rapidly lose one of its most interesting aspects.

On the other hand, adding the Paths gives a whole new dimension to the game, as players begin to explore some of the most extreme manifestations of the vampiric condition. Storytellers should strictly monitor adherence to the Paths. These are not easy avenues to follow and, if characters lose their way, Storytellers should be fully prepared to have them fall to the Beast.

As a player or a Storyteller, feel free to invent your own Paths. While the two here have been developed by neutral clans (see Chapter Four), others have been developed and fallen by the wayside. A character could be a member of one of these extinct Paths, or he could begin his own using the Paths that follow as models. Just make sure the Path is rigid enough to prevent a takeover by the Beast. Additionally, **The Players Guide to the Sabbat** provides the seven Paths most common to that sect.

Path of Typhon

Although the Camarilla does not revile the Setites as much as it does the Sabbat, this is largely because the Setites take a less active stance against the goals of the Camarilla. The Camarilla is too busy worrying about the blood-crazed berserkers of the Black Hand to notice the snakes softly hissing in the shadows. This ignorance is a terrible mistake, and one that may well reap a bitter harvest in the nights to come.

Certainly no Setites are more sinister than those who follow the shadowy Path of Typhon. The tenets of the Path of Typhon are anathema to all that most mortals, and many Kindred, hold dear. To those on this Path, corruption, pain, lies and sin are things to be cherished and spread throughout existence. Misery is not a means to an end, but an end in and of itself.

As far as the followers of Typhon are concerned, everyone is missing the point. Most systems of belief espouse rigid control over one's bestial nature in order to overcome and purge oneself of the world's horrors. The Typhonites instead espouse the opposite: a complete immersion in one's weaknesses and an active embrace of the world's misery. Only through such can evil be understood, and only through understanding can it truly be purged — or assimilated. The world is not some pristine, sanitized Raphaelite heaven, the Typhonites argue, but a filthy cesspool of agony, struggle and turmoil. True happiness — fleeting as it is — is only gained through succumbing to one's carnal desires. One had best understand and accept where one is before attempting to move on to some vaguely conceived afterlife.

Of all the Paths, the Path of Typhon is the most like a religion (as opposed to a philosophy). Its practitioners are rumored to worship various entities — perhaps personifications of various sins, perhaps otherwise — through blood libations and sacrifice. Through such worship, the Typhonites believe, mystic understanding may be gleaned.

In order to achieve enlightenment, the followers of this Path continually seek to spread war, plague, poverty, filth, stagnation and fear through the world. Through the creation and study of such phenomena, the Typhonites hope to discover the truths about, and behind, earthly existence.

The followers of the Path first practice their tenets upon others. As they advance in mystic understanding, however, they even begin to practice their principles upon themselves; self-flagellation, self-mutilation and other masochistic depredations are commonplace among the enlightened. Only through a complete mortification of their flesh may they transcend their earthly limitations — and dead flesh is difficult indeed to mortify.

There are rumors that those Setites who progress to the highest (lowest?) levels of the Path of Typhon become so riddled with external and internal foulness that they divorce themselves from any connection to the natural world whatsoever. Such transcendents devolve into quasi-organic embodiments of corruption. These stinking, bloated masses are housed in the depths of the most secret Setite temples. There they perpetually rot, and wail blasphemies in the dark.

Ethics

- The ideals of purity and spiritual progress espoused by the mortals are lies designed to keep one from one's destiny.
- Only in corruption — by succumbing to all that is considered impure, vile and weak — may true enlightenment be found. In weakness lies the greatest strength of all.
- Decay is inevitable; struggle against such is futile.
- Force others to see themselves as they are, and to accept what they see.
- Mortals are suitable subjects for physiological and psychological experimentation to advance the arts of depravity and deformity. Practice such experiments whenever possible.
- Golconda is the ultimate truth, and thus the ultimate lie. Corrupt its practitioners over all others. If this cannot be accomplished, destroy them by the most horrific methods imaginable.

History

This is one of the oldest of the Paths, and is believed to have been developed by Set himself. If this is true, the implications are frightening; what could inspire an Antediluvian, himself a virtual god, to formulate a code of belief and worship?



The Path, and its followers, have long inspired revulsion and terror among Kindred and kine alike. Even the mortals, who have never fully comprehended the nature of the Path or its followers, have for millennia whispered dark tales of demonic cults.

Hierarchy of Sins

- 10 Attempting to maintain any sense of self-control, purity or worth
- 9 Refusing to succumb to one's own weaknesses (this includes attempting to avoid frenzy or Röttschreck)
- 8 Failing to destroy a vampire in Golconda
- 7 Destroying a foe expediently and mercifully rather than "poetically"
- 6 Failing to undermine the current social order in favor of the Setites
- 5 Failing to replace faith with cynicism and despair
- 4 Failing to exploit another's weaknesses
- 3 Allowing one's feelings for a mortal to override the need to corrupt said mortal
- 2 Refusing to corrupt a vampire for the Setites
- 1 Not attempting to awaken Set at the earliest opportunity

Path of Paradox

Externally, the Ravnos clan would seem to be the most human of the independent vampires. After all, the Ravnos tend to be good-natured tricksters, not ruthless assassins, corrupters or vile necromancers. They take no active interest in the most brutal vampiric pursuits and are thus believed to possess some vestiges of moral and mortal nature.

Little could be more naive.

Those few who have truly understood the games of the Ravnos have come away shaken. To the Ravnos who follow the Path of Paradox, unlife is indeed but a dream, and living creatures the merest phantasms.

The Path of Paradox teaches that all existence is fluid and malleable. Nothing is permanent or real. The universe is an ever-shifting vortex, and all in it is composed of variable amounts of ethereal matter. This matter is referred to as "weig" by those on this Path.

In its natural state, weig flows willy-nilly from being to being, object to object, creating and destroying without care. A given object can be filled with weig one moment and nearly empty the next; such is change, such is existence.

Eons ago, however, a great blasphemy was committed. Twelve beings who were momentarily filled with great amounts of weig decided to retain that weig instead of spewing it into the void when the time came. These beings then began to suck in even more weig — enough to allow them power, and mold the surrounding chaos to their will.

These 12 beings became the vampire Antediluvians, and proceeded to sculpt reality into a fixed shape that would enable them to retain their weig, and thus their power.

Because even they could not entirely resist the universe's call to release their weig, the Antediluvians periodically exuded small amounts of their weig, molding them into their own images. Thus were other vampires created. Just as their progenitors blasphemously consume the universe's weig, so do vampires consume earth's stuff of life, blood. Of course, the Antediluvians plan to reabsorb their weig in due time. On this night — the night of Gehenna, or the Flux — the 12 Antediluvians, acting in concert and devouring the power of their children, plan to shape the universe permanently into the gray and stagnant mausoleum-realm that is their ideal.

The Antediluvians' abomination did not go unnoticed. A vortex-being, given momentary sentience by a random fluctuation in the weig, decided to fight the newly created Antediluvians on their own terms. This being retained its own weig, gaining sufficient power in the process to battle the Antediluvians — indeed, to become as they. This being sired the Ravnos clan to assist it, and became the 13th Antediluvian, though only the followers of this Path know that this "Antediluvian" exists only to disrupt the others' plans.

Ravnos on this Path gradually learn their *raison d'être*: to destroy the blasphemous creation of the Antediluvians, that thing known as reality. To effect this, they learn to harness their internal weig for the production of reality-altering effects. These effects are mere illusions at low levels of power, but as the Ravnos becomes more powerful, the effects gradually increase in potency.

Ravnos on this Path also actively attempt to alter others' perceptions of reality. Their favorite methods for so doing are through trickery and theft. Such are surprisingly effective weapons. After all, a hoary old sixth-generation Tremere who loses his pants during a Conclave also loses the respect of his peers, and his self-confidence; furthermore, the entire Conclave is disrupted. Thus are a powerful pawn of the Antediluvians, Clan Tremere, and the Camarilla all weakened in one fell swoop.

Ultimately, however, the weig must be released into the vortex. Ravnos who are advanced students of this Path actively seek to do so. They seek out items that retain weig — "magic" items, Lupine fetishes, and the like — and destroy them. The most powerful members of this Path seek out vampires with great amounts of weig — of low generation — and do likewise.

Though many followers of this Path are anarchists, not all are, for such a "party line" would be predictable. Indeed, there have been occasions when two members of the Path of Paradox have fought on opposite sides of a cause, subsequently laughing and reveling in the chaos their battle incited.

Ethics

- Reality is what one makes it.
- Free the weig into the vortex.
- This existence is a lie, a fever-dream of the sleeping Antediluvians, designed to coax us into waking torpor. Only the gifts of our founder enable us to unravel the tapestry and weave it anew into something better.
- The farther one is from the Antediluvians, the less real one is — not that being real necessarily makes one superior.
- The night of the Flux — the night others refer to as "Gehenna," when reality will be reshaped, for better or worse — draws nigh. The more reality can be altered between now and that night, the more confused the Antediluvians will be, and the more likely it is that the Flux will turn out for the better.
- Tricking, confusing and humiliating other Kindred, particularly those high in the Antediluvians' esteem, discombobulates the Ancients and aids our war. Besides, it's fun.

History

This Path arose among the Ravnos in the latter days of the Roman Empire. Ravnos followers of this Path are believed to have had much to do with the fall of the Empire (as a strike against the rigid, boring Ventrue and Lasombra). Since those days, the followers of this Path have constantly striven against the evil tomb-thoughts of the Antediluvians — the vile creations of society, law, shape, matter and structured reality. The recent breakthroughs in quantum physics may well be the results of the efforts of those on this Path.

Hierarchy of Sins

- 10 Refusing to commit diablerie upon an elder of another clan
- 9 Refusing to lead a "locked" being into the light — or into destruction
- 8 Showing any concern for mortals
- 7 Failing to acquire items or knowledge that would affect the Flux
- 6 Failing to trick others when the opportunity arises
- 5 Being caught altering another's reality via the select redistribution of possessions (known among the vulgar as stealing)
- 4 Refusing to release the weig of an empowered device
- 3 Joining another sect (Camarilla or Sabbat) and actively maintaining the existing structure thereof
- 2 Actively hindering change
- 1 Actively inducing boredom

Mortals in the Game

But men must know that in this theater of man's life it is reserved only for God and angels to be lookers on.

— Francis Bacon, *The Advancement of Learning*

Kevin grunted as he lowered himself through the tiny skylight. Landing softly on the deep pile of the apartment's plush carpet, he glanced back once at the skylight, squinting at the sunlight streaming through the newly made hole. The blackened glass panels had been even easier to remove than he had anticipated.

Crossing the hallway in utter silence, Kevin concentrated on controlling his adrenalin as he slowly approached Gizelle's resting place. Taking the keys from his pocket, he rapidly unlocked the numerous bolts and other extraneous locks.

Once inside, Kevin removed the small pack of tools from his back and quickly set up his collection of mirrors. Within minutes the assembly was finished. Pools of reflected sunlight, large and small, framed the large bed with its yards of silk and satin frippery. Taking the last mirror from his pack, Kevin carefully aimed the beam of reflected sunlight at the tiny foot protruding from under the covers.

He was rewarded with the sounds of sizzling flesh and a violent shriek. Kevin watched as the vampire Gizelle scrambled backwards against the headboard of the bed. Hissing with pain and rage, Gizelle's dark eyes turned first to the deadly pools of light surrounding her and then to Kevin.

"Howdy, Gizelle. Just thought we should get a few matters straight here. First off, you probably shouldn't have sucked Anna dry. Suckin' off people ... well, that you gotta do. But diablerie? That's just plain sick. Anyway, I'm just here to say, do it again and you'll get to take one last stroll in the sunlight.

"One more thing. I'll be takin' a few pieces of that jewelry collection with me as payment for my redecoratin' services. I'm sure you'll be comfortable right where you are for the next few hours.

"Oh, and I can see you're anticipatin' me as the next item on your little menu. Well, take some advice and look elsewhere. My pals among the Nosferatu wouldn't take kindly to that. Plus there's the little matter of some information that might just fall into the prince's hands concerning your recent appetites if somethin' should happen to me. You know how touchy he is about those kinds of things.

"See you around, Gizelle."



This section explores playing a human character in a **Vampire** chronicle. Not all individuals who associate with the Kindred are themselves vampires. However, playing a mortal character may appear near-suicidal on the face of things. After all, in the power game most humans are way outclassed by the bloodsuckers. But playing a mortal can be fun, and there's no question that it is challenging.

Below is information on how to design a mortal character, and some roles mortals can fill in a **Vampire** chronicle. This section includes details on troupe-style play, allowing a player occasionally to play a mortal aide to her main Kindred character. To help the poor mortals out, information is included about Numina, supernatural powers only mortals may possess. On the down side, this section also explains what happens to a mortal who reaches zero Humanity.

Why Play a Mortal?

Vampires have abilities far outside the range of most mortals. Only werewolves, mages and other supernatural entities can rival their immense power. This being the case, why would anyone in his right mind want to play a mortal — especially a mortal who isn't a powerful mage, werewolf or holy person — in a **Vampire** chronicle? Seems suicidal, doesn't it? But perhaps not. There is no question that playing a mortal character, even a highly skilled one, who nightly interacts with the Kindred is not the easiest of roles. That kind of job description could send life insurance premiums through the roof. Luckily, insurance companies don't believe in the undead.

There are several reasons to play mortal characters in a **Vampire** chronicle. Playing a human is perhaps playing closer to the bone, for we, as players, are mortal. To play a character who not only has monsters for enemies but also for partners or even friends is to delve even deeper into the realm of horror. Even if one or two other members of the troupe are human, the mortal character is constantly aware of her mortality and isolation, and consequently her Humanity. Additionally, playing a mortal allows for greater subtleties in roleplaying. Here is a character who still has a good chance for redemption, but who freely endangers her Humanity by associating with the Kindred.

Playing the "underdog" can also be a lot of fun. The challenges are much more intense, with an emphasis on wits and an ability to walk the proverbial social tightrope. Of course, when one walks a tightrope, one misstep can lead to a long fall, and when dealing with the children of Caine there rarely is a safety net waiting below.

Human characters can also play extremely important roles for the Kindred. Mortals can walk in the sunlight. They also look human, and can deal more subtly, and often more effectively, with other humans. Simply put, when dealing with other humans mortal characters have far greater freedom of action than the immortal vampires.

However, the additional options open to mortals can easily lead to the separation of the party. This can be a real headache for players and Storyteller alike if the Storyteller must deal with a number of separate situations during one session. Little is more boring than spending an evening sitting around waiting for a chance to roleplay.

To avoid this problem the Storyteller can use plotlines that have built-in reasons for the mortals to stick with the Licks. Perhaps the mortals have been ordered by the city's prince to guard (and maybe punish) the vampires in the group. Perhaps there are strong emotional ties between the particular mortals and vampires involved, and the Kindred do not want their kine friends to fall prey to the vagaries of Kindred politics.

Other dangers can also keep groups together. After all, there is safety in numbers. If characters insist on constantly separating, the Storyteller can easily have the wanderers be worked over by gang members, threatened by Kindred rivals of their vampire buddies, or have other equally unpleasant experiences. After all, life in the world of the Kindred is no picnic.

A second possibility is to make sure all the players have at least one mortal character they can use when the mortals venture off on their own during daylight hours. It is even possible to run a dual chronicle in which players generally use their mortal characters during the day and their Licks at night.

Character Creation

The process of creating a mortal character is little different from that of creating a Cainite. There are a few differences in the specifics, though. The mortal lickstick ... er, character does not get quite as many initial points to use in Attributes (6/4/3) and Abilities (11/7/4). Of course, she also doesn't have any points to spend in Disciplines, because only vampires may have these.

On the plus side, the player does get more freebie points to spend on her mortal — 21, as opposed to 15. Mortals may also choose from a slightly different range of Merits and Flaws. Finally, players may choose to use some of their freebie points on Numina (psychic abilities, Thaumaturgy, and Faith) for these warm-blooded folks.

The Hunters Hunted discusses at length how to create a mortal character, and gives many examples of Numina, as well as new Merits and Flaws for mortals. Below is a brief overview of the Numina, as well as some new psychic abilities for mortals. There is also a modified character sheet for use when playing a mortal. Feel free to copy it for your personal use.

Numina

There are three basic types of Numina: Faith, Thaumaturgy and psychic abilities.



Faith: True Faith is only possessed by people who devote their lives to their religions. People possessing true Faith may sometimes hold vampires at bay, and even cause the creatures to flee. Holy symbols have real power when brandished by a character with true Faith in the power represented by the holy symbol. Even miracles are sometimes possible. Very few people, however, possess this level of Faith.

When playing a character possessing true Faith, the player may roll the character's Faith (difficulty equals the vampire's Willpower). The number of successes is the number of steps backwards the character can force the vampire to take. If the character places her holy symbol against the vampire's body, each Faith success inflicts one Health Level of damage upon the vampire. This damage is not aggravated, but if five or more successes are scored, the vampire needs to make a Courage roll or enter the Röttschreck.

It costs five freebie points to buy a level of Faith. It costs the character's current rating $\times 3$ in experience points to raise Faith up to and including five dots, and the current rating $\times 5$ to increase it thereafter.

It should be emphasized that Faith is not used like a gun. True Faith only occasionally has an obvious effect in a story, and is all the more powerful for its rarity.

Thaumaturgy: There are two basic levels of Thaumaturgy. Unless the character is a mage, she will not be able to use true Thaumaturgy, which requires years of dedicated study to the exclusion of almost all else. The second type of Thaumaturgy might be considered "hedge magic." It consists of useful spells requiring a certain amount of occult knowledge and ability to cast. Examples of spells of this type can be found in **The Hunters Hunted**.

Unless there is a powerful story-driven reason why a character who does not begin with Thaumaturgical abilities would gain them, only characters who begin with magical abilities should be allowed to learn new sorcerous spells.

Psychic Abilities: Extrasensory powers are possessed by a small minority of humans in the world of **Vampire**. Most psychics possess but one, or at best two, of these rare powers. The player may normally only choose psychic powers when first creating the character. This is because most psychics discover their powers early in life. As with other Traits, a power, once selected, may be improved over the course of time. Psychic powers cost seven freebie points per level during character creation. It costs twice as much (14 points) to purchase a second psychic power. It costs a power's current rating $\times 3$ to raise its level through experience.

In addition to the psychic abilities detailed in **The Hunters Hunted**, two new psychic abilities are presented below.

Astral Form: This power is the ability to disconnect the spirit or soul from the body. The user must roll Perception + Meditation (difficulty 8). A botch indicates the character cannot again attempt to leave his body for 24



hours. It is possible to travel rapidly while in this form. While outside his body, the character has no idea what is happening to it unless he is still in the same room with it. The character may not affect the material world while in astral form, but may physically contact other astral beings such as spirits or ghosts.

Astral travel is a difficult power to master. A point of Willpower must be expended to attempt to leave the restraints of the physical body. An additional point of Willpower is expended every hour the character remains away from her body. If the character has another psychic ability, it may be used while astral, although the difficulty of such use is increased by two.

- You can leave your body for one minute per point of Stamina. The only sense to which you have access is sight. You may not travel farther than a mile from your body.
- You can leave your body for up to 10 minutes per point of Stamina. You can hear in your astral form. You may travel up to 100 miles from your body.
- You can now stay away from your body for up to an hour per point of Stamina, and travel up to 1,000 miles away. By making a Charisma + Occult roll (difficulty 8) you

may manifest visually to observers as a translucent, ghostly version of yourself. No verbal communication is possible.

- You may stay away from your body as long as it remains healthy, and may travel up to 4,000 miles away. All senses except touch are now available to you. When visually manifesting, you appear solid to observers (unless they touch you!)
- You may astrally travel anywhere in the world. You are now powerful enough to speak (albeit in a whisper) when visually manifesting.

Psychometry: This is the ability to sense information about a person, place or event by touching an object of importance to that individual or place. Perception + Empathy is rolled (difficulty 8). A botch indicates a false reading occurs, although the character will believe she has gotten a true reading.

- You get vague, dreamlike impressions of recent activities involving strong emotions involving, or occurring around, the object.
- In addition to the above, you get a snapshot-quality image of the person most closely associated with the object.

- You can register the general gist of what an event was about (three successes) and the number of people involved in the event. If concentrating on the object's owner, you can determine general information about the subject, including approximate age, emotional state, basic personality and the like.
- You can clearly visualize the event or the actions of the individual for the last 24 hours he was around the object.
- You now understand the context of, and unspoken goings-on at, the event, or gain a clear insight into the motives and plans of the individual at the last time she was near the object. You also get an impression of the individual's whereabouts at the current time.

Roles for Mortals

There are two main ways in which mortal characters can be incorporated into a **Vampire** chronicle. These can be characterized as troupe-style play and individual play. With individual play, the player simply chooses to have a mortal for his character. Examples of potential roles for mortals are given further along in this section. First, however, troupe-style play will be explained.

Troupe-Style Play

Some players and Storytellers may wish to relegate mortals to minor roles. Troupe-style play is one way to do this. With this type of game, the players sometimes use their vampires' human Retainers, Allies and friends as characters. Thus, instead of simply sending mortal lackeys to kidnap the mortal scholar who is changing planes at your airport during the day (and who also happens to be transporting an important manuscript, the contents of which violate the Masquerade), the proposed kidnapping can actually be roleplayed. The players merely switch to their secondary mortal characters for the duration of the scene.

This kind of play can keep the players much more involved in the plot affecting their main characters. It also provides a rest from playing the main, vampiric characters. It can be very liberating for the players to roleplay secondary characters of whom they may not feel as protective. The secondary characters may take risks the players might not want their main characters taking, even if this risk-taking would be perfectly in keeping with the characters' personalities.

The following section on individual play is also relevant to troupe-style play, as even secondary kine characters need to have personalities and reasons for hanging around the bloodsuckers.

Individual Play

Mortals can play many different roles in the convoluted world of the Kindred. These roles range in scope, intimacy and danger, and one role does not necessarily preclude another. Below are a variety of possible roles for mortal characters in a **Vampire** chronicle. You can use the roles suggested below if they prove helpful, but you should also feel free to create new roles for any mortal characters you want to play.

Hunters: These mortals loathe bloodsuckers, and usually give up all semblance of a normal life in order to turn the Leeches into ash. Some hunters, though, are more subtle and/or selective. Taking to heart the adage of keeping one's friends close, but enemies closer, these hunters attempt to infiltrate vampiric society in the hopes of ferreting out whole nests of the vermin while simultaneously gaining valuable ammunition in the form of information.

This is the most dangerous role for a mortal to play when interacting with the Kindred, for vampires truly are the most dangerous game. They are adept at seeing through deception of all kinds.

Players interested in creating hunter characters should read **The Hunters Hunted** for more information on these brave but foolhardy souls.

Retainers: These mortals are normally hirelings of the vampires. Some are ghouls, while others are mere mortals. Retainers can perform a variety of services, from guarding a vampire's haven to fronting a business venture to performing housekeeping duties. The range of possible services is almost unlimited. Retainers are especially well suited to troupe-style play (see above).

It is also possible to run a completely Retainers-based chronicle. In such a chronicle, the vampires' allies and associates take center stage. Chronicles of this type are rife with possibilities for scheming and intrigue, as well as outbursts of great violence. Does your Retainer secretly wish to become one of the undead? Does she yearn to free herself from the sordid life in which she has become entangled?

In a Retainers' chronicle, the characters are drawn into the complex and dangerous world of the Kindred, yet still retain strong ties to the mortal world. Mortal associates of the Kindred walk a dangerous path in which the multitude of themes explored in a **Vampire** chronicle can be played out from a different, mortal perspective.

Friends/Lovers: Friends, lovers and even family members are especially good candidates for mortal characters. If the vampire is a neonate, the mortal character may well have known and loved the new Lick when she was human. Unlike many, this brave person decided to stick by the new vampire, perhaps out of determination to help her find a cure or simple devotion to the neonate. It is also possible for a Lick to have formed a bond of genuine friendship and respect with a mortal even after the Change took place.

This type of role opens up many new avenues for roleplaying because it establishes an important, ongoing relationship. This kind of character also constantly reminds the vampire of the fact that she has lost part of her essential Humanity. How the neonate deals with this living reminder of her past, and how the mortal accepts the Change in a loved one, are wonderful roleplaying hooks for mortal and immortal characters alike.

Scholars: Some mortals are fascinated by occult knowledge. Mages, occult scholars and even some science fiction/fantasy authors may fall into this category. A mortal character who would risk her very life in search of this knowledge might wish not just to interview a vampire, but to discover all about his unlife. Of course, this breaks the Masquerade, and most vampires will not allow this sort of behavior. However, it might be possible to convince certain nonconformist vampires to allow this. But what happens if they change their minds or other vampires find out about the "pet writer?" Perhaps hiding one's true motives is best, as long as one doesn't get caught!

Saviors: These brave souls often have the Faith Numina. Characters who wish to help redeem vampires are probably going to need that, and perhaps a little divine intervention to boot! Characters who work to save the vampires face the most difficult of tasks; furthermore, unlike hunters or knowledge seekers, they inevitably face it head-on. These individuals do not use subterfuge. They truly feel a calling to help those whom most would brand beyond redemption. It is possible that certain bands of vampires with high levels of Humanity might allow a missionary into their midst.

The Danger-Addicted: Some few, foolish licksticks are simply in it for the thrill. For some mad reason they get off on walking the ultimate knife edge: hanging out with the Big Boys. Blood Dolls who know (or suspect) the real truth, and other vampire wannabes, often fall into this category. Needless to say, it is not wise to get too attached to these characters, as they're usually not around for too long.

The Darkness Within

*It's no secret that a conscience can sometimes be a pest
It's no secret ambition bites the nails of success
Every artist is a cannibal, every poet is a thief
All kill their inspiration and sing about the grief*
— U2, "The Fly"

Just because you're playing a human doesn't mean you don't have to worry about holding on to your Humanity. There are mortals whose deeds rival those of the most monstrous of Licks. Serial killers, sadistic spouses, child abusers and many other monsters can be found living in the sunlight. These monsters can surpass even the children of Caine in their ability to horrify, as they have freely given away their essential Humanity. It has not been torn away in an unholy Embrace.

A mortal loses Humanity in the same manner as a vampire. Humans with high Humanity must carefully regulate their own behavior or risk losing part of their precious link to others. A human with high Humanity may risk such a loss simply by consorting with Licks. Things are even bleaker for a mortal who has abandoned most of her Humanity. She stands at the brink of the abyss; madness and depravity lie but a step or two before her.

Unlike a vampire character, when a human character reaches zero Humanity the player does not immediately lose control of the character. Instead, the character is given back one point of Humanity, so her Humanity score remains at one instead of dropping to zero. While alive and mortal a human always maintains some shred of her Humanity—the part of herself that is unassailably human. However, such a step into the abyss does not come without price.

Each time a human drops to zero Humanity she gains a Derangement. This Derangement always reflects the reason for her dip into inhumanity. If a vampire's mortal Retainer burned down a shelter for homeless families in order to prove her loyalty, she might very well lose a point of Humanity. Let's say this brings her Humanity score to zero. The character is immediately given back one point of Humanity. However, she also now begins to feel as though every homeless person who sees her knows of her heinous crime. The scratch of a branch outside her window at night might be one of *them* tapping at her window. The hooting of an owl might be the mocking taunts of the burned and broken children. The lazy scum are after her. Well, they'd better watch out or it won't be they doing the hunting.

In this case, the mortal has developed a feeling of paranoia about a certain type of person. Whenever the character is confronted with a homeless person, or feels threatened by a situation involving such an individual, the character may feel compelled to act in some way: fleeing, attacking, screaming, and/or making wild accusations, to name just a few examples.

Of course, once a character has gained a Derangement, she is in great danger of sliding into a cycle wherein she loses her one point of Humanity, gains it back with an accompanying Derangement, and then loses her Humanity point yet again. The more deranged the character, the more likely she is to lose Humanity.

This cycle can be just as destructive, and the result just as inevitable, as the slow descent into the belly of the Beast undergone by most vampires. Only if the mortal takes drastic measures might this process be halted. Perhaps the human realizes she is losing all perspective and goes to a monastery or begins intensive therapy. She may well have to cut off all ties to the Licks if she wishes to have any chance at all to salvage the tatters of her Humanity. Unfortunately, her vampiric associates may not be sympathetic to her condition.

Sample Derangements

Tips on roleplaying Derangements and some examples of common Derangements are given in **Vampire**. The information also applies to humans with Derangements, and should be referenced before giving a character a Derangement. Players might also want to refer to **Clanbook: Malkavian** for more information.

Following are a few examples of types of Derangements that might be given to mortal characters who reach zero Humanity. Keep in mind that this is but a small sampling of Derangements. There are many other possible psychoses. What is important is to make sure the Derangement fits the act(s) that induced it. In other words, let the punishment fit the crime.

Compulsion: You feel a compulsive need to perform some sort of physical act. The murderous Lady Macbeth obsessively washed her hands in an attempt to rid herself of her guilt. Perhaps you feel the same way. Maybe you must constantly touch your important possessions to be sure they haven't been stolen. Whatever the action, you must perform it regularly or something very, very horrible will happen.

Fits: You suffer terrible fits in stressful situations. The form of the fit varies with the situation, but it is always inappropriate. You might break into hysterical laughter at a funeral, wracking sobs when you are trying to impress some bigshots with your finesse, or epileptic seizures when it

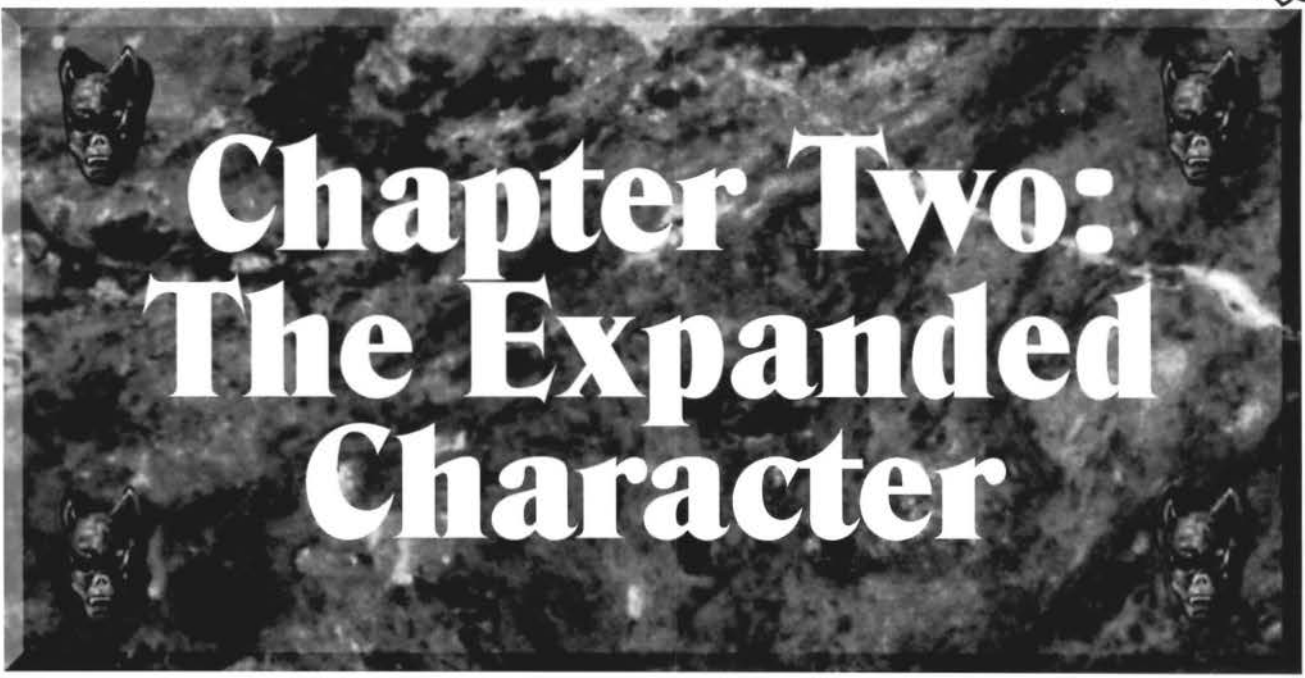
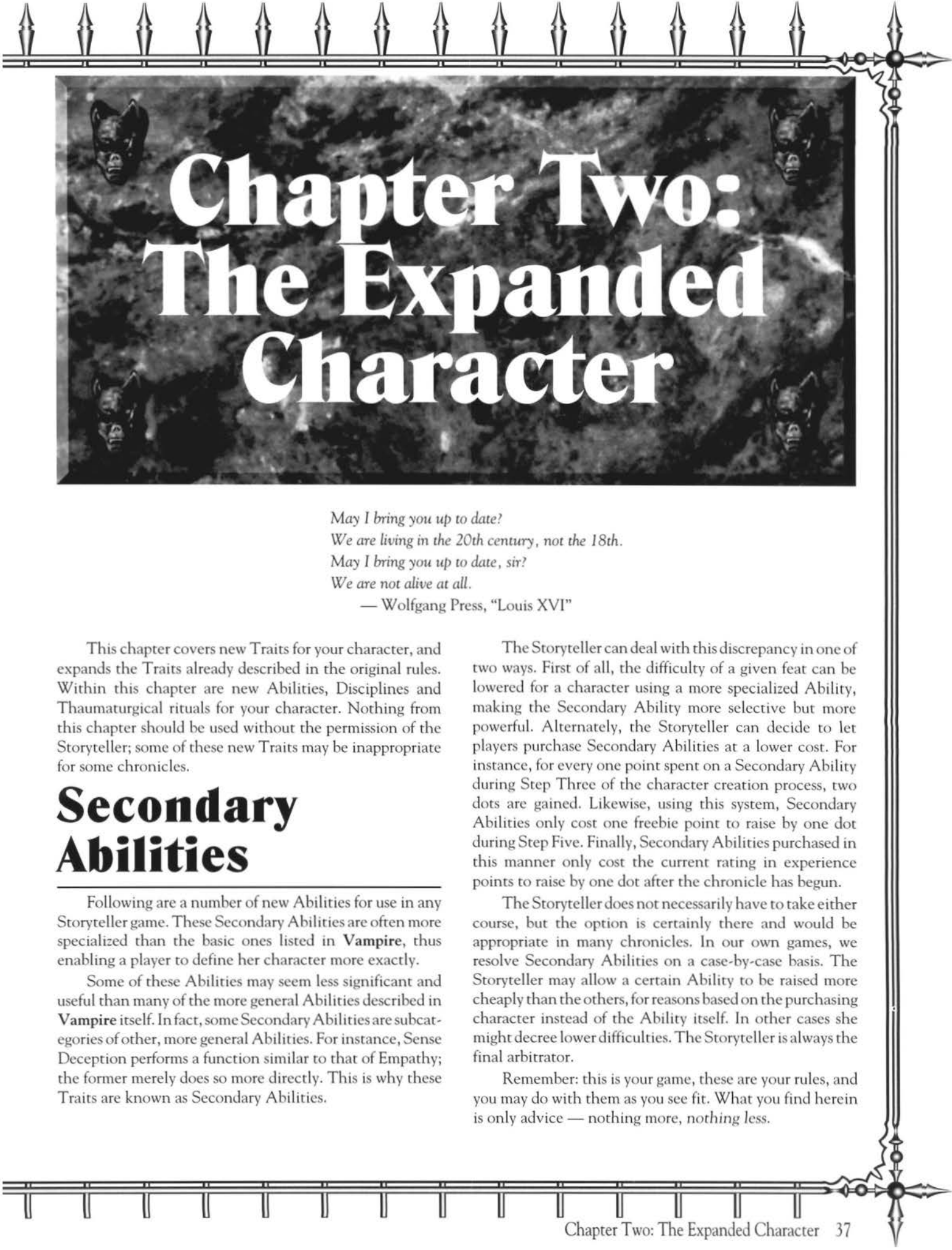
would be better to remain still. When you find yourself in a stressful situation you become very nervous, always wondering when your curse will overtake you and betray you for an uncontrolled fool.

Obsession: You are obsessed by something — a person, an activity or even a thing. You find it extremely difficult to think of anything else. Even if you want to ignore your fixation, its siren call beckons, diverting your attention from matters at hand. You cannot help thinking about it, even if the object of your obsession is too terrible for words. You spend every available moment dwelling on the obsession. If it is something you desire, you work toward attaining even the impossible. You will attempt almost anything in the pursuit of your obsession (or in trying to escape the horror).

If you murdered someone, you might see the dying face of your victim over and over again in your mind, the horror and denial in her face as consciousness faded for the last time. Or you might be obsessed about becoming a vampire. Whatever the obsession, the thought of it consumes you.

Phobia: You have a deep-seated fear of something. Whatever it is, you dream of it at night, waking to soaked sheets and your own choked screams of terror. Nothing is more horrible than being confronted with the object of your fear. You will go to almost any lengths to avoid this kind of confrontation. You know it is always possible for you to find yourself in a nightmare from which you can not escape, because you are already awake.





Chapter Two: The Expanded Character

*May I bring you up to date?
We are living in the 20th century, not the 18th.
May I bring you up to date, sir?
We are not alive at all.*

— Wolfgang Press, “Louis XVI”

This chapter covers new Traits for your character, and expands the Traits already described in the original rules. Within this chapter are new Abilities, Disciplines and Thaumaturgical rituals for your character. Nothing from this chapter should be used without the permission of the Storyteller; some of these new Traits may be inappropriate for some chronicles.

Secondary Abilities

Following are a number of new Abilities for use in any Storyteller game. These Secondary Abilities are often more specialized than the basic ones listed in **Vampire**, thus enabling a player to define her character more exactly.

Some of these Abilities may seem less significant and useful than many of the more general Abilities described in **Vampire** itself. In fact, some Secondary Abilities are subcategories of other, more general Abilities. For instance, Sense Deception performs a function similar to that of Empathy; the former merely does so more directly. This is why these Traits are known as Secondary Abilities.

The Storyteller can deal with this discrepancy in one of two ways. First of all, the difficulty of a given feat can be lowered for a character using a more specialized Ability, making the Secondary Ability more selective but more powerful. Alternately, the Storyteller can decide to let players purchase Secondary Abilities at a lower cost. For instance, for every one point spent on a Secondary Ability during Step Three of the character creation process, two dots are gained. Likewise, using this system, Secondary Abilities only cost one freebie point to raise by one dot during Step Five. Finally, Secondary Abilities purchased in this manner only cost the current rating in experience points to raise by one dot after the chronicle has begun.

The Storyteller does not necessarily have to take either course, but the option is certainly there and would be appropriate in many chronicles. In our own games, we resolve Secondary Abilities on a case-by-case basis. The Storyteller may allow a certain Ability to be raised more cheaply than the others, for reasons based on the purchasing character instead of the Ability itself. In other cases she might decree lower difficulties. The Storyteller is always the final arbitrator.

Remember: this is your game, these are your rules, and you may do with them as you see fit. What you find herein is only advice — nothing more, *nothing less*.



Talents

Artistic Expression

You have the talent to produce works of art in various media. You can produce saleable works of two- or three-dimensional art, and understand something of the technical aspects of paintings and sketches. You are able to sketch a reasonably accurate rendition of a place or person.

- **Novice:** Your work is simple, seen as charmingly naive by some and as amateurish by others.
- **Practiced:** Your work could win prizes at local art society shows.
- **Competent:** You could get a showing in a minor gallery.
- **Expert:** Your work is widely admired, and galleries contact you about mounting exhibitions. You are invited to teach at local art colleges.
- **Master:** You are acknowledged as a driving force in contemporary art. Your work commands enormous prices, and is found in art museums as well as commercial galleries and private collections.

Possessed by: Artists, Commercial Illustrators, Cartoonists, Police Artists, Forgers, Woodworkers, Theatre and Movie Set-Builders, Special Effects Technicians, Model Makers

Specialties: Oils, Watercolors, Mixed Media, Charcoal, Sketching, Caricature, Lighting Artist, Impressionist, Photo-Realism, Abstract, Miniatures, Stone, Resin, Wood, Metals, Classical, Kinetic, Models, Decoration

Carousing

This is the ability to have a good time at a party or other social occasion, and to make sure others around you also have a good time. Normally, it involves a mixture of eating, drinking and good cheer. For vampires, however, things are a little different. Carousing also includes the ability to *appear* to eat and drink normally, without actually doing so. Using this Ability, one of the Kindred could attend an opening-night cast party without arousing any suspicion. On a successful roll of Manipulation + Carousing, no one notices that the character neither eats nor drinks. The difficulty of the roll depends on the social event: three or less for a house party with a buffet, seven or more for a sit-down dinner. This Ability can also be used to determine how entertaining and popular the character is at a party or event.

- **Novice:** You can plead a small appetite or recent illness.
- **Practiced:** Perhaps you're watching your diet.
- **Competent:** A charming dinner companion.
- **Expert:** You obviously enjoyed the food.
- **Master:** You even called for seconds.

Possessed by: Actors, Dilettantes, College Students, Vampires

Specialties: Sexual Innuendo, Lewd Jokes, Drinking, Exaggeration, Anecdotes

Diplomacy

You have the ability to deal with people of all types and creeds. Even when handling touchy subjects, you are able to get results without ruffling too many feathers. You are skilled at delicate negotiations and mediating disputes — getting along with others without overt manipulation and without letting your own aims fall to the wayside. This Ability involves a knowledge of the formal rules of give-and-take, as well as the official cultural rules of conduct and politeness.

- **Novice:** You can iron out schoolyard disputes.
- **Practiced:** Friends ask you to deal with things for them.
- **Competent:** You could shine in management or personnel.
- **Expert:** You could be a professional union negotiator or ombudsman.
- **Master:** You can defuse nearly any situation, from an industrial dispute to a religious war.

Possessed by: Schoolteachers, Union Negotiators, Politicians, Tycoons, Diplomats, Personnel Officers, Counselors

Specialties: Mediation, Negotiation, Etiquette, International Relations, Industry, Personal Relationships, Tact

Fortune Telling

You may or may not have the gift to tell accurate fortunes, but you can make people believe you do. This Ability may prove useful as a plot device or as a means for the character to earn money.

- **Novice:** You are able to use one method of divination adequately, and treat this Ability as a pastime.
- **Practiced:** You can use one method of fortune telling well, and can tell someone general information that will apply to her.
- **Competent:** You know a lot about certain methods of fortune telling and can tell anyone detailed information that will apply to him.

- **Expert:** You are able to use multiple methods well, and have a keen understanding of what people want to hear.

- **Master:** Gypsies take lessons from you.

Possessed by: Gypsies, Psychics, Professional Fortunetellers, New Agers

Specialties: Tarot Cards, Prophecy, Romance, Palmistry

Haggling

You are skilled at bargaining and can reduce another's price, or get some other concession, under most circumstances. To bargain, make an opposed roll using your Manipulation + Haggling against the other character's Wits + Haggling (or Wits + Alertness). Each net success you score reduces the price by five percent if you are buying, or increases the character's offer by five percent if you are selling. Failure means the price does not budge. A botch angers the other character, driving her away in disgust or worsening her offer by 50 percent in either direction (Storyteller's call).

- **Novice:** Bargain hunter
- **Practiced:** Market trader
- **Competent:** Horse trader
- **Expert:** Con artist
- **Master:** Marco Polo

Possessed by: Traders, Con Artists

Specialties: Art, Weapons, Automobiles, Contracts, Advanced Technology

Instruction

You have a knack for imparting information and skills to others. You might have worked as a teacher, or you may be a clan leader who teaches necessary Abilities to neonates. In any event, you can explain things and demonstrate techniques in such a way that anyone who listens to you can easily learn. You can teach any of your Skills or Knowledges to another character, but you can never raise a student's score above your own. For example, if you have three dots in Music, you cannot teach someone enough to raise him to four dots in that Skill.

In order to determine the time it takes to raise a student's Ability, roll your Manipulation + Instruction (difficulty of 11 minus the student's Intelligence). One roll may be made per month of teaching. The number of successes is the number of experience points the student can apply toward that Ability. Example: Meltonon is trying to teach Helga Etiquette, to allow her to make a good impression at the prince's party. Helga is of average smarts (Intelligence 2), so the difficulty for Meltonon's roll is nine.

A student may become too discouraged or distracted with other things to pay attention to his teacher. At the Storyteller's discretion, the student may have to spend a

Willpower point to keep at his studies. Frequent interruptions may cost a student a number of Willpower points, or may simply prevent him from learning anything.

With the Storyteller's approval, some Talents, such as Brawl or Dodge, can be imparted. In these cases, it is good to roleplay some of the training sessions, to get a few good licks in on the student and see if he learns anything. Talents such as Empathy or Alertness cannot be taught; they must be learned the hard way.

- **Novice:** You can take simple concepts (e.g. basic arithmetic) and present them in an interesting and digestible manner.
- **Practiced:** You can teach moderately complex things (e.g. algebra) and make them straightforward and interesting.
- **Competent:** You can make differential calculus sound like the simplest thing in the world.
- **Expert:** Learning from you is scarcely an effort. You could teach irrational-number theory or Sumerian cuneiform to almost anyone.
- **Master:** You are an inspiring teacher, and bestow a touch of greatness on anyone who studies with you.

Possessed by: Elders, Teachers, Professors, People from All Walks of Life

Specialties: Lore, Customs and Laws, University, the Arts, Sciences

Interrogation

You are able to extract information from people by fair means or foul. Using a mixture of threats, trickery and persistent questioning, you ultimately unearth the truth.

- **Novice:** Nosy neighbor
- **Practiced:** Movie cop
- **Competent:** Talk-show host
- **Expert:** Investigative journalist
- **Master:** Spymaster

Possessed by: Cops, Journalists, Secret Service Personnel, Inquisitors

Specialties: Good Cop/Bad Cop, Threats, Trickery, Moral Blackmail

Intrigue

You know the finer points of plotting and deal-making in the halls of power. You understand the practical use of power (in sometimes threatening but always nonconfrontational ways) to achieve your own ends. This Talent also covers the abilities to glean important facts about others among the Elysium crowd, and to separate truth from the endless amounts of false and useless gossip.

- **Novice:** Neonate
- **Practiced:** Ancilla
- **Competent:** Elder
- **Expert:** Primogen
- **Master:** Prince

Possessed by: Elders and Elder Wannabes

Specialties: Gossiping, Feigning Ignorance, Threats, Plotting, Rumormongering, Alliances, Betrayals

Masquerade

This Talent cannot be taken during character generation, and is available only to vampires. Masquerade reflects how skilled a character is at appearing to be mortal: feigning respiration, creating a heartbeat, producing pink skin (by bringing blood to the surface), sneezing, masking vampiric tendencies, *et al.* Masquerade may be paired with a Social Attribute to determine whether the character successfully passes as a mortal among mortals.

- **Novice:** You might succeed — in ideal circumstances.
- **Practiced:** You are able to pass casual inspection.
- **Competent:** You are undetectable under most normal circumstances.
- **Expert:** You may succeed even under duress.
- **Master:** Even a witch-hunter would be fooled.

Possessed by: Vampires

Specialties: Breathing, Simulating Heartbeat, While Sleeping, Sneezing, Hiccups, Producing Skin Tone, Warming One's Skin

Mimicry

You have a very versatile voice, and can imitate accents, people and sometimes other sounds. You may use this talent to entertain, or to deceive. With enough talent, almost any sort of sound can be created — the larynx is an amazingly flexible organ.

- **Novice:** You can passably duplicate a few accents, and can perform impressions of a couple of well-known personalities.
- **Practiced:** You can duplicate a range of accents well enough to fool anyone but a native speaker, and can convincingly imitate a range of celebrities and others.
- **Competent:** You could do this on stage. You know a wide range of accents and celebrity impressions. You can pick up someone's vocal mannerisms by studying them for a couple of hours, and subsequently imitate them well enough to fool someone who doesn't know the person well. You can imitate basic birdcalls and some other sounds.



- **Expert:** You can imitate a specific person well enough to fool someone on the phone, and pass as a native speaker in an accent similar to your own. You can duplicate a range of animal and technological noises.
- **Master:** There is almost no accent, person or noise you can't imitate.

Possessed by: Entertainers, Con Artists, Pranksters, Bird Callers

Specialties: Accents, Celebrities, Birds and Animals, Mechanical Sounds, Vocal Impersonation

Panhandling

You are a skilled beggar. You are able to get people to give you money just by asking for it. The art of panhandling is performed through a subtle blend of Manipulation, Empathy, Intimidation, Streetwise and Subterfuge. You know whom to ask, how to approach them, what to say, and how to avoid police. This is a useful Talent for picking up quick cash or for creating a cover.

- **Novice:** You can tell a good hard-luck story.
- **Practiced:** You can gain sympathy from most people.
- **Competent:** Real smooth. You can hit even the hardhearted for a few bucks.

- **Expert:** People want to take you home and feed and clothe you.
- **Master:** You can get whatever you want (within reason) for free.

Possessed by: Street People, Addicts, Drifters, Professional Beggars

Specialties: The Rack, Yuppies, Sob Stories, Targeting

Poetic Expression

You are able to craft words in ways that evoke thoughts, emotions and reactions from those who read them. You can compose pleasing poetry in one or more styles, create short and long fiction, write essays, reviews and editorials, and invent advertising jingles. It is rare for one person to be skilled at more than one specialty at one time, so choose carefully.

- **Novice:** You can write a short poem and extemporize a limerick or couplet when the Muse is with you. A short story is not out of your reach.
- **Practiced:** You could publish your poetry or fiction in a local journal, or write basic hit-parade lyrics. You can extemporize simple *abab*- and *aabb*-type quatrains.

... **Competent:** You could get your novel or anthologies of your work published and make a profit. You can extemporize more complex verse forms, and even make blank verse sound like poetry.

.... **Expert:** You are asked to do readings of your work for local societies nationwide, and aficionados snap up your works as soon as they are published. You can write lyrics that people will be quoting in 10 years, and extemporize iambic pentameters without thinking about it.

..... **Master:** Your work is already being taught in English classes, and you are recognized as one of the foremost writers of your day. Your lyrics are timeless, and you can extemporize in any form and any style.

Possessed by: Poets, Lyricists, Novelists, Journalists, Advertising Execs, Entertainers, English Teachers, Rappers

Specialties: Limericks, Short Fiction, Novel, Scripts, Classical Forms, Extemporaneous, Lyric Writing, Jingles, Blank Verse, Deathless Art

Public Speaking

You are able to mold the emotions of a crowd by making a speech. This might be at a political rally, in a courtroom, at a lecture or even at the barricades once the revolution is underway. Whatever you want your audience to feel is what it feels.

- **Novice:** Entertaining speaker
- **Practiced:** Compelling speaker
- **Competent:** Inspiring speaker
- **Expert:** Popular champion
- **Master:** Churchill or Hitler

Possessed by: Politicians, Revolutionaries, Actors, Professors

Specialties: Entertaining, Moving, Demagoguery, Vote-Catching, Lies

Scan

You are practiced at noticing small details and changes in the environment when you purposely look at or listen to what is going on around you. This Ability can only be used when you specifically say you are attempting to notice if anything is amiss — if you aren't concentrating, this Ability will do you no good.

- **Novice:** If anyone notices police sirens, it's you.
- **Practiced:** Police could use your detective abilities.
- **Competent:** The slightest motion draws your attention.
- **Expert:** Nothing escapes your glance.

..... **Master:** You can count the grains of salt on a pretzel — by taste.

Possessed by: Detectives, GIs, FBI Agents, Bodyguards, Night Watchmen

Specialties: Keeping Watch, Quick Scan, Listening, Smelling, Assassins

Scrounging

You have a knack for finding almost anything, under almost any circumstances. The masters of your craft can find a hot spring at the North Pole, or a mainframe computer in the heart of the Amazon Jungle, if necessary. In the city, you know where to find almost any kind of item or service — no questions asked. It is amazing what you can find in dumpsters.

- **Novice:** You can find basic equipment and services, such as drugs, illegal weapons and hired thugs.
- **Practiced:** You can get hold of a vehicle, a forged passport or a skilled wiretapper.
- **Competent:** You can find an aircraft and pilot or a hitman at an hour's notice.
- **Expert:** You can find state-of-the-art military hardware, any vehicle you desire, and services better imagined than described.
- **Master:** You could probably find a rent-controlled apartment overlooking Central Park for \$100 a month.

Possessed by: Criminals, Intelligence Operatives, Entrepreneurs, Nosferatu

Specialties: Illegal Goods, Vehicles, Services, Art, Technical Equipment

Search

You know how best to go about looking for someone or something in a small area, where you can concentrate your perceptions. You can search for anything from a lost ring in your bedroom to the assassin who is hiding in the garden.

- **Novice:** You are good at finding lost items.
- **Practiced:** Tell-tale signs (e.g. broken plants) are apparent to you.
- **Competent:** You know where to look.
- **Expert:** Nothing escapes your glance.
- **Master:** You can spot the Purloined Letter in two seconds flat.

Possessed by: Detectives, Maids, Policemen, Prison Guards

Specialties: Sounds, Woodwork, Small Objects, People, Concealed Doors



Seduction

You know how to lure, attract and command the attention of others in a sexual manner. By the way you hold yourself, how you look at someone and even by the tone of your voice, you are able to arouse and excite those upon whom you practice your wiles. Once you have fully seduced someone, he will be willing to do nearly anything for you.

- **Novice:** Teenager
- **Practiced:** The “older woman”
- **Competent:** Heartthrob
- **Expert:** Movie star
- **Master:** Vampire

Possessed by: Thespians, Escorts, Good-for-nothing Men, Strippers

Specialties: Witty Conversation, Opening Line, Innuendo, Alluring Look

Sense Deception

Over the years, you have developed the ability to know instinctively when people are not telling you the truth or not telling you the whole truth. There is a way they look, a tone of voice, a movement of the eyes — you can’t analyze it, but it’s always there and your instincts rarely let you down.

- **Novice:** Sometimes you can tell, but you still get suckered — though more rarely than the average person does.
- **Practiced:** It takes a silver tongue to pull the wool over your eyes.
- **Competent:** Anyone who can slip one past you is a highly skilled con artist.
- **Expert:** You could make a living screening people for security.
- **Master:** People whisper behind your back, and many are nervous talking to you. Your ability is almost supernatural.

Possessed by: Bodyguards, Reporters, Interrogators, Security Personnel, Detectives, Mothers

Specialties: Interviews, Investigative, Courtroom, Technical (Polygraphs)

Style

You may not have been born good-looking, or possessed of a natural charm, but you know how to dress and make the most of your appearance. Even if you are not physically attractive, heads turn because of your dress sense and style. Note that this Talent only applies to people’s reactions to your appearance; once you get closer, it’s up to you.

- **Novice:** Good taste
- **Practiced:** Socialite
- **Competent:** Celebrity
- **Expert:** Celebrity advisor
- **Master:** International model

Possessed by: Socialites, Celebrities, Fashion Professionals, the Gifted Few

Specialties: Classic, High Fashion, Street Fashion, Retro, Ethnic

Swimming

You are able to swim — at least enough to keep yourself afloat, and maybe a little more. Note that vampires, unlike mortals, do not float naturally; if they do not swim, they sink.

- **Novice:** You can swim.
- **Practiced:** You can swim fast, or for extended periods.
- **Competent:** Instructor/lifeguard
- **Expert:** Swim team
- **Master:** Olympic gold

Possessed by: Athletes, Lifeguards, almost anyone

Specialties: Racing, Distance, Sea, Survival, Lifesaving

Throwing

You know how to throw things in general, and how to use various types of thrown weapons — anything from spears to hatchets to knives to baseballs (yes, if thrown hard enough, they make fine weapons).

- **Novice:** You sometimes get the ball over home plate.
- **Practiced:** High school baseball pitcher
- **Competent:** You are deadly even in a food fight.
- **Expert:** Bruce Jenner with a javelin
- **Master:** Tom Glavine (Greg Maddux!)

Possessed by: Hobby Enthusiasts, Competitors

Specialties: Forests, Target, Hunting, Moving Targets

Ventriloquism

You have the ability to throw your voice, making it appear to come from somewhere else. This Talent can be used for entertainment — or deception.

- **Novice:** You could do a ventriloquist act at a children's party.
- **Practiced:** You could get a spot with a local amateur vaudeville club. You can make someone standing next to you appear to speak.



... **Competent:** You could almost make a living from your talent, with occasional TV variety shows breaking up the round of cheap clubs and theatres. You can make someone (or something) within five yards of you appear to speak.

.... **Expert:** You could take your act to Vegas. You can make your voice appear to come from any spot within 30 feet of you.

..... **Master:** Young hopefuls bombard you with questions, and *Variety* calls you the savior of a lost vaudeville art. You can make your voice appear to come from anywhere within earshot.

Possessed by: Entertainers, Con Artists, some Mediums

Specialties: Distance, Clarity, Dummy, Inanimate Object (e.g. radio)

Skills

Acrobatics

You are a trained tumbler and acrobat, able to perform feats of agility far beyond the capabilities of an untrained character. For each success with this Skill, a character can ignore one Health Level of falling damage, so a character with two dots in Acrobatics can fall up to 10 feet without injury, and takes only one Health Level of damage from a 15-foot fall. This skill may be paired with Dexterity to roll for leaps and other acrobatic feats.

- **Novice:** Grade school gym class
- **Practiced:** High school jock
- **Competent:** College team
- **Expert:** State champion
- **Master:** Olympic gold medallist

Possessed by: Professional Athletes, Jocks, Martial Artists, Dancers

Specialties: Sport, Martial Arts, Dance, Enhanced Jumping/Falling

Animal Training

You are able to train animals to obey commands and possibly perform tricks or other feats. Each species is a different specialty.

- **Novice:** Heel, Fetch, Sit, Stay
- **Practiced:** Local show standard
- **Competent:** Champion sheep dog standard
- **Expert:** Elite police dog standard
- **Master:** Circus/stunt standard

Possessed by: Dog Handlers, Movie Animal Wranglers, Circus Animal Trainers

Specialties: Dog, Horse, Elephant, Seal

Archery

You know how to fire a bow, and may be able to do so with great proficiency. Modern bows can be very complicated gadgets (especially crossbows), and this Skill is essential if you hope to use them correctly. Bows are able to fire wooden-shafted quarrels (without metal tips ...).

- **Novice:** High school gym practice
- **Practiced:** Forest bowhunter
- **Competent:** Medieval ranger
- **Expert:** Will hit a bull's-eye, usually
- **Master:** Robin Hood

Possessed by: Hunters, Hobby Enthusiasts, Competitors

Specialties: Arched Flight, Forests, Target, Hunting, Moving Targets

Artillery

You may operate and shoot artillery of all varieties — anything from a mortar to a howitzer. Additionally, your knowledge of the weapons includes the ability to repair them.

- **Novice:** Young recruit
- **Practiced:** Operator
- **Competent:** Forward observer
- **Expert:** Gun captain
- **Master:** Can fire the thing by yourself if need be

Possessed by: Weapons Designers, Armed Forces Personnel, Mercenaries

Specialties: Aiming, Forward Observation, Line-of-Sight, Out-of-Sight, Radar, Night Fighting, Desert, Jungle

Blacksmith

You are skilled in the working of iron, and can make objects from iron and steel.

- **Novice:** You can make a horseshoe from a cut-iron bar.
- **Practiced:** You can make wrought-iron and mild-steel objects.
- **Competent:** You can make different grades of steel and cast iron to industrial standards.
- **Expert:** You can pattern-weld different grades of iron and steel to make a complex object such as a sword blade.
- **Master:** You can make a blade equal to any Japanese sword, or any other iron or steel object you please.

Possessed by: Artisans, Blacksmiths, Artists, Swordsmiths, Hobbyists

Specialties: Wrought Iron, Cast Iron, Toolmaking, Blademaking, Art, Spot-welding, Pattern-welding

Blind Fighting

Even when unable to see your foes, you can use your Brawl or Melee Abilities with a reduced penalty or no penalty. This Skill may also be of great use out of combat. It should be noted that this Skill does not grant any actual ability to see better in darkness. For each dot the character has in this Skill, reduce the difficulty for performing actions while blind by one. (Naturally, the difficulty can never be reduced below its unhindered equivalent.)

- **Novice:** You don't stub your toe in the dark.
- **Practiced:** You can pinpoint the direction from which sounds come.
- **Competent:** You can fight and predict your enemies' locations at the same time.
- **Expert:** You can almost "feel" where your opponents are.
- **Master:** You possess an almost mystical sense — Zen and the Art of Spatial Awareness.

Possessed by: Ninjas, Assassins, Martial Artists, Spe-lunkers, Zen Archers

Specialties: Dodging, Punching, Indoors, Dueling, Multiple Foes

Boat Handling

You know your way around a boat, and can operate effectively in any crew position.

- **Novice:** Weekend sailor
- **Practiced:** Serious enthusiast
- **Competent:** Competitor or semi-skilled professional
- **Expert:** Professional or Olympic standard
- **Master:** Instructor or Olympic gold medallist

Possessed by: Fishermen, Sportspeople, Hobbyists, Outdoors Enthusiasts

Specialties: Sail, Power, Oared, Paddle, Inflatable

Brewing/Distilling

You are skilled in the manufacture of alcohol and alcoholic beverages. You are familiar with the equipment used in brewing and distilling, and can maintain, operate and repair such equipment.

- **Novice:** Brew-kit user
- **Practiced:** Home winemaker
- **Competent:** Moonshiner
- **Expert:** Commercial winemaker
- **Master:** Chateau of repute

Possessed by: Hobbyists, Vintners, Moonshiners

Specialties: Wine, Beer, Spirits, Industrial Alcohol

Bribery

You know how, when and where to grease palms. Coupled with Streetwise or Politics, this Ability could buy you a very easy life. However, you still need to decide whom to approach and whom to leave alone — remember, not everyone turns a blind eye.

- **Novice:** Get a bouncer to overlook the dress code.
- **Practiced:** Get the building inspector off your back.
- **Competent:** A policeman won't write you tickets.
- **Expert:** The inspector from the EPA leaves you alone.
- **Master:** State politicians and local CEOs scratch your back.

Possessed by: Politicians, Lobbyists, Business people, Criminals

Specialties: Police, Bureaucrats, Inspectors, Under-the-Table, Open "Gifts"

Camouflage

You can change your appearance through a mixture of clothing, makeup and movement, rendering you difficult to spot in a variety of different surroundings. This is not the ability to look like someone else, but simply to hide.

- **Novice:** Boy Scout
- **Practiced:** Infantry trooper
- **Competent:** Marine
- **Expert:** Special Forces
- **Master:** Ninja

Possessed by: Hunters, Military Personnel, Spies, Assassins, Poachers

Specialties: Woods, Mountains, Urban, Open Country, Arctic

Carpentry

You are a competent woodworker, able to craft a variety of objects from wood.

- **Novice:** Amateur handyman
- **Practiced:** Professional handyman
- **Competent:** Professional carpenter
- **Expert:** Joiner and cabinetmaker or night school teacher
- **Master:** You have your own TV show; rich clients seek you out.

Possessed by: Carpenters, Furniture Makers, Handy-men, Builders

Specialties: Construction, Furniture, Quality Items



Climbing

You can climb mountains and/or walls, and seldom have any fear of falling. The technical skills of chimneying, spike-setting and rappelling are all well known to you — though, depending on your skill, you may be good or indifferent at them. Remember, mountain climbing at night is far more difficult than a daylight climb unless you can see in the dark.

- **Novice:** You can scale easy mountains or walls with handholds.
- **Practiced:** You go on mountaineering vacations. You can climb heavily weathered stone or brick walls.
- **Competent:** You work in an outdoor pursuits center as a mountaineering instructor. You can climb moderately rough stone or brick walls.
- **Expert:** You've done at least a couple of famous peaks. You can free-climb a fairly smooth stone or brick wall.
- **Master:** Everest and K2 are mild hikes. You could free-climb the World Trade Center.

Possessed by: Mountaineers, Burglars, Enthusiasts

Specialties: Cliffs, Hiking, Ice, Buildings, Free-Climbing, Rappelling

Cooking

You know how to prepare a variety of meals, and present them in an appealing manner. Although vampires no longer eat, this can be a very useful social Ability, especially if you like to lure potential vessels to your haven with the promise of a candlelit *tête-à-tête* ...

- **Novice:** You give a reasonable dinner party.
- **Practiced:** You give an excellent dinner party.
- **Competent:** You could make a business of this.
- **Expert:** You could publish recipe books.
- **Master:** You could have your own TV show, or become a chef in the finest restaurants.

Possessed by: Housewives or -husbands, Chefs, Gourmets

Specialties: French, Italian, Chinese, Thai, Cajun, Bread, Desserts, Pastries, Cordon Bleu



Dancing

You are a proficient dancer, and may perform socially or for the entertainment of others. You are familiar with most varieties of dance, but specialize in one particular style.

- **Novice:** You can manage a waltz at a wedding.
- **Practiced:** You draw envious glances at weddings. You could perform on the local amateur stage.
- **Competent:** You are the talk of the ball. You could perform on the local professional stage.
- **Expert:** People ask you to teach them. You could perform on TV.
- **Master:** Nijinsky, Fonteyn, Nureyev, Barishnikov, Astaire, Rogers, Kelley — and you.

Possessed by: Socialites, Pop Stars, Music Video Dancers, Ballet Dancers, Enthusiasts, Cruise Directors

Specialties: Waltz, Polka, Two-step, Foxtrot, Jive, Disco, Latin, Show, Ballet

Debate

You are skilled at reasoned debate, and can present a convincing case through reason and logic. Combined with Diplomacy, this Ability could make you a first-class negotiator.

- **Novice:** Student
- **Practiced:** Debate team member
- **Competent:** Union negotiator
- **Expert:** Politician
- **Master:** You could make fundamentalists understand evolution.

Possessed by: Diplomats, Negotiators, Academics, Politicians, Intellectuals

Specialties: Logic, Politics, Informal, Social Discourse, Morals, Lowbrow, Low Blow

Demolitions

You have a knowledge of explosives and demolitions that allows you to set off and create (at higher levels) all types of bombs. You know how to handle nearly anything, be it dynamite, plastique, nitroglycerin, black powder, blasting cord, nitrocellulose or napalm. Additionally, you know the techniques for disarming explosives.

- **Novice:** Guy Fawkes
- **Practiced:** The Mad Bomber
- **Competent:** Underground chemist
- **Expert:** You blow up buildings for a living.
- **Master:** Bye-bye, World Trade Center.

Possessed by: Terrorists, Police Bomb Squads, Armed Forces Personnel

Specialties: Dynamite, Plastic Explosives, Car Bombs, Disarmament, Detection

Disguise

You can conceal your appearance and even make yourself look like another specific person through the use of clothes and makeup.

- **Novice:** Good enough to fool someone who knows neither you nor the person you're impersonating.
- **Practiced:** Good enough to fool some of the people some of the time.
- **Competent:** Good enough to fool some of the people most of the time.
- **Expert:** Good enough to fool most of the people most of the time.
- **Master:** Good enough to fool those nearest and dearest most of the time.

Possessed by: Actors, Spies, Undercover Cops, Criminals, Con Artists

Specialties: Specific Person, Type of Person, Concealing One's Own Identity

Escapology

You are skilled in various techniques that enable you to escape from bonds and restraints. This skill is primarily used for entertainment purposes, but can also be very useful in real life.

- **Novice:** Children's party entertainer; you can escape from loose or poorly tied bonds.
- **Practiced:** Amateur entertainer; you can escape from fairly well-tied bonds.
- **Competent:** Professional entertainer; you can escape from handcuffs and chains.
- **Expert:** Star; you can escape from a straitjacket.
- **Master:** Houdini who?

Possessed by: Entertainers, Spies, Special Forces, Amateurs, Pulp Detectives

Specialties: Magic Tricks, Ropes, Boxes, Locks, Underwater, Handcuffs, Showmanship

Falconry

Once the sport of nobles, falconry is now practiced only by a few enthusiasts. Combining this Skill with a Discipline like Animalism makes it possible to achieve truly impressive results.

- **Novice:** The bird comes back — sometimes.
- **Practiced:** You can do small displays.
- **Competent:** You work most of the local medieval fairs and outdoor exhibitions. You can catch enough to subsist.
- **Expert:** In a different time, you would have been a noble admired for your skill, or you could have worked for a noble.

- **Master:** In a different time, you would have been with the king's entourage.

Possessed by: Professional Falconers, Very Old Vampires, Enthusiastic Amateurs

Specialties: Display, Hunting, History, Exotic Birds (e.g. Harpy Eagle)

Fast-Draw

This skill allows you to ready a weapon almost instantly. By rolling Dexterity + Fast-Draw and scoring three successes, you can draw a weapon and have it ready for use just as if it had been in your hand all along. The difficulty depends on how securely stowed the weapon is — a gun hidden in a character's underwear is harder to reach than one in a belt holster. This skill can be used with any weapon. When appropriate, the Fast-Draw score can be added to your initiative roll.

- **Novice:** You have good reflexes.
- **Practiced:** You're good, but not great.
- **Competent:** You would have lasted a little while in the Old West. You could work Wild West shows.
- **Expert:** Pretty fast. You could headline your own act.
- **Master:** Greased lightning. You might have been able to take Billy the Kid.

Possessed by: Gunfighters, Martial Artists, Cops, Special Forces, Vigilantes

Specialties: Pistol, Knife, Sword, Arrow, Rifle/Shotgun, Sap

Fast-Talk

This Skill allows you to convince someone of something using a sincere expression and an avalanche of words rather than reasoned debate and logic. It's a surprisingly effective technique, provided that the mark has no time to think and does not have a Wits rating of four or more. The Storyteller should carefully judge whether this Skill is appropriate in a given situation, or whether it would be better to use some other Ability.

- **Novice:** Vacuum-cleaner salesman
- **Practiced:** Used-car salesman
- **Competent:** Professional con artist
- **Expert:** Teflon-coated politician
- **Master:** You could sell sand to the Saudis.

Possessed by: Salesmen, Con Artists, Politicians, Televangelists

Specialties: Sell, Confuse, Get Off the Hook, Convince

First Aid

This Skill allows a character to give basic medical attention to another. It is not as comprehensive an Ability as the Medicine Knowledge, but does allow for a basic grasp of all the practices of first aid, and at higher levels, techniques known to paramedics. Note that vampires cannot benefit from First Aid.

- **Novice:** Mother of small children
- **Practiced:** Boy Scout
- **Competent:** Office safety representative
- **Expert:** School nurse
- **Master:** Paramedic

Possessed by: Mothers, Boy Scouts, Paramedics, Explorers, Outdoors Types

Specialties: CPR, Broken Bones, Artificial Respiration, Diagnosis, Terminology

Fishing

You can judge a body of water, and have a fair chance of catching fish if there are any to be caught. You are familiar with various kinds of fishing equipment.

- **Novice:** Weekend angler
- **Practiced:** Serious amateur
- **Competent:** Competition winner
- **Expert:** Professional fisherman
- **Master:** Fish leap onto the shore as you walk by.

Possessed by: Weekend Warriors, Fishing Pros, Outdoors Types, Survivalists, Fishermen

Specialties: Rod & Line, Fly, Deep-Sea, Net, Sharks, Survival

Forgery

You can copy a document or two-dimensional artwork well enough to enable it to appear as the real thing under casual inspection, and perhaps more detailed inspection as well.

- **Novice:** Interoffice memos
- **Practiced:** Signatures
- **Competent:** Commercial papers; passports
- **Expert:** Checks; bonds; bank drafts; some artworks
- **Master:** Banknotes; old master paintings

Possessed by: Criminals, Artists, Schemers

Specialties: Handwriting, Drawings, Paintings, Bonds and Bills, Documents

Gambling

You are adept at one or more games of chance, and can play without too much risk of losing heavily. You can also increase your chances of winning without actually cheating.

- **Novice:** Saturday night poker with the boys
- **Practiced:** A couple of weeks in Vegas each year
- **Competent:** You are known in Vegas, Reno and Atlantic City.
- **Expert:** You make a living from this. Your mother despairs.
- **Master:** You have to be careful not to tell people your name.

Possessed by: Professional Gamblers, Amateur Gamblers

Specialties: Card Games, Dice Games, Roulette, One-Armed Bandits

Game Playing

This Skill covers games of strategy and skill, such as chess, go, shogi, xiang qui, hnefatafl and so on. It does not cover card games (see *Gambling*), or simple games like tic tac toe and gomoku, which rely largely on luck.

- **Novice:** You can beat your older brother.
- **Practiced:** You could get on a school team.
- **Competent:** You could get on a college team.
- **Expert:** You could get on a national team.
- **Master:** You could beat Karpov.

Possessed by: Enthusiasts

Specialties: Chess, Go, Risk, Acquire, Stalingrad, Harpoon, Challenge

Gunsmithing

You can repair firearms and produce ammunition for a variety of different guns. At high levels of skill, you can construct specialty ammunition such as caseless, hollow-point, mercury-tipped, and silver bullets. Given the time and the tools (and enough skill) you can build a gun from scratch — perhaps even one of your own design.

- **Novice:** Black powder and paper cartridges
- **Practiced:** Cased standard ammunition
- **Competent:** Magnum rounds
- **Expert:** Caseless and hollow-point rounds
- **Master:** You name it

Possessed by: Gun Nuts, Survivalists, Cops, Serial Killers

Specialties: Black Powder Weapons, Field Repair, Invention, Magnum and Supercharged Ammunition, Specialty Ammunition

Heavy Weapons

You have the ability to operate and shoot heavy weapons of all varieties — anything from an M60 heavy machine gun to a Dragon antitank weapon. Additionally, your knowledge of the weapons includes an ability to repair them.

- **Novice:** Basic training
- **Practiced:** Operator
- **Competent:** Warrior
- **Expert:** Killer
- **Master:** Rambo

Possessed by: Mercenaries, Armed Forces Personnel, SWAT Officers

Specialties: Desert, Jungle, Night Fighting, Friend from Foe, Loading

Herbalism

You have a working knowledge of herbs and their properties, medicinal and otherwise. You can find and prepare herbs, and know which herb or blend of herbs to use in any situation.

- **Novice:** You read a book on it once.
- **Practiced:** You are a serious student of herb lore.
- **Competent:** You are a local supplier.
- **Expert:** You've written books on herbalism.
- **Master:** You could easily function as an apothecary.

Possessed by: Holistic Healers, New Agers, Wizen Old Women, Low-Tech Societies

Specialties: Culinary, Medicinal, Poisonous, Narcotic/Hallucinogenic

Hunting

You are skilled at finding and killing animals for food or sport. In familiar terrain, you are able to predict the type, number and likely location of food animals, and know the best ways to find and kill them.

- **Novice:** Weekender
- **Practiced:** Enthusiast or trooper
- **Competent:** Survivalist or Marine
- **Expert:** Special Forces
- **Master:** Lupine

Possessed by: Survivalists, Military Personnel, Preindustrial Societies, Outdoor Types, Lupines

Specialties: Temperate Forest, Jungle, Bush/Scrub, Mountain, Coast, Arctic, Desert





BRIGGS

Hypnotism

You can place a willing subject into a trance, and use hypnotism to gather information or treat psychiatric problems. To place a willing subject into a trance, make an opposed roll of your Charisma + Hypnotism against the subject's Intelligence (difficulty 6 for both rolls). An unwilling subject must be immobilized or Dominated to comply (he resists with Willpower). The number of successes indicates the depth of the trance, and can be added to the character's Hypnotism Skill when rolling to ascertain the success of tasks such as gaining information.

For example, a hypnotist with Charisma 4 and Hypnotism 4 hypnotizes a willing subject with Intelligence 5. The hypnotist rolls five successes and the subject two—a total of three successes in the hypnotist's favor, indicating a fairly deep trance. The hypnotist can now roll seven dice (three successes plus Hypnotism 4) to probe the subject's mind.

- **Novice:** You do it occasionally, primarily to entertain.
- **Practiced:** You are a skilled amateur.
- **Competent:** You could open a practice or go on the stage.
- **Expert:** You could write books on the subject.
- **Master:** Who needs Dominate?

Possessed by: Entertainers, Holistic Healers, New Agers, Police Specialists, Psychiatrists

Specialties: Interrogation, Past-life Regression, Hypnotherapy, Behavior Modification

Jeweler

You are able to produce saleable pieces of jewelry (Dexterity + Jeweler) and appraise jewelry you see (Intelligence + Jeweler). You can determine the approximate worth of most jewelry by quick appraisal, but it is easy to make a mistake without in-depth examination.

- **Novice:** You took a night school course once.
- **Practiced:** You treat it as a fairly serious hobby.
- **Competent:** You could run a small business.
- **Expert:** This is your chosen career.
- **Master:** You are up there with Cartier.

Possessed by: Jewelers, Counterfeiters, Pawn Shop Owners

Specialties: Gold, Gems, Antique, Ancient, Mystical, Crystal

Journalism

You not only know how to write news stories, but also how to research and discover them in the first place. This Skill also gives you knowledge about the inner workings of

a newsroom and a newspaper as a whole. Furthermore, Journalism often provides a familiarity with television news reporting.

- **Novice:** Hack (TV reporter)
- **Practiced:** Features reporter
- **Competent:** Investigative reporter
- **Expert:** Editor
- **Master:** Pulitzer Prize winner

Possessed by: Freelancers, Editors, Feature Reporters, Photographers, Foreign Correspondents

Specialties: Politics, Sports, Corruption, Business, Deadlines, Editing

Leatherworking

You are able to produce serviceable items of leather, either for sale or for your own use.

- **Novice:** You got a craft kit for your birthday.
- **Practiced:** You make birthday presents for friends and family.
- **Competent:** You sell to local stores.
- **Expert:** People ask for your work by name.
- **Master:** Your picture appears in magazine ads.

Possessed by: Artisans, Survivalists

Specialties: Clothing, Utensils, Horse Trappings, Special-Interest Items

Lip Reading

You are able to understand speech without hearing it, just by watching mouth movement. Though you will not pick up on every word, you can usually figure out the gist of a sentence without too much trouble.

- **Novice:** If someone talks slowly and clearly, with exaggerated mouth movement.
- **Practiced:** If someone talks fairly slowly and you concentrate.
- **Competent:** Under most circumstances.
- **Expert:** Even under bad conditions, including foreign languages, bad light and distance.
- **Master:** Under just about any conditions.

Possessed by: Hearing-Impaired, Spies, Detectives

Specialties: Accents, Drunks, Poor Lighting, Fast Talkers, Surreptitiously

Lockpicking

You are able to open locks without the correct key or the right combination. Though this Skill is certainly becoming more and more obsolete with all the new security devices in use, there are enough locks still around to make it worthwhile.

- **Novice:** Simple mortise locks
- **Practiced:** Cylinder locks and basic security locks
- **Competent:** Advanced security locks
- **Expert:** Safes
- **Master:** Fort Knox

Possessed by: Burglars, Safecrackers, Spies, Locksmiths

Specialties: Key-Operated Locks, Combination Locks, Mag-Card Locks, Alarm Systems

Mechanic

You are a jack-of-all-trades with a particular affinity for mechanical devices, and can jerry-rig or repair just about anything mechanical, given the right tools and materials.

- **Novice:** You can fix a broken doorbell.
- **Practiced:** You can fix a lawnmower or scratch-build a doorbell.
- **Competent:** You can fix a car or build an automatic garage door.
- **Expert:** You can fix a high-performance car or rebuild an engine.
- **Master:** You can fix, build or improve almost anything.

Possessed by: Mechanics, Car Nuts, Hobbyists

Specialties: Electrical, Cars, Domestic, Inventing

Meditation

You are able to enter a trance-like state at will, focusing your mind inward and dealing with a range of mental and physical problems. A successful Meditation roll (difficulty 7) is necessary to enter this state; after each full hour, the character rolls Meditation (difficulty 9). Dice from the character's Dice Pool are subtracted if there are any distractions during that time. Each success on the second roll restores one point of Willpower; each botch result indicates that a Willpower point is lost. If the meditation is interrupted and concentration is lost before the hour is up, no benefits are gained.

- **Novice:** You read a book on it once.
- **Practiced:** You are a serious student.
- **Competent:** You have studied under a master.
- **Expert:** You are qualified to teach.
- **Master:** Just that.

Possessed by: Yogis, Mystics, Holistic Healers, New Agers, Old Hippies

Specialties: Tantric, Transcendental, Yogic, New Age



Parachuting

You know how to use a parachute, both for sport and for other purposes.

- **Novice:** Weekend jumper
- **Practiced:** Reservist
- **Competent:** Airborne regular
- **Expert:** Special Forces or sport instructor
- **Master:** Special Forces instructor or sport champion

Possessed by: Sport Parachutists, Military, Flying Enthusiasts

Specialties: Skydiving, Mass Deployment, Escape, HALO (High Altitude, Low Open), Display

Photography

You know how to use a camera to produce quality and artistic pictures. You also know how to process photographic materials.

- **Novice:** Local club member
- **Practiced:** Local club prizewinner
- **Competent:** Semi-pro; you sell some pictures.
- **Expert:** Professional photographer
- **Master:** One of the best

Possessed by: Artists, Journalists, Enthusiasts, Police Specialists

Specialties: Art, Photojournalism, Portraits, Forensic, X-ray, Photolithography

Pickpocket

You are able to remove objects from someone else's clothing and body without the person's knowledge, even if the objects in question are in an inside pocket. You generally bump into the person to distract her as you remove the object.

- **Novice:** You can take wallets in a dense crowd.
- **Practiced:** You can take a wallet from an inside pocket.
- **Competent:** You can take a keychain from a trouser pocket.
- **Expert:** You can take a watch while shaking hands.
- **Master:** You can take anything from anywhere.

Possessed by: Criminals

Specialties: Pockets, Watches, Chains, Getaways

Pilot

You can operate a flying machine. Note that your skill limits the types of aircraft you can fly. A glider pilot (one dot) cannot fly a helicopter (requiring four dots).

- **Novice:** Club member; hang gliders only
- **Practiced:** Club champion; gliders and small aircraft only
- **Competent:** Professional or club instructor; commercial airplane license
- **Expert:** Military or display pilot; helicopter pilot; any type of commercial aircraft
- **Master:** Top Gun

Possessed by: Enthusiasts, Pilots, Military, Police

Specialties: Night Flying, Thermals, Dogfights, Long Distances, Takeoffs and Landings, Gliders, Helicopters, Light Planes, Corporate Jets, Commercial/Transport Jets, Fighter Jets, Vintage Planes, Autogyros, Blimps, Balloons, Hang Gliders, Microlights

Police Procedure

You know the general techniques and procedures employed by law enforcement authorities, and may utilize them yourself (especially if you were once a police officer).

- **Novice:** Recruit
- **Practiced:** Patrol officer
- **Competent:** Detective
- **Expert:** Police lieutenant
- **Master:** Only a master criminal would need to know this much.

Possessed by: Police Officers, Attorneys, Reporters, Private Detectives, FBI Agents, Serial Killers

Specialties: APBs, Reports, Detectives, Autopsies

Pottery

You are able to make and fire ceramic items, either for artistic or practical purposes.

- **Novice:** Hobbyist
- **Practiced:** Enthusiastic hobbyist; night school student
- **Competent:** Professional; night school instructor
- **Expert:** Craftsperson; growing business
- **Master:** Household name

Possessed by: Artisans, members of preindustrial communities

Specialties: Vessels, Sculptures, Models, Moldings

Psychoanalysis

You are skilled in diagnosing and treating mental ailments (such as Derangements) without resorting to the use of behavior-altering drugs. During a session of analysis, you may roll Intelligence + Psychoanalysis (difficulty of the subject's Intelligence + 3). Keep track of your net successes; the Storyteller will decide how many successes are necessary to remove the Derangement. Even Freud couldn't cure

people in a single session, so be patient! Note that it is possible to treat an unwilling patient this way, though the difficulty of so doing is equal to the subject's Willpower + 3.

No amount of Psychoanalysis can cure a Malkavian's initial Derangement.

- **Novice:** A shoulder to cry on
- **Practiced:** Volunteer counselor
- **Competent:** Professional counselor
- **Expert:** Qualified psychoanalyst
- **Master:** Freud

Possessed by: Psychoanalysts, Holistic Healers, Good Listeners, Counselors, Parents, Teachers, Priests

Specialties: Freudian, Jungian, Humanist, Ericksonian, Holistic, Wiccan, Childhood, Psychosis, Neurosis, Self, Sympathy, Terminology, Research

Research

You are highly skilled at finding information from conventional sources. Given time and a good library, you can assemble the sum of human knowledge on almost any topic.

- **Novice:** Undergrad
- **Practiced:** Grad student or research assistant
- **Competent:** Professor
- **Expert:** Research fellow
- **Master:** Human database

Possessed by: Academics, Advertising Execs, Authors, Detectives

Specialties: Any Knowledge

Ride

You can climb onto a riding animal and stand a good chance of getting where you want to go without falling off, being thrown or having anything else unpleasant happen to you. When attempting something difficult, or when danger threatens, the Storyteller may require a Dexterity + Ride roll to avoid trouble. This Skill can also be combined with Mental Attributes to reflect your working knowledge of the relevant trappings and equipment.

- **Novice:** Pony club member; dude ranch vacations
- **Practiced:** Pony club champion; weekend cowboy
- **Competent:** Pony club instructor; professional cowboy
- **Expert:** Showjumping champion; rodeo star
- **Master:** Stunt rider

Possessed by: Enthusiasts, Cowboys, Stunt Riders, members of preindustrial societies

Specialties: Bareback, Horse, Mule, Camel, Elephant, Gallop, Tricks, No Hands

Scuba

You are proficient in the use of an aqualung (unnecessary for the Kindred), and are familiar with the many dangers of diving (such as sharks and the bends).

- **Novice:** Once a year, on vacation
- **Practiced:** Local club member
- **Competent:** Instructor
- **Expert:** Pro diver
- **Master:** Navy SEAL

Possessed by: Enthusiasts, Military, Treasure Hunters, Marine Biologists

Specialties: Cold Water, Reef, Deep-Sea, Recreational

Singing

You can sing over a wide range, with a variety of styles and techniques. Singing is an extremely lucrative and popular Skill in the modern age. Though most singers are amateurs, others make enormous amounts of money.

- **Novice:** You stand out when the family gathers around the piano.
- **Practiced:** You could get lead roles with local amateur societies, or become a lead singer with a garage band.
- **Competent:** You could get a choral part on the professional stage, or get a recording contract.
- **Expert:** You could get a lead on Broadway or a record on the charts.
- **Master:** They'll be playing your CDs 20 years from now.

Possessed by: Church Choristers, Rock Musicians, Pop Stars, Opera Singers, Drunks

Specialties: Opera, Easy Listening, Rock, Church, Musicals

Skiing

You can travel on skis for sport or transportation with little chance of a mishap. You can read snow, and know where it is safe and where it is not — under most circumstances.

- **Novice:** Vacation skier
- **Practiced:** Enthusiast
- **Competent:** Ski bum
- **Expert:** Hotdogger, ski champ, Arctic forces
- **Master:** Olympic medallist, elite forces

Possessed by: Sportsmen, Military, Arctic and Mountain Inhabitants

Specialties: Cross-Country, Downhill, Ski-jumping, Snowboarding, Stunts

Sleight of Hand

The quickness of your hands can deceive the eyes of others. You can perform magic tricks and other feats of legerdemain.

- **Novice:** Card tricks at Christmas
- **Practiced:** Children's parties
- **Competent:** Stage magician
- **Expert:** TV magician
- **Master:** A legend in your own time

Possessed by: Stage Magicians, Thieves

Specialties: Produce Item, Conceal Item, Amuse

Speed Reading

Through practice, you have developed the ability to read and absorb large quantities of written material in a short time.

- **Novice:** The *New York Times* in an hour
- **Practiced:** A novel in two to three hours
- **Competent:** A textbook in two to three hours
- **Expert:** A fat textbook in two to three hours
- **Master:** *War & Peace* in two to three hours

Possessed by: Academics, Literary Critics, Journalists, Researchers

Specialties: Technical, Fiction, Newspaper, Research, Cramming

Torture

You know how to inflict pain. Your ability is so precise as to be a science. You are capable of interrogating prisoners through torture and prolonging their suffering, keeping them barely alive — or undead.

- **Novice:** You know how to hurt people in different ways.
- **Practiced:** You are good at causing extreme pain and can keep someone alive for interrogation purposes.
- **Competent:** You are equal to a military torturer. You can create pain never experienced by most.
- **Expert:** You are equal to a professional torturer. You are able to get almost any information you want out of your subject.
- **Master:** You are an artist and a scientist of pain and suffering.

Possessed by: Military Interrogators, Prison Guards, Nazi "Doctors"

Specialties: Exotic Methods, Prolonging Life, Pain, Flagellation



Tracking

You can identify the trail of an animal or person, and follow it under most conditions. The difficulty of such a feat varies according to the conditions — following fresh tracks in deep snow is easier than following week-old tracks across a concrete sidewalk!

- Novice: Boy Scout
- Practiced: Eagle Scout
- Competent: Hunter
- Expert: Indian tracker
- Master: Grizzly Adams; Tonto

Possessed by: Hunters, Survivalists, Special Forces, Detectives

Specialties: Wolf, Deer, Rock, Urban, Identification

Traps

You know how to set various types of traps according to the type of game you want to catch.

- Novice: Boy Scout
- Practiced: Weekend survivalist
- Competent: Outdoorsman
- Expert: Mountain man
- Master: Grizzly Adams

Possessed by: Trappers, Special Forces, inhabitants of remote places

Specialties: Specific Species, Deadfalls, Pits

Knowledges

Accounting

You can set up and keep accounts in the commercially approved, conventional manner. You can also interpret accounts and find errors, tricks and embezzlement.

- Novice: Night school
- Practiced: Junior clerk
- Competent: Senior clerk or junior partner
- Expert: Senior partner
- Master: Nothing escapes you.

Possessed by: Business people, IRS Investigators

Specialties: Small Business, Large Corporation, Governmental, Taxes

Alchemy

You are familiar with the writings of the classical and medieval alchemists, and you also have some practical experience. This Ability is indirectly related to the Knowledge of Chemistry, in a manner similar to the relationship between Astronomy and Astrology. You can interpret alchemical texts, and you understand the various symbols and ciphers used by the alchemists even when you find them in a non-alchemical context.



- **Novice:** A mere dabbler
- **Practiced:** Apprentice, probably still dependent on a master for instruction
- **Competent:** Journeyman, capable of making your own way, but with a long road still to travel
- **Expert:** Experienced alchemist, within reach of the greatest secrets
- **Master:** Maybe that lead into gold thing can really work.

Possessed by: Occultists, Scholars, some Scientists

Specialties: Transmutation, Cosmology, Lapis Philosophorum

Anthropology

You have studied the human phenomenon of society in many of its forms, and understand its basic rules and structures on a theoretical level. You also have some specific knowledge about one or more contemporary preindustrial societies.

- **Novice:** Student
- **Practiced:** Grad student or research assistant
- **Competent:** Professor or veteran fieldworker
- **Expert:** Head of department in major university

- **Master:** Leading light of the field; your work shapes the future of the subject.

Possessed by: Scholars

Specialties: Physical, Social, Ancient, Theoretical, specific cultures

Archaeology

You have studied the remains of the past and the processes by which they are preserved and discovered. You can interpret archaeological remains and identify the likely origin of ancient artifacts; you also know a fair amount about one or more ancient cultures.

- **Novice:** Undergrad or amateur
- **Practiced:** Graduate student or research assistant
- **Competent:** Professor
- **Expert:** Research fellow
- **Master:** Doyen

Possessed by: Scholars, Enthusiastic Amateurs, Popular Authors

Specialties: Prehistoric Europe, Classical, Central America, Excavation, Underwater Archeology, Theory, Paleopathology, Paleoecology

Architecture

You are trained in the design of buildings, from both functional and aesthetic points of view. You can judge where the load-bearing elements of a building are and interpret architectural plans. You instinctively know where the safest places are in the event of an explosion or earthquake.

- **Novice:** Student
- **Practiced:** Office junior
- **Competent:** Junior partner
- **Expert:** Senior partner
- **Master:** Frank Lloyd Wright

Possessed by: Architects, Structural Engineers

Specialties: Houses, Office Buildings, Public Works, Gothic

Area Knowledge

You are familiar with an area — usually a city — and know a fair amount about its structure, history, geography and mortal politics. This Knowledge does not include Kindred affairs, which are covered by the Knowledges of Kindred Lore and City Secrets (below).

- **Novice:** You know a fair amount for an outsider.
- **Practiced:** You may have lived there for a year or two.
- **Competent:** You may have lived there for 5-10 years.
- **Expert:** You're native born, and never left.
- **Master:** You could write the definitive book on the area.

Possessed by: Locals, Cops, Reporters, Cab Drivers

Specialties: History, Geography, Politics, Transportation, Law

Art History

You have studied art as an academic rather than practical subject, and know a great deal about its history. By looking at a piece of art, you have a good chance of identifying its place and period of origin, and in most cases you can name the artist without looking for a signature. You also have a fair idea of a piece's current market price.

- **Novice:** Student or amateur
- **Practiced:** Grad student or enthusiastic amateur
- **Competent:** Professor or auction house bigwig
- **Expert:** Research fellow or auction house chief
- **Master:** Head of a museum

Possessed by: Scholars, Enthusiasts, Auction House Personnel

Specialties: Classical, Renaissance, Masters, Impressionists, Primitive, American, Ethnographic

Astrology

You know how to compile and interpret a horoscope. Given the date and time (and, according to some systems, the place) of a person's birth, you can construct a personality profile and a set of predictions about the likely course of his life. Whether you actually believe these revelations is a matter of personal taste, but you can present them in a convincing and pleasing manner to those who *do* believe.

- **Novice:** You merely dabble.
- **Practiced:** Friends ask you to make horoscopes for them.
- **Competent:** You could run a small astrology business.
- **Expert:** You could have a syndicated newspaper column.
- **Master:** You could work for celebrities and politicians.

Possessed by: Astrologers, Amateurs, Mystics, New Agers, Old Hippies

Specialties: Solar Horoscope, Ming Shu, Zu Wei

Astronomy

You study the heavens and their movements from a scientific rather than a mystical standpoint. You can identify most constellations, operate an astronomical telescope, predict sunspots, eclipses and comets, and identify most heavenly phenomena.

- **Novice:** Student or amateur
- **Practiced:** Grad student or enthusiastic amateur
- **Competent:** Professor or Doyen of local society
- **Expert:** Research fellow, TV host or NASA hotshot
- **Master:** Renowned scholar or NASA team leader

Possessed by: Scholars, Amateurs, NASA operations staff

Specialties: Planets, Galaxies, Quasars, Novas and Nebulae, Black Holes, Big Bang Theory.

Biology

You know about the nature of life, the forms it takes, and the way living organisms work. You have a reasonable chance of identifying a plant or creature, even from a fragment. You must have at least one dot in Science before you can acquire this Knowledge.



- Novice: High school
- Practiced: College student
- Competent: Grad student
- Expert: Professor
- Master: Research fellow

Possessed by: Scholars, Outdoorspersons, Gangrel

Specialties: Botany, Zoology, Ecology, Paleontology

Camarilla Lore

You know information about the Camarilla. You know who many of the princes are, who many of the real rulers are, details about the Masquerade, Camarilla history, legend and propaganda.

- Novice: What just about all Camarilla Kindred know
- Practiced: What most Ventrue know
- Competent: What most Nosferatu or Tremere know
- Expert: What most princes know
- Master: What most Methuselahs know

Possessed by: Camarilla Kindred, Inquisitors, Sabbat Spies

Specialties: History, Legends, Famous Rulers, Princes, Strategies, Current Activities, Secrets, Propaganda

Chemistry

You have studied the nature of substances and their interactions, and know how to prepare various chemical compounds. You also know how to deal with various hazardous substances. You must have at least one dot in Science before you can acquire this Knowledge.

- Novice: High school
- Practiced: College student
- Competent: Grad student
- Expert: Professor
- Master: Research fellow

Possessed by: Scholars, Pharmacists, Scientists

Specialties: Organic, Inorganic, Analysis, Safety

City Secrets

This Knowledge describes a character's knowledge of a particular city (you choose which); who is who, who has power, how its vampires relate to one another and what is going on. In *Chicago by Night*, this Knowledge was called *Secrets*. This Knowledge cannot be taken during character generation; it can only be obtained through direct experience. At the end of some stories, the Storyteller will announce the maximum number of experience points a character can allot to this Knowledge, based on what each character has discovered during the course of the story. Note that information about each Kindred community is a separate Knowledge; knowing about the Kindred of Chicago gives a character no information about the Kindred of Los Angeles, for instance.

- **Novice:** Whelp
- **Practiced:** Naive or inexperienced
- **Competent:** You have an ear to the ground
- **Expert:** Well-informed
- **Master:** Seasoned intriguer

Possessed by: Vampires, some Fearless Witch-Hunters

Specialties: Prince, Primogen, Secret Powers, Anarchs, Influences, Sabbat Presence, Havens, Masquerade

Clan Knowledge

You know information pertaining to a clan (generally, but not always, your own). This information is not privy to most and it may have taken years for you to discover any useful information. Many clan members know very little about their heritage, usually because they do not care to find out.

- **Novice:** What some clan members know
- **Practiced:** What most ancillæ know
- **Competent:** What most elders know
- **Expert:** What most Methuselahs know
- **Master:** What only the clan leader knows

Possessed by: Clan Members, Tremere, Nosferatu

Specialties: Gossip, Membership, Legends, History, Gatherings

Computer Hacking

The player must have at least two dots in Computer before purchasing this Knowledge. Hacking allows the computer user to break the rules. It is not a programming skill — that requires the Computer Knowledge. Hacking represents an imaginative faculty above and beyond the use of the programming codes. In the binary computer world of yes/no, hacking represents the little bit of genius that says, "Well, maybe."

When is Hacking used rather than the Computer Knowledge? When the user is breaking into other computer systems or trying to manipulate data in "real time." The Computer Ability is used for programming or other miscellaneous tasks. Hacking is used most often as a complementary Ability to Computer, but it can aid programming by allowing the character to work faster or to crack military codes that a normal programmer would not even be able to figure out.

- **Novice:** You are a computer geek who knows a few tricks, such as changing your grades in the university computer network.
- **Practiced:** You have great "luck" in guessing computer passwords.
- **Competent:** You thought your electric bill was too high last month, but you can fix that with a few keystrokes.
- **Expert:** Now that you have cracked the bank codes, which is it: Rio or Bermuda?

- **Master:** The European Community was pretty annoyed about that thermonuclear incident, but you know they can never trace it back to you.

Possessed by: Computer Geeks, CIA Operatives

Specialties: Viruses, Data Retrieval, Networking, Telecommunications

Criminology

You have studied the nature of crime — when, where, how and why it is committed, the nature of the criminal mind and the history of famous cases. You are an expert on crime and law enforcement.

- **Novice:** Amateur
- **Practiced:** Enthusiast
- **Competent:** Scholar or detective
- **Expert:** Criminal historian or senior detective
- **Master:** The Shadow

Possessed by: Police, Authors, Enthusiasts, Criminal Psychologists

Specialties: Serial Killings, Unsolved Crimes, Jack the Ripper, Criminal Psychology

Cryptography

You may skillfully compose and interpret codes and ciphers. You can construct a code that can only be cracked by someone who scores as many successes as you have dots in this Knowledge. You can also crack a code, rolling this Knowledge against a difficulty assigned by the Storyteller depending on the code's complexity.

- **Novice:** Grade-school spy fan
- **Practiced:** Word puzzle buff, military signals officer
- **Competent:** Intelligence officer
- **Expert:** Intelligence cipher specialist
- **Master:** James Bond

Possessed by: Spies, Puzzle Buffs, Military Signals Personnel

Specialties: Letter Shifts, Mathematical Encryption, Obscure Character Sets

Economics

You know what an economy is and how one works. Coupled with Area Knowledge, this Ability enables you to determine the origin and destination of every penny in the city. You can study a city or country and gain a fair understanding of its economic condition and the reasons for such.

- **Novice:** High school
- **Practiced:** College student
- **Competent:** Grad student or business journalist
- **Expert:** Professor or economic consultant

- **Master:** Research fellow or presidential advisor

Possessed by: Scholars, Economists, Business people, Politicians, Barroom Pundits

Specialties: Private Sector, Public Sector, Stock Market, Taxes, International

Electronics

You are familiar with the construction and operation of electronic devices. You can identify the function of an unknown electronic device, and diagnose and repair a malfunctioning or broken device given time and equipment. Note that electronic devices are not the same as electrically powered mechanical devices — a hair dryer is mechanical, a radio is electronic.

- **Novice:** Tinkerer
- **Practiced:** Ham radio operator
- **Competent:** TV repairman
- **Expert:** Computer engineer
- **Master:** Computer hardware designer

Possessed by: Enthusiasts, Service Engineers, Inventors

Specialties: Radio/TV, Control Systems, Information Systems

Engineering

You can understand, design and diagnose faults in mechanical systems of all kinds. You may not actually be able to build and fix them — such activities fall under the purview of the Mechanic Skill — but you can design a set of plans from which a skilled mechanic can build almost anything from a toaster to an airplane.

- **Novice:** Amateur
- **Practiced:** Student
- **Competent:** Junior engineer
- **Expert:** Chief engineer
- **Master:** Ace inventor

Possessed by: Engineers, Model Makers, Inventors

Specialties: Automotive, Air, Marine, Domestic, Maintenance/Repair, Invention

Faerie Lore

You possess information pertaining to the Seelie and Unseelie faeries, and know something of their great kingdom: Arcadia. Because Kindred are unable to travel to this realm, most of your knowledge is hearsay, and thus difficult to verify.

- **Novice:** Your knowledge is largely speculation and hearsay.
- **Practiced:** You know some relevant facts.
- **Competent:** You possess a general knowledge of their ways.
- **Expert:** You possess expansive knowledge.

- **Master:** You think you know the secrets of these creatures.

Possessed by: Faeries, Lupines, Occultists, Vampires, Magi, Witch-Hunters

Specialties: Enchanting Music, Faerie Food, Somniare, Atlantium, Antrum, Caelum, Barathrum, Tartarus

Forensics

You are trained in the recognition and interpretation of physical clues. You can examine the scene of a crime, for instance, and find out the race, sex, build, hair color, clothing type and probable social class of everyone who was there in the last three to four days. You can examine a body and discover the cause and probable circumstances of death.

- **Novice:** Amateur sleuth
- **Practiced:** Detective, FBI agent
- **Competent:** Police specialist
- **Expert:** FBI specialist
- **Master:** Sherlock who?

Possessed by: Amateur Detectives, Police, FBI

Specialties: Scene of Crime, Pathology, Ballistics, Fingerprints

Geology

You have studied the physical composition of the earth. You know something about the physics and chemistry of rock, the formation of landscape features, and other related topics. You can identify the type and probable source of a piece of stone; evaluate a likely place to look for oil, precious metals and gems; and identify and refine ores. One dot in Science is necessary to take this Knowledge.

- **Novice:** High school
- **Practiced:** College student
- **Competent:** Grad student or oilman
- **Expert:** Professor or prospecting consultant
- **Master:** Research fellow

Possessed by: Scholars, Oilmen, Prospectors, Outdoors Types, Miners, Structural Engineers

Specialties: Petrology, Geomorphology, Prospecting, Paleontology, Engineering

Heraldry

You have studied the art and language of heraldry, and can interpret a heraldic device such as a coat of arms or a Japanese *mon*. You can also design a new one that the ruling authorities of heraldry would find acceptable. Successful recognition of a heraldic device automatically imparts a small amount of information about the family or organization to which it belongs.

- **Novice:** Amateur
- **Practiced:** Enthusiast or historian
- **Competent:** Grad student or genealogist
- **Expert:** Professor or junior herald

..... **Master:** Research fellow or king of arms

Possessed by: Enthusiasts, Historians, Genealogists, Heralds

Specialties: British, French, German, Italian, Spanish, Scandinavian, Japanese, Modern, Mercantile

History

You have studied the history of the world or of a specific area or period, and understand what happened, when, why, and who was involved. You also have a fair idea of social, political, economic and technological conditions in various past times and places. Note that in the case of vampires, this Knowledge relates only to times and places that are outside their direct experience. For instance, a vampire born in ancient Rome would rely on memory for knowledge of Roman history and culture, but would use History to uncover information about classical Greece, which was before his time, or about Tokugawa Japan, which was outside his experience.

- **Novice:** Amateur or high school
- **Practiced:** Enthusiast or college student
- **Competent:** Grad student or author
- **Expert:** Professor
- **Master:** Research fellow

Possessed by: Enthusiasts, Scholars

Specialties: Political, Intellectual, Social, Economic, Technological, Classical, Medieval, Renaissance, Modern, Europe, Americas, Asia, Africa, Australia

Kindred Lore

This Knowledge cannot be taken during character generation; it can only be obtained through direct experience. Kindred Lore reflects a character's knowledge of the great secrets of the Kindred: the Jyhad, Gehenna, the Antediluvians, Methuselahs, Inconnu and the Book of Nod. At the end of some stories, the Storyteller will announce the maximum number of experience points a character can allot to the acquisition or improvement of this Knowledge, based on what each character has discovered during the course of the story. Unlike the Occult Knowledge, most of what you know about your subject is actually true (though certainly not all).

- **Novice:** But a whelp
- **Practiced:** Still mostly unfamiliar
- **Competent:** Broad familiarity with the legends
- **Expert:** Knows a few of the great secrets
- **Master:** Possessor of some of the great secrets

Possessed by: Vampires, some Fearless Witch-Hunters

Specialties: Jyhad, Inconnu, Antediluvians, Caine, Book of Nod, Gehenna



Literature

You are familiar with the literature of one or more nations or historical periods, and know something of the general style and structure of literature — the things that set literature apart from mere fiction or entertainment. You can usually find a witty and appropriate quote, or identify a quotation if you see one.

- **Novice:** High school
- **Practiced:** College student or struggling author
- **Competent:** Grad student or critic
- **Expert:** Professor or recognized author
- **Master:** Research fellow or celebrated author

Possessed by: Scholars, Authors, Critics, Culture Vultures

Specialties: The Novel, Poetry, Drama, English, American, European, Classical, Medieval, Asian, Islamic

Lupine Lore

You possess information pertaining to werewolves — what they eat, when they gather, their strengths and their weaknesses. You can use this Knowledge to discover how best to combat them, or how to bring about a peace between their tribes and you. Unlike the Occult Knowledge, most of what you believe about your subject is actually true (though certainly not all).

- **Novice:** Your knowledge is largely speculation and hearsay.
- **Practiced:** You know some relevant facts.
- **Competent:** You possess a general understanding of your subject.
- **Expert:** You possess expansive knowledge.
- **Master:** You know as much about them as they do themselves.

Possessed by: Vampires, Magi, Witch-Hunters

Specialties: Tribes, Totems, Spirit Guides, Packs, Ancestors

Mage Lore

You are familiar with the lore of magic and witchcraft. You know of the ancient orders of wizards: their cabals, covenants, and secret rituals. More importantly, you also know about their modern counterparts. Unlike the Occult Knowledge, most of what you believe about your subject is actually true (though certainly not all).

- **Novice:** Your knowledge is largely speculation and hearsay.
- **Practiced:** You know some relevant facts.
- **Competent:** You possess basic knowledge of the mystic ways.
- **Expert:** You possess expansive knowledge.
- **Master:** You understand the theory of magic.

Possessed by: Vampires, Mages, Witch-Hunters

Specialties: Rituals, Wicca, Astrology, Order of Hermes, Kabbalah, Mystic Traditions

Mathematics

You have studied the science of numbers; you are able to perform complex calculations and understand mathematical concepts beyond basic arithmetic. Given part or all of a calculation, you can probably decipher what it is intended to achieve.

- **Novice:** High school
- **Practiced:** College student
- **Competent:** Grad student or scientist
- **Expert:** Professor
- **Master:** Research fellow

Possessed by: Scholars, Scientists

Specialties: Pure Mathematics, Mechanics, Statistics

Metallurgy

You know about the properties and behavior of metals and alloys. Given time and equipment, you can identify almost any metal or alloy from a sample. You know the melting points, stress limits and other characteristics of most common metals and alloys. You must have at least one dot in Science to take this Knowledge.

- **Novice:** Student
- **Practiced:** Grad student or apprentice
- **Competent:** Professor or engineer
- **Expert:** Engineer
- **Master:** Chief engineer

Possessed by: Scholars, Engineers, Inventors

Specialties: Iron, Steel, Copper Alloys, High-Stress Alloys, Conductors

Meteorology

Either through study or experience, you know a thing or two about weather. You can tell if it's going to rain this afternoon, tonight or tomorrow; what the chance of snow is; or whether the skies will be cloudy or clear for the next few days. You can predict what the day's high and low temperatures will be, and so on.

- **Novice:** High school
- **Practiced:** College, weekend camper or TV weatherman
- **Competent:** Grad student or outdoor enthusiast
- **Expert:** Professor or farmer
- **Master:** God calls you up and tells you.

Possessed by: Scholars, TV Weathermen, Outdoors Types, Farmers

Specialties: Theoretical, Local Area, Prediction



Military Science

Though intensive study or actual battle experience, you are familiar with the techniques needed to conduct a military campaign. Your knowledge spans the spectrum of war, from the tactics required to command a 10-man squad to the grand strategy needed to command whole armies. You know how best to deploy your forces, cut off supply lines and capture vital territory.

- Novice: Citadel graduate
- Practiced: NCO
- Competent: Brigadier general
- Expert: Julius Caesar
- Master: Sun Tzu

Possessed by: Military Personnel, Ex-Knights, Wargamers, Black Hand Warriors

Specialties: Phalanx, Large-Scale, One-on-One, Modern, Sieges, Sabbat

Naturalist

You are a student of animal behavior. Through study or experience, you know when and where to find certain animals, how to watch them without provoking them to run away or attack you, and how they react to certain things. You can, by reading natural signs, predict whether there is a predator or some other threat in the area, and can interpret an animal's mood through its behavior.

- Novice: Boy Scout
- Practiced: Outdoors type
- Competent: TV nature show host
- Expert: Seasoned fieldworker
- Master: David Attenborough

Possessed by: Biologists, Outdoor Types, Hunters, Farmers, Wildlife Photographers, Lupines

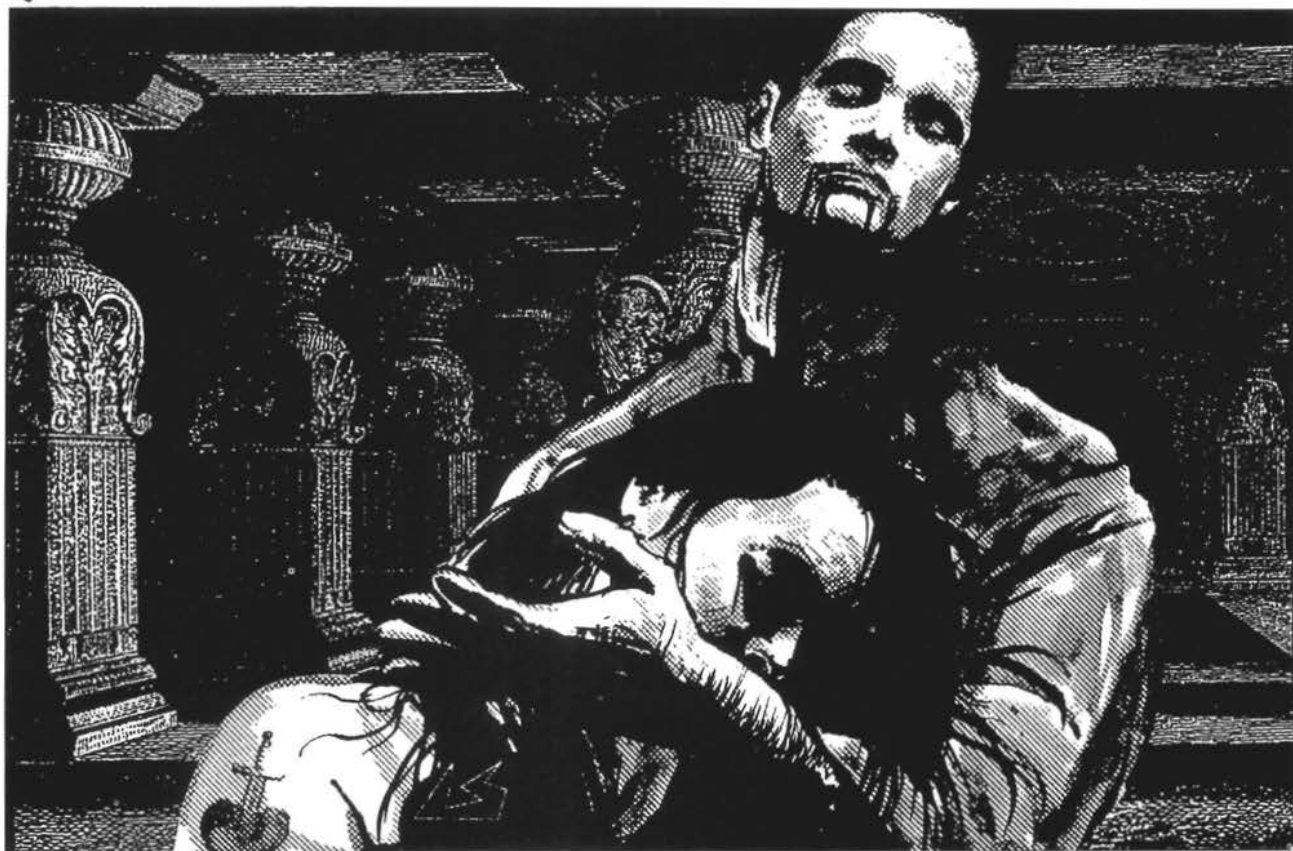
Specialties: Temperate Forest, Jungle, Plains, Mountains, Coast, Arctic, Desert

Physics

You have studied the science of matter, its composition and its behavior. You can calculate masses and velocities without even thinking about so doing, you know a little about why the universe is the way it is, and you might even understand the Theory of Relativity. You can understand and interpret physical data, the notes of other physicists, and experimental or laboratory equipment. You must have at least one dot in Science to take this Knowledge.

- Novice: High school
- Practiced: College student
- Competent: Grad student
- Expert: Professor
- Master: Research fellow

Possessed by: Scholars, Engineers, Scientists



Specialties: Mechanics, Thermodynamics, Hydrodynamics, Aerodynamics, Astrophysics, Optics, Electronics, Nuclear, Theoretical, Applied

Psychology

You have a formal education in the science of human nature. You know the modern theories of emotion, cognitive development, personality, perception and learning. Though this is largely a scholarly understanding of the human psyche, it can be used practically, to understand those around you.

- **Novice:** High school
- **Practiced:** College student
- **Competent:** Grad student
- **Expert:** Professor
- **Master:** Theorist

Possessed by: Teachers, Researchers, Scientists, Counselors, Psychologists

Specialties: Behaviorism, Freudian, Jungian, Humanist, Developmental, Experimental, Animals

Sabbat Lore

You know information available only to members of the Sabbat. If you are not Sabbat and you possess this Knowledge, you had better keep it a secret. If the Sabbat

were to find out, your unlife expectancy would plummet. You know Sabbat history, legends, rituals, tactics, strategies and much more.

- **Novice:** What almost all Sabbat know
- **Practiced:** What most Sabbat priests know
- **Competent:** What most Sabbat bishops know
- **Expert:** What most Sabbat archbishops know
- **Master:** What the prisci, cardinals and Regent know

Possessed by: Archons, Sabbat

Specialties: History, *Auctoritas Ritae*, Famous Sabbat, Local Sabbat, Propaganda

Sewer Lore

You know much about sewers in general and a great deal about the sewer system in your own city. This is valuable because it allows you to know what tunnels to take to go where you want to go. You know where the havens of the Nosferatu are, and you know where the city's Giovanni meet. You may know of other creatures in the sewers. You can survive safely and indefinitely in the sewers if you need to do so. You also have enough general knowledge to navigate through unfamiliar sewers and emerge close to your destination.

- **Novice:** You are a real tunnel rat.
- **Practiced:** What a city worker might know
- **Competent:** What a Nosferatu or Giovanni would know
- **Expert:** What older Nosferatu would know
- **Master:** What a Nosferatu elder might know

Possessed by: Nosferatu, Giovanni, some Malkavians, City Employees, Sewer Monsters, some Street People, Dwarves, Bone Gnawers

Specialties: Havens, Food, Hiding Places, Shortcuts, Slums

Spirit Lore

You know of the spirit world, and its structure and forms. Though you may not necessarily have the ability to travel astrally, you understand how the process works. The world of ghosts is also known to you. Unlike Occult Knowledge, most of what you believe about your subject is actually true (though certainly not all).

- **Novice:** Watched one of those bad TV shows.
- **Practiced:** Got scared in a haunted house.
- **Competent:** You know where they are.
- **Expert:** You know what they are.
- **Master:** You know why they are.

Possessed by: Werewolves, Mages, Vampires, Psychics, Clairvoyants, Witch-hunters

Specialties: Benign Spirits, Malevolent Spirits, Mischievous Spirits, Astral Travel, Specific Site, Hauntings

Theology

Religion is a familiar aspect of human endeavor for you, and you fully understand its place in the world. At higher levels, this Knowledge imparts an appreciation for all religious beliefs, while less skilled individuals tend to view their own beliefs as intrinsically superior to any others. This, of course, varies by individual. Possession of this Knowledge in no way requires personal belief in the tenets of any specific religion.

- **Novice:** Participant
- **Practiced:** Altar boy
- **Competent:** Priest
- **Expert:** Professor
- **Master:** Theologian

Possessed by: Missionaries, Priests, Pastors, Nuns, Theologians, Atheists

Specialties: Women's (often called Theaology), Comparative, Liberation, Agnosticism, Christian, Buddhist, Branch Davidian

Toxicology

You have a working knowledge of poisons, their effects and antidotes. You can analyze a poison to ascertain its origin, and can mix a poison or antidote given time and equipment. You must have at least one dot in either Chemistry or Biology to acquire this Knowledge.

- **Novice:** Dabbler
- **Practiced:** Detective; mystery reader
- **Competent:** Pharmacist; mystery writer
- **Expert:** Forensic scientist; emergency room doctor
- **Master:** Assassin

Possessed by: Mystery Buffs, Detectives, Pharmacists, Medics, Assassins

Specialties: Venoms, Chemical Poisons, Herbal Poisons, Analysis, Antidotes, Instant Poisons, Slow-Build Poisons, Undetectable Poisons.

Worm Lore

Some vampires delve into the lore of the Lupines' enemy — the Wurm. This is dangerous; for every bit of information they gain, they risk destruction or corruption. For more information on the Wurm, see **Werewolf: The Apocalypse** or **Book of the Wurm**.

- **Novice:** You are aware of and can name many Wurm creatures.
- **Practiced:** You know there are many Wurm manifestations (Triatic Wurms, Urge Wurms). You may know some of the Black Spiral Dancers' pictograms.
- **Competent:** You know something of the geography and people of Malfeas.
- **Expert:** You know of the Black Spiral Labyrinth and some of its secrets.
- **Master:** You are a danger to the Wurm and yourself.

Possessed by: Black Spiral Dancers, Uktena Banetenders, Pentex Board Members

Specialties: Triatic Wurm, Urge Wurms, Monsters, Banes, Black Spiral Dancers, Malfeas



Disciplines

While the basic **Vampire** rules only allow players to create characters of eighth generation or higher, the evil of diablerie gives characters the opportunity to usurp the power of their elders. Though most vampires, be they neonates or ancillæ, have little chance (or need) to obtain levels of power beyond the five included in the **Vampire** rulebook, the mere possibility of reducing one's generation means that eventually someone, somewhere, will increase a Discipline to sixth level or higher.

Furthermore, some Storytellers may run chronicles in which players may create elder vampires as characters. Such characters would certainly have access to sixth-, seventh-, or perhaps even eighth-level Disciplines.

Higher levels in Disciplines differ greatly from lower levels. The first five levels of a given Discipline are standardized for all vampires who possess that Discipline. As a Kindred becomes powerful enough to supersede these rankings, however, her Disciplines begin to reflect her own inner nature. Thus, a character capable of achieving Levels Six to 10 has a variety of Abilities available to her at each level. When she gains the experience necessary to obtain a new Discipline level, she may choose any power of that level she feels best fits her, or may invent an entirely new power suited to her specific nature.

As characters continue to progress in their Disciplines, they may choose any power of the level they are achieving or lower. Thus, when the fifth-generation Nosferatu Petrodon, with six levels of Obfuscate, gains an additional 30 experience points, he may choose any of the sixth- or seventh-level Obfuscate powers, or he may develop one of his own more suited to his inner being. However, when he gets 35 more points, he can develop either a sixth-, seventh-, or eighth-level power. He cannot spend just 30 points to continue to buy sixth-level powers.

There is something of a sadistic side to all this. In most chronicles, no player will ever gain a 10th-level Discipline, yet we list the 10th-level powers for all the Disciplines. We want players to be aware of what their characters might be going up against. Their characters are indeed creatures of considerable power, but the elders are even more powerful, and that fact the players must never forget.

These high-level powers are extremely potent, and as their levels increase they grow even more grossly obscene. However, those of the low generations are virtual demigods, so these powers are not out of line. Only a very few individuals in the world have Dominate 10, and you do not want to meet one who does.

As mentioned above, these are not all of the higher powers available. Indeed, the number of different Level Six+ powers is limited only by the number of individuals who have reached such levels of power. As a player, do not assume you will see these particular powers in use by char-

acters whom you meet, as your Storyteller will more than likely invent new powers for each character. Thus, there is little advantage in knowing what powers your enemies may possess — but much frustration, as it will take you a long

time to attain Level Six in any Discipline, if you ever do.

Note that high levels of the physical Disciplines (Celerity, Fortitude and Potence) do not impart particular new benefits. Ten automatic successes added to one's Strength rolls is easily benefit enough.

Animalism

Level Six

Species Speech

When using Sweet Whispers, the character can only communicate with one animal at a time and must maintain eye contact for the entirety of the interaction. Species Speech allows the character to communicate simultaneously with an entire group of creatures. The character can only address one species at a time (i.e., if she speaks to rats she may not speak to mice at the same time), and all the animals to be addressed must be within earshot. Should the character be interrupted by anything other than the group with which she is communicating, or should she voluntarily stop her sermon during this time, she will have to roll to reestablish contact with her former listeners. Some of the animals, particularly those of a timid species, may well run off in the interim.

System: A single success on a roll of Charisma + Animal Ken (difficulty 8) indicates the character has established a level of communication similar to the one obtained through Sweet Whispers.

Shepherd's Innocence

While not all animals run away at a vampire's approach, the relations between Kindred and most creatures are far from the best. Dogs tend to bark in their presence, cats leave the room and horses often throw them. On the other hand, animals find those undead with Shepherd's Innocence not only inoffensive but extremely attractive.

System: With a roll of Charisma + Animal Ken (difficulty determined by the emotional state of the animal(s)), a character can quickly calm a charging lion, gain the trust of growling guard dogs and ride happily on the back of a wild elephant. If enough successes are obtained, the character may attempt nearly any sort of activity with the creature(s) (this makes feeding from it absurdly simple).

Animal Succulence

The hunt for blood is one of the defining factors of a vampire's existence. When first Embraced, many Kindred try to limit their feeding to beasts, hoping thus to preserve their swiftly fading Humanity. Most quickly find this mode of existence unsatisfactory, and soon use nothing but humans for their vessels. Those Kindred who master the power of Animal Succulence, however, find animal vitæ to be exceptionally nourishing.

System: This is one of the few powers that do not require a roll. Animal Succulence effectively allows a character to double the Blood Pool size of an animal. Thus a cow would have 10 Blood Points for a character to drink. Note that this power is not transferable, and the cow would still be worth a mere five Blood Points to any other character.

Shared Soul

This power allows the character momentarily to share experiences with any one animal he can touch. While both beings maintain freedom of thought and action, each participant's perceptions, emotions, and even hopes and fears are felt by the other. Memories are likewise shared. If enough time is spent in this state, each participant will know everything about the other (of course, much of one participant's experience will make no sense to the other, and may even cause temporary confusion once the experience is over).

System: Use of this power requires a Perception + Animal Ken roll (difficulty 6). Each turn after the first spent in this melded state requires the character to spend a Willpower point. It usually takes two turns to locate and extract a precise memory, and about five turns to share souls completely.

Level Seven

Conquer the Beast

Those Kindred with the Animalism Discipline often have a greater understanding of the Beast within than do other vampires, and those with the ability to Conquer the Beast seem to have the best understanding of all. With this power, the character can not only enter frenzy at will, but maintain complete control throughout.

System: While the character no longer requires a potentially deadly stimulus to enter this state, she must make a Willpower roll (difficulty 7) to frenzy. A Willpower point must be spent every turn the character wishes to maintain the frenzied state. When she runs out of Willpower, the frenzy ends. The character can end a frenzy sooner if desired.

A failure on the Willpower roll indicates frenzy was not achieved; a botch means the character flies into an uncontrolled frenzy.

Master's Voice

Like Species Speech, but the character can communicate with all animals within range of his voice, regardless of their species.

System: The difficulty and levels of success are identical to those of Species Speech, and the same interruptions will cancel this power.

Level Eight

Twin Spirits

Similar to the fourth-level power Sharing of Spirits, this power allows the character to take complete control of an animal as though he were inside it. While he controls the animal, however, he can also move about freely in his own form.

System: Taking control of the animal requires a Manipulation + Intimidation roll (difficulty 6); the number of successes determines the amount of time the character can maintain this split personality.

1 success	up to one hour
2 successes	up to six hours
3 successes	up to one day
4 successes	up to one week
5 successes	indefinitely

Because the character maintains his own form while controlling the animal, he does not have to worry about assuming the animal's characteristics after the connection is broken. The character is maintaining two different forms, however, and suffers distractions from the competing sensory input. In effect, the difficulty levels of all rolls he must make while controlling both forms are raised by one.

Mass Summons

This power allows the character to summon all the animals in the vicinity. While this power does not place the animals under her control, the use of other Animalism powers should be enough to ensure their aid. Even if this is not the case, the summoned animals are unlikely to attack the summoner. Additionally, the summoner can, if she desires, specify the types of animals she wants to respond—thus calling dogs and rats, but no cats.

System: Using this power requires a Manipulation + Leadership roll (difficulty 7). Each success allows the user to affect a wider area. There are two sets of distances listed; the former should be used when the vampire employs this power in a city, while the latter should be used when the vampire makes the call in a wilderness area.

1 success	All summoned animals within one city block/half mile respond unless something actively prevents them from so doing (i.e., a dog's master says stay). Ghoul animals do not respond.
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2 successes	All summoned animals within two blocks/one mile respond unless it would be life-threatening to do so. Ghoul animals do not respond.
3 successes	All summoned animals within five blocks/five miles respond unless it would be life-threatening to do so. Ghoul animals do not respond.
4 successes	All summoned animals within a half mile/seven miles respond unless it would be life-threatening to do so. At this level of success, even ghoul animals answer the summons.
5 successes	All summoned animals within one mile/10 miles respond.

Level Nine

Flesh Bond

A vampire who develops this level of Animalism has formed an extraordinary bond with the "lower" creatures. Thus, he can actually merge his physical form with that of an animal.

System: With a roll of Stamina + Animal Ken (difficulty 7), the character can actually absorb smaller animals into his very being. He may release the animals at will. Each creature thus absorbed forces the character to spend one of his Blood Points for every five points in the animal's Blood Pool. A character can thus bond with 10 rats (each of which is worth 1/2 a Blood Point) by spending one of his own Blood Points. This point of his Blood Pool may not be used to store blood until the character releases the animals.

While the character cannot physically absorb a larger creature, he can meld his body with such a creature by making a successful Stamina + Empathy roll (difficulty 7) and spending one Blood Point. Thus, he can merge his body into that of a charging Kodiak bear and move around during the day within it. Note that the character has no control over the animal with which he has merged unless he has also used Sharing of Spirits upon it.

Those Kindred who successfully use the Auspex power of Aura Perception upon a character or creature who has "riders" will notice an unusual tinge to the subject's aura.

Level Ten

Army of Beasts

This power enables the character to summon all the creatures within a certain area, and to become one with all of them. While her body remains stationary, she takes control of each animal summoned as though she were that animal. In effect she becomes both general and soldier,

seeing through the eyes of whatever horde of creatures she has called. No special concentration is required to control the animals — they are she and she is they.

System: This power's area of effect is defined by the number of successes scored on a Leadership + Survival roll (difficulty 6). One success means the character can summon all animals within one mile. Each additional success doubles the previous level. Thus, with five successes the character can summon and become all animals within 16 miles.

Auspex

Level Six

Telepathic Communication

While normal Telepathy only allows a character to “read” a subject’s mind, Telepathic Communication allows her to read a subject’s mind, telepathically converse with the subject, and transmit images, emotions and sensory input to anyone she can see.

System: This form of communication normally requires the character to make a Charisma + Empathy roll (difficulty of the target’s current Willpower). If the target of the communication is willing, he can voluntarily waive his resistance and allow the character to employ this power without a roll.

Clairvoyance

The character can see and hear distant events without the need for Psychic Projection. This power activates in a virtually instantaneous fashion — like turning on a television — and the character need only concentrate on a familiar place or person to see and hear all that goes on in the vicinity of that place or person.

System: The player must make a Perception + Empathy roll (difficulty 6) to ‘tune in’ successfully. The character may also use other Auspex powers in conjunction with Clairvoyance. Thus a character could look into a forest clearing and then read the aura of the werewolf hiding there. Each power is adjudicated separately, and must be rolled separately as well.

The Dreaming

A character with this power remains aware of events around him while he is asleep or in torpor. These perceptions take the form of dreams; such dreams are filled with images of things that might affect the character, but they are often hard to interpret. The only distance limit for this power is at the Storyteller’s discretion. The character may potentially dream about any event that might have a serious impact on his existence.





System: This power should usually be arbitrated by the Storyteller but, if she likes, she can have the player make Wits + Empathy rolls (difficulty 7) in order for the character to envision specific images and events.

Eagle's Sight

This is a less selective form of Clairvoyance. The character can mentally scan a wide area as if he were airborne, allowing him to make very rapid searches or view very large areas. If the character also has Clairvoyance, he may 'zoom in' on a particular location.

System: The area covered is about 16 square miles (a radius of about two miles), and the apparent altitude is around 250 feet. It is not possible to look through solid objects using this power.

Prediction

This is the power to predict what people will say and sometimes do next. The character's remarkable insight into others' thoughts often allows her to counter an opponent's next move before it is even accomplished.

System: By spending a Blood Point and making a Perception + Empathy roll (difficulty of the target's current Willpower), the character can determine what a specific target will say next. With three successes, the character can also determine the other's next actions. Each success scored temporarily adds one die to all Social rolls made by the character against the target. Three or more successes subtract dice from the target's Dice Pool for any actions made against the character (one die is subtracted per success above two).

Sense Emotion

This power enables a character to extend her Level Two power of Aura Perception over a 10-foot radius. The character can sense the emotions of as many people as she desires (within the area of effect). The general mood, motivations and temperament of the crowd can be felt; the character may also gain a sense of the crowd's likely future direction and actions. Most importantly, the emotional nexus of the crowd, and its chief instigators and leaders, may be identified by this power.

System: A Perception + Empathy roll (difficulty 7) is necessary to use this power.

Level Seven

Soul Scan

The character can discover the location of anyone he knows, wherever the target may be in the world.

System: The character must successfully roll Perception + Investigation (difficulty 6, or 8 if the quarry possesses Obfuscate).

Spirit Link

With Spirit Link, the character can engage in telepathic communication with a number of people. Everyone thus engaged can communicate at leisure with all the others in the Spirit Link. Each individual in the link can hear what anyone else says. This power may not be used to read minds.

System: Each success on a Wits + Etiquette roll (difficulty 6) allows one more person to be "hooked up."

Level Eight

Psychic Assault

This aggressive form of Telepathy allows the character to force her way into the subject's mind and use telepathic force to cause actual damage.

System: The telepath must roll Manipulation + Intimidation (difficulty 8), which is resisted by the target's Willpower (difficulty also 8). The result depends on the number of net successes the character scores over the successes of the target.

Botch	The target becomes immune to the character's Psychic Assault for the remainder of the night.
Failure	The target is unharmed, and may make a Perception + Occult roll (difficulty 6) to realize that a psychic attack has taken place.
1 success	The target is shaken but physically unharmed. The target loses one Willpower point and may, at the Storyteller's option, need to make a Courage check. If Willpower is reduced to zero, the target is rendered unconscious.
2 successes	The target is badly frightened; he loses three Willpower points and must make a Courage check (difficulty equal to the character's Auspex score). If Willpower is reduced to zero, the target is rendered unconscious.
3 successes	The target loses six Willpower points and must make a Courage check (difficulty equal to the character's Auspex score). If Willpower is reduced to zero, the target is rendered unconscious and awakens with a Derangement.
4 successes	The target loses all Willpower points, lapses into unconsciousness and gains a Derangement. The target's maximum Willpower score is halved permanently.
5 successes	The target must make a Willpower roll (difficulty 7) or die; if the check is successful, treat the result as that obtained with four successes.

This power cannot affect vampires unless a Willpower point is spent.

Omniscience

The character immediately gains an absolute understanding of the personalities and identities of all those around him. The character understands others as well as they understand themselves (at least in the moment).

System: On a Perception + Empathy roll (difficulty 6), the character understands emotions, hopes, fears, the true nature of individuals (Kindred, kine, werewolf, mage, potential mage, etc.), the presence and type of spirits, and anything else the Storyteller decides he should know. The limits of this extraordinary power can only be determined by the Storyteller, who should base the information gained on the number of successes that are obtained (five or more successes provide complete and fully accurate information; fewer successes provide information of correspondingly less detail and accuracy). Obfuscate can block the working of this power; anyone with Obfuscate of equal or greater level than the character's Auspex is automatically immune to Omniscience.

The range of this power is typically line-of-sight, but the Storyteller may alter this as she sees fit.

Level Nine

Precognition

This power allows a vampire to see through time as well as space. The information gained is usually fairly hazy, and is not self-explanatory. The character simply gains an insight about what might occur in a specific place at a specific time. Keep in mind that this power is not exact. Precognition does not actually enable one to read the future; it instead enables one to identify what might happen if all the current circumstances do not change. Despite its limitations, this power can provide excellent guidance on where to focus one's actions, for it describes what factors will be of significance in the future.

System: By successfully rolling Intelligence + Alertness (difficulty 8), the vampire can see her current place of residence, or a place she knows, as it will be in the future *provided no vampire or other supernatural entity (or a mortal controlled by such) takes direct action to alter that future (some exceptional mortals may also be able to change things)*. The number of successes rolled determines the distance into the future that the vampire can look.

1 success	one hour
2 successes	one day
3 successes	one week
4 successes	one month
5 successes	one year

As with all rolls, more successes enable greater perception at the Storyteller's discretion.

Level Ten

Pulse of the Canaille

This is a more powerful variation of the earlier Precognition power. Pulse of the Canaille not only allows the character to sense what will happen in a certain place and time, but enables the character to sense the current moods, trends, attitudes and directions in which entire groups of mortals are heading. This power also enables the character to sense who influences or controls the affected mortals, and to identify these secret masters.

System: The character must make a Humanity roll; the difficulty depends on the size of the group being studied.

Difficulty 6 Organization

Difficulty 7 City

Difficulty 8 Region

Difficulty 9 Country
Difficulty 10 Entire world

The number of successes obtained indicates how much is known, and may also show how tightly and in what ways the humans are controlled. If they are influenced by more than one supernatural creature, the character discerns all appropriate puppeteers.

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| 1 success | You sense the mood and attitudes of the mortals. |
| 2 successes | You also sense the mortals' future and potential. |
| 3 successes | You know the extent to which the mortals are controlled. |
| 4 successes | You sense the aura of the being(s) that controls them. |
| 5 successes | You know who controls them, and why. |

Dominate

Level Six

Obedience

The character may use the other powers of Dominate without the necessity of eye contact. A touch is all that is required, and even that does not necessarily have to be maintained (as long as the Dominate use does not last more than a single conversation).

System: Skin-to-skin contact is not required; touching the target's clothing or anything else directly in contact with the target is equally effective.

Loyalty

Those whom the character has Dominated are made resistant to Dominate attempts by others.

System: Add five dice to a victim's Willpower Dice Pool for the purpose of resisting Dominate attempts by anyone other than the Kindred who originally implanted the Loyalty.

Rationale

Those whom the character Dominates are convinced their actions are entirely their own, and are right and proper under the circumstances. The character may still choose that a victim be aware of the Dominate use, if so desired.

System: This requires a successful Manipulation + Subterfuge roll (difficulty equals the target's Wits + Self-Control). The effects of this power depend on the number of successes obtained.

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| 1 success | The target will not believe that he has been Dominated — at least at first. |
| 2 successes | The target believes that his actions are his own, but will begin to suspect something after time has gone by. |
| 3 successes | The target will insist his actions were entirely his own, but can be talked out of it, given time. |
| 4 successes | The target is convinced that every action he has taken was under his own volition, and can only be talked out of it if shown absolute and convincing evidence. |
| 5 successes | Nothing can convince the target that he has been Dominated, no matter what evidence is presented. The target will become enraged if the point is pressed too far. |

Tranquillity

This is a subtle power, unlike other forms of Dominate. Only a few Kindred possess it, and your Storyteller may decide to restrict access to it. A character with this power may calm a vampire who is in frenzy without forcing the vampire to lose Willpower.

System: The character makes a Willpower roll (difficulty 9). The frenzied Kindred may involuntarily assist, lowering the character's difficulty by one for every success she scores on a Humanity roll (difficulty 7). Three successes on the Willpower roll mean the frenzy is overcome completely, while a botch causes the target to attack the character who was trying to calm her. The power can only be attempted once per frenzy.

Level Seven

Mob Rule

This power allows the character to attempt to Dominate more than one person at a time. For every extra success over the amount needed to Dominate the first victim, the character can Dominate one other person. This power does not require eye contact after the first target has been Dominated.

System: The first victim must be the one who is most difficult to Dominate; if he cannot be affected, no others can.

Level Eight

Far Mastery

This power resembles the Level Six power of Obedience, but even touch is no longer necessary, provided the character knows the location of the person to be Dominated. This power allows a vampire to use any Dominate power from any distance.

System: The subject must be known to the vampire, and a roll of Perception + Empathy (difficulty 6) must be made to establish contact. The use of Dominate may then proceed as though the two were in eye contact. This power cannot affect vampires unless a Willpower point is spent.

Level Nine

Best Intentions

Someone Dominated through Best Intentions requires no specific commands. Instead, the target will always act in the character's best interests until the Dominate is broken. This power roughly duplicates the effects of a Blood Bond. It differs in that the Dominated individual does not have to guess what the controller wants him to do in specific situations — he knows.

System: Successful use of Best Intentions requires a Charisma + Intimidation roll (difficulty of the target's Willpower). The hold is broken when the target either gains a permanent point of Willpower or gains a point of Humanity.

Level Ten

Puppet Master

The character is able to Dominate another so completely that the victim will act as if he is the character, taking actions just as the character would. He has in fact become the Dominator, and his personality has been infused with that of his master. A link is maintained between the two; thus, the puppet is intuitively aware of what the master needs and desires.



System: A Charisma + Empathy roll must be made (difficulty of the target's Willpower + 2 [maximum 10]). The number of successes indicates how completely the target has subsumed the Puppet Master's personality into his own. This power can be attempted only once per year on a single individual.

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|-------------|--|
| 1 success | Confusion reigns, but on occasion the puppet will take an action as the master would have him do. |
| 2 successes | Schizophrenic; the victim's personality is half his own and half that of the master (and very confused). |

- | | |
|-------------|--|
| 3 successes | Save for occasional (but severe) lapses, the victim thinks as the master would. |
| 4 successes | The victim consistently (but not always) behaves and thinks as the master would. |
| 5 successes | The mastery is complete — it is as if there are two of them. The player can, in fact, play both characters as if they are one. |

Obfuscate

Many of these Obfuscate powers can be seen through by vampires with *Auspex* even if mortals cannot. Only those vampires with *Auspex* ratings equal to or greater than the level of Obfuscate have any chance to do so. Those who are so fortunate must make a resisted roll using appropriate Traits (as determined by the Storyteller).

Level Six

Mind Blank

The character is able to conceal her mind as well as her body.

System: On a successful roll of Intelligence + Subterfuge (difficulty 7), the vampire becomes completely impervious to any sort of telepathic contact (see *Auspex* above and in the *Vampire* rulebook). The Blank may be overcome if the telepath successfully opposes the vampire's initial Mind Blank roll with a roll of Perception + Empathy (difficulty 9). Even if the telepath manages to penetrate the Mind Blank, he may use no more dice for his *Auspex* than the number of additional successes he scored during the penetration.

Conceal

The character may conceal an inanimate object up to the size of a house. Concealing an object such as a crate, casket or truck also conceals its contents. A concealed object may be discovered by accident if someone walks into it.

System: The character must be touching the object or be within 30 feet of it, and it must have some emotional attachment to her. The object is concealed as if by the power of Unseen Presence from the *Vampire* rulebook.

Soul Mask

Even if a character employs Mask of a Thousand Faces, Aura Perception can allow a Kindred to tear right through a character's disguise and see the character's true self. With Soul Mask, however, the character can choose an aura to

hide his own. He can conceal his vampiric nature, make himself seem completely innocent or appear to be completely vile.

System: The vampire can only choose one color to mask his true aura unless he again buys Soul Mask at a later level. Thus, with six levels of Obfuscate the character could change his aura to blue-white (and only blue-white). With seven levels he could make his aura blue-white or pitch black.

Level Seven

Cache

This power allows a character to maintain any other Obfuscate power while absent.

System: The character must be present to conceal people, places or objects in the first place, but can then leave without the concealment being dropped.

Cloak

Just as Mind Blank allows a character to hide her psyche, so does Cloak allow her to conceal her aura from those using *Auspex* powers to search for her.

System: The searcher must score more successes on a Perception + Empathy roll (difficulty 8) than the concealer scores on a Wits + Subterfuge roll (difficulty 6) in order to detect her. If the character is detected, her aura can be read normally.

Level Eight

Old Friends

The character can cause another to believe the character is someone different — someone the viewer would like to see. Not only will the viewer accept the character's presence, but he will likely divulge information he otherwise would not and will generally treat the character with a great deal of warmth.

System: This power requires a Manipulation + Acting roll (difficulty of the target's Perception + Alertness [maximum 10]). The more successes, the more complete the deception.

Level Nine

Create Name

Not only does the character using this power appear to be someone else, but he virtually becomes a new person. He creates an entire new mindset and aura, thus allowing himself to masquerade in near-total safety. Telepaths reading his mind will read that of the assumed identity unless six successes are obtained, and aura readers will see the false aura unless they also roll six successes.

Level Ten

Memory's Fading Glimpse

With this power, a vampire can erase all traces of her existence from the annals of time and mind, leaving absolutely no evidence that she ever existed — everyone simply forgets about her. Once this power is taken, the character simply disappears from living memory; not even her friends or family remember her. The effect is automatic and complete, affecting everyone in the world (except for those with 10 Auspex, or its magical equivalent). The character is not invisible, but is simply not recognized and not remembered.

Though written references to the character do not vanish and videotapes of the character do not go blank, all who read the references or see the images will hypnotically overlook them (though years and years later the images and words may return to their consciousness).

System: When the character meets someone who once knew her, she must roll Manipulation + Stealth (difficulty 8). The number of successes obtained indicates how successfully the character has "vanished."

- | | |
|-------------|---|
| 1 success | The target remembers that he once knew you, but only remembers one very mundane thing about you. However, that might be enough to active his other memories if he contemplates you. |
| 2 successes | The target is sure that he knows you, but knows nothing about you. |
| 3 successes | "Don't I know you?" |
| 4 successes | The target looks at you oddly, thinking to himself, "There is something funny about her." |
| 5 successes | The target doesn't even see you, the effect is still so strong. |

The effects of this power, of course, mean no one else will ever come after the character. A botch is something like a beacon, for it sends a signal to anyone interested in the character, letting the interested party easily track her down.



Presence

Level Six

Love

Similar to Entrancement, only much more compelling, this power duplicates the effects of Blood Bond for as long as the target is in the presence of the character.

System: Successful use of this power requires a Charisma + Acting roll (difficulty of the target's Willpower). If successful, the power allows the character an immense amount of influence over the victim.

Rage

The vampire may induce feelings of irritation and hostility in those around him. The slightest spark will generally be enough to cause arguments and fights.

System: Use of this power requires a Manipulation + Subterfuge roll (difficulty 8) and affects a variable number of targets depending on the number of successes. All vampires who are affected by this power must spend a Willpower point or immediately fall into a frenzy. If the character again rolls successfully, another Willpower point must be spent each turn in the character's presence. The only way to avoid the need to spend a Willpower point is to leave the presence of the vampire.

1 success	two people
2 successes	four people
3 successes	eight people
4 successes	20 people
5 successes	everyone in the character's immediate vicinity

Level Seven

Mind Numb

While Presence generally creates emotions in people, Mind Numb actually removes them. When a character uses this power, those around him lose whatever emotions they were feeling, retaining only a dull numbness. They lose all motivation or reason for action and tend to do nothing. They do continue any rote tasks to which they have been habituated, and even begin such tasks if left with nothing else to do (thus they might begin to vacuum if that is what they were doing a short time before). While this power does not lower victims' Intelligence, they think about nothing except whatever sensory input they are currently receiving. They will not react to anything but simple and immediate input (such as a hot object put in their hand) because they feel nothing about it. They will not get angry at someone who yells at them and will not become frightened if put in danger.

System: Mind Numb requires a Manipulation + Intimidation roll (difficulty 8); the number of successes determines the number of individuals potentially affected (see the chart below). The effect lasts as long as the character remains in the targets' presence. Other vampires may resist the effect of this power by rolling Willpower (difficulty 8). If a target obtains more successes than the user scored, that target is not affected.

1 success	three people
2 successes	six people
3 successes	15 people
4 successes	30 people
5 successes	everyone in the character's immediate vicinity

Mask Empathy

Like Mind Numb, Mask Empathy removes emotions instead of creating them. However, where Mind Numb is a bludgeon, Mask Empathy is a scalpel, delicately cutting away at the ties between people. Essentially, it removes the links between people in the character's vicinity by cutting off emotional bonds. Lovers stop loving, friends care nothing for one another and alliances fade like fog. People begin to behave like completely autonomous units, without any perception of or desire for community.

System: The character must make a Manipulation + Subterfuge roll (difficulty 8); the number of successes determines the number of individuals potentially affected (see the chart below). Other vampires may resist the effect of this power by rolling Willpower (difficulty 8). If a target obtains more successes than the user received, that target is not affected.

1 success	one person
2 successes	three people
3 successes	six people
4 successes	12 people
5 successes	20 people

Level Eight

Invoke Frenzy

Like the sun or a flame, the character can send other Kindred into frenzy at will.

System: The frenzy is initiated on a resisted roll of Manipulation + Empathy (difficulty equal to the target's Willpower) versus the target's Self-Control (difficulty of 7). If the character wins, the target flies into a frenzy.



Level Nine

Heart of the City

A character with this level of Presence has become so integral to the life of an urban area that she can affect the emotions of all who call it home. The character can make everyone in its confines feel one emotion of her choice (irritation, love, trust, hate, etc.), though only in a subtle manner. This power cannot, for example, cause the residents of a city to turn upon one another in rage — unless, perhaps, they were already in a state of great anger. Tourists are much less affected than the city's residents. Those with a close tie to the city, but living elsewhere, will be almost as powerfully affected as current citizens.

System: The character must roll Charisma + Area Knowledge of the city being affected (difficulty 10), and must spend a Willpower point before making the roll. The number of successes indicates how long the particular emotion that the character has broadcast will be felt. The character can end this effect at any time.

1 success	one minute
2 successes	10 minutes
3 successes	one hour
4 successes	one day
5 successes	one week

Level Ten

Dream World

A character with this potent power can affect the dreams of everyone in the world (though she can focus on one city, or even on one individual if she so wishes). The character can send symbols, themes, stories, images — anything she wants, even nightmares.

System: Such a broadcast requires a successful Wits + Etiquette roll (difficulty 9). The number of successes indicates how profoundly people are affected by the dream.

1 success	Don't necessarily remember the dream, but it may affect them unconsciously.
2 successes	They remember bits and pieces of the dream.
3 successes	It is firmly imbedded in their imaginations, and parts of it emerge into consciousness over the day.
4 successes	They remember it all, and brood upon it over the day.
5 successes	Many of them wake up screaming, and the entire dream is forever engraved in their brains.

Protean

Level Six

Flesh of Marble

Once this power is taken, the character's skin becomes as hard as stone while losing none of its flexibility. It is nearly impossible to cut or stake the character without proper equipment or preparation.

System: Ten successes are needed to stake the character in melee. The character suffers only half the normal damage from everything except fire and sunlight (in terms of total successes; round down). Thus, soak rolls are much easier to make.

Earth Control

The character is no longer limited to melding with the earth; she may now move through the earth as though she were swimming in water.

System: The character must spend blood to enter the earth just like she does when using Earth Meld, but can stay in and move around, day or night. An underground chase can be resolved by contested Strength + Athletics rolls against a difficulty assigned by the Storyteller depending on the consistency of the surrounding earth.

Level Seven

Homunculus

The character can create a three-inch-tall duplicate of himself, drawing it from deep in his mouth. The Homunculus lacks Disciplines, but is in all other respects physically identical to its master. It is very loyal to its creator, doing anything asked of it (largely because it wants to live, and can only live if regularly fed its master's blood). Its personality is usually a warped version of the character's own, and often expresses the most buried aspects of the character's true nature. It communicates in a small, pitiful voice, and is normally quite dutiful and doting.

System: This power may only be employed once a day, and the creature will only remain as long as it is fed one Blood Point per hour (it can only hold three Blood Points at a time). The creature is destroyed if it suffers two Health Levels of aggravated wounds.

Form of the Ghost

This power enables the character to change into a form similar to Form of Mist, but this form lacks many of the disadvantages of transforming to air. In the Form of the Ghost, the character is still insubstantial, but she appears no different from her regular form.

System: She can move as fast as she can in her regular form but is unaffected by gravity, thus gaining a version of flight. She does not require an opening to walk through barriers, instead passing through solid objects as though they were not there at all. Winds and storms have absolutely no effect on this form.

Level Eight

Movement of the Slowed Body

With this power, the character can move even if he is in torpor, has been staked, or is paralyzed.

System: This movement is exceptionally slow, and any part of the body moved can only move at an inch per minute. This should be enough to allow the character to remove that annoying stake, though such an action would take about half an hour.

Level Nine

Dual Form

Legends of vampires being in many places at once are common, and may well be the result of a Kindred with the Dual Form power. When using this power, a character can split herself into two weaker forms, both of which act as though they were the original (thus allowing the player to control two identical characters).

System: Neither of the two forms is as strong as the original, and all Physical and Mental Attributes are reduced by one. Each form has half the Blood Pool of the original and can spend half as many Blood Points per turn. The two forms are not in contact with one another (unless the character has an appropriate Auspex power), but are intuitively linked — if one is in danger the other will know it.

This splitting of forms can be done more than once. It is possible for there to be four versions of a vampire, or even eight. However, the split cannot occur if the character already has a zero in an Attribute (thus it is impossible for Nosferatu to use this power).

The two forms can recombine provided they are touching. The process itself takes only a few minutes, but can be quite grisly to watch. The current Blood Pools of both are combined to form the complete character's Blood Pool. If the forms have spent a great deal of time apart from one another, it is likely that the weaker of the two will not want to recombine with the other as the weaker one always loses whatever unique identity it possessed. Thus the more powerful form may have to track the weaker one down and force it to rejoin (a most bizarre circumstance).

Level Ten

Body of the Sun

With a great expenditure of *vitæ*, the character can turn his body into an invulnerable ball of fire, burning and blinding all around him. While in this form, the character cannot be hurt by anything physical — whatever is not destroyed by the heat and flames passes safely through this gaseous form. The character maintains her old form and height, but her appearance is hazy and unclear.

System: By expending three Blood Points, the character immediately assumes the Body of the Sun. Anyone or anything touched by a Kindred in this shape reacts as though it had been burned by a bonfire with the heat of a chemical fire (difficulty 9, two Health Levels). Almost anything around a character who assumes this form is destined to be destroyed. Cainites, however, have a chance to escape the deadly heat unless they are directly touched by it. It is almost impossible to combat it, and Kindred find it difficult even to look upon the character (if they do so for more than a single turn they will be blinded for one hour). A character in this form is completely resistant to any fire of equal or lesser intensity, and even sunlight will only affect the character if she botches a straight Stamina roll (difficulty 6).

The character must spend two Blood Points per turn she wishes to maintain this form.

Thaumaturgy

Thaumaturgy differs from other Disciplines in a number of ways, most notably the fact that none of the Paths have more than five powers associated with them. Instead, practitioners of Thaumaturgy can develop new Paths and learn higher-level rituals as they gain Levels Six to Ten. Five of the more well-known Paths are described here. Note: Paths only extend to the fifth level of power, and this is widely assumed to be their upper limit, though only the most senior Tremere would know for sure.

Path of Conjuring

The ability to create things out of thin air is a traditional occult power, and those who practice the Path of Conjuring can do much more than pull a rabbit out of a hat. These conjured items differ from their real counterparts in a number of ways — most notably their lack of defects. In addition, each item lacks defining characteristics. For instance, a wolf created via Power over Life will have uniform patterns on its skin and a Mini-Uzi brought to hand via Magic of the Smith will lack scratches, marks or personalized additions.



Note that nothing larger or heavier than the conjuror can be called into existence through this power, though the Tremere are said to have rituals that allow this. Also, the conjuror must have some familiarity with the object being summoned, for it must be called out of her own memory. If the conjuror has never seen anything more than a picture of the thing to be conjured, the Storyteller should increase the difficulty of the roll, while intimate knowledge (conjuring one's husband) may well allow a decreased difficulty.

- **Summoning the Simple Form:** The conjuror can summon a simple inanimate object. The object cannot have any moving parts and cannot be more complex than, for example, a flint dagger, a wooden stake or a featureless gold doubloon.

System: The conjuror must spend a Willpower point to summon the object and another point each turn to keep it from disappearing. The object's quality depends on an Intelligence + (Appropriate Ability) roll (difficulty 6) — the Ability in question may be Melee, Metalworking, Science, etc. One success produces an odd-looking, brittle object; five successes conjure one virtually indistinguishable from the real thing — and maybe even a little stronger.

- **Permanency:** The vampire can conjure an object without a turn-by-turn expenditure of Willpower. This object is real, and will not disappear after a certain period of time — it is here to stay. Only simple objects, those without moving parts, can be conjured in this fashion.

System: This costs the conjuror three Blood Points, and the object's quality depends on an Intelligence + (Appropriate Ability) roll (difficulty 6). Once success indicates a flawed object; five successes summon a nearly perfect one.

- **Magic of the Smith:** This power allows the conjuror to create complex devices with movable parts. Guns, CD players or almost anything else can be called up using Magic of the Smith.

System: The cost to conjure something is five Blood Points, and the object's quality and reliability depend on an Intelligence + (Appropriate Ability) roll (difficulty 7). A gun created with only one success may well jam or even blow up in its creator's hand, while one made with five successes will work just as well as the real thing.

- **Reverse Conjunction:** This power allows the vampire to attempt to dissolve someone else's conjunction.

System: This requires the vampire to spend twice as much Willpower as the conjuror did to create the conjured object. The vampire must also make a Willpower roll (difficulty of the creator's Willpower at the time of creation). To dispel a creation, the vampire must score a number of successes equal to those the conjuror scored upon creation; this can be done over a number of turns as an extended roll.



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Power over Life: While true life is still beyond the vampire's capability, this power enables her to create simulacra of living creatures. The living beings thus summoned lack free will, emotions or creativity, but will intelligently follow the creator's instructions.

System: Creating a simulacrum requires an Intelligence + (Empathy or Animal Ken) roll (difficulty 8), depending on what is to be summoned, and the expenditure of 10 Blood Points.

Even with Permanency, these creatures are too complex to maintain for long. Every night they are kept in existence they become a little more insubstantial, until by the end of a month they have faded into nothingness.

Neptune's Might

Vampires generally have little to do with water, for they no longer need to bathe or drink, but the liquid can still have a great effect on them. In legends, water has often had a restrictive effect on the Kindred, and certain Thaumaturgists have duplicated some of these myths in magic.

• **Eyes of the Sea:** This power allows the character to view past events that have occurred around a standing body of water as though he were that body of water.

System: The number of successes scored on a Perception + Occult roll (difficulty 7) determines how far into the past the Thaumaturgist can look.

1 success	one day
2 successes	one week
3 successes	one month
4 successes	one year
5 successes	10 years

A body of water can be anything from a lake to a puddle. Obviously, oceans and rivers are not standing bodies.

•• **Jail of Water:** While this power must be used in the presence of a substantial amount of water, it can bind the Kindred more effectively than steel chains. At the Thaumaturgist's command, enough water leaps from its resting place to cover the target completely, capturing the Kindred and possibly drowning mortals.

System: The character must make a Dexterity + Survival roll (difficulty 6). The number of successes she scores is the number of successes the trapped being must score on a Strength roll (difficulty 8; Potence adds successes) to break free. The target can only be held in one of these jails at a time. The Thaumaturgist can dissolve it at will.

••• **Dehydrate:** This path allows the character to inflict wounds from a distance by pulling minute amounts of water from the victim's body.

System: This power requires the character to make a Willpower roll (difficulty 8); this roll is resisted by the target's Stamina + Survival (difficulty 9). Each success scored over the target's total number of successes causes the

target to lose one Health Level. These wounds can be healed normally. Vampires lose Blood Points instead of Health Levels. The victim must also make a Courage roll (difficulty of the number of successes the character scored + 3) to take any action the next turn. Failure means the victim has been incapacitated by the pain.

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Flowing Wall: One of the classic vampiric weaknesses of legend was the inability to cross running water. While this is only myth, those who can create the Flowing Wall have learned to use water as a barrier to the undead.

System: A standing body of water touched by the Thaumaturgist becomes impassable to supernatural creatures (vampires, werewolves, etc.) for one night, provided the Thaumaturgist spends three Willpower points and makes a successful Willpower roll (difficulty 6). To break the barrier, an intruder must make a Strength + Courage roll (difficulty 9). At least three successes are required, and they cannot be accumulated. Note that the Flowing Wall will also block its creator, though he can remove it at will.

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Blood to Water: This power allows the vampire to turn an opponent's blood to water with but a touch. This process is generally fatal to mortals, and can prove a great inconvenience to the undead as well.

System: To use this power, the Thaumaturgist must make a Willpower roll (difficulty of the victim's Humanity + 3 [maximum 10]). Each success converts a Blood Point to water. This is almost immediately fatal to mortals. Besides destroying a Kindred's vitae, such an attack inflicts wound penalties to Dice Pools just as if the Kindred had actually suffered an equivalent number of wounds. The water evaporates after the vampire sleeps, but the blood does not return.

Spirit Thaumaturgy

This Path of Thaumaturgy involves using spirits to do one's work; if one fails, however, the cost is not only a point of Willpower, but also the enmity of the spirit. The Storyteller should decide what type of spirit the would-be caster was attempting to use, and then have it interfere with the character's plans in the future.

This is the rarest Path among the nine given here and in **Vampire**. It is generally found only in the most primitive regions of the world. Many who know this Path learned its rudiments while they were mortal, for contacting spirits can be very hard for Kindred. There are also some Sabbat who know this Path.

• **Evil Eye:** Bad luck seems to plague those who have been cursed by the Evil Eye. In fact, spirits follow them around, jinxing their every action.

System: The vampire makes a Manipulation + Intimidation roll (difficulty of the victim's Humanity). The number of successes equals the number of botches the character can assign the victim at any point during the scene. These botches can be assigned singularly or in groups. The effects



only last one scene, and any unused botches are lost at the end of the scene, but the Evil Eye can be cast again and again on the same subject.

•• **Spirit Eyes ("The Sight"):** This power is very similar to Aura Perception, but the character perceives spirits instead of auras. He sees them in the forms they take: i.e. fox spirits, faerie plant spirits, etc. This power enables the Thaumaturgist to see ghosts.

System: The vampire must roll Perception + Occult (difficulty of the target's Willpower). The more successes he scores, the more information is revealed. The character may speak with the spirits once he sees them.

••• **Spirit Slave:** The character can demand a task of a spirit. The spirit has to be in the caster's presence. The spirit will perform the task demanded unless it is beyond its powers. The recently dead can be forced by this power into being ghosts and haunting a location. However, this particular application will wear off after a while (Storyteller's discretion). For permanent hauntings, see Fetishes, below.

System: The character must succeed in a resisted Willpower roll against the spirit (difficulty 6 for both). If, after any turn, the character has zero cumulative successes, the spirit is free to leave.

•••• **Fetishes:** The character can force spirits to inhabit objects, or fetishes, which she may then carry around with her. Once a spirit is so imprisoned, the charac-

ter may use its powers any time she wants, without having to cast this spell again. The caster can create ghosts by first using Spirit Slave and then forcing the ghost into an object, which she buries or hides at the location. Such heartlessness will cause the caster an automatic Humanity loss.

System: The character must score at least one success against the spirit in a resisted Willpower roll (the difficulty of each participant's roll is equal to her opponent's Willpower). If, after any turn, the character has zero cumulative successes, the spirit is free to leave.

••••• **Journey:** This spiritual projection is similar to Psychic Projection, but the spirit remains within the physical realm. The character's body remains in one place, generally guarded by a fetish, while her spirit travels about. The character can be trapped into fetishes when in this state, and can potentially be controlled by any spirit spell. Physical attacks have no effect on him. While the character cannot use any physical Disciplines (Celerity, Fortitude, Potence and Protean) while in this form, all the rest act normally. The spirit form is generally visible unless the character uses Obfuscate.

System: The character must spend one Willpower point to Journey. The spirit can travel at speeds up to 500 miles per hour and appears naked.

Elemental Mastery

Similar to Spirit Thaumaturgy, Elemental Mastery offers the Kindred control over the souls of inanimate objects. Often seen as control of the four elements (Air, Earth, Fire and Water), this Path actually gives its followers the ability to manipulate all forms of insensate objects.

- **Elemental Strength:** With this power, the Elementalist can increase all his Physical Attributes without the need for Blood Points.

System: The vampire spends two Willpower points to increase Strength, Dexterity and Stamina by one dot each. Each turn the heightened Attributes are maintained, however, the vampire must spend another Willpower point.

- **Wooden Tongues:** While inanimate objects have only a limited concern for what goes on around them, Wooden Tongues allows a vampire to get at least the impression of what an object has experienced. Such an object's memory is limited and its feelings may be alien to the character, but it can give information of extreme value.

System: This communication requires a Wits + Linguistics roll (difficulty 7). The more successes are scored, the more information is received.

- **Animate the Unmoving:** Chairs grab their occupants, doors swing open and closed and guns leap out of their owners' hands when this power is used. An object cannot take actions impossible for its form (a door could not pick someone up and carry her across the street), but objects with legs can run, wooden stakes can twist out of hands and statues can mimic human life.

System: Use of this power requires a Willpower roll (difficulty 7) and the expenditure of a Willpower point. Each such use makes one object within the character's line of sight come to life. The object maintains this mobility for as many turns as the character is willing to spend Willpower.

- **Elemental Form:** With this power, the character can take the form of some inanimate object of equal size and weight.

System: This requires a Stamina + Repair roll (difficulty 6) to see how accurate the change is. At least three success are required to allow the character to use any senses or Disciplines while in this form.

- **Summon Elemental:** Summon Elemental allows the character to summon one of the traditional elementals of myth and legend. Beings of water, earth, fire and air appear within five feet of the character. There are rumors that elementals other than the traditional four may be summoned, such as electricity and even nuclear ones.

System: These beings require the presence of some amount of their natural element to be invoked, and may or may not follow their summoner's instructions. Summoning an elemental requires a Manipulation + Science roll (difficulty 8), while forcing an elemental to obey requires a Charisma + Intimidation roll (difficulty 7).

Corruption

The power to manipulate and warp others' forms and personalities can be looked upon as natural for the Tremere. Indeed, it is said that one cannot be a true master within the clan unless one has mastered this path, but then many things are said about the Tremere. All of these powers require that the target be within arm's reach.

- **Contradict:** The corrupter can make any individual say or do the opposite of what he had originally intended — but only in the moment. An arresting officer will let a prisoner go, a marriage proposal will turn into a bitter denunciation and a left turn will become a right turn.

System: This requires a Manipulation + Subterfuge roll (difficulty of the target's Willpower + 1 [maximum 10]).

- **Disfigurement:** Just as One Thousand Faces allows a character to change his own appearance, so does Disfigurement allow a character to change someone else's for a night. This power only changes facial appearance, and the individual otherwise remains the same. Normally this power is used to disfigure others, but it can actually be used to make them look better (or simply different).

System: This requires a touch and an Intelligence + Disguise roll (difficulty 8). It is very difficult to make the victim look like someone else (such an action is difficulty 10).

- **Change Mind:** With this power, the vampire can cause drastic changes in another's actions. A person affected by this power can undergo extreme mood swings in mere seconds.

System: The number of successes achieved on a Manipulation + Empathy roll (difficulty of the target's Willpower + 1) determines how long the character can make the victim assume whatever Demeanor the character desires.

1 success	one turn
2 successes	one day
3 successes	one month
4 successes	one year
5 successes	Until some event occurs to make the victim change Demeanor involuntarily.

- **Cripple:** This power lets the corrupter effectively turn the target into a paraplegic.

System: A vampire can paralyze someone from the waist down with a successful Willpower roll (difficulty of the target's Courage + 3). Note that Fortitude is also added to the target number if the victim has that Discipline. The effect lasts for a variable length of time according to the number of successes rolled.

1 success	one turn
2 successes	one day
3 successes	one month
4 successes	one year
5 successes	permanently

..... **Corrupt Soul:** A more intense version of Change Mind, Corrupt Soul can transform a person's very essence.

System: The number of successes achieved on a Charisma + Empathy roll (difficulty of the target's Willpower + 3) determines how long the corrupter can make the victim assume whatever Nature is desired.

1 success	one turn
2 successes	one day
3 successes	one month
4 successes	one year
5 successes	permanently

Thaumaturgical Rituals

Level One Rituals

Purity of Flesh

This ritual allows the caster to cleanse his body of all foreign matter. The caster must sit on the ground in a lotus position, surrounded by a circle of 13 sharp edged stones, and concentrate for 10 minutes. The ritual requires the expenditure of one Blood Point, after which the caster's body and blood are completely purged of impurities such as dirt, poison, alcohol and drugs (making this ritual a good way to keep clean). It is important for the Kindred to be completely naked — wearing no jewelry, makeup or clothes — because the spell dissolves all foreign substances, leaving a nondescript ring of gray film around the place where he sat. If analyzed with the right equipment, the residue will show traces of the ejected material, and of the caster's blood. This ritual clears the body of everything from wooden slivers and bullets to prosthetic limbs and silicon implants, but is useless against diseases of the blood and any sort of mind control.

The Rite of Introduction

This is a method by which a Tremere announces her presence to the others of her clan in a city. When the caster recites a 30-minute incantation and speaks into a cloud of water vapor (such as steam or fog), a telepathic message is received, first by the Regent of the city's chantry and then by the others of the city's hierarchy in descending order. This ritual allows for a very short dialogue between the caster and each individual subject, but only the Regent of the chantry is traditionally bound to answer. Thus, although the other Tremere will know of the caster's presence, the caster will only know of those others at their discretion.

This is a very old and formal ritual, and no longer as common as it once was; many younger Tremere aren't even aware of its existence. However, some Regents are very insistent that it be used when any Tremere enters "their" city, and tolerate no excuses if it is not done. This ritual can also be used as a distress call.

Engaging the Vessel of Transference

This ritual empowers a container to draw a Blood Point's worth of blood from someone who touches it, replacing that blood with the vitae previously contained in it (generally that of the caster). Three hours and the initial Blood Point are required to complete the enchantment. The container (which must be between the size of a cup and a gallon jug) must be sealed after the caster's blood is deposited. An arcane symbol must be engraved on the outside of the vessel; this rune can be understood to mean "change blood" with an Intelligence + Occult roll (difficulty 8), but it can be concealed under another surface. When someone touches the object, he simply feels a strange shivering sensation, and that is all. The object will continue to transfer blood each time a new creature holds it, until it is broken open. To keep a particular measure of blood inside it, it must be held with another object — gloves don't count. This ritual can be used to obtain a sample of blood from another for use in a ritual, or as an especially devious way of Blood Bonding someone.

Rebirth of Mortal Vanity

This ritual grants the caster the ability to grow her hair once again. This ritual requires an hour of complex gesturing in front of a mirror, and a strand of hair from a different mortal child, for each inch of hair that the caster wishes to grow. The caster can use this ritual on others, but both must stand in front of the mirror while the ritual gestures are made. The vampire's hair follicles again die after the ritual is finished, but the hair will remain at the new length until cut. If the vampire's hair is ever shorter than its length at the time of the Embrace, it will return to its normal length after a day's sleep. Those who were bald in their breathing days must remain so in undeath.

Incantation of the Shepherd

This ritual takes a mere 15 minutes to perform. The caster needs to spin slowly in a circle while holding some sort of glass object over each of his eyes. He can thereby locate his entire Herd, starting with the closest member and ending with the most distant. The Kindred must have tasted the blood of each vessel on at least three different occasions.

Level Two Rituals

Blood Walk

This ritual allows the caster to trace the lineage of another Kindred. Successful casting requires a full three hours and a Blood Point from the subject to be traced. While the caster is in a deep trance, the blood must be tasted. This gives the caster knowledge not only of the vampire's immediate sire, but of successively older generations as well. A Perception + Empathy roll (difficulty 6) is required; each success discovers a lower generation. Also, the caster automatically becomes aware of any Blood Bonds the subject has, either as Regnant or Thrall. Specific knowledge of each vampire is obtained, including the vampire's true name, personality and relation to the subject.

Ward versus Ghouls

This ritual creates a mystic symbol upon an object. The symbol protects the object from ghouls, and transforms it into a potent weapon that can be used against them. The caster must use a Blood Point of mortal blood. This blood is poured onto the object to be empowered — usually a small piece of treated parchment, a coin, or some other small object. In 10 hours, the ritual is complete and the strange symbol appears, emblazoned on the object. Any ghoul who touches the warded object immediately suffers a burning jolt (causing three dice of damage, acting against a difficulty of the ghoul's Stamina + Fortitude).

As long as the ward touches the ghoul, he repeatedly suffers this damage, and once a ghoul has touched the ward, he must spend a Willpower point to touch it again willingly. The warded object can be placed on an unbroken circle of any consistency; if this is done, no ghoul will be able to cross into (or out of) the circle.

One of the restrictions of the ritual is that the mystic symbol only wards *one* object. An example of this is when a Warlock places a ward on the side of a car; the ward would affect that panel of the door or fender, not the whole car. A final note: wards can be placed on bullets, but this should be done only with small-caliber weapons (about .22 is a safe bet) in order to increase the chance of the bullet staying in the body (remaining in is the only way the bullet will do extra damage). Even then, the ward symbol will probably be destroyed when the bullet is fired, because firing usually distorts the shape of the slug. In effect, a character must score at least five successes on her Firearms roll for the ward to survive and be of use.

Donning the Mask of Shadows

This ritual enables the user to move about in a semi-visible shadow state that is perfect for night stalking. Casting requires a 20-minute chant, after which the caster can only be seen with an Intelligence + Alertness roll (difficulty of the caster's Wits + Stealth). Auspex reduces the difficulty of a person's chance to see the shady Warlock by three, and





animals can automatically sense the caster. The effects of this ritual last for a number of hours equal to the number of successes on a Willpower roll (difficulty 6).

Principal Focus of Vitae Infusion

This causes an object of the caster's choosing to alter corporeally, becoming infused with a Blood Point of her vitae. The object must be of a size that the vampire can easily hold in both hands; it can be as small as a pea. One of the caster's own Blood Points must be used, and the proper incantations require four hours to complete. Afterward, the object takes on a slightly more ruddy hue and is oddly slick to the touch. By touching the object, the original caster may release it from its enchantment, causing it to disintegrate. In moments, the object completely breaks down into a puddle of blood (one Blood Point's worth), which can then be used in many ways. The best use of such a focus is to swallow it before allowing it to decompose. Such an "infused focus" can be made for another Kindred, though the other vampire must be present at the initial ritual (the Blood Point must still be the caster's). Many Tremere wear several pieces of infused jewelry as a safety measure.

Mourning Life Curse

This is a way to coax vitae from a vessel without having to injure it in any way. The one-hour ritual is performed ahead of time (it involves ingesting a small amount of crocodile blood), but is not completed. The spell is acti-

vated when the caster whispers the final power word in a hapless mortal's ear (the mortal needn't be predetermined). This causes the mortal to begin crying tears of blood. The victim has no defense against the curse — he continues to cry/bleed until the caster loses sight of or removes her gaze from the subject. The effect is not very painful but is often quite traumatic, though sleeping vessels will not necessarily awaken because of it. The bleeding is slow; it takes about five minutes to collect one Blood Point by this method. The only aftereffect is a slight swelling of the capillaries around the subject's eyes, along with the normal effects of blood loss.

Level Three Rituals

Ward versus Lupines

This ritual works in a manner similar to Ward versus Ghouls (Level Two ritual, above), but it affects werewolves. The only component needed is silver dust. In general, a ward can be destroyed by most normal means, but not by beings against which it is dedicated; indeed, such beings can hardly force themselves to approach it. There is no ward versus mortals.

Pavis of Foul Presence

Tremere sometimes refer to this ritual as “our ritual for the Ventrue.” It is a tightly controlled secret — so much so that it is supposedly unknown outside the Tremere clan. This most specialized ritual was created (some say by Tremere himself) to combat the power of the Ventrue in the Camarilla. Any Presence Discipline used against the caster is instead reversed to be felt by the offender. Thus, if the crafty Warlock is willed to panic and run, the Kindred who exercised his power must instead roll the Discipline’s effect against himself, more than likely turning the tables on the poor Lick. Preparation takes a mere hour, and the ritual remains in effect until sunrise. A blue silken cord must be tied around the neck of the caster for the spell to work and last.

Shaft of Belated Quiescence

This particularly vicious ritual is cast on a stake that is meant for the heart of a vampire. During a five-hour ritual, the caster must carve an ornate series of symbols onto a sharpened shaft of rowan wood, coat the stake with her blood, and blacken it in an oak-wood fire. The darkened shard then becomes one of the most feared Kindred-slaying weapons known. A simple hit with the stake, even in the leg or arm, causes the tip to break off inside the victim and begin burrowing into the victim’s body. The point then slowly works its way to the heart. The victim of this attack may not even know what is occurring until it is too late.

The point will reach the heart in about one to 10 days (roll a die). During the time of the stake’s journey, the sufferer will occasionally feel sharp pains. These pains grow closer together and more unbearable as the tip nears its unmissable target. Damage caused by the thing’s journey isn’t enough to remove Health Levels from a vampire, but will harm a mortal or ghoul. One of the only ways to be rid of the thing is to dig for it — a very grisly process that won’t necessarily work. The vile thing may actually try to elude the operator, automatically burrowing away from the open wound. The “surgeon” does more and more damage as he digs deeper after it. Needless to say, this weapon is a death sentence for a mortal, and may well destroy a Kindred, because who knows where the vampire might be when she is immobilized ...

Flesh of Fiery Touch

This ritual turns the caster’s own skin into a protective trap. After the ritual is completed, any Kindred who touches the bespelled Warlock’s flesh will receive a single point of aggravated damage in the form of a searing burn. The damage can be resisted with Fortitude, but if the vampire continues to hold the caster, he will continue to take damage. However, the caster cannot inflict this damage by touching someone; he must himself be touched. Although this effect lasts until dusk of the next day, it is not without its price; during the two- or three-hour ritual, the casting

vampire must consume a small burning coal, causing an aggravated wound (again, resist with Fortitude) and costing a Willpower point (to bring himself to do it). While the enchantment is in effect, the Kindred’s skin takes on a subtle bronze tint. This hue can be noticed with a straight Perception roll (difficulty 8) by a character who intensely inspects the Warlock. The caster is also unnaturally hot to the touch.

Incorporeal Passage

This allows the caster to become intangible and move about. In this state, the caster still maintains a slightly hazy image of herself. This means that the Kindred can travel unhindered through all obstructions, even walls. The caster is also impervious to most attacks, just as if she were utilizing the Protean power Form of Mist. The caster must walk in a straight line through objects; once she begins, she must continue through — she cannot draw back. Thus, the vampire may not travel downward into solid ground, for it would be an impossible walk. Also, the caster must have a piece of a broken mirror to hold her image as she moves incorporeally. The ritual takes about an hour to prepare and lasts a number of hours equal to the number of successes scored on a Wits + Survival roll (difficulty 6). The ritual can be canceled by shifting the mirror so that the caster can no longer see her reflection in it.

Level Four Rituals

Ward versus Kindred

This ritual works in a manner similar to Ward versus Ghouls (Level Two ritual), but affects vampires. The component needed is a Blood Point of Kindred blood.

Binding the Beast

This powerful ritual will pull a fellow Kindred out of frenzy and even separate the vampire from his Beast for a time. The ritual takes only 10 minutes to perform, and the caster does not have to see the subject, but he must imbibe a full Blood Point of the frenzied character’s blood (it can have been drawn earlier) and push an iron spike through his own hand (causing two Health Levels of damage that can’t be soaked). Upon completion of these acts, the subject suddenly emerges from frenzy, and often becomes uncharacteristically passive.

In truth, his bestial side has been separated from his psyche for a number of nights equal to the number of successes the caster scores on a Manipulation + Empathy roll (difficulty of 10 minus the subject’s Humanity). During this time, the subject cannot frenzy, cannot regain Willpower, can only use one Blood Point per turn regardless of generation, and cannot even feed without making a Courage roll. In addition, the vampire must make a Willpower roll (difficulty 7) to use any Discipline. Legend states that some Kindred have starved into torpor after having been

subjected to this ritual. The subject doesn't need to be in a frenzy, nor does she need to be willing, but the caster may never use this ritual on himself.

Heart of Stone

This interesting ritual transforms the Thaumaturgist's heart to solid stone — completely stakeproof. The caster must mold a three-inch-high, two-meter-wide earthen circle on a stone surface (solid stone is preferred, flagstone is okay, concrete is unacceptable) and must then lie naked on her back in the center. A bare candle is placed directly above her heart and allowed to burn until the wick is gone and the flame is smothered by the candle's own wax. The wax melts all over the Warlock's chest, causing one aggravated wound, which can be soaked with Fortitude. The ritual takes a full seven to nine hours to complete, but lasts as long as the caster wishes. The effect has the following drawbacks and limitations: the caster cannot use Willpower, and if forced to spend a Willpower point, the spell is immediately canceled; the caster's Conscience drops to one (or zero if the Trait was already one); and the caster loses half her Dice Pool on all Empathy rolls, most Social rolls, and nearly any roll when she is trying to be compassionate or friendly.

Splinter Servant

This is one of the more horrific and bizarre of the rituals practiced by Thaumaturgists. This ritual creates an anti-Kindred weapon. It involves carving a stake from the wood of a graveyard tree, or at least a tree that has nourished itself on the dead. After a two-night period of incantation and preparation, the shaft is endowed with a form of limited, if dormant, sentience. To finish the ritual, nightshade twine must be wrapped around the stake and sealed with wax to form a brittle sheath. If the sheath is subsequently torn off, the enchantment is activated and the one who released the Servant must command it within one turn to attack someone, or it will attack its wielder. The stake then leaps into action, splitting apart and splintering to form makeshift limbs, which it uses to propel itself toward its target. The little terror is relentless and will stop at nothing to impale its target's heart. It will continue trying until it has either succeeded or torn itself to small pieces (which are inanimate — this will occur after three to five minutes). The fragmentary nature of the thing sometimes causes other side effects: often, if it does impale its victim, it will continue splintering inside the heart, making it difficult to pull out, or maybe even leaving parts of itself behind (and still leaving the target immobilized). The Splinter Servant cannot be commanded to do anything other than attack, and it always goes for the heart. It will always find its target unless it is stopped.

Bone of Lies

This ritual requires a mortal bone — usually a skull, but even a string of teeth will do. The mortal must have been dead for at least 200 years. The ritual can be performed in a single night, during which the bone must absorb 10 Blood

Points of Kindred vitae. This process darkens the bone to a dull red color. Now the bone can be used to make whoever holds it tell the truth. Each time the holder tries to lie she tells the truth, like it or not. This expends one Blood Point. The bone absorbs each of the holder's lies, causing it to become blacker and blacker until all 10 Blood Points are used and it is black as sin.

The ritual binds the spirit of the mortal to whom the bone belonged in life, and it is this spirit that forces the holder to tell the truth. Needless to say, this is a very degrading and cruel way to spend eternity. Although this fact is generally unknown, it is the reason that an anonymous bone is usually used; if the spirit of the bone is called forth it will be a most malevolent and devious spirit, corrupted by the vile sins that have been forced upon it. This is also why the blackened bone is traditionally buried after use. The bone can never be reused for this ritual.

Level Five Rituals

Escape to a True Friend

This ritual must be prepared ahead of time, but it can be of great use in a tight situation. A one-meter circle must be burned into the ground, and many arcane symbols must be precisely placed about it. The entire process takes about three or four days and costs five of the caster's own Blood Points. Once this is accomplished, the caster (and only the caster) may at any time step into the circle while repeating a friend's true name and be mystically transported to that friend. The Warlock will not suddenly appear before his friend, but will materialize someplace nearby and out of sight (usually within earshot of the friend's location). The enchantment may be reused until the circle is broken or the symbols are marred.

Ward versus Spirits

This ritual works in a manner similar to Ward versus Ghouls (Level Two ritual), but of course it affects ghosts and spirits. The component needed is pure sea salt. This is a basic ward and affects all spirits equally.

Blood Contract

This ritual creates an unbreakable bond between the two parties of a contract. The contract must be written in the caster's blood and takes about three days to complete. The ritual is finished when both parties sign the agreement in their own blood, after which they are compelled to abide by the terms as stated. The only way out is to complete one's part of the bargain or burn the contract.

Stone Slumber

This ritual creates a nearly impregnable protection for a sleeping vampire. The caster must begin the ritual two hours before dawn. At sunrise, once the ritual is finished, the caster becomes solid stone. Just like a stone statue, the

Kindred can be transported from place to place, even in direct sunlight, and will remain suspended in that state until the following sunset. Awakening from this form requires the expenditure of three Blood Points instead of one. The Warlock is completely protected from stakes and most types of flame and heat, but pieces can be broken off. Most kinds of communication and telepathy are impossible, as the Thaumaturgist's mind is dormant.

One Mind of the Covens

This is a very exclusive ritual used by the Regent of a given chantry during a simultaneous communication with his equivalents across the world. He must engage in an hour-long chant and stare into a silver mirror to cast this ritual successfully. This ritual is one of the main reasons that the Tremere clan is so controlled and organized — it allows the elders to demand current information concerning the progress of all its members' schemes.

Level Six Rituals

Raise the Dead

This ritual allows the Thaumaturgist to do just that — resurrect a dead being, allowing it once again to dwell in the world of the living. This is not a "resurrection" in the truest sense, however; the creature is not alive, nor is it undead, but is in fact as dead as the day it died. The corpse is animated by a spirit the caster forces into it during an eight-hour ordeal. This ritual involves the pouring of black candle wax over the throat and heart of the corpse. The wax is what initially binds the spirit to the body. The corpse must also be branded on the forehead with a mystical symbol meaning "debtor."

The entire ritual must take place within a circle of salt, the diameter of which must equal the length of the corpse from head to toe. Furthermore, the ritual requires complete darkness, save for the candle's light. The body used must be fresh enough to have tissue still remaining on the bones, for the bondage of the spirit lasts only while tissue remains (decomposition continues at the normal rate); the fresher the cadaver, the better. This is a tortuous existence for the spirit trapped within the rotting frame, and most resurrected beings will wish release as soon as possible. This is the Warlock's main bargaining measure to get the spirit to do her bidding, for only she holds the power to release the spirit. Other than that, the immured being may do as it wills with its new body. Obviously, the spirit used must have been summoned or obtained beforehand. Statistically, the creature has Physical Traits equal to half those the body possessed in life. While the spirit is trapped within the corpse, its Traits are halved as well.

A destroyed vampire cannot be raised by this ritual.



Ritual of Holding

This is simply a way of extending the effect of another ritual. Use of this ritual adds six hours to another ritual in order to extend its duration or enhance its effect. Of course, this spell's results differ for every ritual to which it is added. Examples: It will lengthen the reach of Blood Walk to include the subject's progeny, and perhaps those whose blood he has tasted as well. It will cause the container of Engaging the Vessel of Transference to exchange only one Blood Point for two Points that it takes. It may render a ward virtually indestructible. It may make it impossible for Cleansing of the Flesh to eliminate the Shaft of Belated Quiescence. It may keep a spirit trapped by Raise the Dead indefinitely immured in the corpse. The caster can make suggestions as to how it should work, but the Storyteller is the final arbiter of the extent of the "holding."

Utter Destruction of Bonds

This is an incredibly powerful ritual, although many do not realize the extent of its potential, and it must be used with discretion. This simple incantation takes a mere 10 minutes to recite, but requires that the caster's tongue be removed, crushed and smeared on the object to be affected. The tongue is removed at the very end of the ritual, so there is no point in cutting out and saving one's tongues in one's free time. This action subjects the Thaumaturgist to three aggravated Health Levels that cannot be soaked, and he will be unable to speak for at least three days (or however long it takes to regrow the tongue). It also costs the character a point of Willpower to bring himself to do it. However, this ritual opens any designated object, and that object will never again be able to be closed. This includes manacles, handcuffs, chests, boxes, windows, doors, safes, zippers, wounds, walls, books, eyes, mouths, throttles, holes in the earth, and the mouths of volcanoes. It also opens dimensional boundaries that are tied to physical objects, and permanently destroys wards. Not included are Blood Bonds, mental control or slavery. Storytellers must arbitrate in all cases.

Level Seven Rituals

Divorcing the Soul

This is a devastating ritual that separates one's spirit from its physical element, although the spirit is kept imprisoned in the body. The affected individual cannot use or regain Willpower, all of her Abilities and Virtues drop to one, and she becomes almost incapable of creative thought. She has no motivation, little emotion (Empathy zero) and is twice as susceptible to mind attacks and control if Dominate, Presence or the like are used against her. She becomes lethargic, careless, depressed and slow. The true strength of this spell is that it can be used on a nearly limitless number of people. During the ritual, the Thaumaturgist drops dead pomegranate seeds in a ring around the target, saying a

short, enigmatic chant with each one. The target could be a single person, a house, an office building, a city block or even a city. The caster must be walking (one seed per pace), so after the initial seven-hour incantation, the ritual can take anywhere from 10 minutes to several years to complete. The enchantment stays in effect until one of the seeds is displaced (burying them is a good idea). Still, even if the seeds are dispersed over a wide area, it is only a matter of time before one is disturbed.

Level Eight Rituals

Chain of the Blood Line

This ritual grants the Warlock power over another vampire's extended brood, similar to a limited form of Blood Bond. This ritual takes three nights and must end on the night of a new moon with the death of the Kindred whose brood the caster wishes to control. The subject is completely drained of blood until his life essence is sucked from his body by the caster. In addition to the normal effects of this act of diablerie, the Thaumaturgist learns all of the subject's brood, and all of her brood in turn, down to the last of the bloodline. When any of these Kindred is encountered, the caster may command him in any way, impelling him to obey. The "enslaved" Kindred may resist this power by making a resisted roll of Wits + Self-Control (difficulty is the caster's Willpower) against the caster's roll of Manipulation + Leadership (difficulty is the victim's Willpower). The difference between successes is the number of hours before the caster can again attempt to command the defender, or the number of hours before the defender can again roll to resist. In the latter case, the number of successes is cumulative, so the caster can easily bend the will of a weak-minded Kindred, and can command him for extended periods. In addition, the affected vampire begins to grow fond of the caster; this effect may be resisted with a similar roll, and the same type of roll must be made before the commanded Kindred is able to attack the Warlock.

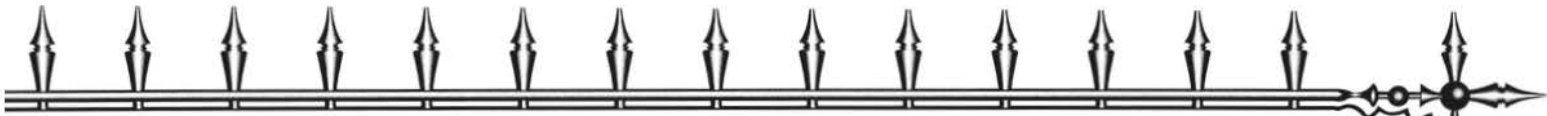
Bone of the Kindred

This two-night ritual creates an enchanted weapon made of bone or ivory. The ritual requires the lifeblood of a Kindred. This blood is absorbed into the weapon and cannot be used for any other purpose. The enchanted weapon inflicts aggravated wounds. When in use, the weapon seems to "drink" any blood that is on it.

Level Nine Rituals

Weapon of the Kindred Soul

This ritual creates an enchanted weapon much like the "Bone of the Kindred" weapon from the above ritual. The ritual requires the lifeblood of a Kindred who is also an expert in the use of the weapon to be enchanted. As above, this blood is absorbed and may not be used in any other way.



The weapon created by this ritual becomes the vessel for the slain Kindred's soul and Willpower. The Thaumaturgist conducting this ritual has a great deal of control over the weapon's new personality and goals, and commonly imbues the weapon with an overriding desire to protect the Thaumaturgist. The weapon maintains all of the Abilities, Disciplines, etc. of the Kindred slain to create it, but all of its memories seem distant and unimportant. The weapon is given a new name during the ritual, and can communicate with its user telepathically. In effect, the weapon is a free-thinking being with its own goals, Abilities and mystical Disciplines.

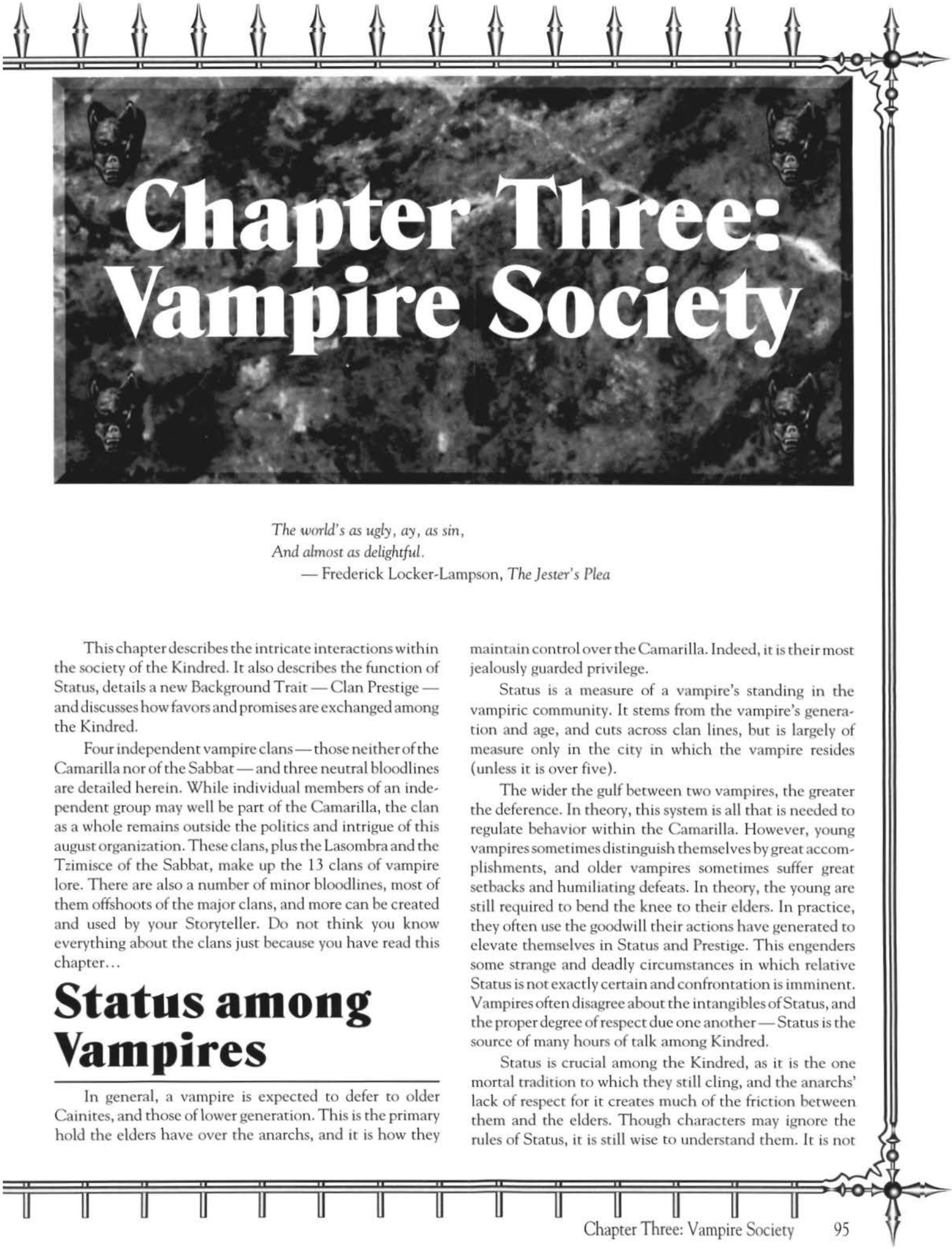
Level Ten Rituals

Invulnerable Weakness

This is a jealously guarded ritual, allegedly known only to Tremere himself. The ritual takes an entire year to cast and a massive number of complex components to complete.

The most important component is a large diamond bathed in the sun's rays for an entire, cloudless day and engraved with the symbols of life and death. This gem is then consumed on the final night of the ritual. It will stay inside the Warlock's body until it slowly and mystically decomposes after a period of Stamina + Occult (difficulty 4) years. During that time (or until the stone is removed from the caster's body) the caster is immune to fire, heat and sunlight. Furthermore, the vampire can remain awake during the day for Stamina + Fortitude (difficulty depends on the time of day) hours. It should also be noted that the elder's blood takes on amazing qualities because of the decomposing diamond—he who drinks a single Blood Point will not only gain the normal benefits of elder vitae (Discipline enhancement, increased Blood Pool) but will also be immune to the destructive powers of flame, heat and the sun's light for an hour per Blood Point.





Chapter Three: Vampire Society

*The world's as ugly, ay, as sin,
And almost as delightful.*

— Frederick Locker-Lampson, *The Jester's Plea*

This chapter describes the intricate interactions within the society of the Kindred. It also describes the function of Status, details a new Background Trait — Clan Prestige — and discusses how favors and promises are exchanged among the Kindred.

Four independent vampire clans — those neither of the Camarilla nor of the Sabbat — and three neutral bloodlines are detailed herein. While individual members of an independent group may well be part of the Camarilla, the clan as a whole remains outside the politics and intrigue of this august organization. These clans, plus the Lasombra and the Tzimisce of the Sabbat, make up the 13 clans of vampire lore. There are also a number of minor bloodlines, most of them offshoots of the major clans, and more can be created and used by your Storyteller. Do not think you know everything about the clans just because you have read this chapter...

Status among Vampires

In general, a vampire is expected to defer to older Cainites, and those of lower generation. This is the primary hold the elders have over the anarchs, and it is how they

maintain control over the Camarilla. Indeed, it is their most jealously guarded privilege.

Status is a measure of a vampire's standing in the vampiric community. It stems from the vampire's generation and age, and cuts across clan lines, but is largely of measure only in the city in which the vampire resides (unless it is over five).

The wider the gulf between two vampires, the greater the deference. In theory, this system is all that is needed to regulate behavior within the Camarilla. However, young vampires sometimes distinguish themselves by great accomplishments, and older vampires sometimes suffer great setbacks and humiliating defeats. In theory, the young are still required to bend the knee to their elders. In practice, they often use the goodwill their actions have generated to elevate themselves in Status and Prestige. This engenders some strange and deadly circumstances in which relative Status is not exactly certain and confrontation is imminent. Vampires often disagree about the intangibles of Status, and the proper degree of respect due one another — Status is the source of many hours of talk among Kindred.

Status is crucial among the Kindred, as it is the one mortal tradition to which they still cling, and the anarchs' lack of respect for it creates much of the friction between them and the elders. Though characters may ignore the rules of Status, it is still wise to understand them. It is not



overly difficult to thumb one's nose at the elders. One just needs to know how to get away with it, and when not to go too far.

The Harpies

Status is conferred and stripped by an informal committee of those vampires who haunt the exclusive halls of Elysium — those who think of themselves as players in the major conflicts of the city, and those who collectively view themselves as princemakers (which they most certainly are). Those vampires are known as the Harpies, and though few would admit to being in such a group, all but the anarchs are. (Indeed, anarchs have very little to do with who is currently in the limelight and who is out, though they often pay close attention to these changes. Even they may freely humiliate and denigrate those who have lost favor; such opportunities for revenge are not often wasted.)

Generally, when something occurs to change other vampires' opinions of someone, an intense period of gossip, rumormongering and intrigue takes place. No one wants to stick his own neck out, so the Harpies confer to determine the consensus. When the group has made up its mind, its members feel free to make their judgment, knowing they are supported by "the city."

On the whole, the Elysium crowd tends to be highly critical and does not hesitate to punish those vampires who violate its customs or fail to meet its standards. Conversely, those vampires who do well, those who best embarrass the current heroes, or those who have garnered an impressive amount of power in a short period are hailed by the Harpies and accorded much respect.

These vultures are the ultimate clique, and can be just as trite, blind, ignorant and treacherous as any high school peer group. Their judgments are total and they are final. A character can redeem herself (or humiliate herself) at a later time, but for the moment, what the Harpies think determines her standing in Kindred society.

In short, they are the purveyors of Status.

While the prince and the primogen are not normally subject to the dictates of this group (they have too much power), even they can be toppled if they make too large a misstep. No one is beyond the Harpies' reach. Status is too vital for anyone of influence to ignore, and in order to gain it, vampires have to play by the rules.

Breaking the Rules

It can be a lot of fun to ignore the rules of Kindred society and tweak the noses of those who would lord over one. It is a dangerous sport, however, and not to be considered without first understanding the risks. There are certainly some benefits to ignoring Status, not the least of which is gaining the respect and admiration of the anarchs. Even some elders might admire a reprobate's courage — though most will be annoyed with her brazenness. Play it the way

you want it. Just keep in mind that every cause has its effect. Don't be surprised when things escalate out of control after a character commits what she thought was a minor transgression.

One word of advice: a vampire who must talk back to someone with higher Status should not do it in public. The vampire may make an enemy, but at least he will not lose Status.

Roleplaying Status: Low to High

A low-Status Kindred is expected to treat a higher-ranking vampire in a respectful manner. He is to speak in a respectful tone of voice and use humble, deferential gestures. He should show every courtesy, deferring in all things to the judgment of his superior. If the character disagrees with an elder, he is entitled to express his point of dispute in a polite fashion. If the higher-ranking vampire overrules him, he is to let the matter drop. It is improper to make demands or question the judgment of the elder. The greater the gulf in Status between the two, the greater the level of respect the lesser is required to exhibit. Of course, if the difference is only one dot, things are taken quite casually, but a difference of three or more requires the utmost deference.

If a character fails to follow the customs of vampiric culture, he risks earning the enmity and wrath of the leaders of the city or his clan. He must carefully weigh the advantages to be gained by antagonizing his superiors against the backlash of hostility he will incur from them. The rewards for keeping to his station in the hierarchy are many. His clan will continue to support his activities and bail him out when he is in danger. (Troublemakers are often left to twist in the wind.)

Earning the goodwill of high-ranking Kindred is like putting money in the bank. If a character waits long enough, he'll have more than he deposited. Some younger vampires maintain that these supposed rewards are exaggerated, and point to older, sycophantic vampires who still have low Status despite an eternity of devotion and bootlicking. These young Kindred insist that no one gets elevated in Status without stepping on a few toes, and therefore, the rewards are worth the risks.

Roleplaying Status: High to Low

A high-Status vampire can expect a lower-ranking vampire to act politely, listen often, answer when addressed, and behave in a deferential manner. If the two are far apart in Status, the higher-ranking vampire can expect the lower-ranking vampire to carry out orders and instructions. The lower-ranking vampire is not a slave to the greater, but is expected never to interfere with a superior's activities and to obey basic directives such as "leave my club!" The younger vampire is also required to give a superior the benefit of the doubt in disputes, though, in practice, low-Status vampires often take whatever they can get.

Punishment

The penalties for infractions of conduct vary widely between various cities and clans, and there is no standard for enforcement. Usually, the higher-Status vampire merely points out the infraction. Calling attention to the offense is often enough to right it. Pointing out the problem when the offender's close Kindred are present is also an effective response. At this stage an informal apology and improved behavior will set the situation right.

If the disrespect continues even after a protest is expressed, the aggrieved party can lodge a formal complaint with the sire of the offending party, and request that others of the offender's line discipline him. If that fails, the higher-Status vampire often takes matters into her own hands, using whatever means of coercion she has at her disposal. She may end all contact with the other vampire, or may cancel any favors or agreements she had with the vampire and her immediate kin.

At this time, the Harpies likely make their displeasure known (that is, if they still support and acknowledge the higher-Status vampire). They begin to shun the violator of their traditions and he may actually lose Status as a result (if he has any left to lose).

Assuming the above methods fail, the aggrieved vampire may appeal the matter to the prince. If the prince rectifies the matter, the higher-Status vampire will then be in the prince's debt (see *Prestation*, below).

If even this step does not work, the aggrieved may take matters into her own hands, sabotaging the offending vampire's plans, destroying his holdings and poisoning his "good" name among anyone who will listen. Many bitter rivalries have erupted over the amount of respect Status entails. The Camarilla is still rent by some of these feuds, and some speculate that at the heart of the Jyhad is a fundamental struggle for preeminence and Status.

Clan Prestige

Clan Prestige is a new Background Trait designed to add color and fresh roleplaying possibilities to stories by giving players a greater understanding of and control over their characters' places in their clans. Prestige is a measure of standing in the clan, much as Status is a measure of standing in a particular city. Prestige stems from the goodwill, fear and awe a character inspires in others of her clan, and the extent to which she has mastered the rules, values and idiosyncrasies of clan culture. In other words, it measures how well she has learned to play the games important to her clan.

Clan Prestige can be invaluable in a number of different ways. It is a major indicator of how many clanmates will respond to the character's call for aid, how many will stand up for her, and how well she is able to shape the clan's internal politics.

The clan is the foundation and backbone of a character; without the backing of the clan, it is easy for others to abuse and misuse her.

Status vs. Clan Prestige

Clan Prestige is expressed by a range of one to five as with any other Trait (and can reach as high as 10 among some Ancients). It is a Background Trait, and can be purchased using Background and freebie points. Note that the Status system described in *Vampire* still holds true. The Clan Prestige system does not replace Status; it merely supplements it.

Clan Prestige is gained by currying favor within the clan and, sometimes, by betraying members of other clans. It is measured across the width and breadth of the clan. By contrast, Status is a measure of a character's standing in vampiric society and the degree to which he has made his mark on the unlives of all other Kindred. Thus, a character who has made strong contributions to all of vampiric society by stopping a powerful vampire hunter would increase in Status. A character who has helped organize the clan against a common foe would increase in Clan Prestige.

Some Kindred trade overall Status for Clan Prestige or Clan Prestige for overall Status. By working with vampires from other clans, a vampire can increase his standing among all his kind, at the expense of gathering resentment from his own clan. By betraying members of other clans, the vampire can sometimes gain Prestige among his people, but be considered an untrustworthy traitor by the rest of the Camarilla. Sometimes a given vampire's plan backfires, and the vampire is despised by both groups. Sometimes it works so well she actually gains Prestige within the clan and Status without.

Status and the Clash of Generations

Status is often used by the elder Cainites to control the younger members of a clan and direct their actions. Because vampires start their undead existence with neither Status nor Prestige, only gaining these as they age, Status and Clan Prestige provide an effective means of generational control. The system keeps the older Kindred (who have accrued more Status) dominant over the younger ones. Young vampires often chafe under the rigid restrictions and tight control of the Status system, and seek to subvert, avoid and even overthrow said system. This is understandable, as the system often rewards age and guile over youth, skill and energy.

Unfortunately, the young Kindred are too inexperienced, and have too little power in clan society, to change the system significantly. By the time they have learned to play the game well enough to gain power, they are firmly enmeshed in the machinery of Status generation, and have a vested interest in preserving the system that once oppressed them. Thus, the system is maintained from generation to generation.

There are exceptions to this rule. Older Kindred can lose Status by making crucial blunders, like losing important territory, and younger vampires can make rapid strides in Status through clever deeds and daring exploits.

Prestige outside the Clan

Clan Prestige is rarely recognized across clan lines. The actions so highly valued within the clan are worth little to outsiders. A low-ranking Ventrue is more likely to disdain a high-ranking Gangrel than to defer to him.

Because most vampires do not acknowledge (or understand) the intangible, arcane criteria used by other clans to confer Status, they prefer to judge Kindred from outside their own clans by their actions and contributions to vampiric society in general. A Brujah would never concede that the system of honor and respect her clan uses to keep the young, upstart Brujah in line bears any resemblance to the rigid, arcane, tyrannical caste system used by the Tremere. Likewise, a Tremere would be offended by any suggestion that the rude, violent manner in which the Brujah terrorize their young is in any way similar to his clan's wise, sober system of hierarchical development. In point of fact, however, the two systems function in a similar manner. The only differences are the criteria the clans use to grant Prestige to their members.

Generating Clan Prestige

When a player first creates a character, she can choose Clan Prestige (specify which clan by describing it as Brujah Prestige, Ventrue Prestige or the like) just as she can pick more general Status. Like other Background Traits, Clan Prestige costs one freebie point per dot.

If a character has already been created, and the player would like him to have Clan Prestige, one of two things may be done. First of all, with the Storyteller's permission, the character can buy enough Flaws to provide the freebie points necessary to gain the Background, or he can try to gain Prestige as a result of the story. If the character does things that merit a raise in Prestige, the Storyteller may tell the player that the character has just gained Prestige for the first time (granting one dot in the Background) or that it has increased one level. Prestige will continue to increase or decrease, just as do other Backgrounds, as a result of what occurs in the chronicle.

Clan Organizations

Each clan is described in terms of its organization as a whole, not in terms of the individuals that compose it. In general, the more formal a clan is, the more codified its rules on proper behavior are (see *Clan Prestige*, above). Even the less formal Brujah and Nosferatu expect clan members of low Prestige to defer to those of greater standing in the community.

Guiding principles, clan structure, methods of gaining power, gathering days, rumors about the clan hierarchy, and some character ideas are listed for each clan. All in all, we hope this section provides players with a more well-rounded understanding of the seven clans of the Camarilla.

Brujah

The rebellious, anti-authoritarian Brujah pride themselves on their free-wheeling, antisocial demeanor, and their rejection of the regimentation and rigid hierarchy that dominate most of the Camarilla. Brujah society is divided into three distinct schools of thought, though individual Brujah often move from camp to camp during their unives.

The first group of Brujah is called the Iconoclasts. Its members are wild, irresponsible, rebellious punks who aggressively lash out at anything they think helps prop up "the system." They are violent, aggressive and tend to be younger than the others. Their social intercourse, like that of modern street punks, focuses on bragging, posturing, fighting and insults. They never make plans, have trouble agreeing on anything, and do not focus their efforts well. To them,

Intra-Clan Prestige

The Clan Prestige of each member is known to other members of the clan. Low-Prestige vampires are expected to defer to high-Prestige vampires, high-Prestige vampires demand courtesy and respect from lower-Prestige vampires, and vampires of equal Prestige jockey for a slight edge over each other. Sometimes Kindred of equal Prestige suspend further rivalry to work together harmoniously.

Refusing to acknowledge the Prestige of a "family" member is a great insult, and grounds for a feud.

Creating Prestige

Because Clan Prestige stems from so many disparate factors, it is more subjective than the other Traits. Though all clans use Prestige as a way of measuring the value of their members, each uses very different criteria to determine Prestige. The following section explains the rules and guidelines followed to build a character's Clan Prestige. Each clan description also lists a number of ideas a player can pursue to increase her character's Prestige.

the Brujah mission of anarchy manifests as violent outbursts and wild acts of destruction. They comprise the majority of the clan.

The second group, called the Idealists, is less disorganized. The group, which consists mainly of older vampires, is more contemplative and goal-oriented than the rest of the Brujah. Though its members believe in revolution as much as do the Iconoclasts, the Idealists believe the only way to attain true change is through discipline and planning. They often speak of the "Lesson of Carthage" and bitterly relate how the dream of a perfect society was destroyed by the other clans.

The Idealists value cooperation, and try to create some sort of pecking order within the Brujah. They indoctrinate new members into clan rites and rituals, and zealously enforce the few clan traditions. In this respect, they behave like the more structured clans. Though the Idealists' demands for order are often ignored by the other subgroups, the Idealists themselves wield a degree of influence within the Brujah. They give the clan what little social structure it has, though they vigorously deny that they want to impose a governing system on the clan. They carry out the clan mandate of anarchy by formulating plans to overthrow mortal and Kindred systems, and by trying to get the rank-and-file Brujah to carry out their ideas. They are the second most numerous group in the Brujah.

The members of the third group, the Individualists, lie somewhere between the two others in age and in temperament. Like the Iconoclasts, they are often explosive and adventuresome. Like the Idealists, they often plan their

actions and can work in concert. Unlike the other two, they do not lash out indiscriminately and they do not try to make the other Brujah execute their orders. They instead craft a plan and carry it out themselves, or announce a plan and invite others along without dictating policy. Individualists believe anarchy requires individuals to accept responsibility for their own actions, and reject mindless conduct (like Iconoclast violence) and meaningless rules (like Idealist dictates). Though the Individualists are the least numerous subgroup of Brujah, they are the most effective in making measurable progress toward the clan's goals, often committing acts of rebellious, anarchic brilliance.

The difference between the Iconoclasts, Individualists and Idealists can be summed up as follows: the Iconoclasts try to be responsible for nothing, the Idealists try to be responsible for everyone, and the Individualists try to be responsible only for themselves. It is common for a Brujah to enter the clan as an Iconoclast, grow to be an Individualist, and evolve into an Idealist as she becomes an elder.

Clan Structure

The social lives of the Brujah center around the hard-edged, rebellious, violent corners of mortal society. When the clan assembles, it often does so in seamy punk bars or outdoors amidst industrial squalor. Idealists prefer to frequent university areas, libraries and think tanks.

Despite the efforts of the Idealists, the Brujah leadership structure is almost nonexistent. The clan is loosely organized, with no national or international meetings. Most attempts by the Idealists to form international, national or statewide councils have been shouted down by the fractious Brujah fledglings.

Though the clan never conducts formal meetings, members of the Brujah actually manage to disseminate information, argue about clan policy (if any), issue warnings and threats, discipline clan members and regularly accomplish tasks members of the official clans can only handle through scheduled meetings. Here's how they do it:

The Brujah found that most of the clan turns out for major concerts, block parties and counterculture "happenings." The Brujah packs that assemble usually stay in the immediate area long after the event. If they do not break into bouts of random violence, they usually argue about the issues of the day. These tense, spontaneous, late-night showdowns have evolved into informal meetings, called Rants. Any Brujah can attend, and can bring up any issue. The Rants are often long and heated, as some Brujah refuse to pay attention to others or take responsibility for keeping the meeting moving. Some even try to disrupt the Rants, claiming the meetings are too controlled.

Because the meetings are so informal, any Kindred can attend. Anarchs often show up to take part, and Tremere show up to take notes. (The Brujah have a great distaste for



the Tremere “spies” and delight in harassing them throughout the Rant.) Even some spirited mortals have found their way into Brujah Rants, attracted by the noise and high violence threshold, though few even begin to understand what is being discussed. Most are usually driven away in short order.

Gaining Power

Because there are three different Brujah subgroups, there are three different means of acquiring Prestige. (Note that Prestige itself is a nearly oxymoronic characteristic for this clan.)

The clan confers Prestige on its members for gutsy acts of recklessness and daring. The more antiauthoritarian the act, the more the Prestige conferred. Painting graffiti on an ancient, irreplaceable painting in Elysium is worth a little Prestige, though some Brujah argue that the destruction of art contributes nothing significant to the advancement of anarchy.

Telling off the prince is better, especially if the Brujah gets away with it. Foiling a Tremere plot or shutting down the phone system confers far greater amounts of Prestige. The more an act contributes toward the overthrow of mortal or Kindred systems of rule, the more Prestige the Brujah receives.

There is a fundamental paradox in the manner through which the elders confer Prestige on their young. Because the elders reward Brujah who bring low those in high positions of authority, they often find themselves obvious targets for younger Brujah looking to make their mark. This incongruity has kept this clan divided and weak for centuries. Of course, that is the way most Brujah like it — all the better to ensure the clan is never used to support the establishment.

The younger ones also accuse the older Brujah of selling out on their anarchic mission by becoming as stuffy and structured as the Ventrue. The elders, in self-defense, claim the neonates are not as wild as the elders were when they were young, and the Iconoclasts are in no position to judge those who are older and more accomplished.

Among the Iconoclasts, winning fights also confers Clan Prestige, as does triumphing over a rival pack. Insulting a rival likewise brings esteem and honor, as does toppling a valued member of the clan. Iconoclasts who gain the respect of their peers often try to shed it quickly, before the double-edged sword of Prestige strikes them down. The Idealists, by contrast, are comfortable with having high Prestige. Many of them even crave it.

Individualists esteem other Brujah based on their value and contribution to the clan and cause, but tend to treat all Kindred with a measure of respect, regardless of Prestige. Oddly enough, great Prestige is conferred when one individual or pack cooperates with other Brujah in a time of need. Most Brujah understand the need to support one

another during crises, and their pride in the clan (paradoxical as it may sound) will always cause them to protect their “bloods” against outsiders.

Gathering Days

The Brujah have no gathering days. Small Rants occur on an irregular basis, usually following concerts by underground bands. The better the band, the larger the turnout, and the larger the Rant. Major Rants occur in each city following an appearance by the Grateful Dead. This is often the only time when packs from all over the area (and often several cities) get together.

Brujah sometimes hold their Rants in the concert hall or arena where the event was staged. They Dominate the night watchmen to ensure privacy, and proceed to hash out their differences until morning.

Though the Brujah pride themselves on having no real gathering days, elders plan their activities around Rants they believe will be well attended, and use those large gatherings as opportunities to dominate the clan.

Power Rumors

Idealists are using the Rants to push their own agenda. The only thing a properly wild young Brujah can do is disrupt any Rant where any business is actually getting accomplished.

The Rants are a good place to settle clan business, but Malkavians disguised as Brujah keep disrupting them. They are spies for the Venture and Tremere, who still seek to wipe out the Brujah.

Some Brujah proudly refer to a secret Individualist plot to overthrow the government by turning important public officials into ghouls. Once enough politicians have been so changed, the Individualists will then order their ghouls to magnify existing corruption until it cannot be concealed any longer. They will make crooked politicians far less careful in concealing their chicanery and more flagrant in their flouting of law and decency. The Brujah anxiously await the day that the public gets fed up with extreme government corruption and overthrows the system. The Individualists decided to institute anarchy this way because they want to turn everyone into anarchists, rather than impose a system of anarchy on people who do not want it.

Character Ideas

You are a Brujah who wants to build your personal Prestige by challenging all members of other clans to insult contests. If they do not agree to participate, you will follow them, harassing and disparaging them. Eventually they will give in.

You are a young Iconoclast who wants to join the Idealists by helping institute their plans among the rest of the clan.

You are an Individualist who wants to contribute to anarchy in the world without resorting to meaningless violence, and without telling others what to do.

Gangrel

The vampires of Clan Gangrel are loners and rugged individualists, preferring to assemble only rarely. As a result, Clan Prestige is of little concern to them. Still, they do look to elders in times of crisis, and are concerned with keeping their young from getting out of hand. They live in horror of the intrigue and politics of other clans and would do anything to avoid bringing such anarchy upon themselves. As a result, they create and uphold some minor social conventions, all of which revolve around maintaining "clan honor." Like rural farmers who live in isolated areas, they are suspicious of outsiders and acknowledge social niceties only when absolutely necessary.

Clan Structure

Because the Gangrel are essentially nomadic loners, they have little in the way of clan organization. The largest social groups they form are loosely confederated tribes. They do not congregate, and are not very concerned with Prestige. They like wide-open spaces; they are distrustful of, and uncomfortable in, large groups. Sadly, the threat of the Lupines forces them into the cities, as much as they dislike the crowded, confined and polluted streets.

The Gangrel are a contradictory lot. On one hand they appear to be mellow forest dwellers who seem unconcerned with political maneuvering or betraying another to gain Prestige. On the other hand, they appear as fearsome, combative monsters, challenging and attacking one another to establish dominance.

Gaining Power

Gangrel seldom meet with one another, and consequently have little opportunity to jockey for Prestige. They have a strong respect for any Gangrel who has long survived the clan's harsh unlife, and who does not use her powers to gain superiority over others.

When two Gangrel meet, they describe all they have witnessed, and tell all the tales they have recently heard. This spreads the clan lore and history, and makes heroes out of some Gangrel. As a result, some Gangrel effortlessly rise in Prestige as the tales of their exploits are told and repeated. This uncomplicated network keeps the whole clan well informed without requiring its members to assemble in large groups.

Sometimes Gangrel do clash. When two Gangrel absolutely cannot agree, they resolve their differences by combats that other clans consider very savage. The two tear into one another until one yields. The winner gains Prestige and the loser drops in Prestige. The loser can challenge the winner at any time.

Gangrel also engage in mock combats, which can seem very savage to other Kindred. They do this to get the full measure of the other, and to see how the other has grown since they last fought. These mock combats, called Ordeals, are also means of gaining Prestige. Regardless of the outcome, it is a great honor to be selected by an older Gangrel for an Ordeal. The Gangrel believe that these mock combats keep the clan members in fighting shape and make all Gangrel stronger.

Gathering Days

The Gangrel never have clan meetings. Twice a year the Gangrel in a local area assemble for celebrations of the vernal and autumnal equinoxes. These are informal gatherings, and unless the clan faces a direct threat, no business is done; they are strictly celebratory and social occasions. On May 8, the Gangrel celebrate Beltane. They visit another Gangrel, or host a few Gangrel friends. This gives them an opportunity to show off their progeny (sometimes from afar, if they have not yet announced themselves to their progeny), catch up on recent developments, and engage in recreational combat.

Power Rumors

Some Gangrel say the Gangrel elders regularly meet in secret, and are trying to get the clan to cohere and have regular meetings. Many Gangrel believe that such structure would compromise the independent nature of the clan, though some say it would strengthen the clan.

Character Ideas

You are a Gangrel who lusts after Prestige. Rather than ranging your territory in the fashion of your kin, you search for other Gangrel, seeking to challenge anyone you can find.

You are out to spread your fame far and wide. You try to spread false tales of your own glory to any who will listen.

You wish to get as far away from other Kindred as possible, seeking to have nothing to do with such creatures. However, the Lupines make it impossible to live in the country, and until you can find some way to contact and befriend them, you must remain in the city.

Malkavian

In rejecting the world, the Malkavians also reject standard social forms. When they meet, they choose parodies of human religious holidays and Kindred meeting times. They are so bizarre that it is impossible to ascertain any sort of consistent social structure among them. Though they do recognize one another as "family," it is not certain that they hold any sort of allegiance to the clan. The sociability they do demonstrate for one another could spring from a common delusion rather than any true feelings.

The truth is hard to decipher, as it always is with the Malkavians.



Clan Structure

Clan Malkavian has no apparent global, national or regional structure. Many Malkavians do not even admit they belong to a clan, insisting that they are Caitiff or that there are no such things as clans. They do not attempt to control their young, and they do not rally behind the clan in times of trouble. They are a collection of individuals who seem to have more in common with one another than with any other clan or with the Caitiff. For this reason, and the fact that they sometimes assemble, they are considered a clan.

Gaining Power

The Malkavian system of Prestige generation seems to follow no visible pattern. Malkavians have been known to take the word of one of their clan members as unquestionable law one night, and the next night do nothing but ridicule and humiliate him, and the next night after that completely ignore him. (But perhaps this is not really how they confirm Prestige, for they treat all people in a strange and often inconsistent manner.) Members of other clans have witnessed a Malkavian declare herself leader and be followed unquestioningly by all other Malkavians. Then, several days, weeks or hours later, she inexplicably has no power at all. A Malkavian who once appeared to be greatly respected may suddenly become a pariah among his kind. Or

a raving madman may suddenly be heeded as if he were an emissary from Caine himself. In short, Malkavians rocket up and down the Prestige ladder with no rhyme or reason.

Any visible traditions designed to raise and lower Prestige appear to be nothing but parodies of the way other clans behave. It is clear that the Malkavians themselves do not take their traditions seriously. Though some take this as evidence that the Malkavians lack any sort of guidance, it may be more accurate to say that they act on a form of guidance no one else can see or understand.

Gathering Days

Malkavian meetings are open to anyone, mortal or Kindred, who happens by during the meeting. Unfortunately, planning to attend a Malkavian meeting is difficult — indeed almost impossible. The Malkavians have inconsistent, shifting meeting nights, and only they seem to know the scheduled dates thereof. Sometimes they meet on human holy nights or nights special to local mortals, like the Fourth of July. Sometimes they meet on nights when other Kindred clans gather. Sometimes they don't meet for months on end. No one really knows what the pattern is. Some Kindred maintain that a common madness binds the Malkavians together and they all receive the same insight about where and when they should meet.

At any rate, Malkavian meetings are a mystery even the Tremere have not penetrated. When the Tremere discover that a Malkavian meeting has convened, they rush to attend. The Malkavians sometimes assemble *en masse* for a few minutes just to watch the other clans scramble to observe them.

At times, the Malkavians hold elaborate council sessions, complete with props and costumes, in destroyed churches or abandoned buildings. They so thoroughly mimic the behavior of other vampires in their private clan council meetings that the Ventrue and Tremere have become alarmed about potential leaks. No one knows how the Malkavians know so much about the other clans' inner workings, but the other clans deeply resent the revelation of their secrets.

The Malkavians often name their meetings in ways that are mocking or satirical permutations of other clans' meeting names. For instance, when they mimic Tremere meetings, they call their gathering the Circle of Seven Miseries. For the purpose of the meeting, they organize into what they call the worldwide "Phyramid of Power" (pronounced FEAR-a-mid).

Power Rumors

Some Malkavians say that they are not a clan, but that all clans are really Malkavian. They maintain that the other clans are subgroups that band together to avoid facing the inner demons to which the members of Clan Malkavian surrendered. When other clan members give up pretensions to sanity, or "mortal reasoning," they become truly free and can cross over to Malkavian society. By this theory, vampires Embraced by a Malkavian were simply fortunate enough to escape the Embrace of a deluded vampire.

Some non-Malkavians maintain that the Malkavians actually do hold real meetings, which are a complete secret to the rest of the vampiric world. The parody meetings that are open to other clans are actually just part of an elaborate prank.

The clan was not always disorganized, nor were its members always insane. In fact, it was once a power-mad, intrigue-filled clan, much like the Tremere and the Ventrue. However, something happened — perhaps wisdom was finally discovered — and its members began to follow the path they now walk.

Character Ideas

You attempt to infiltrate another clan in order to learn its secrets — thus enabling you to perform an exact parody of a high-ranking Cainite at the next Malkavian meeting.

You decide that you must have stable, constant Prestige, and insist on being treated respectfully at all times.



Nosferatu

Ironically, the most antisocial clan of the Camarilla has a powerful sense of community. Perhaps its members' ostracism from mortals and Kindred alike has forced Clan Nosferatu to seek consolation and companionship from within. Like the castoffs and misfits of the mortal world, Nosferatu avoid mainstream society, and look to each other for understanding and community.

Clan Structure

The Nosferatu have a very loose worldwide organization. Their regional groups, called Broods, meet on a regular basis. The Nosferatu seldom have national or global meetings like the other clans. Instead, local Broods often send emissaries to foreign Brood meetings.

Gaining Power

Nosferatu are far less Prestige-conscious than their Kindred. They do not jockey with one another for a slight edge in Prestige, nor do they seek Prestige for its own sake. Instead, they see Prestige as a way to honor those among them who have contributed to the clan, and as a way to revere those who are valuable to its ongoing survival. The Nosferatu's approach to Prestige is unique among all the clans, and may arise from their repudiation of all egotism and vanity.

The younger Nosferatu do not engage in cutthroat competition for favor in the eyes of the elders, and the elders do not actively seek to dominate or control the neonates. A mutual respect pervades all their dealings with one another. Once a neonate has survived the rigorous Embrace and transformation, she is considered worthy of respect.

Freed from the dissipating ordeal of competition, the Nosferatu have more time, energy and cooperative zeal to devote to their real business. Gathering information is a staple of clan life. Their knowledge network is unmatched in all the Camarilla. High Prestige is accorded to those who consistently provide fresh, accurate information — information that increases feeding grounds, enables bargaining with other clans, and contributes to the safety of all Nosferatu. Generally, however, Prestige is granted with age. The older the vampire, the more he understands the real workings of the world, and the more valuable he is.

Gathering Days

Nosferatu do not have regular clan meetings. They do keep in regular contact and can quickly convene a council meeting, called a Hosting. The vampire who calls the Hosting is responsible for providing a meeting place. Nosferatu Host one another with great respect and gentility. Other clans have interpreted this respect as feigned politeness, but it is very real. Among themselves, the Nosferatu

generally believe in hospitality and consideration, if for no other reason than because they are fully accepted only by one another.

A Nosferatu may show up at another Brood's Hosting with little or no warning, and with no advance permission. This level of trust is unheard of among the other clans, and accounts for much of the strength of the Nosferatu clan.

Power Rumors

Some Nosferatu speak darkly and privately about a Tremere plot to infiltrate their ranks, learn their secrets, and try to manipulate their actions. No love is lost between the two clans; the Nosferatu know too much about the Tremere to feel comfortable with them, and the Tremere despise how much the Nosferatu know about them.

Oddly enough, unlike the rest of the clans, the Nosferatu seem to have no rumors about suspicious, unseemly behavior by their elders. Indeed, they seem to respect and admire the most aged among them.

Character Ideas

You are a Nosferatu who dislikes the cooperation within your clan. Your ambitions include gaining Prestige through competition with others of your kind. You see the Nosferatu's lack of competition as laziness.

You wish to create regular meetings of your clan, and convene a Hosting of the Brood at every waning moon. If you call for a meeting, your brethren will come, but they may not be pleased with your initiative, especially if you are younger than they.

You want to elevate the standing of all Nosferatu in the eyes of the Camarilla. You make it known that you will willingly undertake rigorous missions for the other clans — missions only a hardened Nosferatu can perform. You do not seek payment or personal glory, but insists your clan receive the praise. Other Nosferatu are irritated by this, as they feel that what other clans think of them is irrelevant.

Toreador

Socializing is an art to the Toreador, and they take any opportunity to congregate and jockey for eminence in clan society. Social position is more fluid among the Toreador than among any other clan. An upstart can rocket to high Prestige and the mighty can be brought low like quicksilver.

The elders are almost as prone to runaway passions as are Toreador anarchs, and have been known to make rash changes, granting huge boosts in Clan Prestige on a whim. Like the loud, flamboyant art mavens of the contemporary art world, the Toreador are caught in the grip of constantly shifting passions and crazes in a world where nothing is absolute, and all rules are as permanent as yesterday's trends.

Clan Structure

Clan Toreador has a very loosely knit, casual organization. The clan does not have the same sorts of formal meetings and ambitious plans that characterize the Tremere and Ventrue. When the Toreador meet to track the clan's organizational growth, they are more likely to discuss the merits of a new art movement than they are to discuss feeding grounds, local power and threats to their community.

Though the Toreador is more informal than other clans, the clan's internal politics and social dynamics are as treacherous as any other clan's, perhaps more so. They are made all the more sinister because of the stakes for which the Toreador compete — Prestige and Prestige alone. Toreador do not view Prestige as a means to an end, but an end in itself.

Toreador groupings are casual and flexible. A young clan member is not required to stick with any one local group, but may switch allegiances at will. The national and international chapters are run like great conventions. Some of the larger and more prestigious art conferences around the world are actually disguised Toreador meetings. On the local level, the Toreador meet in citywide groups called Guilds.

Artistes and Poseurs

To the Toreador, nothing is greater than Beauty. The search for beauty is paramount in their minds, and those who discover new works of great aesthetic value, or even better, create them, are granted increased Prestige.

This system highlights the fundamental division in Toreador society. There are two different and highly antagonistic factions within the clan: the Artistes and the Poseurs. (Note: Artiste (pronounced Ar-TEEST) and Poseur (pronounced pos-YOOR) are derogatory labels used by each side to insult the other. All members of the clan call themselves Toreador, and not Artistes or Poseurs.)

The Artistes constantly create new works of art, or oversee such, and often get intimately involved with the artists they patronize, demanding greater and greater brilliance and fanning the flames of inspiration.

The Poseurs pretend to be artists, but create very little. They are vampires who were generally chosen for their great physical beauty rather than their talent. Often they were Embraced by Toreador who were smitten by their beauty and suffered from clouded judgment. Others were Embraced by Poseurs who wished to validate themselves by creating more Toreador in their own image.

Some Poseurs reject the title and insist they are legitimate artists, pointing to substandard works as examples of their talents. Some Poseurs insist that their physical bodies are works of art in themselves. Others say their lifestyles



stand as stunning artistic achievements. Still other Poseurs make up for their own artistic limitations by becoming great patrons of the arts.

All Artistes reject the title, preferring to be called artists or not to be labeled at all. Still the labels have stuck, much to the amusement of the rest of the Camarilla.

Gaining Power

Prestige is doled out in a different manner among Artistes and Poseurs. Artistes gain Prestige by creating new works of exceptional beauty, patronizing new art, and throwing great parties. Poseurs are limited to patronage and parties.

Thus, Poseurs cannot gain Prestige as rapidly as Artistes can, and Poseurs are often effectively confined to the lower stations in Toreador society. This “glass ceiling” is bitterly resented by the Poseurs. It doesn’t help that so many of them fundamentally misunderstand the meaning and relevance of art.

To cope with this obvious handicap, some of the more daring Poseurs have adopted the role of performance artists, indulging in baffling displays of incomprehensible activity, usually designed to show off their great beauty (or, paradoxically, to disfigure it). Though such activity has brought great Prestige to its most outrageous pioneers, this stratagem has otherwise met with only limited and short-term success. The clan is in disagreement on whether performance art is a true art form or a passing fad.

In a more inspired move, some clever Poseurs compensate for their slower advancement by regularly throwing lavish parties at great personal expense. They gain Prestige by becoming crucial to the social scene. By toasting the accomplishments of a few specific Toreador, and soundly criticizing others, they actually become kingmakers, usurping the Prestige-conferring role of the elders.

Gathering Days

The Toreador love to meet. All their meetings are run like parties or bizarre masquerades. Each Guild has a large meeting once a month on the night of the full moon. This gathering is called a Ball. By tradition, Toreador from other Guilds may attend at any time, and are often specifically invited. Non-clan Kindred are not allowed except by prior invitation.

Once a year, on Halloween, Clan Toreador throws a Grand Ball, in which several Guilds assemble for a great gathering. It is a highly political affair, though much of what is discussed and fought over would be uninteresting to anyone outside the clan.

Any Toreador can convene a special meeting of the local clan. These impromptu Guild meetings are called Affairs of the Clan, and are used mostly for gaining Prestige. Attendance is strictly voluntary, but in practice everyone attends.

Once every 23 years, Clan Toreador holds a huge party, which its members call *Carnivale*. The clan rents a huge plot of land and throws a massive masquerade; many of the great mortal artists of the day are invited to attend. The vampires release their inhibitions and unleash their animal natures. This celebration culminates with the Embrace of the greatest mortal artist of the generation. They reward him with immortality. Literally.

Just like everything else in clan life, however, the choice of whom to Embrace is subject to intense politicking and intrigue. More often than not, the chosen artist is unknown to the mortal world, and often has a mighty Toreador for a patron.

Power Rumors

Some say Toreador society only looks unstructured, but in reality is more strictly controlled than Tremere and Ventrue society. This rumor postulates the existence of an “art Mafia” made up of Toreador elders who control the art trends in mortal and vampiric society. These elders also control the artists who get promoted. Some say these secret movers are really Tremere manipulators functioning through the Toreador.

Another rumor says that the Poseurs are conspiring to corrupt the Prestige-conferring process by secretly agreeing on the “next big trend,” and lending the weight of all Poseurs to their decision.

Some Poseurs say they know of a plot to destroy them. They claim the Artiste Toreador elders plan to present a petition to the Camarilla stating that the Poseurs were not selected to receive the Embrace by conscious choice, but by overly sensitive Toreador driven mad with desire. Therefore, the Poseurs are all undeserving of unlife as Kindred, and should be killed.

Character Ideas

The character is a Poseur Toreador who resents his own lack of talent. He constantly concocts schemes to pass off outlandish ideas as heartfelt artistic creations.

The character is an anguished artist who only seems to be able to create great works when she has suffered profoundly. In order to gain Prestige, she is forced to seek out more and more reckless and dangerous situations.

Tremere

Though Clan Tremere is not the largest or the most powerful clan, it has a more rigid social structure than any clan in the Camarilla. Absolute fidelity to the complicated and archaic clan law is demanded. Each member of the clan is required to know his place in the clan hierarchy, and to keep that place at all costs. The elders impress on the young the belief that each member is but a stone in the great pyramid, and one stone out of place can weaken the whole.



Little wonder that the Tremere as a whole are so dour and sober, for each feels the weight of the entire clan firmly set upon his back.

Within their own clan the Tremere abide by carefully defined codes of dominance and subordination, and often expect others to fall into line as well. Their intense competition with one another makes them powerful as individuals, while the rigid structure to which they adhere makes them strong as a clan.

Despite the Tremere's rigidity, no other clan, even the Brujah, actually rewards successful deviance as highly. Breaking the rules occasionally, and triumphing with exceptional success, is a sure way to earn respect and move up the ladder, gain control over a chantry or even get offered the chance to start one's own.

Breaking the rules regularly is an equally sure way to die the Final Death.

Clan Structure

The insular Clan Tremere has such an elaborate, well-regulated, and secretive global network that it is sometimes referred to as the "Illuminati." Indeed, in some ways the Tremere seems more like a sect unto itself, much like the Followers of Set or even the Sabbat, than a mere clan in the Camarilla. Its members call this worldwide structure the

Pyramid, and within it, all in the clan have their place. All clan members are closely monitored by the clan itself. There are no free-agent Tremere.

Tremere are not, however, mere puppets and pawns. They are fiercely proud and highly competitive, and often pursue their own unique goals in addition to those of the clan. For most Tremere, the clan is the only place where they are understood and where they feel truly comfortable. It is not a cage, it is a haven.

The apex of the Tremere Pyramid is the Council of Seven, made up of all the Tremere of fourth generation. The Council rules the Tremere; each of its members oversees a geographic region. The regions are: Western Europe (including Australia and New Zealand), Eastern Europe, the Middle East, Africa, North America, Central America (and Mexico) and South America. There are no Tremere in the Asian nations, though it is rumored that a chantry has been created in Hong Kong.

The Council of Seven assembles once per decade in Vienna to chart and plan the clan's growth. If a great danger threatens at any other time, the Council will call an emergency session to deal with the problem, but it resists scheduling anything other than regular meetings, as it does not like to appear out of control on any issue. However, its members often communicate with one another via various communication rituals.

Directly under the Council of Seven is the Order of Pontifices. There are seven Pontifices under each member of the council; their "domains" cross national lines, and are not bounded geographically. A given Council member's Pontifices generally meet with each other once every seven years, in a special meeting convened by their superior on the Council of Seven. In North America there are two Canadian Pontifices, three United States Pontifices, one Pontifex who concerns himself with multinational corporations, and one concerned with politics (and based out of Washington, D.C.). The United States has East Coast, Midwest and West Coast Pontifices.

Below the Orders of Pontifices is the Order of Lords. There are seven Lords under each Pontifex. They meet with their elder once every three years. Some Lords preside over the vampire communities of entire small nations. In the United States, each Lord controls the chantries of a state or two.

Below each Lord is an Order of Regents. Each large city has a Tremere chantry, and each chantry has its Regent. The Regents all make a yearly pilgrimage to their Lord's chantry for the meeting of the Order of Regents.

After their Embrace, neonate Tremere are invested with the title Apprentice of the First Circle. They owe fealty to the Regent of their chantry, who is in turn commanded to follow his immediate superior, and so on up to the Council of Seven. Neonates of the First Circle meet with the Regent every week. As they progress through the ranks of their chantry, they are initiated in six more sets of Mysteries, until they become Apprentices of the Seventh Circle. Seventh Circle Apprentices rule the chantry alongside the Regent of the chantry.

Neonates are bound in place below those who have been initiated into higher Mysteries. They must listen to their Regent and defer to her in all things. Likewise, the Tremere who have only been initiated into lesser Mysteries are bound beneath the neonates, and must show the same respect to them.

The same procedure governs the behavior of Regents, Lords and Pontifices. Each of those three stations has a new set of Seven Circles of Mysteries, in addition to the Seven Mysteries of the Apprentices. All Regents, Lords, and Pontifices must be initiated in a new set of Seven Circles of Mysteries to be promoted and gain power, just like the Apprentices.

This Pyramid of power does not follow strict geographic lines. In fact, in recent decades the geographic distinctions have further blurred. Even though each chantry is made up of a small group of Tremere led by a Regent, the real flow of power cuts across the chantries. A Regent in a Chicago chantry may control an Apprentice in Seattle. A Lord in Angola may control a Regent and her chantry in Sweden. The course of real power at all levels above those of the

lowest Apprentices flows in mystical connections that span the Western world — connections that seem to change with bewildering frequency.

The above is but a general overview of what is in fact an immensely complicated structure. The true map of Tremere power is a complete mystery to the rest of the Camarilla, and is unknown even to young Tremere. Only as the Apprentice advances in power does she begin to fathom the intricacies of this unique and complex web.

Gaining Power

Clan Tremere prizes influence over other Kindred, and control over events in the mortal world. It also values competitiveness and those who best use their talents. The clan confers increased Prestige on successful members, and has elaborate rules to determine which achievements are valid and worthy of an increase in Prestige. (Prestige gains are rewarded by initiation into the next Circle of Mystery.) Clan members are expected to defer to the clan elders in all things, especially in the validation of accomplishments. The elders, and the elders alone, award Prestige.

Rising in rank within the clan is almost always a difficult and torturous process — but it is the primary goal of most of its members. The competition is considered to be a means of keeping the most fit leaders atop the pyramid. Tremere Prestige can be considered a path to power.

Succession through the clan's rigid ranks is supposed to be through recommendation and promotion by a given Tremere's immediate superior, so absolute loyalty to clan and superior is vital for advancement. Because of this arcane system, it is difficult to gain Clan Prestige and easy to lose it. Most Tremere have great responsibility but little authority.

As a result, the members of the lower ranks are extraordinarily dutiful. As they slowly rise through the Mysteries they become fanatically obedient, with or without Blood Bonds. They learn to place clan goals over all other concerns, and to treasure any tiny, incremental gains in personal Prestige within the clan.

Needless to say, intraclan competition is extraordinarily fierce, and rivalries between clan members are not only ignored, but (some believe) encouraged, provided these rivalries do not weaken the clan as a whole. Many outsiders believe the Tremere have developed a secret and quite arcane dueling process that the elders use when they compete with one another.

Tremere have considerable leeway in the conduct of their personal activities outside the clan. However, they must be willing to sacrifice themselves for the clan when the need is clear, at least if they wish to advance.

The only time room officially opens in the great Pyramid is when a Tremere founds a new chantry. When the Council of Seven perceives an opportunity to expand into a new territory, it chooses a highly loyal Tremere and offers him the assignment. Tremere exist for such an endowment, and the possibility thereof is one of the main motivations for



their loyalty. The chantry Regents are often petty dictators of the worst sort, and have considerable freedom to pursue clan goals in their own fashion.

During several expansionist phases in Tremere history, individual Tremere founded their own chantries without permission from the Council of Seven. The Council struck against them, destroying most of the independent chantries. A few survived the attacks, and became valuable enough to earn the right to exist. The presence of these "renegade" chantries rankles some tradition-bound Lords and Pontifices, and is a source of bitter, deep-seated division within the clan. This ages-old schism is one of the few weak chinks in an otherwise solid Pyramid of power.

Indeed, all is not paradise within the Pyramid. There is another way to gain power and Prestige.

Breaking the Bounds

The leaders of the Tremere greatly fear losing their places at the top, but their dedication to the clan prevents them from physically stopping skilled and ambitious newcomers. Because the Council of Seven assures its own safety through the widespread use of Blood Bonds upon clan members, it feels safe enough to encourage neonates on the fast track to rise as fast as the system allows. Not only does the Council see this as bringing the cream to the top, but such competition keeps established Tremere on their toes. After all, after a few centuries on top even the best can become complacent.

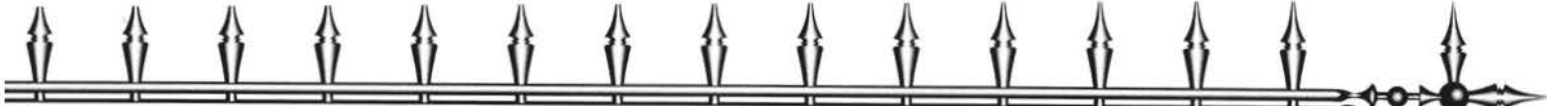
So the Tremere have rewarded those who went against the wishes of their direct superior and won. Stories of the neonate who stopped a mage's plot against the Tremere and was rewarded his Regent's chantry warm the hearts of many Apprentices. The few outsiders who know of such stories point out that nothing more is ever heard of the old Regent, and whisper about diablerie in the dark. Of course, Tremere elders have never been known to look favorably upon continued deviation from the party line.

Gathering Days

Each chantry assembles every Tuesday for formal council meetings called Convocations. These meetings are closed to all other Kindred, and even Tremere from other chantries may only attend by special invitation. The topics discussed therein are great secrets, and may not be revealed to non-Tremere.

All Tremere in the chantry are expected to attend these meetings, which puts a great strain on Tremere who are infiltrating other clans or trying to launch autonomous projects. Missing a Convocation is cause for loss of Prestige, and raises eyebrows within the clan. Leaders allow exemptions in extreme circumstances, but repeat offenders meet with immediate censure and loss of Prestige.

Convocations are mystical gatherings. Each Tremere chants a special incantation that joins him in telepathic contact with his Regent. All Tremere then join in mystical



communication. Convocation discussions revolve around recent accomplishments, and the chantry's incremental gains toward fulfilling mystical prophecies necessary to seize control of all worldly systems. This telepathy is not mind reading but merely communication.

Each city's Tremere meet every third month, on the third night of that month. These are open meetings, and members of other clans may attend. Petitions are heard, disputes are resolved, and the Tremere put on a show of being a unified clan that speaks with a strong, single voice. Deviation from the party line in such public circumstances can cause immediate loss of Prestige. At such meetings Tremere are quick to offer advice and aid (especially aid!) to non-clan members who attend. The clan would prefer that all Kindred were obliged to it in one way or another.

Once a year, at the end of October, the entire clan connects in mystical union. Its members all chant the arcane mysteries and are joined as one mind. This chant continues for two nights (a break is taken at dawn). This temporary hive-consciousness reinforces each Tremere's understanding of his place in the mystical order. He understands that he is a weak brick in a mighty Pyramid, and that all the strength he has stems from the whole.

While this union creates a group consciousness, it does not allow for deep mental probes. The surface thoughts of all participating are turned to the same direction and focused together at the same point, but one cannot mind-probe one's elder this way.

Power Rumors

Rumors have circulated for centuries that the true apex of the Tremere Pyramid is not really the Council of Seven, but a single individual who gives orders to the Seven. Some say this individual is Caine himself, but Kindred from other clans say it is merely an insane and power-mad Tremere. A recent crisis in the Vienna chantry fueled these rumors, and added a new twist — that the true leader is not even Kindred, but something far more powerful. If the rumor proves true, it would amount to rank betrayal by the elders, and cause a major schism in the clan. The Tremere leaders indignantly deny these rumors, but the rumors persist nonetheless, perhaps because they have a certain logic to them. After all, each of the lesser councils has a single individual above it. The Council of Seven is the only exception, and some believe the Tremere would never be that inconsistent.

Some members of other clans speculate that the Tremere leaders trade followers like baseball cards. These rumors hold that the true reason for the trades is to build international, interlocking, cross-chantry loyalties, and freshen the magical mixture in each chantry.

Some vampires add that the trading has created a poisonous environment in which young Tremere try to backstab one another, citing as the source of disloyalty the lack of a fixed power structure. Others respond that the

backstabbing is nothing more than a natural consequence of the rigid control and forcible loyalty exerted over all Tremere. Stripped of any chance for airing natural grievances, the Tremere end up gnawing at each other's underbellies whenever they can.

The infighting is rumored to be so intense that the Vienna chantry has organized a highly secret hit squad to carry out an inquisition within the entire clan. According to the rumors, these inquisitors have absolute power to make or break any elder. They are shuffled into a local chantry in the usual course of trading followers, and proceed to take notes on all rivalries. If this rumor is true, the backstabbing must be tearing at the heart of the clan, or else Vienna would never resort to such drastic measures.

The annual Tremere mind-melding is the source of great speculation among the rest of the Camarilla. Some vampires say that the ritual unleashes powerful magical energy across the world, and magical ceremonies performed at this time gain an unexpected boost. Some say that the energies released during these two nights weaken the very fabric of existence, and utterly confound mortal institutions that debunk magic and attempt to fix reality to a single definition. Hard scientific principles suffer and weaken around the edges during this time.

Other vampires maintain that the Tremere clan is highly vulnerable, and the annual ritual would be a great time to attack it. Others point out that were a sudden attack so easy, it would surely have happened by now, for the Tremere is rumored to have many elemental enemies. The Tremere may actually be at its strongest during the ritual. Elder vampires tell tales of inquisitive Kindred ripped apart by the vibrations of the resonant, eerie Tremere chanting. Then again, this rumor may be a mere smokescreen put up by the Tremere to distract attention from their annual Achilles' heel.

Character Ideas

A character from a properly founded chantry makes his unlife's work the eradication of all independently founded chantries. He believes so doing will strengthen the clan.

A character from an independent chantry desperately seeks to prove himself and his chantry by being twice as valuable to the clan.

A character decides to strain the bonds of tradition by founding his own chantry and forcing the Council of Seven to grant it full acceptance.

A character hopes to find a fast route to Clan Prestige, and goes to great lengths to increase the clan's power in the city. This may alienate both other clans and other members of the Tremere.

Ventru

Clan Ventru has a more formal social order than any other clan in the Camarilla. Though it is not as well organized as the Tremere, its rules and traditions concerning social conduct are much more formal and rigid. While its members are free to squabble and fight among themselves, they are expected to do it by the rules.

As the unofficial leaders of Camarilla society, the Ventru exert a great control over Kindred and mortals alike. They have the most to lose if the Masquerade is broken, and thus the greatest need to keep the others in line. As a result, they have created a very formal clan structure and a very sophisticated means of advancement. Like urbane, old-guard businessmen, the Ventru are bound by a long body of tradition, rules and heritage.

Clan Structure

The Ventru clan is organized like a large, flexible multinational corporation. The clan pervades the mortal world far more than any other clan, and its organization reflects this. The senior members of the clan sometimes meet, and this informal "Board of Directors" has members in 30 different cities. The main corporate Directorates are in New York, London, Paris, Sydney and Washington D.C.

All major cities have a Ventru headquarters, called a Board. The Board is run like a business and is typically housed in a prestigious office building, country club or gentleman's club. (Ventru use men's clubs even when the Board is run by women.) All Ventru are members of all Boards, and may take refuge in any of them at any time.

Because the Ventru cherish control, they have infiltrated politics at the city, state and national levels. Nothing that goes on in local politics escapes the notice of the Ventru's ghouls.

Gaining Power

The Ventru prize sophistication and gentility. Money, position and influence in the world are important, but they must be gained with grace and style. Boorish behavior in the pursuit of power is unacceptable.

Like the Tremere, the autocratic, sophisticated Ventru elders insist on reverence from the younger clan members. Following the elders' rules and showing devotion and patience are sure ways to raise Prestige.

Unlike the Tremere, the Ventru regularly honor individual initiative and achievement over slavish devotion. A motivated neonate can make rapid strides up the clan corporate ladder through bold, imaginative and decisive action. Gaining territory, strengthening relations with other clans, ending an outside threat, and forging new connections with the world of mortals are all accepted means of gaining Prestige.

Though initiative is prized, competition within the ranks is not. In this sense the Ventru emulate businessmen of the old-boy network rather than modern cutthroat capitalists. Young Ventru interested in rapid advancement must be careful not to step on the toes of a higher-ranking Ventru engaged in the same activity. Snatching territory or squelching a deal in progress is frowned upon, and is grounds for a loss of Prestige.

The Ventru pride themselves on their courtesy toward one another, even to those with whom they feud. Such etiquette and personal pride are considered to be what best set apart the Ventru from the "vulgurates" (the other Kindred).

On occasion, a young Ventru has profited by snatching a deal from the hands of an elder, but she must always be able to demonstrate that such an action was vital to the health of the clan as a whole. If it was not, she will lose considerable Prestige.

Gathering Days

The clan assembles regularly, on the first Tuesday of every month. Its meetings, called Directorate Assemblies, are conducted in exclusive clubs. Appropriately enough, the Assemblies have a very corporate feel. All business is conducted in a formal, though chummy, atmosphere. Any displays of passion or anger are frowned upon.

All Ventru in the city are expected to attend these Assemblies. Absentees will likely be "fetched" by the Retainers of the Chairman (the eldest Ventru present). Favored ghouls are often brought along as well, as the ghouls are essential for conducting business during daylight hours.

At a Directorate Assembly, the clan is updated on recent acquisitions of power and wealth. New members are introduced, and all changes in Prestige are formally announced in the form of memberships to select committees or public humiliation by the Chairman. All Ventru may speak, but are required to request a place on the agenda first, and it is possible for them to be turned down. Ventru from other Boards may appear if they receive special permission. Unlike the Tremere, the Ventru sometimes grant members of other clans permission to attend, but they can only be brought in after clan business is concluded.

Ventru have numerous informal meetings at concerts and museums, during which their business is publicly conducted via careful codes. However, such transactions differ little from the usual intrigue that takes place in Elysium.

Power Rumors

Some Ventru believe that there is a schism among the upper ranks of Ventru society. One faction wants to preserve the old-boy network that pervades the clan's relations with the mortal world. The other faction believes all clan resources are being inefficiently managed and unnecessarily hoarded. It wants to open the clan monopolies to competition by other Ventru (read: younger Ventru).

Such competition may allow for greater diversity of skill and ability and thus more influence for the Ventrue clan as a whole. As a result, circumventing the old-boy network may find more favor among the elders than might be expected.

Character Ideas

You locate a high-technology business the older Ventrue have been slow to understand and exploit, and decide to penetrate that area to gain Prestige. You can pour all your Resources into it, call home old debts, and use your own Dominate to get a piece of the action. Thereby will your Prestige be increased and your power expanded.

You see that an elder Ventrue is mismanaging a vital clan resource, and decide to risk a takeover. If you succeed, you must still show how your action was in the best interest of the clan.

Caitiff

The Caitiff have no structured society and, as a result, no Clan Prestige. They do not assemble as a group, and have no customs to bind them together. Sometimes a small group of Caitiff assemble to negotiate territory or to address a common problem, but their meetings usually fall apart because of their arrested social skills and innate suspicion of other Kindred.

However, there are a few rare Caitiff who have attained nearly mythic standing in their non-community. Caitiff who have performed an important service for the prince, saved other Caitiff from vampire hunters, or generously yielded territory to newcomers may develop Prestige. Sometimes these unique individuals are looked to for leadership or advice, and serve as rudimentary "clan" heads. But these are exceptions, and in general the Caitiff are most comfortable as loners. Some say the Caitiff of the Sabbat have actually organized as a clan, but the idea is too ridiculous for most to believe.

Character Ideas

A Caitiff character may choose as her unlife's work the nearly impossible task of formally organizing the leaderless local Caitiff into a clan as strong and diverse as any other.

A character may decide to make himself so useful to another clan that its members are forced to adopt him as one of their own.

The character grew disgusted with his old clan, and became a Caitiff by choice. He likes the freedom, and enjoys taunting his old clan members at every opportunity. He feels truly "alive" to be free of their restrictions, and rejoices that he will no longer be manipulated by his dysfunctional vampire family.



Gatherings of the Anarchs

Though they may be from different clans, anarchs often have more in common with one another than with their parent clans. Anarchs often work together to stop some local threat, investigate a mystery, gripe about the way the elders run things, or just carouse. Within this subgroup, Prestige grows from wild exploits, acts of great daring, and from the stories and lies the anarchs tell about themselves and others.

Brujah sometimes lead the anarchs, encouraging them to disrupt the meetings of their own clans, and to subvert the clans from within. The anarchs are often eager to comply, and try to gain Prestige within the anarch community. Note: Prestige among anarchs is not measured with the Clan Prestige rating unless the vampire severs all ties with his old clan, and treats the anarchs as his new family.

Gatherings of the Camarilla

There are times when all of Kindred society needs to meet. This generally happens when an overwhelming threat, like a rogue Methuselah, looms. The Ventrue is usually responsible for assembling the Kindred in a grand meeting called a Conclave.

Getting any business done is very difficult. The Tremere always appear, but give away little information and seldom commit to anything. The Toreador love Conclaves, and use them as chances to show off. Their participation is often limited to trivial matters. The Nosferatu emissaries listen well, but do not often take center stage. Brujah are generally uncouth and disruptive. The Gangrel are easily bored if the meeting is not direct and to the point, and will leave if it devolves into infighting. If the Malkavians show up at all, their behavior is never predictable.

If any business is actually accomplished, and the good of the Kindred as a whole is furthered, the vampire who convened the meeting is held in high regard by all his clan and by many others outside the clan as well.

The Rite of Prestation

Vampires gain Status over others through an elaborate ritual of favors and boons called prestation. Prestation is based on the simple premise that when a vampire receives an important gift or favor, he is beholden to its bestower and honor bound to return the favor. The greater the favor, the greater the debt. Until he pays back the obligation in kind, he is in the debt of the bestower, who has the right to call the

debt due at any time. The bestower can call due the debt by requesting a service up to the size of the original favor, and sometimes more. On the surface this all appears little more than the straightforward commerce common to mortals. However, this polite facade conceals a deadly truth. Vital issues of Status and position are at stake.

By accepting the boon, the receiver automatically loses Status. In some cases, merely asking for a favor causes the vampire to drop in Status. The bestower in turn gains Status by granting the boon (it is, after all, a demonstration of power). The Status gained is commensurate with the magnitude of the favor, and the Status of the vampire aided. Helping a neonate learn to survive provides less Status than saving the prince from certain destruction or embarrassment. The bestower rises in Status in comparison to the receiver until the favor is returned and the balance of Status restored.

As a result of this curious system, many Kindred are not eager to call their favors due, especially when the one to whom they granted the favor is an eminent or influential member of the community (a truly perverse example of how twisted relations between vampires can become). They instead they leave the beneficiaries of their largess to twist slowly in the wind, unable to regain their former Status. A clever Kindred can milk the respect gained through prestation for far more than the original favor was worth. He can keep other vampires in their place, and can even lord it over higher-Status vampires.

If a compensatory favor is not requested immediately, the receiver remains in the debt of the bestower. He cannot act against the bestower, and must maintain a courteous facade at all times. Meanwhile, the bestower can lord it over the receiver. However, the bestower must be careful to avoid giving the receiver the opportunity to cancel the debt by incurring a like debt to the recipient.

In terms of the Status rules, the giver is considered to be of the same Status as the one who owes the favor. While this change in the Status rules only affects the bestower and the receiver (allowing a Lick to treat as a peer the individual who formerly "outranked" him), others may pick up on it as well, and the character's overall Status might be affected. Though this is normally only temporary, sometimes it can be made permanent through astute and clever ploys and moves.

In general, how prestation affects Status is completely up to the Storyteller. Play it how she calls it.

The Scope of the Debt

Prestation takes many different forms. Saving a life carries a great debt. Not only does the vampire saved owe an immense favor, but all vampires who depend on the saved, or owe him favors, are suddenly indebted to the savior. Saving the prince's life means all the vampires in a city owe the savior a debt (though, in most cases, only a very small one).



Defeating an enemy causes all those threatened by that enemy to owe a favor in return. Protecting a vampire from being unmasked or discovered by mortals is worth a great favor. Helping out in the nightly course of a vampire's business is not worth much, unless the vampire desperately needs the help.

Prestation works in minor ways as well, especially within clans. If one vampire throws a great party, the guests all feel an obligation to reciprocate, and always feel somewhat humbled in the presence of the party-giver, who is entitled to feel a certain smug self-righteousness until her guests reciprocate. The party-giver cannot place herself above a high-ranking vampire, nor will her slight prestige boost accord her major favors from all her guests, but she can expect them to act slightly deferential and respectful around her.

Because of prestation, small services are a great way for a neonate to ingratiate herself with her betters, though it may earn her the contempt of her peers (who will accuse her of bootlicking).

Granting a Boon

The ability to grant a boon is a demonstration of power. Thus many Kindred constantly search for ways to provide "assistance" to their fellows. This is especially true among the Tremere, who enjoy the reputation as the Kindred to

whom other vampires need to turn if they are in trouble. Conversely, the inability to grant a requested boon can cause a serious loss of Status.

Kindred are often offered favors by others and, when this occurs, there can be a number of different reactions. It is dangerous to accept another's boon, especially from those of lower Status, as one never knows when the debt might be called due. Moreover, once the boon is given, its recipient has no say in what will be requested in return.

There are three different ways in which a vampire can react when a boon is offered. They are:

- **Acceptance:** The vampire accepts the boon, and is bound by prestation to the giver.
- **Refusal:** The vampire immediately and forthrightly refuses the gift of the boon. This is often a case of one-upsmanship. The vampire has just publicly announced that he does not need the other's boon. The other may lose Status because of the humiliation.
- **Negation:** The character refuses the gift of the boon, but in such a way so as to avoid insult (which can be very difficult) — "Only that I may be of further service to you, my prince." By so doing, the vampire may gain Status.

Returning a Boon

A debt can be voided in a number of ways. It all depends on what the bestower wants from the indebted vampire, and when she wants it. Of course, if a vampire can find a way to return the favor before being asked, the debt can be nullified on the vampire's own terms. The following are four different ways by which a boon can be returned:

- **Trivial:** The bestower asks a trivial favor in return, such as the other's presence at a party. The nature of the debt will affect whether a boon is trivial or substantial. Asking for a trivial boon will gain the asker some minor Status, for being able to grant the boon in the first place and for requesting such a minor repayment.

- **Balanced:** The favor returned equals the debt owed. Once it is paid, all is again equal and as it once was.

- **Substantial:** The bestower asks for a compensatory favor that is within the ability of the indebted to grant, but may cause the indebted some difficulty. Such a boon must be met, regardless of the cost, but may gain the (formerly) indebted some Status upon completion.

- **Overwhelming:** The favor asked exceeds the debt owed by an overwhelming degree. If the boon requested is too ridiculous, then the indebted may refuse without loss of Status, or may agree, thus causing the bestower to incur a prestation debt in turn.

Oathkeeping

Most Kindred willingly adhere to the restraints of prestation. Ventrue, Tremere and Toreador are scrupulous in their adherence to its strict rules. Some, like the Brujah, do so grudgingly (except for the anarchs, who hold prestation in contempt). Some, like the Nosferatu, habitually ignore the proper etiquette when interacting with those to whom they are indebted (they are not obsequious enough). The Malkavians tend to ignore prestation entirely, though when they do play along, they find a way to corrupt the payback.

The Caitiff usually do not acknowledge the loss of Status for a favor, though they usually do honor the debts. This is usually not an issue, as few Kindred will perform a service or grant a boon to a Caitiff. There is little Status to be gained by assisting Caitiff.

The whole idea of prestation hinges on whether or not the receiver publicly acknowledges the debt. This is a signal to others, demonstrating whether the receiver plays by the rules or not. Those who do not play by the rules are distrusted ("Your word is not good enough for me!") and may lose Status. In some cases, the receiver may (however reluctantly) be forced to acknowledge the debt, no matter how said debt weakens him. For example, if a neonate risks Final Death for a prince, that prince had better reward such behavior if he does not want to be humiliated.

Oathbreaking

Prestation is not enforced by any code other than the code of honor. A vampire is no more bound by prestation ties than by any other promises she makes. No one will kill her for oathbreaking, but the friends and clan of the aggrieved vampire may make her life difficult. Those bound to the aggrieved vampire by ties of prestation are also expected to snub and shun the vampire who refuses to acknowledge the debt.

Status lost by an offender will be considerable, but will vary according to the circumstances and the number of individuals who side with the offender. The offender will usually lose at least one Status point, and may well lose many more.

Sometimes a vampire will swear vengeance against an oathbreaker. Ironically, those with great Status, like the prince, are the least likely to try to squirm out of returning a favor. They stand to lose a lot of Status if they break their word, and Status is what helps them hold onto their power.

Refusing to honor a boon generally enrages vampires, causing them to strike back with all their ability. Refusing to honor a debt to a minor vampire may earn the oathbreaker only personal revenge, but shafting an elder can provoke attacks from all the members of the elder's clan within the city. The injured party is still not allowed to kill the offender, but he can make unlife very difficult for the offender — sabotaging his feeding grounds, exposing his covert plots and attacking his ghouls.

Ostracism

The strongest revenge is ostracism. This punishment is reserved for powerful acts of betrayal. If the wronged vampire reports the oathbreaking to the other Kindred, and makes his case well, he may persuade his own clan, the other clans and sometimes the offender's clan to ostracize the oathbreaker.

The offending vampire is shunned by the Camarilla, and loses Status with her peers. No one will work with her or help her. She is a pariah until she makes full restitution. No one will trust her, though anarchs often respect those cast out of "good" society. In tightly knit vampiric circles, ostracism can be worse than a Blood Hunt.

Prestation: The Art of Social Brinkmanship

Why are office politics so vicious?

Because the stakes are so small.

— business-world riddle, also applied to academia and the arts

Of all the potent, unholy urges that drive the Damned, the subtlest and most misunderstood is the crushing sense of debt that comes with boons owed. The strange, undying

obligation that accompanies favors is called prestation, and it has caused more anguish to vampiric society than all the efforts of all the world's vampire hunters.

Prestation exists in all societies, vampiric and mortal alike, but nowhere is the system more powerful and crippling than among the Kindred. Vampires are routinely driven to extremes of prestation unknown in mortal society. Many vampires are unaware of the degree to which prestation runs, and ruins, their existences. And very few of them know why it does so.

Small World after All

One of the main reasons prestation drives the unlikes of Kindred with such fervor is the very nature of vampiric society. Because the Kindred are a tiny, secret society hiding within the larger mortal civilization, they are acutely aware that their race is a precarious, fragile blossom trying to flourish in a hostile and threatening environment. Their subculture is a hothouse climate in which they are protected from outsiders, but persecuted by their brethren.

Because they associate mainly with other vampires, and see the rest of the world as sustenance or pawns, they focus inordinate attention and energy on their dealings with one another. Their only true contests (and only real triumphs) stem from contact with other vampires; thus, like caged rats, they are always at each other's throats. As they are forbidden to express their frustrations directly, they turn to the subtle violence of political machinations and develop unhealthy, incestuous status ties with one another.

All exclusive groups and secret societies that burrow deep within the larger society and remain cut off from it develop similar detrimental relationships. Religious cults, Hollywood players, the intelligence community and the very wealthy all exhibit signs of this phenomenon. Members of these cliques meticulously keep track of the other people in their limited group, zealously tallying one another's accomplishments and successes, debts and credits. They measure themselves against the perceived status of all the other members of the group, and ignore conventional status roles in the outside world.

But the vampires' infatuation with prestation far exceeds the levels found even in the most status-conscious strata of mortal society. Each vampire spends hundreds or even thousands of years associating principally with the same few people. Even the most long-lived mortal ally or enemy falls away after a few short generations. Only the other Kindred remain in the vampire's lingering, languid unlife. So their opinion about the vampire becomes very important indeed.

Despite the above, the vampires' obsession with status and status games cannot be completely explained by the simple fact that Kindred exist in an exclusive, secretive and stagnant subculture. The full answer goes much deeper than that — and cuts to the core of what it is to be undead.

Social Parasitism

In living society, organic beings draw life energy through the food chain in which they are a vital link. Because they are living, biological creatures, they also draw life energy from one another. The very process of being alive causes them to draw energy from others and give it back again, amplified and magnified, clarified and purified by the miracle of life. This energy transference is a very subtle process that is experienced in many forms and in all times, but is generally unrecognized by the waking consciousness in most people. Taoists know it as Chi, Freudians know it as Libido, and poets call it Love. Of all mortals, mages come closest to true comprehension, but even they acknowledge that they understand only the slightest sliver of the miraculous possibility energy generated and consumed by all life.

This free flow creates a mindset of abundance in mortals. They live in a rich sea of this organic energy, and as a result, they know in their bones and blood that the universe has provided for their needs. They generally see the world as a warm, safe, nurturing place. People offer one another energy just by being near. Through shaking hands, offering an idea, sharing a laugh, listening, or just sitting quietly together, humans tender a wealth of life energy to one another. Unless a person willfully closes himself off from human contact, he is freely given life-force energy by everyone he meets, and he returns energy in kind. It's just part of being alive.

The vampire, however, has been cut off from the ebb and flow of this mysterious energy that permeates the entire life process. In her desiccated existence, energy flows in only one direction — toward her. There is no free exchange, no sharing and mingling of energy. Only taking, and taking in huge quantities.

All vampires were once mortal, and experienced the organic process of energy transference. Even if they are not conscious of the radical energy shifts that take place in the company of others, their bodies know and their bodies remember. Once they become vampires, they no longer share and intermingle portions of their inner energies with others. Instead they take huge amounts from others and return nothing. But no energy is freely offered to them. They do not feel the warmth of life energy freely offered with no concern for return. (This is one way that psychics and sensitives detect vampires. They radiate no life energy.)

The most common experience described by neonates is a feeling of waking up in a world turned suddenly cold, bitter and hateful. This is due in large part to the fact that the vampires are now cut off from the organic ability to receive energy through loving human contact. They feel a great need to protect and defend themselves, and feel sure that no one else wants to; no one else will make sure they receive their due. This can happen to mortals to a lesser extent. The more they shut themselves off from the life process and loving human contact, the more they mistrust

the world. Werewolves view this as becoming closer to the Wyrn, since mistrusting the world leads any sane person to arming against it.

Somewhere in the bottom of their murky hearts, vampires are aware of how much they take and how little they give. In reaction, they become obsessive about the amounts they give and receive. Rather than keeping the flow going, they just try to take and take and take.

Among individuals, this zero-sum fear disrupts clean, organic energy flow. Among nations, it creates great horror. All the life energy diverted from natural systems is bottled up among vampires. What becomes of it is the subject of another article, but the end result for vampires is a fanatical insistence that I GET MINE! Ultimately, no one else really matters.

This attitude provides a fertile breeding ground for fanatic status games. The vampires who understand this, and don't want to play games with status and prestation, have to fight the urge, which is often stronger than they are. The Inconnu understand this and make a great show of being equals, but they still look on the more influential

Inconnu with awe and jealousy. They still try to do favors for the greater members to curry favor and raise their own fortunes.

Enforcing Prestation

Because the drive to orient their unlives around prestation is innate, the Kindred take their status games very seriously. They are as important as unlife to the Kindred, and to some, more important. Many vampires have been destroyed over matters unrelated to survival, but instead connected to simple points of pride relating to status.

Prestation requires the consent of the low-Status vampires, and requires that they participate in the game by accepting their lowly positions. The old-guard Camarilla vampires hate any neonates who refuse to play or to accept low Status. This is a large, but hidden source of anarch/elder hostility.

The elders zealously enforce prestation, even when they must humble themselves to lesser Kindred. If they don't, the game won't work properly for them, either.

New Clans

Here are four independent clans, and three bloodlines (a bloodline is a type of minor clan), which players can use to create characters. The inclusion of these clans in this book covers all of the major clans, except the two Sabbat clans described in *The Players Guide to the Sabbat*. Players can use any of them to create characters; these new clans provide new concepts for characters and a broader range of character types from which to choose.

The Storyteller may create new bloodlines or even clans for her own chronicle, so players should ask if there are any other clans. In some chronicles, it might even be acceptable for players to create a bloodline for their own characters (with the help and supervision of the Storyteller, of course). If players do have the freedom to do so, we strongly encourage them to try it out — they will not find more unique characters.

Note: None of the Disciplines of these new clans can be freely taken by characters from other established clans, though generally the Caitiff are free to do so. The Storyteller's express permission is required before characters can use freebie points to buy any of these Disciplines or learn them during the chronicle. The possessors of these Disciplines are very protective of them, and they do not readily teach them to outsiders.

Bloodlines

Bloodlines provide an excellent way for players and Storytellers to create unique and exciting characters for their chronicles. If the basic clans don't give them what they want, they should feel free to invent their own twisted branches of the vampiric tree.

Bloodlines are separate and distinct from the 13 clans in several ways. The most important difference is the bloodlines' lack of a third-generation progenitor with access to a 10th-level Discipline. Of course, this may mean that a given bloodline is less involved in the bloody Jyhad, and its members thus less at risk. Then again, it may not.

The second major difference is that bloodlines usually diverge from already established clans when a clan member develops a new and unique Discipline. An aptitude for this Discipline is then passed to the creator's progeny — exactly how, or why, is a subject of debate among Kindred scholars. Thus, the older the bloodline, the more members in the bloodline. At least one bloodline — the Giovanni — became a clan when its founder reached the third generation through diablerie.

Some of the bloodlines, especially those that have become part of the Sabbat, have grown substantially. Others are relatively small, and some are thought to be limited to one vampire.

Creating the Bloodline

There are a number of ways to extrapolate new bloodlines. We list three here, with examples of each following this section. There are other ways, of course, but these are the most common.

The first way is to find a need in the chronicle and fill it. The Salubri bloodline is an example of this method. The line's existence answers a number of pressing questions about **Vampire**, and provides an even deeper level of tragedy to the game.

The second way is to think of a character concept that does not easily fit into the clans, and form a bloodline around it. The Samedi line is an example. The bloodline gives players a chance to assume the role of a vampire who symbolizes death at its most horrific, and provides wonderful roleplaying opportunities.

The third way is to invent a Discipline to add to a chronicle and then to create a form of vampire around it. The Daughters of Cacophony were based on a Discipline that centered around the powers of the voice.

These are not the only ways. Some players will find their imaginations sparked by a work of fiction, an old vampire legend, a missing element in the coterie or anything else. As long as the players and Storyteller can agree on the final form, anything goes.

Fleshing It Out

Once the concept has been developed, there is still a good amount of work required to bring the bloodline to life. First of all, the players and Storyteller have to develop at least the first five levels of the bloodline's unique Discipline(s). Second, they have to determine what the bloodline's weakness is, and make sure this weakness is at least as limiting as those of the clans.

The third important element to consider is the bloodline's place in the society of the Damned. This involves more than just determining what the Camarilla and Sabbat think of the line. What role does the bloodline play in the Jyhad? Do its members consider themselves wholly independent? Do its elders have a secret goal? (Of course they do.)

Once these three areas have been considered, the rest should be easy. Appearance, haven, etc. should all take little time to detail, and the players should be ready for a new and even wilder Lick to join the coterie.

Assamites

Vampires are the killers in the night, and none more so than the Assamites, slayers of both Kindred and kine. Called in regularly by the world's Justicars as archons and by princes as assassins, no clan is more feared by the Kindred. Secretive and taciturn, Assamites will travel anywhere in search of their targets, accepting as payment the blood of their employers.

While Assamites spend much of their time in the same solitary pursuits as other Kindred, they are best known for their skills as hired killers. In exchange for using their unique talents against the enemies of princes and anarchs alike, Assamites demand a portion of their employers' vitae. They do not accept every petition for aid, but once they have accepted a "contract," they consider themselves honor-bound to carry out the exact word of the agreement.

The clan was founded more than a millennium ago in the hinterlands of the Turkish mountains, and has always fiercely protected its privacy. Assamites are fundamentalists of a bizarre brand, practicing a faith that is a mixture of many Middle Eastern religions and Kindred mythology. They believe that the only way for vampires to reach heaven is to become closer to Caine — and the only means of doing this is to lower one's generation.

For much of the clan's early history the Assamites engaged in diablerie, seeking always to bring themselves closer to "the One." They became the most feared killers among the Kindred. Assamite legend claims the clan founder slew two of the second-generation Cainites by his own hand.

Unfortunately for the clan, it is no longer possible for Assamites to engage in diablerie. During the late Middle Ages (during the period of the Sabbat uprising), the Assamites found it easy to

hunt their prey. So many elders were killed that the Camarilla declared a Blood Hunt against the entire Assamite clan. After a period of seven years, Alamut, the clan's ancient fortress sanctuary, was close to being discovered. For the first time in its history the clan sued for peace, and negotiated a complicated treaty.

The Assamites agreed never again to hunt other Kindred for their blood and, in exchange, the Blood Hunt against them was called off. The clan was forced to allow the Tremere Council of Seven to cast a great ritual upon all its members. This ritual made it impossible for Assamites to drink the blood of other Kindred (see *Weaknesses*, below).

However, the Assamites managed to adapt some of the most ancient rites of their clan into an approximation of diablerie. The blood they take as pay from those who hire them is collected and then used in a ritual of creation. When the clan holds its five-year gatherings at Alamut, its members are able to brew potions using the blood thus collected. These potions can reduce the effective generation of a clan member.

Any Assamite hoping to reduce her generation must gather 200 Blood Points from non-Assamite vampires of equal or lower generation for the potion to be effective — it usually takes decades to gather that much blood. Each Assamite gives her sire a tenth of the blood she gathers.

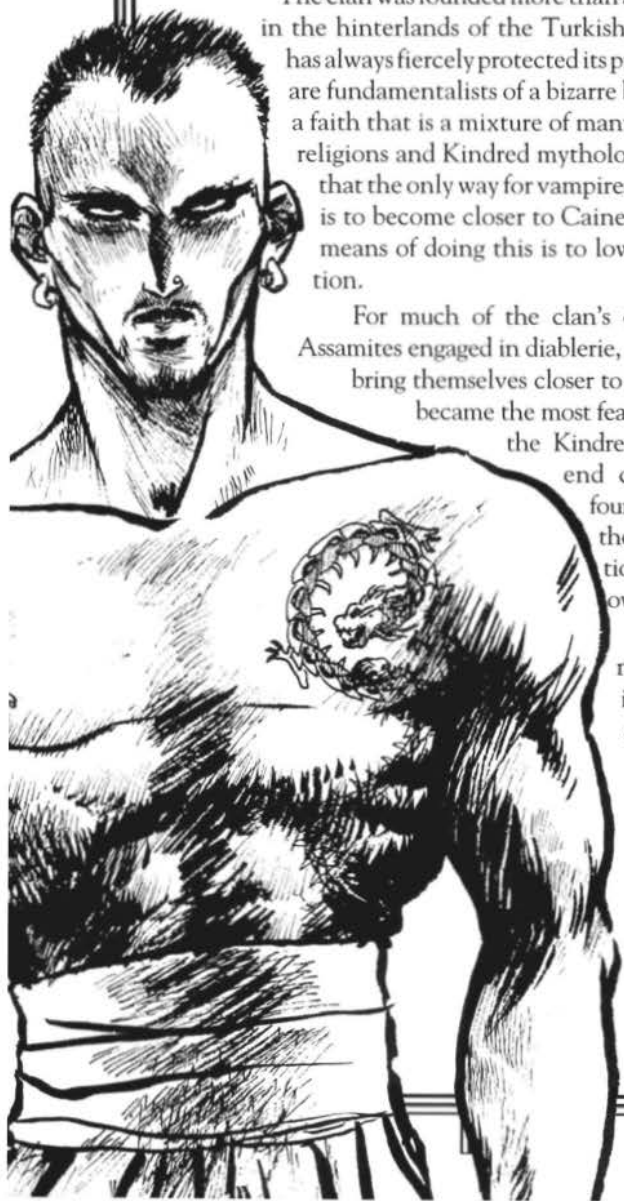
While not Blood Bound or Dominated into following clan traditions, individual Assamites are usually fanatically loyal to the clan. Should anyone try to cheat an Assamite, or attack her under circumstances other than an assassination attempt, the weight of the entire clan will crash upon the offender's head.

Should an assassin be killed by a target, however, the clan will take no additional revenge. Its members will not accept any other contracts for that person's head, and will even honor her when they are given a chance.

Once a contract has been accepted, the assassin will not stop trying to fulfill it until the target is dead or the Assamite has proof that the employer violated her trust (told her a vampire was ninth generation when he was sixth, or neglected to mention that the target was protected by a pack of Lupines).

Nickname: Assassins

Appearance: Because most Assamites are of Middle Eastern heritage, they share the characteristics of people from that area — swarthy skin, aquiline features and black hair. Additionally, while most vampires become paler over time, the members of this clan become darker as the years pass by, until their skins turn a dark ebony.



Haven: Assamite elders live at Alamut, a fortress located atop a mountain somewhere in Asia Minor. While away from the clan haven, neonates choose the most inaccessible and private locations as their havens.

Background: Generally, the clan watches a given human for a long time before allowing a member to initiate the subject. If permission is granted, the mortal must serve the sire-to-be for seven years, and only if she serves exceedingly well is she Embraced (otherwise she is killed). She is then called a *fidais* and apprenticed for another seven years, during which time she is introduced to the mysteries of the clan and taught the techniques of assassination. During this entire period, she is expected to be fanatically loyal to the clan.

Character Creation: Almost all Assamites are of Middle Eastern descent, and many are former soldiers, explorers, investigators or criminals. Their Natures and Demeanors are usually similar but almost never the same. Any Attributes may be primary, but Skills are usually the primary Abilities. Popular Backgrounds include Mentor (the sire) and Clan Prestige (to get plum contracts).

Clan Disciplines: Celerity, Obfuscate, Quietus

Weaknesses: Assamites have two blood-related disadvantages. The first is the clan requirement that all its members give a 10 percent blood tithe to their sires. The second is that they are unable to imbibe the blood of other Kindred, and if it is forced into them it acts as does poison to a mortal. Each Blood Point from another Kindred that somehow enters an Assamite's system inflicts one Health Level of non-aggravated wounds before it is purged.

Organization: The Assamite leaders hold court in Alamut ("Eagles' Nest"), their ancient mountain fastness, far from others' prying eyes. Here they receive assassination requests from the most powerful Kindred and kine, and assign assassins to specific contracts. Though no assignment is mandatory, Assamites lose much Prestige if they refuse assignments. Younger Assamites are spread across the world, and use their own judgment on accepting assignments from individuals other than clan leaders.

Gaining Clan Prestige: The most obvious route for gaining Clan Prestige is through successful assassinations, but there are other ways. Members of the clan often trade each other blood they have received as payment. For instance, a ninth-generation Assamite may trade two Blood Points of 10th-generation vitae to a 10th-generation sister in exchange for one Blood Point of ninth-generation blood. Assisting other clan members in this manner gains one Prestige as well.

Quote: "What need have we for ruling a petty mass of squabbling sycophants when we are already on the true path? There is none who does not quake at the slightest hint of our presence, and that leaves a taste sweeter than blood in my mouth."

Stereotypes:

- The Camarilla — A very useful pool of employers, but for our clan to join would be the height of stupidity. We gain far more acting outside its laws than we would within.

When you hear that these dogs have entered our city, beware! When you discover who their victim is, do nothing to interfere — it is never worth it to draw their wrath.

— Khalid, Nosferatu elder of Chicago, to his progeny

- The Sabbat — Useless childer. They kill for no reason and with no grace — what good is a murder if it takes the deaths of 20 of your brothers and sisters? It takes 100 of them to do what one of us can do.

Pretentious fools; they do our job for us. Who cares if they only kill at others' command? In the end more of the elders are extinguished.

— Hook, Sabbat scout

- The Inconnu — These elders are the greatest challenges of all. If any fool requests that you kill a member of this ancient group, send him to the mountaintop.

They are murderous barbarians who care not what they destroy. They still seek our blood despite their oaths. All their murders are results of their twisted understanding of Golconda.

— Mahatma, Monitor of Istanbul

VAMPIRE

The Masquerade™

Name:	Nature: TRADITIONALIST	Generation: 13TH
Player:	Demeanor: JUDGE	Haven:
Chronicle:	Clan: ASSAMITE	Concept: SOLDIER

Attributes		
Physical	Social	Mental
Strength: ●●●●●	Charisma: ●●●●●	Perception: ●●●●●
Dexterity: ●●●●●	Manipulation: ●●●●●	Intelligence: ●●●●●
Stamina: ●●●●●	Appearance: ●●●●●	Wits: ●●●●●

Abilities		
Talents	Skills	Knowledge
Acting: 00000	Animal Ken: 00000	Bureaucracy: 00000
Alertness: 00000	Drive: 00000	Computer: 00000
Athletics: 00000	Etiquette: 00000	Finance: 00000
Brawl: 00000	Firearms: 00000	Investigation: 00000
Dodge: 00000	Melee: 00000	Law: 00000
Empathy: 00000	Music: 00000	Linguistics: 00000
Intimidation: 00000	Repair: 00000	Medicine: 00000
Leadership: 00000	Security: 00000	Occult: 00000
Streetwise: 00000	Stealth: 00000	Politics: 00000
Subterfuge: 00000	Survival: 00000	Science: 00000

Advantages		
Disciplines	Backgrounds	Virtues
CELERITY: 00000	CLAN PRESTIGE: 00000	Conscience: ●●●●●
OBUSCATE: 00000	CONTACTS: 00000	Self-Control: ●●●●●
QUIETUS: 00000	MENTOR: 00000	Courage: ●●●●●

Other Traits		Humanity		Health	
DEMOLITIONS: 00000		●●●●●○○○○○		Bruised: ☐	
				Hurt: -1 ☐	
				Injured: -1 ☐	
				Wounded: -2 ☐	
				Mauled: -2 ☐	
				Crippled: -5 ☐	
				Incapacitated: ☐	

Combat		Willpower		Blood Pool		Experience	
Weapon	Difficulty/Damage	●●●●●○○○○○		○○○○○○○○○○			

Attributes: 7/5/3 Abilities: 13/9/5 Disciplines: 3 Backgrounds: 5 Virtues: 7 Freebie Points: 15 (7/5/2/1)

Followers of Set

The Followers of Set, or Setites as they often call themselves, make up one of the most widely loathed clans in the world. The Camarilla decision to ask the Setites to join came only after weeks of divisive debate, and the fact that few Setites responded to the call was met with a wave of relief from the young sect.

The explanation for this reaction lies with the very nature of the Setites. They are the masters of moral and spiritual corruption. They seem to have an uncanny ability to find the weakness in any organization or individual, and the uncommon urge to exploit it. Drugs, sex, money and power are their weapons of corruption, and they take great delight in using them against Kindred and kine alike. The Setites believe that the power of decay and corruption is absolute; no one is immune.

Although few Setites have become members of the Camarilla, this has not stopped factions within the sect from making use of their special talents. In the world of Kindred politics, the Followers of Set have the distinction of being regarded as a necessary evil.

The Followers claim to be able to trace their clan's lineage back to the Egyptian Dark God himself. The truth of this statement, however, remains unrevealed. In any event, they are darkly powerful beings with unclear interests beyond the assumption of mortal and supernatural power.

According to legend, the clan originated in ancient Egypt. About 5000 B.C., a group of powerful Kindred gathered around the Nile River delta.

There they are said to have established a thriving civilization and enthroned themselves as the ruling gods. Among these Kindred was one

named Sutekh. Sutekh, renowned as a warrior and hunter, stalked the darkness like a great beast; by 3300 B.C. he was being worshipped by some mortals as the God of Night and Darkness. He was more than likely a member of the third generation, an Antediluvian.

For the next two millennia, Sutekh, now calling himself Set, enjoyed the worship of mortals and the respect of his fellow Kindred. However, a power struggle began when a vampire known as Osiris, along with several of his progeny, began to claim absolute kingship over the rest of the Kindred. Set opposed Osiris, and for several hundred years the two waged a savage war. By 900 B.C., the tide had turned against Set and his followers. A being known as Heru-Behutet, and his warriors, defeated Set and his allies in a great battle. Set was exiled and his followers slaughtered. In his anguish, Set vowed that if he were to be exiled into the darkness, then that darkness would become all-powerful.

In the centuries that followed, Set recruited new followers. Most came from Egypt but there were others as well. Greeks, Romans, Persians and Semites all fell under the influence of Set, god of darkness. His message spread to the far corners of the known world. From the mountains of Spain to the shores of the Black Sea, the seeds of darkness were planted. Finally, in A.D. 33, Set himself vanished from the world (likely to escape being a casualty of the Jihad). Before he disappeared, Set promised his followers that he would eventually return in all his dark glory.

Even after his disappearance, this clan grew in power. Always small in number, it exerted an influence that belied its size. Some say that its members were partially responsible for the birth of the Inquisition, though there is no proof to substantiate this allegation. Empires have come and gone and still the Followers of Set carry on their master's dark traditions.

In modern times, the Setites found a new home in the Western Hemisphere. Both Jamaica and Haiti became fertile recruiting grounds for the clan. Using the sophisticated science of modern times, the Setites became drug lords extraordinaire. Several Haitian secret societies and Jamaican posses are rumored to be under their control, along with at least one Middle Eastern terrorist group.

The first Follower into an area establishes a temple and prepares the way for others. Once a newcomer arrives, she stays at the temple until she has enough power to found her own. Each temple is at the center of a web of corruption, and is always led by a single vampire.

Nickname: Sand-Snakes

Appearance: The vast majority of the Followers of Set have very distinct Middle Eastern features; however, increasing numbers are taken from all races. Red hair is especially prized because it is considered a mark of Set. When the



Followers are seen, they are usually garbed in deepest ebony robes of an ancient quasi-Egyptian style. Ritual disfigurement is also common, though the nature seems to vary from member to member.

Haven: The Setites prefer to reside in caverns or bunkers deep underground. Often, the walls of these havens are decorated with Egyptian hieroglyphics telling the story of Set. These havens are known as temples, and they are always under or near the headquarters of the Setites' criminal activities.

Background: Typically, the Followers of Set choose neonates from their own human Retainers. Originally, only those of Egyptian descent were chosen as Retainers. Within the last century, however, a number of Europeans and Americans have been recruited.

Character Creation: Most Setites have outsider concepts, although there are a small number of dilettantes, criminals and politicians among them. They are often Curmudgeons or Deviants by Nature and will adopt whatever Demeanor is appropriate at the time. Social Attributes are primary, as are Talents. Most have the Background of Retainers and many have Contacts and Allies throughout various criminal organizations.

Clan Disciplines: Obfuscate, Presence, Serpents

Weaknesses: Setites are extremely susceptible to sunlight. Double the dice for damage from any exposure to it. They are also susceptible to bright lights and subtract one from all Dice Pools while in bright light (i.e., spotlights, nightclub strobe lights, searchlights, magnesium flares, etc.).

Organization: Each city with a Setite presence has its own local Temple of Set, overseen by a Kindred priest or priestess. There may be one or more subpriests depending on the size of the domain. There are usually three to five human Retainers per priest. The Grand Temple of Set is rumored to be somewhere in southern Sudan near the Ugandan border. Monthly gatherings are held in each temple at the dark of the moon. It is rumored that once every century there is a great gathering held at the Grand Temple.

It is also said that there once was a group known as the Children of Osiris, whose members opposed the Followers of Set. Nothing is known of them, and the Setites claim to have literally consumed them.

Gaining Clan Prestige: Clan Prestige within the Followers of Set is gained by enslaving others through their own weaknesses. The more followers a Setite has, the more respect she garners among her peers. Setites can also gain Prestige by corrupting people and Kindred in high positions.

Quote: "We are the small voice that whispers to you in the lonely hours of the night. We call to the darkness within all of you. We came from the dark and to the dark we shall all return."

Stereotypes:

The Camarilla—A group of arrogant fools who think they can use us when in truth it is we who use them. The Toreador, with their vain artistic pretensions and degenerate tastes, are a special favorite. The Tremere and Ventruue clans' love of power often leads them to us. The others all have their various weaknesses that make them easy prey.

Dealing with the Followers of Set is, in effect, dealing with the Devil. Yes, they have their uses, but then so does an atomic bomb. Like said A-Bomb, the Setites should be handled with extreme care and caution.

—Galen, Ventruue elder

The Sabbat—They belong to us already; they just don't know it yet. The darkness is strong in them, but they love it in a different way than we do.

Damned snakes! The Camarilla is too weak and contentious to realize what a threat these bastards really are. You don't use a snake. You kill it before it kills you!

—Malachaius, Tzimisce elder

The Inconnu—Let sleeping fools lie. They think they're safe, but what they don't realize is that the darkness is everywhere. Like everyone else, they have their weaknesses. Even they cannot escape us.

They are arrogant just like their founder and, like their founder, they can and will be brought down. It is just a matter of time. Until then, we must do what we can to counter them.

—Nefer-meri-Isis, fourth-generation Ventruue

VAMPIRE

The Masquerade™

Name:	Nature: CONNIVER	Generation: 13TH
Player:	Demeanor: SALLANT	Haven:
Chronicle:	Clan: FOLLOWERS OF SET	Concept: OUTSIDER

Attributes		
Physical	Social	Mental
Strength: 00000	Charisma: 00000	Perception: 00000
Dexterity: 00000	Manipulation: 00000	Intelligence: 00000
Stamina: 00000	Appearance: 00000	Wits: 00000

Abilities		
Talents	Skills	Knowledge
Acting: 00000	Animal Ken: 00000	Bureaucracy: 00000
Alertness: 00000	Drive: 00000	Computer: 00000
Athletics: 00000	Etiquette: 00000	Finance: 00000
Brawl: 00000	Firearms: 00000	Investigation: 00000
Dodge: 00000	Meloe: 00000	Law: 00000
Empathy: 00000	Music: 00000	Linguistics: 00000
Intimidation: 00000	Repair: 00000	Medicine: 00000
Leadership: 00000	Security: 00000	Occult: 00000
Streetwise: 00000	Stealth: 00000	Politics: 00000
Subterfuge: 00000	Survival: 00000	Science: 00000

Advantages		
Disciplines	Backgrounds	Virtues
OBUSCATE: 00000	HERD: 00000	Conscience: 00000
PRESENCE: 00000	RESOURCES: 00000	Self-Control: 00000
SERPENTIS: 00000		Courage: 00000

Other Traits		Humanity		Health	

Combat		Willpower		Blood Pool	
Weapon	Difficulty				

Experience	

Attributes: 7/5/3 Abilities: 13/9/5 Disciplines: 3 Backgrounds: 3 Virtues: 7 Freebie Points: 15 (7/5/2/1)

Giovanni

No other clan is more intent on maintaining a front of respectability than the Giovanni, and none is more repulsive at heart. Giovanni vampires are rich merchants, speculators and investors who spend most of their nights manipulating their vast assets from skyscraper offices. They spend the rest of their nights in crypts and mausoleums carrying out their dark and morbid rites.

Legend has it the clan founder hoped to bolster his own power by Embracing a coven of Venetian necromancers. This coven was actually a tightly knit family of Giovanni who had strong trade interests in the Mediterranean region. The Giovanni repaid their sire for his gift by slaying him and all his other descendants. Vampires from around the world reacted with fear and horror, and many joined together to hunt these Devil Kindred. After almost a century of intermittent warfare, the clan made peace with its foes by promising to maintain a low profile and keep out of Kindred politics. The Giovanni clan has apparently maintained its pledge to this day.

Still, suspicion of this clan has continued to the present day. By staying neutral in Cainite battles, the Giovanni has had free rein to build its merchant empire. Now the clan's wealth is undeniable, but no one knows the exact purpose for which it employs this wealth. Few outsiders have ever taken part in the clan's necromantic rituals, so the purpose of these is likewise a mystery. Instead, suspicions and innuendoes have taken the places of facts and truths.

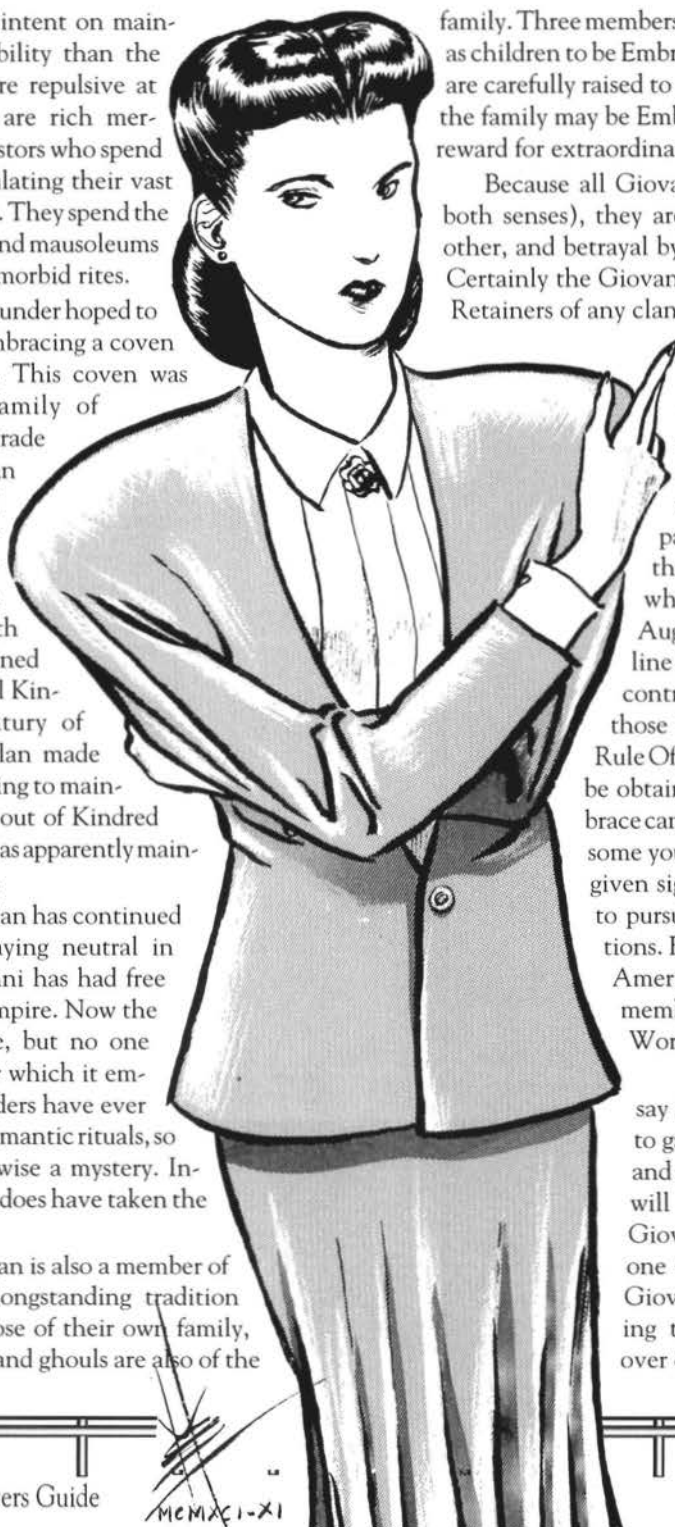
Every member of this clan is also a member of the Giovanni family. By longstanding tradition Giovanni only Embrace those of their own family, and most of their Retainers and ghouls are also of the

family. Three members of each generation are chosen as children to be Embraced when they are ready, and are carefully raised to prepare them for it. Others in the family may be Embraced later in their lives, as a reward for extraordinary service.

Because all Giovanni are related by blood (in both senses), they are extremely loyal to one another, and betrayal by one of them is unthinkable. Certainly the Giovanni possesses the most reliable Retainers of any clan.

Clan Giovanni is one of the more rigidly controlled clans, and contact is constantly maintained between members of the clan. It is still ruled with an iron hand by its patriarch, Augustus Giovanni, the original leader of the coven when it was first Embraced. Augustus sees his control over the line as similar to that of a prince's control over a city, and requires those below him to adhere to the Rule Of Creation: his permission must be obtained before the Giovanni Embrace can be gifted to anyone. However, some younger members of the clan are given significant leeway and freedom to pursue new control over corporations. Because the clan's influence in America is still limited, many of its members have been sent to the New World in recent years.

If asked, most Giovanni would say they do what they do in order to gain a complete understanding and appreciation of the form they will have for all eternity. These Giovanni believe this form to be of one use — gaining power. Other Giovanni refer to the god-like feeling they get from having power over death.



Nickname: Necromancers

Appearance: Despite (or perhaps because of) their horrid underground practices, Giovanni always try to maintain a front of respectability. They dress well, in conservative styles; the women frequently look matronly, while male Giovanni are often white-haired, bearded and look like favorite uncles.

Haven: Giovanni generally dwell in mansions and condominiums in the finer parts of town; most also maintain at least one hideaway in a sewer or graveyard.

Background: Giovanni Embrace only those from their own mortal family. Thus, all those in this clan are of Italian descent.

Character Creation: Giovanni almost always have professional concepts. Their most common Natures are Deviant and Architect, though they may assume any Demeanor. Mental Attributes and Knowledge Abilities are almost always primary. They always have at least some Resources, but can have any other Backgrounds they desire. Most will also have Retainers, who are always siblings or cousins in the the Giovanni family.

Clan Disciplines: Dominate, Necromancy, Potence

Weaknesses: Living creatures upon whom the Giovanni feed take twice as much damage as they otherwise should. Thus, if a Giovanni drank one Blood Point, her victim would take two Health Levels of damage. For this reason, Giovanni are among the most prominent blood bankers and take vitæ from people who have died moments before whenever possible.

Organization: The Giovanni clan is based out of Venice, where the clan headquarters is located. Its members work together to advance the study of death, and can always call on their brethren should they be in trouble. This is a small clan, however, and physical assistance is usually hundreds of miles away.

Gaining Clan Prestige: The easiest way to gain Prestige among the Giovanni is by accumulating vast amounts of wealth. A more difficult way is by discovering new understandings of death, either through art or magic.

Quote: "No other beings have as great an understanding of Death as we do. There is no great mystery, no facet of existence that affects every moment more than the fact that existence always ends. To understand this fully would render one omniscient."

Stereotypes:

- The Camarilla — These suspicious busybodies are always putting their noses where they do not belong. If they truly wanted to know what we are doing, then they would kill themselves.

I have traced their corporate monies and found them to have a hand in almost everything that exists. They are planning something; exactly what is the only question.

— Sovereign, Ventrué of Chicago

- The Sabbat — They have come closer than anyone else to grasping the Truth, but having stopped short they will have a harder time reaching it than anyone else. They can be safely ignored.

A coven of old businessmen scurrying around the sewers? And you expect me to fear them?

— Bishop Mark

- The Inconnu — They watch us constantly but understand nothing. If they did, they would not let us continue, for we will be the end of them.

Nothing has confused me more than the existence of the Giovanni. How can I accept that some of the Earth's most ambitious businessmen have given up their lust for power to study dead bodies in graveyards?

— Rebekah, Monitor of Chicago

VAMPIRE

The Masquerade™

Name: _____ Nature: ARCHITECT Generation: 13TH
Player: _____ Demeanor: TRADITIONALIST Haven: _____
Chronicle: _____ Clan: GIOVANNI Concept: PROFESSIONAL

Attributes

Physical		Social		Mental	
Strength	●●○○○	Charisma	●●○○○	Perception	●●○○○
Dexterity	●●○○○	Manipulation	●●○○○	Intelligence	●●○○○
Stamina	●●○○○	Appearance	●●○○○	Wits	●●○○○

Abilities

Talents		Skills		Knowledge	
Acting	●●○○○	Animal Ken	○○○○○	Bureaucracy	●○○○○
Alertness	○○○○○	Drive	●○○○○	Computer	○○○○○
Athletics	○○○○○	Etiquette	●○○○○	Finance	●○○○○
Brawl	●○○○○	Firearms	●○○○○	Investigation	○○○○○
Dodge	○○○○○	Melee	○○○○○	Law	○○○○○
Empathy	●○○○○	Music	○○○○○	Linguistics	●○○○○
Intimidation	●○○○○	Repair	○○○○○	Medicine	●○○○○
Leadership	●○○○○	Security	○○○○○	Occult	●○○○○
Streetwise	○○○○○	Stealth	○○○○○	Politics	○○○○○
Subterfuge	●○○○○	Survival	○○○○○	Science	●○○○○

Advantages

Disciplines		Backgrounds		Virtues	
DOMINATE	●○○○○	RESOURCES	●●○○○	Conscience	●●○○○
NECROMANCY	●○○○○	RETAINERS	●○○○○	Self-Control	●●○○○
POTENCE	●○○○○	STATUS	●○○○○	Courage	●○○○○
	○○○○○		○○○○○		
	○○○○○		○○○○○		

Other Traits

Combat		Humanity		Health	
Weapon	Difficulty Damage	●●●●●●○○		Bruised	☐
				Hurt	-1 ☐
				Injured	-1 ☐
				Wounded	-2 ☐
				Mauled	-2 ☐
				Crippled	-5 ☐
				Incapacitated	☐

Willpower		Blood Pool		Experience	
●●●●●●○○		○○○○○○○○○○			

Attributes: 7/5/3 Abilities: 1/9/5 Disciplines: 3 Backgrounds: 5 Virtues: 7 Freebie Points: 15 (7/5/2/1)

Ravnos

The Ravnos clan shares many characteristics with the Gangrel, but there is no other clan with which it more differs. The Gangrel are loners; the Ravnos love companionship. The Gangrel are combative; the Ravnos try to avoid direct physical confrontations. The Gangrel are honest and forthright; the Ravnos are masters of lies and deceit.

The most obvious similarity between Ravnos and Gangrel is the nomadic lifestyle common to both. Few

Ravnos would ever consider staying in one city for an extended amount of time. Those who have adapted to an urban lifestyle change their havens on a regular basis, never staying in one for more than a month.

The other prominent similarity between Ravnos and Gangrel is both clans' connection with Gypsies. However, while the Gangrel are widely accepted among Gypsies, the Ravnos are accepted only within their own family group (if they are of Gypsy blood). Though Ravnos live much like Gypsies, they are not accepted by them. While most blame this on the Ravnos' unquenchable compulsion to lie and steal from those around, others say the very auras of the Ravnos repulse the sensitive Gypsy mystics.

Theft and con games are the most common aspects of the Ravnos lifestyle. Constant traveling makes it harder for Ravnos to be caught engaging in their favorite pastimes, and gives them an infinite number of marks and shills to take advantage of. Ravnos find no greater pleasure than taking advantage of other Kindred, and a vampire is advised to watch his wallet, gun and pants while these Licks are around.

Free movement is very highly regarded by Ravnos. They freely move back and forth between cities controlled by the Camarilla and those controlled by the Sabbat. Anyone who attempts to prevent Ravnos from entering a city is given the "treatment" — large groups of the clan will enter the city and give it a thorough scouring. Few princes have the courage to risk such and, despite their disgust, most do not prevent Ravnos from entering their city.

Ravnos take their personal and clan honor very seriously, and it is one of their most prized possessions. However, the code of honor by which they live is quite different from the rules most folk follow. They do not place much pride in keeping their word unless they shake hands on it — after spitting into their palms (with blood, of course). They are honor-bound to avenge themselves if anyone besmirches their honor or "good name." They do not cheat or steal from others of the clan, but feel no such compunctions about outsiders. Friendship is valued very highly, and they will always come to the aid of those whom they consider "brothers."

Nickname: Gypsies

Appearance: Ravnos are almost always of Gypsy descent, and thus are often swarthy in complexion, with dark hair and black eyes. However, these traits are not universal. There have been blond, blue-eyed Gypsies, Oriental Gypsies and Gypsies of African heritage. Furthermore, in North America, where Gypsy culture has become more urban, Ravnos have been known to Embrace *gorgio* (non-Gypsies). In Europe, however, all of this clan are still of the Gypsy blood, and any *gorgios* Ravnos would immediately be extinguished.

Haven: Ravnos constantly travel from city to city. Though they may settle somewhere for a time and even establish havens, after a few months they always hit the road again. Usually the princes of their temporary abodes "persuade" them to leave much sooner than that.

Traditional Ravnos make their homes in gaudily colored, covered caravans which travel the countryside, stopping



here and there to trade, celebrate holidays or just for a change of pace. In North America, where Gypsies have moved into the cities, the Ravnos have followed suit. Now they make their temporary homes in the basements of fortunetellers' shops and in the backrooms of Gypsy houses. Still, some Ravnos in the New World follow the old ways, while others have adapted them and travel across the continent in convoys of old luxury cars, vans and RVs.

Background: Ravnos generally sire few childer, and those they do Embrace are generally the most promising members of their own families. Younger Ravnos have been known to be more willing to sire, however, and neonate Ravnos from all backgrounds are beginning to plague the Kindred community.

Character Creation: Ravnos usually have drifter and outsider concepts. They generally have Jester-type Natures but are willing to change their Demeanors at a moment's notice. Social Abilities and Talents are generally primary, and they almost always have a number of family members as Retainers. Some also have high Resources in the form of gold and jewels they have accumulated through the years. Such trinkets are highly prized among them as symbols of success and expertise.

Clan Disciplines: Animalism, Chimerstry, Fortitude

Weaknesses: Ravnos are infamous for their trickery. Each has a specific area of thievery and deception in which she is especially interested, and practices it every chance she gets. In fact, a Ravnos must make a Self-Control roll (difficulty 6) not to perform her crime of choice when the opportunity presents itself.

The player should decide during the creation process what type of "crime" attracts the character. Some common crimes include con games, thievery, gambling, cheating and extortion. Players and Storytellers should feel free to create new ones.

Organization: There is no organization to this clan, for no Ravnos would trust another to keep his word. However, when two or more Ravnos meet somewhere, they will likely put on a great show of camaraderie, pledging each other their undying loyalty — a vow that is quickly forgotten.

Gaining Clan Prestige: The best way to gain the respect of other Ravnos is to pull off wonderful cons, the tales of which are then retold for years to come. Getting a prince to trade her favorite vessel for a worthless knick-knack or stealing a Methuselah's coffin from his haven would earn a Ravnos a great deal of esteem within the clan. The more souvenirs a character can collect from his exploits, the better; it is considered bad taste to talk about oneself unless one has something to show (the idea is to talk about the object, not oneself).

Quote: "How could anyone take seriously the form we have been given? It's fun! We can do anything we want and all these others sit around trying to be statues. They act like they've been crucified on a trushul. That could never be the unlfe for me."

Stereotypes:

- The Camarilla — They died once and seem intent on dying again. They live unlives of quiet desperation, doing nothing and voluntarily jailing themselves in their cities.

These craven jackals lie and steal as though they have never heard of honor. Should another ever come to my city, I will declare a Blood Hunt at once on all their kind!

— Wallace, Prince of Birmingham

- The Sabbat — Humorless brutes. They kill for no reason and have even less of an appreciation for comedy than do the stone-faces of the Camarilla.

These clowns may seem to be the least of our troubles, but do not underestimate them. With their control of illusions, there is little they cannot seem to do. Were they to turn against us in large numbers, we would have a most unwelcome and painful fight on our hands.

— Karina, Sabbat assassin

- The Inconnu — As boring as these musty old fogies may seem, they are really the only ones who seem to understand what we do. They are never what they seem.

The neonates are amusing little childer, but beware the elders. They use their tricks to cover something far deeper.

— Elijah, fifth-generation Gangrel

VAMPIRE

The Masquerade™

Name:	Nature: JESTER	Generation: 12TH
Player:	Demeanor: DEVIANT	Haven:
Chronicle:	Clan: RAVNOS	Concept: DRIFTER

Attributes		
Physical	Social	Mental
Strength: ●●●●●	Charisma: ●●●●●	Perception: ●●●●●
Dexterity: ●●●●●	Manipulation: ●●●●●	Intelligence: ●●●●●
Stamina: ●●●●●	Appearance: ●●●●●	Wits: ●●●●●

Abilities		
Talents	Skills	Knowledge
Acting: ●●●●●	Animal Ken: ●●●●●	Bureaucracy: ●●●●●
Alertness: ●●●●●	Drive: ●●●●●	Computer: ●●●●●
Athletics: ●●●●●	Etiquette: ●●●●●	Finance: ●●●●●
Brawl: ●●●●●	Firearms: ●●●●●	Investigation: ●●●●●
Dodge: ●●●●●	Melee: ●●●●●	Law: ●●●●●
Empathy: ●●●●●	Music: ●●●●●	Linguistics: ●●●●●
Intimidation: ●●●●●	Repair: ●●●●●	Medicine: ●●●●●
Leadership: ●●●●●	Security: ●●●●●	Occult: ●●●●●
Streetwise: ●●●●●	Stealth: ●●●●●	Politics: ●●●●●
Subterfuge: ●●●●●	Survival: ●●●●●	Science: ●●●●●

Advantages		
Disciplines	Backgrounds	Virtues
ANIMALISM: ●●●●●	CONTACTS: ●●●●●	Conscience: ●●●●●
CHIMERSTRY: ●●●●●	GENERATION: ●●●●●	Self-Control: ●●●●●
FORTITUDE: ●●●●●	HEAD: ●●●●●	Courage: ●●●●●
	RESOURCES: ●●●●●	
	RETAINERS: ●●●●●	

Other Traits		
●●●●● ●●●●● ●●●●● ●●●●● ●●●●●		
●●●●● ●●●●● ●●●●● ●●●●● ●●●●●		

Combat		
Weapon	Difficulty	Damage

Humanity		
●●●●●●●●●●		

Willpower		
●●●●●●●●●●		

Blood Pool		
□□□□□□□□□□		

Health		
Bruised	□	
Hurt	-1	□
Injured	-1	□
Wounded	-2	□
Mauled	-2	□
Crippled	-5	□
Incapacitated		□

Experience		
□□□□□□□□□□		

Attributes: 7/5/1 Abilities: 1/9/5 Disciplines: 3 Backgrounds: 5 Virtues: 7 Freebie Points: 15 (7/5/2/1)

SALUBRI

This widely hated bloodline has far more enemies than it really deserves. Only seven of these Cainites exist at a time, for after a Salubri attains Golconda, she ends her existence and passes her blood to the individual she has chosen to take her place. Almost none survive for more than a few hundred years, for the Salubri consider vampiric existence to be agony. These vampires can usually pass as humans until someone notices that they possess a third eye.

Other clans perceive Salubri as murderers and diabolists of the worst kind. Princes have been known to call a Blood Hunt at the merest suggestion that a Salubri might be in their domains; the Tremere are especially known to hate them.

The reason for this animosity lies far back in the legends of the Salubri, once a small clan of the same name. Saulot, the founder of this clan, is believed to be the first of the Kindred to reach Golconda. It is considered fact that when he returned from his journeys to Asia, a third eye had opened in his forehead, giving him access to new powers no other Kindred had ever developed.

For the next several millennia, Saulot spread rumors of Golconda through Kindred society. He is thought to have had a hand in the development of Carthage and the creation of the Inconnu, though he never joined this august group.

During this time Saulot sired very few new Kindred, but those he did sire followed him on his path to redemption. It is said he created his last vampire during the reign of Caligula, and then removed himself from the company of both Kindred and kine. This voluntary separation lasted until the Middle Ages, when an order of magi managed to find Saulot lying in torpor. The Salubri say the order's founder himself tracked down the Antediluvian and sank his teeth into the Ancient's neck. The Salubri also claim their founder did not resist. After this, the order methodically tracked down Salubri descendants and slew them.

They did not slay them all, however. The older ones were actually the easiest to kill, while the ones created after Saulot reached Golconda proved somehow resistant to the order's magics. Thus the order did everything in its power to turn the world against the Salubri, hunting them, terrorizing them, and leaving them unable to use their healing powers without fear of being sought out and killed.

Despite this, the only force that manages to kill most Salubri is themselves. When a Salubri sires, she takes great effort to teach her childe the ways of the lineage and how best to protect himself. She also prepares the neonate's path to Golconda, and then commits suicide by forcing the childe to drink her blood.

Salubri believe the spirit of a vampire to be tortured, and to have no hope for peace unless Golconda is attained. In fact, they think that anyone, Kindred or kine, who is extinguished before reaching Golconda is eternally condemned to be a bound spirit (a ghost that is restricted in location or temperament, and can be summoned and controlled by mortals). The sole goal of the Salubri is to pass from this existence and thus be free.

Salubri consider it their duty to teach their beliefs to others, and take great efforts to explain "the facts of things" to others. Because they cannot imagine wishing to live an eternity of pain, they cannot imagine that other vampires would not like to listen to their words. This is perhaps part of the reason why they are so widely disliked.

These Kindred find the path to Golconda easier than do most, but even for them it is no automatic thing. Salubri sires often hide clues in books, people and places for the vampire to find.

Once a Salubri has reached Golconda, he finds life easier in many ways. Besides providing freedom from the Beast, Golconda lets Kindred open themselves to Disciplines with ease. Instead of having to lower his generation to learn Disciplines higher than five, a vampire in Golconda can learn new powers with but the expenditure of experience. Thus Salubri ready to sire use the precognitive powers of Auspex to determine their childer's fate and work to aid them along the path to Golconda.

Nickname: Cyclops

Appearance: The members of this lineage are chosen from all varieties of people. Children, old men, teenagers



and middle-aged women have all been chosen. Once they have been Embraced, however, they begin to develop the clan's third eye. While it is not always noticeable (when it is closed, only an eyeslit, which appears to be a small scar, can be seen), the third eye is extremely prominent when in use.

Haven: Anywhere, but their havens are usually far from other Kindred and protected by mortals.

Background: The Salubri Embrace only those who have proved themselves to be of the highest Humanity. Healers, holy men and women, and true philanthropists have all been chosen at one time or another.

Character Creation: Salubri can potentially have nearly any concept, but it is exceptionally rare for them to come from a criminal or soldier concept. Almost all have a Caregiver Nature, but they can have any Demeanor. Mental Attributes and Mental Abilities are usually primary, but this is not always the case. All Salubri must take five dots in the Generation Background to represent their sires' sacrifice for them, and because of their problems with feeding (see *Weaknesses*), many have Herds of faithful followers.

Clan Disciplines: Auspex, Fortitude, Obeah

Weaknesses: Whenever one of the Salubri takes blood from someone who resists the Kiss, the Salubri loses one Health Level for every Blood Point taken. It must be healed normally (with blood). The vampire must know the target is not resisting and is at peace in order to avoid the damage. This is why most of this Lineage are either Casanovas or Sandmen. Additionally, the character must continually persevere towards Golconda; any straying from this path will lead to dire consequences (like the inability to regain Willpower). When Golconda is finally reached, an end must come to this existence when a successor is ready.

Organization: There is no organization to this lineage — indeed there is little contact between its members — but they will do anything within their power to help others of their line. This extreme loyalty is part of the reason the Tremere have not done more to wipe this clan out — the cost would be just too high. All Salubri are of eighth generation, and it is usually believed the elders were all wiped out years ago. However, rumors frequently surface that one elder or another was seen in some far place.

Gaining Bloodline Prestige: In general, they do not spend enough time with one another to make Prestige important. When it is a concern, it depends entirely on how far along the road to Golconda one is. If one has actually achieved that state, then continued existence loses all of its meaning, and while others of the lineage will still do anything for the character, they expect her to extinguish herself soon.

Quote: "Nothing can be considered more important than the freedom of souls. Not just your soul and mine, but the souls of everyone on Earth. Thus we should consider our trials and tribulations a gift, for such freedom is impossible without overcoming adversity."

Stereotypes:

- The Camarilla — These pitiful pawns of the Tremere have no idea of the harm they are doing the world and themselves. They want to live lives of evil but have given no thought to what that really means.

These soul suckers enjoy nothing more than tricking us into believing they mean no harm. Those who believe them are lost, for they want nothing less than our very souls for their own twisted pleasure.

— Andark, Tremere chantry leader

- The Sabbat — These murderers are a more traditional evil than are the members of the Camarilla, but this makes them neither better nor worse. They are blind, and in their blindness they destroy things of great value — their souls.

These quacks are not healers. The one time we might want to actually help the Camarilla is in snuffing this scourge from the planet.

— Clifton, probationary Sabbat pack member

- The Inconnu — Many of these powerful elders know the truth about us and are willing to help us. This is not true for all, but it seems to be true for most.

We kept an eye on the Tremere when it first began and know what crime its founders committed. Our sorrow is that we did not act then. Now we can but act and protect the children of my friend Saulot.

— Mahatma, Monitor of Istanbul

VAMPIRE

The Masquerade™

Name: _____ Nature: CAREGIVER Generation: 8TH
 Player: _____ Demeanor: VISIONARY Haven: _____
 Chronicle: _____ Clan: SALUBRI Concept: DILETTANTE

Attributes		
Physical	Social	Mental
Strength ●●●●●	Charisma ●●●●●	Perception ●●●●●
Dexterity ●●●●●	Manipulation ●●●●●	Intelligence ●●●●●
Stamina ●●●●●	Appearance ●●●●●	Wits ●●●●●

Abilities		
Talents	Skills	Knowledge
Acting ●●●●●	Animal Ken ●●●●●	Bureaucracy ●●●●●
Alertness ●●●●●	Drive ●●●●●	Computer ●●●●●
Athletics ●●●●●	Etiquette ●●●●●	Finance ●●●●●
Brawl ●●●●●	Firearms ●●●●●	Investigation ●●●●●
Dodge ●●●●●	Melee ●●●●●	Law ●●●●●
Empathy ●●●●●	Music ●●●●●	Linguistics ●●●●●
Intimidation ●●●●●	Repair ●●●●●	Medicine ●●●●●
Leadership ●●●●●	Security ●●●●●	Occult ●●●●●
Streetwise ●●●●●	Stealth ●●●●●	Politics ●●●●●
Subterfuge ●●●●●	Survival ●●●●●	Science ●●●●●

Advantages		
Disciplines	Backgrounds	Virtues
AUSPEX ●●●●●	GENERATION ●●●●●	Conscience ●●●●●
FORTITUDE ●●●●●	MENTOR ●●●●●	Self-Control ●●●●●
OBEAH ●●●●●	●●●●●	Courage ●●●●●
●●●●●	●●●●●	
●●●●●	●●●●●	

Other Traits		Humanity	Health
●●●●●	●●●●●	●●●●●●●●●●	Bruised ☐
●●●●●	●●●●●		Hurt -1 ☐
●●●●●	●●●●●		Injured -1 ☐
●●●●●	●●●●●		Wounded -2 ☐
●●●●●	●●●●●		Mutilated -2 ☐
●●●●●	●●●●●		Crippled -5 ☐
●●●●●	●●●●●		Incapacitated ☐

Combat		Blood Pool	Experience
Weapon	Difficulty	Damage	

Attributes: 7/5/3 Abilities: 13/9/5 Disciplines: 3 Backgrounds: 5 Virtues: 7 Freebie Points: 13 (7/5/2/1)

Daughters of Cacophony

The Daughters are distinctly modern phenomena despite their Classical name. No Kindred claims to have heard of them before the 1700s, and if they had existed, vampires feel sure they would have known. The Daughters are such masters of song that most Kindred believe they are an offshoot of the Toreador, though those who have been on the receiving end of their powers think the Malkavians had more influence.

The Daughters of Cacophony are singers without peer, but their melodious harmonies are not their main claims to fame. It is the damage their songs can do to the mind that causes their Kindred concern.

The Toreador are of two minds in their dealings with this bloodline. While they cannot deny that the Daughters have incredible skill in their chosen art, more than one Toreador has been forever twisted by one disjointed note. The Daughters' songs can be as horrid as they can be beautiful, and there is no way to know their intentions until they act.

The Daughters are a small bloodline, centered mainly in the New World, and members Embrace only those who show real singing talent. Most create no more than one or two childer. The childer learn from their sires for years before being released into the world.

The Daughters go to great lengths to avoid Embracing anyone of wide renown, but most of the line's members were beginning promising careers in music at the time of the Embrace. They retain their love of performance, but perform mainly for each other and for their small Herds. They keep their Fame minimal, but often find the lure of small clubs too much to ignore. Hearing such a performance can be an unmatched experience for anyone.

While they seem to abide by the Masquerade, Daughters can be found in both the Camarilla and the Sabbat. Some Kindred insist the Daughters have undying loyalty to whatever sect rules the city in which they reside. For instance, one famous Daughter, Sayshila, is known to have stopped a Sabbat attack on a Miami concert house. On the other hand, she is believed to have driven a Gangrel archon mad after the pair spent a night together howling at the moon.

Nickname: Sirens

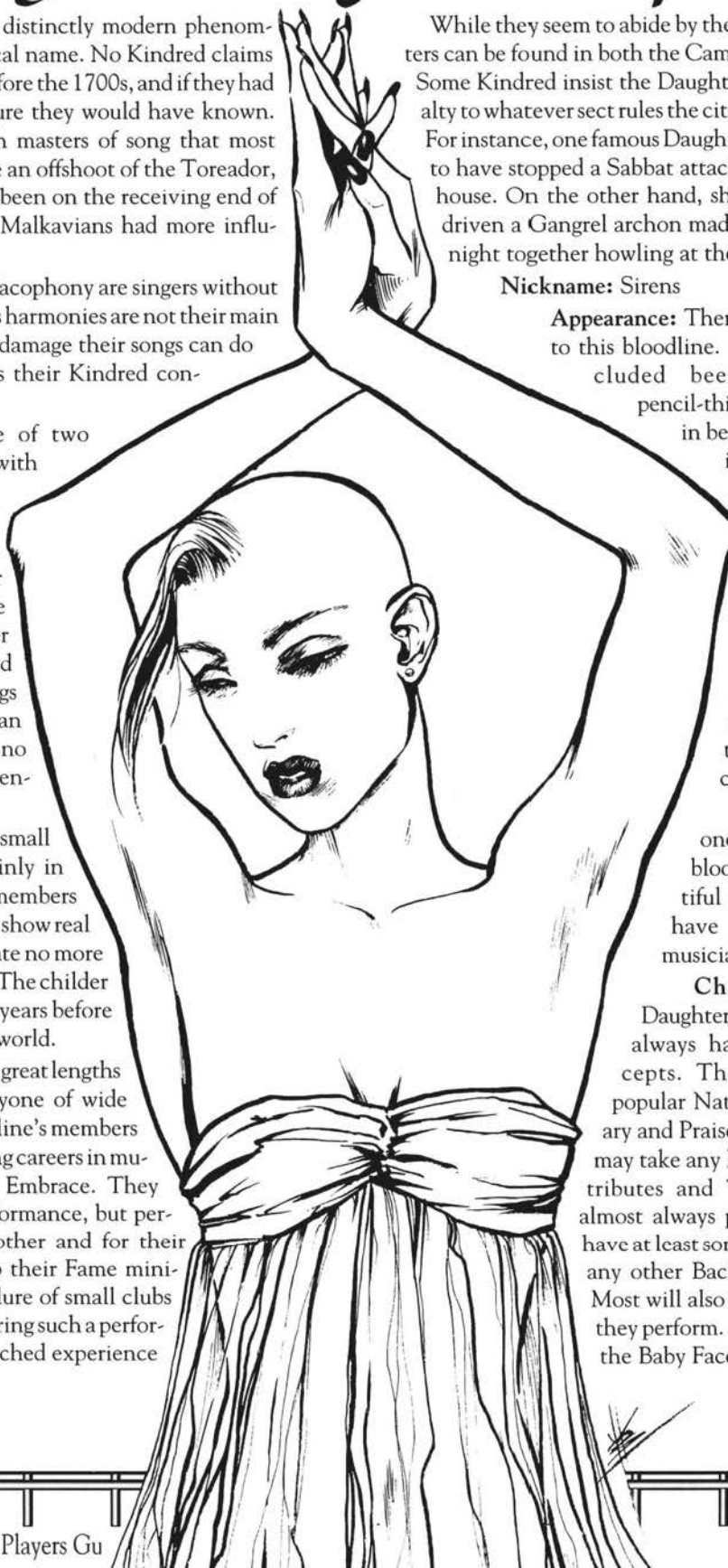
Appearance: There is no standard look to this bloodline. Its members have included beefy opera singers, pencil-thin divas and everything in between. While some of

its most prominent members have been female, the bloodline includes a fair number of males, though most are rather young.

Haven: Trendy apartments, lofts and nightclubs seem to be their residences of choice.

Background: Anyone Embraced into this bloodline will have a beautiful voice, but does not have to be a professional musician. Still, most were.

Character Creation: Daughters of Cacophony almost always have entertainer concepts. They split their most popular Natures between Visionary and Praise-Seeker, though they may take any Demeanor. Social Attributes and Talent Abilities are almost always primary. They always have at least some Fame, but can have any other Backgrounds they desire. Most will also have Herds for whom they perform. Many have developed the Baby Face Merit.



Weaknesses: The Daughters of Cacophony are so caught up in their music that they hear it constantly. As a result of this distraction, the difficulties of all a Daughter's Perception rolls are increased by one. Additionally, a Daughter's Alertness can never exceed three.

Organization: The bloodline has no formal organization, but younger members generally follow the lead of the older, more talented members. Occasionally a number of Daughters gather to give a concert of great beauty.

Gaining Bloodline Status: The easiest way to gain Prestige among the Daughters is through musical ability. Some rumors speculate that Daughters also gain Prestige based on the number of Kindred and kine their music has driven crazy.

- The Camarilla — This sect supports the arts, at least to some extent; however, very few of its members understand the true depths of what we do.

These villainesses are not as harmless as they would have us believe. They take great delight in using their wondrous talents as weapons against us.

- The Sabbath — The Sabbath has given a number of true artists the freedom they need to explore new areas of beauty, but even it does not grasp exactly what it is we do. Maybe the use of our powers upon its members will enlighten them.

I don't care much for their songs, but there is no denying that they have opened whole new realms of vampiric expression.

- The Inconnu — They either appreciate our talents more than most, or fear us more than most, for they watch us intently. Whatever the reason, we seem to be drawing an undue amount of attention from these old coots.

I believe the Daughters of Cacophony were created for the worst of purposes. They strike me as little more than another tool of the Antediluvians to prepare the way for Gehenna, spreading discord and madness in their wake.

—Dondinni, sixth-generation Monitor of Genoa

The Masquerade™

Attributes		
Physical	Social	Mental
Strength.....●●○○○	Charisma.....●●●○○	Perception.....●●●○○
Dexterity.....●●○○○	Manipulation.....●●○○○	Intelligence.....●●○○○
Stamina.....●●○○○	Appearance.....●●○○○	Wits.....●●○○○

Talents			Abilities		Skills		Knowledge	
Acting	●●●●		Animal Ken	●●●●●		Bureaucracy	●●●●●	
Alertness	●●●●		Drive	●●●●		Computer	●●●●●	
Athletics	●●●●		Etiquette	●●●●		Finance	●●●●	
Brawl	●●●●		Firearms	●●●●●		Investigation	●●●●●	
Dodge	●●●●		Meloe	●●●●●		Law	●●●●	
Empathy	●●●●		Music	●●●●●		Linguistics	●●●●●	
Intimidation	●●●●		Repair	●●●●●		Medicine	●●●●●	
Leadership	●●●●		Security	●●●●●		Occult	●●●●	
Streetwise	●●●●		Stealth	●●●●●		Politics	●●●●●	
Subterfuge	●●●●		Survival	●●●●●		Science	●●●●●	

Advantages		
Disciplines	Backgrounds	Virtues
FORTITUDE ●●●●	ALLIES ●●●●	Conscience ●●●●
MELPOMINEE ●●●●	CONTACT ●●●●	Self-Control ●●●●
PRESENCE ●●●●	FAME ●●●●	Courage ●●●●
●●●●	RESOURCES ●●●●	
●●●●	●●●●	

Other Traits	Humanity	Health
00000 00000 00000 00000 00000	●●●●●●●●●●	☐ -1 ☐ -1 ☐ -2 ☐ -2 ☐ -5 ☐
Combat	Willpower	
00000 00000 00000 00000 00000	●●●●●●●●●●	
Weapons Difficulties Diseases		

[illegible]

Attributes:7/5/3 Abilities:13/9/5 Disciplines:3 Backgrounds:5 Virtues:7 Freebie Points:15 (7/5/2/1)

"Aaaaaaaaaaaaaaaaaahhhhhhhhhhhhhhhhhhh ."
(crash, as the glass breaks)

SAMEDI

The Samedi bloodline may be an offshoot of the Nosferatu, or possibly a branch of the Giovanni. Neither clan will take the credit (or the blame?) for these Kindred. The Samedi bloodline has only been around for a few hundred years. The line appeared in Italy and the Caribbean. Only a very few of these Kindred have come to the United States.

The Samedi are easily identified by the shreds of rotting flesh constantly falling from their bodies, and are often confused for zombies by those unfamiliar with them. This bloodline claims no allegiances, but is known to have members in both the Sabbat and the Camarilla.

Those who have done battle with the Samedi seldom forget the experience, for the bloodline has the power to rob other Kindred of their immortality — at least temporarily. The Samedi are generally reviled as too disgusting to be allowed to survive; only the fact that they can be powerful allies has kept the bloodline from meeting obliteration at the hands of the Camarilla.

The Samedi are known to be competent assassins and bodyguards, and can often be found serving anyone who can meet their price. The Nosferatu and the Giovanni both seem to have an affinity with these twisted Kindred, and most Samedi will refuse to attack either of these clans unless paid a substantial amount of money.

Nickname: Stiffs or Zombies

Appearance: Samedi look like corpses in fairly advanced stages of decomposition. Their skin is soft to the touch, leaking foul fluids at the

lightest contact. Certain Samedi are leathery and emaciated, resembling shriveled mummies in appearance. In either case, the Samedi's eyes are sunken in their heads and the lips and gums have receded from their teeth. Almost all Samedi lose the majority of their noses.

Haven: Most Samedi prefer to maintain their havens in or near graveyards, digging concealed tunnels into mausoleums or under the basement levels of funeral homes.

Background: The Samedi have only been appearing for a short time, but over the last 200 years the bloodline has heavily expanded. As a general rule, these Kindred seldom associate, and it is extremely rare to find more than two of them in a city, even one of substantial size.

Most Samedi will confess to having worked as coroners or morticians before being Embraced. Many will also admit to being at the edge of suicide at the time of the Embrace.

Character Creation:

Most Samedi were fascinated with death in their kine lives, and are equally fascinated after having been Embraced. Mental Attributes are Primary, and Knowledge should be emphasized.

Disciplines: Necromancy, Obfuscate, Thanatosis

Weaknesses: Like the Nosferatu, the Samedi are hideous to look upon and suffer from a zero in Appearance. The stench of



decay wafts from these Kindred, even in the lightest of winds, and the unusual texture of the Samedi's skin is enough to repulse even the strongest constitutions.

Organization: Samedi appear to have no true organization. On the rare occasions when two or more of these Kindred meet, they gossip and go their separate ways. There is a small faction of this bloodline that is trying to rectify this situation, but so far no major changes have occurred. On the other hand, reports have been made of small groups of these Kindred meeting in graveyards late at night.

Stereotypes:

Camarilla — They fear us, and their fear is so sweet. They can have their princes, and I'll even follow their laws, but for them, every second around me is a horror even to their most bestial members.

I still say these wretched, shambling animations' very existence violates the Masquerade, but eliminating them is an action in which I do not care to partake. Maybe they will end their own grotesque existences.

— Francois Villon, Prince of Paris

Sabbat — I'd sooner be dinner for an Antediluvian than face a pack of those bastards. At least the Antediluvian would be more honest about what he wants from you.

These rotting mounds are dangerous enemies, but most valuable allies. They should all be recruited ... or destroyed.

— Jefferson Foster, Sabbat bishop

Inconnu — Tolerable lot. Keep to themselves for the most part, and I can respect that. Someday I might even try to talk to one, see what they're all about. Someday when I no longer want to exist, that is ...

My research has not revealed much, but what I have learned frightens me. I fear that they are not just a subspecies of the Nosferatu or Giovanni, but an unwholesome amalgamation of all that is most despicable in the undead.

— Dondinni, sixth-generation Monitor of Genoa

VAMPIRE

The Masquerade™

Name: _____ Nature: ARCHITECT Generation: 13TH
Player: _____ Dememeanor: DEVIANT Haven: _____
Chronicle: _____ Clan: SAMEDI Concept: PROFESSIONAL

Attributes		
Physical	Social	Mental
Strength: ●●●●●	Charisma: ●●●●●	Perception: ●●●●●
Dexterity: ●●●●●	Manipulation: ●●●●●	Intelligence: ●●●●●
Stamina: ●●●●●	Appearance: ○○○○○	Wits: ●●●●●

Abilities		
Talents	Skills	Knowledge
Acting: ●●●●●	Animal Ken: ○○○○○	Bureaucracy: ○○○○○
Alertness: ○○○○○	Drive: ○○○○○	Computer: ●●●●●
Athletics: ○○○○○	Etiquette: ●●●●●	Finance: ●●●●●
Brawl: ●●●●●	Firearms: ○○○○○	Investigation: ●●●●●
Dodge: ●●●●●	Melee: ○○○○○	Law: ○○○○○
Empathy: ○○○○○	Music: ○○○○○	Linguistics: ●●●●●
Intimidation: ●●●●●	Repair: ●●●●●	Medicine: ●●●●●
Leadership: ●●●●●	Security: ○○○○○	Occult: ●●●●●
Streetwise: ○○○○○	Stealth: ●●●●●	Politics: ○○○○○
Subterfuge: ●●●●●	Survival: ○○○○○	Science: ●●●●●

Advantages		
Disciplines	Backgrounds	Virtues
NECROMANCY: ●●●●●	HERD: ●●●●●	Conscience: ●●●●●
OBSCURITY: ●●●●●	RESOURCES: ●●●●●	Self-Control: ●●●●●
THANATOSIS: ●●●●●	RETAINERS: ●●●●●	Courage: ●●●●●
_____	_____	_____
_____	_____	_____

Other Traits		Humanity	Health
_____	_____	●●●●●●●●○○	Bruised ☐
_____	_____	_____	Hurt -1 ☐
_____	_____	_____	Injured -1 ☐
_____	_____	_____	Wounded -2 ☐
_____	_____	_____	Mauled -2 ☐
_____	_____	_____	Crippled -5 ☐
_____	_____	_____	Incubated ☐

Combat		Willpower	Blood Pool	Experience
Weapon	Difficulty	Damage	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Attributes: 7/5/3 Abilities: 13/9/5 Disciplines: 3 Backgrounds: 5 Virtues: 7 Freebie Points: 15 (2/5/2/1)

Quote: "Are you so certain you are immortal? Come here; let's discuss the truths of immortality ... let us join together in a discussion of death."

New Disciplines

Chimerstry

The Ravnos are masters of trickery and deceit, and often utilize their ability to create illusions and hallucinations. The most basic illusions can fool storekeepers into taking one-dollar bills instead of hundreds, or scare Kindred with a fake stake. At higher levels, the fake stake could actually hurt the vampire and make her believe she was paralyzed.

This Discipline involves few resistance rolls, as no one in our day and age expects to see illusions. Still, if someone were to create a Flying Purple Vampire Eater out of thin air, she could expect a certain amount of disbelief from viewers. The less viable an illusion is, the less it will be believed by the skeptical minds of modern mortals.

An illusion cannot be created if the vampire making it cannot sense it. Thus a blindfolded Cainite cannot use Ignis Fatuus to create an image of a gun, but she can use Fata Morgana to create one in her hand, as she would be able to touch it. Other people could see, smell, feel, taste and smell the gun if the vampire so desired.

Level One

Ignis Fatuus: These minor, static illusions affect one sense. Anyone in the area can detect the illusion with that sense, but not with any others. Note that even if an illusion can be detected by touch, it is not really there. Thus an invisible Ignis Fatuus wall could be walked through (one need merely push — a tactile illusion would be felt if slapped, but one's hand would go through it).

System: An illusion costs one point of Willpower to create and lasts until the character can no longer sense it, decides to end it, or it is seen through in some way. Ending an illusion takes no time or effort and happens whenever the creator wishes.

Level Two

Fata Morgana: An illusion created with this power can be detected by any or all senses, as decided by the vampire when he creates the illusion. Once again, the illusion is not really there, and can be passed through.

System: Like the illusions created by Ignis Fatuus, these illusions are static and cannot be moved once created. They cost two Willpower points to create, and disappear as per Ignis Fatuus.

Level Three

Apparition: This power is used in conjunction with either of the above powers and allows the illusion in question to move.

System: The creator spends one Blood Point to make an illusion move in one specific way; she can change or stop this motion, but only if she has done nothing save concentrate on the illusion after creating it.

Level Four

Permanency: This power, also used with Ignis Fatuus or Fata Morgana, allows an illusion to continue even when the vampire cannot see it.

System: All the vampire has to do is expend a Blood Point and the illusion will stay until dissolved.

Level Five

Horrid Reality: This power is only effective against one person at a time. Essentially, the victim of Horrid Reality believes completely and totally that the illusion exists. A fake fire will burn him, a fake wall will stop him and a fake bullet can wound him.

System: A Horrid Reality costs two Willpower points to create. If the vampire is trying to damage a foe with this power, the vampire must roll Manipulation + Subterfuge (difficulty of the victim's Perception + Self-Control). Each success inflicts one Health Level of damage upon the victim, though the character can do less than the full amount if, before the dice are rolled, she announces a maximum amount of damage she wants to inflict. A person cannot actually be killed in this manner, and all injuries disappear once the victim is truly convinced that he has not been harmed (which can and will take a considerable amount of time — psychological therapy might even be required).

Level Six

Fatuus Mastery: The Kindred no longer needs to spend a Willpower point in order to create illusions. In addition, the Kindred no longer needs to sense the illusions to have them continue, though the character must be within one mile of the illusion.

System: This power only works with Ignis Fatuus, Fata Morgana and Apparition.

Mass Reality: This power causes more than one person to experience a Horrid Reality. Anyone in the same general area of the illusion senses it as if it were actually present. Thus, if an illusion of a machine gun were created, the gun could shoot a number of people.

System: n/a

Level Seven

Far Fatuus: This allows the character to create illusions at a distance. The only provision is that the character must be able to picture mentally the destination of the illusion. This usually means that the character must have personally been to the place in question. However, the

character could have the location described in detail by someone who has been there; the character could also use this power after having viewed a photograph of the site.

System: The difficulty of the Far Fatuus depends solely on the familiarity of the location. Once the site has been “locked on,” the other powers of this Discipline are employed as normal to create the illusion.

6	Place as familiar as one’s haven.
7	Visited three or more times.
8	Visited once.
9	Described in detail.
10	Never been there, but have a photograph.

Level Eight

Pseudo Blindness: A character who possesses this power is incapable of viewing falsehoods. This means that the character is unaffected by any Obfuscate or Chimerstry powers below Level Nine. She simply cannot perceive them (even if she wants to) and is thus unaffected by them. Furthermore, lies cannot affect a character who possesses this power. If a lie is told, the character will hear it but will know it to be false.

System: n/a

Level Nine

Sensory Deprivation: This power denies the target’s access to all five senses. For the duration of the effect the target cannot see, hear, smell, taste or feel anything. This effectively makes the target lose contact with the world. Any power that involves these senses (i.e. Aura Perception, Clairvoyance, Clairaudience) is inoperable.

System: The difficulty number is the target’s current Willpower. The effects last for a duration indicated by the table below.

1 success	one turn
2 successes	one hour
3 successes	one day
4 successes	one month
5 successes	one year

Level Ten

Reality: This allows the illusion master to trap another in an alternate reality. Until the victim escapes or is let free, she wanders around in a universe where everything from its appearance to its physical laws are defined by the wielder of this power.

System: Use of this power requires a Wits + Intimidation roll (difficulty of the target’s Willpower + 2). Three successes are needed to send the target into this reality, and the victim must spend a number of Willpower points equal to the total number of successes to escape. Note that the target really does leave her previous reality and cannot be found with any Discipline.

Melpominee

The Melpominee Discipline appeared simultaneously with the Daughters of Cacophony and is intrinsically linked to that bloodline. It allows its possessors to use speech and song for a variety of supernatural effects.

Level One

The Missing Voice: A vampire with this power can “throw his voice,” causing it to emanate from any place within his view. This voice operates independently of the vampire, and he can talk normally at the same time his voice sings elsewhere.

System: This power works automatically, but if the vampire undertakes any other actions while using The Missing Voice, he loses two dice from his Dice Pool.

Level Two

Tourette’s Voice: With this power, the vampire can project her voice to any point or person with which she is familiar. She can sing, talk or make any other vocal noises she likes, as loudly or as softly as she wants. The Daughter will not hear the sounds unless she is within earshot.

System: Tourette’s Voice requires the character to make a Wits + Linguistics roll (difficulty 7) and spend a Willpower point. Each success allows the character to speak for one turn.

Level Three

Toreador’s Bane: This power enables the vampire to entrance others with her voice. The effect duplicates the Toreador clan weakness, but can affect anyone. The target will sit still, in awe of the character’s voice, until the character stops singing. Thus the effects can last seconds, minutes, hours or even the entire night.

System: The character makes a Charisma + Music roll (difficulty equals the target’s Willpower [minus two for Toreador]) and totals the successes, though one is enough to send the victim into this “trance.” If the target wants to resist, she must make a Willpower roll (difficulty equals the number of accumulated successes). If the target does not resist, then the trance will last until the character stops singing.

Level Four

Art’s Traumatic Essence: This is the power that other vampires fear the most. It is the song that drives others mad, and it can be used in conjunction with the other powers of this Discipline. It can only affect one target at a time.

System: Art’s Traumatic Essence requires a Manipulation + Empathy roll (difficulty equals the target’s Willpower). The singer must accumulate a number of successes equal to the subject’s Self-Control + 5. Once this happens, the target acquires a new Derangement of the Storyteller’s choice.

Level Five

Death of the Drum: At this level, the character can use this Discipline and his voice to inflict actual damage upon others. The damage caused to mortals is mainly that of punctured eardrums. Kindred may take serious damage as dead organs begin rupturing. Only one victim can be targeted at a time. The target must be within earshot, but does not actually have to hear anything.

System: Use of this power requires a Manipulation + Intimidation roll (difficulty equals the target's Stamina + 3). Each success inflicts one level of aggravated damage. This damage can be soaked (difficulty 7).

Level Six

Blessed Audience: At this point, the vampire learns to use Art's Traumatic Essence on a group. All affected must be within earshot of the vampire, and they must be able to hear her song.

System: The roll and effects are the same as for Art's Traumatic Essence. The vampire can affect one person for every Blood Point she spends.

Levels Seven to Ten

There are no known Daughters of Cacophony lower than seventh generation, though rumors exist of conductors who could get the Daughters to combine their voices for even more destructive results.

Necromancy

This Discipline allows a vampire to summon and converse with the spirits of the dead, possibly gaining advice and knowledge from them.

Level One

Insight: The superstitious have long believed that a dead person's eyes hold an image — the last thing seen in life, or an image of the person's death or killer. This power allows a character to look into the eyes of a corpse and see the last thing those eyes beheld.

System: A roll of Perception + Occult (difficulty 8) is necessary to use this power. This can even be done to vampires (extinguished or not), in order to see the last thing they saw before they died (but the difficulty is 10). The number of successes indicates how much is learned about what the subject saw and heard at that moment (see the chart below). This power cannot be used on vampires who have reached Golconda.

1 success	A sense of how the subject died, or what caused it.
2 successes	See what happened in the minutes before death.
3 successes	See and hear what happened in the minutes before death.

4 successes	See and hear what happened up to half an hour before death.
5 successes	Completely understand everything that happened up to an hour before death.

Level Two

Summon Spirit: The trappings of a spiritualist seance are not necessary to use this power, although some Kindred find them pleasing. In order to summon a spirit, the following conditions must be fulfilled:

- The character must know the name of the spirit to be summoned — although an impression of the spirit, obtained by the Auspex power of Psychometry, will suffice.
- The spirit can be that of a dead mortal or extinguished vampire. Destroyed vampires who reached Golconda cannot be summoned. This power is not sufficient to affect a living spirit.
- There must be some person or object in the room with a personal connection to the spirit in its life.

System: The vampire must make a roll of Perception + Occult (difficulty equal to the spirit's Willpower) if the spirit does not wish to be summoned. The number of successes indicates how clear the contact is. For each question asked, roll one die for each summoning success — at least one success on this second roll is needed to maintain contact long enough to get an answer.

Level Three

Compel: This power allows the character to master a summoned spirit.

System: The character must make a roll of Manipulation + Occult (difficulty of the spirit's Willpower). The number of successes indicates the degree of control, as follows:

Botch	The spirit is enraged and attacks the character.
Failure	The spirit is free to depart if it wishes. A hostile spirit may attack the character before departing.
1 success	The spirit is compelled to remain and to refrain from attacking any creature without the character's permission.
2 successes	This spirit is bound to remain peacefully, and answer any questions truthfully.
3 successes	The spirit is bound to remain peacefully and answer truthfully <i>and fully</i> — no half-truths, no leaving things unsaid.

4 successes

The spirit is bound to remain and answer, and to perform any task the character demands. If unwilling, it may do a bad job or willfully misinterpret instructions.

5 successes

The spirit is bound to obey both the word and the intent of the character's commands to the best of its ability.

Level Four

Haunting: The character may keep a spirit from returning to the spirit world.

System: A roll of Manipulation + Occult (difficulty is the spirit's Willpower if it is unwilling, or 4 if it wants to stay) keeps it in the world of the living for one day per success. For that time, it is not necessary to roll for severance of contact as described under *Summon Spirit* above.

Level Five

Soul Stealing: The character may summon the spirit from a living body. Success indicates that the spirit has been drawn from the body, and may be treated as a ghost. The body then begins to deteriorate and the victim must spend a Willpower point to return to the body in order to avoid death. The vampire may use other powers of Necromancy to keep the spirit trapped outside the body if desired. Thaumaturgy may be used to cast another spirit into the vacant body.

System: A roll of Manipulation + Occult is necessary (difficulty is the Willpower of the victim if it is unwilling).

Level Six

Zombie: The use of this power allows a character to empower a newly dead body with motion. This will work as long as the body is not more than eight hours dead.

System: The zombie is incapable of independent thought and must be told what to do by the necromancer. The zombie will continue to function as long as it is given one Blood Point per day.

A zombie has one more point in Strength and Stamina than the body did at the time of death. It has an effective Dexterity of one. Also, a zombie can only move at a rate of 10 feet per minute.

Level Seven

Torment: The character is able to inflict mystical damage upon a spirit.

System: Each success scored on a Stamina + Empathy roll (difficulty of the spirit's Willpower) causes the spirit pain as from a physical blow, and inflicts the equivalent of one Health Level of damage. Needless to say, this can convince a spirit to behave. If the spirit suffers more than 10 such blows (Health Levels), it loses all contact with the physical world for a lengthy period of time (a fate considered worse than death by many spirits).

Level Eight

Soul Exchange: The character is able to transfer two spirits from physical creatures into each other's bodies. Thus a bird can be transferred into a dog's body and vice versa. To succeed, the character must roll Manipulation + Occult (difficulty 7). He must garner a number of successes equal to the combined Willpower of the two targets. Both targets must be no more than 10 feet apart at the time of the exchange and must be within eyesight of the necromancer.

Level Nine

Possession: After summoning a spirit, the character may place it in a recently dead body. The spirit may then inhabit the body for as long as it pleases.

System: The body must be no more than 30 minutes dead and the spirit must be willing to make the transfer. The necromancer may place a spirit in a vampire's body if she can achieve five successes on a resisted Willpower roll.

Level Ten

Death Pact: This power allows the character to act as if he were the Prince of Darkness himself. The character drafts a written pact with the target, in which the character agrees to serve as needed. This pact is then sealed by a drop of the target's blood. If the character upholds his part of the deal, the victim's spirit becomes a complete slave to the character upon death. The character need not roll to summon or compel the spirit.

System: The number of Intelligence + Occult successes (difficulty 6) made at the time of the pact signing determines how many times the character may call upon the spirit's services. The services, however, last until the spirit is dismissed.

Obeah

The power to heal is nothing at which to scoff, for the might of Obeah has saved many lives. However, there is more to this Discipline than just healing. It provides a form of control over other people's bodies and spirits. The ability to steal souls is gained at Level Five, and may well be at least part of the reason why vampires so readily believe the Tremere's propaganda.

Obeah seems connected to the Salubri's third eye, and any Kindred (Salubri or otherwise) learning this Discipline will also start to develop the eye.

Level One

Panacea: Just as a vampire can lick a wound he has made with claw or fang and cure it, so can those with Panacea lick a wound someone else has made and heal it.

System: For each Blood Point expended during the licking, the character can heal one Health Level. Note that the character must be able to lick the wound to heal it.

Level Two

Anesthetic Touch: A vampire using Anesthetic Touch may lay her hands on someone and stop his body from feeling any pain. This also paralyzes the target.

System: Successful use of this power requires a Willpower roll (difficulty of the target's current Willpower) after the touch has been made. The numbness and paralysis last for a length of time dependent upon the number of successes. This power works on supernatural creatures, provided they have tangible bodies.

1 success	one turn
2 successes	two turns
3 successes	five turns
4 successes	one hour
5 successes	one day

Level Three

Neutral Guard: This power allows a vampire to protect both himself and those under his care.

System: After the character spends two Willpower points, no one not already within 10 feet of him can come that close to him until he voluntarily drops the Neutral Guard. Anyone trying to come that close must engage the vampire in an extended and resisted Willpower vs. Willpower test, and must exceed the vampire's successes by three. If the vampire who evoked the Neutral Guard scores three more successes than the would-be intruder, the intruder is paralyzed for five turns.

If the vampire voluntarily drops the Guard, he must spend another two Willpower points to reestablish it.

Level Four

Treat the Sick Mind: By the time a character has learned to Treat the Sick Mind, the third eye has become completely developed. Using the third eye on an unmoving target allows the vampire to sense the target's Derangement(s), and to cure him.

System: Sensing the Derangement requires a Perception + Empathy roll (difficulty 7). Actually curing the Derangement requires a Charisma + Medicine roll (difficulty of the target's Willpower+3). Remember, the Derangement is a survival mechanism and the subconscious will not be willing to let it go. During the cure, the vampire gets one extra die to roll for every success made on the diagnosis.

During the treatment, the target's body is bathed in a soft golden glow from the third eye, and anyone in the area will more than likely notice both the glow and the eye. Also, if the target moves during this time, the difficulty of both the diagnosis and the treatment increases by one. If the target moves more than five feet away from the healer, the treatment ends.

Level Five

Unburdening of the Bestial Soul: This power allows a character to pull someone's soul from its body and store the soul within himself while working powerful healing magic upon it. Meanwhile, the target's body becomes a mindless zombie. The character must use her third eye to look into the eyes of her target, and then make an extended Willpower roll against the target's Willpower to take the soul. The character must accumulate three successes; if interrupted, the process must start all over again. No roll is necessary when a willing target is involved. However, Tremere propaganda about the use of this power means that there are few willing targets. The Tremere point to this power as an example of the "soul-stealing" evil of the Salubri.

The soul becomes a part of the stealer's being, and can be released back into its host body whenever the character desires. Until this happens, the body remains a mindless slave, following whatever simple orders it is given. The body can still die, however, and must be told to eat, move out of harm's way or anything else that requires voluntary action. If the target's soul is not returned to its body in a reasonable amount of time, the character will automatically lose a point of Humanity for such a heinous act. Use of this power in such a way has been known to send at least one Salubri spiraling away from the path of Golconda.

System: Once the soul has joined with the character's own, the character may begin to restore health to a soul that may have been overcome with the Beast. On a point-for-point basis, the character may spend Willpower to restore Humanity to the target. The maximum number of Humanity points that may be granted equals the character's Empathy rating. A character may unburden the ills of a given soul only once, even if the character's Empathy rating later increases or if the character did not restore Humanity equal to his current Empathy. Once flaws have been overlooked, they cannot later be cleared.

Level Six

Renewed Vigor: By touching the target's bare skin, a character using this Discipline is able to heal all Health Levels lost.

System: This requires an expenditure of one Willpower point. This will mend aggravated wounds as well.

Pain for Pleasure: The character is able to dull the senses of the target so that he feels intense pleasure instead of pain, and loses no dice from wound penalties. Unfortunately, this also results in the target not knowing he is injured. This experience is very sensual and some targets may actually go out of their way to endanger themselves in order to achieve the pleasure.

System: This power requires a successful Willpower roll (difficulty 8).

Level Seven

Repulsion: This power renders the vampire's spirit unsightly, causing people to avoid contact with her. This repulsion does not attract attention to the character, but simply makes people avoid the character as best they can, without consciously realizing what they are doing. The sensation engendered is something like an unpleasant *deja vu*. Although the experience is not actually painful, there is no urge to search out the source. In this manner, people and vampires can be avoided without attracting undue supernatural attention.

System: n/a

Level Eight

Vitæ Block: This power enables the user to render a certain portion of the target's vitæ inert.

System: Successful use of this power requires an Intelligence + Occult roll (difficulty equal to the target's current Blood Pool [maximum 8]). The number of successes indicates how many of the target's remaining Blood Points are rendered unusable. If used multiple times in succession, this power can cause even older vampires to regret the effects. The effects last until the affected Kindred spends a number of Willpower equal to the Blood Points so "blocked." None of the blocked Pool is available until the entire blocked amount has been forced free.

Level Nine

Spirit Marionette: This Discipline gives the character complete control over the target's body and spirit.

System: The character must win a Willpower vs. Willpower contest (difficulty 6 for both) and accumulate as many successes as the target's Willpower. The character can then bend the will of the target to do anything the character wishes. There is only one provision — the character must pantomime all of the actions of the target. This means that if the character wills the target to walk, then the character must also walk. Unless the target can make an Empathy roll (difficulty 9) to move on his own for a turn, the character may continue to control him. This Discipline also allows the character access to any Disciplines, Talents or Skills of the target.

Level Ten

Resurrection: This power allows the character to summon the soul of a recently dead human back to its body.

System: The target cannot be more than an hour dead for each Willpower point spent bringing the target back to life (minimum of one point). The body must be at least 80 percent complete; however, even if the head is missing, the corpse will grow a new one. The third eye will shed such a

bright light during this process that it will blind anyone looking directly at it. **Note:** This power will *not* work on vampires.

Quietus

A quiet death is the goal of this Discipline, and those who know it can kill without anyone knowing they were around. It is a Discipline that all Assamites seek to master, and is invariably the highest-level Discipline any member of that clan has. Assamite blood can be as poisonous to other Kindred as their blood is to Assamites. Most of these powers reflect that all beings, in one way or another, are connected by the blood that is so central in vampires' unives.

Level One

Silence of Death: With this power, the Assamite can create a zone from which no sound may escape. He could run at full speed, fire a machine gun or set off 100 pounds of dynamite right where he stands and no one would hear as long as the sound was created within the zone of silence. Note that the character can still hear things going on outside this circle of silence, but cannot himself hear anything going on within the circle.

System: Activation of this power evokes complete silence in a 20-foot radius around the character. This zone of silence costs one Blood Point to create.

Level Two

Weakness: With but a touch of the hand and an expenditure of a Blood Point (which is actually brought to the surface of the palm), the Assamite can reduce her foe's Stamina by one point.

System: Successful use of this power requires the aforementioned hand contact and a Willpower roll (difficulty equal to the target's Stamina + Fortitude). The number of successes scored on the roll determines how long the Stamina is lost.

1 success	one turn
2 successes	one hour
3 successes	one day
4 successes	one month
5 successes	permanently (though Stamina can be bought back up with experience)

If a mortal is reduced to zero Stamina by this power, he becomes very sick and has no immunities to disease. If one of the Kindred is reduced to zero Stamina by this power, she immediately enters torpor and does not recover until one of her Stamina points returns. If all a Kindred's Stamina is permanently destroyed, she may only recover from torpor through mystical means.

Level Three

Disease: By touching a foe with the hand, the Assamite can reduce all his opponent's Physical Attributes by one. This otherwise resembles the Weakness power (see above).

System: To use the Disease power, the attacker must expend three Blood Points, touch his foe and make a Willpower roll (difficulty of the opponent's Willpower). The number of successes indicates the duration of this power's effects (as per Weakness, above). If either Strength or Dexterity is reduced to zero, the target cannot move until a point of one or the other is recovered. The effects on Stamina are equivalent to those of Weakness.

Level Four

Blood Agony: A character with this power can use his blood to cause aggravated wounds. The blood is used to coat a weapon like a sword, a knife or even fingernails. The weapon does damage normally, but each wound thus caused is an aggravated one.

System: Each extra Blood Point used on a weapon allows that weapon to cause aggravated wounds on an additional hit. Thus if Absalom were to spend two Blood Points coating his broadsword, he could hit once and do aggravated damage, miss, and then hit again for aggravated wounds. No more hits would cause this sort of damage until he again coated the blade. Note that if a character hits but does no damage, the blood is used but no aggravated wounds are caused.

The weapon must be large enough to accept all the blood a Kindred wants to smear on it. A bullet, for example, could not reasonably have any blood on it, and the blood would not cling during acceleration.

Level Five

Taste of Death: The vampire can effectively spit blood at her foes, doing aggravated wounds to those hit. The attack is almost silent but the wounds it leaves cause horrible, permanent scars on mortals and Kindred alike.

System: This attack has a range of 10 feet for every point of Strength and/or Potence the character has. It does two dice of aggravated damage for every Blood Point expended in the spittle.

Level Six

Blood Sweat: By concentrating on the intended target, the character may cause the target to bleed profusely from his sweat glands.

System: The vampire must be able to see the target, and must successfully roll Willpower (difficulty of the target's Stamina + 3). The number of successes signifies the number of Blood Points the target loses. The blood drains from the target's body at a rate of two Blood Points per round, to the maximum indicated by the dice. A mortal target that is reduced to two or fewer Blood Points dies as a result of blood

loss. A Kindred target risks frenzy or Röttschreck (the former if Self-Control is lower than Courage, the latter if the reverse is true) from blood loss.

Blood Empathy: The character is able to leave traces of her feelings in a vessel's bloodstream. Anyone who drinks of this blood after the character has employed this power will feel the emotions implanted by the character.

System: This effect lasts for one day per Blood Point imbibed. To counteract this effect, the drinker must roll Willpower (difficulty 8). The number of successes needed by the target equals the Blood Points taken from the vessel.

Level Seven

Leech: The character no longer needs to bite a target to drink its blood. If the vampire can make skin contact with the target, she may osmotically take vitae from that target. This power leaves no marks where skin contact was made.

System: The Kindred may drain a number of Blood Points per round equal to her Stamina. A Willpower point must be spent to activate the power.

Foul Blood: On command, the blood in a vessel forever becomes vile and undrinkable for anyone but the character. The character can continue to drink from the vessel without harm.

System: Anyone drinking this blood will take three Health Levels of damage per Blood Point imbibed.

Level Eight

Blood Clot: After touching the target with a blood-covered palm (and thus using one Blood Point), the character can cause the target's blood to clot inside his body. The target must actually cut himself open and bleed in order to get rid of the "bad blood," which is now useless to him. This effect is cumulative, so the character can continue to clot the target's blood on successive turns.

System: The character must roll his Manipulation + Medicine (difficulty equal to the target's current Blood Points, to a maximum of 10). Each success clots one of the target's Blood Points, rendering it unusable. The character need not attempt to clot all the target's blood at once, and can clot as little as one Blood Point per turn (as long as at least one success is obtained). **Note:** using this power on a human to clot more than one Blood Point causes her to suffer a stroke.

Level Nine

Erosion: After touching the target with a blood-covered palm and spending five Blood Points, the character can immediately reduce the target's Strength, Dexterity and Stamina to zero. This will incapacitate the target as described earlier under Weakness and Disease (see above).

System: In order to succeed, the character must win a successful Willpower vs. Willpower opposed roll (difficulty 8) against the target. The target will only regain these points

after the passing of a number of nights equal to the number of successes the character received.

Level Ten

Immaculate Vitae: By using this Discipline to alter his blood, the character is able to Blood Bond drinkers to him even if they drink only one Blood Point of his vitæ only once.

System: This Discipline will replace any previous Blood Bond with the newly forged one, but only if the new Regnant is of a lower generation than the first.

Serpentis

This Discipline is derived and developed from the legendary powers of Set, and it is entirely unique to The Followers of Set. Most of the powers revolve around the concept of corruption in one way or another.

Level One

The Eyes of the Serpent: The eyes of the Setite appear to be gold with large black irises, and mortals around the character find themselves strangely attracted to him. The Setite's eyes are highly beguiling, and will immobilize mortals who look into them. Until the character takes his eyes off his mortal victims, they are frozen in place.

System: No roll is required for the use of this power, but it can be avoided if the mortal takes care not to look into the vampire's eyes. Vampires and other supernatural creatures (Lupines, mages, *et al.*) can also be affected by this power, but the Setite must succeed in a Willpower roll (difficulty 9) in order to affect them.

Level Two

The Tongue of the Serpent: The Setite can transform her tongue into a long, forked serpent's tongue. This tongue is generally about 18 inches long and can be used in close combat.

System: The tongue's sharp forked ends cause aggravated wounds (difficulty 6, Strength damage). If any damage is done, the tongue can suck blood from the target on the next turn as though the Setite had sunk her fangs into the victim's neck. The tongue duplicates the Kiss in every respect, including rendering mortal victims helpless with ecstasy.

Level Three

Mummify: With this power, a vampire can assume an almost invulnerable form. The character enters a state similar to torpor. In this state the only things that can harm him are sunlight and fire. However, the character is completely incapable of any action, and may not even employ those Disciplines that are normally active during torpor. The character can only be revived from this state by the taste of blood.

System: No roll is required to assume the mummy-form, but the change takes one turn.

Level Four

Form of the Serpent: The Setite is able to transform into a large, black cobra about six feet long, six inches in diameter and of identical weight to the character. While in this form, the character gains all the advantages of it: the ability to slither through small holes, a poisonous bite (poisonous to mortals, at least), and a snake's rarefied sense of smell. The character is able to use all of his other Disciplines while in this form (save for those that require hands, such as Wolf's Claws).

System: No roll is required to transform, but the change requires the expenditure of a Blood Point and takes three turns. At the Storyteller's discretion, the character may make heightened Perception rolls related to smell and vibrations, but the difficulties for all hearing rolls are increased by two (snakes are deaf, and even vampiric snakes are hard of hearing).

Level Five

The Heart of Darkness: This power allows the Setite to remove her heart from her body. With several hours of surgery, the operation can even be performed on other Kindred. This power can only be used during the dark of the moon (the new moon). Upon removal, the heart must be placed in a small clay urn, which is often buried underground. This power effectively renders the Setite "stakeproof," and also makes it easier to resist frenzy (after all, the heart is the source of emotion). The difficulties of all rolls to resist frenzy are two lower.

The major danger inherent to the use of this power is the possibility that someone else will find the heart. If this happens, then the Setite is completely at the mercy of the finder. If the heart is cast into a fire or exposed to sunlight, the Setite dies a horrible death. This is the only way a Setite heart can be destroyed. If an exposed heart is impaled by a wooden stake, the Setite is put into instant torpor.

Many Setites either carry their hearts with them or have several false hearts buried in different places. Most Setites are too paranoid to visit their own hearts, afraid that they will lead someone to them. At the same time, these Setites live in fear because they are not sure if their hearts are still safely cached. There are rumors that the elder Setites control their progeny by retaining possession of their childer's hearts. If this is true, then it helps explain why the clan is so tightly bound.

System: This power is automatic and requires no roll, though Storytellers might force the squeamish (or onlookers) to make Courage rolls.



Level Six

Temptation: The character can attempt to tempt the target into evil actions simply by speaking with her and telling her about her weaknesses (roleplay it). The target may even be induced to perform actions that cause her to lose Humanity.

System: To goad the target successfully, the character must roll his Manipulation + Leadership (difficulty 8, or 9 if attempting to affect a target in Golconda). If the amount of accumulated successes for the character equals or exceeds the target's Humanity, the target will begin to act in a highly corrupt and decadent manner, as if she had no Humanity. The character can direct the corruption to some degree by making "suggestions."

This effect is permanent, though the target can eventually overcome it by spending a variable number of Willpower points (often around eight), in the same fashion that Willpower may be spent to overcome a Derangement. Willpower can also be employed to resist the "suggestions" made by the character.

Obsession: This power inspires the target with an overpowering lust for a certain substance or condition as dictated by the character. The character need only speak with the target, telling him about this "lust." Whether the desire in question be money, sex or power, the target will

crave it. The target must possess or experience the object of his desire at least once during the night, or he will fall into a frenzy when dawn nears.

System: To affect the target, the character must roll his Wits + Subterfuge (difficulty 8, or 9 if the target has achieved Golconda). If the number of accumulated successes equals or exceeds the target's Humanity, the target is overcome with the lust. This effect is permanent, though the target can eventually overcome it by spending a variable number of Willpower points (often around eight), as if the target were attempting to overcome a Derangement.

Level Seven

Phobia: The vampire may instill a target with an irrational fear of a certain object or condition. The character need simply talk to the target about the fear. This feared substance can be broad (cars) or specific (pink '79 Fords).

System: The fear can be considered a powerful Derangement that can be removed by continued expenditure of Willpower points. Successfully implanting the fear in the target requires a roll of Manipulation + Intimidation (difficulty 8, or 9 against a target who has achieved Golconda). If the amount of accumulated successes equals or exceeds the target's Courage + 3, the target is overcome with the fear.

Whenever the target is exposed to the object of his fear, he must make a Courage roll (difficulty 9) in order to stay in the vicinity of the object. Even if this roll succeeds, the target must spend a Willpower point (possibly more if the fear is truly intense) to contact or handle the feared object.

Level Eight

Corruption: This power allows the character to flood the target's mind with memories of the moments when the Beast held sway over the target. As a result, the target becomes highly addicted to feelings of sadism. The target will lose Willpower at a rate of one point per month until he sinks into a murderous rage.

System: To corrupt a target successfully, the character must roll Manipulation + Empathy (difficulty of the target's Humanity) and accumulate a number of successes equal to the target's Humanity. Anyone using this power who has a Humanity rating higher than three loses a Humanity point for instilling the corruption. Note: this power will not affect someone with 10 Willpower points or who has achieved Golconda.

Level Nine

Form of Corruption: This power is exactly the same as the Level Eight power Corruption except that the corrupting evil can be "attached" to a specific object that will instill sadistic tendencies in anyone who touches it.

System: Perform an extended, resisted roll of the creator's Manipulation + Subterfuge against the target's Humanity. The user of the power loses one point of Humanity for releasing such an object into the world, but no additional points are lost unless the creator learns of those who have been affected by the evil object. In this case, additional Humanity is lost only if those affected have Humanity ratings of greater than three.

Level Ten

Mark of Damnation: By placing her hand on the intended target's forehead, the user of this power burns a hideous brand into the target's body and soul.

System: Anyone looking at a target marred by this hideous disfigurement must accumulate five Self-Control successes (difficulty 8) in three turns or less or wildly attack the target. This mark is so hideous that if the target looks at her own reflection she will attack the reflection until it is destroyed. The only way to resist this effect is to remain untouched by the character. To communicate with anyone, the target must remain out of sight, *in complete darkness*. The effects of this power can be overcome, but require powerful mystical rituals or the caster's blessing in order to do so.

Thanatosis

The practitioners of this Discipline are obsessed with the appearance of death, and generally find themselves shunned by all but the most twisted of Kindred.

Level One

Hags' Wrinkles: The character can expand or contract his skin. This ability allows the character to change both his general appearance and his apparent age. Used in conjunction with Obfuscate or Vicissitude, this ability reduces by one the difficulty to alter appearance. This ability can also be used to conceal small items on the body by creating pockets of flesh that are then tightly sealed against the rest of the body. Concealable items include guns, large quantities of cash, etc.

System: This power requires the expenditure of one Blood Point.

Level Two

Putrefaction: This power allows the character to induce decomposition in an opponent. Rapid movement speeds the Putrefaction until pieces of flesh and hair begin to fall off the target. These penalties increase every turn the afflicted character is active. The only way to prevent these atrocious losses is to cease activity.

System: The character first declares how many Blood Points are to be spent, and then rolls Dexterity + Occult (difficulty of the target's Stamina + Fortitude). For every success, and every Blood Point spent, the opponent loses one point of Appearance. In addition, if the target continues to move or takes an active role in a combat situation, she will suffer the worst effects of the Putrefaction. Because of the rapid and painful decomposition of the flesh, the target must add one to the difficulty of all Physical and Social rolls. One full day's rest nullifies this penalty.

Level Three

Ashes to Ashes: This power permits a character to transform into a heavy, powdery substance, thus enabling her to avoid being burned by fire or sunlight. The character is not hurt by sunlight or by flames when in this form, but is unable to take any actions.

System: With the expenditure of two Blood Points, the character can be reformed, but only with the assistance of a Retainer or friend. This form is unaffected by winds or even by heavy rains, but can be separated by force. Reformation after being separated is at best painful, because parts of the Kindred will be missing. More than one Samedi has met Final Death as a result of carelessness on the part of a loyal but stupid Retainer.

Level Four

Withering: This power allows the character to "mummify" an opponent, one limb at a time. Limbs that have been withered are useless, unable to hold blood, incapable of movement and in great pain. Withered limbs return to normal after one night, provided the target is of supernatural origin. If this power is employed against kine, the effect is permanent and gangrenous.

System: Withering requires the character to touch the body part to be affected. He must then score a number of successes on a Manipulation + Medicine roll equal to the target's Stamina (difficulty of the opponent's Willpower) and expend one Willpower point. Use of this ability on the head of an opponent is instantly fatal to kine, and will drop a Kindred opponent into a state resembling torpor for the night; the target is not actually in torpor, but is unable to use any Disciplines at all while suffering from a shrunken head.

Level Five

Infection: This power permits a character to create an "infection" in any aggravated wounds her opponent may have suffered. This infection causes no damage, but can be used to feed Blood Points to the infected target at range. This ability is often used to feed Retainers, and to Blood Bond other Kindred without their even being aware of the Bonding.

System: Infection requires a normal attack roll, followed by a successful Willpower roll (difficulty of the target's Stamina + 3) and the expenditure of one Blood Point.

Level Six

Compress: By expending three Blood Points, the character using this ability can cause the skin of an opponent to shrink until it ruptures and explodes off the target, causing four Health Levels of aggravated damage. Targets with Fortitude can resist this power with a soak roll. If the attack succeeds, the compressor can then "absorb" the skin into her own body, adding three dots of Stamina for the remainder of the night. Samedi who overtly display this ability are not popular with their Kindred peers.

System: The additional Stamina may only be gained by taking one turn to hold the remaining skin and expending an additional Blood Point.

Level Seven

Dust to Dust: This power works exactly like the Level Three Ashes to Ashes, but is less restricted. Once the character has opted to transform, he retains complete control over all mental Disciplines except Dominate and Thaumaturgy. The dust cannot be forced apart, or moved by the wind, unless the character so desires. The character can also use winds to aid movement while in this form. Like characters employing the Form of Mist of the Protean Discipline, a character in this state retains cohesion without difficulty.

System: The character can reform her natural shape without assistance by spending one Blood Point.

Level Eight

Rigor Mortis: Just as it implies, this power inflicts rigor mortis — the hardening and contracting of all ligaments and tendons — upon a target.

System: This power requires a successful Willpower roll (difficulty equals the target's Stamina + Fortitude) and the expenditure of one Willpower point. The target loses three points of Dexterity and suffers such severe pain that the use of Mental Disciplines requires a successful Willpower roll (difficulty 9). Rigor Mortis can be reversed with the expenditure of five Blood Points, but the afflicted target must first make a Self-Control roll (difficulty 8) to avoid a frenzy. If the target of this attack fails to avoid a frenzy, or opts to attack without spending the five Blood Points necessary, the tightened ligaments and tendons snap, causing three Health Levels of automatic aggravated damage. This damage cannot be soaked, and continues to accumulate every turn that the victim attempts violent motion.

Levels Nine and Ten

There are no known Samedi of lower generation than fifth, but rumors continue to surface about truly powerful Samedi, and their ability to reduce their enemies to rotting corpses.

A Taste of Vitae

Vitae is, quite literally, the lifeblood of the vampire. From the moment the neonate first awakens she needs the sustenance of the blood pulsing inside her. When she first drinks she feels the singing awareness of her own immortality in the draining of another's essence. No matter how horrified the vampire might be at the results of a recent frenzy, the tingling warmth and renewed power in her limbs can never be anything less than luscious. Or can it?

Because vitae is the one vital factor in the vampire's survival, her link to immortality, it is also an inherent weakness. Few Licks take the time to consider what might be entering their ageless bodies along with the sustenance they seek. Most simply assume they are immune to diseases of all kinds. Heady with their own immortality, they do not pause to consider the physical and psychological poisons they might be drawing into themselves.

This overconfidence on the part of the Kindred can benefit the kine. Intelligent mortals might be able to use the following information to their advantage.

Drugs

There are many junkies among the Licks. This is especially true among the anarchs and Brujah. Although it is improbable that normal drugs can be physically addictive to the Kindred, there is no doubt that the psychological aspect of addiction is still as detrimental to Licks as it is to licksticks. Of course, anyone who tries telling this to some doped-up Brujah is likely to end up in a pointless brawl. Just like mortal addicts, a vampire user will deny his addictions more often than not.

If a Lick feeds regularly (at least every other feeding) from drugged mortals, she may become addicted. The player should make a Self-Control roll (difficulty 6) to avoid addiction. At least half an addicted Lick's Blood Pool must come from a drugged mortal or else all the vampire's difficulty levels are raised by one. For every week the vampire goes without drugs she can make a Self-Control check (difficulty 9) to shake her addiction. However, the next time she takes more than two Blood Points from a drugged human, she again risks addiction. Every time she drinks from a drugged mortal, she must make a Self-Control check (difficulty 7) or return to her former state.

Disease

It is true that Kindred are immune to virtually all forms of disease. However, being virtually immune is not the same as being totally immune. There are many rumors about diseases that can affect the Kindred. It is certain that the Sabbat lost at least some number of its members to disease several decades ago. How many Sabbat died, and the exact nature of the disease that killed them, are not known. To this day, however, the Sabbat is said to be far more vigilant than the Camarilla in monitoring its Licks for signs of disease.

There is a second factor the Kindred must keep in mind in regard to diseases. Although immune to most diseases themselves, the vampires may still be the carriers of disease. Whole Herds have been infected with various blood-related diseases ranging from sickle-cell anemia to AIDS. AIDS is of particular concern to the elders of the Camarilla, as rumors of vampires who have died from it have begun to surface.

Recently, several unexplained cases of AIDS have been reported to the Center for Disease Control in Atlanta, Georgia. Although thus far not attracting too much attention, if the number of these cases continues to grow, the Masquerade could well be put at risk. Several princes have instructed the vampires of their cities to avoid feeding from high-risk mortals such as drug addicts and prostitutes.

Psychic Powers and Vitae

The blood of a mortal with psychic abilities can have a very unsettling effect upon a Kindred who ingests it. The human has had years of experience in controlling her psychic ability, and has often partaken of a regimen of training, discipline, and hard work. The same cannot be said for the poor vampire. While the vitae ingested from the psychic individual is in the vampire's system, she may be subject to uncontrolled manifestations of the power. For instance, if the blood of a telekinetic has been ingested, the vampire may unwittingly cause objects to be hurled about the vicinity. This is distracting, to say the least. The Storyteller will decide the exact manifestation.

Both the Storyteller and the player of the unfortunate Lick should keep track of how many Blood Points of vitae were ingested from the psychic mortal. Whenever the vampire is in a stressful situation, she must make a Self-Control roll to avoid uncontrolled psychic activity. The difficulty level equals the number of "psychic" Blood Points in the vampire's system + 3 [maximum 10]. The psychic activity lasts until the vampire escapes the stressful situation or until the psychic blood is depleted. If the psychic vitae is not entirely depleted, the vampire will have to make another Self-Control roll upon entering another stressful situation.

For example, if the normally reserved Ventrue Gizelle has sipped five Blood Points of vitae from a psychometrist, she may find herself unable to concentrate while in battle, as random images from the objects she touches flood her brain. To avoid this distraction, she must make a Self-Control roll (difficulty 8—5 for the amount of Blood Points + 3). Once the fight is over, the images cease. Later, however, when the fastidious prince of the city asks Gizelle why there is such a mess in his parlor, she will again need to make a Self-Control check to avoid triggering the psychometric images (provided she has not used all the Blood Points by this time).

The uncontrolled release of psychic power may also be triggered if, during a single scene, a vampire uses more psychic Blood Points than she has dots in Self-Control. If this occurs, the vampire must make a Self-Control roll (difficulty 9) or be unable to function under the overwhelming flood of psychic activity or impressions. Depending on the specific power gone haywire, others in the area may also be affected by the sudden outburst (i.e.: being clubbed on the head by a flying chair).

The episode lasts a number of turns equal to the number of psychic Blood Points expended. The unfortunate Lick will then need another turn or two to clear her head after the period of psychic turmoil. The exact effects of the psychic episode on both the afflicted Kindred and others in the area should be decided by the Storyteller.

Blood Points must be burned in the order they were ingested, so the afflicted vampire may not start expending the "psychic" Blood Points if she has others still in her system from previous meals.

Lupine Blood

Like the blood of psychics, the vitae taken from werewolves has an unusual and troublesome effect on the Kindred. Ingesting the blood of a werewolf can provoke a frenzy in the unwary Cainite.

For every Blood Point of Lupine blood a vampire has in her system, the difficulty level of any rolls to avoid a frenzy increases by one. Thus a Cainite who has drunk deeply from a werewolf is so hyped that she is constantly on the verge of frenzy. This is not a pleasant situation for the unfortunate

vampire. Even if she avoids frenzy she will find herself on edge and rather paranoid until the blood is out of her system.

Despite its dangers, however, werewolf blood is very potent. In fact, it is twice as potent as normal blood. So, if a vampire drinks two Blood Points of Lupine vitae, she receives four Blood Points for her Blood Pool. Vampires normally love potent blood, but Lupine blood may be the vitae of last resort.

Rumors also abound that drinking from werewolves can temporarily grant levels of Celerity or Potence. This is not always the case; it is a factor of the Lupine's Pure Breed Background. The more pure the werewolf's lineage, the more power it gives a bloodsucker. There are tales of a few insane Kindred deliberately hunting Pure-bred Lupines for their vitae.

Anatomy of Circulation

You know, it tastes kind of like chicken to me.

— J.C. Peter, Brujah

Sit down, sit down. We have a few minutes yet before we must be off to the theater. I believe tonight's showing is *Sweeney Todd*. I hope I remember correctly, as that musical always excites me. I suppose it's only natural.

What? Oh, yes, I was a doctor — studied the medicinal arts for quite a while. Though I must admit that I now fancy myself as more of a gourmet. Never would have thought I would view my medical knowledge in a culinary vein, so to speak.

What do I mean by culinary? Well, I have found that certain arteries and veins have their own peculiarities of taste, each unique in its pleasures. In arteries, as you might know, the blood flows out from the aorta rich with oxygen, whereas the veins carry venous blood — blue blood, to put it crudely — back to the heart to be reoxygenated. Not that this blood is worthless to us. Quite the contrary!

If you wish, I will certainly expound on this subject in layman's terms. You may be missing out on the finer points of dining pleasure, and that really would be a shame. Where to start ... Ah, yes! The neck. A favorite of all our kind, at least on film.

There are two major dining areas in the neck: the carotid artery and the jugular vein. I like to refer to the carotid artery as our version of fast food. Just pull up, sink your teeth in and your meal is complete. Unfortunately, the taste is rather coarse and, shall we say, vulgar. There is no subtlety at all. Rather messy, too. All that pressure, coming right from the aorta as it does. I myself would not stoop to such a meal unless I was in dire straits indeed. If you are in a great hurry, however, this is surely the place to dine. Be warned, though — if you are not gentle, you could end up with a dead host.

The jugular has a bit more subtlety to its taste. I would describe it as almost effervescent and quite refreshing. It's also not quite as messy as the carotid — *certainment* a point in its favor! However, it is still a meal for the less refined diner.

The arm is perhaps a better place to frequent, for one can more readily linger over a meal. I myself favor the arm. The inside of the elbow contains the delightful brachial artery, a cornucopia of delicacies in and of itself! The rich flavor and savory bouquet are a must. Adding to the atmosphere are the more relaxed flow and delicate skin brushing your lips. Lovely! Of course, certain subjects have ruined this area with needle tracks, and I move elsewhere when faced with that type.

The radial artery of the wrist is nearly as delightful as the brachial. It is lighter in bouquet, more delicate in both flavor and flow. It goes down best as an *aperitif*, opening one's senses to the richer flavors to come.

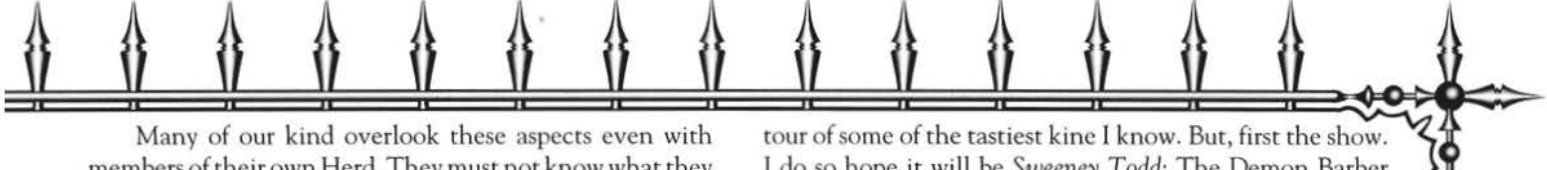
The final place of real interest to the gourmet would have to be the upper thigh. A truly aesthetic area in and of itself, it houses both the femoral artery and femoral vein. The artery has a robust, full-bodied taste, and makes for a lovely main course. The flow is strong, but not too strong. The vein is similar in taste, but is not as wont to go to the head, having a lower oxygen count. It is good to keep in mind that if one wishes to be fully alert one should perhaps choose veins over the more intoxicating, oxygen-rich arteries.

Of course, numerous other factors are of great importance when choosing an appropriate dinner partner. Age, for instance. Ah, sweet youth! The mere scent of young skin can set one's mind to reeling. The vigor found in the young can be quite intoxicating. Adolescents, in particular, are an experience. Perhaps it is because of all those raging hormones?

But youth is only ephemerally satisfying when compared to the richness provided by some seasoning of time. Although the sparkle and high are not as immediately gratifying, there is often more complexity of taste, as time and experiences have all left their individual swirls. The very elderly, however, are often to be avoided. Unless particularly robust, the very aged can prove thin-blooded and unsatisfying.

Even a mortal's state of mind can have quite an effect on one's meal. If one is particularly hungry I would suggest either seducing or terrifying to add the spice of a pounding heart and coursing adrenalin to your meal.

Ah, I see it is time for us to depart. One final word, if I may? The true gourmet selects his meals with care. Good diet and proper health are essential when choosing where to dine. After all, "we are what we eat," as the saying goes. The sick, especially those with anemia or other tiresome diseases, are perhaps the most dissatisfying of all. I remember once dining at a hospice in England — a horrid experience. Couldn't find a decent meal in the entire place!



Many of our kind overlook these aspects even with members of their own Herd. They must not know what they are missing. I know! After the show I will take you on a little

tour of some of the tastiest kine I know. But, first the show. I do so hope it will be *Sweeney Todd: The Demon Barber* always gives me a raging appetite. Don't you agree?





Chapter Four: Roleplaying

This chapter provides ideas about how to enjoy and roleplay **Vampire**. The essays herein cover such areas as live-action **Vampire**, getting into character, tragic flaws and much more. These ideas may not fit your own style of play, but may at least help you explore this game. **Vampire** is a unique roleplaying game, and requires different ways of doing things.

Each of these essays was written by someone who has worked intensely with **Vampire** at some stage. Each of the writers has played **Vampire** — some for quite a while now — and understands what works for him or her and what doesn't. Each also possesses a unique perspective on how **Vampire** "ought" to be played, and we don't always agree. These opinions are not necessarily those of White Wolf. Don't take them too seriously. After all, no one ever said we were the experts. In the end, we're all players. Enjoy!

The Ancient Art of Roleplaying

By Sam Chupp

*Some stories are magical, meant to be sung
Song from the mouth of the river
When the world was young
And all of these spirit voices rule the night.*

— Paul Simon, "Spirit Voices"

Roleplaying isn't anything new. It is a new name for a very old activity — that of storytelling. Those of us who dream and dare to tell our own stories are forever changed.

We are lifted out of our lives by it, and are made able to see potential futures and transform our current perspectives. Whether we realize it or not, we are taking our places beside our ancestors, keeping myths, lore and wisdom alive from generation to generation. We share skills with the shaman, the wise one, the bard and the philosopher when we set our minds to work telling a story. We are tapping into something mysterious and ancient — our own creativity.

It is not surprising that there are many people who cannot understand what roleplaying means to us, because creativity is so often drained out of us in early childhood. Tragic misunderstandings, followed by ignorance and fear, have led many to ignorant assumptions about our activities. People have always been terrified of what they do not understand.

In **Vampire**, we tell stories that confront the darkness in our lives and force us to try to understand our precarious balance between Life and Death. These stories often contain the same characters and plots as the stories we were told as children. Because the myths with which we deal through storytelling are a fundamental part of our nature, we evoke these same themes again and again. They are part of our human condition, inherent to our lives; they help us understand the vast mystery that we carry around within us. By helping us to understand the mystery, they help us cease to fear it. We are then free to explore even deeper than we have gone before.



Storytelling, like any talent, can be practiced, explored and developed. It is an important talent not only for the Storyteller, but for the players. Each member of the troupe is responsible for adding to and building on the story that is being told.

One of the best ways to connect yourself more deeply with the story is to get in touch with the stories of the past. Go to the library and read myths, legends, folklore and faerie stories. The descent-and-return myth of Inanna, Queen of Heaven is fundamentally appropriate to the vampiric point of view. Read the classics of literature and poetry. Shakespeare's *Macbeth* explores the darkness within — the same inner recesses **Vampire** explores. Talk to your grandparents and ask them what life was like when they were your age. You never know when you'll need detail about any period in history from a personal point of view (after all, vampires live a long time; one glance at **Chicago By Night** will tell you that it is important to understand the history of an area when you are dealing with Kindred). Our grandparents also have stories of their own to tell, stories that you can use to connect more readily with the stories that are being told by you and the Storyteller.

Another way to connect with the stories in **Vampire** is to get in touch with the stories of the present ... the stories you hear on the evening news, the anecdotes your parents or friends tell you over a meal, and most importantly, the stories that your own brain tells every night as you sleep —

your dreams. Keep a journal next to your bed and write down your dreams and your nightmares. These are "postcards from the unconscious" as Chris from *Northern Exposure* says. Your dreams, and especially your nightmares, once translated into the context of your character's psyche, will provide some strange, powerful and frightening roleplaying.

The stories of the future are also important — talk to the visionaries and children of today and they will tell you these stories. Science fiction also deals with this subject, as do poetry, new music, and art. Set your stories "five minutes into the future" and you'll also be connecting to the same thing the prophets and philosophers of yesterday did.

The storytellers of the past utilized makeup, masks, music, drums, puppets, costumes, props, lighting, illusion and mimicry. Which of these tools do you use? Using one or all of these will enhance your storytelling experience and, at the same time, help you get closer to the mysterious ancestral storyteller whom you are unconsciously following. Such props can certainly involve you more deeply in the story. Don't wait for the Storyteller to supply you with them; bring them yourself, for your own character.

As a player, it is your duty to help tell the story. The referee can only do so much. It is the players who take the mental scenery, props and costumes the referee has provided and use them to transcend the setting. You are the flesh and blood of the story; you make things happen; you are the only one who can decide to have a good time and, in the process,

get in touch with a fundamental human need ... the need to create. Only when you actively participate in the telling of a story can you truly "roleplay."

You must know what part your role plays in the story. Actors constantly ask, "What's my motivation?" Learn the motivations of the protagonists of the past and you will find yourself slipping into their roles. Another way to do this is to take the characteristics of a friend you admire and "play" that friend into your character. I myself do this and on occasion I find myself asking, "Now what would Gary (or Leigh Ann, or Dean, or Lauren) do in this situation?" Because you see your friends in a rather mythic way — really as characters that you know well — you will be better able to play them.

Roleplaying is fun — plain entertaining amusement. Roleplaying is also an innate part of the human condition. If there were no roleplaying, something else would come to take its place, for it is imperative that we tell the stories within us — stories about ourselves and our place in the universe; stories that we have recreated from the vast tapestry of human experience.

Our modern myths and legends will be revised by our sons and daughters just as we tell our adaptations of the stories of our ancient mothers and fathers. The cycle will continue on into the future, as it does today, and as it has in the past.

Like the craft of the shaman, the philosopher and the bard, our play is also work, vital work that, even if it doesn't change society and the world, will change our lives for the better and make us feel as if we are part of a continuing story all our own. Through roleplaying, we can recognize our origins and look to our horizons.

Acting

By Steve Crow

I was acting!

— Master Thespian, *SNL*

When I was in high school, I was interested in theater. However, I never had any desire to appear on stage in a leading role. I was always content to be the stage manager, or the lighting director, or an extra in a crowd scene.

That's probably why I'm a Storyteller now, and prefer being a Storyteller to being a player. I think of roleplaying games as a play. As the Storyteller, I am the stage manager, and the lighting director, and the extras. I'm the one who tells the players, "the stars," what they see and what they can do.

So, if the Storyteller is the director, what are the players?

Well, the first role of a player is, no, not a star, but a casting director. When a player joins a chronicle, he has to determine exactly which part he is going to play, and then pick a character for the part. If you're playing **Vampire**, and

the Storyteller has told you the upcoming story is going to be a tale of intrigue in corridors of power, then you're not going to want to play a Brujah or a Gangrel, just as you would not cast a movie actor who plays action heroes if you were making a movie based on the above.

Ideally, the player, as casting director, should also look at the other actors and actresses. How well is your star going to interact with the other stars? In most roleplaying games, particularly those of the dungeon-trekking nature, this can be as simple as, "There are already two thieves in the party, so I'll take another profession instead."

Interaction goes much deeper than that, however. If you're going to play a character who is a ladies' man, are there going to be any female characters in the group? If you're going to play a conniving Ravnos, are there any other characters of that type in the group?

As a casting director, you are looking for two things. The first is: are there reasons to interact with the other characters? A brooding, misogynous loner may be fun to play, but rarely makes a good team player who will keep his fellow stars interested in the game. Remember, you are casting just one of several stars in your production. You don't have a lot of control over whom the other casting directors hire.

The other thing for which you need to look is: is your character going to stand out — not just in terms of profession or clan, but personality? If two other characters are Assamite killers, you probably shouldn't take a third unless you have a really unique role in mind for that character. And perhaps not even then. The other players will probably just confuse all three of you.

So, now do you think you become the star? Nope. Next, you'll be taking the part of the audience. Remember, when you roleplay, you're going to be watching other people perform. What do you want to see from them? Do you really hate fanatical Brujah or annoying Malkavians? If you do, now's the time to let them know.

If a fellow player takes a role that you just can't stand, that you really despise, you're going to have a lot of conflicts. Conflict is necessary, to be sure, but you don't want every encounter between your star and the others to be a shouting match. In theater, you'd be upstaging each other. In roleplaying games, such conflicts can turn into bloodbaths as you decide the only thing you can do to eliminate the annoyance is to have your star dispose of the other star.

Talk to your fellow stars. Make clear what annoys you and what you don't want to see. Remember, you don't have the final say. Still, you'd be surprised at how often a few minutes of discussion at the beginning of the chronicle can save a lot of unwanted hostility later. A little toning down will not only enable you to avoid future tension, but will also reduce stereotyping.

Your next job: makeup and costuming. Your Storyteller has a world to create and describe to you. Dozens of extras to cast. Sets to build, lights to place. You're the one who has

to costume and light your star for the best effect. How does she dress? How does she look? How does she move? What are her habits? What are her tastes? What are her origins?

Now's the time to develop the technique of Method acting. The idea is to "get into the skin" of your character. Develop a childhood, a career, a history for your star-to-be. Even if you don't mention a single word of your history on stage, your background will be there, influencing every action you take. If, from time to time, you act on this background, you'll see your character develop odd little quirks.

If your character despises bullies and roots for the underdog, perhaps it was because a bully beat him up in grade school. If the grade-school bully was an athlete, perhaps the character now despises sports in general, and dislikes hanging around athletes. Now that he is a vampire, he revels in using the physical force he lacked those many years ago. Or maybe you got revenge on your tormentor with some practical jokes, so now you have a flair for intrigue and sneakiness.

All of this from a single bit of background information. The next time your character beats up a bully, you don't have to go into some long-winded explanation. The background is there, however, and should consistently influence his actions. That's the difference between a well-rounded character and some two-dimensional cutout.

Finally, it's time to take the stage. The sets are built, the lights are in position, the extras are available, and the orchestra is tuned and ready. Your audience — your fellow players — are watching.

Good luck, and I wish your production a long and successful run.

Child of Pride

By Teeuwynn

*The tyrant is a child of Pride
Who drinks from his great sickening cup
Recklessness and vanity,
Until from his high crest headlong
He plummets to the dust of hope.*

— Sophocles, *Oedipus Rex*

A king staggers out of his gilded palace, away from the horror within. Blood streams from the ruined sockets of his now-sightless eyes, staining his once pristine robes of state. His breath comes in ragged sobs as he falls to his knees in despair. No longer can he view the lifeless body of his queen, she who was both wife and mother to this king. His own hands have clawed out his eyes in a futile attempt to deny the proof his pride and overpowering curiosity have driven him to discover. Over and over his own heart and mind condemn this king, this Oedipus, for murdering his own father and marrying his own mother.

Sounds pretty nasty, right? It's also powerful. The tragedy of *Oedipus Rex* touched the emotions of the ancient Greeks, and still has great impact today. Why? There are many reasons why certain fictional works have lasting impact, but what all these works have in common is their ability to rouse our emotions — to make us care. We may feel love, hate, disgust, joy, despair and more; but we never just shrug them off. Great works hit nerves, force us to question our assumptions, and reconnect us to our mutual humanity.

In roleplaying games, as in fiction, creating a character that has enough depth and resonance to sustain the interest of both you and your fellow players can be difficult. One of the techniques used by the Greek tragedians, and many other great dramatists thereafter, is to give their characters tragic flaws. In Sophocles' drama, Oedipus' pride and driving need to discover the truth about the past, no matter what the consequences, brings devastating tragedy upon both Oedipus and his family. From his very birth, he is fated to kill his father and marry his mother. However, it is Oedipus' tragic flaw that his pride will not allow him to let go of the past; he must know the truth.

Normally, the wish to learn the truth is a desirable trait. However, Oedipus' need to know the truth about the past is his tragic flaw, his doom. Giving your characters tragic flaws can provide a way to increase the dramatic tension within your character, which in turn helps the Storyteller create a more emotionally lush and meaningful chronicle.

Vampires are, by their very nature, tragically flawed creatures, with almost no hope of halting the inexorable descent into the belly of the Beast. This is one of the reasons **Vampire** often evokes such richly developed roleplaying from its players. Your character, usually against her volition, is dragged into her death and undeath, driven to kill by an unquenchable thirst, desperately fighting for her Humanity.

So characters in **Vampire** begin their unlife with an innate, tragic flaw. But before these unfortunate individuals were Embraced, they were flawed mortals with their own unique set of foibles. When creating and playing your vampire character, try to determine what sort of tragic flaw he may have had prior to becoming a Cainite. Was he unable to forgive? Did she always need to gain the approval of others? Did he absolutely need to be loved to feel any self-worth?

Now, decide how these traits might manifest themselves in your neonate. Will your new Lick find he is unable to forgive himself for his own actions during a frenzy, and become despondent in his self-loathing? Or will he desperately try to deny the devastation he has wrought? How will this internal struggle manifest itself in your character's external behavior? Will she become even more reticent, unwilling to expose even a shred of her true self for fear of exposing her flaw? Or will she perhaps become hypersensi-

tive to even the slightest of criticisms in a desperate attempt to avoid facing her flaws? This sort of denial can even become a tragic flaw in and of itself.

Even if your fellow players never know about your character's internal struggle, they will benefit by having a more fully developed, multifaceted character with whom their own characters can interact.

When giving a character a tragic flaw, you add weight to an already heavy burden — being a vampire. This added pain provides an extremely personal battle for your fledgling Cainite to face. The added weight might at first seem too much too bear. However, the more difficult the challenge a character must face, the greater the burden she must bear, the sweeter any victory (no matter how small) becomes.

It has been said that someone who lives through great personal tragedy, and rises above it, often gains greater understanding and empathy for all people. Seeing and experiencing the worst in life (and unlfe) gives greater appreciation for what is good. When one has been to the depths, one realizes what it truly means to soar.

Sophocles places Oedipus in the worst of positions; he has destroyed not only his own life, but the lives of those who gave him life. Yet in the later drama *Oedipus at Colonus*, Oedipus lets go of his pride and is truly able to help his city of Thebes as he was unable to do when king. His foray into his own personal hell has given him both new insight and new wisdom. In the end, as he faces death, Oedipus gains true peace and salvation.

When playing a doubly flawed character in a *Vampire* chronicle, you and your fellow players may be better able to appreciate your characters' struggles to maintain their Humanity, to rise above their flaws, to perhaps reach Golconda or even regain their human state. Most will not succeed. But the struggle itself is ennobling. By taking up this challenge the characters may well appreciate all the more what good they can find in themselves and in the dark world they inhabit.

The Child Within

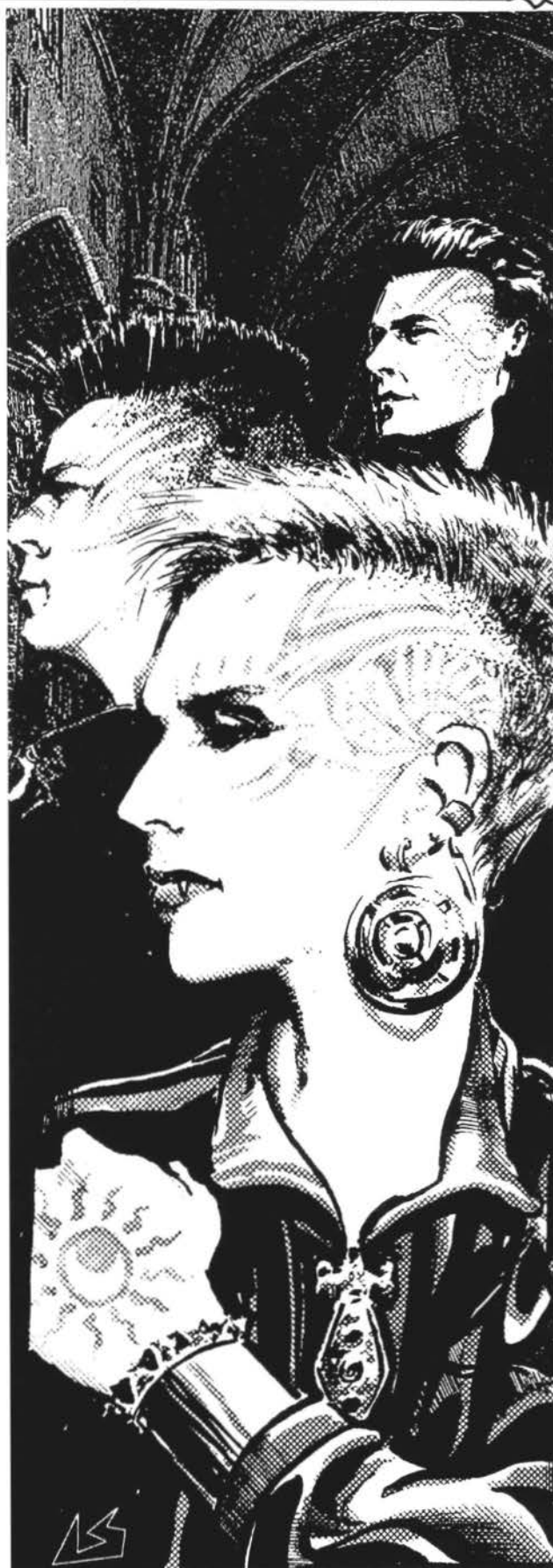
By William Spencer-Hale

The child is father of the man.

— William Wordsworth

I love roleplaying. I think that I always have. Ever since I was a child playing Cops and Robbers or pretending that I was a soldier, I have thoroughly enjoyed the art of make-believe. Somehow, I missed the boat and never grew up or lost interest in such things. I can still find nothing wrong with that.

Roleplaying has provided me with many years of enjoyment. I look back on some of the great games in which I have been involved, and smile to myself, or wish to share my triumphs with others who hold the same love for the hobby





that I do. Despite my love for roleplaying, however, it wasn't until I discovered live-action that I truly began to sing its praises.

I first played live-action was at Magnum Opus Con, a convention in Greenville, South Carolina in March of 1992. Several of my coworkers sought me out in order to play a live-action version of **Vampire: The Masquerade**. The scenario was simple. Several vampires and werewolves had been murdered in Milwaukee, the city where the game was set. Each side blamed the other; it was the players' responsibility to meet at the bargaining table and find a way to restore the peace between the two warring factions. What was to happen would be memorable.

We began the game like any other, with each of the players assuming the persona of his character and taking the appropriate side. At first there was no real difference between this game and its tabletop version, save for the lack of dice. Then something magical happened. The players began to do more than present their characters. They started to see through the characters' eyes, to feel as their characters would feel. Removed from the chains of the character sheets and dice, they stepped aside from their normal lives and truly became the characters whom they played. They transcended the realm of contemporary roleplaying and evolved to the next logical step in the hobby. They reached inside themselves, discovered the child within and brought it to the surface in all its glory.

That first live-action scenario seemed like a big game of Cops and Robbers played by adults. In a lot of ways it was, but it was also something far more. Those who played seemed to lose their inhibitions, casting them aside in order to experience fully the atmosphere of the game. The synthesis with the characters added a heretofore unknown dimension to the game. It made it more than just a game. It somehow brought the game to life and transported us to another place for a few hours. Live-action became a means to relive all those childhood fantasies, to become someone else for a time and live through that character. We all gathered around the bargaining table, screaming, scratching and clawing at one another, not realizing how involved we had become until the game was over and we were able to step back into ourselves and reflect on what had happened. It was a magical day indeed.

Since that day, I have explored many different genres of roleplaying in a live-action format, from science fiction to sword-and-sorcery and all points in between. By doing so, I have discovered what roleplaying is truly meant to be. It is more than a game or a temporary escape from reality; it is an art form and a learning tool. Through live-action, one can better harness this tool and use it to stoke the fires of their imaginations. What follows are a few suggestions on how to free the child within and experience the full glory of live-action roleplaying.

Live-action is a group effort. It depends on the cooperation of all involved to work. The Storyteller is not solely responsible for providing the players with ideas and encounters; it is everyone's job to do so. In a lot of ways live-action is like a play. It is an environment where all characters are equally important and depend upon the actions of others to determine their own actions. It requires a degree of give-and-take to function properly.

Live-action roleplaying calls the players' attention to the importance of the story over the achievement of the goal. It brings the players in touch with each and every scene, allowing them to interact with the other players and formulate goals of their own. This adds a multidimensional feel to the game as the players not only seek the goal that is presented to them by the Storyteller, but seek to achieve their own desires as well. This can help the game in many ways, the least of which is taking some of the work off the Storyteller. She no longer needs to present the players with plot after plot, which leaves her free for other things. The players create their own plots and the Storyteller need only assist them as necessary.

While gaming live-action, do not shy away from playing your character to the hilt. There is no better environment for doing so. The more a player puts into the character, the more the other players will identify with that character and not the person playing her. This is what separates live-action from tabletop play — the ability to see the character standing before you instead of having to imagine her. This frees the imagination to soar to even greater heights.

While players should always play their characters to the best of their abilities, some things should be avoided. Among these are unnecessary violence and the touching of other players. Even in the context of the game, it is important that players respect the desires of others and not touch them without prior agreement. No still means no, even in the game. This is especially important during a fight scene. Do not act out the fight scene as this could cause unnecessary injury to the parties involved. Seek out a Storyteller and let her referee the scene as needed.

Props are also very important to the success of the game. Props can be anything from clothing styles to mock blood, and are limited only by the imaginations of the players and the discretion of the Storyteller.

Modes of dress give the players a greater chance to assume the roles of their characters, not only making the character easier and more fun to play but also helping other players more easily identify with the character. This adds a dimension not found in tabletop play.

Other props, such as fake blood and play money, also add depth to the game. They allow players to envision their possessions and bring their characters from the depths of their imaginations to the material world. Keep in mind that while props are important, care must be taken in some areas. Mock weapons such as toy guns and knives can be very disturbing to some, depending on how real they look. Do

not use any prop that may be misconstrued as the real thing; this may lead to trouble, not only with bystanders but perhaps with law enforcement officials as well. Some people just can't understand that live-action is only a game, and these people should be avoided.

Another way to help ensure a successful live-action game is the proper atmosphere. Dim the lights to give the play area a different feel. Place drop cloths around the room to distort its familiar shape and give it the illusion of someplace new and mysterious. Music can also add to the mood of the game; the type played should reflect the story being told.

Vampire: The Masquerade is the perfect game for this type of roleplaying. It is a game based on intrigue, where plots and counterplots are of the utmost importance. It provides the players with endless opportunities to interact with others, and to create intricate schemes which will, in time, involve other players as these schemes reach their fruition. **Vampire** is a complex web of treachery, deceit and, when the need arises, loyalty. It is the perfect canvas to etch the ideal live-action environment. Set in the Gothic-Punk world of today, **Vampire** can use the many avenues of live-action play to create quite a memorable game.

The mechanics for such a game should be simple to avoid detracting from the story. Complex randomizing systems (like dice) are not necessary and should be avoided at all costs, for they will interfere with the flow of the game and remove the players from their characters. This is a game where mood and story are everything; randomizing conventions will do nothing but destroy the fabric of the plot, leaving the players uninterested. The entire purpose of live-action is to remove the players from the constraints of wargaming and to make interaction the focus of the game.

Like Cops and Robbers, live-action requires only the imagination to work properly. Give yourself to the child within and it will guide the adult to new horizons, as well as a few which aren't so new but have been long forgotten.

Creative Combat, or How to Annoy your Storyteller and Get Away with It

By Jay Morrison

*I hear it every night, another gunfight
the tension mounts
on with the Body Count.*

— Body Count, "Body Count"

The very first rule I learned as a Storyteller was simply that players in any game will do their best to confuse you. How? By doing things that the rules of the game simply do not cover. Why? Because, just like the Storyteller and all of those people that create the games we play, they have imaginations.

Imagination is an integral part of any roleplaying game. Without the ability to imagine, the game is effectively useless paper with words and pictures and rules that mean nothing except that now and then you have to roll some dice.

The imagination that makes the game so very enjoyable is also the bane of Storytellers everywhere, because players are eventually going to want to use a weapon that does not exist within the rules of the game. For example: How much damage does a motorcycle do? Do you have the answer? Neither did I until one of the members of my **Vampire** troupe told me she was going to place the moving back wheel of her motorcycle on top of the Kindred she had just knocked down, and gun the engine.

I won't give you the answer here — that's up to the individual Storyteller to decide, at least until somebody behind the scenes decides to add "Motorcycle Damage and Difficulty" to the weapons list. How much damage does a firehose do? I haven't been asked that one yet, so I haven't bothered to figure it out. But just for fun, why not blast your next opponent with water at 400 pounds of pressure per square inch and watch your Storyteller squirm trying to decide the effects?

I have one character in my chronicle who carries absolutely no conventional weapons. She has specially designed high-heeled shoes, with collapsible and concealable spikes added to the four-inch heel, just for staking opponents. She carries several bottles of expensive cologne and hairspray — and a lighter. That's it, except for a silver-plated steak knife for those sudden Lupine attacks.

This player has made my gaming life hell by challenging me to figure out the damage and difficulty — as well as the side effects of botches — for everything from pepper in the eyes to flaming hairspray at point-blank range. Why does she do this to me? The player explains that, as her character is a Ventrue, conventional weapons would simply "clash with her outfit. How droll!" I contend that she is trying to drive me insane.

It's infuriating, it's frustrating and, most of all, it's a pleasant change of pace. Does a water pistol filled with holy water cause damage to Baali vampires? Well, yes. But just how much? That's for the individual Storyteller to decide.

Another player in my troupe carries a flare gun. I had to decide the Accuracy, Difficulty, Damage, and Range of the damned thing right then and there. One truly suicidal player was actually stupid enough to carry five Molotov cocktails in his overcoat. That stopped right after he ran through a burning doorway. I took the liberty of having one shatter when he fell off his motorcycle; that particular character is no longer among the undead.

What's the point of all this? Simply put, if every single one of you were to write up 10 suggestions for unconventional weaponry and then add these suggestions together into another sourcebook — aside from the 3,000-page book and the enormous piles of paper that would overflow these

offices, aside from the certain death of yours truly for having made this suggestion in print — there would still be someone out there who would come up with something that this New-and-Improved Weapons Sourcebook for **Vampire: The Masquerade** did not cover.

Read the **Vampire** Golden Rule again: there are no rules. It works two ways. The Storyteller is allowed to ignore the rules of the game if they don't fit into the plans, and the player is allowed to challenge the Storyteller's imagination with creative combat. "These rules are not so much rules as they are guidelines, and you are free to use, abuse, ignore and change them as you see fit."

There has never been a more significant rule written for a game. It allows the Storyteller to control the game without having to worry about a player screaming, "You Can't Do That; It Says So on Page ..." and it allows the player to ask, "How Much Damage Will He Take If I Shove His Face into The Deep Fryer?" Isn't that great? I know I love it. It makes the game go so much more smoothly. At least until the next time Little Miss Ventrue pulls a rabbit out of her hat.

Read the rules, look at the weapons charts and see if what you find there suits you. If nothing there suits your fancy, get creative. Your Storyteller might hate you for it, might even go so far as to say it's not written down on the weapons pages in any of the sourcebooks. I say make the Storyteller *work for it*!! I always like to see someone in my chronicle using his imagination, as it lets me know that he is enjoying the story.

If they hated the story, they'd be over there chatting away with the rulesmonger about how they never get to do anything. I try my best to avoid having anyone that miserable in my troupe. After all, it's my responsibility to make sure that the players have fun, and to make sure that I have fun as well. After all, that's what the whole game is about, isn't it?

Neonate Roleplaying

By Lyndi Hathaway

Bow down before the one you serve

You're going to get what you deserve.

— Nine Inch Nails, "Head Like a Hole"

I have always enjoyed playing all types of games, especially the ones at which I was good. Even as a child, the games that most interested me were the ones that involved acting. Whether it was cops and robbers, Cowboys and Indians, or playing with those gruesome dolls, roleplaying was everywhere. The best part about playing such games wasn't the actual physical aspect that "set" the scene, but the imagination that each of us brought into the game to make it more interesting. Even as young children we begin to use roleplaying to create an art form — the art form of acting.



Roleplaying is easy; anyone can do it. We have become so good at it over the years that a simple game of Cops and Robbers is now just a "goofy" little children's game to us. We have moved on to games that stimulate and provoke us into advanced roleplaying. However, not all of us are expert roleplayers. I have been "roleplaying" all of my life, but I haven't acquired the concept of roleplaying as an art.

At first I thought it was outrageous to imagine that "fantasy" could be used for fun. At the same time it was frightening to me because, as a child, fantasy dealt with trivial beings and now our fantasy deals with expanded versions of those beings. My first roleplaying experience was a book given to me by a dear friend of mine who had been into roleplaying for years. And, I must admit, I thoroughly enjoyed reading it. As time passed on, I got pulled into playing a session. I was so nervous and uncomfortable that for the whole session we played, I never once got involved. I don't know if it came from not knowing what to do, or what to say, or how to respond to what the Storyteller was relating to us, but I found it confusing at first.

There were so many statistics to remember, and what each roll of the die would determine as it rolled on the table. But I became more interested in playing. It took away, at least for me, the uneasiness of actually having to verbalize my roleplaying actions. I mean, if there was something that I wanted my character to do or say, it was all determined by the roll of the die. So I decided that my new art form of roleplaying was here to stay — to stay until a new one came along. Not soon after I had moved to Atlanta, I came across a roleplaying system that would purge the statistics from me, and put the art of roleplaying back.

When I got handed my first copy of *Vampire: The Masquerade*, I saw a whole new side to the darkness. The **Vampire** system brought the best roleplaying out of me, that which I hadn't seen as a child. The very first **Vampire** game I played brought back those same feelings of uneasiness, but after a few minutes things started clicking into place. I was so impressed that *Vampire* allowed me to make my own choices involved with my character versus the choices determined by the dice roll. I could decide what my character's strengths were, and what skills she would possess.

I was so relieved that I could base a character on what I would experience as a neonate to roleplaying. I quickly realized that the character was only the stats, but I was the lifeline and the personality. The game system itself was so believable. That's why it was so easy for me to adapt. I believe that the system was designed so that we all would have to stop and think about vampires existing in reality; therefore, any character that we design begins to pull out a piece of our lives that determines the course of nature.

Maybe the deranged Malkavian is really our own way of stating confusion, torment and rejection. Maybe the Toreador with the stylish, in-vogue appearance and love of music is really our own way of dealing with ourselves as one of



those cafe-going espresso drinkers. Neonates should not in any way feel uneasy about roleplaying games. Roleplaying is something that we've all done. Don't worry about roleplaying because you are underdeveloped, or not equipped with a vast amount of knowledge of the game. There is much more room for development and exploration as time goes on. And just think about the creativity, the imagination, and the fun you will have discovering the art of roleplaying. In the end, it's all a game.

Tips:

Suggestions for new players: Relax; be comfortable; always ask questions if you are unsure of anything. When you are faced with a situation, think it through and don't be obsessive about familiarizing yourself with the mechanics of the game. Look to old players for guidance. Think of roleplaying as an acting class. When you are looking over and learning the mechanics, it is okay not to memorize them all. Read up on current information. Don't feel intimidated by other, experienced players. Let yourself go — become the character, use your wildest imagination, explore everything, look at your options, take your time, don't conform to one idea or character viewpoint, and always experiment.

Suggestions for old players: Try different levels of characters and abilities. Try to add spice to the game. Gently advise the neonates, as neonates tend to follow those who are experienced and look to them for guidance. "Take in" new characters. Open yourself up for the impossible. Set specific goals for your character(s). Be creative. Never turn down new experiences. Allow the Storyteller to take you to new places and always trust in the Storyteller, for she will take good care of you. Redesign the atmosphere for your own personal use. Create new and different personalities, new ideas/situations and new Storytelling Traits.

The Player-Storyteller

By Dustin Browder

Who can control his fate?

— Shakespeare, *Othello*

I have often heard roleplayers talk about such-and-such a Storyteller and say that this one was "bad," or another was "weak." It would seem from playing or even just reading **Vampire: The Masquerade** that a great deal of the game's success or failure rests upon the shoulders of the Storyteller. If she is unprepared, then the game is doomed to failure and she is to be reprimanded, or at least glared at.

I have been a Storyteller for more than a decade now, and the secret they never tell you (though I will tell it to you now) is that the players "run" the game. That's right — the players are in charge and they tell the story just as much (indeed, more) than the Storyteller. In *Vampire*, where the story is a tragic look at doomed souls who can hope only to have good intentions for their evil acts, the players run the show because it's their characters that everybody has come to see.

Where would we be if the Storyteller shouldered the full weight of the responsibility for a game's success alone? We have five to six people playing a game and only one of them is doing all the work to make the game exciting? Surely the work should best be divided. Each of the players should contribute something. By necessity, the Storyteller must work harder to prepare each game session than the individual players, but to think that the players have no responsibility is a great mistake.

If you think your Vampire chronicle could be more exciting, and that the Storyteller is just "messing it up," then, instead of starting your own chronicle, try to improve hers. There is much you can do as a player.

The first thing you need to do is make trouble for yourself. This is best done during character generation. Don't create a vampire whose life is easy. Make it tough for him. Take the Flaws from this book. Few are worth the character points you gain for them (look at Dark Fate if you don't believe me), but each offers great opportunity for roleplaying and opens up a whole host of ideas for your Storyteller.

Don't come from outside the city where the chronicle is set. Tell the Storyteller what kind of vampire you want to create and find out what other vampires who live in the city might fit in with your vampire's story. This way your mortal ties, your sire, and any vampiric enemies live very close to you. Again, this is tough on your vampire — good. The easier the unlife of your vampire, the more boring the game will be.

Don't search endlessly for ways to avoid drinking human blood. This is the essence of the horror of being a vampire. Sure, some vampires would like to avoid it, but remember nothing substitutes for human blood — it does not taste the same and it does not satisfy the Hunger. Sure, there is no rule saying that you have to drink human blood, but see how boring the game gets if all of the vampires are always breaking into the stockyards to feed.

The Storyteller is not the only person who needs to prepare for a session. You, as a player, also need to prepare yourself mentally. Since you will probably be playing at night, watch the sun go down and wait until all that is left is a glow on the horizon. Now, imagine that this is the first thing you see when you get up in the morning. Learn to love the night and its darkness. Imagine what it would be like to be a hunter of mortals — the dark power, the horrible guilt. Imagine trying to tell your family, your girlfriend or your friends that you are a vampire.

In short, personalize it. To empathize with the fantastic vampire, you must understand that he was once human, and as a human you can imagine what it would mean. That is why Vampire is a game of personal horror. That is why we play **Vampire**. Don't create a vampire who is so strange and off the wall that you cannot understand what makes his mind and heart work.

Once you start playing, don't stop — not for anything. Don't talk about the movies, a book you just read or anything else. Let every word that comes from your mouth be something that your vampire says. Once the game is over, and only then, you can let go. Let the vampire stay in the game and you can go home, free of his problems but wiser for them.

Any actor or oral poet will tell you that each time she tells her story (be it a play or poem), it is different. The audience that is present has an effect upon the story; the interaction between the audience and the Storyteller makes the story great. We do not get this with a movie screen. The movie is dead to us, and it does not change the pace or pause while we laugh.

The Storyteller cannot be a movie. He must react to his players, and you, as players, cannot be a movie audience. You must take control of the game and lead it in directions that you want it to go. Then you are following in the footsteps of Homer. The Odyssey is great, and it is recorded, but how much greater must it have been when spoken by the poet himself while an audience laughed or cried. Thus your stories as roleplayers might be recorded, but how much greater when they were told with that specific Storyteller and, more importantly, with those specific players. Never again will that story be told in quite the same way.

Roleplaying and the Hidden God

by Sam Inabinet

As far as I can tell, just about every religion and belief system in the world contains at its deepest and most esoteric level the myth of the Hidden God. To put it briefly (and flippantly), this myth describes how God [or Goddess or the Tao or the Universal Self or "I Am That I Am" or the Allbeing Master of Time Space and Dimension or Azathoth or What-You-Will (allow me to risk offense for the sake of brevity and just say "God" and "He")] created the world as a means of dissecting, examining and evaluating Himself.

All conscious entities are therefore God's own internal organs of self-observation, whose duty it is to experience the broad diversity of the phenomenal world and report back to the Central Unity for debriefing. But to make this gimmick work, y'see, God has to forget that he is God, to limit His all-encompassing universal Self to a finite individual self, or else the rich experience of the world is reduced to a collection of dull, dead data, and the vibrancy of personal involvement is lost.

While all acts of creativity recapitulate this process, roleplaying games are unique in that they make it immediate and accessible to us mere finite creatures. All the more widely known forms of storytelling, from the simple anecdote to the fully enacted drama, assume some degree of distinction between the storyteller and the audience; in-

deed, in most modern forms, the originator of the story is rarely present when the audience is experiencing his creation.

The immediacy of roleplaying rests in the fact that creator and audience are one and the same. Although one member of the group, the Storyteller, might bear the heaviest burden in the act of creation, that creation is not complete until activated by the presence and participation of the players. For the purpose of this essay, I shall consider the gaming group as a single creative unit, a collective Hidden God which manifests itself in the collective world of the game. (I might note at this point that, in the original Hebrew version of Genesis, God is referred to in a plural form, Elohim — “The Lords.”)

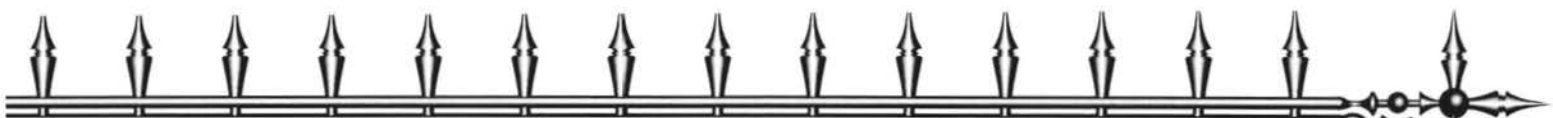
One of my favorite Sufis, Ibn Arabi, goes into elaborate detail about the relationship between God and the world, between the Unity and the Diversity. Ibn Arabi's schema can best be visualized as the relation between the center and the circumference of a circle; at the center is God in His most absolute and unified state, radiating equally in all directions to define His creation, the vast plurality of the circumference. Each point on the circle maintains its own unique relationship with the center by its radius, which Ibn Arabi subdivides into stages of manifestation, thus forming concentric zones of archetypal categories. Without enumerating these zones, I shall liken them to the game system itself, the means by which God (the players) descends into creation (the Chronicle).

In the beginning, there were a bunch of people sitting around a table with paper and pencils, dice and books, entities of pure potential, transcendent and unmanifest. And they said, “Let there be a game,” and there was ... Yeah, okay, I'm skipping a lot, like the writing of the games themselves, but you can probably see how the analogy carries over in that direction as well.

The innermost circle, what Ibn Arabi would call the Realm of Divine Names, determines the broadest range of possibilities. What game shall We play? **Vampire** or **Werewolf**? **Call of Cthulhu** or **Monopoly**? Moving outward, we eventually arrive at the Realm of Similitudes, Yesod, the actual blueprints of individual existence: detailed chronicle notes, maps, character sheets with all the blanks filled in. And then the Big Bang, that moment when the potential becomes actual. “Okay, you're all sitting in the tavern, and this guy comes in and says ...” God has forgotten He's God and thinks He's just you, me, and everyone else.

I'll leave the rest of the process, the total involvement, the romance, adventure, and intrigue, the ensuing self-revelations, to those more capable than myself. I have to confess at this point that I have never actually attained that wonderful state where I was so involved in the game that I forgot I was just a player. However, I am quite familiar with the phenomenon of having a creation take on a life and consciousness of its own.





Within me is a hulking, dimwitted merchant marine from Yorkshire, a veteran of two or three game system and genre changes, who is always ready to fight his way to the surface of my otherwise wimpy bookish exterior. Another such prodigal brainchild is Ibn Ruwiyat, a contemporary of Ibn Arabi's, who has his own take on all this Hidden God crap in the form of a djinn he claimed to have trapped in a nutshell. It seems that, after clawing and kicking and belching fire in futile attempts at escape, the djinn succeeded only in polishing the inner surface of the shell into a perfect mirror. Everywhere it looked, it saw only itself; the extent of its universe was now its own reflection, inverted and writ large.

My point, if I actually have one, seems to be something like this: the religions and philosophies of the world exhort us to return to our creator with what we have learned, to climb our radius back to that Central Unity. The Art of the Roleplaying Game affords us a unique opportunity to hide the god of ourselves in the world of our own creation, to experience the full cycle of this immanence/transcendence game. Just watch out for those moments of *satori*, when the Universal Self awakens to Its own divinity and tries to figure out where the hell It put the money for the pizza.





Chapter Five: Equipment

When the going gets tough, the tough go shopping.
— shopping mall mantra

Vampires need material goods just as do humans, and shopping can be as great a pleasure for them as for members of the Canaille. However, the undead find it much more difficult to walk into a Wal-Mart or shopping mall than mortals do. Certainly, mail-order catalogs and shopping via television have been godsend.

The equipment lists that follow should be used as guides. The Storyteller (or a catalog) will provide the details for items not on this list. It is important to note that, given enough money and time, almost anything can be purchased in today's world. When dealing with the black market, however, there are no guarantees or warranties, and prices tend to escalate sharply as items increase in illegality.

Finding something on the black market requires a Wits + Streetwise roll (difficulty based on the rarity of the item sought: drugs and cheap (hot) jewelry 5, handguns 6, automatic weapons 8, antitank weapons 10). Every criminal-oriented Contact the character has decreases the difficulty by one, while Contacts specifically described as smugglers, arms merchants or explosives experts might eliminate any need to roll whatsoever.

Finally, players and Storytellers should feel free to ignore this chapter or portions of it as they see fit. Some of the number-crunching rules presented herein can limit the storytelling atmosphere of *Vampire*. For example, your Storyteller may find the rules for determining the difficulty

of hitting with thrown weapons a little too exact and finicky. The Storyteller, of course, has the option to declare a difficulty number without regard for what the rules say it "should" be.

Firearms

Weapons are tools of ill omen.

— Sun Tzu, *The Art of War*

This section is meant to supplement, not eliminate, the original Firearms Table. Many Storytellers may find it too much bother to decide which police officer is carrying a S&W M640 instead of an M686, and just rule that the cops all have revolvers. For those who are interested in expanding their chronicle's gun selection, however, this section includes a variety of both common and rare weapons to spice up a vampire's nights.

Smith & Wesson M640: This small revolver, sometimes referred to as the "detective's special," is one of the most popular snubnose guns. It is hammerless, meaning the gun can hold no more than five bullets. Its barrel is two inches long.

Smith & Wesson M686: A popular police magnum in the United States. It can also chamber .38 Special caliber ammunition.

Firearms Chart

Name	Caliber	Difficulty	Damage	Rate	Clip	Conceal	Range
Revolvers							
Smith & Wesson M640	.38	6	4	3	5	P	12
Smith & Wesson M686	.357M	6	5	2	6	J	30
Colt Anaconda	.44	7	6	2	6	J	35
Colt Python	.357M	6	5	2	6	J	30
Ruger Redhawk	.44	7	6	2	6	T	50
Voss BC	.22M	6	4	3	8	J	20
Light Pistols							
Glock 17	9mm	7	4	4	17	J	20
Walther PPK	.380ACP	7	4	3	7	P	15
Heckler & Koch P7M13	9mm	7	4	4	13	P	20
Heckler & Koch USP	9mm	7	4	4	15	J	25
SigSauer P226	9mm	7	4	4	15	J	20
Hammerli M280 Target	.22LR	6	2	5	5	J	30
Heavy Pistols							
M1911	.45ACP	8	5	3	7	J	25
Glock 22	.40S&W	7	5	3	15	J	25
SigSauer P220	.45ACP	8	5	3	7	J	30
Glock 20	10mm	8	3	4	15	J	25
Heckler & Koch P7M10	.40S&W	7	5	3	10	P	20
The "Big Boys"							
Desert Eagle	.50AE	8	7	1	7	J	30
Cassull	.454	7	7	1	5	J	40
Linebaugh	.475	7	7	1	6	J	40
Light Submachine Guns							
Ingram MAC-10 *	9mm	7	4	18	30	J	25
Mini-Uzi *	9mm	7	4	21	20/30	T	25
Heckler & Koch MP-5 *	9mm	7	4	21	30	T	40
Skorpion	.32ACP	7	3	15	15/20	J	20
TEC9	9mm	8	4	18	20/32	T	20
Spectre *	9mm	8	4	18	30/50	T	25
Calico 950 *	9mm	7	4	21	50/100 T	25	
TEC22 *	.22LR	6	3	15	30	J	20
Heavy Submachine Guns							
Uzi *	9mm	6	4	21	25/32	T	50
Heckler & Koch MP-5 *	10mm	6	5	15	30	T	45
Thompson M1928 *	.45 ACP	6	5	15	20/100 T	50	
Machine Pistols							
Glock 18 *	9mm	7/8	4	19	17/19	J	20
Beretta 93R *	9mm	7/8	4	15	15/21	J	20
Steckin *	9x18mm	7/8	4	15	18	J	18
Heckler & Koch VP-70z *	9mm	7/8	4	9	18	J	20/30
Rifles							
Remington M700	.30-06	8	8	1	5	N	300
Ruger 10/22	.22LR	6	4	4	10/50	N	100
Browning BAR	.30-06	8	8	2	4	N	275
Remington M740	.223	8	7	3	5	N	275
Weatherby Mark V	.460WM	8	10	1	3	N	300

Assault Rifles

Steyr AUG *	.223	7	7	21	30/42	T	200
M16 *	.223	7	7	20	20/30	N	200
Famas *	.223	7	7	25	25	T	200
AK-74 *	5.45mm	7	7	20	30	N	200
SA-80 *	.223	7	7	20	20	T	200
Mini-14 *	.223	7	7	15	30	T	200

Battle Rifles

M-14 *	7.62mm	7	8	10	20	N	275
AK-47 *	7.62x39mm	7	8	10	30	N	250
Heckler & Koch G3 *	7.62mm	8	6	10	20	N	300
FN FAL *	7.62mm	7	8	10	20	N	275

Pump-Action Shotguns

Ithaca M37 (Stakeout)	12 gauge	6	8	1	5	T	15
Remington 870	12 gauge	6	8	1	8	N	20
Mossberg M500	12 gauge	6	8	1	5	N	20

Automatic Shotguns

Fianchi Law 12	12 gauge	7	8	3	8	T	20
Benelli M-3 Super 90	12 gauge	7	8	3	7	T	20
SPAS 12	12 gauge	6	8	3	8	N	20
Remington 1100	12 gauge	6	8	3	8	N	20
USAS 12 *	12 gauge	7	8	6	10/20	N	20

Difficulty: The difficulty to hit a target at close range.

Damage: The base damage done on a successful hit.

Rate: The maximum number of bullets a gun can fire in a turn.

Capacity: The number of bullets the gun can hold.

Concealment: P = can be hidden in a pocket; J = can be hidden in a jacket; T = can be hidden in a trenchcoat;

N = cannot be hidden on one's person.

Range: This can be doubled, but anything above what is listed here is considered a long-range shot.

* indicates the gun is capable of three-round bursts

Colt Anaconda: This powerful magnum is primarily used for hunting and silhouette target shooting. It can also chamber .45 Special caliber ammunition.

Colt Python: Similar to the Smith & Wesson M686 and also popular among police. Can chamber .38 Special ammunition. It is being challenged in popularity by Colt's own less expensive King Cobra.

Ruger Redhawk: Made in the United States, this sizable revolver is used primarily for hunting. There is an even larger version, the Super Redhawk, with a scope mount and an effective range of 100 yards. This huge pistol even comes with its own sling.

Voss BC: Some people say the BC stands for "body count," and there is no denying that this gun has racked up its share. The .22 magnum round means the bullet leaves the gun at an extremely high velocity. Armor provides one less die of protection against the BC.

Glock 17: This Austrian-made pistol gained a notorious reputation even before it was widely distributed. There were concerns its plastic polymer frame would prove invisible to metal detectors; these proved groundless.

Walther PPK: Made famous by James Bond and M16, this gun has since been replaced by the VP-70z, and is now considered antiquated and underpowered.

Heckler & Koch P7M13: This recently developed automatic has become popular among police in the north-eastern United States as well as in its homeland of Germany.

Heckler & Koch USP: Similar in build to the Glock 17, this gun features a special rib under the trigger, which allows the user easily to install and use laser targeting devices.

SigSauer P226: This high-capacity pistol came in second during a U.S. Army contest for a new universal sidearm. A quarter of U.S. police 9mms are of this type, and the P226 is used by police in Germany, where it is produced.

Hammerli M280 Target: A custom-made target pistol, this very expensive gun has a contoured grip made expressly for its user. The difficulties for anyone else who tries to use the gun are increased by one.

M1911: A mainstay of the U.S. Army for years, this gun was replaced in 1985, but many are still in use. It is also a popular model in civilian markets.

Glock 22: Featuring a new caliber introduced in the late '80s, the Glock 22 is a lightweight pistol with more stopping power than a 9mm. It has found acceptance among some police, and is slowly moving toward wider popularity.

SigSauer P220: This double-action automatic has become renowned for its reliability. This gun is likely to remain around for a long time to come.

Glock 20: Essentially a Glock 22 featuring 10mm caliber ammunition. This ammunition is heavier than 9mm and has greater stopping power.

Heckler & Koch P7M10: Also featuring a new caliber, this gun has been slow to gain wide acceptance.

Desert Eagle .50 AE: This huge pistol has found little acceptance among those who would really rely on it in combat, but is popular with armchair soldiers. Made in Israel, this pistol has great stopping power and can also be found in .357 and .44 magnum calibers.

Cassull: This is a highly expensive, custom-made gun. Cassull is the name of the man who develops these from Ruger Redhawks.

Linebaugh: Also custom-made, these pistols are often used to hunt Cape buffalo in Africa.

Ingram MAC-10: Extremely popular when first introduced, this submachine gun has since been surpassed by more recent guns. It comes with a folding stock; a flash suppresser and muzzle brake are also highly recommended.

Mini-Uzi: The Israeli line of Uzis has become the best-known brand of submachine guns in the world, and includes not only Mini-Uzis and Uzis, but also Micro-Uzis and Uzis in other calibers. While the Mini-Uzi is not as popular a combat weapon as its larger brother, it has been carried by troops operating in tight confines.

Heckler & Koch MP-5: This popular German-made submachine gun is a mainstay of SWAT teams, counterterrorist forces like England's SAS, and even some U.S. Special Operations troops. The MP-5 is arguably the best SMG currently on the open market, known for its reliability and fast handling. There is also a more concealable model — the MP-5K.

Skorpion: A pistol-sized submachine gun, the Skorpion has been a mainstay of intelligence services and terrorists for 30 years. These Czech-made weapons are believed to be out of service, but are still popular in espionage novels.

TEC9: The TEC9 is a very cheap automatic pistol, and is easily converted to full auto. It is readily available in the United States. Anyone with one dot in both Firearms and Repair can convert it to full auto. The reliability of such a weapon should be considered questionable.

Spectre 9mm: An American-made submachine gun, the Spectre was considered by a number of SWAT forces but has yet to be adopted by many.

Calico 950: Also under consideration by a number of U.S. SWAT teams, the Calico's innovative top-feeding tube allows it to carry 100 rounds. They eject from the bottom, thus making it easy for the user to collect the spent cartridges in a bag attached underneath.

TEC22: Called the Scorpion (not to be confused with the Czechoslovakian gun of similar name), the TEC22 is small and easily controlled, but not known for its reliability or durability.

Uzi9mm: Possibly the most commonly known submachine gun in the world, the Uzi has found users in military, terrorist and criminal organizations around the world. Anyone from an Israeli tank crew member to a West L.A. gang member may be found carrying it. It was made for desert warfare and is especially known for its reliability.

Heckler & Koch MP-5 10mm: The MP-5 10mm was developed by H&K as a potential submachine gun for use by the FBI.

Thompson M1928: The Thompson M1928 is the classic Tommy gun of gangster movie fame. It is an especially heavy submachine gun, and becomes even heavier with the addition of its well-known 100-round drum.

Machine Pistols: These guns are commonly fired both in their semi-automatic setting at a rate of 3 or in their full automatic setting at the rate listed. Note that these guns are all manufactured outside of the United States and are very rare in that country.

Glock 18: The Glock 18 is a full-auto version of the Glock 17. It was developed for the Austrian counter-terrorist units. Its import into the U.S. is severely restricted.

Beretta 93R: This Italian machine pistol comes with a folding grip for the user's off-hand. The gun was popularized in the Executioner series of books.

Steckin: The only East European machine pistol listed here, it is uncommon in the West. It chambers its own special, smaller 9mm ammo and cannot use the Western-style 9mm.

Heckler & Koch VP-70z: Used by British intelligence, this pistol can only achieve its full-automatic setting with the attachment of a stock, which also increases its range.

Remington M700: An extremely popular bolt-action hunting rifle, a version found use in the Vietnam War as the Marine's preferred sniper weapon.

Ruger 10/22: Used primarily to hunt small game, Ruger has supported this weapon with a wide variety of options. Users can choose from a number of stocks, magazines, flash suppressers and other attachments.

Browning BAR: Another popular U.S. hunting rifle, often used in deer hunting.

Remington M740: Also popular for hunting, it chambers the same size ammunition as does the M-16 assault rifle.



BRIDGES

Weatherby Mark V: A British-made hunting rifle with a magnum round, this gun can be used to hunt anything from deer to small helicopters. However, its recoil is likely to break the arm of people who use it without being properly braced. Ignore if the character has a combined Strength + Potence of 5.

Steyr Aug: The Steyr Aug is made in Austria and is the most up-to-date assault rifle currently in service. It is also used by the armies of Australia and Saudi Arabia.

M-16: A very common assault rifle is the M-16 of the United States. Sold around the world by Vietnam, U.S. military personnel and the C.I.A., it can be found almost anywhere. Its most recent version, the M-16A2 is the current assault rifle of the United States.

Famas: The Famas currently has the highest cycle rate of any assault rifle in service. It is standard issue to the French Foreign Legion.

AK-74: The AK-74 replaced the older AK-47 as the assault rifle of the Soviet Union. It is still not very common in the United States.

SA-80: This British-made assault rifle was made to be compatible with the M-16 and can use the other weapon's magazines. Since being introduced, a diversity of opinion has arisen as to its quality, and a love-hate relationship similar to the one the M-16 inspired when it was first introduced is now prevalent.

Mini-14: Made by Ruger and commonly available in the U.S., the Mini-14 is a lightweight assault rifle with limited military usage. Among its many options are a folding stock, a 90-round magazine and special sight mounts.

M-14: This was the main U.S. Army weapon prior to adoption of the M-16. A version, the M-21, found continued use as a sniper rifle.

AK-47: The AK-47 is quite common in Third World countries and is now becoming popular in the United States. Once the main weapon of the Soviet Union, it was replaced by the AK-74.

Heckler & Koch G3: This heavy German battle rifle has become extremely popular in South America.

FN FAL: This battle rifle finds little use in developed countries outside of its Belgian homeland, but it has been adopted by a number of Third World forces, especially in Africa.

Ithaca M37: The Ithaca M37 is a fairly common shotgun, but the Stakeout version can be considered illegal. In this form, the stock has been removed, thus allowing for easier concealment. It can also be sawed-off, reducing the difficulty to 4 and the range to 7.

Remington 870: A popular U.S.-made hunting weapon, this shotgun can be found almost anywhere.

Mossberg M500: Not as much a hunting weapon as it is a police firearm, it is smaller than the Remington but not much more concealable.

Fianchi Law 12: This Italian-made shotgun is very expensive, and generally comes with intricate detail work to make it look more attractive.

Benelli M-3 Super 90: Another commonly used police shotgun, this model is especially popular among SWAT teams.

SPAS-12: A military weapon, the SPAS-12 has been adopted in Europe.

Remington 1100: This American-made shotgun is popular with both hunters and police in the United States.

USAS 12: The USAS is a full-auto shotgun. Its appearance is that of a very large M-16. It is now being purchased by SWAT teams inside the United States and found some use by Special Forces during the invasion of Panama.

Ammunition

The guns are not the deadly part of this section, for as every vampire knows, "guns don't kill people, bullets kill people." A wide variety of ammunition is available to all who use firearms, but the differences are usually quite minor. The exceptions to this rule follow.

Armor-piercing

Armor-piercing or "cop-killer" bullets gained infamy in the 1980s, and these deadly little fellows are still prevalent. The most famous type is the so-called Teflon-coated bullet, but this is by no means the only one. Hardened steel and tungsten carbide also have their uses. These bullets do not have the same sort of impact area that regular slugs do, however. Armored vests used against them provide one less die of protection, but the guns do one less die of damage.

Manstoppers

The opposite of armor-piercing bullets, manstoppers are designed to have an even greater impact area. They generally widen or fragment when they hit their target, causing damage over a wider area. These include hollow-point rounds, which flatten when they hit, glazier rounds, which fragment, and even homemade rounds made by carving an "x" on a slug. These bullets cause an extra die of damage when they hit, but armor provides double its usual protection.

Incendiary

Incendiary rounds are especially attractive/repulsive to Kindred, because they so easily cause the Final Death. They are rarely used with small arms, and the most common form is the Dragonsbreath shotgun shell. This phosphorus shell

turns a shotgun into a mini-flamethrower for a turn, spraying a spout of fire up to 20 feet. It hits like a regular shotgun, but inflicts two aggravated wounds (difficulty 7 to resist) and causes nearby Kindred to risk Röttschreck. Multiple use of Dragonsbreath rounds can seriously damage the integrity of a shotgun barrel, and Storytellers should take full advantage of botches.

Nonlethal Ammunition

Not all bullets are designed to kill their targets. Many types of nonlethal ammunition have been created; each has its own purpose.

Drugs: Commonly used to capture animals, tranquilizer darts are usually fired out of large rifles (use the same statistics as a Remington M-700 rifle, but with Capacity 1). They have no effect on vampires, but do eight dice of damage to mortals. This damage is not applied to Health Levels, however; each level of damage subtracts one die from the victim's Dice Pools. Additionally, if the character takes more damage than he has Stamina, he passes out for one hour for every point of damage over Stamina. Other kinds of drugs can also be fired from these guns. For their effects, see *Poisons and Drugs*, below.

Blanks: These cartridges do not fire slugs. Only a small wad of packing leaves the gun. This packing does not travel more than 10 feet, and will only do damage at point-blank range. At that range, however, blanks can be fatal, and do the gun's standard damage.

Rubber Bullets: These bullets are usually used in riot control, and are generally nonlethal. They can kill, and characters should keep this in mind if they use them. Characters fire these bullets normally, but they do not get a damage roll. The bullets only inflict damage based on the attack roll; thus, if a character fired a rubber bullet from an M-16 and hit with three successes, he would inflict three Health Levels of damage.

Pancake: Pancake rounds flatten out as they speed through the air and smack their targets within a wide radius. If the round hits, it inflicts two damage dice upon the target. The number of successes to hit does not affect the damage dice. The person who was hit must make a Dexterity + Athletics (or Acrobatics) roll to remain standing (difficulty equals the damage successes + 3). At extremely close range, this damage Dice Pool should be increased by two or three dice.

Melee Weapons

Clubs

Staffs

A traditional quarterstaff is "as tall as the wielder, and as big around as her fist," but any pole, pipe or board that is long enough will suffice. In general, the heavier the object, the more damage it does.

Difficulty: 4 **Damage:** Strength +1 to +3

Ability: Melee **Weight:** 7-10 lbs

Special Maneuver: Sweep

Staffs can be used to "sweep" an opponent's legs out from underneath him in a fight. Treat this maneuver like a throw, ending with the opponent falling in place — but with the additional advantage that the character does not need to close in with the opponent.

Quarterstaff

Any pole or board from four to eight feet long fits this category. The Japanese staff is called a *rokushakubo* (meaning "six feet of wood"). This name is usually shortened to "bo staff."

A bo staff purchased at a martial arts supply store will be from five to six feet long, 1.5 inches in diameter, and will cost around \$35.

The 2"x 4" "studs" found on most construction sites are just the right length for quarterstaffs, but are generally made from soft pine and break quite easily. During every round of combat, keep track of the total successes rolled (both attack and damage). If the total number of successes rolled in one turn is more than five, the board breaks.

Example: While being chased by a cop, Val ducks into a construction site. The cop is just a few feet behind her, so Val grabs a 2" x 4" and swings at the cop's head. Val rolls her Dexterity (three) plus her Melee (three), or a total of six dice in her Pool, against a difficulty of four. Val scores four successes, and then manages three more successes worth of damage. The cop takes a shot to the head, but more than five successes were rolled, so Val is left holding a much shorter staff.

Jo Staff

Any pole or pipe two to four feet in length makes an excellent short staff. As with a long staff, the heavier it is, the more damage it will cause. A jo staff purchased at a martial arts supply store will be 3.5 - 4.5 feet long, 1.5 inches in diameter, and will cost \$25.

Difficulty: 4 **Damage:** Strength +1 to +2

Ability: Melee **Weight:** 3-7 pounds

Special Maneuver: Block

Because of the ease with which a trained attacker switches the jo staff from hand to hand, integrating blocking and striking into one smooth motion, a character with a specialty in jo staff (short staff) may roll one extra die to soak melee or brawling damage. This die does not count toward causing damage or hitting.

Example: Although Val dented the cop's skull, he still manages to swing at her. He only rolls one attack success, but manages to score three damage successes. Val, now using the longer part of her broken 2"x4" as a jo staff, rolls her Stamina (three) plus Fortitude (two), plus one extra die for the jo staff, against a difficulty of six. She scores two successes, and is only reduced to Bruised by the cop's attack.

Short Clubs

Saps, blackjacks, nightsticks, bats, etc., and all sticks, poles or pipes no longer than four feet can be considered clubs. The heavier they are, the harder they hit.

Difficulty: 4 **Damage:** Strength +1 to +3

Ability: Melee **Weight:** 0-5 pounds

Special Maneuver: Haymaker

Clubs are big levers that increase the force of a blow. A trained attacker may choose to put even more effort into a blow and cause tremendous damage, but this will leave the attacker open to attacks against which she might otherwise have defended. A character attacking with the Haymaker specialty loses a die from her Dice Pool to hit. However, she rolls two extra dice for damage.

Example: Sharon rolls three successes to dodge Don. Don, using his Haymaker specialty, rolls Dexterity (two) plus Melee (three) for a total of five dice against a difficulty of four. Because Don is using a Haymaker, he loses one die and only scores three successes. Sharon avoids his attack.

Baseball Bat

A quality wooden baseball bat costs \$25, and does damage of Strength + 1. Bats are also available in double-weight practice models for \$35; these do damage of Strength + 2. Aluminum bats cost about \$10 more than wooden ones of the same quality.

Cane

Canes can be light but effective clubs and cost \$10 - \$100 depending on decoration and quality.

Special Maneuver: Hook

An expert with a hooked cane (the traditional kind) can use the hook in combat to snare an opponent's arm or weapon. This increases the difficulty of the attack by one. The results vary depending on what the attacker desires:

Snared opponent's weapon: Opposed Strength rolls to jerk the weapon out of his hand.



Snared opponent's arm: Opposed Strength rolls to jerk the opponent off balance (he can take no actions next turn), or opposed Dexterity rolls to grapple with the opponent held at the end of the cane.

All these rolls have difficulties of six. The last option can allow a skilled attacker to grapple and immobilize a character at a range of three to four feet.

Example: Tim (who is a cane-fighting expert) is confronted by a knife-wielding street tough with an attitude. Tim wins the initiative and attempts a strike using the Hook specialty. The Storyteller rules that the knife is too small to hook, so Tim tries for the arm. Tim rolls his Dexterity (three) plus Melee (three) against a difficulty of five (base four plus one for the Hook specialty). Tim scores five successes. Tim has now hooked the tough's arm, and he wants to grapple. Tim rolls his Dexterity against a difficulty of six, rolling two successes. The tough rolls his Dexterity (three) and also scores two successes. The round is inconclusive. The stalemate will continue until one of the combatants receives more successes than the other. If the tough wins out, Tim's cane becomes dislodged. If Tim wins out, he can immobilize the tough.

Knives

Knives come in all shapes and sizes, the two main classes being weapons and tools. Knives designed as weapons almost always have a cross guard to protect the fingers. Knives that are tools, like kitchen utensils and hand razors, tend not to have this guard because it gets in the way.

Difficulty: 4 **Damage:** Strength +1

Ability: Melee **Weight:** 0-2 lbs

Special Maneuver: Double Strike

Knife fighting is based on speed and reflexes. A character using this specialty can split her Dice Pool between two attacks against the same target (without the use of Celerity). Each attack Dice Pool receives one additional die. The difficulty for each attack is five. Damage is determined normally for each attack. The character's Dexterity + 1 is the maximum number of dice that may be used for each attack.

The maximum number of additional attacks is determined by dividing the character's Skill by two. If the character is of seventh generation and has six dots in Melee, she can attack three times in one turn by dividing her Dice Pool three ways. Dexterity + 1 is still the maximum number of dice that may be employed in any attack. Also, the difficulties for all attacks increase to seven.

Steak Knife

A set of eight steak knives costs \$10 new, while a single one might cost \$.50 at a thrift store. Weight and size are negligible, but steak knives only do a character's Strength in damage and have a tendency to snap under pressure.

Butcher Knife

Good knife sets cost from \$30 to \$50 new, half that used. A single butcher knife costs \$10. Butcher knives have single-edged blades from 8" - 12" in length.

Fighting Knife

These knives cost \$40 to \$200 off the shelf, or about triple that for a custom-made weapon. A fighting knife has a blade 6" to 14", and a handle 6" to 10". Thus a fighting knife is 12" to 24" long.

Many fighting knives are double-edged. In many states (California and New York, for example) simply possessing a double-edged knife is a felony offense.

Swords

Roughly speaking, any weapon with a blade longer than a foot or so can be used as a sword. Some specialties include: Rapier, Rapier & Main Gauche (both variants of Fencing), Broadsword, Sword & Shield (or club and shield, as modern riot police), Two-Handed Sword, Scimitar, Kendo or Kenjutsu (Japanese Sword Fighting), Escrima (Filipino Stick Fighting), Kalinda (Caribbean Stick Fighting), Short Sword or Nightstick (many of the moves are identical), and Two-Sword.

Fencing Sword

A very lightweight sword used for thrusting. Modern fencing rapiers have a point but no blade and cannot be sharpened, though a true rapier has a very sharp blade. A good foil can cost \$50, and a rapier \$200, though used equipment would be much cheaper.

Difficulty: 5 **Damage:** Strength +3

Ability: Melee **Weight:** 2 - 3 lbs

Special Maneuver: Lunge

Properly speaking, the only time to lunge is to finish off the opponent in one final move. The lunge as written here includes a "cross-step" to increase the range. A character with this specialty may attack an opponent up to five yards away. The difficulty is seven and the damage is Strength + 4. No dodging is possible for the character making this maneuver, either in the turn before or the turn afterward. The best way to use the lunge is against a charging opponent. A lunge enables the character to attack the opponent before he can attack her.

Example: As Karl charges Sandra with a butcher knife, she lunges at him with a fireplace poker. Karl dodges while attempting to close to knife range. Sandra rolls five suc-

cesses, and Karl only rolls four. Sandra hits and may now roll for damage. If Karl desires, he can attack her next round, although she will still be able to attack him normally.

Cavalry Saber

A cavalry saber has a gently curving blade between two and three feet in length. A reproduction cavalry saber costs around \$40.

Difficulty: 6 **Damage:** Strength + 4

Ability: Melee **Weight:** 2-3 lbs

Medieval Broadsword

A simple sword with a three-foot straight blade and a long (nine-inch) handle. Broadswords tend to be quite heavy for their size and cost \$100.

Difficulty: 6 **Damage:** Strength + 5

Ability: Melee **Weight:** 5-10 lbs

Two-Handed Sword

A two-handed sword, or greatsword, has a blade from four to six feet in length and a handle one to two feet in length. A two-handed sword requires about six feet on each side of the user and six feet of overhead clearance. Such weapons cost around \$250.

Difficulty: 5 **Damage:** Strength + 6

Ability: Melee **Weight:** 10 - 15 lbs

Wooden Swords

Any of the above swords are available in wooden practice versions; these are treated as clubs. Many practice swords are filled with lead slugs to achieve the same weight as a "real" sword. Some practice swords weigh twice as much. They only do Strength + 1 in damage (+2 for two-handed). Note that they can be sharpened and used as long stakes.

Martial Arts Weapons

At the Storyteller's discretion, the use of martial arts weaponry may require a separate Ability (the Martial Arts Weaponry Skill). These weapon styles have developed over centuries as unique and powerful martial arts in their own right.

Many of the traditional martial arts weapons developed on the island of Okinawa, near Japan. When the Japanese invaded Okinawa during the Middle Ages, the Japanese samurai ordered all the weapons on the island confiscated. The Okinawan farmers learned to fight with the farm tools ready at hand. Other martial arts weapons were developed by the Japanese ninja, clans of assassins trained from birth in the techniques of fighting and stealth.

Tonfa

Tonfa developed from Okinawan rice grinders. A tonfa is simply an L-shaped piece of wood; the long part of the L is 18 inches and the short part is about six inches. These weapons are used to block (protecting the forearm), to strike (as a nightstick) and to hook (as a cane). Tonfa are so effective that many police forces (especially on the West Coast) are now using them as nightsticks.

A character using tonfa may block melee weapons without taking damage. This requires a Dexterity + Martial Arts Weaponry roll against a difficulty of six. The successes are applied against both the attack and damage rolls.

Difficulty: 6 **Damage:** Strength +1

Cost: \$15 (\$25 a pair) **Weight:** one pound each.

Nunchaku

Nunchaku, or numchuks, developed from Okinawan grain threshers. A pair of nunchaku is made of two sticks tied end to end with a short cord. In use, these sticks are twirled rapidly, flipped over the shoulders and across the back, striking out unexpectedly at one or more opponents. A character with four or more dots in the Martial Arts Weaponry Skill, and an appropriate specialty, may execute a double strike as per knife fighting (see above), or grapple, causing one extra die of damage during such combat.

Difficulty: 7 **Damage:** Strength+1

Cost: \$10-\$20 **Weight:** 1.5 lbs

Manrikigusari

Gusari is a Japanese suffix meaning "of (or with) a chain." A manrikigusari is a fighting chain, originally developed by the ninja for the purpose of defeating samurai. A manrikigusari is normally about an inch in diameter and six to eight feet in length, with a fist-sized weight on each end. In the hands of a master these weapons are truly frightening. The chain can wrap around a block to strike the opponent from behind, entangle arms and legs, or crack like a whip directly into the target.

Difficulty: 8 **Damage:** Strength+1

Cost: \$100 (very rare) **Weight:** 25 lbs

Special Maneuver: Attack against Dodge

After an opponent has declared she is dodging, a manrikigusari wielder may declare an "attack against Dodge." Before rolling, the wielder may "soak up" the dodge successes by removing dice from his Dice Pool, one for one. An attack against dodge may be either an entangle or a strike.

Special Maneuver: Entangle (per hook)

An expert can use the chain in combat to ensnare an opponent. This increases the difficulty of the attack by one. The results vary depending on what the attacker desires.

Snare opponent's weapon: Resisted Strength roll to jerk out of hand.

Snared opponent's arm: Resisted Strength roll to jerk off balance (victim must abort all actions).

Sai

Sai are sword catchers developed by the Okinawans from pitchforks. A Japanese variant of this weapon, called a jitte, exists. Sai are used to block, strike like heavy nightsticks, and catch blades or disarm sword wielders.

Difficulty: 7 **Damage:** Strength

Cost: \$50 for a set of two **Weight:** 10 lbs each.

Special Maneuver: Disarm

A sai wielder may make any attack an "attack to disarm." The difficulty of this attack is an eight, and he must roll three successes on a resisted Dexterity roll following the attack. If he succeeds, the opponent's weapon is torn from her grasp. If he only succeeds by one success, the opponent's weapon is immobilized in the forks of the sai. A resisted Strength roll determines who breaks the other's hold.

Miscellaneous

Brass Knuckles

A set of large rings have the same effect as these weapons. They increase the damage Dice Pool for punches by one die. They cost \$10 a pair.

Bottle

This improvised club does Strength damage but will usually break on the first blow.

Broken Bottle

This does damage as a small knife, but will break if blocked, becoming useless.

Chains

A chain used without the Manrikigusari skill does Strength + 2 in damage and has a difficulty of eight. Chains can also be wrapped up and used as clubs.

Thrown Weapons

Many weapons can be thrown, including knives, hatchets, spears, bolas, shuriken (throwing stars or blades) and rocks. The difficulty of hitting with a thrown object or weapon is determined by dividing the range in yards to the target by the Strength of the character (Yards/Strength). Thus, if a character with a Strength of three throws a rock at a doorway 16 yards away, the difficulty of the attack is six (always round up).

The maximum range a character can throw a small object is (Strength multiplied by 10) in yards. The weight that can be thrown is two pounds per point of Strength (or more if the thrown object is aerodynamic). The Dice Pool to hit is made up of Dexterity + Throwing. Strength determines the difficulty and, of course, the number of dice in the damage Pool. The number of successes on the attack roll does not increase the damage.

At the Storyteller's discretion, a character can make one-for-one trade-offs between range and weight. Thus a character with a Strength of five could throw an eight-pound object as though his Strength were six, or a 12 pound object as though his Strength were four.

Also at the Storyteller's discretion, if a character misses a knife or hatchet attack by one success, the weapon strikes the target with the handle or haft. The Dice Pool for damage should be reduced by five dice, very possibly causing no damage.

Rocks

Rocks are found almost everywhere; they are the basis of the thrown weapon system. They do Strength damage.

Shuriken

Shuriken are too light to throw far or to cause much damage. The maximum effective Strength usable when throwing shuriken is two. Shuriken are frequently thrown in groups, though. Each extra shuriken increases the difficulty to hit by one but adds one die to the Dice Pool for both hitting and damage. The character's Throwing Talent is the maximum number of shuriken she can throw at once. Damage for shuriken is based solely on the character's Strength + the number of shuriken thrown. Shuriken are often poisoned (see *Poisons*, below). Shuriken cost \$5 each and weigh almost nothing.



Knives

Knives use the throwing rules above, with one exception. Always treat a thrown knife as being one pound heavier than it really is; this represents the control required to strike the target blade-first. Throwing knives do Strength + 1 damage and cost \$20.

Hatchets

Hatchets use the throwing rules above; however, a hatchet is a natural lever for multiplying force. Add one to the Strength of a thrown hatchet attack made by someone with the Hatchet specialty. This increase applies to both range and damage. However, hatchets are harder to control than knives, so always increase the difficulty of a thrown hatchet attack by one in addition to all other modifiers. Hatchets cost \$15.

Special Maneuver: Sidearm Throws

This powerful but difficult technique is used with throwing weapons of all sorts. Rather than using an overarm throw as normally seen in circus or rodeo knife throwing competitions, this technique involves swinging the arm around to the side of the body when throwing, releasing the weapon in an underarm style. This uses many more of the large muscle groups of the body (even the legs and hips, when done correctly), resulting in a longer, harder throw. This is the style of throwing that the German Army used during World War II with their specially made long-handled grenades ("potato mashers"). The disadvantages to this style are that the character must have room to swing the arm widely, and that accuracy is much harder to achieve. When a character is using a sidearm throw, her effective Strength is increased by two, but her effective Dexterity is decreased by one.

Bola

A bola is made up of three to five weighted cords joined in the center. The bola is used to entangle an opponent. As

the weapon is whirled around before being released, the character using a bola must have two yards of clear space on all sides. Treat a bola as any thrown weapon, but a bola causes no damage. Instead, it entangles the opponent, decreasing the number of dice used next turn by the number of successes achieved on the attack roll. Bolas cannot be used with sidearm throws.

Spears and Javelins

A javelin is a short spear about four feet in length. Spears meant for throwing are also generally around this length. These weapons do not use the Throwing Talent but have their own Ability. They cost \$25.

Difficulty: As per thrown weapons

Damage: Strength + 3 **Ability:** Spear **Weight:** 3 - 4 lbs

Special Maneuver: Spear Thrower

A spear thrower, or Atlatl, is a four to six-foot stick with a notch at the end to hold a spear. The Atlatl effectively lengthens the arm, increasing the Strength usable for the throw by two. This device cannot be used with sidearm throws.

Archery

Shooting a bow follows the same procedure as shooting a gun, but requires a Dexterity + Archery roll (difficulty 8). Bows cause very little damage by impact. They cause injury by creating a slash or puncture wound. An arrow with any style of sharp point cuts through many types of "bulletproof" cloth and penetrates kevlar in particular.

The arrowhead must be as sharp as possible. If the Storyteller feels there is a reason the arrows are not sharp, he should reduce the number of dice in the Pool by any amount from one to three. The maximum range for a bow is the minimum Strength for that bow multiplied by 30.

Archery Chart

Bow Type	Pull	Minimum Strength	Range	Damage	Weight	Cost
Small Bow	30 Pounds	2	60 yards	2	10 lbs	\$30
Large Bow	60 Pounds	3	90 yards	3	15 lbs	\$60+
Compound Bow	Special	3	180 yards	3	15 lbs	\$100+
Crossbow	100 Pounds+	Special	100 yards	3	15 lbs	\$80+

Compound Bow: Compound bows are more efficient and accurate than "simple" bows. A compound bow has a system of cables that reduces the "pull" of the bow by 50 percent once the string has been pulled halfway. Thus a character pulling a 60-pound bow would only hold 30 pounds on the string while aiming.

Crossbow: A crossbow can be cocked and held ready to fire indefinitely. Crossbows typically have a "pull" of over 100 lbs. Many crossbows fold in the middle to create a lever for cocking the bow. Others require the use of a small windlass (called a cranequin) to cock the bow. Still others use a lever (called a goat's foot). If a character does not have a mechanical aid of some sort to help in cocking the bow, then the Strength needed to cock the bow is four. Anyone can fire a cocked crossbow. Crossbow arrows are properly called "quarrels" or "bolts" and can be found in the same types as longbow arrows. Note that crossbows can be fitted with most gun accessories.

Cranequin-style: Minimum Strength: 2 **Cocking Time:** one minute

Goat's Foot or Folding: Minimum Strength: 3 **Cocking Time:** 15 seconds

No Aid: Minimum Strength: 4 **Cocking Time:** 10 seconds

Bow Sights

Decrease difficulty by one for aimed shots. **Weight:** Negligible **Cost:** \$50

Silencers

The difficulty to hear an archer is normally eight. These small soft pieces of plastic attach directly to the bowstring and eliminate the “twang” of the released string. Increase the difficulty of hearing the bow to 10. **Weight:** Negligible **Cost:** \$20

Releases

A trigger release for a bow is a device that holds the string, enabling the archer to grip a large handpiece. This makes it much easier to hold the string for any length of time, and thereby grants an aiming bonus. It also provides a clean release of the string, essential for an accurate shot. Increase skill by one and increase the difficulty of hearing the bow “twang” by one. **Weight:** Negligible **Cost:** \$30

Arrow Types

* Arrows come in all shapes and sizes. All arrows can be purchased with either aluminum or wooden shafts. A wooden arrow makes a serviceable stake through the heart, but aluminum arrows are harder to break.

Target

Target arrows have a point with no blades. Increase the attack Dice Pool by one but decrease the damage Dice Pool by one.

Broadhead

Broadhead arrows are hunting arrows. They are designed to kill by creating a deep, broad wound. The weight of the arrowhead renders them less accurate than target arrows. Decrease the attack Dice Pool by one but increase the damage Dice Pool by one.

Fishing

A “fishing rig” consists of an arrow with a trident-like head (three or four prongs) and a reel of fishing line attached to the bow. Reduce the attack Dice Pool by one die for the weight of the arrow, by one for the drag caused by the fishing line, and by one if the character is shooting at a target underwater (refraction), for a total reduction of three dice to the attack Dice Pool. For bowfishing without a fishing rig, reduce the Dice Pool by five dice.

Bird

Bird arrows are trident-shaped like fishing arrows, but they end in blunt points. The idea is to stun the bird. Increase the attack Dice Pool by one and decrease the damage Dice Pool by four dice.

An Arrow through the Heart

In order to shoot an arrow through the heart of a vampire, and so stake him, raise the difficulty of the shot by two (to a maximum of 10). Remember: in order to stake a vampire, the

character must achieve at least three successes to hit and inflict three Health Levels of damage.

Heavy Weapons

It is unlikely that Kindred will ever stand and fight with or against the armies of the kine. However, military power is often used by governments or rebels, and it's easy to become caught in the crossfire.

Few who have not witnessed it understand the destructive power of high explosives or heavy weapons. To illustrate the damage ratings in the sections that follow, here are some examples:

- A homemade black powder bomb weighing 10 pounds will make a crater 10 feet deep by 20 feet around. (This crater is probably larger than the room in which you are now sitting.) The bombs aircraft drop use a higher grade of explosive and weigh from 50 to 1000 lbs.
- One medium-sized artillery shell landing in the center of a block of brownstone rowhouses would level half the block and shatter every window for five blocks. An artillery barrage consists of hundreds of such shells.

- .50 caliber machine gun bullets retain lethal force after passing completely through a stone house. Such machine guns commonly fire 600 rounds per minute.

Military-grade field weaponry is almost always illegal for civilians to possess. At best, registration of each weapon will be needed, along with a Class C firearms permit (Licensed Collector) from the federal government. State and local governments may also want a permit and/or a tax. While such weapons might be owned legally, firing them within city limits, even on private property, is always illegal. There is probably no faster way to call lots of police than firing fully automatic weapons in the city.

Grenades

Fragmentation Grenades

A fragmentation grenade has a damage Pool of 12 dice if it goes off at ground zero (such as in a character's hand). For every yard between the grenade explosion and the character, reduce the damage Pool by one die.

Example: A fragmentation grenade detonates five yards away from Terry. He will take 12 minus 5, or seven dice of damage.

Weight: .6 lbs **Cost:** \$20-\$200

Size: A 6" x 4" cylinder

Concussion Grenade

A concussion grenade has a Dice Pool of eight dice at the spot where it goes off. Reduce the damage Pool by one die for each yard between the character and the explosion. Because these are more commonly used by police, they are easier to acquire on the black market and are thus cheaper than fragmentation grenades.

Weight: .5 lbs **Cost:** \$10 - \$100

Size: A 6" x 4" cylinder

Smoke Grenades and Tear Gas Grenades

Smoke grenades emit a dense cloud of white or colored smoke. Tear gas grenades emit a cloud of irritating gas (see *Poisons*). There is no blast from these grenades; the smoke is released through holes in the canister. The cloud will fill a 10 yard by 10 yard area in one minute and will last 10 minutes in still air.

Weight: .6 lbs **Cost:** \$5-\$50

Size: A 7" x 5" cylinder

White Phosphorus

White phosphorus grenades generate a temperature of 2700° F when they explode. A WP grenade has a Dice Pool of 12 dice at its point of detonation. Reduce the Dice Pool by one per two yards between the character and the grenade. **This is aggravated damage because of the burning.** WP grenades will set most common materials on fire if they are at all flammable.

Weight: .6 lbs **Cost:** \$20-\$200

Size: A 7" x 3" cylinder

Explosives

High explosives are regulated by state and federal permits and licenses, although anyone can buy black powder. Explosives are rated in terms of Blast Power. Every point of an explosive's Blast Power is worth one die per pound of the explosive. Each explosive also states what is needed to detonate it, and whether or not it will burn nonexplosively.

Black Powder

One of the few cheap, legal and readily available explosives, gunpowder will not explode unless it is "packed" into a bomb. Loose gunpowder will only flare and burn.

Blast Power: 1 **Cost:** \$12.00 per lb.

Detonate: Heat, Flame **Burn:** Yes, very hot

Blasting Powder

This modern gunpowder is used in commercially sold small-arms ammunition. It is also called "smokeless powder," in comparison with black powder. Frequently sold under the brand name "PyroDEX," it is legal to purchase in small quantities.

Blast Power: 2 **Cost:** \$18.00 per lb.

Detonate: Flame, Heat **Burn:** Yes

Nitroglycerine

Nitroglycerine is an oily, clear liquid that can be easily made in a home workshop. It is very unstable, though quite powerful. These facts combine to make nitro unpopular. Rules for the detonation of liquid nitroglycerin are left up to the Storyteller; capriciousness is advised, as it best mimics the nature of this fickle explosive. Nitro may be "safety-packed" by a character trained in the handling of explosives. Such a process significantly reduces the dangers.

Blast Power: 3 **Cost (to make):** \$50/lb. (approx. one pint) **Detonate:** Varies **Burn:** No

Nitrocellulose (Gun Cotton)

Nitrocellulose (gun cotton) is manufactured by soaking cotton (cellulose) in nitroglycerine (nitro). This stabilizes the nitroglycerin.

Blast Power: 3 **Cost:** As above

Detonate: Heat, Flame, Impact **Burn:** Yes; makes an excellent fuse

Dynamite

Dynamite (also called TNT) is nitroglycerin stabilized in charcoal or another absorbent. Dynamite that goes through changes of temperature over a fairly long period of time "sweats" pure nitroglycerine crystals. Dynamite in this state appears shiny, not waxy as is normal.

Blast Power: 3 **Cost:** \$5.00 per lb.

Detonate: Fulminating Primer only **Burn:** Yes; can safely be used as emergency flare.

Plastique (C-4)

Plastique (plastic explosive) is manufactured in varying strengths. It is similar to modeling clay in consistency, and is extremely stable. Most military explosives are plastique.

Blast Power: 1-20 **Cost:** \$25-\$1,000

Detonate: Primer Only **Burn:** Yes; safe to cook on.

Primacord

Also called instant fuse, primacord is an explosive manufactured in string form. It is used to detonate widely separated explosives at the same time. It can also be used as a "main charge" by an expert.

Blast Power: .5 **Cost:** \$10-\$100

Detonate: Primer Only, Open Flame **Burn:** No

Napalm

Napalm is jellied gasoline. When it burns, it tends to cling to its target. Napalm will continue to burn underwater. The only way to remove burning napalm is to scrape it off, invariably removing the skin as well. All damage done by napalm is aggravated. Roll one die to see how much of the body is covered by napalm (the Storyteller may modify this roll as she sees fit). Roll that many dice of damage every turn for 10 turns. Napalm can be made in home laboratories and placed in glass bottles for throwing.

Napalm bombs will have a Blast Power of 6 - 12 to spread the napalm out. Modern jets drop napalm canisters sans explosives, as they rely on the speed of the jet to spread the napalm when the canister ruptures.

Blast Power: 0 **Cost:** \$50/lb. to make

Detonate: Open Flame **Burn:** That's the point

Support Weapons

Support weapons provide heavy or sustained firepower and require a separate Skill of either Heavy Weapons or Artillery to use. Machine guns are the only exception to this; they require the Firearms Skill. The cost of all these items is unlisted, as anyone selling these to a vampire will demand whatever she believes the market will bear.

Firing any tripod-based weapon without such a tripod requires a minimum Strength of six (Potence counts toward this total).

.30 Caliber Machine Gun: This weapon is often found on vehicles, or as a squad support weapon among Third World armies. It comes with a bipod; ammunition is belt-fed.

.50 Caliber Machine Gun: This weapon is often found on vehicles, or as a squad support weapon. It comes with a tripod; ammunition is belt-fed.

30mm Cannon: Found only on vehicle mountings, and belt-fed, the high rate of fire allows the gun to "drill into" a target. Consider all successes during one turn cumulative for the purpose of defeating armor thickness.

M-79 Grenade Launcher: The M-79 grenade launcher looks (and operates) like a stubby shotgun with a two-inch barrel. The grenades explode on impact. There is no magazine to this weapon; after one shot, the weapon must be reloaded.

M-19 Grenade Launcher: This fully automatic 40mm grenade launcher rests on a tripod and can either fire from its belt or from individually chambered rounds.

Flamethrower: A backpack carries tanks of napalm, and a hose connects to a rifle-like launcher. The flamethrower weighs 50 pounds with all three tanks, but only one tank is needed. Each tank is good for five minutes of constant spraying.

LAW: LAW stands for Light Antitank Weapon. The LAW is a disposable, one-shot rocket and launcher. The launcher is a tube about two and a half feet long and about four inches in diameter. The rocket is about 14 inches long.

The LAW and the Stinger (below) produce "backblast" when fired. That is, flames and rocket exhaust emit from the rear of the firing tube. Because of the backblast, there is a

Support Weapons Chart

Name	Difficulty	Damage	Range	Rate	Capacity	Weight
.30 Caliber Machine Gun	6	6	800 yards	21	100	25 lbs
.50 Caliber Machine Gun	7	8	1000 yards	30	200	40 lbs
30mm Cannon	7	10	1200 yards	42	100	Special
M-79 Grenade Launcher	6	grenade	400 yards	1	1	6 lbs
M-19 Grenade Launcher	6	grenade	600 yards	2	1	80 lbs
Flamethrower	6	napalm	60 yards	1	Special	Varies
LAW	7	12	200 yards	1	1	5 lbs
TOW	6	16	2500 yards	1	1	60 lbs
Stinger	7	14	2 miles	1	1	25 lbs
2.75" Rocket Launcher	8	15	3000 yards	1	Special	Special
105mm Gun	7	20	1200 yards	1	1	Special
120mm Gun	7	30	2000 yards	1	1	Special

two-yard danger zone directly behind any such weapon. Anyone in the danger zone when the weapon is fired suffers four dice of aggravated damage from the flames.

TOW: This is a wire-guided antitank missile that is vehicle- or bipod-launched and produces backblast like a LAW.

Stinger: A shoulder-fired antiaircraft missile with a heat-seeking guidance system. This is a "fire and forget" weapon, requiring nothing further from the user after aiming and shooting.

2.75" Rocket: These rockets are used as vehicle-mounted artillery. They are found mounted in clusters of six to 60.

105mm and 120mm Gun: This type of gun is found mounted on tanks. It normally fires armor-piercing ammunition, either "shaped charge" or solid shot. Armor-piercing ammunition (of either type) does not have a blast effect. Only the target takes damage.

Artillery

Indirect-fire weapons like mortars send their projectiles in an arc, rather than line-of-sight like a gun. Because of this, no mortar can be fired inside a building. Mortar shells fall vertically onto their targets and do damage like explosives, losing one die for every yard of distance from ground zero. The smallest mortars fire grenade-sized shells. Large mortars break down into three-man portable loads (the barrel and two halves of the baseplate). Some large mortars are towed on small trailers.

Small Mortar: Breaks down into barrel and baseplate, each 25 pounds.

Large Mortar: Splits into three nearly equal pieces.

Small Howitzer (122 mm): This weapon requires a crew of four — two loaders, one aimer and one "triggerman." Guns of this size are normally fired at targets miles away by using radio communication with a forward observer. The forward observer tells the gun crew which direction to correct their aim, thus allowing the crew to zero in on the target shot by shot. Reduce difficulty by one per shot with a forward observer correcting fire. The minimum difficulty

is five (after five rounds of having the targeting corrected). A successful hit immediately drops further difficulties to five.

Other Ranged Weapons

Lasers

Current lasers do blinding damage only, and they must hit the eye to do this. In clear air, day or night, range is about one mile. A character looking in the direction of the laser will be blinded for (one die minus Stamina) in minutes. Double this if the victim was using Auspex at the time. Rain or fog significantly decreases the range of the laser. A laser requires some kind of power source.

Difficulty: 10 **Damage:** blind **Weight:** 10 lbs

Cost: \$1000 **Ability:** Firearms

Tasers

These are electric shock stunners. A "taser" consists of a battery pack (hip-mounted) and a pistol-like launcher. The launcher uses CO₂ to fire two probes, both of which must "ground out" on the target. Mortals heal taser-inflicted damage within a day and vampires need only sleep for a day.

Difficulty: 3 **Damage:** 4 **Range:** 10 yards

Weight: 2 lbs **Cost:** \$100 **Ability:** Firearms

Accessories

Swordcane

These weapons are concealed within the cane itself and, when removed, the cane can be used for parrying, increasing the opponent's difficulty to hit by one. All statistics are the same as those of a fencing sword.

Cost: \$60+ **Weight:** 10 lbs

Guncane

A "one-shot" gun hidden in a cane. This has the same statistics as an Ithaca M-37, except it only holds one round.

Cost: (Must be custom-made) \$150

Artillery Chart

Type	Difficulty	Damage	Min/Max Range	Weight
Small Mortar	8	12	25/1320 yards	50 lbs .5 lbs
Large Mortar	9	24	600 yards/two miles	660 lbs 1.5 lbs
Small Howitzer (122 mm)	10	30	10 miles	3 tons

Weapon Holsters

Holsters cost \$15 and up, depending on the workmanship. All of the holsters described here can be found at security goods stores.

Hip Holster

These come in standard gun or knife holster varieties. They are available with their own belts or they may be slipped onto a belt. Most holsters are worn snapped shut to keep a gun or knife inside in case of a fall. However, this prevents any "quick draws."

Shoulder

This variety is the second most common type of holster (after hip holsters). Small weapons are almost invisible, but they can be spotted by a trained viewer. Increase the user's initiative difficulties by one, but increase others' difficulty to spot the weapon by one.

Shoe or Boot Holsters

These are hard to see, but also difficult to reach in some common situations (sitting in a car, for example). They are also normally worn snapped shut. Increase the user's initiative difficulties by two, but increase others' difficulty to spot the weapon by two.

Inside Thigh

Impossible to see, yet the holster remains easy to reach with a slight modification to the wearer's clothing. This type of holster is often worn without safety straps.

Hat

Small items may be hidden in a hat, but they will become obvious if the hat is removed.

Back of Neck

Used mainly with throwing knives, this sort of holster is difficult to see underneath a jacket — unless one bends over too sharply.



Vehicles

You wanna survive? Well here's what you do.

*Get yourself a good fast bike,
learn to ride like a bat out of hell,
and pray it's not raining on Doomsday.*

— anonymous biker, 1978

Wheeled Vehicles

Brake, a new statistic for vehicles, is multiplied by current speed (in miles per hour) to figure stopping distance in feet. At speeds below 25 mph, do not use the "Brake" number. Instead, assume any vehicle can stop within its own length.

Bicycle: Maximum speed on a good racing bike is eight times Strength in miles per hour, but a character can only maintain that speed for (Stamina + Fortitude) minutes. A normal pace for a bicycle is about three times Strength in mph; this can be maintained for (Stamina + Fortitude) in hours. Halve these speeds and times if the character is traveling uphill, and double the times (not the speeds) for downhill travel.

Compact Car: Exemplified by a Geo or Toyota — two-door, maybe hatchback or sedan.

Mid-Sized Car: Exemplified by the Ford Taurus, this type includes four-doors and station wagons.

Large Car: This class includes luxury cars, mini-vans and pick-up trucks.

Sports Car: Almost always two-door, this class includes hard-tops and convertibles.

Van: These classic cargo vehicles have sheltered many Kindred during their travels.

RV: Recreational vehicles, or RVs, are one of the best ways for Kindred to travel, especially if Retainers must be fed and sheltered. A small RV will provide living space for four, although it will be crowded. A medium RV has living space for six (crowded), and large RVs require a tow vehicle, typically a six-wheel pickup. They provide living space for eight.

Jeep: Jeeps have exceptional off-road mobility.

Motorcycle: Motorcycles are very difficult to control on roads in inclement weather. Triple the Brake number in rain (or gravel or sand), and halve the maneuverability. A motorcycle cannot be ridden in snow without chains or spikes on the tires. Halve maneuverability at the very best. Small ones include the Honda CB-1, medium include the BMW R-75, and large ones include the Yamaha Venture.

Sidecar: While it is possible to mount a sidecar on any motorcycle, it is normally done only on the larger bikes.

Off-Road Bike: These bikes avoid the problems regular motorcycles suffer on bad terrain.

Truck: These high-capacity vehicles can be extremely valuable for Kindred on the run, even though they lose a great deal of maneuverability at high speeds. Small trucks are no longer than 15 feet, large trucks can be up to 28 feet

Wheeled Vehicle Chart

Vehicle	Safe Speed	Max Speed	Maneuver	Brake	Cost
Bicycle	3 x Strength	8 x Strength	5	2	\$50+
Compact Car	70	90	5	2	\$6000
Mid-Sized Car	70	120	5	2	\$12,000
Large Car	70	110	4	3	\$20,000
Sports Car	100	190	6	2	\$22,000
Van	60	100	5	Special	\$19,000
Small RV	60	80	3	3	\$10,000
Medium RV	60	80	3	3	\$20,000
Large RV	60	80	3	4	\$30,000
Jeep	60	80	4/8 (off road)	2	\$15,000
Small Motorcycle	75	130	8	1	\$5,000
Medium Motorcycle	85	130-170	7	1	\$10,000
Large Motorcycle	90	170	5	2	\$15,000
Sidecar	-40	-20	1/2	2	\$15,000
Small Off-Road Bike	40	70	10	1/2	\$5000
Medium Off-Road Bike	50	80	9	1/2	\$9,000
Large Off-Road Bike	60	90	9	1/2	\$14,000
Small Truck	70	110	5-8	3-5	\$10,000
Large Truck	60	110	5-8	3-5	\$20,000
Tractor-Trailer	70	110	4-8	3-5	\$30,000

Boat Chart

Type	Cruise	Maximum	Maneuver	Deceleration	Passengers
Canoe	Strength in kph	2 x Strength in kph	Dexterity	1/2x Strength in kph	2
Rowboat	Strength + 3 in kph	3 x Strength in kph	6	2 x Strength in kph	4-6
Johnboat	8 kph	10 kph	7	3	2
Small Sailboat	Wind in kph	Wind+Boating	4	Dexterity	2
Large Sailboat	2 x Wind in kph	2 x (Wind+Dexterity)	3	Dexterity	6-8
Small Powerboat	30	50	5	Dexterity	4
Medium Powerboat	20	30	3	Dexterity	6-8
Large Powerboat	20	30	2	Dexterity	20+
Coast Guard Cutter	10	20	3	5	70

long, and tractor-trailers measure up to 60 feet long. Note that the normal "dry van" hauled by 18-wheelers cannot be opened from the inside.

Boats

Boats do not have any brakes *per se*. A boat has a listed amount by which it can decelerate each turn. Also, boats' speed is measured in knots per hour.

Johnboat: A johnboat is a flat-bottomed fishing boat with a small electric motor.

Small Powerboat: This group includes ski boats.

Medium Powerboat: This group includes cabin cruisers.

Large Powerboat: This group includes luxury yachts.

Coast Guard Cutter: A typical coastal patrol craft, this ship could be met anywhere within 200 miles of the shore. It generally mounts nothing more than a .50 caliber machine gun, and has a range of 900 miles. It generally has a crew of 35.

Aircraft

Stall is the minimum speed for an aircraft. Stall x 100 is the minimum length of runway (in yards) the plane requires to land. Note also that flying at night is considerably more difficult than flying by day, though a pilot may take a specialty of Instrument Flying if she has more than three dots in Pilot. All speeds on the chart are in miles per hour.

Parachutes: A parachute takes 30 minutes for a skilled person to pack, and one full turn to don. A normal (one-person) parachute can support 600 pounds in an emergency,

but everyone relying on it will have to make a Dexterity roll (difficulty depends on terrain) upon landing to avoid injury.

Armored Fighting Vehicles

These vehicles all require a minimum crew of two (a driver and a gunner), though one person can drive the vehicle without firing, or vice versa. Armor is rated by its toughness and its thickness. The toughness is the difficulty for the damage roll and the thickness is how many successes need to be achieved before the armor is penetrated. This is always written Toughness/Thickness. Range refers to the number of miles the vehicle can travel on a full tank of gas.

M-60: This was the U.S. Army main battle tank from the early '60s until the early '80s. It mounts a 105mm main gun (63 shells), a .50 caliber co-axial machine gun (6,000 rounds), and a .50 caliber antiaircraft machine gun in a swiveling cupola (1,000 rounds). It has a driver's vision port to the front and a gunner's sight in the turret. It is equipped with smoke dispensers, radio and can be sealed against NBC contamination. The main gun is gyro stabilized to allow firing while in motion. The antiaircraft machine gun cannot be used when the vehicle is buttoned up (has no occupants visible). It has a telephone on the rear of the hull to allow supporting infantry to talk with the tank crew.

T-72: This was the Soviet Army main battle tank from the early '70s until the early '80s. It mounts a 125mm main gun (50 shells), a .50 caliber co-axial machine gun (5000 rounds), and a .50 caliber machine gun (1000 rounds) for antiaircraft purposes. There is a driver's vision port to the front and a gunner's sight in the turret. It is equipped with smoke dispensers, radio and can be sealed against NBC contamination. The main gun is gyro stabilized to allow

Aircraft Chart

Aircraft	Stall	Cruise	Maximum	Maneuver	Passengers
Small Prop	60	110	170	5	4
Medium Prop	90	180	230	4	8-20
Large Prop	180	270	380	3	50
Lear Jet	100	350	450	4	8-20
Large Helicopter	0	150	240	6	30
Hot Air Balloon	0	Wind	Wind	0	4

AFV Chart

Vehicle	Weight	Crew	Range	Safe	Maximum	Maneuver	Brake	Armor
M-60	50 tons	4	310	20	30 (on road)	2	3	6/16 (2/3 on sides)
T-72	40 tons	3	300	20	40	2	4	6/14 (1/2 on sides)
M-1 Abrams	59 tons	4	300	30	45 (on road)	2	3	8/18
T-80	59 tons	4	300 miles	30	45 (on road)	2	3	8/18
M-113	11 tons	2	360	30	45	3	3	4/10
Bradley	20 tons	3	400	30	45	3	3	5/10
BMP	12.5 tons	3	500	30	45	3	3	5/10

firing while in motion. Treat it as a 120mm gun for firing purposes. The anti-aircraft machine gun cannot be used when the vehicle is buttoned up.

M-1 Abrams: This is the U.S. Army main battle tank from the early '80s onwards. It mounts a 120mm main gun (48 shells), a .50 caliber co-axial machine gun (6,000 rounds), and two .50 caliber machine guns (1000 rounds). There is a driver's vision port to the front and gunners' sights in the turret. It is equipped with smoke dispensers and radio, and can be sealed against NBC contamination. The main gun is gyro-stabilized to allow firing while in motion. Top-mounted machine guns cannot be used when the vehicle is buttoned up. A telephone on the rear of the hull allows supporting infantry to talk with the tank crew. The vehicle can snorkel underwater up to 30 feet deep.

T-80: The Russian Army main battle tank from the early '80s to the present. Mounts a 125mm main gun, a .50 caliber co-axial machine gun, and a .50 caliber anti-aircraft machine gun. It also has many of the same features as the M-1.

M-113: The U.S. Army armored personnel carrier from the early '60s until the late '70s. It mounts various weapons (generally heavy machine guns) in a cupola, and can carry eight passengers.

Bradley: The U.S. Army armored personnel carrier from the early '80s to the present. It mounts a 25mm cannon (treat as a 30mm cannon) and two heavy submachine guns; it also has ports for four other weapons. It can carry 11 passengers.

BMP: The Russian armored personnel carrier from the late '60s to the present. It mounts a 30mm cannon and a .50 caliber anti-aircraft machine gun. It can carry eight passengers.

Military Aircraft

UH-60A (Blackhawk): A U.S. Army general utility helicopter, used for troop transport and resupply. It can be armed with .30 caliber machine guns, which fire from the sides of the vehicle. It can carry 11 passengers.

AH-64 Apache: The current U.S. Army attack helicopter. It can land on a 15 degree slope. It is equipped with a radio and can be sealed against NBC attacks. It is armed with a 30mm chain gun, four rocket launchers or 16 TOW missiles, and two 2.75" rocket pods. It carries no passengers.

MI-8 Hip: This is the standard Russian combat helicopter. Instead of dividing helicopters into assault and transport models, the Russians make heavily armed transports. The "Hip" is the most common military helicopter in the former Eastern bloc, while the "Hind A" is its more modern replacement. It carries four Sagger antitank missiles and two .30 caliber machine guns. Treat the Sagger antitank missile as a TOW. It can carry 24 passengers.

MI-24 Hind A: The standard Russian combat helicopter. It is armed with four Sagger missiles and two .30 caliber machine guns. It can carry eight passengers.

F-14A Tomcat: This multi-role jet fighter carries four Sidewinder air-to-air missiles (Difficulty 8, Damage: 15, Rate: 1, Range: 3000 yards), six Sparrow air-to-ground missiles (Difficulty: 8, Damage: 20, Rate: 1, Range: 3000 yards), and 14 250-lb. bombs (Difficulty: 8, Damage: 40) as well as a 20mm cannon (Difficulty: 7, Damage: 8, Rate: 42, Capacity: 200, Range: 1000 yards).

Military Aircraft Chart

Aircraft	Crew	Range	Stall	Safe	Maximum	Maneuver	Deceleration	Armor
UH-60A (Blackhawk)	3	450	0	180	280	7	30	3/5
AH-64 Apache	2	450	0	180	300	9	20	6/9
MI-8 Hip	3	300	0	180	250	5	20	4/4
MI-24 Hind A	4	400	0	180	300	7	20	5/6
F-14A Tomcat	2	400	300	Mach 2	Mach 2.5	7	50	3/3



Example of Play

Combat Example

After spending several pleasant years in Zagreb, Gordon is distressed at the destruction caused by the Yugoslavian civil war and becomes involved in the fighting when Serb rebels march on the city. One day, just after sunset in July 1993, Gordon is sneaking through the alleyways toward a meeting with an arms supplier. Suddenly, up ahead at the end of the alley, he hears voices, footsteps and the distinctive sound of a treaded vehicle on pavement. He dives into a trash pile seconds before a powerful searchlight beam illuminates the narrow, unpaved alley. Luckily, the APC passes by. Gordon sees a few footsoldiers dog-trotting beside the vehicle.

"I knew I was lugging this thing for some reason," Gordon thinks to himself as he fingers the iron sights on the LAW rocket he carries. Gordon sneaks to the end of the alleyway and peers out. Lady Luck has given him a perfect shot at the rear of the APC. He takes a breath, exhales slowly while he aims, and then fires. The rocket blazes a trail straight into the thin rear armor of the APC, exploding with a muffled flash. This is followed by a second, louder explosion as the APC bursts into flames, lighting the streets with a fiery glow. The footsoldiers dive for cover and fire back randomly, but Gordon flees back down the alleyway.

Mechanics Example

(Cindy is the Storyteller, Gordon is played by Steve.)

Steve has rolled four successes for Gordon to sneak along the alleyways toward his meeting when Cindy asks him to roll Perception + Streetwise. Steve rolls five successes and Cindy tells him that he hears an armored personnel carrier moving down the street he is about to enter. Steve has Gordon hide in the closest place, and rolls Dexterity + Stealth for four successes. The footsoldiers roll Perception + Alertness, plus three dice for the spotlight but minus two dice for jogging; none of them rolls more than three successes.

Steve has Gordon sneak to the end of the alleyway, readying his LAW. The APC is only 50 feet away when Gordon fires. Steve rolls Gordon's Dexterity (three) plus Heavy Weapons (two) — five dice against a difficulty of seven. The target is well within range for a LAW, so there is no range penalty. Steve rolls three successes — a hit! Steve now figures out the damage that Gordon has caused. Steve rolls 12 dice against a difficulty of five (from the vehicle description), and scores 10 successes. The armor of the APC has been breached. Since the shot was to the rear of the vehicle (where the fuel and engines are) Cindy rules that the APC bursts into flames. Cindy rolls Intelligence + Firearms to determine the soldiers' actions. She reasons that four successes will be needed for any of the soldiers to return fire before Gordon escapes. Luckily for Gordon, none of the soldiers rolls well.

Poisons and Drugs

Poisons have a vector (how they enter the system), sensory information on how to detect the toxin, and an effect, which is normally loss of Health Levels and any specific effects. Also listed are the means of protection/antidotes for the substance, and the effect upon a Kindred who consumes the blood of a drugged human.

Tear Gas

Vector: Contact/Inhaled

Sensory: Colorless (frequently mixed with smoke), distinct odor

Effect: Coughing, gagging, severe irritation of the eyes and mucus membranes. Subtract two dice from all Dice Pools until clear of the gas cloud for 10 minutes.

Protection: Gas mask will protect fully, scuba mask or goggles will protect the eyes, and breathing through a wet cloth will protect the lungs. Vampires do not breathe, so this gas has a very limited effect on them. They subtract one die to Dice Pools involving use of vision as their eyes fill up with blood.

Drinking the blood: No effect

NOTE: Using tear gas (or mace) as a civilian is considered felonious assault unless the user is actively engaged in self-defense.

Mustard Gas

Vector: Contact/Inhaled

Sensory: Faintly yellowish, distinctive odor

Effect: Caustic; causes blisters to exposed flesh. If inhaled by mortals, blistering inside the lungs may prove fatal. Subtract one Health Level per turn the skin is exposed to the gas. Mortals subtract two Health Levels per turn of breathing the gas.

Protection: Full-skin coverage and gas mask are necessary for any protection. Ordinary clothing will protect for one turn only.

Drinking the blood: No effect, as mustard gas is a contact poison and does not enter the bloodstream.

Vomit Gas (Nausea Gas)

Vector: Inhaled

Sensory: Colorless, odorless

Effect: Causes nearly instant projectile vomiting and extreme disorientation in mortals, but has no effect on vampires who breathe it. Vomiting will continue for (10 minus Stamina) minutes. Extreme nausea and disorientation will persist for (10 minus Stamina) hours. Subtract three from all Dice Pools for the duration of the effect. Characters may roll Stamina + Fortitude (difficulty 7) every turn to stop retching. Five successes are required to cease.

These successes may be accumulated over any length of time, but the character may do **nothing** until the retching ceases.

Protection: Sealed NBC suit. Gas masks are completely ineffective.

Drinking the blood: Dry heaves and disorientation lasting for (5 - Stamina) hours.

Nerve Gas (Sarin)

Vector: Contact/Inhaled

Sensory: Colorless, odorless

Effect: Highly concentrated nerve gas inflicts one Health Level upon mortals per turn; this **cannot** be soaked. At a low concentration, it inflicts one Health Level per minute, with the same restriction. At a trace concentration, it inflicts one Health Level per hour.

Nerve gas causes nausea and disorientation, followed by death. It is important to realize that the lethal effects of Sarin occur at a concentration of 10 - 100 parts per million, and that the effects are **always** lethal. (Chances of nonlethal but still symptom-inducing exposure are less than 1 in 10,000)

Protection: Sealed NBC gear

Drinking the blood: Nerve gas has no effect on vampires at all.

Antidote: Atropine (must be administered before symptoms begin; atropine taken without exposure to Sarin becomes a toxin)

NOTE: It may be possible to protect oneself from Sarin by sealing a room in a high place. Israel used this approach to protect its population during the 1991 Gulf War, but the effectiveness was not tested (there were no gas attacks).

Atropine

Vector: Injected

Sensory: Odorless, colorless liquid

Effect: Over a period of (Stamina + 3) hours, mortals suffer nausea, cramps, vomiting, disorientation, congested breathing and death.

Antidote: Blood transfusion, hospital care

Drinking the blood: Disorientation and intestinal pains lasting (6 minus Stamina) hours, as well as the loss of three Health Levels. Obviously the vampire cannot use contaminated blood to heal these wounds.

Salmonella (food poisoning)

Vector: Oral

Sensory: Roll Perception + Medicine (difficulty 8) to detect a sour smell or taste in food. Cooking and spices will make this roll much more difficult.

Effect: Extreme nausea, vomiting and diarrhea. General malaise and weakness lasting (7 minus Stamina) days.

Antidote: Stomach pumping, bed rest, lots of water

Drinking the blood: Throat pain, nausea, inability to drink more blood (roll Stamina + Fortitude to overcome), loss of two Health Levels over a one-day period.

Amphetamines & Cocaine (Speed, Uppers, Crack)

Vector: Oral/Nasal/Injected

Sensory: Speed is usually in pill or tablet form, coke is normally found as a powder, and crack is a small "rock" of crystallized cocaine.

Effect: These drugs confer the same effect as one level of Celerity. The effect will last (12 minus Stamina) hours, after which all Attributes will be lowered by one and the character will feel tired and listless, although able to function normally. Stimulants (particularly cocaine) also confer feelings of superiority and invincibility, but these must be roleplayed.

Overdose: Uncontrollable shaking and shivering, difficulty breathing, loss of bladder and bowel control, high heart rate and blood pressure, possibility leading to heart attack and/or stroke. Paranoia, loss of judgment, inability to make realistic risk assessments and willingness to try suicidal maneuvers.

Antidote: Thorazine, depressants

Drinking the blood: An additional level of Celerity for (10 minus Stamina) minutes after drinking. The feelings of superiority and invincibility last (8 minus Stamina) hours; during this time, the difficulties to resist frenzy are increased by at least one.

Depressants

Vector: Oral

Sensory: Almost always pills, although cough syrup contains codeine, and heroin and morphine can be smoked or injected.

Effect: Depressants subtract two from Dexterity. They also induce feelings of detachment and worsen judgment. Subtract two from all Talents and Skills. Effects last (12 minus Stamina) hours. After the effects wear off, the character will have to concentrate and spend extra time or subtract one die from all Dexterity Dice Pools for the next full day.

Overdose: Unconsciousness, leading to coma and/or death. Unwillingness and inability to move voluntary muscles; inability to stand or even sit.

Antidote: Amphetamines, keeping awake

Drinking the blood: Subtract two from Dexterity and all Abilities for (10 minus Stamina) minutes. Dreamlike sense will last for (12 minus Stamina) hours. The difficulties for frenzy rolls are decreased by one.

Hallucinogens (Psilocybin Mushrooms, LSD, Peyote, etc.)

Vector: Oral (dried mushrooms can be smoked and liquid LSD can be dropped in eyes or added to skin-contact ointments like DMSO)

Sensory: LSD is typically sold soaked into sheets of blotter paper or in liquid form; mushrooms are dried; peyote comes in small "buttons" of dried cactus.

Effect: Hallucinogens alter the perceptions and thought processes in poorly understood ways. For game purposes, consider a user's Abilities and Attributes to remain unchanged, but apply one or more of the following effects as the Storyteller sees fit.

- Lower all Dice Pools by one to three; this represents an inability to concentrate. Persons under the effect of hallucinogens are easily distracted and are very suggestible.

- Raise an Ability score by one to three while the character is actively working on a project. Persons under the influence of hallucinogens can fixate on one task and apply all their energy to it.

- Allow sudden insights and/or leaps of logic because of the character's altered state of consciousness.

These effects last (15 minus Stamina) hours, but will begin to fade after about the fifth hour. It is possible for someone on hallucinogens to fixate on troubling or panicked thoughts and to panic himself, losing track of where he is, who his friends are, and even forgetting that he has taken drugs. The exact effects must be played out, but are up to the Storyteller.

Antidote: Thorazine

Drinking the blood: Effects as above lasting (8 minus Stamina) hours

Marijuana

Vector: Inhaled (usually smoked, but it can be used as a spice and eaten)

Sensory: Dried buds and leaves

Effect: Mild euphoria, inability to concentrate, poor short-term memory. Altered perception of time; minutes seem to last forever but hours fly by. Low dosages have no game effect. High dosages decrease all Knowledges by one, and make the character listless and unenergetic. A low dosage lasts (5 minus Stamina) hours; a high dosage lasts two or even three times as long.

Drinking the blood: Effects as above, lasting half as long.

Alcohol

Vector: Oral

Effect: Euphoria, relaxation, lack of judgment. Subtract one from Dexterity and Intelligence for every ounce of alcohol after the first. These effects fade at the rate of one point per hour. Assume a beer, a glass of wine, and a shot of liquor all contain one ounce of alcohol.

Overdose: Incoherence, fixation, inability to reason or remember, unconsciousness. Death can result from alcohol

Computers

The new literacy is computer literacy. Those who can use even the lowliest computer have access to information machines of vast potential. A computer is a tool for accessing information, a tool for analyzing that information, and a tool for acting upon that analysis — all at the same time.

Computers in the real world are very complex subjects. For the sake of simplicity, we describe four types of computers and offer some rules for using them in a storytelling game.

Laptop: The smallest of the computers, laptops are designed primarily for portability. Although small, these computers will still run most software. **Cost:** \$2000.

Personal Computer: A desktop computer like that found in most offices today. These computers are quite powerful, and may run a wide variety of supplementary software to accomplish many different tasks. **Cost:** \$1000.

Minicomputer: Typically used by a smaller office or organization, minicomputers have multiuser capacity (more than one person can use the computer at once). **Cost:** \$10,000.

Mainframe Computer: Used by banks, governments and large institutions; mainframes are like minis, only much larger and more powerful. **Cost:** \$100,000+.

Computers Equal Information

Computers normally become involved in a game because information is on someone else's computer and the characters want it, although computers do have other uses (writing and addressing form letters, for example). The characters may be keeping information of their own on a computer (this should give a healthy bonus to a recollection roll). For more information on computers, see **The Anarch Cookbook**.

Computer Security

Computer security comes in two forms: physical security and "software" security. Physical security is the denial of physical access to the computer — no access, no data, no data theft. A physically secure computer is one that is not connected to the phone lines. Turning a computer off is a good way to bolster physical security.

toxicity, but is very rare. A character who drinks to the point that her Intelligence reaches one will be noticeably tipsy; at negative two she will be drunk; at negative five she will be unconscious. She will remain unconscious for (15 minus Stamina) hours, after which she will awaken with a hangover.

Drinking the blood: Effects as above, except half as severe.

Software security is any program that keeps unauthorized people from looking at certain information stored on a computer. Unless the person using a computer has purposefully hidden or encrypted information, anyone with **any** Computer Knowledge will be able to retrieve **all** information on that computer — given enough time.

In the real world, someone hiding information on a computer either does it right or she doesn't. If information is hidden correctly (and that means using security software), then getting the information without the correct password is very difficult. This makes passwords a valuable commodity.

In order to use (or abuse) a computer system, a character must have both physical access to the computer (in person or by telephone), and software access to the information desired — whether through the correct password or a Computer roll to break through ("crack") the security system.

Before introducing a computer into the chronicle, a Storyteller should decide the following things:

- What chronicle-relevant information is on the computer?
- What other information is on the computer (for descriptive purposes)?
- How well (or poorly) organized is the information?
- Was any attempt made to hide information? If so, how much time/difficulty will this add?

Hacking Chart

System	Time(Hours)	Difficulty
Laptop	1	5
PC	2	6
Mini	3	7
Main	4	8
Security	+1-6	+1-6
Poorly Organized	+1-6	+1-3 (9 max)
Cracking Software	-1-8	-1-8

Time: The number of hours each roll takes.

• Taking all of the above into account, how many successes must the characters score to retrieve the information?

In order to write a security program, make three rolls (Intelligence + Computer; difficulty 7). The total number of successes accumulated from the rolls is the difficulty of the security program. Security software can push the difficulty rating over 10. The only way to crack such a system is to use "cracking software" (created the same way) to reduce the difficulty to 10 or lower.

Poor Organization will never push the difficulty rating over nine. It is time-consuming, but not more difficult, to find information on a poorly organized computer. Also note that "poor organization" may be a perfectly logical filing system the characters do not understand!

Example: A laptop (1) with moderate security software (3) will require four hours for each roll to crack the system; the difficulty of such a feat is eight. The number of successes must be set by the Storyteller.

Computer Uses

Dedicated computers: A dedicated computer system is a computer designed to do only one task. A bank ATM machine is a good example, as are the fire-control systems on modern naval vessels. These computers are normally PC or mini-sized systems, but they are typically very hard to break into. Add two to all difficulties to do so.

Dedicated computers store a record of everything that the computer does. For example, an ATM stores a record of all transactions that have taken place, and it also stores a record of its communications with the bank's other computers. Naval fire-control systems keep a record of every target that they track.

Example: Bank automatic teller machine (ATM) — PC system with added security and security software (difficulty 10, time 6).

Havens

My house! It's out of the ordinary!

That's right! I'm gonna hurt somebody!

— Talking Heads, "Burning down the House"

A vampire's home may be her castle, but only rarely is it protected by stone walls and a moat. Most Kindred have to depend on the same security as mortals, but they do tend to pay more attention to their safety. They also have those ghoulish pets hiding out in the basement. This section also includes a number of sample havens.

Security Systems

Audiovisual security systems involve cameras, closed-circuit televisions, and microphones. Often the mikes are tuned to pick up certain sounds (breaking glass, voices, etc.)

Typical office computers: Word processors and spreadsheets account for more than 50 percent of all computer use. Databases account for another 25 percent.

Typical home computers: Games account for about 80 percent of home computer software and word processing accounts for 15 percent.

Programming: This classic computer operation requires a number of successes determined by the Storyteller (generally 10-25) rolled against a difficulty set by the Storyteller (generally 7). Each roll requires two hours.

Computers at Work

Valis Zilber, an anarchist, has decided to hack his way into the Metropolitan Bank and wreak havoc with the prince's accounts. Val sits down at his system and begins plotting out his assault. He knows he cannot use his home telephone to call the bank as the likelihood of the calls eventually being traced is very high. Therefore, Val will use a portable computer from a payphone. The Storyteller sets the difficulty of hacking into the bank computer as follows: mainframe computer — four hours per roll; difficulty 8. Security = +4 hours per roll, difficulty +4 (total eight hours per roll; difficulty 12). Cracking software = -4 hours per roll, -2 difficulty (total four hours per roll; difficulty 10).

Val can roll to break into the computer and rearrange the prince's accounts as often as he likes. In order to succeed he must accumulate eight successes. Each roll takes four hours of game time. The Storyteller rules that even if Val is successful, the damage to the prince will be temporary (the bank has backup records) unless Val accumulates 16 successes, in which case the effects on the prince's accounts will be permanent. Any botched roll Val makes will set off the computer security system and alert the operators that something is wrong.

The cost of security systems varies widely — from \$200 for self-installed, up to the thousands for professionally installed systems. Despite the sophistication of technology, the single best piece of security equipment is still a loyal ghoul standing over the bed.

Sensors

Security systems are based on sensors. These come in two types, On/Off and Perception-based.

On/Off sensors do not require a roll to detect something; they either trigger or they do not. For example, a window breakage sensor will go off only if the window is broken, and an electric eye will go off only if the light beam

is broken. There is no roll for these sensors; the Storyteller must have the players describe their actions very carefully and have the sensors respond accordingly.

Perception-based sensors have a Perception Attribute, which is used in the same manner as a character's. For example, a thermal sensor might have a Perception rating of eight. The sensor will roll eight dice against a difficulty rating of six to spot a character and trigger an alarm.

The most basic security system is an intercom with one box outside the door and one inside. These systems usually include a remote control for the door locks, enabling one to "buzz someone in." This costs \$200 to install, and includes one deadbolt lock.

A slightly more advanced system might include a video camera and a monitor in addition to the intercom. This costs an additional \$300. Each additional station on the intercom costs \$50. The addition of a magnetic card-type lock to a security system costs around \$300, while adding a keypad and code number type of lock costs around \$500.

Additional options are presented in the table below.

Security System Chart

Option	Cost
Intercom	\$200
Additional Stations	\$50 each
B&W Video Camera	\$100
Monitor	\$50
Cheap Deadbolt Lock	\$30
High-Quality Deadbolt Lock	\$200
Magnetic Card System for Lock	\$300
	(Lock not included)
Keypad System for Lock	\$500
	(Lock not included)
Police Bar (floor brace)	\$75
Police Bar (across door)	\$75
Iron Security Gate	\$300
Steel Security Door	\$400
Burglar Bars	\$80/window
Sensors	
Window sensors (for breakage)	\$25 per /window
Electric Eye	\$150 each
Ultrasonic Sensor	\$200 each (Perception 6)
Thermal Sensors	\$175 each (Perception 8)
Airport X-ray Machine w/Monitor	\$2000 (Perception 12)
Siren (90-decibel)	\$50 (adds +1 to Awakening)
Firefighting Equipment	
Smoke Alarms	\$20 (Perception 4)
Sprinkler System	\$1000 per room
Foam System	\$2000 per room
Fire Extinguishers (type ABC)	\$25 - \$100

For rules on waking up when an alarm sounds during the day, see *Vampire*.

Storage for the Gangrel

Lailen melds with the earth in the park by the lake every day, right at dawn. It is odd for Kindred ever to witness the glowing of the sky, but Lailen misses the sun on her face. She waits until the last moment before she allows the earth to swallow her again. She keeps a collection of her things — spare clothing, books, and a gun that she stole from a cop she seduced — carefully hidden under an old slab of concrete in the woods at one end of the park. The concrete there is part of an old sidewalk, long since forgotten. She keeps these possessions wrapped in plastic tarpaulins (of the sort used by road crews) to protect them from wetness.

The Rich and Powerful

Mr. and Mrs. Ionesco of Clan Ventruel live in a large, well-appointed estate in the fashionable West End of town. "Wealth," Clark Ionesco will tell you, "does not solve one's problems — it changes them into problems that can be solved."

They sleep in a comfortable room in the basement, on a large antique bed with silk sheets.

The estate is protected by an eight-foot-high stone wall topped with sharp, ornamental spikes. Set along the top of the wall is a wire-based motion detector [on/off sensor, difficulty 8 to spot while climbing wall, will trigger if any pressure is applied to spikes (like using them for handholds), cannot be spotted from the ground]. The wall-top detector triggers a silent alarm inside the house; a monitor shows the ghoul on duty the area of the wall where the alarm was triggered. Standard procedure is to call the police and then send another ghoul out with two attack dogs.

The house itself has an intercom and video camera at the front door, along with an iron security gate. The walls are two-foot-thick stone and the windows have iron burglar bars as well as breakage alarms. The house has a tastefully concealed fire extinguisher in each room, as well as a sprinkler system. In the event of a fire during the day, a 90-decibel siren will sound in the basement.

Brujah's Highway

This large RV was converted from an old diesel touring bus. It comfortably sleeps Nathan, his two progeny, and their four ghouls — a total of seven adults, plus three large ghoul dogs. The RV has blacked-out sections inside where the Kindred sleep during the day, while the ghouls and dogs ensure their privacy or drive. Strapped onto the back of the bus are two BMW R-75 motorcycles to make getting around town a little easier.

Nathan and each of his crew carry large handguns and the RV has been modified to provide firing ports for the five AK-74s Nathan owns. All glass is bulletproof.

Nathan keeps a dozen fully charged fire extinguishers inside. House rules state that one person must be awake at all times. Just in case, the RV is also equipped with five battery-operated smoke detectors, each separately wired to

a large air-raid siren (140 decibels) on the roof. Any who hear this monstrosity lose one die from all hearing Perception rolls for one week.

Sewer Manse

Gabrial, of Clan Nosferatu, lives in the sewers of a large city on the Eastern Seaboard. He has built his home in an odd corner of the sewer system; this corner has been shut off from the rest of the sewers by more recent construction. Gabrial's haven is a deadend tunnel with only a crawlway for a door; the tunnel itself is nearly blocked by a large pile of fallen masonry. He lives here without electricity or need

of it. His daytime security system consists of a section of masonry wall that he thrusts into the crawlway, making it appear as if the pile of debris marks the tunnel's end.

Over the years Gabrial has gathered many books and curios in his hole, and they sit along the curving walls on cinderblocks and board shelves. He has also built a large rack for candles; this normally remains unlit in the center of the room.

A Word about Doors, Windows, Walls and Hinges

People who really want in and do not care at all about your rights will blast a hole in the wall and walk in. Armies, vice police and organized crime syndicates favor this method. Windows are, of course, the second best way in. Windows are also the best place to shoot out ...

When soldiers or SWAT teams approach a locked door, a common tactic is to shoot out the hinges with a 12-gauge

shotgun, then knock the door in with a 16-pound sledgehammer.

Lockpicks: A set of metal tools somewhat similar to a dentist's picks. They are of negligible weight. While not illegal to own, they will certainly arouse suspicion. They cost around \$35.

Pet Ghouls

Animals are described using only the Physical and Mental Attributes. Animals also have Talents, reflecting innate or trained abilities. Example: An attack dog might have three dots in Brawl, though such a Talent could only be used with its bite — using it to throw is a bit improbable.

Trained animals can also gain Willpower. This is especially true for animals that have lived a long time; they become much harder to intimidate. Just as with human ghouls, animal ghouls automatically have the Discipline of Potence, and may be able to learn others.

Dogs are frequently made into ghouls because of their loyalty and intelligence. Also, dogs rarely attract attention, and can be easily trained. Such ghouls gave rise to the myths of hellhounds. Cats have also been linked to creatures of the night, and more than one vampire has kept a feline companion through the transition from mortal to immortal.

Still, these are not the limits of ghouls' pets. Most domestic (and many wild) animals have been turned into ghouls at one point or another, and what follows is only a small sampling.

Small Dog – Chihuahua, Toy Poodle

Strength: 1, Dexterity: 3, Stamina: 2
Perception: 3, Intelligence: 2, Wits: 3
Willpower: 3 Health Levels OK, -1, -5

Attack: Bite/2 dice

Talents: Alertness: 3, Athletics: 2, Dodge: 3

Weight: 10-15 lbs

Medium Dog – Beagle, Border Collie

Strength: 2, **Dexterity:** 3, **Stamina:** 3

Perception: 3, **Intelligence:** 2, **Wits:** 3

Willpower: 3 **Health Levels:** OK, -1, -1, -2, -5

Attack: Bite/3 dice; Claw/2 dice

Talents: Alertness: 3, Athletics: 2, Digging: 3,

Dodge: 3, Tracking: 3

Weight: 15-40 lbs

Large Dog – Great Dane, German Shepherd

Strength: 4, **Dexterity:** 3, **Stamina:** 3

Perception: 3, **Intelligence:** 2, **Wits:** 3

Willpower: 5 **Health Levels:** OK, -1, -1, -2, -2, -5

Attack: Bite/5 dice; Claw/4 dice

Talents: Alertness: 3, Athletics: 2, Brawl: 3, Dodge: 3, Smell: 3

Weight: 40+ lbs

House Cat

Strength: 1, Dexterity: 3, Stamina: 3
Perception: 3, Intelligence: 2, Wits: 3
Willpower: 3 Health Levels: OK, -1, -2, -5
Attack: 1 die damage, major distraction
Talents: Alertness: 3, Athletics: 2, Brawl: 3,
Climbing: 5 (trees), Dodge: 3
Weight: 10-15 lbs

Bobcat

Strength: 3, Dexterity: 3, Stamina: 3
Perception: 3, Intelligence: 2, Wits: 3
Willpower: 3 Health Levels: OK, -1, -1, -2, -5
Attack: Bite/4 dice; Claw/3 dice
Talents: Alertness: 3, Athletics: 2, Brawl: 3,
Climbing: 5 (trees), Dodge: 3
Weight: 30-40 lbs

Lion

Strength: 4, Dexterity: 3, Stamina: 3
Perception: 3, Intelligence: 2, Wits: 3
Willpower: 4 Health Levels: OK, OK, -1, -1, -2, -2, -5
Attack: Claw/4 dice; Bite/5 dice
Talents: Alertness: 3, Athletics: 2, Brawl: 3, Dodge: 3
Weight: 200-300 lbs

Tiger

Strength: 5, Dexterity: 4, Stamina: 3
Perception: 4, Intelligence: 3, Wits: 3
Willpower: 3 Health Levels: OK, OK, -1, -1, -2, -2, -5, -5
Attack: Claw/5 dice; Bite/6 dice
Talents: Alertness: 3, Athletics: 2, Brawl: 3, Dodge: 3
Weight: 600-800 lbs

Parrot

Strength: 1, Dexterity: 3, Stamina: 2
Perception: 3, Intelligence: 2, Wits: 3
Willpower: 1 Health Levels: OK, -1, -2, -5
Attacks: Harassment/-1 die on all Dice Pools while
being harassed
Talents: Alertness: 3, Mimicry: 3

Hawk

Strength: 2, Dexterity: 3, Stamina: 3
Perception: 3, Intelligence: 2, Wits: 3
Willpower: 3 Health Levels: OK, -1, -1, -2, -5
Attacks: Claws/2 dice; Bite/1 die (only in desperation)
Talents: Alertness: 3, Athletics: 2, Brawl: 1,
Dodge: 2, Hunting: 3

Horse

Strength: 6, Dexterity: 3, Stamina: 3
Perception: 3, Intelligence: 2, Wits: 2
Willpower: 3 Health Levels: OK, OK, -1, -1, -2, -2, -5
Attack: Kick/6 dice
Talents: Alertness: 3, Athletics: 2, Brawl: 3, Dodge: 3

Camel

Strength: 6, Dexterity: 3, Stamina: 3
Perception: 3, Intelligence: 2, Wits: 3
Willpower: 3 Health Levels: OK, OK, -1, -1, -2, -2, -5
Attack: Kick/6 dice; Bite/4 dice
Talents: Alertness: 3, Athletics: 3, Brawl: 4, Dodge: 3

Chimpanzee

Strength: 4, Dexterity: 4, Stamina: 3
Perception: 3, Intelligence: 3, Wits: 4
Willpower: 3 Health Levels: OK, -1, -1, -2, -2, -5
Attack: Bite/5 dice; Claw/4 dice
Talents: Alertness: 3, Athletics: 2, Brawl: 2,
Climbing: 5, Dodge: 3
Weight: 130-200 lbs

Poisonous Snake

Strength: 1, Dexterity: 3, Stamina: 3
Perception: 3, Intelligence: 1, Wits: 2
Willpower: 4 Health Levels: OK, -1, -2, -5
Attack: Bite/2 dice (and see *Drugs and Poisons*)
Talents: Alertness: 3, Athletics: 2, Brawl: 3, Dodge: 3

Constrictor Snake

Strength: 2, Dexterity: 3, Stamina: 3
Perception: 3, Intelligence: 1, Wits: 2
Willpower: 4 Health Levels: OK, -1, -1, -2, -2, -5
Attack: Constrict/4 dice per turn
Talents: Alertness: 3, Athletics: 2, Brawl: 3, Dodge: 3

Spider

Strength: 0, Dexterity: 3, Stamina: 1
Perception: 1, Intelligence: 1, Wits: 3
Willpower: 3 Health: OK, Squashed
Attack: 0, but bite may be poisonous (see *Drugs and Poisons*)
Note: Characters must make an Alertness + Perception roll (difficulty 7) to notice spiders on them.

Ant

Strength: 0, Dexterity: 1, Stamina: 3
Perception: 1, Intelligence: 1, Wits: 1
Health Levels: OK, Squashed
Attack: 0, major distraction. Some ants are very poisonous.

Miscellaneous Equipment

Tents: Tents are made of lightweight nylon treated with silicone. They are light and waterproof but hardly light-tight. It would be almost impossible to render a nylon tent opaque. For Kindred caught in the outdoors at dawn, a much better idea is to lie in a body bag or other lightproof container inside the tent, hopefully with ghouls on guard outside.

One-Person Tent: A one-person tent is three feet wide, two feet tall and eight feet long, and is merely a shelter around a sleeping bag. It can hold two in an emergency, but they had best be close friends.

Two-Person Tent: Two-person tents are domes about five feet in diameter by four feet high.

Three-to-Five-Person Tents: These tents are larger domes, seven feet in diameter by six feet high.

Sleeping Bags: As long as the temperature is above freezing, there is little reason for Kindred to worry about insulation. Below freezing, a sleeping bag alone will not

suffice as warmth must be generated somehow. Blood Points can be used to generate body heat (which Kindred usually do not have); one Blood Point will provide warmth for about an hour.

Down: Down sleeping bags are lighter, warmer and less bulky than their artificial counterparts, but they are more expensive and lose ALL of their insulating capability when wet. The lowest temperature at which they provide any comfort is -10° F.

Insulite: Insulite sleeping bags remain warm even if soaked. They also provide comfort to -10° F.

Backpacks: Anyone doing serious hiking needs packs. While rucksacks will do for hauling things a short way, a padded, internal-frame backpack is vital for long-distance hiking.

Rucksack: The basic bag with straps.

Basic-Frame Pack: This pack has a tubular aluminum frame to which a rucksack attaches, allowing weight to be distributed across the shoulders and hips.

Miscellaneous Equipment Chart

Item	Weight	Size	Cost
One-Person Tent	2 lbs	1 Quart (folded)	\$75
Two-Person Tent	5 lbs	2 Quarts (folded)	\$110
Three-to-Five-Person Tent	8 lbs	3 Quarts (folded)	\$150
Down Sleeping Bag	4.5 lbs	6 quarts	\$125
Insulite Sleeping Bag	5.5 lbs	8 quarts	\$100
Rucksack	2 lbs	15 quarts	\$30
Basic-Frame Pack	3 lbs	20 quarts	\$80
Internal-Frame Pack	3 lbs	23 quarts	\$120
Electric Warmer	10 lbs	5 quarts	\$200
Thermal Underwear	1 lb	1 quart	\$100
Electric Blanket	1 lb	2 quarts	\$50
Heat Pack	1 lb	1 quart	\$10
Stove	1 - 10 lbs	1 - 10 quarts	\$40 - \$200
Cooler	2 - 10 lbs	2 - 10 quarts	\$60 - \$200
Ice pack	1 lb	1 quart	\$10
Water Bottle	1 lb	1 quart	\$5
Blood Bag/Bottle	1 lb	1 quart	\$15
Fishing	2 lbs	3 quarts	\$30
Climbing Equipment	25 lbs	15 quarts	\$100
Binoculars	3 lbs	6" x 8" x 10"	\$70+
Telescope	0 lbs	6" x 30" tube	\$150+
Still Camera	8 oz - 5 lbs	Variable	\$25 - \$1000
Video Camera	2 lbs	5" x 8" x 7"	\$1000
Light-Enhancing Goggles	2 lbs	7" x 9" x 11"	\$ 2500
Shotgun Mike	10 lbs	2' long x 2" around	\$300
CB Bug	—	—	\$40
Voice-Activated Bug	—	—	\$30
Multiband Radio Bug	—	—	\$120

Internal-Frame Pack: The frame on this pack is inside the seams of the rucksack, and is made of thin slats of alloy instead of tubes. This enables the wearer to adjust the pack like an article of clothing; thereby providing even and comfortable distribution of weight.

Electric Warmers: This is essential equipment for prolonged exposure to below-freezing temperatures. If the temperature is below 20° F or so, a vampire will freeze and become immobile after (Stamina + Fortitude) hours if she has no protection. However, she will be perfectly comfortable at 33° F.

Thermal Underwear: Like an electric blanket made into clothing, this is worn under winter clothes. Thermal underwear requires a battery pack of eight D cells, which provide six hours of power.

Electric Blanket: This is a camping version that runs off batteries (eight D cells) or can plug into a car cigarette lighter.

Heat Packs: About the size of a full-quart freezer bag, these chemical-filled packs generate heat after being activated. Activation is usually by slapping, but some require that a tab be pulled. One pack is good for one hour of low heat.

Stoves: Small camping stoves are available for \$40. Expect to pay more for a model that will burn any fuel. Most stoves require either propane or special liquid fuel.

Coolers: Perfect for storing blood or other perishables; some can plug into cigarette lighters and will act as small refrigerators. For more money, one can buy a small refrigerator with a tiny freezer or icemaker, but these must normally be wired into a vehicle.

Ice Packs: These work the same as heat packs, above, but are cold.

Water Bottles: These hold one quart to one gallon.

Blood Bags/Bottles: This is a convenient way to store cold blood. Medical-quality blood containers cost \$15 per quart bottle, can hold two Points of human blood and are made of Pyrex, an oven-safe glass.

Fishing: Basic fishing gear (rod, reel and line) costs around \$30 for simple, but quality gear.

Climbing Equipment: Basic climbing gear costs \$100 per person outfitted. This includes 100 feet of good rope, a nylon web harness, a set of 20 chocks, five pitons, a helmet and other basics.

Binoculars: Binoculars magnify view from 4x to 20x depending on the model. Add one die to vision Dice Pools for each "10x" of magnification.

Telescopes: Telescopes magnify the view from 20x to 500x or more. Add dice to vision Dice Pools as for binoculars, above.

Still Cameras: Cameras come in a wide variety of forms. All cameras require film, except for some new cameras that store images on computer disks. These latter

cameras do not require a darkroom to produce printed pictures, but they do require a computer. Special items for the 35mm camera include:

A telephoto lens (acts as a telescope);

Infrared film, which takes a picture based on the heat radiation of objects (thermal radiation) as opposed to the visual light used by normal film. Vampires' body heat typically equals room temperature (unless they fed very recently) and so they do not show up well on infrared photographs or equipment;

Ultraviolet film, which uses light of shorter wavelengths than the human eye can see. Vampires will photograph normally on this film;

Flash bulbs, which blind everyone around for (6 - Wits) turns (double this if the character was using Heightened Senses or Glean of Red Eyes).

Video Cameras: Video cameras record images onto a magnetic tape. The tape may be reused, albeit with some loss of quality. The statistics on the chart are for camcorders.

Light-Enhancing Goggles: "Starlight" scope or "Owl-Eye" device. It gathers and enhances available light, and is useless in total darkness. In any conditions but total darkness, it adds three dice to vision Dice Pools.

Shotgun Mikes: Also called directional mikes, these devices allow the user to listen in on (or record) a conversation up to 200 yards away. Loud noises will interfere with a mike, as will a sufficient volume of background noise. It is very difficult to eavesdrop on a conversation on a crowded dance floor. The chart below lists some sample difficulties using a directional microphone.

Location	Difficulty
Alone in the center of a field	2
Alone in light woods	3
Sparsely populated restaurant patio	4
Crowded patio	7
Alone in heavy woods	7
Alone in field with radio	7
On crowded dance floor (no band)	10
On crowded dance floor with rock band	impossible

Area Mike or Pressure Zone Microphones (PZMs): These pick up all sounds in a given area. They can be tuned to pick up only certain frequencies or patterns of sound — for example, the sound of breaking glass. They cost \$50 and have a range of 50 feet.

Bugs: Any radio transmitter (a cheap CB, for example) can be used as a bug if hidden properly. Any voice-activated recorder can also be used as a bug — but the user has to go back and get the tape. Small, self-contained "bugs" cost \$100+. They are radio transmitters with very short ranges, typically 50 yards or less.

Tools

Tool sets have ratings from one to five, like Attributes. Tool sets vary too much to give exact rules for all possible tools. In general, a simple tool set fits into a single carrying case; a medium tool set is still transportable, but requires two or three large trunks; and a complete tool set is a permanent workshop. Some examples follow.

Woodworking

- Hammer and Nails, Screwdriver, \$50
- Level one + Carpenter's belt, \$200
- Level two + Circular Saw, Drill, Miterbox, \$1000
- More Power Tools, \$2000
- Complete Woodshop, \$3000

Auto Mechanic

- Locking-Pliers, Crescent Wrenches, Duct Tape, \$50
- Level one + Socket Wrenches, \$200
- Level two + Power Tools, \$1000
- More Power Tools, \$2000
- Complete Shop, \$300

Mystical Items

While all mystical items are extremely rare, the following have appeared often enough that a vampire familiar with the occult will recognize them. None are especially powerful, but each one is useful in a variety of situations. While the Tremere may have enchanted some of these items, their existence predates that clan, and some have been around for as long as any of the immortals can remember. At the Storyteller's discretion, a character could start the game with one of these as part of the Special Gift Merit. Possession of a Blood Pouch is a one-point Merit; possession of a Gangrel Eye, Inner Stone and Sire's Index Finger are all two-point Merits; possession of a Blazing Candle, and Berserker Fang are three-point Merits.

Blood Pouch

Some Kindred feel Blood Pouches have been superseded by modern methods of cold storage, but vampires still find them valuable. These flasks, generally made out of animal intestines, can preserve up to a quart of blood (two human Blood Points) for one month. They are extremely tear- and puncture-resistant, and some vampires claim they are bulletproof, though few would risk a Pouch to find out.

Gangrel Eye

The Gangrel Eye is a small red gem, generally a ruby, which a character holds over his own right eye. By closing his left eye, the character is able to see in the dark as though





he possesses the Protean power Gleam of Red Eyes. As long as he holds the gem to his right eye and closes the left, he can see in the dark.

Inner Stone

An Inner Stone is usually no bigger than a pebble, and a vampire must swallow it to activate its powers. It provides a character with two extra Willpower points, usable for all purposes. If the character spends this Willpower, however, she will have to recharge the stone by removing it from her stomach and then leaving it in the sunlight for a week. If the character does not spend this Willpower, then she has the extra points for as long as the stone remains in her stomach.

Sire's Index Finger

This old bone was not necessarily part of the character's sire — the term is used to describe any bone enchanted in this manner. It gives a character holding it two of the five successes he needs to resist frenzy. Thus, the character may automatically resist frenzy for at least two rounds unless he botches the roll. Note that the Finger's effects are automatic — if a character wishes to enter frenzy, he may have to throw the bone away.

Blazing Candle

Under normal circumstances, this foot-long, magical candle will never burn down, just as vampires never die. However, it has a special function. If a character drops a point of vampire blood into the candle's flame, it will flare with a mystical light, causing any vampires who view it to risk Rötschreck (difficulty 6). Only the vampire who provided the blood is safe from the effect. Each time this is done, the candle loses six inches from its height. The only way to replenish the candle is to wash it in 50 pounds of boiling fat. Thus, if its blaze is created twice without its size being replenished, the candle ceases to exist.

Berserker Fang

These four-inch-long teeth seem too large to have come from Lupines, but who knows? What is known is that possessing one of these gives its owner a potent weapon. Just holding a Fang and spending a Blood Point allows a character to attack hand-to-hand with two extra dice, and do one more die of damage. The character must spend a Blood Point every turn she wants the combat bonus. As long as she spends the blood, however, she cannot dodge, parry or otherwise try to avoid damage.

Disciplines

At the heart and soul of every vampire lie the Disciplines, those mighty powers that separate undead from human. The following list includes all the Disciplines published to date and their sources. Note that when a Discipline was published in **Vampire**, its higher levels came from **The Vampire Players Guide**. V = **Vampire**, PG = **The Players Guide**, PGS = **The Players Guide to the Sabbat**, HH = **The Hunters Hunted**, and SH = **The Storytellers Handbook**

Animalism (V)

Level	Power
1	Sweet Whispers
2	The Beckoning
3	Song of Serenity
4	Sharing of Spirits
5	Drawing Out the Beast
6	Species Speech Shepherd's Innocence Animal Succulence Shared Soul
7	Conquer the Beast Master's Voice
8	Twin Spirits Mass Summons
9	Flesh Bond
10	Army of Beasts

Auspex (V)

1	Heightened Senses
2	Aura Perception
3	The Spirit's Touch
4	Telepathy
5	Psychic Projection
6	Telepathic Communication Clairvoyance The Dreaming Eagle's Sight Prediction Sense Emotion
7	Soul Scan Spirit Link
8	Psychic Assault Omniscience
9	Precognition
10	Pulse of the Canaille

Bardo (HH)

1	Restore Humanitas
2	Banishing Sign of Thoth
3	Gift of Apis
4	Pillar of Osiris
5	Paradox
6	Boon of Anubis
7	Bring Forth the Dawn
8	Mummification Ritual
9	Ra's Blessing Rebirth

Celerity (V)

Chimerstry (PG)

1	Ignis Fatuus
2	Fata Morgana
3	Apparition
4	Permanency
5	Horrid Reality
6	Fatuus Mastery Mass Reality
7	Far Fatuus
8	Pseudo Blindness
9	Sensory Deprivation
10	Reality

Daimoinon (SH)

1	Sense the Sin
2	Fear of the Void Below
3	Flames of the Netherworld
4	Psychomachia
5	Curse
6	Ignore the Searing Flames
7	Summon the Herald of Hell
8	Great Curse
9	Call the Great Beast

Dementation (PGS)

- 1 Passion
- 2 Mind Tricks
- 3 Eyes of Chaos
- 4 Confusion
- 5 Total Insanity
- 6 Derange
Kindred Spirits
- 7 Mind of a Child
Mind of a Killer
Wave of Insanity
- 8 Coma
Minds of the Children
- 9 Blessing of Chaos
Mass Coma

Dominate (V)

- 1 Command the Wearied Mind
- 2 Mesmerize
- 3 The Forgetful Mind
- 4 Conditioning
- 5 Possession
- 6 Obedience
Loyalty
Rationalize
Tranquillity
- 7 Mob Rule
- 8 Far Mastery
- 9 Best Intentions
- 10 Puppet Master

Fortitude(V)

Melpominee (PG)

- 1 The Missing Voice
- 2 Tourette's Voice
- 3 Toreador's Bane
- 4 Art's Traumatic Essence
- 5 Death of the Drum
- 6 Blessed Audience
- 7-10 There are no known Daughters of Cacophony older than seventh generation.

Necromancy (PG)

- 1 Insight
- 2 Summon Spirit
- 3 Compel
- 4 Haunting
- 5 Soul Stealing
- 6 Zombie
- 7 Torment
- 8 Soul Exchange
- 9 Possession
- 10 Death Pact

Obeah (PG)

- 1 Panacea
- 2 Anesthetic Touch
- 3 Neutral Guard
- 4 Treat the Sick Mind
- 5 Unburdening of the Bestial Soul
- 6 Renewed Vigor
Pain for Pleasure
- 7 Repulsion
- 8 Vitæ Block
- 9 Spirit Marionette
- 10 Resurrection

Obfuscate (V)

- 1 Cloak of Shadows
- 2 Unseen Presence
- 3 Mask of the Thousand Faces
- 4 Vanish from Mind's Eye
- 5 Cloak the Gathering
- 6 Mind Blank
Soul Mask
Conceal
- 7 Cache
Cloak
- 8 Old Friends
- 9 Create Name
- 10 Memory's Fading Glimpse

Obtenebration (PGS)

- 1 Shadow Play
- 2 Shroud of Night
- 3 Arms of the Abyss
- 4 Nightshades
- 5 Shadow Body
- 6 Call the Lamprey
Eyes of the Night
Shadow Step
- 7 Shadow Slave
- 8 Entombment
Master of the Night
- 9 Summon the Abyss
- 10 Banishment

Potence (V)

Presence (V)

- 1 Awe
- 2 Dread Gaze
- 3 Entrancement
- 4 Summon
- 5 Majesty
- 6 Love
Enrage
- 7 Mind Numb
Mask Empathy
- 8 Invoke Frenzy
- 9 Heart of the City
- 10 Dream World

Protean (V)

- 1 Gleam of Red Eyes
- 2 Wolf's Claws
- 3 Earth Meld
- 4 Shadow of the Beast
- 5 Form of Mist
- 6 Flesh of Marble
Earth Control
- 7 Homunculus
Form of the Ghost
- 8 Movement of the Slowed Body
- 9 Dual Form
- 10 Body of the Sun

Quietus (PG)

- 1 Silence of Death
- 2 Weakness
- 3 Disease
- 4 Blood Agony
- 5 Taste of Death
- 6 Blood Sweat
Blood Empathy
- 7 Leech
Foul Blood
- 8 Blood Clot
- 9 Erosion
- 10 Immaculate Vitæ

Sanguinus (SH)

- 1 Brother's Blood
- 2 Borrow Organs
- 3 Coordinate Attacks
- 4 Concentrate Generation
- 5 Coagulate Entity
- 6-10 There are no Blood Brothers above the eighth generation.

Serpentis (PG)

- 1 The Eyes of the Serpent
- 2 The Tongue of the Serpent
- 3 Mummify
- 4 Form of the Serpent
- 5 The Heart of Darkness
- 6 Temptation
Obsession
- 7 Phobia
- 8 Corruption
- 9 Form of Corruption
- 10 Mark of Damnation

Thanatosis (PG)

- 1 Hags' Wrinkles
- 2 Putrefaction
- 3 Ashes to Ashes
- 4 Withering
- 5 Infection
- 6 Compress
- 7 Dust to Dust
- 8 Rigor Mortis
- 9-10 There are no known Samedi lower than fifth generation.

Thaumaturgy (V)

- 1 A Taste for Blood
- 2 Blood Rage
- 3 Blood of Potency
- 4 Theft of Vitæ
- 5 Cauldron of Blood

The Lure of Flames (V)

Movement of the Mind (V)

Weather Control (V)

Path of Conjuring (PG)

- 1 Summoning the Simple Form
- 2 Permanency
- 3 Magic of the Smith
- 4 Reverse Conjunction
- 5 Power over Life

Neptune's Might (PG)

- 1 Eyes of the Sea
- 2 Jail of Water
- 3 Dehydrate
- 4 Flowing Wall
- 5 Blood to Water

Spirit Thaumaturgy (PG)

- 1 Evil Eye
- 2 Spirit Eyes
- 3 Spirit Slave
- 4 Fetishes
- 5 Journey

Elemental Mastery (PG)

- 1 Elemental Strength
- 2 Wooden Tongues
- 3 Animate the Unmoving
- 4 Elemental Form
- 5 Summon Elemental

Corruption (PG)

- 1 Contradict
- 2 Disfigurement
- 3 Change Mind
- 4 Cripple
- 5 Corrupt Soul

Gift of Morpheus (PGS)

- 1 Cause Sleep
- 2 Mass Slumber
- 3 Enchanted Slumber
- 4 Dreamscape
- 5 Master of Dreams

Vicissitude (PGS)

- 1 Changeling
- 2 Fleshcraft
- 3 Bonecraft
- 4 Horrid Form
- 5 Inner Essence
- 6 Blood of Acid
Body Arsenal
Plasmic Form
- 7 Cocoon
Flesh Rot
- 8 Bauble
Breath of the Dragon
- 9 Doppelganger
Meld with the Land
- 10 Reform Body

Visceratika (SH)

- 1 Whispers of the Chamber
- 2 Skin of the Chameleon
- 3 Voices of the Castle
- 4 Bond with Terra
- 5 Stonestrength
- 6 Rockheart
Dark Statue
- 7 Crawling Chamber
- 8-10 There are no known Gargoyles below the sixth generation.

Thaumaturgical Rituals

Thaumaturgists find rituals an extremely effective way of handling many situations. Through the years they have created hundreds; many die with their creator, never to be passed along. The following are some which have stood the test of time. The listing also includes the sourcebook where the ritual can be found. V = Vampire, CN = Chicago by Night, MN = Milwaukee by Night, PG = The Players Guide, HH = The Hunters Hunted, DM = Awakening: Diablerie Mexico, PGS = The Players Guide to the Sabbat.

Level One

Defense of the Sacred Haven (V)
Wake with Morning's Freshness (V)
Communicate with Kindred Sire (V)
Deflection of Wooden Doom (V)
Devil's Touch (V)
Purity of Flesh (PG)
The Rite of Introduction (PG)
Engaging the Vessel of Transference (PG)
Rebirth of Mortal Vanity (PG)
Incantation of the Shepherd (PG)
Blood Rush (PGS)
Dominoe of Life (PGS)
Illuminate Trail of the Prey (PGS)
Preserve Blood (PGS)
Will o' the Wisp (PGS)

Level Two

Calling the Restless Spirit (CN)
Learning the Mind Enslumbered (CN)
Blood Walk (PG)
Ward versus Ghouls (PG)
Donning the Mask of Shadows (PG)
Principal Focus of Vitae Infusion (PG)
Mourning Life Curse (PG)
Craft Bloodstone (PGS)
Eyes of the Night Hawk (PGS)
Machine Blitz (PGS)
Power of the Invisible Flame (PGS)
Recure of the Homeland (PGS)
Steps of the Terrified (PGS)
Summon Guardian Spirit (PGS)
Impassable Trail (PGS)

Level Three

Eyes of the Past (CN)
Illusion of Peaceful Death (CN)
Gentle Mind (CN)
Ritual of Darkness (MN)
The Watcher (MN)
Bladed Hands (MN)
Illusion of Perfection (MN)
Haunted House (MN)
Ward versus Lupines (PG)
Pavis of Foul Presence (PG)
Shaft of Belated Quiescence (PG)
Flesh of Fiery Touch (PG)
Incorporeal Passage (PG)
A Touch of Nightshade (PGS)
Clinging of the Insect (PGS)
Eldritch Glimmer (PGS)
Fire in the Blood (PGS)
Friend of the Trees (PGS)
Rotten-wood (PGS)
Summon Mischevious Spirit (PGS)

Level Four

Innocence of the Child's Heart (CN)
Rending Sweet Earth (CN)
Protean Curse (CN)
Puissant Shield (DM)
Ward Versus Kindred (PG)
Binding the Beast (PG)
Heart of Stone (PG)
Splinter Servant (PG)
Bone of Lies (PG)
Invigorate Vitae (HH)
Geas (HH)
Bottled Voice (PGS)
Drawing upon the Bound (PGS)
Fire Walker (PGS)
The Haunting (PGS)
Invisible Chains of Binding (PGS)
Keening of the Banshee (PGS)
Mirror Walk (PGS)
Respect of the Animals (PGS)

Level Five

Curse of Clytaemnestra (MN)
Quenching the Lambent Flame (DM)
Escape to a True Friend (PG)
Ward versus Spirits (PG)
Blood Contract (PG)
Stone Slumber (PG)
One Mind of the Covens (PG)
Sway Beast (HH)
Dominion (PGS)
Eyes of the Beast (PGS)
Lion Heart (PGS)
Mindcrawler (PGS)
Paper Flesh (PGS)
Spirit of Torment (PGS)
Thirst Unquenchable (PGS)

Level Six

Raise the Dead (PG)
Ritual of Holding (PG)
Utter Destruction of Bonds (PG)
The "Gift" (PGS)
Iron Mind (PGS)
Spider's Web (PGS)

Level Seven

Divorcing the Soul (PG)
Chill of the Windsaber (PGS)
Shadow of the Wolf (PGS)

Level Eight

Chain of the Blood Line (PG)
Bone of the Kindred (PG)

Level Nine

Weapon of the Kindred Soul (PG)

Level Ten

Invulnerable Weakness (PG)

Merits and Flaws

Psychological

Merits

Code of Honor: (1 pt Merit)
Higher Purpose: (1 pt Merit)
Berserker: (2 pt Merit)
Dual Nature: (2 pt Merit)

Flaws

Compulsion: (1 pt Flaw)
Dark Secret: (1 pt Flaw)
Intolerance: (1 pt Flaw)
Nightmares: (1 pt Flaw)
Phobia (Mild): (1 pt Flaw)
Prey Exclusion: (1 pt Flaw)
Overconfident: (1 pt Flaw)
Shy: (1 pt Flaw)
Soft-Hearted: (1 pt Flaw)
Speech Impediment: (1 pt Flaw)
Low Self-Image: (2 pt Flaw)
Short Fuse: (2 pt Flaw)
Territorial: (2 pt. Flaw)
Vengeance: (2 pt Flaw)
Driving Goal: (3 pt Flaw)
Hatred: (3 pt Flaw)
Phobia (Severe): (3 pt Flaw)

Mental

Merits

Common Sense: (1 pt Merit)
Concentration: (1 pt Merit)
Lightning Calculator: (1 pt Merit)
Time Sense: (1 pt Merit)
Eidetic Memory: (2 pt Merit)
Light Sleeper: (2 pt Merit)
Calm Heart: (3 pt Merit)
Iron Will: (3 pt Merit)
Self-Confident: (5 pt Merit)

Flaws

Deep Sleeper: (1 pt Flaw)
Amnesia: (2 pt Flaw)
Confused: (2 pt Flaw)
Weak-Willed: (2 pt Flaw)
Absent-Minded: (3 pt Flaw)

Perception

Merits

Acute Hearing: (1 pt Merit)
Acute Sense of Smell: (1 pt Merit)
Acute Sense of Taste: (1 pt Merit)
Acute Vision: (1 pt Merit)

Flaws

Color Blindness: (1 pt Flaw)
Hard of Hearing: (1 pt Flaw)
Bad Sight: (2 pt Flaw)
One Eye: (2 pt Flaw)
Deaf: (4 pt Flaw)
Blind: (6 pt Flaw)

Aptitudes

Merits

Ambidextrous: (1 pt Merit)
Computer Aptitude: (1 pt Merit)
Crack Driver: (1 pt Merit)
Eat Food: (1 pt Merit)
Mechanical Aptitude: (1 pt Merit)
Pitiable: (1 pt Merit)
Natural Linguist: (2 pt Merit)
Daredevil: (3 pt Merit)
Fast Learner: (3 pt Merit)
Jack-Of-All-Trades: (5 pt Merit)

Flaws

Illiterate (1 pt Flaw)
Inept: (5 pt Flaw)
Uneducated: (5 pt Flaw)
Unskilled: (5 pt Flaw)

Supernatural

Merits

Inoffensive to Animals: (1 pt Merit)
True Love: (1 pt Merit)
Medium (2 pt Merit)
Danger Sense: (2 pt Merit)

Faerie Affinity (2 pt Merit)
Magic Resistance: (2 pt Merit)
Occult Library: (2 pt Merit)
Spirit Mentor: (3 pt Merit)
Unbondable: (3 pt Merit)
Werewolf Companion (3 pt Merit)
Luck: (3 pt Merit)
Destiny: (4 pt Merit)
Charmed Existence: (5 pt Merit)
Guardian Angel: (6 pt Merit)
True Faith: (7 pt Merit)

Flaws

Cursed (1-5 pt Flaw)
Taint of Corruption (1 pt Flaw)
Repulsed by Garlic: (1 pt Flaw)
Magic Susceptibility (2 pt Flaw)
Repelled by Crosses: (3 pt Flaw)
Can't Cross Running Water: (3 pt Flaw)
Haunted (3 pt Flaw):
Dark Fate: (5 pt Flaw)
Light-Sensitive: (5 pt Flaw)

Kindred Ties

Merits

Boon: (1-3 pt Merit)
Prestigious Sire: (1 pt Merit)
Special Gift: (1-3 pt Merit)
Reputation: (2 pt Merit)
Clan Friendship: (3 pt Merit)
Pawn (3 pt Merit)

Flaws

Enemy: (1-5 pt Flaw)
Infamous Sire: (1 pt Flaw)
Insane Sire: (1 pt Flaw)
Mistaken Identity: (1 pt Flaw)
Sire's Resentment: (1 pt Flaw)
Twisted Upbringing: (1 pt Flaw)
Clan Enmity: (2 pt Flaw)
Diabolic Sire: (2 pt Flaw)
Notoriety: (3 pt Flaw)

Mortal Society

Merits

Judicial Ties: (2 pt Merit)
Media Ties: (2 pt Merit)
Church Ties (3 pt Merit)
Corporate Ties: (3 pt Merit)

Mansion: (2 pt Merit)
Nightclub: (2 pt Merit)
Police Ties: (3 pt Merit)
Political Ties: (3 pt Merit)
Underworld Ties: (3 pt Merit)
Corporation CEO: (5 pt Merit)

Flaws

Anachronism: (2 pt Flaw)
Ward: (3 pt Flaw)
Hunted: (4 pt Flaw)

Physical

Merits

Double-Jointed: (1 pt Merit)
Baby Face (2 pt Merit)
Misplaced Heart (2 pt Merit)
Efficient Digestion: (3 pt Merit)
Huge Size: (4 pt Merit)

Flaws

Allergic (1-3 pt Flaw)
Short: (1 pt Flaw)
Disfigured: (2 pt Flaw)
Selective Digestion: (2 pt Flaw)
Child: (3 pt Flaw)
Deformity: (3 pt Flaw)
Lame: (3 pt Flaw)
Monstrous: (3 pt Flaw)
One Arm: (3 pt Flaw)
Permanent Wound: (3 pt Flaw)
Mute: (4 pt Flaw)
Thin-Blooded: (4 pt Flaw)
Paraplegic: (6 pt Flaw)

Abilities

Primary Talents

Acting
Alertness
Athletics
Brawl
Dodge
Empathy
Intimidation
Leadership
Streetwise
Subterfuge

Primary Skills

Animal Ken
Drive
Etiquette
Firearms
Melee
Music
Repair
Security
Stealth
Survival

Primary Knowledges

Computer
Finance
Investigation
Law
Linguistics
Medicine
Occult
Politics
Science

Secondary Talents

Artistic Expression
Carousing
Diplomacy
Fortune Telling
Haggling
Instruction
Interrogation
Intrigue
Masquerade
Mimicry
Panhandling
Poetic Expression
Public Speaking
Scan
Scrounging
Search
Seduction
Sense Deception
Style
Swimming
Throwing
Ventriloquism

Secondary Skills

Acrobatics
Animal Training
Archery
Artillery
Blacksmith
Blind Fighting
Boat Handling
Brewing/Distilling
Bribery
Camouflage
Carpentry
Climbing
Cooking
Dancing
Debate
Demolitions
Disguise
Escapology
Falconry
Fast-Draw
Fast-Talk
First Aid
Fishing
Forgery
Gambling
Game Playing
Gunsmithing
Heavy Weapons
Herbalism
Hunting
Hypnotism
Jeweler
Journalism
Leatherworking
Lip Reading
Lock Picking
Mechanic
Meditation
Parachuting
Photography
Pickpocket
Pilot
Police Procedure
Pottery
Psychoanalysis
Research
Ride
Scuba

Singing
Skiing
Sleight of Hand
Speed Reading
Torture
Tracking
Traps

Secondary Knowledges

Accounting
Alchemy
Anthropology
Archaeology
Architecture
Area Knowledge
Art History
Astrology
Astronomy
Biology
Camarilla Lore
Chemistry
City Secrets
Clan Knowledge
Computer Hacking
Criminology
Cryptography
Economics
Electronics
Engineering
Faerie Lore
Forensics
Geology
Heraldry
History
Kindred Lore
Literature
Lupine Lore
Mage Lore
Mathematics
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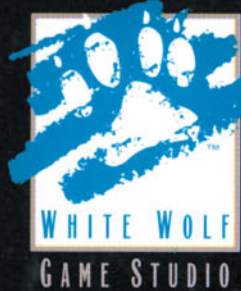
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"What are we? The Damned childer of Caine? The grotesque lords of humanity? The pitiful wretches of eternal Hell? We are the vampires, and that is enough. I am vampire, and that is far more than enough. I am that which must be feared, worshipped and adored. The world is mine -- now and forever!"

— Günter Dörn, *Das Ungeheuer Darin*



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