LARP 101

Second Edition

Introduction, Character Creation, and Basic Mechanics for Carpe Noctem, a Vampire LARP at the University of Illinois at Urbana-Champaign.

Last updated Summer 2018

Disclaimer

The ruleset defined in this document is heavily modified off of Laws of the Night (Revised Edition) for Vampire: the Masquerade, a rulebook published by White Wolf Game Studio as part of the old World of Darkness line of products. This document and its companion, LARP 201, are the primary references for the rules of this game. This document is not intended to challenge the copyrights or other intellectual property rights of White Wolf Publishing, Onyx Path Publishing, or By Night Studios.

The World of Darkness line contains a large number of rulebooks, but most of the material contained in them is not used by this game. The contents of this rulebook take precedent over any other published book, up to and including modifications made to the setting itself. Information from the most central sources of the game (the core rulebook and the Storytellers', Player's, Camarilla, Sabbat, and Anarch Guides) is most likely compatible with this game. Do not assume any material from the clanbooks, city books, or other supplements are used in this game. We are unlikely to accept anything from books predating the Revised edition. When in doubt, ask.

There are weekly Storyteller meetings, typically held from 7-9 PM in the Foreign Language Building (the room changes from semester to semester). We are open to meeting with players during the second half of our time (8-9 PM) if you have concerns or ideas you'd like to discuss. We appreciate advance notice if you'd like to join us so that we can arrange our own discussions accordingly. On rare occasions we may not have time to meet with players in a given week, in which case we'll work with you to find an alternative.

Contents

Chapter I
Background

The Vampiric Existence

You became a vampire when the vampire who created you (your **sire**, regardless of gender) drained your blood and fed you their own. This caused you to die and be reborn as a vampire yourself in a process known as the **Embrace**. Blood (also referred to as **vitae**) now animates your body, and is the source of your power. After the Embrace, a vampire finds herself unable to consume mortal food and drink, and notices their own blood now holds mystical powers of its own. Although vampires can consume the blood of animals, the blood of live humans is better tasting, and thus preferable. This process of biting a human to drain their blood is sometimes referred to as the **Kiss.**

Vampiric blood holds the power to:
-   Power specific abilities used to vampires known as **Disciplines**
-   Heal injuries
-   Temporarily make the vampire physically stronger
-   Enslave another vampire to their will through a process known as the **blood bond**
-   Transform a mortal human or animal into a servant known as a **ghoul**
-   Transform a mortal human into a vampire. The parent vampire is then known as a sire, and the newly-created vampire is their **childe** (plural **childer**).

As vampiric blood is passed from sire to childe, its power begins to dwindle. The closer a vampire is to the mythical founder, and thus the lower their **generation**, the more potential power they possess. Vampires of low generation and/or great age are commonly known as **elders**. The only way to lower one's generation is to consume the blood and soul of a vampire of lower generation in a process known as **diablerie**, but this is considered the darkest crime a vampire can commit within vampiric society. More information on diablerie can be found in this rulebook's companion, *LARP 201.*

Most vampires fall within a **clan,** a line of descent that traces their heritage back to a vampire of the third generation, or **Antediluvian.** Disciplines and certain strengths and weaknesses are passed along from sire to childe; vampires are generally of the same clan as their sire, although very high generation vampires may be **Caitiff,** or Clanless. Some clans find themselves divided into two different factions, often upon political lines, and if so, the one regarded as the lesser or breakaway faction is labeled *antitribu,* or anti-tribe. While they are of the same blood, they have in some cases been separated long enough that the two groups have mechanical differences. Beyond clans, there exist **bloodlines**, lineages of vampires who share the same characteristics, like a clan, but do not exist in the numbers that clans do and (generally) do not have an Antediluvian founder.

Vampires are vulnerable to fire and sunlight, and these vulnerabilities can destroy them completely in a process known as **Final Death.** Normal sources of damage such as bullets can injure a vampire, but

leaves them in a state of unconsciousness known as **torpor** rather than destroying them—bullets in particular are much less effective against vampires as they are against mortals, although massive amounts of normal damage can lead to Final Death in some circumstances. A wooden stake through the heart of a vampire will place them into torpor until it is removed. Folk methods such as garlic, crosses, and running water are generally ineffective, though there are occasional exceptions.

The corpse of a vampire who has met Final Death will crumble to ash rather than decaying, and the processes is quicker the older the individual is. Severed body parts will also become ash, even if the vampire has not met Final Death.

A vampire's predatory nature expresses itself through their **Beast,** the instinctual part of themselves that struggles to overwhelm their rational nature. The Beast may threaten to break through when a vampire is enraged, terrified, or hungry, and cause them to enter **frenzy**, a state which may cause them to attack or flee. Unreasoning terror triggered by the threat of fire or sunlight is known as **Rötschreck.**

Vampires cannot ordinarily consume mortal food or beverages; the taste is disgusting to them, and they will regurgitate it immediately unless they spend 1 Willpower Trait and 1 Blood Trait (as explained in **Chapter II: Mechanics**) to hold it down for five minutes, plus an additional Blood Trait for every further five minutes. A vampire with the Merit *Eat Food* does not need to spend the Willpower or Blood, unless they wish to hold it down for longer than fifteen minutes. Vampires cannot experience the effects of drugs or alcohol by ingesting them directly or mixing them with blood in a container, but drinking the blood of a human who is under the effects of a substance will pass the effects onto them. (The Storyteller will tell you what penalty you suffer.)

Whatever a vampire appears as during their Embrace becomes their physical form permanently. As they sleep during each day, their bodies reset themselves to the appearance they had the moment of their deaths. Their hair will return to its original length (and will not grow longer under ordinary circumstances), and new scars, tattoos, and piercings will disappear.

Ordinarily, vampires fall asleep around dawn and awaken around sundown. It is possible to remain active during the day, but this requires an act of will, and the vampire cannot act at full capacity (see **Chapter II: Mechanics**). The haven in which a vampire rests is considered a private refuge; due to the inability to resolve conflict fairly outside of games, vampiric havens are considered safe from daytime raids, and player characters (**PC**s) will not be attacked in the daytime under normal circumstances.

Vampires are unnatural, unholy beings, and holy objects may harm or repel them. However, ordinary religious faith or holy symbols by themselves do not harm vampires unless they possess a Flaw that makes them unusually vulnerable. The rare degree of belief intense enough to be directed against a vampire is known as True Faith, and may be possessed by a follower of any religion. Consecrated ground may also affect vampires. Vampires may possess religious faith, and even True Faith, but this level of intensity is extremely difficult for them to maintain.

Vampiric Legends

The most common story of vampiric origin traces it to **Caine**, the First Murderer, cursed with immortality by God. His descendants, the Antediluvians, were the founders of the modern clans. Legend holds that the eldest vampires are still asleep and will someday awaken to feed on their descendants in the apocalypse known as **Gehenna.** While the truth of these legends in uncertain (the sect of the Camarilla, for example, does not believe in Gehenna or the Antediluvians), a vampire's generation is based on their descent from Caine, with the most common new vampires created these days being of the thirteenth generation.

Vampires also sometimes speak of a mythical state-of-being in which the Beast no longer has any hold over their emotional state, referred to as **Golconda.** The methods by which one can supposedly achieve this state are as varied as vampires themselves. Some say it involves a Buddhist-like meditative practice. Others insist that Golconda can only be realised through careful organization of one's life—including everyone you surround yourself with. Some say the enlightenment comes from the production of great beauty, or great ugliness.

For every one who claims Golconda can be achieved, there are dozens who call it a myth, and at least one who says the search itself is blasphemous. Even those who agree it exists cannot agree on what it means. Some say an enlightened one needs little or no blood. Others say they can use any Discipline and walk in sunlight. A few even say they regain their mortality and become human once again.

Regardless, the various methods by which vampire have identified and developed to restrain the Beast—whether or not the specific individual believes in Golconda—are collectively known as **Paths of Enlightenment**. These moral codes are sometimes human, other times monstrous, and help individual vampires work together to create a social order.

Vampiric Society

The setting of *Carpe Noctem* is divided among two official sects of vampires (the **Camarilla** and the **Sabbat)**, a number of unaffiliated clans (the **Independents**), and scattered individuals who object to some aspect of the Camarilla system, some of whom claim to be part of a political movement (the **Anarchs**).

Currently, the Sabbat and Anarchs are not available to player characters.

The Camarilla

The Camarilla is a centuries-old sect that was organized for the mutual interest of vampires; that is, the protection of vampires from external threats, and the upholding of the laws of immortal society, supposedly laid down by Caine himself. In Camarilla society, the polite term for vampires is **Kindred.**

Most vampires are urban creatures, so the basic level of Camarilla organization is the city. The ruler of a city is known as the **prince**, regardless of gender. Although the prince may answer to higher levels of the Camarilla, as it is an international society, they are the absolute ruler of their own domain. They are advised by the **Primogen Council**, a collection of representatives from the various clans that exist in their city, and appoint a variety of **officers** to assist them in the running of their city. Far above the princes are the **justicars**, who represent their clans' interests on a global level and send agents called **archons** to enact their will.

In recent decades, as the Sabbat has weakened, so too has the authority and central control of the Camarilla. While the sect still exists, and princes pay lip service to the justicars, cities are far more independent than they had been for many years. The archons have been reduced to the role of mediators and negotiators, rather than feared emissaries.

The central principles of the Camarilla are the **Traditions:**

> **Masquerade**—The existence of vampires and the supernatural must not be revealed to mortal society. This Tradition is considered critical to defend Kindred society and existence from mortals, and violations are treated with the utmost seriousness.
> **Domain**—A vampire's territory is sacrosanct, and their responsibility to maintain. The city is the Domain of the prince, and all other Domains exist at their sufferance. Domain is the territory a vampire controls; entering or feeding there without permission may be considered a punishable violation of this violation.
> **Progeny**—Permission to create a childe must be explicitly granted by the prince.
> **Accounting**—A sire is responsible for the actions of their childe until they are released, and may be punished for their actions.
> **Hospitality**—No Kindred may enter another's Domain without their permission; upon entering a new city, their first action should be to present themselves to the prince for permission to remain there.
> **Destruction**—The right to destroy other Kindred lies with the prince, and requires their permission. The prince may call a **Blood Hunt** against a vampire, allowing the city to hunt and destroy them.

Camarilla vampires meet at a gathering place known as an **Elysium**; within the walls of Elysium, violence and the use of most Disciplines is forbidden. In *Carpe Noctem,* almost every game session is organized around the a "Gathering", which may or may not be Elysium.

The Sabbat

The greatest enemy of the Camarilla is the Sabbat. Existing in a state of ongoing conflict with the Camarilla for control of mortal cities, the Sabbat are loosely organized along lines of power rather than Traditions. The Sabbat have a strong religious bent to their ideology, as they believe heavily in the legends of Golconda, and that the vampiric elders of the Camarilla are the unwitting pawns of the Antediluvians who will one day awaken to consume their descendants. They call their struggle the **Jyhad.**

The Sabbat reject the Camarilla's remaining connections to their humanity, believing that vampires (whom they call **Cainites**), are inherently superior to mortals, which exist only as a resource for their exploitation. Officially, they reject the concept of the Masquerade, insisting that the have no fear of mortals. In practice, the Sabbat do recognize the danger of mortals learning their secrets, and follow a common-sense regimen of secrecy of their own. They still push the boundaries more than the Camarilla, however, and often employ threats against it the Masquerade as a weapon against them.

The Sabbat is organized into **packs**, each lead by a **ductus** and held together by rituals performed by the **pack priest**. The lynchpin holding Sabbat society together is the **Vaulderie**, a mystical ceremony in which the pack collectively sheds their blood into a vessel and then drinks from it. This produces mystical bonds called **Vinculi** (singular, **Vinculum**) among the members of the pack. Above the pack level, the Sabbat is organized as an analogue of the Catholic Church, with **bishops** and **archbishops** ruling cities, and a **regent** overseeing the entire sect.

The central principles of the Sabbat are found in a document called the Code of Milan. It is a bit too long to summarize neatly, but deals with responsibilities to the sect, its leaders, its principles, and fellow members, mutual accountability, and the brutal rituals of challenge, trial, and punishment.

In the 1960s, the power of the Vaulderie mysteriously began to wane. Two things went wrong: Vinculi began to break down over distance, and individual Cainites who lost all their bonds (through time or death) started going mad. This has greatly weakened the ties between Sabbat-held cities and made the use of lone infiltrators effectively impossible. Thus, the war has crumbled. The Sabbat continues to hold a number cities, especially in Latin America, because it is too difficult to root them out, but they are unlikely to take significant new territory

The Anarchs

The Anarchs are a loosely allied set of vampires who wish to maintain some form of organized vampiric society without the hierarchy of the existing sects. Anarchs generally subscribe to the values of the Camarilla, apart from the dominance of the vampiric elders, and try to organize their society collectively rather than hierarchically—thus, it is possible to hold to Anarch ideals, even as a member of the Camarilla. As a political movement, they do not all subscribe to a single philosophy, and the organization includes a range from those who wish to reform the Camarilla from within to those who want to tear down all sects entirely.

The Anarchs generally exist within Camarilla domains. There are comparatively few Anarchs at present. They have little power, and are generally viewed as irritating gadflies at best, dangerous rabble-rousers at worst. The most common organization for Anarchs is the **gang,** organized similarly to a street gang or militia.

The Anarchs do not exist as a cohesive society in 1990.

The Independents

Several clans do not officially belong to any of the sects (although individual members may). They have maintained their independence, following their own internal organization (or lack thereof), rather than that of an external entity.

The Giovanni

The Giovanni clan, while Independent, has gained sufficient power that it controls some cities as if it were a sect. Metatropolis is one such city. While members of the clan are favored within its cities, Kindred of other clans may attain positions of rank—even that of **capo** (the equivalent of prince or bishop)—if they swear allegiance to the Giovanni.

The following are the rules on which most Giovanni cities are run (the Giovanni Traditions, if you will). The order in which they are listed is traditional but does not imply that the rules are ranked by importance.

- Purity of Spirit (*Purezza degli Spiriti*): Souls shall not be eaten or otherwise incorporated into a vampire's soul.
- The Sanguine Anchor (*Catena Sanguigno*): Vampires shall not be bound in the manner of a *spirito* (ghost), and shall have no such anchors except as an express capital punishment meted out by the capo.
- Asset Forfeiture (*Decadenza*): All debts to the capo are paid immediately, and will never remain outstanding.
- Right of Deliberation (*Deliberazione*): The capo has final say on any negotiations that cannot reach mutual agreement. In the event of death, banishment, or other situation where one member of an agreement can no longer be held accountable, the capo has final say on the renegotiation of any outstanding debts.
- Right of First Taste (*Primo Assaggio*): The capo may declare certain items of trade as having "personal value." All import and manufacture of these items within the city shall be done at his pleasure and with his permission.
- Incumbency over Souls (*Impero degli Spirit*i): All souls belong to the capo, and as such shall not be destroyed, converted, or commanded except at his pleasure or with his permission.
- Secrecy (*Segretezza*): Secrets are not to be shared except at the pleasure of the capo, or with his express permission. Escaped secrets must be contained.
- Hospitality (*Ospitalità*): All guests are welcomed by the capo until stated otherwise.

Chapter II
Mechanics

When **in-character (IC)** social interaction no longer proves to be an appropriate method for conflict resolution, we are forced to step **out-of-character (OOC)** and resort to mechanics. The mechanics and other rules of the game are defined in this book and in *LARP 201*, and are adjudicated by the **Storytellers (STs)**—the people who run the game, and also play various **non-player characters (NPCs)**.

Throwing Chops

Some roleplaying games rely on dice or playing cards to introduce an element of chance.Our game uses the even simpler technique of rock, paper, scissors. Within the context of this game, playing rock, paper, scissors is referred to **throwing a chop**, or **throwing a symbol.**

In *Carpe Noctem,* symbols are displayed on the third "pump" of the hand, not after three. That is, both players will display their choice of rock, paper, or scissors on the count of three, not before, and not after. It is recommended that you avoid **broadcasting,** or giving a hint about what symbol you're about to throw. Broadcasting is most common with scissors.

Like most games of rock, paper, scissors, the following rules hold true:
-   Paper wraps Rock
-   Rock smashes Scissors
-   Scissors cut Paper

"Winning on symbols" means throwing the symbol that beats your opponent's. **"Tying on symbols"** means throwing the same symbol as your opponent.

Traits and Dots

Since none of us are actually vampires (we hope!), we cannot perform the same paranormal and superhuman feats that our characters can. In order to represent capabilities that our characters have which far exceed our own, characters have a series of **Traits**, which are bid on **Conflicts** (as explained in the next section). Traits are shown on character sheets as **Dots**, which are crossed out as they are spent. For example, a character may have Attribute Traits resembling this:

(3) Physical: ○○○
(5) Mental: ○○○○○
(7) Social: ○○○○○○○

A character's Attribute Traits

Traits are used to represent all sorts of capabilities your character possesses, including but not limited to physical prowess, mental acumen, social graces, moral conviction, skills, and abilities. All of these Traits can be spent over the course of a game session. At the beginning of a new session, most of them will be returned to you, with some exceptions.

While Traits are spent, Dots are a permanent part of your character. Dots represent your character's capacity for something, or how well they perform at their very best. There are rare cases in which a dot must be removed from your character sheet, such as with the Discipline power *Aegis* (*Fortitude* 5). These cases represent an phenomenal effort made by a character, and are exceedingly unlikely.

Conflicts

There are some situations that requires a test of your character's prowess. These situations are called **Conflicts,** and represent your character attempting to overcome an obstacle presented to them.

There are three types of Conflicts: **Simple Tests, Static Challenges**, and **Opposed Challenges.** Each type correlates to a different type of problem, and thus while every Conflict consists of two people throwing a chop, the methods of resolution vary for each type.

Simple Tests

Simple Tests represent a simple win/loss scenario that is likely not based on skill. These are frequently performed between an ST and a player when the ST needs to determine details about a character's prior knowledge, whether they remember a pertinent detail to a scene, or simply to see if good fortune befalls the character. No traits are ever lost during a Simple Test, regardless of the outcome.

To win a Simple Test, you simply need to avoid losing a round of rock, paper, scissors. That is, you need to win or tie when throwing symbols against the ST. When the chance of failure is higher, the ST may determine an arbitrary **difficulty** depending on the situation. In this case, the ST will determine which Traits are relevant for the task, and in the event of a tie on symbols, if the character possesses at least as many Traits as the difficulty, they succeed.

Example
Amanda is a professor of geology at the University, and has found herself on a dig site. She sees some fossils partially buried in the ground, and wants to determine what they belong to. The ST says that she can make a Mental Simple Test, and because she's not a professor of paleontology, it's going to be

non-trivial.

Amanda and the ST chop, and both throw Rock. The ST says that the difficulty is 6. Amanda only has five Mental Traits remaining, and so she fails. Still, she doesn't spend any Traits, because this is just a Simple Test.

"It's a... it's a rock," Amanda tells her friends. "I've got nothing, sorry guys."

Static Challenges

Static Challenges represent obstacles to overcome that cannot respond themselves. Jumping a great distance, climbing a tree, translating an obscure text, or delivering a moving performance may all constitute a Static Challenge. Similar to some Simple Tests, Static Challenges always have a difficulty, which represents the number of Traits required to win in the event of a tie on symbols. Most of the time, Static Challenges take place between a player and an ST, and are tied to a specific Attribute.

If the character wins on symbols, they immediately succeed. If they tie, the character only succeeds if they possess *more* relevant Traits than the difficulty. In the event of a tie between Traits and a challenge's difficulty, the character loses. If they lose, the character may elect to **retest**, as explained below. If they do not or cannot, the character loses one of the relevant Traits, and checks it off their character sheet.

Some Static Challenges can only be attempted if the character possesses enough of the relevant Trait; hacking a military-grade supercomputer requires a minimum number of Mental Traits to even attempt. This minimum will almost always be less than the difficulty.

In some fringe cases, a Static Challenge may affect another character. For example, reading another character's aura through the Discipline *Aura Perception* (*Auspex* 2) requires a Static Challenge made against another character's Mental Traits; that is, the difficulty of the Static Challenge is that character's current Mental Traits. The target of such a Static Challenge risks no Traits, and cannot overbid, retest, or relent.

Example
Brendan is attempting to leap between two rooftops. The ST declares that doing so is a difficulty 5 Static Challenge, and so he and Brendan chop against each other.

Both players throw Scissors. The ST asks Brendan how many Physical Traits he has. Brendan replies 4. Since Brendan just barely missed the difficulty, he loses the Static Challenge, and crosses off a Physical Trait on his character sheet.

As he's falling, Brendan begins to question his decision. Maybe he should've tried harder in gym class.

Opposed Challenges

Opposed Challenges represent your character working directly against another one. Your opposition can either be another PC, or an NPC, which usually determines whether you are chopping against another player or an ST. When making an Opposed Challenge, you pit one of your Attributes against your opponent's Attribute (usually the same one, with some exceptions). In other words, if you are trying to punch a character, you enter a Opposed Physical Challenge against them. Similarly, a game of chess would be a Opposed Mental Challenge.

When you enter an Opposed Challenge, you **bid** (risk) a Trait from the relevant Attribute. If you lose the challenge, then you lose the Trait you've bid. Some Opposed Challenges require that you bid two or more Traits; this often represents monumental effort, or is due to other circumstances like wounds. If you do not have enough Traits to make bid, you cannot enter that Opposed Challenge.

In the event that one party wins on symbols, that player simply wins the Opposed Challenge. However, if there is a tie, both parties compare traits to determine the victor. The challenger, or **opposing character,** announces their Traits first, followed by the **defending character**. Either party may declare that they have fewer Traits than they do, but never more, for the purpose of baiting the other player to **overbid** (see below). If both characters tie on both symbols and Traits, the opposing character fails, and both players lose the Traits they have bid.

Before Traits are bid, either party may choose to **relent.** A party who relents to an Opposed Challenge does not bid a Trait, and thus does not lose a Trait, but immediately loses the challenge. For example, you could choose to intentionally miss a punch when trying to put on a show, or you could choose to be punched to try to make your fake fight more believable.

If you are about to lose a challenge for any reason other than relenting, you may declare a retest, as explained below.

Retesting

Conflicts are dynamic things, and can't simply be solved through one statistic alone. Some characters are very good at certain things, and retesting gives those players a higher chance of success.

If you are about to lose a Challenge, you may declare a retest using any of the methods listed below. Retests are gained through Abilities, some Disciplines, and some Merits, along with some other, less common means.

You may call for as many retests as you like per Conflict, but no two retests can come from the same source.

Abilities allow a player with an appropriate Ability (usually defined by what sort of chop you're making, or what Discipline the opposing character is using) to spend a Trait of that Ability to gain a

retest. Ability retests can be **blocked** by your opponent, meaning that both players spend the Trait, but nothing changes. For example, if a character is about to get punched, they could retest with Dodge. The other character could then choose to block with Brawl. Both players cross off a Trait of their Abilities, and unless the defending player has a different retest, the punch still connects.

Overbidding is a gamble made by one party who thinks they can easily win against the other character on Attributes alone. When an overbid is declared, the character spends a Trait of the challenge's relevant Attribute. The character then declares how many Traits they have remaining. If the character has at least twice as many Traits as the other person, the retest succeeds. If you do not have at least twice as many Traits, you do not get a retest, and have to move on to another method of getting a retest (or simply lose the challenge).

Overbidding cannot be blocked, and you cannot use an overbid to block an opponent's retest. Overbidding can only be attempted on Opposed Challenges.

Willpower can be spent for a retest by the defending character in an Opposed Mental or Social Challenge, or by the offensive character in the challenge initiated to use the Discipline *Dominate*. The retesting character spends a Willpower Trait, and cannot use another retest for the rest of the challenge. Willpower retests can be blocked as if they were an Ability.

When an opponent calls for a retest, it can often be blocked. To block, a character uses one of their own retests. If the retest is considered valid, no new chops are thrown, and the previous chop results stand. Blocking uses up your retests for that challenge as if you were retesting; that is, you cannot retest with an Ability, win a new Chop, then block your opponent's retest using that Ability again. Since Willpower prevents any further retesting, using it as either a block or a retest stops you from further blocks or retests that challenge.

Example
May is trying to get Trent to agree to an unfavorable business deal. May and Trent aren't close friends, but May thinks that if they *were* better friends, Trent would agree. May uses *Entrancement* (*Presence* 3) to magically improve Trent's opinion of her. An Opposed Social Challenge will decide if this works or not.

May throws Rock, and Trent throws Paper. Since she is losing, May decides to retest. She has two options: Spend 1 Social Trait for a retest (a power given by *Awe* (*Presence* 2)), or spend 1 *Leadership*. May spends a *Leadership*, but Trent blocks that retest by spending a *Leadership* of his own. May spends a Social Trait to retest using *Awe*. Trent can allow the new chop to happen, or block by spending a Willpower. Trent decides to risk the chop (because if he wins, he'll have saved that Willpower).

May throws Paper, and Trent throws Rock. Now Trent is regretting not spending that Willpower earlier. He doesn't want this deal to happen, so Trent spends a Willpower to retest. May has already used her *Awe* retest and her Ability retest, and cannot use Willpower to retest offensively, so she is unable to block. May throws Paper, and Trent throws Scissors. May's attempt at *Entrancement* fails, and the

business deal falls through.

May marks off 1 Social Trait from losing the Conflict, 1 Social Trait from activating *Awe*, and 1 *Leadership*. Trent marks off 1 *Leadership* and 1 Willpower.

Blood Traits

Many actions, including the use of Disciplines, are fueled by Blood Traits. The number of such Traits you currently have represents how full your character is, or how recently they have fed. The total number of Blood Traits that you can have at once, or Blood Pool, is limited by your generation. All vampires between eighth and thirteenth generation may only spend one Blood Trait per round unless they possess the Merit *Sanguinist.*

Generation	Blood Pool Capacity
15	10*
14	10**
13	10
12	11
11	12
10	13
9	14
8	15

* Members of the fifteenth generation can only spend 6 Traits of their pool on fueling Disciplines, though the remaining 4 may be spent on other uses.
** Members of the fourteenth generation can only spend 8 Traits of their pool on fueling Disciplines, though the remaining 2 may be spent on other uses.

Spending Blood

Blood may be spent for the following purposes:

- The use of many Disciplines requires the expenditure of blood. The description of each specific power includes its costs.
- A single Trait of blood is spent every night at sunset to awaken your character from their daily rest. This is automatically removed from your pool when your sheet is printed before a game session.

- Two levels of bashing damage or one level of lethal damage may be healed at the cost of one Blood Trait. You are still limited by how much blood you can spend in a round. Spending blood in this way does not take an action; you can heal and take additional actions in the same round (subject to the number of Traits you can spend per round, of course).
- Three Blood Traits may be spent to heal an aggravated wound. After this blood is spent, the wound is healed when your character next wakes from their daily slumber.
- A Blood Trait may be spent to gain an extra Physical Trait for the duration of a scene. This can be done reflexively at any time and does not count as an action. You can exceed your maximum Traits, but those Traits only remain for the duration of a single Conflict. This is called **blood buffing.**
    - When you have done this, you spend your real Physical Traits first, then the Traits you gained by buffing. If the amount spent would put you at negatives, you are instead at 0 Physical Traits, able to walk slowly, talk, etc. but not engage in combat or any other activities that would require you to bid Physicals.
    - Traits gained by blood buffing are lost at the end of the scene, no matter how short the scene. You cannot enter a scene with buff traits.
- A Blood Trait can be spent to turn a mortal (human or animal) into a ghoul. This condition lasts for one month, at the end of which time they must be fed more blood. If you have the *Ghouls* Background on your sheet, this blood is automatically deducted for you.
- Blood may be used to turn a mortal who has been drained of their blood into a vampire, in a process known as the Embrace. A ghoul's master is called their **domitor**.
- Blood may be spent to make oneself appear human for a scene. The lower your Humanity, the more difficult and more expensive this is. Vampires with Humanity 5 spend a single Blood Trait. This costs increases by one for every Humanity less than 5; for example, a Humanity 3 vampire spends 3 Blood Traits. Vampires on Paths of Enlightenment cannot do this at all.
- Blood fed to a mortal (human or animal) or vampire will cause a condition known as the "blood bond," where the subject becomes devoted to the owner of the blood. One Blood Trait may be fed to the subject per night, each Trait increasing the level of the bond up to a maximum of three. The creator of the bond is called the **regnant**; the subject is the **thrall**. A mortal cannot be bonded without also making them a ghoul. More information on blood bonds can be found in *LARP 201*.

You do not choose your Blood Traits during creation except by determining the maximum size of your Blood Pool by choosing your character's generation, whether through the *Generation* Background or through the Flaws *Fourteenth Generation* or *Fifteenth Generation*.

Feeding from a vessel induces a state of ecstasy known as "The Kiss." A vampire's bite causes one level of lethal damage (or aggravated damage to supernatural beings, if used in combat). They may heal the outward wound by licking the punctures after feeding, leaving no visible mark on the vessel. In combat, one Blood Trait may be taken per action, and the target must be successfully grappled first.

A Blood Trait is roughly one pint of liquid. While blood can be fed to a mortal hidden in a beverage, it a full Trait must be concealed in a large quantity of liquid (or fed in multiple doses) to go unnoticed.

Mortal blood that has been professionally treated for storage, such as blood stored in blood bags and treated with anticoagulants, can be stored for a couple of weeks if kept cool; otherwise, it cannot be stored for any length of time without clotting. There are mystical means of preserving vampiric vitae for longer periods, but they are not widely available.

A fully-grown, healthy adult human contains ten Blood Traits. Animal blood is not as nourishing by volume, and so even a larger animal will provide fewer Blood Traits than a human. Additionally, animal blood has a far less satisfying taste than human blood, and it may take some effort of will to consume large quantities of it.

A vampire with no blood in their system does not fall unconscious or lose the ability to act; however, without the blood to maintain them, their body starts to return to the state of a corpse, and they take one level of lethal damage in lieu of the blood they would spend to awaken at dawn. This will eventually lead to torpor. A staked vampire does not require blood to maintain them, but cannot be fed blood while staked.

Chapter III

LARP Etiquette

Code of Conduct

Carpe Noctem has a [Code of Conduct](#) that we expect players to follow. It is a separate document for our ease in updating it when needed. This chapter is somewhat redundant with it. We urge you to familiarize yourself with both.

Who Can Play **Carpe Noctem**

Not everyone, unfortunately. We'd love to say "anyone who wants to play is welcome", but we need to have some restrictions to keep a manageable size and focus. Since *Carpe Noctem* is an activity under the purview of the Illini Roleplaying Network, a Registered Student Organization at UIUC, participation is open to students of UIUC. University faculty and staff are also welcome.

If you want to play, but don't fit one of those categories, the Storytellers are more than willing to meet with you ahead of time to make sure that this game is appropriate for you. Note that "ahead of time" does *not* mean "the night of game", as we are much too busy then. We are not accepting any new players who do not live in the Champaign-Urbana area, although alumni of the game may keep playing regardless of whether or not they still reside here.

We usually welcome visiting observers, especially prospective players who want to check out the game before committing to it. If you would like to observe, introduce yourself to the Storytellers before the start of game and get an out-of-character (OOC) tag so that players know not to react to your presence in character. Please do not disrupt the game or distract the players; if your presence becomes an issue, you will be asked to leave.

There may be times when we are not accepting new players at all. This is generally because we need to maintain a certain ratio of Storytellers to players in order for the game to run smoothly for everyone. We will announce on the boards when a player cap is in place and when it is removed.

The Four Cardinal Rules

There are a few rules that we require everyone to follow so that no player leaves our game feeling upset or uncomfortable. These rules are to be followed at all times, and anyone who fails to do so will be approached by the Storytellers. If necessary, a person who breaks these rules will be asked to leave the game.

1. **No Touching.** You should never engage in physical contact with another player for any reason, ever. Some people do not like being touched, and you are expected to respect that. The

exception to this is a handshake when you meet a character for the first time, but you should not be offended out-of-character if the other player chooses to not shake your hand. This applies regardless of your real life relationship and comfort level.

2. **No Replica Weapons.** We always like to see props. Adding a physical representation for something your character has increases the immersion for everyone. This being said, the last thing we need is for someone to call the cops on us because they didn't realise your handgun was made of plastic. Even airsoft guns with orange tips and Nerf swords must be left at home; it's easier on all of us if there's no risk at all.
3. **No Alcohol or Drugs.** If you come to a game drunk or stoned, or bring alcohol or illegal drugs to game,, we will ask you to leave. You may return for the next session, but if it becomes a habit, we will ask you to quit the game.
4. **Be Respectful.** There will always be a difference between two players' feelings when one's character murders or foils the plans of the other's. Nobody enjoys losing, but we expect you to accept defeat as well as victory gracefully and politely. Shake hands afterwards (metaphorically or otherwise), and realise that the player and the character are two different entities. This being said, gloating and bragging should be kept in-character as much as possible.

New Players

If you're a new player, look over this whole section, especially [What To Expect At Game](). We also invite you to ask questions: about rules and procedures, about aspects of the setting that your character would know but you don't, and so on. Sometimes, the answer to a question will be "That's a secret you'll have to learn about in game," but you can always ask. You'll probably find you have the most fun if you jump in and get involved rather than hanging back and waiting for people to come to you. That may be difficult if you're feeling shy, but you can do it! Let people know, in character, what sorts of things you're interested in and what you're good at. If a more experienced player invites you on a scene, try to be helpful or at least not a hinderance. Even if it would be in character for you to joke around or interfere with what they're trying to achieve, keep in mind that you don't want them to regret bringing you along. We also recommend against initiating combat against other PCs until you and your character both have a little experience.

If you're a returning player, don't just stick with the people you already know. Look out for the new players. Make them feel welcome. Help them understand what's going on. Try to include them in scenes, even if you have to stretch a bit to justify it in character. And don't target them. It's very poor form to attack a new character for their first few sessions, especially if the player is also new. The game is most fun when everyone is included.

What To Expect At Game

Game begins at 7 PM, but it's recommended you arrive a half-hour or so before then (more if it's your first game). When you arrive, head to the out-of-character room and drop off anything you won't need during the game, such as your coat. (If you're not sure where the OOC room is, ask on the

boards.) This is a good time to change into costume if you have one. There will be an ST printing out character sheets for everyone, and once they've called your name and given you your character sheet, you should head to whatever room they direct you. You must use that printout rather than one you printed yourself or one from a previous session; various mechanics rely on having a freshly-printed character sheet.

When you receive your character sheet, look at the Blood Pool section in the upper left. When your sheet is printed, the character management application randomly assigns you an amount of blood. If your blood is low, you may wish to have a feeding scene before game begins (see *LARP 201*). If your character has the ability to cast rituals, you may ask an ST to chop for these.

In the OOC room there will be copies of the in-game newspaper. We recommend you at least skim the paper; all of the articles in it are connected to a plot in some way. We try to post a link to a PDF of the paper some time in the afternoon before game so that you can read it before you arrive, but sometimes we're not able to get it there until after game. If your character has any Influences, look for the hotsheets. This is a pair of pages with a small pocket for each Influence field. If a field grants common knowledge relating to a story in the newspaper, there will be a note in that pocket. We strongly suggest you read any corresponding to your character's fields, and then put the note back for the next person.

Check the chalkboards in the OOC room and in the room that's being used for Gathering. Sometimes there might be announcements from the STs about something every player needs to know, such as "We need to be quieter because there are tests today!" or something that might be relevant for characters, such as "There's a snowstorm (in the game, not in real life)." Sometimes we'll announce that every player in a particular group or with a particular feature needs to talk privately to an ST. The chalkboards will also have a chart of the current cap of each Influence field, and how those values have changed since the last game. As a new player, this probably isn't important to you, and if you don't find that aspect of the game interesting, you need not involve yourself with it. If Influence sounds intriguing to you, however, look at the relevant rules in *LARP 201.*

Feel free to ask the STs any questions you might have. Since we're likely going to be busy before game, you might have to wait a bit or you may get sent to a different ST who has more time or greater experience, but we'll make an attempt to answer as many questions as we can. Experienced players may be able to answer some questions as well, so if it doesn't involve something secretive, try asking one of them.

Once you've done everything you need to do in the OOC room, you should move to the in-character room designated for Gathering. You don't need to be in-character yourself until the game begins, but you can if you would like. It's in your best interest to get to Gathering as quickly as possible; often times, the game is started by the players, not the STs, and they may not wish to wait for you if you're running behind (although game will never begin before 7 PM). After game begins, you should be in character whenever you are in an in-character space, unless you need to speak out-of-character on a matter of game rules or something similar. If you need to step out-of-character for a long period of

time, move to an OOC space and try not to distract players who are still in character.

STs will move in and out of character over the course of the evening, and even switch between various characters we control. Usually we wear nametags or distinctive articles of clothing to indicate what role we're playing at a given time, so you should be able to "recognize" us.

At the end of the night, as scenes finish up, people usually move back toward the Gathering room. Most of the time, there's an in-character closing scene there. Some characters may choose not to attend, or may be unable to attend that scene, depending on how their night went. Those players usually stay out of the room, or watch quietly while marking themselves as OOC. After that scene, we have an out-of-character wrapup, in which players are invited to talk about the cool things that happened and nominate each other for extra Experience Traits (see Gaining Experience Traits).

Costumes

Costumes are permitted, and in fact, very much encouraged! They help other players stay in-character and suspend their disbelief. This being said, remember that everyone does need to arrive at and depart from our gaming session, and that we game in a public university building. While a scantily clad vampire might be fun on the silver screen, we'd rather not have to explain why a player is wearing nothing but assless chaps!

Other than remaining decent, just about anything else goes. We've had players who show up in full wedding gowns, others in tuxedos, some who insist on remaining cloaked, and others who even wear chain-mail armor. The more you add to your costume, and the more memorable it is, the better it helps everyone stay in-character.

We realise that not everyone has the desire to go to such lengths, and not all characters dress in a flamboyant manner. Therefore even something as simple as a specific shirt or jacket will work. Maybe you add a hat to your normal wardrobe or a specific piece of jewelry; regardless, we hope you'll take some time to work out exactly what your character wears.

As an incentive for taking the effort to make a costume, players who attend game in costume will receive an additional experience point.

Tags

If your character has any conspicuous qualities that might not be obvious through your costuming, you'll need to make and wear a tag describing them. A tag is simply a piece of paper or a Post-It note attached to you in some way that states the non-obvious qualities you're exhibiting. Examples might be "Seven feet tall", *Enchanting Voice*, or "Constantly surrounded by flies." If you're not sure what characteristics necessitate a tag, ask an ST and we'll help you. Blank tags and markers are available in the OOC room. Pay attention to those tags on other players during the game. Sometimes we use colored stickers to indicate a temporary but conspicuous condition, like injury or filth. If you see such

tags on another player and don't know what they mean, ask.

Props and Item Cards

Personal props are permitted, and even encouraged; go ahead and carry a doll, a book, a fan—whatever conveys your character best. The main exception is weapons, as mentioned before. They and other portable items that are inconvenient in prop form (whether because of size, rarity, fragility, sudden mid-session acquisition, or other reasons) are represented by **item cards.**

An item card is an index card that describes an item and gives any necessary rules for its use, such as its stats. In some cases, there will be checkboxes to indicate the number of times an item can be used or the amount of damage it can take. Item cards must be signed by a Storyteller before they are considered usable. If an item changes hands, the item card should as well. If you lose an item card for an item that is difficult or impossible to replace, we may refuse to give you a replacement item card and declare the item itself lost. If you worry you will not be able to reliably hold on to your item cards between sessions, the Storytellers can hold onto them for you.

Some item cards represent things that would be obviously visible to onlookers. This should be somehow signaled to other players and the STs. If you routinely carry such an item, mention it on your tag. If you are carrying several items that would necessitate a container, either carry a prop that could plausibly hold them (such as a duffle bag or briefcase) or represent such a container with an OOC grocery bag or something similar. If you are carrying several items that are normally concealable, we may rule that you can't conceal them all.

Gestures

During play, you'll see a few gestures in use which describe specific, mechanical effects. Holding up crossed fingers means "I am out-of-character." Crossed arms over the chest means "I am invisible," and thus other characters should handle that accordingly. Holding one fist over one's head means "I am using the power *Majesty* (*Presence* 5)" (See **Chapter IV: Character Creation**). Holding a thumb and a forefinger in an 'L' shape by one's mouth means "I am speaking a foreign language," and thus only characters who have that language on their character sheet will be able to understand what they're saying. Pointing to a sensory organ means "I am using the power *Heightened Senses* (*Auspex* 1) with this sense".

The Telephone System

Because our game takes place in 1990, mobile communications devices are far less common than in the present day. Only characters with *Resources* 4 or 5 may have a car phone, and only those with *Resources* 5 may have a portable cellular telephone. Characters who have such devices may receive calls during non-combat scenes, unless a Storyteller declares that they may not (because, for example, they are in the sewers and therefore have no reception). These messages are voice-only, no text,

All PCs may have a landline. All phones, landline or mobile, may be assumed to have some means of leaving a message (voicemail or an answering machine). This is represented by a binder located in the out-of-character room. This binder is filled with plastic trading-card pages, and if you wish to contact a specific character, write your message on a piece of paper, fold it up, and slip it into their pocket in the binder. (Your character must know that character's phone number. Some characters don't give out that information, or do so very selectively; ask the other player if you're not sure.) If the player "checks their messages," they may take the paper and leave. The recipient must be able to check their messages from another phone or by going to their haven in-character if they wish to access the phone system binder.

Any messages left in the pocket at the end of the night will be posted to the recipient via the forums by an Storyteller during the following downtime.

Do not look at other characters' messages without the explicit approval of a Storyteller.

Rules in Game Time

This system is designed so that not every interaction involving game mechanics requires the involvement of an ST. If two players are comfortable running chops against each other when their characters come into opposition, that's great. However, if you want an ST to be involved for any reason—to clarify rules, be an impartial witness, act as a mediator when you don't want to reveal a character secret to the other player (as with comparing generations for *Dominate* checks), etc.—you always have a right to come find one of us. We do require that an ST be present for any combat that might lead to the Final Death of a PC.

During play, an ST's ruling takes precedence over the written rules. If you disagree with such a ruling, we ask that, wherever possible, you discuss it with us later rather than arguing on the spot. We do want to hear from you, and work with you for the good of the game, but we prefer to limit disruptions to the flow of play.

Bigotry in the Setting and How We Handle It

The real world contains a lot of prejudice: sexism, racism, heterosexism, transphobia, ableism, religious bigotry... The list is sadly endless. The World of Darkness, being a grim reflection of reality, is arguably worse. However, we want our game to be welcoming and fun for all our players and staff. We also don't want to offend anybody passing through our play space. So here's how we handle these sensitive subjects.

First, any and all bigoted statements, whether by a PC or an NPC, are replaced with the words "bigoted statement." Yes, just that. It conveys that the speaker is prejudiced without getting into ugly details of what they think about who. It can be said to people as an insult. It can be said as a joke to friends. It can be said as a way of gaining support from an NPC who you think would agree with that.

As an insult, it can be said to *anyone*, regardless of their ethnicity, religion, creed, orientation, etc., and it can be said at any time. There is no discussing "how could you make a bigoted statement there?" It is assumed that there is something that fits—either by insulting what someone is, or by comparing them in an insulting way to something they are not. PCs are then allowed to react as their players think they would.

We will not make plots focused on bigotry, hate groups, or the like and we actively discourage players from doing so. If, for instance, two characters (PC or NPC) are plotting against each other, neither can use the minority status of the other for personal gain. There are acceptable ways to send a bunch of NPCs after an opponent., but hiring a squad of white supremacist thugs to go rough up a minority opponent is *not* one of them. Outing a city councilman as corrupt in the hopes of destroying him politically is fine. Outing him as gay for the same purpose is not.

If you choose to make a character whose background involves struggle against prejudice , we respect that. It's defining for many, many people, and we want to you make a character that you want to play. However, this is one area in which we are unlikely to bring a character's background into play.

Conclusion: we don't pretend bigotry doesn't exist. But we try to be very careful about it and for the most part it only comes up tangentially. We are rather restrictive about how much a player can reference it. It's not as central to our game as in real life.

Playstyles

Unlike a typical tabletop RPG, our game does not set a specific expectation for what all player characters will do. The Storytellers create situations, but players can decide for themselves if they even choose to respond to them, or if they're more interested in creating their own situations or getting involved with what other characters are doing instead.

There are many different facets of our game to explore: interacting socially with other characters, building power within the vampiric society, investigating Storyteller-created plots, pulling strings in the mortal world, fighting threats, and more. Most players enjoy a mix of these activities, and may shift their priorities between games, while others are more focused. Either of these playstyles are more than fine, and we encourage you to play the game in the way that is most fun for you. You may even find that your interests within the game change a great deal when you change characters.

Part of the secret to enjoying the game is to discover your own preferences and act accordingly. Learn to identify the kinds of scenes that interest you and avoid the ones you don't. If you enjoy combat, keep your ears open for a call to "take care" of a problem in a martial way. If you like meeting NPCs and exercising your social skills, keep an eye on the newspaper for items about big parties and similar events. If you get antsy in long, talky scenes, and would rather practice your powers of deduction, check that same newspaper for unexplained occurrences. You should figure out what you as a *player* enjoy, rather than what your *character* enjoys. If you're finding that the kind of scenes your character would like cause you to fall asleep from boredom, you may wish to talk to the STs about it or even

create a new character. If you're not having fun with the game, it becomes a chore, and we don't want any player to feel that way.

The important thing to remember is that none of those interests or the styles that arise from them are "wrong" or "bad". You may not enjoy playing the same way another player does, but the two of you still can both have fun doing your own thing. It takes a little thought and out-of-character courtesy, but different playstyles can coexist and even work together. If your character is in a position to assign missions and assemble teams, don't only think about the characters' capabilities, but instead take into account the players involved and their interests as well.

This being said, no matter what, it's your responsibility to keep your own playstyle in mind when creating your character and spending experience. The better you are at what you like to do, the more success you'll find and enjoy in that kind of situation, and the more likely others are to include you in such scenes.

Whether or not your character is a "leader" assigning people to missions, try to be considerate and pay attention what the people around you are like and what they look for in a scene. Not every scene in the world can, or should, be what you personally like. If you hate talking to NPCs and would rather fight people you consider enemies, and you learn that other PCs are planning a diplomatic meeting with werewolves, you might think it fun and in-character for you to crash the scene and attack the werewolves. This would yank the scene away from the players who enjoy the social and political game, and they very well might become frustrated and angry as a result. By the same token, if you're in a position of authority and want to keep things as peaceful as possible, you might want to quash any plans others have which involve violence. This would again be forcing your style upon others, and that's unfair; it's better to point their characters at a situation that can be solved by bashing heads.

This being said, we're not saying characters should never clash over their approaches to a problem, and in fact, these in-character conflicts are a major part of the game, and help drive the drama that keeps the game interesting. Ideally, all players should take steps to keep the game fun for everyone, including themselves, even when they disagree. This isn't always possible, and we're aware of that. We just want everyone take take more than their own fun into account.

It's important to also recognize that the Storytellers also have a collective style and approach that affects the game as well. Your character will have to interact with what we create, and while your character's view of the world doesn't need to match ours, you as a player may become frustrated if your expectations wildly differ from how we run things. As a result, there are a few things you may wish to know about our setting:

- Not everyone is honest about their agendas, and high-sounding ideals often cloak selfish desires.
- Most people are corruptible, and this goes double for vampires.
- Few people think themselves as "evil", and thus have some internal justification for their actions.

- NPCs have their own personalities and interests, and are rarely locked into either helpful or antagonistic roles relative to the player characters.
- Over time, most people and most situations slide towards moral depravity.

Out-of-Character Knowledge and Metagaming

It is a very, very common occurrence for players to know things their character would not, and would in fact have no way of knowing. There are many routes to this information: maybe you know your character has been *Summoned* or *Dominated*, or wouldn't normally like that character but has been blood bonded to them. Maybe you overheard something another player was discussing outside of game, or maybe your last character knew a great deal about a subject your current character hasn't been exposed to.

Acting on outside knowledge like that is called **metagaming,** and it is strongly frowned upon by both the Storytellers and most experienced players. It is unfair to the people who are careful to not use such knowledge inappropriately, and it's definitely unfair if someone has influenced your character in a manner that is within the mechanical rules of the game and you choose to ignore the effect just because you don't like it.

By the same token, however, don't make it hard for other players to keep a line between their in- and out-of-character knowledge. Trying to keep this distinction is called **firewalling**, and it's something we expect every player to attempt to the best of their ability. This being said, if you tell other players things they wouldn't know, it's harder for them to pretend not to know. It's all too easily to innocently forget where you learned something and assume it was in-character, that you possessed the pieces to put together the truth when you really only know a fact or two and the conclusion was actually gained from an out-of-character conversation. It is very difficult to intentionally sabotage your actions to avoid utilizing out-of-character knowledge. It's also possible to go too far in the other direction by not letting your character draw a reasonable conclusion from information they do have, just because you are trying hard not to act on out-of-character information that confirms it.

This caution applies to plans you might run counter to other player characters as well as secrets about your character. We're not saying you should never discuss your plans with other players; collusion would become impossible. You should simply be a little careful, as otherwise the game becomes more difficult for both yourself and others.

Be especially careful if you learn a secret about another character that might get them killed, or force them to kill someone over. Don't spread it around out-of-character, whether or not you know it in-character. If they've been talking about it out-of-character, it's to some degree their fault, but you don't need to add to that.

Attendance

We do not impose a minimum number of games you need to play in order to have a character. You

are here for fun, not as a job, and we recognize that some people have lives that are not conducive to regularly attending games. We do appreciate forewarning that you won't attend a game, however, especially if you're involved with ongoing plots.

Regardless, we do not allow players who don't attend regularly to "play via downtimes"—that is, only affect the game through Influences and Downtime Actions (see *LARP 201*). It causes significant problems when a character can get away with anything because other characters (especially new characters who have not met them) do not consider them a potential culprit. Additionally, there are limited ways to interact with another character out of game, which again protects the player who doesn't attend.

As a result, a player who does not attend two consecutive games (that is, they miss two games in a row) cannot submit new Downtime or Influence Actions until they have attended another game. Exceptions can be made for spontaneous life emergencies, but not for standard-life conflicts.

Be aware that repeated absences from game, regardless of in-character justification, are grounds for other characters to strip from you any leadership positions you hold. There have been problems in the past with players took an in-game responsibility and were frequently unable to attend game. It creates hard feelings on the player level and can make it harder for characters to move forward on some matters.

There is no hard rule which states that if you miss a certain number of games, your character is stripped of their titles. Still, do not become upset with players when their characters take your positions away from you when you aren't there to hold them.

Character Creation

Character creation for this game is handled online. When you create an account on our character management application (*http://larp.illini-rp.net/*), you'll immediately gain access to the character builder, which permits you to design and submit a character for Storyteller approval. This rulebook covers the basic process of making a character to help new players become better equipped for dealing with the character building process.

Be aware that all characters must be approved by the Storytellers, and may be rejected for mechanical reasons, or because we feel the character is inappropriate for our game and setting. We try to be as flexible as possible, but unfortunately we sometimes have to reject concepts that we know would not be fun for the player or might cause problems for the game as a whole. Extra scrutiny is given for characters that are likely to offend players or bystanders. Even though our game is both played and run by adults, some character types are simply too disruptive.

From time to time, we may declare that a particular clan or faction is **capped**—that is, we feel that any more characters of that type are unsustainable, and thus no more will be accepted at that time. Caps are not tied to specific numbers, and one player leaving from a capped group is not a guarantee that the cap will be lifted. When a cap is placed or removed, we will announce it on the forums.

We may also reject characters that are similar to an unusual concept that is already in play. Occasionally, two players come to the same concept independently. In order for one player to not feel like their idea is being unfairly infringed upon, we'll simply request that you try a new idea.

During character generation, you receive ten free **Experience** to spend on your character. These points cannot be saved for later use, so it is in your best interest to spend them all. Throughout the process you will be given free Traits for specific use; for example, when you select a clan, you may receive free Ability or Background Traits. Once those free Traits have been selected, the purchasing of additional Traits expends Experience.

Sects and Clans

The first choice you'll be asked to make during character generation is what sect and clan you wish to play. The Storytellers will tell you what sects are available at any given time. Your sect will determine what clans are available.

Common and Uncommon Clans

In order to keep the game reasonably balanced, the following restrictions are placed on clan selection:
- Your first character must be of a Common clan.
- You cannot create a character of an Uncommon clan if your previous character was also of an

Uncommon clan.

The **Common and Uncommon clans** are defined relative to each sect, as follows:

Camarilla

Common: Brujah, Caitiff*, Gangrel, Malkavian, Nosferatu, Toreador, Tremere*, Ventrue.
                *A player's first character may not be Caitiff or Tremere, but they count as Common
                clans for the purposes of alternation thereafter.

Uncommon: City Gangrel, Daughter of Cacophony, Gargoyle, Lasombra, Samedi

Sabbat

Sabbat characters are not permitted at this time.

Anarchs

Anarch characters are not permitted at this time.

Independents

Common: Giovanni

Uncommon: Assamite, Caitiff, City Gangrel, Daughter of Cacophony, Follower of Set, Gangrel,
                Gargoyle, Samedi

Some clans have options that you can choose from during generation. These are outlined under each clan's description.

Clans of the Camarilla

The following clans make up the core of the Camarilla. As the sect claims to represent all vampires, members of other clans may join it, but they are few and thus have no official representation.

Assamites

There is no Camarilla-friendly faction of the Assamites at this time.

Brujah

Known in vampiric society as non-conformists and revolutionaries, the Brujah are best known for questioning authority and defending their causes with overwhelming passion. Many of their elders are philosophers and scholars, recalling the time they were philosopher-kings in ancient Carthage; despite this, their modern descendants have developed a reputation as a noisy rabble, better at railing against perceived injustice than providing unified answers. Despite their disagreements the clan tends to stay together, and no one dares question their skills as fighters.

Disciplines: *Celerity, Potence, Presence*

Advantage: Brujah are a tight-knit clan, and may call upon the support of their clanmates in

times of trouble. Those who fail to respond may lose standing within the clan.

Brujah begin with one free Dot of *Neighborhood, Politics,* or *University* Influence, and a related Ability Trait in *Streetwise, Governance,* or *Academics.*

Disadvantage: Brujah are more prone to frenzy than other vampires, and thus they suffer a one-Trait penalty in Conflicts of *Self-Control* or *Instinct.*

Caitiff

As the clanless, the Caitiff are looked down upon in vampiric society as weak and untrustworthy. Their blood is not strong enough to provide them with any clan's identity, a phenomenon only present in some vampires of twelfth generation or higher. This condition is rare in the twelfth and thirteenth generation, common in the fourteenth, and universal in the fifteenth. Caitiff of lower generation exist, but only through diablerie, and thus such Caitiff require the flaw *Past Diablerie.*

Now and then, a vampire Embraces and subsequently abandons their childe without instructing them in their new state. If the confused childe manages to enter vampiric society anyhow, they may think themselves Caitiff and not know their clan despite having the conventional advantages and disadvantages of that clan. If you wish to create such a character, consult a Storyteller.

Disciplines: Caitiffs may select any of the following three Disciplines as their "in-clan" Disciplines: *Animalism, Auspex, Celerity, Dominate, Fortitude, Obfuscate, Potence,* and *Presence.*

Advantage: Caitiff have no specific advantage, apart from their flexibility in selecting Disciplines. Caitiff do not suffer the disadvantages of their parent Clan.

Disadvantage: Caitiff have a hard time finding their place. They may find it difficult to gain Status or hold positions in Camarilla cities, however though this is at the discretion of the individual city.

Caitiff cannot learn clan-specific Disciplines.

Gangrel

Rugged, feral individualists, the Gangrel are most at home in the wild rather than in the cities which most Kindred prefer. Gangrel are respected for their ability to survive in the wild, even in areas inhabited by werewolves, and feared for their savage prowess in a fight. No-nonsense and practical, few Gangrel have much use for politics. Many Kindred consider them to be as unsophisticated as the animals they resemble, best used as scouts and front-line fighters.

The Gangrel bloodline known as City Gangrel are almost all members of the Sabbat. Any who are not must contend with others' assumptions on that score.

Disciplines: *Animalism, Fortitude, Protean*

Advantage: Known as wanderers, the Gangrel are able to travel from city to city without the suspicion accorded to other Clans.

Gangrel begin with one free Dot of the *Animal Ken* and *Survival* Abilities, and gain the *Inoffensive to Animals* Merit for free.

Disadvantage: As the Gangrel's Beast breaks free, it marks their flesh; every time a Gangrel frenzies, she gains an animalistic feature. These Frenzy Traits can be hidden, depending on where and what they are. If the character possesses the *Appearance* background, they lose one *Appearance* Trait per Frenzy Trait gained. *Appearance* cannot fall below zero; beyond this point, these features represent a potential Masquerade breach and should be handled through roleplaying. Frenzy Traits should be discussed with the Storytellers and entered in the character generator as Features.

Frenzy Traits can be bought off at a cost of one permanent Dot (not Trait) of Willpower per Frenzy Trait. Doing so represents making a supreme effort of will to reassert one's human form over the power of the Beast. This can be done immediately or at a later time. Experience can be used to buy back the Willpower Dot during any downtime.

Lasombra antitribu

A small number of Lasombra belong to the Camarilla. Most are elders who predate the formation of the sects; a few descend from those elders or have broken away from the Sabbat. (Though in the eyes of others they are *antitribu*, as the main line of the clan belongs to the Sabbat, many are insulted by that description.) They are mechanically identical to the main clan, described below in the Sabbat clans section.

Malkavian

Derided by some and feared by others, the Malkavians are a clan of seers and strange visionaries, unpredictable and yet possessed by unique insight. Insanity runs through the blood of the clan, and all of its members are touched by it. They range from violent lunatics to quietly driven visionaries, and are impossible to predict or pigeonhole.

Until a few years ago, Camarilla Malkavians possessed the Discipline of *Dominate* while many of their cousins in the Sabbat had *Dementation*. However, *Dementation* has begun to surface (or according to old legends, surface again) among members of the main line of the clan. Malkavians deny, apparently sincerely, knowing anything about any change to their Disciplines.

The Malkavian "Babble" language, found in games run by the One World of the Night organization, does not exist in our game.

Disciplines: *Auspex, Dementation* or *Dominate, Obfuscate*

Advantage: All Malkavians are connected to the Madness Network, a mysterious link that connects them through their shared insanity. Effects are determined by the Storytellers. Malkavians will be informed through the Network when one of their clan dies within the city. Malkavians cannot automatically recognize each other, but they can determine whether or not other Kindred are "on" the Madness Network.

After some social interaction, a Malkavian can declare a Static Mental Challenge with difficulty 8, retested by *Awareness*. If they win, they learn whether the subject has reacted to the Madness Network during the conversation. Ties result in no information. The effect of a loss is adjudicated by the Storytellers.

Malkavians begin play with a free Dot of *Awareness.*

Disadvantage: All Malkavians possess at least one derangement (see **Chapter IV: Character Creation**), which must be chosen during character generation. This derangement may be temporarily suppressed with the use of Willpower, but may never be removed or cured.

Nosferatu

Misshapen and deformed, the Nosferatu are twisted by the blood of their clan into the shape of inhuman monsters. Looked down upon by the more social clans and unable to blend into mortal society, most Nosferatu hide within secluded havens, often maintaining an extensive network of tunnels in the city sewers. Their stealth and shared pariah status make them masters of information, however, and they are often privy to many of the city's secrets.

Though individuals can be found wherever Kindred roam, the core of the Nosferatu are staunchly loyal to the Camarilla. However, the clan exhibits a greater degree of camaraderie across faction lines than most, no matter how much their respective leaders might disapprove.

Disciplines: *Animalism, Obfuscate, Potence*

Advantage: As expert spies and information brokers, the Nosferatu gain bonuses to Watches (see Influence Actions in *LARP 201*). For any Watch on which they spend at least one point, they gain a one-point bonus. (This does not allow the adjusted total to break the Cap on action size.)

Nosferatu begin play with one Dot of both the *Stealth* and *Survival* Ability.

Disadvantage: The hideous appearance of the Nosferatu makes it difficult for them to interact with others. Their deformities can never be permanently removed, and depending on their nature, may be difficult to hide through non-supernatural means. While their true

appearance is visible, Nosferatu are down three Traits on Social Conflicts, and may not initiate Social Conflicts except to intimidate mortals. They may not possess the *Appearance* Background, and appearing in their true state to a mortal may constitute a breach of the Masquerade.

Toreador

The Toreador are driven by art and beauty. Amongst the most social of the clans, they tend to mingle at the highest levels of mortal society, encouraging artists of all types in their pursuit of elegance. Other vampires may consider them dilettantes, but they have little use for the opinions of their inferiors.

Disciplines: *Auspex, Celerity, Presence*

Advantage: The Toreador can draw on their artistic abilities to find victims on which to feed. For each Trait of *Academics, Craft, Performance,* or *Subterfuge* the character spends, they may gain one Blood Trait. This does count as a use of the Ability. This may be done before the start of a session, as with the *Herd* Background.

A Toreador begins with two Dots of any of the above-listed Abilities.

Disadvantage: The highly refined tastes of the Toreador cause them to become entranced by beauty, unable to look away. When viewing a crafted item of Appearance *3* or above, or an example of *Performance 3* or above, the Toreador must make a Static Social Challenge with a difficulty equal to 1 ½ times the *Craft/Performance* level, rounded up. That is, the difficulty to not become entranced by an Appearance *3* item is 5, the difficulty for an Appearance *4* item is 6, and the difficulty for an Appearance *5* item is 8. They may escape from their reverie by spending a Mental Trait, or be jolted out of it by other distractions. In the case of performances, the difficulty scale is the same and the check must be made on the third round of successive use of a *Performance* Ability. This check can only be triggered once per performer, per Ability used, per night. The trance will end when the performance ends, or can be ended earlier by spending a Mental Trait or by distraction.

This weakness generally only applies to traditional visual arts, like painting or sculpture, or performing arts, like singing and poetry, intended as artistic expression, rather than all things that might be perceived as beautiful. For example, a florist could not breed a *Craft 4* flower, but a *Craft 4* bouquet is possible. This weakness may not apply to objects in a non-artistic context; a Toreador may become entranced by a *Craft 5* katana hanging on a wall, but not that same katana swinging at their face.

Only the item's Appearance is relevant; the Durability does not matter.

Tremere

Once a house of mortal mages, the Tremere became vampires during the Dark Ages in a bid for immortality. They retain their patterns of behavior in undeath; the Tremere are masters of mysticism, bound by strong hierarchy. Commanded by the Masters in Vienna, their control extends downwards through a pyramidal organization down to the lowest apprentice. The Tremere seek to organize and control all mystical and occult knowledge, and exert this control throughout vampiric society; rogue thaumaturges and infernalists are hunted to their destruction.

Tremere depend on their city's **chantry** (an enchanted workspace/library) for research opportunities and learning new Paths of *Thaumaturgy,* the magical Discipline. Player characters do not possess the power to create a new chantry themselves, but when one is lacking they can apply for the clan to send an NPC **regent** to establish one. The location of a chantry is a closely-held secret, and the building itself typically hosts magical defenses.

The clan hierarchy has been revised to be less strict in our world than in canon.

Disciplines: *Auspex, Dominate, Thaumaturgy*

Advantage: The clan hierarchy enables the Tremere to call upon clan resources for help, although individuals are still expected to carry their weight. A Mentor within the clan will always provide assistance, although they will expect a duty to be fulfilled afterwards.

Tremere begin with one Dot of the *Arcana* Ability, and one Dot of the *Occult* Influence.

Tremere also begin with the ritual *Rite of Introduction*, as well as one other Basic ritual of their choice.

Disadvantage: The Tremere were created to be a hierarchal society, and as such, the blood bond is a strong part of the clan. It only takes two drinks of blood for a Tremere to be fully bonded; the first drink takes them to the second level of blood bond, and the second drinks takes them to the third.

Tremere (Countermagic)

Tremere who possess the Discipline of *Thaumaturgical Countermagic* represent a sub-branch of the Clan. They cannot learn *Thaumaturgy* Paths or rituals; *Countermagic* is considered their Clan Discipline in place of *Thaumaturgy*.

Ventrue

Refined and aristocratic, the Ventrue consider themselves the natural leaders of the Camarilla. Once nobles and princes, they now rule the business world, and their political acumen and commanding powers ensure their influence among vampires.

Disciplines: *Dominate, Fortitude, Presence*

Advantage: Ventrue keep close track of their lineages; given time, an individual's place in the clan can be confirmed and their heritage traced.

Ventrue begin with one free Dot of the *Resources* Background.

Ventrue begin with one free Dot of the *Finance, High Society,* or *Politics* Influence.

Disadvantage: The tastes of the Ventrue are rarefied to the point where they can only feed on one class of mortals (young men, blondes, chefs, alcoholics, etc). Blood from any other mortal source (including animals) is regurgitated. This restriction does not apply to vampiric vitae.

Bloodlines of the Camarilla

The following bloodlines are often associated with the Camarilla, at least more so than the other sects. They exist in small numbers and do not have official representation on the Justicar Council.

Daughters of Cacophony

The Daughters are an all-female bloodline. They are obsessed with singing, and possess a unique Discipline, *Melpominee*, that allows them to use their voices to affect the emotions and even the sanity of their listeners.

Disciplines: *Fortitude, Melpominee, Presence*

Advantage: Daughters automatically get one Dot of the *Performance: Singing* Ability, plus either a second Dot of *Performance: Singing* or one Dot of the *High Society* Influence.

Disadvantage: Because they are continually distracted by the music within them, Daughters suffer a two-Trait penalty on all perception-related challenges.

Gargoyles

Gargoyles physically resemble the grotesque sculptures found in Gothic architecture. They have strange bestial or even demonic-looking features. Some Gargoyles have wings and can truly fly, while the others have patagia (skin flaps along the side of the body between the arm and leg on either side) that allow them to glide. The childe of a Gargoyle does not necessarily share the same wing-type as their Sire; a glider may sire a flier, or vice versa. Player characters must either be gliders or take the Flaw *Flightless.*

In addition to the normal mode of vampiric reproduction—siring childer—Gargoyles can come into existence an additional way. Gargoyles are an artificial bloodline, created by the Tremere through

experiments on Gangrel, Nosferatu, and Tzimisce. Thus, an individual Gargoyle may have been a member of any one of those three clans before being altered by a Tremere ritual. This ritual is rarely performed today.

The Tremere designed the Gargoyles to be servants bound to their clan, and most still are. Some, however, have liberated themselves. They have a difficult time finding a place within the Camarilla, as they are often regarded as abominations, but most seem to prefer it to any other vampiric society. These "free Gargoyles" are not tolerated by the Tremere.

Disciplines: *Fortitude, Potence, Visceratika*

Advantage: Player character Gargoyles have wing-like patagia that allow them to glide through the air. They get the Merit *Gliding* for free.

Gargoyles begin with a free Dot of the *Awareness* Ability.

Disadvantage: The hideous appearance of the Gargoyles makes it difficult for them to interact with others. Their deformities can never be permanently removed, and depending on their nature, may be difficult to hide through non-supernatural means. While a Gargoyle's true appearance is visible, they are down three Traits on Social Conflicts, and may not initiate Social Conflicts except to intimidate mortals. They may not possess the *Appearance* Background, and appearing in their true state to a mortal may constitute a breach of the Masquerade.

Due to built-in conditioning, Gargoyles are down two Traits on all attempts to Dominate or otherwise mind-control them.

Regardless of whether they were embraced as Gargoyles or altered from other Clans, they remember little or nothing of their existence before becoming Gargoyles.

Samedi

A bloodline associated with the Camarilla, the Samedi resemble corpses, whether mummified or decaying. They are known for their insight into the nature of death. They are very rare and are regarded by most as strange, even uncanny—an impressive thing to qualify as given vampiric standards.

Some, though not all, Samedi follow the Path of Bones (see *LARP 201*). Beginning player characters may be on that Path or Humanity.

Disciplines: *Fortitude, Obfuscate, Thanatosis*

Advantage: The Samedi hold great knowledge of the death and the afterlife. They may learn *Necromancy* without a teacher, although they must pay out-of-clan Experience costs

for it. (They do not have to pay the clan-Specific Discipline surcharge. Nor do they need to spend Downtime Actions or drink the blood of a Giovanni.)

Available *Necromancy* Paths are *Path of Death's Sight, Path of the Shadowlands, Geist Path, Path of Rebirth*, and *The Soul's Connection*.

Disadvantage: The hideous appearance of the Samedi makes it difficult for them to interact with others. Their deformities can never be permanently removed, and depending on their nature, may be difficult to hide through non-supernatural means. While a Samedi's true appearance is visible, they are down three Traits on Social Conflicts, and may not initiate Social Conflicts except to intimidate mortals. They may not possess the *Appearance* Background, and appearing in their true state to a mortal may constitute a breach of the Masquerade.

Clans of the Sabbat

The core membership of the Sabbat are the Lasombra and Tzimisce clans, who represent the largest numbers in the sect. *Antitribu* members of other clans are also present, however.

Assamite antitribu

A small number of Assamites have joined the Sabbat, where they maintain a reputation as deadly assassins. They are generally more devoted to the ideals of the clan than the sect, but are still regarded as outcasts by the main clan.

Sabbat Assamite are mechanically identical to those of the main clan.

Brujah antitribu

The Brujah of the Sabbat are deeply committed to the goals of the sect, and often clash with those in positions of authority about how to achieve them.

Sabbat Brujah are mechanically identical to those of the main clan.

City Gangrel

Among the Sabbat, the Gangrel exist in two branches: "City" and "Country." The City Gangrel bloodline exists almost exclusively within the Sabbat. Like their more familiar cousins, they are rough and self-sufficient. However, they are more at home in urban areas than the wilderness.

Disciplines: *Celerity, Obfuscate, Protean*

City Gangrel possess the same Advantages and Disadvantages as the main clan.

Country Gangrel

Country Gangrel is the Sabbat term for Gangrel of the main clan.

Lasombra

Masters of shadow, the Lasombra are the Sabbat counterpart to the Ventrue, its leaders. They wield a similar influence over the mortal world, exerting control over political and religious leaders. They consider themselves superior to and the natural rulers of other vampires, and maintain this superiority by holding each other and especially their childer to harsh standards.

Some, though not all, Lasombra follow the Path of Night (see *LARP 201*). Beginning player characters may be on that Path or on Humanity.

Disciplines: *Dominate, Obtenebration, Potence*

Advantage: All Lasombra get one free Dot of *Church, Politics*, or *Underworld* Influence

Disadvantage: Lasombra have no reflections, in mirrors or any other surface. They also do not appear in photographs or on movie film.

Because of their affiliation with shadows and darkness, Lasombra take one additional Trait of damage from sunlight.

Malkavian **antitribu**

The Malkavian of the Sabbat are more controlled by their madness; they may not spend Willpower to control themselves during frenzy, but must instead ride out the frenzy.

Other than this, Malkavian *antitribu* are mechanically identical to the main clan.

Nosferatu **antitribu**

Nosferatu *antitribu* are mechanically identical to the main clan.

Panders

In the Sabbat, the Clanless have been organized into a pseudo-clan, the Panders. Though not recognized as a group outside the Sabbat, they are better organized than their counterparts outside the sect. They receive marginally more respect than Caitiff of the Camarilla, as the Sabbat love to thumb their noses at Camarilla prejudices, but still tend to be treated as disposable shock troops. Cainites inclined to study legend and prophecy consider the existence of the Clanless to be a sign of the approaching end times.

Panders are mechanically the same as Caitiffs, but are theoretically able to gain Sabbat status. They rarely gain much of it, however. (When not specifically addressing a Camarilla context, the term Caitiff in this document refers to both groups.)

Serpents of the Light

The Serpents are an offshoot of the Followers of Set (see under "Independents," below). Originating in the Caribbean, they practice a variety of voudoun rather than the Set-worship of the main clan and are considered heretics by their mainstream brethren. They are mechanically identical to regular Followers of Set, but are not able to get support from the rest of the clan.

Toreador antitribu

The Toreador *antitribu* are as fascinated by pain and misery as their counterparts are by beauty and art. When confronted by suffering or an opportunity to cause suffering, they must either indulge this passion or spend a Mental Trait.

Other than this, Toreador *antitribu* are mechanically identical to the main clan.

Tremere antitribu

One branch of the Tremere have broken from Vienna and found a home in the Sabbat. They practice somewhat different Paths and rituals of Thaumaturgy. *Countermagic* Tremere exist amongst the *antitribu*.

The greatest problem faced by all Sabbat Tremere, apart from the murderous enmity of their parent clan, is the sparsity of chantries available to them. The teaching of *Thaumaturgy* requires such an enchanted place, and the powerful rituals to establish a chantry are held by the Camarilla. Tremere *antitribu* who do not live in a city that has a chantry must travel to one that does in order to learn new Paths. For a player character, this takes a full downtime; no Downtime Action points may be spent on anything else.

Unlike the original *Vampire: the Masquerade* metaplot, the Tremere *antitribu* have not been destroyed in this game.

Other than these exceptions, the Tremere *antitribu* are mechanically identical to the main clan.

Tzimisce

Twisted masters of the flesh, the Tzimisce are a core clan of the Sabbat. Descended from rulers of Eastern European kingdoms, they are particularly interested in change and metamorphosis. They use their power to warp flesh for a variety of purposes, from transforming mortals into war ghouls to creating twisted works of art.

There are rumors of a line of Tzimisce who practice *Dominate* rather than *Vicissitude*, and refuse to join the Sabbat, but if they exist they are almost unknown in North America.

Some, though not all, Tzimisce follow the Path of Metamorphosis (see *LARP 201*). Beginning player characters may be on that Path or Humanity.

Disciplines: *Animalism, Auspex, Vicissitude*

Advantage:	Tzimisce receive one free Dot of the *Arcana* Ability.
	Tzimisce also have access to **revenants**, ghouls that have been bred to produce their own vitae. Thus, they may purchase the *Ghouls* background without being charged blood for upkeep.
Disadvantage:	Tzimisce are bound by ancient rules of hospitality, and cannot cross the threshold of a private dwelling without an invitation from a legitimate inhabitant of that dwelling. They may spend one Willpower Trait to overcome this limitation for one dwelling until dawn. If somehow brought into a dwelling they have not been invited into, they take a 2 Trait penalty on all Conflicts until they spend a Willpower or obtain permission from an inhabitant to be there.

Ventrue antitribu

A small number of the Ventrue have joined the Sabbat. They strive mightily to overcome the perceived failure of the parent clan and the mistrust of the remainder of the sect.

Ventrue *antitribu* are mechanically identical to the main clan, except they do not have access to the clan records that allow the tracing of lineage.

Bloodlines of the Sabbat

Blood Brothers

Blood Brothers are a rare bloodline created by Tremere *antitribu* and Tzimisce magic. They are organized in small "circles." All members of a circle look alike, and can share a hive mind, swap body parts, or act as one in even more disturbing ways.

Blood Brothers are not available as player characters.

Harbingers of Skulls

The Harbingers of Skulls do not exist at this time in our game.

Independent Clans

Some clans are insular, associating primarily with those of the same blood rather than choosing their society on the basis of shared philosophy. Individuals may live in or travel through places ruled by others, but their main affiliation will be to their clan.

Assamites

Assamites are a secretive clan and cult who believe that it is their sacred duty to destroy, and in many cases diablerize, other vampires. Other vampires sometimes hire them as assassins (a role at which they are highly skilled), but they often hunt for their own reasons. Originally based in the Middle East, they now occasionally draw members from other cultures as well. There are few Assamites in North

America, and nearly all on these shores are recent immigrants. The main clan is independent of the sects, although Assamite *antitribu* are fierce warriors of the Sabbat.

For centuries, the Assamite clan was bound by a Tremere-imposed Blood Curse that prevented them from drinking vampiric vitae. That curse no longer affects them, though exactly when or how they were freed is not known.

The clan exists in three castes: Warrior, Vizier, and Sorcerer. Only the Warriors, described here, are available as player characters. While the castes are mechanically different, they do not automatically define a character's role within the clan; a Warrior may act as a diplomat or occultist if they possess proficiency in that area.

Some, though not all, Assamites follow the Path of Blood (see *LARP 201*). Beginning player characters may be on that Path or on Humanity.

Disciplines: *Celerity, Obfuscate, Quietus*

Advantage: Thanks to the martial training all members of the clan receive, Assamites gain one Dot of the *Melee* and *Brawl* Abilities for free.

With Storyteller approval, Assamites may draw upon clan resources in the form of small supplies or advice.

Disadvantage: Assamites must make a *Self-Control* Test whenever they drink vampiric vitae, or they will frenzy as if they were hungry.

Followers of Set

Setites believe themselves to be descendants and servants of the ancient serpent-god Set. They seek the return of their dark lord, and bind others to their service through the manipulation of vice and secrets. They are willing to deal with nearly anyone.

The clan originated in Egypt, as their history would suggest, and continues to be dominated by those of Egyptian ancestry. They do, however, Embrace those from outside when it suits them.

Some, though not all, Setites follow the Path of Typhon (see *LARP 201*). Beginning player characters may be on that Path or Humanity.

Disciplines: *Obfuscate, Presence, Serpentis*

Advantage: Setites begin with one free Dot of the *Streetwise* Ability.

Setites also begin with one free Dot of *Neighborhood, Politics,* or *Underworld* Influence.

At times, Setites may be able to call upon clan ties to acquire information, equipment, and the like.

Disadvantage: Setites are exceptionally vulnerable to light. They suffer all penalties of the *Light Sensitive* flaw. Additionally, very bright artificial light, such as flares or floodlights, gives them a one Trait penalty on all Conflicts.

Gangrel

While the core of the Gangrel clan (insofar as it can be said to even have a core) is loyal to the Camarilla, some individuals refuse to acknowledge any sect or movement.

Giovanni

Giovanni are an independent clan of necromancers and crime lords, formed from within another, largely forgotten clan in the late Middle Ages. They are tightly knit, maintaining close relations with their mortal family, and largely Embracing from within its ranks. (Or rather, from the ranks of several associated families, of which the Giovanni are the most prestigious.) Many Giovanni learn the family business as ghouls before earning the Embrace. The Giovanni have an uneasy relationship with the Camarilla, less enemies or allies than occasional untrusting business partners. The clan has grown significantly in power and influence in North America over the last few decades.

Some, though not all, Giovanni follow the Path of Bones (see *LARP 201*). Beginning player characters may be on that Path or Humanity.

Disciplines: *Dominate, Necromancy, Potence*

Player character Giovanni may replace *Necromancy* with *Thanatosis.*

Advantage: Giovanni begin with two Dots of *Finance* or *Health* Influence. They may alternatively take one Dot of each.

Giovanni may learn the Necromancy Paths *d'Uso, Path of the Shadowlands, Break the Inner Ghost, Geist Path*, *Path of Death's Sight*, and *Path of Rebirth*.

Disadvantage: The bite of the Giovanni brings only pain and fear, unlike the pleasurable sensation of the Kiss from any other vampire. They inflict an extra level of damage when feeding on mortals (but not when biting in combat), and feeding may cause a Morality Test for some Paths.

Nosferatu

While the clan as a whole is loyal to the Camarilla, there are a few Nosferatu who are such loners that they refuse to take part in any sect-related activities.

Old Clan Tzimisce

According to legend, the Tzimisce clan has not always had the Discipline of *Vicissitude*, possessing *Dominate* instead. Exactly when and how is unclear, but it seems that a faction of the clan lost the ability to command minds and instead gained power over the shaping of flesh. They turned on their conventional clanmates and slaughtered many of them, forcing the rest to retreat into solitude.

There are some so-called Old Clan Tzimisce around to this night. Unlike the fleshcrafters, they have no association with the Sabbat. Most still think of themselves as feudal rulers, and jealously guard domains in obscure corners of central and eastern Europe. A few have moved westward, even to the Americas. Most consider themselves Independent, though a few have joined the Camarilla.

Disciplines: *Animalism*, *Auspex*, *Dominate*

Advantage: Old Clan Tzimisce receive one free Dot of the *Arcana* Ability.

Old Clan Tzimisce also have access to revenants, ghouls that have been bred to produce their own vitae. They may purchase the *Revenants* Background to represent such servants. (If an Old Clan Tzimisce ghouls a mortal who is not from one of these families, this is represented by the *Ghouls* Background instead.)

Disadvantage: Tzimisce are bound by ancient rules of hospitality, and cannot cross the threshold of a private dwelling without an invitation from a legitimate inhabitant of that dwelling. They may spend one Willpower Trait to overcome this limitation for one dwelling until dawn. If somehow brought into a dwelling they have not been invited into, they take a 2 Trait penalty on all Conflicts until they spend a Willpower or obtain permission from an inhabitant to be there.

Clans of the Anarchs

As it is a political movement, any vampire can theoretically become an Anarch. However, some clans are represented in much greater numbers than others. All Anarchs are mechanically identical to the main version of their clan; if unsure, use the Camarilla version.

Assamite

Although not common, some Assamites can be found amongst the Anarchs. They are generally young Assamites who were unhappy with the training process and ran away from the clan.

Brujah

As rebels, the Brujah are naturally one of the most common clans in the Anarchs. Even Brujah still nominally aligned with the Camarilla may have Anarch leanings.

Caitiff

The other most common "clan" amongst the Anarchs, the Clanless naturally gravitate towards the Anarchs where they are less likely to be treated as outcasts.

Gangrel

Gangrel are less common in the movement than one might expect. Their tendency to be apolitical makes them a poor match for the politically-minded Anarchs, and as wanderers they are not necessarily trusted. A few City Gangrel may be found amongst their members.

Lasombra

The Lasombra are rare amongst Anarchs; most of their number are solidly counted amongst the Sabbat, and those who aren't are generally Camarilla-aligned elders. Those who join the Anarchs generally ran away during their apprenticeship.

Malkavian

The Madmen are reasonably common amongst the Anarchs, although those in the know are sometimes wary of a Malkavian who seeks to avoid authority.

Nosferatu

Another reasonably common clan amongst the Anarchs, Nosferatu join in the hopes of finding more equitable treatment than they find in the sects.

Toreador

The Toreador are somewhat common in the Anarchs, drawn in by the glamor of a cause.

Tremere

A Tremere who has broken ties with the main clan has few places to go; those who don't wish to join the Sabbat seek safety among the Anarchs. They are considered traitors by the main clan, however, and are pursued to make certain their secrets do not fall into the wrong hands. They have an even more difficult time learning new *Thaumaturgy* Paths than the Tremere *antitribu* do.

Tzimisce

The Fiends are a very rare element of the Anarchs; a few may join, but those who are not in the Sabbat have little interest in the idea of sharing power.

Ventrue

The Ventrue who join the Anarchs are generally the young, who find the idea of sidestepping their clan's glass ceiling attractive. Once they have a century or so under their belts, the idea of privileging the elders starts to gain some appeal.

Miscellaneous Clans

These clans are a mixed bag. Some are rare, and unavailable as player characters, but may appear as NPCs. Those with high *Kindred Lore* will have heard of them. Other clans exist in the canon World of

Darkness, but not in our game. They are listed here for the information of players familiar with canon.

Baali

The Baali are a monstrous clan of demon-worshipers, loathed by both the Camarilla and the Sabbat. They are deeply familiar with the occult and exceptionally vulnerable to the power of True Faith.

Player characters cannot be Baali in our game.

True Brujah

Many of the oldest members of the Brujah clan have a strong philosophical bent, but there are no ancient emotionless Brujah with time-warping powers in our game. Feel free to have your character believe in the rumors of their existence.

Kiasyd

The Kiasyd do not exist in our game.

Nagaraja

These bizarre flesh-eating necromancers are only known in rumors. Player characters cannot be Nagaraja in our game.

Ravnos

Ravnos are an independent clan of wanderers, tricksters, and deceivers. Originally from India, the clan has spread throughout the world, sometimes hiding among traveling peoples such as the Romani. Ravnos are widely distrusted by other vampires, although a small faction have joined the Sabbat as *antitribu.* Their signature Discipline is *Chimerstry*, the art of trickery and illusion..

We are not accepting Ravnos PCs at this time for balance reasons.

Salubri

A very rare and mysterious bloodline, marked by a third eye in the center of their foreheads. Among the Camarilla, they are mostly known by the Tremere propaganda about them—that they are demon-worshiping serial diablerists. Salubri *antitribu* are rumored to exist among the Sabbat, but even less is known about them. The two branches of the clan have different unique Disciplines: *Obeah* (healing) and *Valeren* (combat).

Player characters cannot be Salubri in our game.

In-Clan Disciplines

As you can see above, each clan has three in-clan Disciplines available to them at character generation. Disciplines are further explained in **Chapter V: Disciplines**, but a brief description of each Discipline is as follows:

- **Animalism:** An affinity for the bestial, both literal animals and the metaphorical Beast.
- **Auspex:** Heightened perception, which begins with enhanced senses and extends to extrasensory perception.
- **Celerity:** Speed far beyond the ability of mortals.
- **Chimerstry:** Illusions which deceive the senses.
- **Dementation:** The ability to evoke madness ~~of the mind~~.
- **Dominate:** Control of the will and the minds of others.
- **Fortitude:** Extraordinary physical resilience.
- **Melpominee:** Channeling one's voice to send messages or influence others.
- **Necromancy:** The sorcerous arts dealing with the dead and the undead.
- **Obfuscate:** The ability to disappear or change one's appearance by clouding the perceptions of others.
- **Obtenebration:** The manipulation of shadows.
- **Potence:** Superhuman feats of strength.
- **Presence:** The ability to manipulate others through overwhelming social prowess.
- **Protean:** Reshaping the body to grow claws or take other forms.
- **Quietus:** The assassin's art of stealth and secret attacks.
- **Serpentis:** The ancient arts of the serpent.
- **Thanatosis:** The power to cause decay.
- **Thaumaturgy:** The blood magic of the Tremere, with powers ranging from the control of blood to weather to fire.

Lying About Clan

Vampires sometimes lie about what clan they are in. Some clans (especially the Ventrue) have ways of uncovering this sort of deception, and nobody likes to be lied to; thus, this can be very risky. Mechanically, however, the process is simple. The Storytellers can assign you a "false clan" in the generator; you will continue to be your original clan, but your character will appear as the false clan on the forums, and you will have access to that clan's boards, if relevant. **This option is not automatically available, and must be specifically requested from the Storytellers.**

Individuals may also be "adopted" by other clans. This is not a generally accepted practice within the Camarilla, but it has happened more than once in this game. Different clans hold different opinions on the matter. The Gangrel, for example, are far more likely to take in an outsider than the Tremere. Sometimes the adoptee's true clan is known to the city at large, other times it is not.

Such adoptions are uncommon in the Sabbat, where clan is less important than pack, the Anarchs, who are more interested in the individual than group labels, or amongst the Independents, who tend to be too proud and insular to share their identities with others.

Nature

Your character's Nature is a short description of how they make decisions and view the world. It can be

changed at any time for free, but it's important to keep it in mind as you play your character. Nature has no mechanical effect; rather, it is a tool to help the Storytellers understand your character's motivations.

The following Natures are available:

- **Architect:** The Architect's purpose is to create something of lasting value to be used by others.
- **Autocrat:** The Autocrat seeks power for power's sake, and must take charge.
- **Bon Vivant:** Existence is shallow and meaningless, so the Bon Vivant spends their time enjoying it.
- **Bravo:** Might makes right; only those with power should be respected, and the weak must learn their place.
- **Capitalist:** The Capitalist will do anything for personal gain, often manipulating those around them to reach their goals.
- **Caregiver:** The Caregiver is just that: a protector and comforter to those around them.
- **Celebrant:** The Celebrant takes purpose from the joy of pursuing their cause as passionately as possible, whatever it might be.
- **Child:** The Child is immature and will forever need the guidance and support of those around them.
- **Competitor:** Life, to the Competitor, is a contest, one which they plan to win.
- **Conformist:** The Conformist seeks a strong leader to follow, rather than to take charge themselves.
- **Conniver:** The Conniver sees no reason to exert themselves as long as they can convince someone else to work for them.
- **Curmudgeon:** The Curmudgeon finds fault in everything, passing their pessimism onto those around them.
- **Dark Visionary:** The Dark Visionary sees beyond the mundane to a dark, twisted reality they hope to bring to others.
- **Deviant:** The norms of society mean little to the Deviant, who prefers to create their own concepts of right and wrong.
- **Director:** The Director seeks to make order from chaos, and must take charge of a group to guide it.
- **Enigma:** Erratic, uncontrolled behavior makes the Enigma hard to understand, but their bizarre choices seem to hold some deeper meaning...
- **Fanatic:** The Fanatic's existence is consumed by a cause that drives them above all other purposes.
- **Gallant:** The Gallant uses their flamboyant, swashbuckling nature to get the attention of those around them.
- **Guru:** The Guru seeks enlightenment through their idealism and work to convert others to their path.
- **Judge:** The Judge seeks to improve the system along rational lines, using proven models to resolve issues.
- **Loner:** The Loner just doesn't belong, by choice or by nature.

- **Martyr:** The Martyr suffers for their cause to improve the lives of those around them.
- **Masochist:** Suffering and the endurance of pain provide a test through which the Masochist can grow and become stronger.
- **Monster:** The Monster inflicts evil and suffering on those around them to make sense of the creature they have become.
- **Penitent:** The Penitent seeks to atone to the world for the harm they have done by existing in it.
- **Perfectionist:** The Perfectionist strives for the best in all details, and demands the same from those around them.
- **Rebel:** The Rebel hates authority and the status quo, and exists to undermine it wherever possible.
- **Rogue:** The Rogue is completely aware of who's most important: themselves.
- **Sadist:** To the Sadist, death is the easy part. Inflicting pain and suffering on those around you—that truly teaches them a thing or two.
- **Scientist:** The Scientist seeks to study the world, or an aspect of it, to better understand it.
- **Soldier:** Once the Soldier has been given orders, they take pride in performing them to the best of their abilities.
- **Sorority Sister:** The Sorority Sister reads a social group and rises to the top by following its trends better than anyone else.
- **Survivor:** The Survivor will always pull through, no matter what it takes, and will never accept defeat.
- **Teacher:** The Teacher knows more than you do, and seeks to let you know what you need to know whenever possible.
- **Thrill-Seeker:** The Thrill-Seeker exists to feel the rush brought on by ever-increasing risks.
- **Traditionalist:** To the Traditionalist, the old ways were the best ways. Why reinvent the wheel?
- **Trickster:** Life is absurd, but the Trickster fills it with humor to keep themselves from looking too closely at the pain.
- **Visionary:** The Visionary sees beyond the mundane to imagine what others cannot.

Willpower

Individuals possess the ability to power through situations when they need to through sheer determination. While being forced to confront the things that set you off may grow tiring, you can control yourself—to a point.

Like many things in this game, Willpower is expressed as a number of Traits. These Traits can be spent on a variety of tasks during a game. Unlike most Traits, Willpower Traits refresh at a rate of two Traits per session.

Willpower Traits may be spent in the following ways:

- Refreshing all lost Attribute Traits in a single category. This may be done once per category per game.

- Gaining a retest when defending in Mental or Social Conflict. This cannot be used for Driving or similar tests where Mental Traits can be used as a substitute for Physical Traits.
- Entering into a non-combat Conflict for which you lack an appropriate Ability. This "phantom dot" may not be spent on a retest.
- Controlling yourself for one round while Frenzied.
- Ignoring all wound penalties, up to and including Incapacitated, for one round.
- Temporarily suppressing a derangement.
- Being active during the daytime for one day in the downtime. A vampire awake during the day may only bid a maximum of 3 Traits per Humanity, or 3 Traits per (Humanity minus 1) if on a non-Humanity Path.

All characters begin with two Willpower Traits and four Willpower Dots. Both Willpower Dots and the Traits a character begins with on their first game can be increased for three Experience. You cannot reduce your Willpower Dots during character generation, but there are some actions that may permanently remove Dots during game. You may never have more than ten Willpower Dots.

When you spend Willpower Traits during a session, you are responsible for reporting it to the character generator. Note that there are a few Disciplines (such as *Aegis* (*Fortitude* 5) that can lower your Willpower Dots permanently; therefore, there is an option for reducing them in the generator as well. Please be careful not to confuse the two!

Attributes

Once you have selected your clan, the next step is to describe your character's basic Attributes. In our game there are only three Attributes: Physical, Mental, and Social. These three categories help to define your character's prowess in the game.

A character begins with three Traits in each category. Beyond that, you have six additional Traits to allocate to any Attribute category as you see fit. Additional Traits in any category may be purchased for one Experience per Attribute Trait up to 10. The 11th Trait in any category costs two Experience, the 12th Trait costs three, and the 13th Trait costs four.

Attributes are capped at 13 for all vampires between eighth and thirteenth generation.

In the generator you'll also see three fields where you can describe your character's physical appearance, mental state, and social acumen. These fields are optional, but they may help you further define your character.

Some powers may temporarily increase the number of Attribute Traits you have. When these powers end, you lose the Traits you gained that way, regardless of how many you have left. You can never have fewer than zero Traits in any category.

Abilities

Abilities represent your character's skills. Like Willpower and Attributes, Abilities are expressed as Traits that represent your reliability and mastery with respect to those skills. Player characters may have up to five Dots in any single Ability. Characters begin with five free Experience Traits to spend on Abilities. Beyond that, additional Abilities may be purchased for one Experience each.

There are three types of Abilities:

Type I: Abilities that correspond to actions that can be attempted by an untrained person. These actions can be attempted without the corresponding Ability; just about anyone can throw a punch, for example. Retesting still requires a Trait of the appropriate Ability, however.

Type II: Abilities that have tiered Conflicts, meaning you must have at least as many Dots in the Ability as the numerical value of the Conflict in order to attempt it. For example, to try and open a tier 3 lock you must have at least 3 Dots of *Security.* Even if you have expended Traits to the point where you have less Traits than the difficulty, as long as you have the minimum number of Dots you may attempt the Conflict.

Type III: Abilities that can be expended to do something special, in addition to being used normally for Conflicts and retests.

The following Abilities exist in the game:

Academics [II]
Conflict Type: Mental or Social
A broad understanding of the humanities and sciences, and the ability to analyze and debate the various subjects within. For a professional-level skill in a specific academic area, such as art history or ornithology, use the custom Ability rules, as explained below.

Animal Ken [I]
Conflict Type: Mental
Understanding and handling animals, including training them or discerning their current state of being (injured, frightened, etc). Operating an animal-drawn vehicle uses this Ability.

Arcana [II]
Conflict Type: Mental
General knowledge of the supernatural, magical, and paranormal forces in the universe. Used to recall esoteric lore, or to retest *Obtenebration* and *Thaumaturgy* powers. This Ability is required for the process of designing new thaumaturgical or necromantic rituals; more information on doing so can be found in *LARP 201.*

Athletics [I]
Conflict Type: Physical
Skill in athletic pursuits, such as throwing, acrobatics, running, jumping, climbing, and swimming.

Awareness [II]
Conflict Type: Mental
Having a sense of one's surroundings with regard to the supernatural. *Awareness* may be used to detect when a Discipline or other supernatural power has been used on you, or to search for clues about a supernatural event. It is normally an *Awareness 1* Conflict to discern if a supernatural power has been used, though not all circumstances where a power has been used are appropriate situations for *Awareness*. When the text for a Discipline refers to "an *Awareness* chop," it refers to an *Awareness* 1 Conflict.

In some cases, while *Awareness* may identify that a supernatural power has been used, an appropriate Lore is required to know what that power is.

If a subtle power that can be detected by *Awareness* has been attempted but failed, a successful *Awareness* 1 Conflict can determine that the power user tried to do something, but not what power they attempted to use.

Blindfighting [I]
Conflict Type: Physical
Fighting without the use of eyes. This Ability is only relevant when blindfolded or when it is too dark to see.

Block [II]
Conflict Type: Physical
Using a shield or other defensive object to defend against ~~the~~ attack. Used to retest a successful unarmed or melee attack against you when you have an appropriate defensive item.

Bodycraft [II]
Conflict Type: Mental
The capability to effectively use the Discipline *Vicissitude.* More information can be found under **Disciplines**.

Brawl [I]
Conflict Type: Physical
Dealing damage while unarmed, whether learned from a sensei or while attending the school of hard knocks. Used to retest attacks with natural weapons, such as fists, while in combat, or to grapple.

Computers [II]
Conflict Type: Mental
Using, programming, and subverting computers. Extremely basic computer usage, such as document

authoring, does not require Dots of this Ability.

Craft [III]
Conflict Type: Mental
See Custom Abilities below.

Dodge [I]
Conflict Type: Physical
Getting out of the way of incoming danger, provided you see it coming. Used to retest when defending against an attack.

Drive [II]
Conflict Type: Physical
Operating a vehicle powered by an internal combustion engine. The vast majority of cars in 1990 require *Drive* 0, though especially exotic (or damaged) vehicles may be *Drive* 1 or higher. Starting a familiar type of vehicle, putting it into motion, and maneuvering and stopping under unimpeded conditions do not require tests. Challenges are made when driving a new type of vehicle, handling a vehicle under difficult conditions, using the vehicle as a weapon, or otherwise remaining in control behind the wheel. The consequences of a failed *Drive* Conflict are proportional to the speed and conditions under which you were traveling. This Ability can also be used to perform some basic automotive repairs. Operating an animal-drawn vehicle uses *Animal Ken* rather than this Ability.

Economics [II]
Conflict Type: Mental
Understanding the modern marketplace and how to invest and trade to gain a profit. Used to run a business, perform an audit, and other related tasks.

Empathy [III]
Conflict Type: Social
Understanding the emotions and expressions of others. One *Empathy* Trait can be expended to determine whether or not the last thing someone said was a lie after a successful Opposed Social Challenge. Can be blocked with *Subterfuge.*

Etiquette [III]
Conflict Type: Social
The ability to conduct oneself cordially as to avoid offending others. One *Etiquette* Trait can be expended to retroactively change the last sentence you said; that is, if you accidentally misspoke, you can "retcon" what you said.

Firearms [II]
Conflict Type: Physical or Mental
Firing and knowledge of projectile weapons, including bows as well as standard firearms. It is a *Firearms 1* ability to use Mental Traits rather than Physical Traits when attacking with a gun. *Firearms*

also assists in the wielding of certain weapons. Used to retest when firing a firearm or a bow.

Governance [III]
Conflict Type: Social
An understanding of bureaucratic procedure, the ability to avoid red tape, and other means of manipulating the political system. One *Governance* Trait may be expended to learn someone's Status. Used to direct political flow.

Hunting [I]
Conflict Type: Physical
The ability to pursue prey, either animal or human, regardless of environment. Used to retest when attempting to feed.

Intimidation [I]
Conflict Type: Social
The ability to terrify people to the point of submission. Used to scare people.

Investigation [I]
Conflict Type: Mental
The ability to pick out clues and deduce information from what appears to be randomness. Used to puzzle out facts from a cluttered scene, as well as to oppose the use of *Stealth.*

Law [II]
Conflict Type: Social or Mental
Knowledge of legal precedents and court procedures, including the ability to use the law to your advantage.

Leadership [I]
Conflict Type: Social
The ability to motivate and lead a group. Used to get a minor favor or task from a non-player character.

Linguistics [II]
Conflict Type: Mental
The study, translation, and creation of language. This Ability does not provide any specific languages itself; individual languages must be bought as custom Abilities.

Medicine [III]
Conflict Type: Mental
A working knowledge of how the body functions, and how to manipulate those functions. One *Medicine* Trait may be expended to speed up a mortal's healing by one wound category. Used to conduct medical research and lab work.

Melee [II]
Conflict Type: Physical

The ability to be truly deadly while holding an object, regardless of whether that object is a sword or a table leg. Knowledge of *Melee* may help wield certain weapons. Used to retest attacks made with close-combat weapons.

Performance [II]
Conflict Type: Social

See custom Abilities below.

Psychology [III]
Conflict Type: Mental

The knowledge of the inner machinations of the mind itself. One *Psychology* Trait may be expended to discern someone's derangements or Nature after a 15 minute to one hour conversation with the subject. Used to retest when attempting to gain insight into a person's motivations

Repair [II]
Conflict Type: Mental

The ability to fix, alter, and sabotage mechanical gadgets. *Repair* cannot be used to fix a damaged weapon or a work of art. Doing so requires the relevant *Craft* Ability at a level high enough to have originally made the item.

Scrounge [I]
Conflict Type: Social or Mental

Locating hard-to-get items by greasing palms, calling in favors, or even digging through the trash.

Security [II]
Conflict Type: Physical or Mental

The knowledge of methods and habits among law enforcement and security personnel, as well as the means to counter their efforts. *Security* uses Mental Conflicts to set up or discern a secure area, and may require Physical Conflicts to bypass a lock or alarm. Basic locks are *Security 1*; larger or more complex locks may require more traits in *Security.*

Stealth [I]
Conflict Type: Physical

The ability to remain unseen. Can be opposed by *Investigation.*

Streetwise [II]
Conflict Type: Social or Mental

An understanding of local culture, events, and groups, ranging from block parties to gang wars. *Streetwise* uses Mental Conflicts to recognize and discern community or gang influence (such as territory markers), and Social Conflicts to deal with locals.

Subterfuge [III]
Conflict Type: Social
The ability to guide a conversation, massage information from others, and cover your own tells in the process. Used to block another from using *Empathy* to determine if you are lying.

Survival [I]
Conflict Type: Physical or Mental
The ability to live off the land and fend for oneself while living outside of cities. A Mental Conflict may be made instead of a Physical Conflict while hunting or avoiding danger in the wilderness. *Survival* is not a combat Ability.

Thanatology [II]
Conflict Type: Mental
The study of death, in both its mundane and mystical dimensions.

Custom Abilities

If your character has a capability that isn't covered by the list above, you may enter a custom Ability in the generator. These might be Craft or Performance skills like *Blacksmithing* or *Singing.* Toreador may choose such skills via a special prompt during character creation; the mechanical effect is the same.

Crafted items or performances created by someone with the appropriate Ability at 3 or higher can entrance Toreador (see their clan description for more details). Each musical instrument requires a separate *Performance* Ability. Rules for crafting can be found in *LARP 201.*

Other possible custom Abilities include professional skills like *Farming* or *Astrology,* as well as languages. You never need more than a single Dot in a language Ability to be fluent in it.

Specializations

Sometimes your character may have very specific capabilities, which are covered through specializations. For example, while they might be skilled in *Stealth*, perhaps they are even better at palming items and hiding them quickly.

Whenever you perform an action that is relevant to your specialization, you gain a bonus Trait in the event of ties.

Disciplines

Disciplines are the special supernatural powers of vampires, fueled by the blood stolen from mortals during feeding. Some vampires can use their Disciplines to hide in plain sight, others can becomes amazingly strong or fast, and still others can use the powers of *Thaumaturgy* to produce amazing magical effects. Most capacities shown in classic vampire fiction are represented by some Discipline.

Your starting Disciplines are determined by your clan. Each clan has an innate affinity with three Disciplines, which are known as your in-clan Disciplines. All others are out-of-clan, and are slightly more expensive for your character to learn. Additionally, they require a teacher, who can be either a player character or non-player character. If the teacher is an NPC, you must put points into the *Mentor* Background. Both the learning of out-of-clan Disciplines and the teaching of Disciplines require Intermediate Downtime Actions (see *LARP 201*). Learning an out-of-clan Discipline that is unique to one clan (that is, any but *Animalism, Auspex, Celerity, Dominate, Fortitude, Obfuscate, Potence,* or *Presence*) requires the consumption of a Blood Trait from an individual who possesses that Discipline in-clan. That individual does not need to be the teacher, but this will form a blood bond as usual.

All Disciplines are split into three levels: Basic, Intermediate, and Advanced. As you climb to the heights of a Discipline there are a total of five powers to learn: two Basic, two Intermediate, and one Advanced. Your in-clan Disciplines cost three, six, and nine Experience per power level, respectively. Out-of-clan Disciplines all cost an additional Experience per Intermediate level, and an additional Experience per Advanced level. Clan-specific Disciplines cost another additional Experience.

	Basic	Intermediate	Advanced
In-Clan	3	6	9
Out-Of-Clan	3	7	11
Clan-Specific	4	8	12

At character creation you get three in-clan Basic Disciplines for free. Additional Basic Disciplines can be purchased for the cost of three Experience, as normal. Starting characters cannot purchase higher than the first Intermediate power in any Discipline.

If an attempt to use a non-thaumaturgical Mental or Social power on a subject fails, the user must first wait ten minutes of real time before trying that power on the subject again.

When a Discipline says to make a challenge against someone, both the offensive player and the defensive player may retest using that Discipline's retest Ability. No other Ability may be used to retest these challenges unless specifically mentioned. Overbidding and Willpower retests are still allowed as normal.

Elder Disciplines

All Disciplines are listed to level 5 (Advanced). Higher level of most Disciplines exist. These are not available to vampires above eighth generation. Those of eighth generation can learn the sixth (Elder) level. Player characters may look for Elder Disciplines in the published books or choose to develop their own, but all such purchases require Storyteller approval.

Combo Disciplines

A combo Discipline allows a vampire to use two Discipline powers at the same time to produce an

effect that is different from the use of those two powers individually. Each combo Discipline must be worked out with the approval of the Storytellers and purchased with Experience equal to the cost of purchasing both powers. Full rules on combo Disciplines can be found in *LARP 201.*

Available Disciplines

The following Disciplines exist, and are available to player characters.

Animalism

In-Clan: Gangrel, Nosferatu, and Tzimisce.
Retest: *Animal Ken*

This Discipline allows the vampire to channel their Beast to commune with animals, or the Beasts of other vampires.

Basic

>   *Feral Whispers*
>   By gazing into the eyes of an animal, the vampire can establish mental communication with them, allowing the user to ask simple questions or issue commands. The target must have sufficient intelligence to establish communication (generally it is limited to vertebrates) and both parties must have eyes to establish the link.
>
>   Communication does not require a test; when issuing a command, however, the Storyteller may require a Static Social Challenge with difficulty between 6 and 8. If the command succeeds, it will be followed for the remainder of the night.
>
>   This power cannot be used for mental communication between vampires, even if they are in animal form, or between vampires and humans. It can be used to allow communication between a vampire *possessing* an animal and another vampire; see *Subsume the Spirit* (*Animalism* 3) for the rules on this option.
>
>   *Feral Whispers* can be used to ask an animal whether it is possessed (via *Subsume the Spirit* (*Animalism* 3). If the possessing vampire has spent the 3 Social Traits to be able to communicate with someone using *Feral Whispers*, they are aware of the conversation and can tell the animal to lie, but it is likely to be stupid. If the animal is the possessor's ghoul, the possessor can choose to prevent the animal from responding.
>
>   The use of this power is visible to others.
>
>   *Beckoning*
>   You can summon animals in your vicinity by issuing a vocal call appropriate to the animal type called. You may call all the animals of a given type in your area, a few, or a specific one. Only animals within range of your call will respond, and do not gain magical powers to escape

confinement. (They will make a determined effort, so might jump fences, etc., if capable of doing so.) Animals summoned by this power are not automatically under your control, but can be affected by other *Animalism* powers when they arrive.

This power costs one Social Trait for each animal summoned; for animals that are rat-sized or smaller, up to five will respond per Social Trait expended.

The sound made by this power is audible to others; whether the power is being used must be deduced from context.

Intermediate

Subsume the Spirit

By meeting the eyes of an animal, you may force your mind into it and possess it. (If the animal is of humanlike intelligence, this requires an Opposed Social Challenge.) Your body falls into unconsciousness, while your spirit remains within the animal until one of three things happen: the scene ends, you choose to leave the body, or the animal is slain.

If the animal is injured, you take equivalent damage; if the animal dies, you return to your body and fall into torpor. If your body is attacked while you are not in it, you have no special awareness of that fact. If it is killed, you will know it. You may then remain in the animal body until the end of the night, but will meet Final Death at sunrise.

You must spend at least one Social Trait when using this ability. You are limited to the physical capabilities of the animal in question; no animal has fully human-dextrous hands, for example. Your own physical Disciplines have no effect, however the number of Social Traits you spend determine the other Disciplines you may use while in the animal's body:

1 Trait   Simple possession
2 Traits   Can use *Auspex*
3 Traits   Can use *Presence* and *Animalism*
4 Traits   Can use *Dementation* and *Dominate*
5 Traits   Can use *Chimerstry, Necromancy,* and *Thaumaturgy*

If you spend at least three Social Traits, individuals using *Feral Whispers* (*Animalism* 1) may communicate with you as if you were a normal, unpossessed animal until the end of the scene.

If you attempt to force the animal you are possessing to take an action that is directly self-destructive (as described under *Dominate*), you must make an Opposed Social Challenge against it. If you fail, the animal does not take that action and you must wait ten minutes before making another attempt to force it into that or another self-destructive action.

When leaving the animal's body, you must spend a Willpower Trait or suffer from a

derangement of the Storytellers' choice for the remainder of the night. The derangement will reflect animalistic tendencies in some way, as remnants of the animal's psyche remain within you.

If two users of this power are attempting to use it on the same animal simultaneously, and the animal is the ghoul of one of them, that domitor automatically wins. Otherwise, the two users enter an Opposed Social Challenge against each other, retested with *Animal Ken.* If the winner of the challenge is already possessing the animal, the loser spends Social Traits as if they were normally using the power, but nothing happens. If the loser of the challenge is the one already possessing the animal, they leave the animal's body, and spend a Willpower Trait or suffer a derangement accordingly. Both parties become aware of the fact that the animal is being possessed or someone else is attempting to possess the animal.

Using *Beckoning* or *Feral Whispers* on an animal that is subsumed prompts an Opposed Social Challenge with the subsumer. The subsumer gets a +3 bonus for already being "in" and if the animal is their ghoul they automatically win. The subsumer gets an *Awareness* chop versus *Beckoning* or *Feral Whispers* to notice the use (or attempted use) of the power against their "mount." The user of *Beckoning* or *Feral Whispers* does not get an *Awareness* chop.

Powers that can affect animals or vampires (such as *Drawing Out the Beast* (*Animalism* 5)) must be targeted at either the animal or the subsumer. The subsumer can only be targeted if the power user has proof that the subsumer is present, either through *Aura Perception* (*Auspex* 2) or *Feral Whispers* (*Animalism* 1). (The same proof is required to target the subsumer with powers that affect vampires but not animals.) *Dread Gaze* (*Presence* 2) can target either the animal or the subsumer. In either case, the subsumer makes the defensive chop, but the choice of target determines which retest they may use (*Animal Ken* or *Leadership*). If the subsumer is successfully targeted with *Summon* (*Presence* 4), they may remain in possession of the animal while responding to the call but must make the summoner aware that they are present.

The use of this power can be detected by *Aura Perception* (*Auspex* 2). Those seeing this power used will observe the vampire falling unconscious. An *Awareness* Simple Test may be appropriate to determine if an animal is possessed, based on the Storyteller's judgement on how unnatural its behavior is.

Quell the Beast
By touching a target (which may require a Opposed Physical Challenge), or meeting their eyes (sight may not be obscured by anything), you can attempt to subdue them with the force of your Beast, leaving them complacent and placid.

This power requires you to succeed in a Opposed Social Challenge against your target, who may not relent. (This does not count as an intimidation Challenge.) To use it on a supernatural creature, you must also spend a Willpower Trait. If you are successful, the victim must bid two

additional Traits on Mental Challenges for the remainder of the scene, and cannot spend Willpower for the remainder of the night except to fuel Advanced and Elder Disciplines and resist frenzy. They receive a two Trait bonus to resist frenzy (but not Rötschreck) for the rest of the night.

This power can affect mortals, vampires, animals, and (to a certain degree) other supernatural creatures. To use it on a vampire, you must spend a Willpower Trait before making the Opposed Social Challenge. The power may also be used on a vampire in frenzy; if the challenge succeeds, the target leaves frenzy and is still affected by the other effects of this ability. You cannot use this power on yourself.

The subject of this power, or those observing the subject's subsequent behavior, may make an *Awareness* Test to determine if it has been used.

Advanced

Drawing Out the Beast
Your mastery of the Beast allows you to force it onto others, driving them into frenzy.

You must be at the point of frenzy to use this power. Instead of a Virtue Test, you may make an Opposed Social Challenge against any one target in your line of sight. This target may be a vampire, ghoul, human, animal, or other supernatural creature and may not already be in frenzy. If you succeed, your Beast is projected into them, causing them to frenzy. While they are in frenzy, you are placid, cannot frenzy, and are affected as if by *Quell the Beast (Animalism 4)* (that is, you bid two additional Traits on Mental Challenges and cannot spend Willpower except on Advanced or Elder Disciplines). If failed, you frenzy, per normal frenzy rules. This frenzy counts as a level 3 trigger. Use of this power is an action.

The subject follows normal frenzy rules in terms of what they can and cannot do. If someone makes a successful Opposed Social Challenge against them, they may choose to make a *Self-Control* Test at a difficulty of 3 to end the frenzy. If they fail they may bid a *Self-Control* Trait to retest, or they may relent. Their frenzy will end after ten minutes. Alternatively, you may pull back your Beast at will, ending the frenzy and returning you to normal. When the victim drops out of frenzy, or if the victim dies, your Beast returns as if you had pulled it back.

If the subject of *Drawing Out the Beast* also has the power, and spends a Willpower Trait to control themselves for a turn, they may use the power themselves to throw your Beast back at you or at a third party. If they successfully return it to you, the power ends. If they successfully send it to a third party, that individual is frenzied and your original subject is back to normal.

The Storyteller may determine if an *Awareness* Simple Test is appropriate when this power is used, based on the behavior of those involved.

Auspex

In-Clan: Malkavians, Toreador, Tremere, Tzimisce
Retest: *Investigation*

This Discipline represents the vampire's ability to extend their senses, imposing their will on their surroundings to force it to reveal its secrets. *Auspex* may be used to attempt to break *Obfuscate* by engaging in a Opposed Mental Challenge against the individual using *Obfuscate.* Each party adds their highest level of the relevant Discipline to their Traits on ties.

Basic

> ### Heightened Senses
>
> You may extend your senses, greatly increasing their effectiveness. This ability may be switched on at will at no cost; it can be applied to any or all of your senses at one time. When using this power, point to the relevant sensory organ to indicate that you can perceive things that would normally be beyond your range, such as when listening into a conversation.
>
> Your enhanced senses leave you vulnerable to overloading. If exposed to a strong stimulus, you are stunned for one round and lose the benefits of this Discipline for the remainder of the scene. You will also have difficulty using the relevant sense and take a 4 Trait penalty on all tests requiring it for the remainder of the scene unless you spend a Willpower Trait.
>
> While adjudicating a bright light is easy, adjudicating when a noise is loud/shrill and sudden enough to stun a *Heightened Senses* user is more difficult. Certain objects create loud/shrill noises reliably (guitar amps, loudspeakers, dog whistles, guns, nails on chalkboards, etc). Dropping very large objects or hitting large flat metal surfaces also counts. As a rule of thumb, a PC must have *Might* (*Potence* 2) to perform a physical action loud enough stun someone eavesdropping on them (punch a wall, kick a table, etc.). So if an object is large enough that we would require a PC to have *Might* to easily lift it, it is large enough that dropping it would make a sufficiently loud and sudden noise. If you are thinking of having your PC perform such an action, it would be best to quietly consult with the ST in the room to see if both of you agree on the efficacy of the action.
>
> *Heightened Senses* cannot be used to detect whether another person has a heartbeat unless your ear is quite close to their chest and the environment is quiet. Shaking hands in such a way that you have fingers on the inside of someone's bare wrist may allow you to check for a pulse. If the handshake is actually performed by players, it only works if the player using the power successfully gets their fingers in position. A Opposed Physical Challenge may be substituted for an actual handshake. The difference between a wrist-touching handshake and an ordinary handshake is not subtle; even if the subject doesn't understand why the strange grasp was used they will notice it.
>
> An observer can only determine if this power is being used from context. An individual using

Heightened Senses looks no different than one who isn't using it.

<u>Aura Perception</u>
By watching a subject carefully, you can perceive their aura; this glowing halo surrounds all living creatures, as well as unliving beings with a spirit. This gives you an insight into the state of their soul and emotions.

You must be able to see your target to use this power. You must concentrate for a round and succeed in a Mental Challenge against your target. This test may be Static, against your target's current Mental Traits, or Opposed, at the defender's choice. If the defender chooses a Static Challenge, they may not retest, but they do not bid a Trait. If the defender chooses an Opposed Mental Challenge, they may use *Subterfuge* as a defensive retest. Regardless of the type of Challenge, the defender cannot relent. *Aura Perception* cannot be used on oneself.

Aura Perception is retested using *Subterfuge*.

If successful, you may spend a Mental Trait to ask the target one of the following questions, which they must answer truthfully:
- What is your current emotional state?
- What type of creature are you (mortal, vampire, etc)? (This may require familiarity with the specific creature type in question, and can also detect if a body is possessed.)
- Are you under the effects of magic? (This applies to the uses of *Thaumaturgy* and possibly mortal magics. If the player is unsure, find an ST.) Enchanted objects may also have a magical aura that may be seen this way. This is the only use of *Aura Perception* that applies to objects as opposed to beings.
- Have you committed diablerie in the past three months?
- Are you an infernalist?
- Was your last statement truthful? (Note that this is limited to detecting the subject's intentions. If the statement is true to the best of their knowledge, it will register as truthful.)

If you win the Test on symbols (as in, the last chop you make is won on symbols), no matter what question you asked, if the subject has committed diablerie in the past three months you will also see the black veins that indicate so. The black flames that mark the aura of an infernalist can be detected under the same circumstances, though not all dealings with infernal creatures leave such a mark.

You may use this ability to sense ghosts and astral forms. Declare your attempt to do so, spend a Mental Trait, and make the challenge as described above. This will enable you to perceive the presence of a ghost, but *not* to recognize a specific ghost.

An *Awareness* Simple Test will allow the target or an observer to notice someone staring in a way that could indicate the use of this power, but there is no direct way to determine when it

is being used.

Intermediate

The Spirit's Touch
This power allows you to perceive the psychic and emotional traces that thinking beings leave when handling an inanimate object. These insights come in the form of a flood of images and impressions.

This power is used by spending a Mental Trait and concentrating for a round. You may then ask the Storyteller one or more questions about the past of the object. Allowable questions are:
- Who last touched the object before me?
- Was this object used in an emotionally charged action (such as a murder or passionate romance)?
- What strong emotions drove a specific user of this object?
- Who was the last person to use this object in an emotionally charged way?
- Is this object a ghost's anchor?

Magical items may give more information, at the Storyteller's discretion. Particularly strong emotions and sensations may cause the user to experience a strong response to said stimulant.

The user's handling of the object is generally observable, but use of this power can only be deduced by context (such as the user's reactions).

Telepathy
You may send your thoughts outward with this power, allowing you to make mental contact with another being and enter their thoughts.

Using this power requires a round of concentration and an Opposed Mental Challenge against your target. (Since this is a challenge, a willing target may relent.) If used on a supernatural being, a Mental Trait must also be spent before the challenge is made. You may only use *Telepathy* on one subject at a time.

If you win the challenge, you establish a mental link, allowing you to send simple messages or access the forefront of the subject's mind. You may maintain this contact with a subject for as long as you maintain concentration. You may ask the subject any question from those listed under Aura Perception, without any Conflict.

By spending another Mental Trait after successfully establishing a link, you may dig deeper into their mind, revealing deeper thoughts and memories. This test may be Static, against your target's current Mental Traits, or opposed, at the defender's choice. If the defender chooses a Static Challenge, they may not retest, but they do not bid a Trait. Regardless of the

type of Challenge, the defender cannot relent. You may ask only one question. For every additional question asked, you must dig deeper and Test again. This may also be used to detect traces of the use of *Forgetful Mind* (*Dominate* 4) on the subject's memories.

If *Telepathy* is used to dig for information, the subject may make a Static Mental Challenge at a difficulty equal to the user's current Mentals to determine that the power is being used on them. *Awareness* can be used for a retest, but the subject need not have that Ability to make the initial challenge. The subject can make a new challenge each time the user digs for new information; the difficulty goes down by one each time. No challenge is possible if the user does nothing more than read surface thoughts. Outside observers can only determine the use of this power from context.

Advanced

Astral Projection

This power costs 1 Willpower Trait to activate and allows you to release your mind from your body, sending your astral self into the planes of thought itself. Your mind remains tethered to your body by a silver cord, and may travel freely and rapidly while your body lies comatose. If your body is attacked while you are not in it, you have no special awareness of that fact. If it is killed, you will know it. You may then remain in astral form until the end of the night, but will meet Final Death at sunrise.

Your astral form is intangible and invisible to the physical world, but can perceive and use *Auspex* normally. At the beginning of a round, you may choose to appear in the physical world for a round, appearing as an intangible apparition of yourself and able to speak normally. To do this, spend a Willpower Trait. You may spend an additional Mental Trait at the same time to enable yourself to use and be affected by Mental and Social Disciplines where the defender defends with Mental or Social Traits. You are vulnerable in this way until the end of the round. You can never use physical disciplines while using *Astral Projection*. While materialized, you cannot interact with physical objects or be affected by physical attacks. You cannot enter frenzy or Rötschreck while in astral form, and therefore cannot use any powers that would require or cause you to do so, like *Drawing Out the Beast* (*Animalism* 5) or *Voice of Madness* (*Dementation* 4). Any damage that would be inflicted on you by attacks while you are materialized affects your physical body. You can remain in astral form if your body is driven into torpor, though you cannot enter it if you are already in torpor. All actions in astral form occur at the beginning of a round of combat, before all *Celerity* actions and main round actions.

Astral beings may interact freely with each other, using Mental and Social Disciplines on each other as appropriate. They may engage in combat using Mental Traits; each Opposed Mental Challenge won against the opponent causes them to lose a Willpower Trait. The offensive retest for astral combat is *Psychology*, while *Performance* Abilities are used for defensive retests. An astral form that loses all its Willpower has its mystical connection to its body broken, and may be lost; the exact effects are up to the Storytellers. During astral versus astral

combat, both combatants can "keep pace" with each other, so neither participant can declare Fair Escape without the other's consent.

It is important to note that while an astral character can move from place to place at the speed of thought, there are several limitations to how you can use this speed in game terms. You cannot investigate a very large area in a short amount of time. An astral character in combat time acts in combat time. You may enter combat time while in astral (if you started outside of combat) or leave combat time while in astral (if you starte55d in combat time). You cannot enter and leave or leave and enter combat time. If you are in astral, and combat time starts, you may declare Fair Escape immediately after the Surprise Action if there is one, or before the first action of the combat if there is no Surprise Action. If you do not leave then, you are locked into the combat time, and can only leave under the standard Fair Escape rules. If you leave combat time in astral, you cannot spread any information.

While using *Astral Projection*, you cannot perceive or interact directly with immaterial spirits or werewolves who are "stepping sideways," nor can they interact or perceive you, unless another ability allows it.

Under ordinary circumstances, you also cannot perceive or interact with ghosts. However, if you are in astral form in a place where the veil between worlds is particularly thin, you may be able to use your "astral senses" to perceive and communicate with ghosts that are still connected to the mortal plane of existence. You cannot use other Disciplines while doing so. Particularly powerful ghosts might also be able to contact you even in places where such communication cannot ordinarily happen.

The only aspect of this power normally observable to outsiders is the user's body falling unconscious, unless the user manifests.

Celerity

In-Clan: Assamites, Brujah, Toreador
Retest: None. Actions taken while using *Celerity* are retested in the normal manner.

You may channel your blood to enhance your speed and reflexes to superhuman levels. The usage of level 2 and above powers is a potential breach of the Masquerade, as you begin to move faster than humanly possible. Observers may determine that these levels of *Celerity* are being used without an *Awareness* Simple Test.

Spending a Blood Trait activates all *Celerity* abilities known by the user. You are not required to use every power you possess, but all are available to you. You may use guns during your bottom of the round action(s), and you may do so using Mental Traits if you possess the *Firearms* Ability.

Basic
> *Alacrity*

Your reflexes allow you to preempt another's actions. By spending a Blood Trait, you may preempt a Physical action taken by another character that round, as long as you can perceive it. You may preempt with a Physical, Social, or Mental action.

If you attempt to preempt a target who also possesses *Celerity*, whoever has the higher level of *Celerity* acts first.

Alacrity does not give the user an additional action. It only changes the point at which the user may make an action.

Use of this power does not generally trigger an *Awareness* Simple Test, as the user is still moving within human limits. Repeated interrupts may allow for one at the Storyteller's discretion, however.

Swiftness
Your speed allows you to take another action during the round. By spending a Blood Trait, you activate this ability (as well as *Alacrity*) for a round. At the bottom of the round, after everyone has acted, you may take an additional Physical action. You may fire a gun using Mental Traits if you possess the *Firearm* Ability.

Intermediate
Expediency
You are more versatile with your speed. Any one of your *Celerity* actions may be a Mental or Social action, rather than only your *Alacrity* action. You may still only make one Mental or Social action per round; the rest must be Physical.

Legerity
This power allows you to bid *Legerity* as a defensive Trait in any round in which you have activated *Celerity*. You may use it in response to every attack targeting you during the main round (including preemptive actions); it does not apply when defending against bottom-of-the-round actions such as those granted by the Celerity powers *Swiftness* or *Fleetness*. It can only be used in challenges involving your speed or movement, not mental exercises or tests of skill.

Thus, in the event that you lose a challenge under these conditions, you lose one fewer Attribute Trait, since the first Trait you bid is the *Legerity* Trait. In most cases, this means you do not lose any Traits. If you tie on symbols, the *Legerity* Trait is not added to your Attribute total.

Advanced
Fleetness
This power allows you to gain an edge in defensive challenges involving speed. It is activated by spending a Blood Trait to use all of your *Celerity* abilities for a round. You are considered to have 10 additional Physical Traits on defensive challenges involving speed in the main round

only.

In addition, you may take an additional Physical Action at the end of the round, after all *Swiftness* actions have been completed. *Expediency* may be used to move your one non-Physical action for the round to this slot.

Countermagic
See *Thaumaturgy* below.

Dementation
In-Clan: Malkavians
Retest: *Empathy*

One of the signature Disciplines of the Malkavians, *Dementation* allows them to spread their madness to others.

This Discipline was once available to the Sabbat almost exclusively, but its now common among Camarilla Malkavians. The reason for this is unknown, and indeed most members of the clan deny that things were ever different.

Multiple uses of the same *Dementation* power do not stack on an individual, regardless of the source. It is not possible to use *Dementation* on oneself.

Basic
Passion
You can enhance or dampen the emotions of others. When you declare the use of *Passion*, state whether you are enhancing ("Passions Up"), or dampening ("Passions Down"). If you win in a Opposed Social Challenge against your target, they must roleplay the associated effect for the rest of the scene or an hour, whichever is shorter. Multiple uses are not cumulative, but they can cancel each other out. In other words, if two Malkavians use Passions Up on a target and three use Passions Down on the same person (all within the same time window), the final effect will be a dampening of the target's emotions, though depending on the order the powers were used they may have see-sawed back and forth before arriving at that point.

Usage of this power does not generally allow an *Awareness* Simple Test to observe it, as the subject still reacts within normal parameters.

The Haunting
The target of this power is haunted by strange sensations at the edge of their perception, which may drive them to the brink of madness. You do not control what they experience, but you may choose what sense is affected. You can describe the general effect desired (betrayal, spiritual revelation, etc), which a Storyteller will interpret.

Using this power requires the expenditure of a Blood Trait. If the target is a supernatural creature, it also costs a Willpower Trait. If you win an Opposed Social Challenge against your target, they suffer -2 on all Virtue Tests and -1 Willpower Trait. for the remainder of the night.

As the use of this power does not involve a direct action such as eye contact, an *Awareness* Simple Test is only allowed if the Storyteller determines it to be appropriate from context. It does, however require that the target be able to perceive the user, so it cannot be used when concealed by use of the Stealth Ability or *Obfuscate*.

Intermediate

Touch of Chaos
By touching an object, animal, or person, you can subtly change that object to make it useless to those without the discerning capabilities of *Dementation*. Malkavians have used this power for centuries to hide messages to each other meant only for other clan members, or to scramble information so that it cannot be easily gleaned by powers such as *Auspex*.

Attempting to affect a non-living object requires a Social Challenge against the difficulties listed below. If you succeed, the object is changed and becomes nigh-unintelligible to others. For example, the writing of a letter may become unreadable scrawl, or an electronic device may cease to function properly. A rock, on the other hand, might simply defy attempts to recognize its mineral composition. Affecting a living target requires a Opposed Social Challenge against them. If the target is a vampire or other supernatural being, you must also spend a Willpower Trait.
The difficulties to scramble a non-living object are:
  - 5: Small, simple objects (letters, rocks, small plants)
  - 7: Small, complex objects (cellphones, laptops, calculators, handguns)
  - 9: Large, complex objects (desktop computers, cars, chainsaws)
  - 11: Much larger objects (buses, multi-volume books, etc.)

Anything scrambled by *Touch of Chaos* will not yield useful results to mystical investigative techniques (e.g. *Thaumaturgy* or *Auspex*, including *Spirit's Touch (Auspex 3)*) unless the investigator wins a Static Social Challenge with difficulty equal to the user's Social Traits. If the investigator fails the test, they too will be unable to understand the target, and cannot attempt the Static Social Challenge again until ten minutes have passed. Non-mystical investigative techniques are universally foiled, though mortals may assume equipment failure or the ravages of time to be at fault.

Information can be gleaned from outside sources, but not by examination of the object. For example, it would be possible to look up the operating procedures of a scrambled chainsaw in its manual, but not by looking at its controls. Someone who already understands the use of a particular mechanical device that has been scrambled can still use it, and experimentation may lead to the desired results. If the function of the device is informational, however, hitting correct buttons (or the equivalent) will not extract useful information. For example, putting a

videotape in a scrambled VCR, or a scrambled videotape in an unaffected VCR, will yield only gibberish.

A scrambled person can only speak and gesture unintelligibly. They can still use most Disciplines, however, including *Thaumaturgy*, *Dementation*, *Presence* (though not to persuade a target of a particular idea, since ideas cannot be conveyed), *Auspex*, physical Disciplines, and any other power that does not require the target to understand a message or command.

Non-living objects remain scrambled until dawn, and the effect cannot be removed by any power. Living targets are changed for a scene or an hour, whichever is shorter. Another individual who has *Touch of Chaos* can automatically understand the scrambled person or item.

This power cannot be observed when used, but it is generally clear from context when its effects appear.

Voice of Madness

Your speech can drive others to terror or rage, bringing forth their inner demons to drive them into literal frenzy.

Using this power requires the user to expend a Blood Trait and take a full round action of speaking. Then, you must spend one Social Trait (hereafter called the activation cost) for every person within earshot. (Do not spend these traits until after the Conflict is resolved.) Your allies are included and you cannot selectively exclude individuals from experiencing this power. Make a Mass Opposed Social Challenge, throwing one symbol against all targets. As per normal Opposed Social Challenges, this requires bidding a Trait per challenge, and that Trait is lost at the end of any lost challenges. At the end of the Conflict mark off the Social Traits spent on lost challenges *and* the activation cost *combined*. If you do not have sufficient Social Traits to pay the combined cost, you must pay Willpower Traits to make up the difference. If you *still* cannot pay the combined cost with Social Traits and Willpower Traits, your character falls unconscious (with zero Socials and zero Willpower).

Mortals within the range of your voice flee upon losing this challenge. Vampires and other supernatural creatures capable of frenzy who lose the challenge must instead make a *Self-Control* or *Instinct* Test with a difficulty of 4 to resist frenzy.

Willpower cannot be used to resist this frenzy. The power does not work over the phone or other means of vocal projection.

The user of this power must also make a *Courage* Test with a difficulty of 3 to avoid Rötschreck.

The effects of this power are generally obvious.

Advanced

Total Insanity

The Malkavian can draw on the innermost recesses of a target's mind, driving them over the edge into temporary madness. You must take a full round action of engaging the target's attention (by verbal social interaction) or be in physical contact with the target, then make a Opposed Social Challenge against them. If successful, you may spend Social Traits up to the number of levels of *Dementation* you possess. The target takes a 1 Trait penalty on ties for each Social Trait expended in this way on all Physical, Mental, and Social Conflicts for the remainder of the scene or an hour, whichever is shorter. The target should roleplay the effects of this power.

An *Awareness* Simple Test may be allowed to those who observed the user interacting with the subject and the subject's subsequent behavior. The target knows that they are under the effect of craziness, and with enough *Kindred Lore*, knows that the effect is from *Dementation*.

Dominate

In-Clan: Giovanni, Lasombra, Tremere, Ventrue
Retest: *Intimidation* or Willpower (only one per attempt)

The ability to impose your will upon others. Many *Dominate* powers require eye contact. The user's eyes must be visible to the victim; the victim gains no protection from sunglasses, veils, or similar eye coverings. Once a power has been initiated, the victim may not end it by breaking eye contact. *Dominate* does not affect a vampire of lower generation than the user.

Commands issued by any power of *Dominate* cannot be directly self-destructive. Any command that would require the target to take any amount of damage regardless of how events play out will be ignored by the target. For example, commanding a target to stab themselves would be ignored, but telling them to punch a werewolf would not; the latter is only *indirectly* self-destructive, as it's technically possible the werewolf would flee or fail to take offense. What truly constitutes a directly self-destructive command is at the discretion of the Storytellers. In almost all cases, the immediate repeat of an indirectly destructive action becomes directly self-destructive.

Dominate cannot be used to force a subject to commit diablerie. If a subject is *Dominated* to perform an action that is a sin for them (as defined by their Humanity/Path of Enlightenment), and they are unable to hinder or stop themselves before completing the command, they do not have to make a Morality Test. If a subject is *Dominated* to do something "to the best of their ability," they may not relent on Conflicts relating to the command but they are not required to spend Abilities to retest. If someone continues to voluntarily spend time with a person who repeatedly commands them to commit sins (as above), even if they successfully stop themselves, they will eventually have to make a Morality Test.

In the event that your command is deemed invalid, you may revise it by expending a Trait of *Etiquette*. If you *Dominate* someone to do something that is a sin for you (as defined by your Humanity/Path of Enlightenment), you still have to make the Morality Test as if you did the action yourself.

Basic

Command

This power requires the user to look into the subject's eyes and issue a single-word command, then make a Opposed Mental Challenge against them. If they succeed, they must follow the command immediately. The command must be clearly understood, cannot last longer than ten minutes, and cannot attempt to force biological processes.

The word can be hidden as part of a longer speech. For example, your *Dominate* command could be "stop," as part of "Please stop what you are doing." Or, more subtly, "Don't stop what you're doing on my account."

An *Awareness* Simple Test to determine the use of this power may be allowed at the option of the Storyteller, depending on context.

Mesmerism

You may issue a single command to a subject, which may be followed immediately or keyed to a trigger event. You must then meet the subject's gaze and succeed in a Opposed Mental Challenge. If you succeed, the subject is forced to obey the command you have just issued them to the best of their ability. The order can be more complex than that allowed by *Command*, but it must be a single action rather than a chain of them.

Only one command may be implanted in an individual at any given time regardless of who issued it; thus, a delayed command may be removed by issuing a new one. The subject remembers the command being issued unless other powers (such as *Forgetful Mind* (*Dominate* 4)) are used to alter or remove their memory of the event. If the command is keyed to a trigger event, it can remain dormant for up to a month, fading at the end of that time. Once the command is active (whether given immediately or triggered later), the compulsion lasts until the prescribed action is completed or ten minutes, whichever is shorter. Negative commands without a trigger (such as "Don't tell anyone my name") begin their countdown immediately.

An *Awareness* Simple Test may be allowed to observers when the command is issued, but unless the observer saw the command being given they cannot directly determine that the action was the result of *Dominate*.

Intermediate

Mental Reconnaissance

You may piggyback your consciousness in the mind of another. By succeeding in a Opposed Mental Challenge against another, you may pick a number of senses equal to the levels of

Dominate you have to experience from the perspective of both yourself and the target for the next scene or hour, whichever is shorter. For example, if you pick sight, you will be able to see what the target sees after they leave your presence, or if you pick taste you may perceive how piece of cake tastes to them. This double experience may be very disorienting, and may cause Trait penalties determined by the Storytellers if you try to interact with the world actively while "being two places at once." This power does not give you any way to communicate with the target. You may elect to end this power early if you wish.

You must follow the target OOC to different scenes if you want to know what they perceive. The Storytellers will not provide you with that information after the fact.

Use of this power does not allow you to use other powers through the target, nor does it convey to you the results of powers used by the target, such as *Aura Perception* (*Auspex* 2). The exception is *Heightened Senses* (*Auspex* 1); if the target uses that power your perception through them will be equally sharpened. If they are exposed to overwhelming sensation while using that power, your own senses will also be affected and the link between you and that target will be broken. This power does not allow non-Malkavians to perceive the Madness Network.

You may only use this power on one target at a time. More than one individual may ride the senses of a given target. This power cannot be chained; that is, if A rides the senses of B, and B rides the senses of C, A does not see what C sees.

The target may identify that this power has been used if they make a successful *Awareness* Simple Test at the time of initiation. The effects of this power on a target can be detected by others through the successful use of *Aura Perception* (*Auspex* 2). It will be seen as a looming presence over and around the individual, particularly drawing attention to the sensory organs; however, the presence cannot be identified as any particular individual. This can be seen with any use of *Aura Perception* that succeeds on symbols alone, as well as any successful attempts to examine the person for the effects of magic. In addition, if *Auspex* is used to sweep the room the target is in for persons using *Obfuscate*, the target will somehow stand out.

Forgetful Mind
You may reveal or alter a subject's memories. By meeting their gaze and succeeding in an Opposed Mental Challenge against them, you gain access to their memories. The target remains under your control for as long as you hold the gaze, up to thirty minutes. The power is ended if you break eye contact with the target or any physical contact is made with the target. If the target is injured by an attack initiated while they are under this power, they are immune to further uses of *Dominate* by the same user for the next ten minutes.

You may question them, forcing them to recount their experiences. You may erase the memories, thus leaving a gap, or implant new memories in their place. Each use of this power allows you to overwrite up to thirty minutes of their memories, through the process takes as

long as the amount of time altered. This power will automatically attempt to make the new or altered memories flow as smoothly as possible within their new context, as far as reasonably possible.

The subject's memories are revealed to you through vivid verbal description; you do not literally see through the subject's eyes. The descriptions are accurate, without the omissions and distortions of the ordinary processes of memory, though limited by what the subject was able to perceive. (They cannot describe the face of someone who only spoke to them from behind, for example.) Within this limitation, you can examine the scene with your own understanding. (For example, a subject unfamiliar with botany might only have thought of the tree they leaned against as "a tree," but if you have greater knowledge in that area you could tell that it was a sycamore.)

This ability does not allow you to remove Abilities or Disciplines. Memories are not destroyed by this power, merely overwritten; thus, by using this power, you may reveal altered memories. This requires succeeding on a Static Mental Challenge with difficulty equal to the Mental Dots of the previous dominator. This power cannot be used on yourself.

This power is obvious while it is being used; its effects may only be determined later if allowed by context (a subject's memories contradicting those of others, for example). Memories that do not fit with those around them will seem real but confusing to the subject.

A Storyteller must be present when this power is used.

Advanced

> _Tactile Induction_
> Masters of _Dominate_ have the means to impose their will even on adversaries wary enough to avoid their eyes. This level allows you to use any power of _Dominate_ through touch instead of eye contact. This does not have to be skin-to-skin contact, and thus will work through clothes and armor. Verbal commands must still be spoken out loud. Physical contact must be kept throughout the use of the transmitted power, including the full duration of _Forgetful Mind_ (_Dominate_ 4); once the power has been initiated, however, the victim may not end it by breaking physical contact.

Fortitude

In-Clan: Gangrel, Ventrue
Retest: None

A vampire with this Discipline is tougher and more resilient to harm than the average undead.

The use of _Fortitude_ may be observed by context, depending on the extent to which the damage is reduced; use of _Aegis_ (_Fortitude_ 5) to shrug off massive damage is fairly obvious, while _Endurance_ (_Fortitude_ 1) is much more subtle.

Basic

Endurance
You do not suffer wound penalties for any level of injury past Bruised, until you enter torpor or Final Death. If your Damage Track enters the boxes for Wounded, Incapacitated, or Unconscious, you continue to suffer only the effects of Bruised.

Mettle
You gain one additional Healthy box on your Damage Track. This box is automatically added to your character sheet.

Intermediate

Resilience
Whenever you suffer aggravated damage you may make a Simple Test. If you succeed, you reduce the damage to lethal. If you spend a Physical Trait before making the Simple Test, you succeed on a win or a tie; otherwise, you must win on symbols. This ability only affects one level of damage per attack (that is, one box). This ability is reflexive, and does not count as an action.

If, thanks to this power, you receive no lethal damage from an attack by a weapon with the *Staking* Merit, that attack has no chance of staking you and so you do not need to make Staking Tests.

Resistance
When you suffer lethal or bashing damage you may make a Simple Test. If you succeed, you eliminate the damage entirely. If you spend a Physical Trait before making the Simple Test, you succeed on a win or a tie; otherwise, you must win on symbols. This ability only affects one level of damage per attack. This ability is reflexive and does not count as an action.

Resistance can be combined with *Resilience* (*Fortitude* 3)*;* two successful Simple Tests can eliminate one level of aggravated damage entirely. If you are spending Physical Traits to win on ties, you must pay for each power separately.

If an attack that would normally cause disfigurement (such as from *Vicissitude* or *Thanatosis*) is reduced to zero damage with *Resistance*, the disfiguring effect is canceled as well. An attempt to cause disfigurement that does not cause damage may be resisted by a successful *Resistance* chop as well.

Advanced

Aegis
At any time, you may declare the use of *Aegis*. When activated, this power retroactively removes all damage you have taken that round, and you take no more damage for the

remainder of the round. This power may prevent death if used in the same round the fatal damage is taken. This ability is reflexive, and does not count as an action.

Using *Aegis* requires the expenditure of four Willpower Traits, a Willpower Dot, or three Physical Dots. If you spend Dots, the Dots are removed from your character sheet permanently. Upon purchasing *Aegis,* you receive two "free" activations that do not require this expenditure. These can be represented in the character generator using a custom Ability called *Aegis.*

If an attack would kill or torpor you, you must use *Aegis* immediately, not in a subsequent round. *Aegis* does not negate physical laws such as momentum—if a train strikes you and you protect yourself with *Aegis*, the train won't kill you, but it will push you along the tracks.

Aegis expels all foreign bodies, including stakes and bullets, at the end of the round along with retroactively undoing all damage. This does not impart significant velocity to the items; they are simply pushed out and harmlessly fall to the ground.

You may spend Willpower Dots to fuel *Aegis* even if you have run out of Willpower Traits. If spending a Willpower Dot would leave you with fewer Willpower Dots than you have Willpower Traits, your current Willpower Traits becomes your number of Willpower Dots.

In addition to the above, if you are defending against a damaging move, you may block your opponent's *Might* retest by declaring *Aegis*. This use costs you nothing.

Melpominee

In-Clan: Daughters of Cacophony
Retest: *Performance: Singing*

The signature Discipline of the Daughters of Cacophony, this mystical connection to the music of the spheres allows them to channel sound, song, and speech into the souls of their targets. This power can affect the deaf, but not those hearing the user through mechanical means.

Due to the nature of the bloodline, only females can learn *Melpominee*, and it is rarely taught outside the bloodline as outsiders cannot hear the music that drives them. This mystically enforced gender binary is a relic of older White Wolf material. We don't police gender definitions. If you tell us your character is a woman, that's enough for us. All PCs with *Melpominee* must take the *Unteachable Discipline* Flaw. It can be learned from an NPC *Mentor*, subject to the usual rules for finding such a mentor.

Melpominee is tied to your vocal apparatus and the sounds you are physically capable of making. Therefore, if you are mute or otherwise unable to make vocal sounds, you cannot use *Melpominee*. None of the powers require articulate words. If you can't speak clearly (because of a removed tongue, for example) you can scream inarticulately but cannot form words. If you are in animal form, you can

only use *Melpominee* to throw the sounds you can make as that animal.

Basic

The Missing Voice

Your voice appears out of thin air from anywhere within your line of sight. This is independent of your standard voice, so you can carry two conversations simultaneously. This ability costs nothing to use, but if used while performing other actions, you suffer a 2 Trait penalty on all Physical, Mental, and Social Conflicts due to distraction.

Your voice can be heard by anyone near the target as if you were standing there speaking.

Phantom Speaker

You can project your voice to anyone you know, as long as it is night at the target's location. This can be overheard by those in the target's vicinity who possess Intermediate *Auspex* and succeed in a Static Mental Challenge with difficulty equal to your current Mental Traits. This ability costs 1 Blood Trait to use for 1 round.

The use of this power can only be observed by the reaction of the target (unless overheard with *Auspex*).

Intermediate

Madrigal

You channel your emotions into song, inspiring the heights of passion or the depths of despair. You must take a full round action to sing for it to take effect. You may choose who to affect among those who can hear you, engaging in a mass Opposed Social Challenge, for which Willpower is the only defensive retest. Those who fail the challenge are overwhelmed by the emotion you chose; this has no mechanical effect, but must be roleplayed.

The effect lasts as long as the user takes no action other than singing and moving. The effects of this ability are observable by the target's' reaction; determining the connection between the effects and the Daughter's song requires an *Awareness* Simple Test and familiarity with this Discipline.

The Siren's Beckoning

The singer's song reaches into the depths of their target's soul, inflicting a form of auditory schizophrenia. The affected individual hears voices, most singing random snatches of songs. By spending 1 Blood Trait and succeeding in an Opposed Social Challenge against your target, you may inflict a 2 Trait penalty on all Physical, Mental, and Social Conflicts. Also, reduce the target's Trait Cap by 2. (e.g. The target has 6 Physical Traits and is affected by this power. They now have 4 Physical Traits and can only refresh up to 4 Physical Traits). This power lasts for the rest of the night.

The use of this power can only be directly observed by the target; others will only be able to

observe its effects by the target's reactions.

Advanced

Virtuosa

This ability allows you to spend one Blood Trait to affect up to five targets at once with either _Phantom Speaker_ (_Melpominee_ 2) or _The Siren's Beckoning_ (_Melpominee_ 4). (You do not have to spend the blood that _The Siren's Beckoning_ would ordinarily cost.) In the case of _Phantom Speaker_, all targets hear the same words. When targeting more than one target with _The Siren's Beckoning_, make a Mass Opposed Social Challenge, throwing one symbol against all targets. As per normal opposed Social Challenges, this requires bidding a Trait per challenge, and that Trait is lost at the end of any lost challenges. At the end of the Conflict mark off the Social Traits spent on lost challenges. If you do not have sufficient Social Traits to pay the cost, you must pay Willpower Traits to make up the difference. If you _still_ cannot pay the cost, your character falls unconscious (with zero Social Traits and zero Willpower Traits).

Only one of these abilities can be used at a time.

Necromancy

In-Clan: Giovanni, Samedi
Retest: _Thanatology_

Necromancy is the form of magic that deals with death, the dead, and the undead, both in spirit and the flesh. Unlike _Thaumaturgy_, it is not a form of blood magic and does not automatically require blood to power its effects. The study of _Necromancy_ and _Thaumaturgy_ are mutually exclusive.

It is not possible to initiate two _Necromancy_ powers in the same round. You can use the effects of two previously cast powers, or begin a new power and use the effects of an ongoing power.

As with _Thaumaturgy_, _Necromancy_ is divided into Paths. Some are associated with a particular clan or bloodline (the Giovanni or the Samedi), while others are equally available to both clans . Characters may only start out on Paths from their own clan/bloodline at character creation; learning outside Paths requires a teacher. Some of the Paths in the generator are described in _LARP 201_ rather than this documents. Those Paths are more difficult to learn; that is, they are purchased at out-of-clan costs even for the clans that regularly have access to them.

Necromancy also grants access to necromantic [rituals](). You get one free ritual when you buy your first level of _Necromancy_.

Ghosts

A ghost is the soul of a mortal (or, rarely, a supernatural being) that has remained in contact with the living world rather than passing on to its final reward or fading into nonexistence. Not all mortals leave ghosts when they die; they are much more likely to remain if they had unfinished business or strong ties to the mortal world, or if they died a sudden, unexpected death.

Ghosts normally inhabit a realm known as the Shadowlands, a dark, twisted reflection of the mortal world. Interaction with the mortal world generally requires great effort on their part, although they find it easier in areas to which they have a tie from their mortal life or in areas or times of the year when the barriers between the worlds are weakened.

Although ghosts are souls, not all souls are ghosts; specific ties to the Shadowlands are required for most necromantic power to work. Thus, unless otherwise specified by a power, necromantic powers do not affect souls in living or undead bodies, or the souls of the newly dead escaping their body unless they have become a ghost.

Anchors

An anchor is a tie between a ghost and the mortal world, generally an item, person, or location of importance to them. Ghosts find it easier to affect the mortal world in the presence of an anchor, but it also gives a necromancer who possesses or controls the anchor a measure of control over the ghost.

Having an anchor reduces the difficulty of any *Necromancy* Path power to summon or control a ghost by the following amounts:
- **-2:** The item was of emotional significance to the ghost (such as a love letter or a photo of their parents)
- **-2:** The item was carried by the ghost or was in its presence on a regular basis (such as a driver's license or an article of clothing).
- **-4:** The item was routinely carried by the ghost and was of emotional significance to them (such as a wedding ring or a locket with a picture of a family member).
- **-4:** A piece of the ghost's body
- **-4:** The weapon that was used to kill the ghost, if applicable.

Bonuses from multiple items do not stack; only the greatest modifier applies. Objects of this type are not guaranteed to be anchors; for example, not every article of the ghost's clothing becomes an anchor, only the ones it wore regularly or liked the most.

d'Uso

This is the primary Path practiced by the Giovanni. It concerns control of ghosts and the soul. The Giovanni don't actually have a name for their Path; they simply consider it "of use," and refer to it as such. Other necromancers that learn of these techniques usually come up with their own names for the Path both to enhance their own reputation and to try and hide their knowledge from the Giovanni, who jealously guard their techniques.

Basic

    Soul's Presence [changed from *Insight*]
    By spending a Mental Trait, a necromancer may allow ghosts in the near vicinity to speak aloud and communicate with the necromancer, though they cannot be seen or sensed by other mortal methods. While this power is active, the necromancer's voice sounds layered

and commanding, and ghosts will take special notice, though they are not required to act upon such. If a ghost chooses to respond while within sight of the necromancer, all people present may hear the ghost speak. This power lasts for an hour or until the end of the scene, whichever comes first.

Summon Soul

You may summon the ghost of an individual by making a Static Mental Challenge with a difficulty of 9. The ghost is pulled to your location and becomes visible and audible to you. It remains long enough to answer one question, which it must answer truthfully to the best of its ability, and then leaves unless it chooses to stay or is coerced by other necromantic powers. If the necromancer does not ask a question, the effect ends at dawn.

To summon a ghost, the necromancer must know the ghost's name, possess one of the ghost's anchors, or be at the site of the ghost's death or its burial ground. If used at a location with multiple ghosts, such as a graveyard, the most recently dead or physically closest ghost at that location is most likely to appear, unless the necromancer has the name or anchor needed to single out a specific ghost. A ghost can only be summoned from the city or area it currently inhabits, and cannot be summoned if it is serving another necromancer.

Some Giovanni are known for summoning the same ghosts more than once, especially if they can provide specific information about esoteric or more pertinent subjects. Other ghosts are used in other, more powerful powers below. Having physical possession of a ghost's anchor greatly simplifies this approach.

This power only works on an individual who has left a ghost. Most vampires do not leave ghosts when they die, and other supernatural creatures may not as well. A ghost that has become a Risen is not affected by this ability.

Intermediate

Ghostly Protector

By spending a Blood Trait and using *Summon Soul* (*d'Uso* 2), the necromancer may bind the soul of the summoned ghost as an invisible protector to them for a scene or an hour, whichever is shorter. This protector cannot take physical form, but can be seen and heard by the necromancer. Should the necromancer be in danger, the protector will attempt to warn him of it and may even be used as a scout, though it cannot be sent too far from its master or it will be lost. If the sun rises during the time at which the protector is active, the soul is destroyed, a result that Giovanni avoid at all costs.

While active, a Giovanni's ghost can be used to warn him of danger, to guard a specific location, to scout an area, to search for a specific item, etc. In the first case, the soul can negate Surprise in all cases, even those regarding *Obfuscate*. This does not allow the Giovanni to see *Obfuscated* vampires in their vicinity, only to be aware that they exist. Such cases are adjudicated by the Storytellers.

Necromancers are encouraged to find other uses for their bound spirits, though it should be remembered that ghosts cannot interact with the physical world except through the powers of a necromancer, and that their tasks must be completed within a scene or an hour.

Anchor the Soul [changed from *Enchant Corpse*]
This power effectively combines the rituals *Forge the Soul's Anchor* and *Temper the Soul's Anchor*, saving time and energy for Giovanni who practice *d'Uso*. By spending three Mental Traits and one Blood Trait during a session, a Necromancer may bind a soul successfully summoned by *Summon Soul* to an appropriate anchor. This method is only temporary, however, and requires a Willpower Trait to be spent during the following downtime to temper the soul to the anchor permanently, else it may escape from the anchor during the downtime if the ghost so desires. As with the rituals, a necromancer may not bind a soul that is currently in use by another necromancer, without the second necromancer's permission.

While necromancers still practice the rituals *Forge the Soul's Anchor* and *Temper the Soul's Anchor*, especially among the Samedi and other non-*d'Uso* practitioners, those who practice *d'Uso* have learned to streamline the process from repeated use.

Advanced

Spirit's Home [changed from *Reincarnation*]
By spending both a Willpower Trait and a Willpower Dot during the downtime, a necromancer can command a soul to take residence in an enclosed room, taking an area no larger than a 1-bedroom apartment (kitchen, bathroom, bedroom, and small living room), or a single room of any larger residence. While within the room, the necromancer gains a +1 on ties for all challenges, and any person in the room while the necromancer is present can be given a -1 on all ties for all challenges, at the discretion of the necromancer, as the ghost helps or antagonizes people in the room by manipulating the objects within.

The necromancer casting this power also may ask the ghost about any events which have occured within the room since the ghost has taken residence, which the ghost will answer truthfully to the best of its ability. The necromancer does not need to chop to do this. Additionally, any other necromancer possessing *Summon Soul* (*d'Uso* 2) will also be able to do the same, but must chop as if using *Summon Soul*, and must do it while in the room. The ghost is bound to the room, and may not be summoned outside of the room by any necromancer so long as the original caster is still alive.

The ghost has the power to affect the room and the objects within slowly, but precisely. That is, the ghost can write a letter, re-arrange a bookshelf, or open a safe that it knows the combination to, but may take upwards of a day or more to complete the action.

A use of this power is recorded on your sheet as a 2-point Ghoul, which will be given its name and the location it is bound to. The ghost also provides all the downtime benefits of a 2-point

ghoul (that is, it counts towards how many Influence points you may possess, and provides one more point of Downtime Actions). The ghost does not have any stats, so cannot be brought on scenes or used in combat, unless affected by other *Necromancy* powers.

A necromancer cannot enchant more than five rooms with this power, but may enchant any room they wish, excluding havens of other Kindred.

Path of Death's Sight

This Path allows a necromancer to perceive the events surrounding a death of a mortal or vampire, including those in torpor. It is practiced by both the Giovanni and the Samedi.

The powers of this Path do not show a series of events to be rewound by the user, only the events prior to and during their death. This means that a death greatly removed in time from its cause (such as a slow-acting poison) may not reveal the perpetrator, and deaths by natural causes may not reveal their cause directly. The images are filtered through the perceptions of the subject, so it may not reveal hidden information, such as the true identity of a killer using *Mask of 1,000 Faces* (*Obfuscate* 3).

The definition of "death" for the powers of this Path is a soul permanently leaving its body ~~to~~ for the underworld. This does not refer to a vampire's Embrace, as their soul remains in their body. A Risen is a ghost temporarily inhabiting a body, so using this ability on a Risen will show the circumstances of their original death.

The cost of using these powers is same for every level above the first:
- One Mental Trait to investigate the death of a mortal.
- Three Mental Traits to investigate a torpid vampire or dead vampire too young to ash
- One Mental Trait and one Willpower Trait to investigate an ashed vampire.

The necromancer must have physical access to the remains to use investigative powers.

Basic

Death's Aura
You may attune yourself to a room (or a roughly 100 square foot area outdoors) to determine if a death has taken place there. By spending a Mental Trait, you may make an Opposed Mental Challenge with difficulty equal to the number of days since a death took place there, as determined by the Storyteller. If you succeed, you will have a sense of how many deaths have taken place their recently, their rough location within a few feet, and their general nature (violent, unexpected, peaceful, etc.).

Death's Ambiance
By touching the remains of a body and paying the costs listed above, you can perceive what the subject felt, heard, smelled, and tasted in the events leading up to their death. This only conveys their physical senses, not their emotional state or thoughts.

The experience of a death can be overwhelming; when you use this power, you must win or tie on a Simple Test or suffer a 2 Trait penalty on ties for all Physical, Mental, and Social Conflicts for the remainder of the scene or ten minutes, whichever is shorter. You may spend a Mental Trait to avoid this effect. This effect should be roleplayed.

Intermediate

Death's Traces

This power attunes your senses to the circumstances of a specific death, allowing you to perform forensic examination on a set of remains. By paying the costs listed above and making a Static Mental Challenge with a difficulty of 7, one sense becomes attuned to the circumstances of the subject's death for the remainder of the scene. For example, if sight is chosen, wounds seem to glow, and other causes of death will be highlighted; a heart attack victim will glow on the chest, a poisoning victim will glow in the digestive or circulatory system and the point where the poison was introduced will glow as well, etc). If used on a vampire's ashes, a faint image of their body at the point of death will be projected over the ashes, with the cause of death highlighted.

If an additional Mental Trait is spent, you can also perceive traces left of the victim, such as bloodstains.

Death's Image

This power works like *Death's Ambience* (*Path of Death's Sight* 2) but with the addition of sight. Rather than seeing events directly through the victim's eyes, you perceive an external view of events from the point of view of a witness that can be rotated as desired. This is still filtered through the senses of the victim, so events that took place out of their sight will be left vague; for example, a victim shot from behind will know the direction the shot came from but not the face of their shooter.

This power is more draining than *Death's Ambience*; the user must spend a Willpower Trait to avoid being overwhelmed.

Advanced

Death's Experience

At this level, the necromancer can sense the victim's final thoughts and emotions. These thoughts are not filtered; a Static Mental Challenge with difficulty 7 is required to perceive a coherent chain of thought, and even then it is likely to be scattered due to the experience of death. If you fail this Test, you will still sense their emotions, and may hear unusually clear thoughts (along the lines of "I've been shot!")

This power is more overwhelming than even *Death's Image*; the user must win (not tie) a Simple Test and must then spend a Willpower Trait to avoid being overwhelmed. The Willpower Trait is spent after the Simple Test is won.

<u>**Path of the Shadowlands**</u>

This Path gives the necromancer the ability to sense and affect the Shadowlands, the realm of the restless dead that overlays out reality. The Shadowlands act as a dark mirror of the normal world; buildings and landmarks exist there in twisted, run-down forms, and the ghostly remains of buildings that have been destroyed linger there. Ghosts spend most of their time there, observing our reality but rarely gathering the energy to affect it.

This Path is practiced by both the Giovanni and the Samedi.

Basic

> *Shroudsight*
> By spending a Mental Trait, you can see into the Shadowlands. You are able to perceive ghosts and ghostly structures, serving as a sort of "double vision" overlay on their normal sight. While this power is active, you may use *Aura Perception* (*Auspex* 2) to read ghosts' auras as a normal Static Mental Challenge without having to spend a Mental Trait. This power lasts for one hour or one scene, whichever comes first. This power only affects vision.

> *Lifeless Tongues*
> This power is the same as *Shroudsight* (*Path of the Shadowlands* 1), but allows you to hear the Shadowlands and its ghosts as well as see them. You can understand the language of the dead while this power is active, so a ghost can always be understood unless they deliberately use an unfamiliar language. You may attempt to perceive lies in the speech of ghosts as if you possessed the power *Aura Perception* (*Auspex* 2), following the same rules of that power, but not requiring the expenditure of a Mental Trait.

> This power costs a Mental Trait to activate for one hour or one scene, whichever is shorter.

Intermediate

> *Dead Hand*
> You can attune your body to the Shadowlands, placing yourself physically in both planes at once. You can sense and physically interact with ghosts, ghostly structures, and ghostly objects, including making physical attacks; however, you are also vulnerable to physical attacks from ghosts. You cannot bring objects between the realms; objects you carry in the physical world are immaterial in the Shadowlands, and vice versa.

> This power costs one Willpower Trait to activate for a scene or an hour, whichever comes first, and can be extended for another scene or hour for one Blood Trait. It may be ended at any time, including reflexively against an attack, but afterwards it cannot be reactivated for the remainder of the scene.

> *Ex Nihilo*
> This power allows you to physically enter the Shadowlands. You must first spend a round

drawing a door on a surface with chalk or blood, then spend a Willpower Trait and two Blood Traits. If you succeed in a Static Mental Challenge with difficulty 8, you enter the Shadowlands. You may return to the real world at any time by concentrating for three rounds. The correspondence between the Shadowlands and real world is not exact, so you may not control your exact reentry point. You may only bring with you inanimate objects that you carry on your person; living or undead beings are left behind. There is one exception: another necromancer who also possesses this power may use your portal rather than having to make one of their own.

While in the Shadowlands, the real world can only be perceived in dim flashes. Firearms and electronic devices do not work there. The sun does not harm vampires in the Shadowlands, but they also cannot feed. If you enter torpor there or wander too far, you may be lost forever.

This power is not teleportation. You must physically traverse the distances in the Shadowlands, and physical objects still represent a barrier there.

Advanced

Torment
You may strike ghosts in the Shadowlands without entering it yourself. The mystical energies you channel through your body allow you to attack ghosts with a Opposed Physical Challenge without making yourself vulnerable in return. These attacks deal lethal damage to ghosts, but as they are not actual physical attacks they cannot be enhanced with *Potence*.

You may attack using weapons, but only if those weapons already exist in the Shadowlands.

The Soul's Connection

This path is concerned with the creation and manipulation of linkages between one individual and another, for benevolent or hostile reasons. It is taught by the Samedi.

Basic

Soul Link
By spending a blood, a necromancer may link their own soul with that of a target for the next hour or scene, and may share information about themselves and the target's well-being. While the necromancer and the target are within sight of each other, the necromancer may ask any of the following questions about the state of the target, and the target may do the same with the necromancer: What is the target's current emotional state? How much damage has the target taken and of what kind? Is the target full on blood? Is the target hungry (4 or fewer Blood Traits)?

This spell is obvious to the target, as well as anyone watching.

A necromancer may also attempt this against an unwilling target, but must succeed on an

Opposed Mental Chop, retested with *Thanatology*.

The Soul's Empowerment

By spending a round in combat, or in a trivial amount of time out of combat, the necromancer may grant another soul renewed strength. The necromancer and the target must take no other actions in combat for the round, and must be physically in contact. During that round, the necromancer spends 1 Blood Trait and up to 3 Physical Traits. The target then regains an equal number of already-spent Physicals.

This power may be used on any Kindred, or a Servant or Corpse from *Path of Rebirth*.

Intermediate

Spiteful Memento

By personally crafting a small ceremonial doll resembling the target, the caster may harm another over great distances. Some small bit of the target, such as a lock of hair, a fingernail, or some ash, must be incorporated into the doll. Crafting the doll is a Static Mental Challenge of difficulty 6, retested with *Craft: Dolls*, and requires at least 30 minutes to prepare, as well as the expenditure of 1 Blood Trait.

Each time they use the doll, the caster drives a pin into it and makes a Static Mental Challenge with difficulty equal to the target's Mental Traits. Regardless of success, the doll loses 1 Durability. (It starts with 3 Durability, and cannot be repaired.) If successful, the target takes 1 lethal, so long as the target is within a city's distance from the caster.

Shroudsight (*Shadowlands* 1) can spot a tether from the doll to the target, and vice-versa, and *Ex Nihilo* (*Shadowlands* 4) allows a necromancer to follow the tether from either the doll or the target to the other with three successful Mental Challenges, difficulty 10, retested with *Thanatology*.

A target cannot have more than one doll tethered to them at any time, by any number of necromancers. If a doll is already tethered to a target, all attempts to make another doll fail. Once all 3 Durability of the doll are used up, for any reason, the doll ceases to be tethered to the target.

A necromancer is limited to making one doll per downtime. This can be done during the downtime as a Basic Downtime Action or as a "ritual" before a session.

Trial of Pain

By performing a 10-minute ceremony with another person currently under the effects of the necromancer's *Soul Link* (who may be willing or unwilling), the necromancer painfully draws upon the energy within both of them to empower themself. The necromancer pends a Mental Trait and a Blood Trait, and inflict one level of bashing, lethal, or aggravated to both themself and the other individual to gain results based on the level inflicted. (The damage

must be the same for both parties.)

If the necromancer inflicts bashing damage to both, the necromancer receives +2 traits to either their Physicals, Mentals, or Socials. This process is painful, and is a level 3 Humanity sin (Major Harm) when performed on an unwilling target.

If the necromancer inflicts lethal damage to both, the necromancer receives one additional *Thanatology* retest. This process is extremely painful, and is a level 1 Humanity sin (Torture) when done to an unwilling mortal, and a level 3 Humanity sin (Major Harm) when done to any other unwilling target.

If the necromancer inflicts aggravated damage to both, the necromancer receives one additional Willpower trait which may only be used on *Necromancy* Disciplines or rituals. This process is excruciating, and is a level 1 Humanity sin (Torture) when done to any unwilling target.

If either the necromancer or the participant prevents the damage through Fortitude or other means, or either person heals the damage before the necromancer uses the benefit, the necromancer loses all benefits of the power.

A Necromancer may only use each level of the power once per night, but may have multiple levels of the power at once. The benefits of *Trial of Pain* last until used or until sunrise, whichever comes first.

Advanced
Grave's Calling
Spending a Blood Trait enhances the caster's defensive prowess and causes the necromantic energy that they control to injure those who injure them. While this power is in use, all damage dealt to the necromancer is reflect upon the damage-dealer, though at a reduced potency. In other words, if the necromancer suffers aggravated damage, whoever dealt the damage to them suffers an equal amount of lethal damage. Lethal is reduced to bashing damage, and bashing damage does not reflect at all. This enchantment lasts for a scene or an hour, whichever is shorter, or until the necromancer loses consciousness or chooses to release the spell. If the necromancer has and uses Fortitude to reduce the damage that they take, the reflected damage is reduced similarly.

If the necromancer is taking ongoing or indirect damage, such as from being lit aflame, the initial damage is reflected, but the damage sustained in later rounds is not. Other effects of attacks, such as staking, are not reflected. If the necromancer is torpored or brought to Final Death while this power is active, and the person delivering the final blow has half or fewer of their health levels remaining, that person suffers a corresponding but lesser fate. If the necromancer is torpored, the target is knocked unconscious. If the necromancer is ashed, the target is put into torpor (if Kindred) or killed (if mortal).

Using *Grave's Calling* does not require a full round, but it cannot be activated reactively. The necromancer can act normally on the round it is activated, but cannot cast other spells. *Grave's Calling* can be activated at the start of a round of combat or during your regular initiative.

Obfuscate

In-Clan: Assamites, Followers of Set, Malkavians, Nosferatu
Retest: *Stealth*

By clouding the minds of those around you, you control their perceptions, affecting how or whether they see you. This power affects all their senses, and acts on their subconscious mind; they will step around an *Obfuscated* individual without realizing they are there. It does not affect electronic surveillance, however. The power can be broken if the user draws attention to themselves, depending on the specific ability used.

Auspex may be used to attempt to break *Obfuscate* by engaging in a Opposed Mental Challenge against the *Obfuscating* party. Each party adds their highest level of the relevant Discipline to their Traits on ties. Using *Heightened Senses* (*Auspex* 1) is not enough to passively allow challenges against *Obfuscated* targets; you must declare that you are specifically searching for *Obfuscated* targets.

Although *Obfuscate* causes others to subconsciously ignore you, it does not delay them from closing doors. If someone is going into a room and shuts the door behind them with the intention to keep people out, you must pass a Static Physical Challenge with difficulty 8 to sneak through before it closes. If they are entering a car, the difficulty of the challenge does not increase, but there must be enough room for you to fit without accidentally bumping into anyone, and the extra space must be directly accessible from the door through which people are entering.

Some Discipline powers can be used by an *Obfuscated* person without breaking the effect, but many cannot. The only Discipline powers requiring Opposed Challenges that can be used without breaking *Obfuscate* are *Telepathy* (*Auspex* 4) and *Summon* (*Presence* 4). *Hemorrhage* (*Quietus* 5) can be prepared from *Obfuscate*, but activating it breaks the effect. *Aura Perception* (*Auspex* 2) can be used from *Obfuscate* even if the target opts to make it an Opposed Challenge.

When an individual attacks from *Obfuscate* without being noticed by Auspex or some similar method, they gain bonuses on their attack. The first individual to attack from *Obfuscate* in a combat gains an additional action called the Surprise Action; this action can be Physical, Mental, or Social, and cannot be preempted. Additionally, on this action, the attacking individual gets an additional Surprise Trait which may be used as their bid instead of a standard Attribute Trait. Any individual beyond the first attacking from *Obfuscate* within a single combat does not get a Surprise Action, but still receives the Surprise Trait.

Obfuscate affects you and (with the exception of *Mask of 1,000 Faces* (*Obfuscate* 3)) your clothing,

and personal possessions worn on your body, such as jewelry. Handheld items will vanish with you but cannot be concealed with *Mask.* Overly large objects may not be affected, as decided by the Storyteller. People cannot be affected by a power below *Cloak the Gathering (Obfuscate 5)*, unless they are unconscious, and thus considered an object by the STs.

By its nature, *Obfuscate* cannot generally be observed directly, but may be deduced by context.

To indicate that you are using *Obfuscate*, cross your arms over your chest in an "X" shape.

Basic

Cloak of Shadows
While no one is watching you, you may fade from view. As long as you remain concealed (under cover or in shadows) and do not move, speak, or interact with your environment, you can only be perceived with *Auspex* or some similar method.

Unseen Presence
When you are hidden from sight, you may activate this power, rendering you hidden from the senses and only perceivable using *Auspex* or some similar method. You may move about freely at a walking pace, but your concealment is broken if you speak, make loud noises, or interact with your environment.

Intermediate

Mask of 1,000 Faces
You alter others' perceptions of your appearance, rendering it different than it truly is. Normally, this causes you to appear average and unassuming. You appear as an unremarkable individual of roughly the same general appearance categories you fit at the time of your Embrace (gender, race, age, etc), or you may choose to appear as an unremarkable individual of different but equally general categories. By spending a Mental Trait, you may assume a specific appearance. You may spend one Mental Trait to gain a level of *Appearance* above your natural level, up to a maximum of five.

Copying a specific individual requires a Static Mental Challenge with difficulty 7 plus any levels of *Appearance* you would gain; however, you do not need to spend additional Mental Traits to copy their *Appearance*.

You may mask as yourself minus any post-embrace deformities, such as Nosferatu ugliness or Gangrel Frenzy Traits, without any chop or expenditure.

This power affects all senses, but only affects your own physical appearance, not your clothes or possessions.

Vanish from the Mind's Eye
This power allows you to remain hidden while speaking, as well as vanishing while being

watched. To do so, you must spend one Mental Trait per observer and make a mass Opposed Mental Challenge, throwing one symbol against all of them. You instantly vanish from the perception of those you succeed against; you may try again on later rounds on those who can still perceive you. This power does not count as an action, but you may only attempt it once per round.

You may speak while using this power, but you must make another mass Opposed Mental Challenge against those who hear you; those who beat you are able to break your *Obfuscate*. You cannot interact with your surroundings while using this power, however.

You may relent to specific individuals when you first use *Vanish*, allowing them to perceive you while remaining hidden from others. Relenting to individuals that did not observe you *Vanish* requires the expenditure of one Mental Trait per individual you wish to appear to.

Advanced

Cloak the Gathering
You can extend your *Obfuscate* powers onto others by spending one Mental Trait per individual affected. You may then disguise those others using *Mask*, hide a group with *Vanish*, and so forth. You must be using the power to affect yourself, and can only extend one power at a time.

Cloaked individuals still perceive each other normally. If they break the conditions of *Obfuscate*, the power is broken for them but not the group. If the user of *Cloak* breaks the conditions, the *Cloak* breaks for everyone. The same applies if the cloak is broken by *Auspex*.

If any of the individuals are perceived in a way that an Opposed Mental Challenge against them would occur, one challenge is made instead against the individual who used *Cloak*, regardless of how many individuals were revealed. If the defending character wins this challenge, the opposing character may not attempt to reveal the group again.

Obtenebration

In-Clan: Lasombra
Retest: *Arcana*, although attacks using shadows may require appropriate Abilities such as *Brawl.*

This signature Discipline of the Lasombra allows them to manipulate darkness, drawing forth an unnatural, quasi-physical shadow from an unknown, possibly extradimensional source. Users of the Discipline, particularly those who adhere to the Path of Enlightenment known as the Path of Night, refer to this source as the Abyss. Some have mystical beliefs about it, but there is no consensus about its nature among them.

The user of Obtenebration can see through their own darkness, but not that of others. All uses of this ability apart from subtle uses of *Shadow Play* (*Obtenebration* 1) are clearly visible to observers.

Basic

Shadow Play

You can manipulate existing shadow, reshaping it to your will. You may spend one Blood Trait to activate this power for the remainder of the scene or an hour, whichever comes first. One target at a time may be affected with one of the following effects:

- Concealing yourself, gaining a bonus Trait in Conflicts of stealth and ranged combat.
- Covering yourself with shadow to gain a bonus Trait on Conflicts of intimidation.
- Sending the shadows after another, requiring them to bid an additional Trait in Physical Conflicts
- Strangling a mortal. A mortal with three or fewer Physical Traits loses one Physical Trait per round, and then one health level per round, as long as they are affected by the shadow. This can be broken as with a grapple.
- Seeing in the dark. You cannot grant this capability to others.

Affecting yourself is automatic; using this ability against others requires a Challenge of your Mental Traits against their Physical Traits.

This conspicuousness of this power depends on how blatantly it is used.

Shadow's Embrace

You draw the power of darkness into yourself, merging the shadows with your flesh. By spending one Blood Trait, you cause bands of shadow to ripple across your body. These bands propel your actions, giving you one additional action at the very bottom of the round, after any and all actions granted by *Celerity*. This action must be physical in nature, and does not grant you additional movement like a bonus *Celerity* action would. You gain a one Trait bonus on any offensive intimidation Conflicts outside of Discipline use.

This power is only active until the end of the round in which you chose to active it. Activating this power does not cost an action, but must be announced before you take your final action of the round. This power can only be activated once per round.

Intermediate

Shroud of Night

As a Social action, you can spend one Blood Trait to create a sphere of roiling tendrils of darkness roughly 10 yards in diameter. It lasts for the remainder of the scene or an hour, whichever comes first, or until dispelled by the user. These tendrils confound vision and are viscous enough to also hinder actions. The *Shroud* can be summoned anywhere around you, as long as a part of it is touching you when you summon it. Once summoned, it cannot be moved. the *Shroud* fills roughly a small room, but does not extend through solid floors or walls. A character can only have one *Shroud* activated, but multiple characters can have overlapping *Shrouds*. Where *Shrouds* overlap, the negative effects do not stack, but both users suffer the negative effects of the other's *Shroud*.

Anyone inside the *Shroud* besides the user suffers the following effects:
-   They must bid an additional Trait on all Physical Conflicts.
-   They take 2 Trait penalty on all Physical Conflicts. Each appropriate super-sensory power (such as *Heightened Senses* (*Auspex* 1)) reduces this penalty by 1, but does not alter the other effects of the *Shroud*.

Anyone inside the *Shroud*, <u>including</u> the user, suffers the following effects:
-   If acting as the defending character in a Opposed Physical Challenge, they gain a free retest called "*Shroud*", which must be used if possible.
-   While everyone can see through the *Shroud*, powers which require eye-to-eye contact, such as those in *Dominate*, cannot be used; while you can occasionally see someone's eyes, you cannot do so reliably enough to use a power. Even the user of *Shroud* is affected by this limitation.

Arms of the Abyss
This ability summons tentacles of darkness which act under the control of the user. When summoning multiple tentacles, you may choose to have them all sprout from different points or from the same point. They exist for the remainder of the scene, until dismissed, or until the user loses consciousness. Summoning a tentacle on an unwilling subject requires an Opposed Challenge of your Social Traits against the target's Physical Traits.

The user spends one Blood Trait and one Social Trait per tentacle summoned. By default, a tentacle is six feet long and possesses three Physical Traits and three Health levels. Each additional Blood Trait spent at creation gives one tentacle an additional Physical Trait, or extends its length by six feet. By default, they possess any *Potence* you possess. Tentacles cannot use *Aegis* (*Fortitude* 5).

The tentacles fight under the control of their creator. They can attack, grapple, wield melee weapons, and perform physical actions with some degree of precision, but their fine control is limited by their form; they lack fingers, and the tip of a tentacle is still quite blunt. No more than one tentacle can attack a given target. They take damage from attacks normally, and suffer damage from fire and sunlight as vampires do. If the user possesses a flaw that causes them to take additional damage from a source, such as the Lasombra clan disadvantage, the tentacles take additional damage similarly.

They have a limited form of self-intelligence, and as they are made from the stuff of the Abyss, are unaffected by other powers within *Obtenebration*, including the drawbacks of *Shroud of Night* (*Obtenebration* 3). They cannot be affected by most Social or Mental powers. Tentacles that do not originate from your body cannot be hidden with *Obfuscate*.

Advanced
Tenebrous Form
This ability turns you into shadow itself, transforming you into a pseudo-liquid form of

darkness. You can see through normal darkness, and ooze through small holes and cracks and even up walls.

Changing form requires the expenditure of one Blood Trait and three rounds; this can be reduced by one round per additional Blood Trait spent, or made instantaneous by spending one Blood Trait and one Willpower Trait. While in this form, you cannot be affected by physical attacks, but are affected by fire, sunlight, and magic (although your blood cannot be affected by *Thaumaturgy*, as it only exists in shadow form). Tentacles you already summoned via *Arms of the Abyss* (*Obtenebration* 4) disappear when you change form.

Having no physical form, you cannot speak or attack normally. Mental Disciplines may be used, within the limitations of the form (for example, since you do not possess eyes, you cannot use most powers of *Dominate*, although you are likewise unaffected by it). You may not use powers of Obtenebration above *Shroud of Night* (*Obtenebration* 3). Fire and sunlight are exceptionally painful to those in this form, causing a 1 Trait penalty on all relevant Courage Tests.

Anyone you touch is chilled by the darkness and must bid one additional Trait on all Physical Challenges until the end of combat. This penalty is not cumulative no matter how many times you touch a given target, but it does stack with similar penalties, such as those imposed by *Shroud of Night* and *Shadow Play* (*Obtenebration* 1). Touching someone requires a Opposed Physical Challenge.

The user remains in this form until they choose to leave it or lose consciousness.

Potence

In-Clan: Brujah, Giovanni, Lasombra, Nosferatu
Retest: None. Actions taken while using *Potence* are retested in the normal manner.

Your physical might is greater than other vampires', allowing you to strike mighty blows or perform great feats of strength.

Potence specifically increases a character's physical strength, and may not be relevant in situations where that strength cannot be used effectively. *Potence* can only be used in offensive challenges, except in direct contests of strength such as grappling or tug-of-war.

It is not possible to re-enforce any item or structure to be unbreakable by *Potence*. The upper limit of vampiric strength can eventually penetrate a sufficiently thick bank vault, for example. It may take far longer than a scene, however. Accordingly it is not possible to render objects immune to damage when used as weapons by a character with *Puissance* (*Potence* 5).

Use of *Potence* above Basic level may constitute a breach of the Masquerade, at the discretion of the Storyteller depending on the scale of effect in question.

Basic

Prowess

Your blows strike with extra power; you may do lethal rather than bashing damage with your fists or clubbing attacks. You may also use this power for a refresh of your Physical Traits once per night.

Might

You may use *Might* as a retest in any Conflict where you can use your strength. You must risk an additional Physical Trait to do so. This is the last retest you can use; if the *Might* retest fails, no other retests may be attempted. This power cannot be used on Conflicts that are not completely strength related (such as firing a gun or throwing a heavy object), even if that Conflict is Physical.

In addition, you can now perform physical actions with sufficient force that they make a lot of sudden noise—enough noise to disrupt anyone using *Heightened Senses* (*Auspex* 1) to improve their hearing. These actions can be direct, like punching a wall or kicking a table, or indirect, like lifting a sufficiently large object up and dropping it, but it will always be very overt.

Intermediate

Subtlety

You are able to channel your *Potence* in subtle ways. Small movements you make can still channel your full strength; for example, this may allow you to break handcuffs by flexing your wrists, smash a door by leaning against it, or strike someone by flicking your finger at them.

 In addition, a thrown object that would ordinarily do 1 bashing does 1 lethal instead. (Higher levels of *Potence* do not apply to thrown objects.)

Finally, you may use this power to cause a loud enough sound to disrupt the use of *Heightened Senses* (*Auspex* 1) for hearing without being obvious about it. (The sound will be obvious; that you did something to cause it will not.)

Intensity

You may bid *Potence* as a Trait in Challenges in which you use your strength. This does not count toward your Trait total for ties or overbids, but cannot be lost; you only use Physical Traits if forced to bid more than one Trait. You cannot use this power if you have no remaining Physical Traits.

Advanced

Puissance

You are considered to have 10 additional Physical Traits on ties when you are the offensive character in a Physical Conflict.

You also deal one extra level of damage in combat with weapons that use your strength (bare fists or melee weapons). This will damage objects or weapons, dealing one level of damage to the Durability rating of the weapon used on each attack made. You can choose not to use this power on a given attack, in which case you get none of the benefits but also do not damage your weapon.

If you use *Puissance* along with *Feral Claws* (*Protean* 3), you do 1 lethal plus 1 aggravated damage per attack.

Presence

In-Clan: Brujah, Daughters of Cacophony, Followers of Set, Toreador, Ventrue
Retest: *Leadership*

You can channel your will to influence the emotions and instincts of others.

Basic

Dread Gaze *[NOTE: This was Presence 2 and is now Presence 1]*

By hissing, baring your fangs, and bringing your vampiric nature to the fore, you may attempt to frighten others away from you. By succeeding in a Opposed Social Challenge against a single target who can perceive your presence, you may force them to flee in fear from you for the remainder of the scene or an hour, whichever is shorter. If they do not know where you are (such as if you use *Vanish from the Mind's Eye* (*Obfuscate* 4) after using *Dread Gaze)*, they will flee your last known location. If cornered, they will still defend themselves while attempting to get away from you. If they attempt to attack or act against you, they must bid an additional Trait.

You cannot *Summon* (*Presence* 4) someone who is currently under the effects of your *Dread Gaze.*

The use of *Dread Gaze* is obvious to observers, and is likely to constitute a breach of the Masquerade if done in the view of mortals.

Awe *[NOTE: This was Presence 1 and is now Presence 2]*

Your presence draws the attention of others. Once per Social Conflict, you may spend a Social Trait to gain a retest. In a mass challenge, you must spend one Trait per opponent.

Awe does not allow you to automatically draw another's gaze to meet yours, such as for the purposes of Disciplines such as *Dominate*, but it may be used to retest a Opposed Social Challenge with that purpose.

While the effects of *Awe* are felt by those in its presence, it is not a strong enough effect to allow an *Awareness* Simple Test.

Intermediate

Entrancement

You may use your power hypnotically to render yourself irresistible. By engaging in some form of social interaction with a target and succeeding in a Opposed Social Challenge against them, you may place them under your sway for the remainder of a scene or an hour, whichever is shorter. While you are not present the effects fade, although they still linger in the target's memories of the scene as they view it through the filter of this power.

The target becomes favorably disposed towards you, and will not insult or attack you; a hostile target is rendered neutral, and a neutral target is rendered friendly. This does not overcome the target's capacity for reason; the subject will not believes something they know to be obviously untrue, but they are more likely to sit and listen to an argument they would otherwise ignore. This power does not engender true trust so much as a willingness to overlook prejudices and past incidents for the moment, and only to the extent described above (one step from hostile to neutral to friendly).

This power is broken if you take hostile action against them, and cannot be used against them again during that scene.

The subject cannot determine that this power has been used while it is in effect; observers may be allowed an *Awareness* Simple Test if the subject's behavior is sufficiently unusual.

Summon

Sending your will outwards, you may draw another to your location. This power can only be used on someone you have met and interacted with in person, at least briefly. Their body and mind must be on the physical plane for this power to work.

Tell a Storyteller you wish to use this power, and let them know your current Social Traits, and whether you are willing to use Leadership and/or *Awe* to retest. The Storyteller will engage your target in a Opposed Social Challenge and let you know if you lose any Traits; you will not know if the power succeeded or not until they arrive.

The subject will rationalize a reason to meet you, and travel to your location as quickly as reasonably possible. They are unaware of the supernatural nature of their compulsion. They may choose to bring others with them. They will be mystically aware of your current location, and adjust their course to meet you wherever you are. Once they have presented themselves to you in some way, the compulsion is broken. A summoned person is not required to walk into an obviously dangerous situation in order to reach the summoner. This danger must be clear and present, such as drawn weapons; merely knowing that the summoner dislikes them is not enough. If the subject is successfully summoned into a situation that turns out to be an ambush and then fairly escapes, they may not be re-summoned to that scene even if the signs of danger are re-hidden.

You cannot summon someone who is currently under the effects of your *Dread Gaze (Presence 1)*. You cannot summon anyone to a location from which they have just fled due to anyone's *Dread Gaze.* You can, if you wish, use *Dread Gaze* on someone you have summoned once they arrive at your location.

Under ordinary circumstances, the subject has ten minutes of real time to gather any others they wish to bring and set forth. If they are unable to make any real progress towards the summoner in an hour (such as by being locked in a room, not merely slowed down by traffic, etc.), the summoning ends; it will also automatically end at dawn. If summoned from a combat, the chops will not be run until the subject leaves combat time.

A subject can only be summoned from within the same general area (city and environs) as the summoner. If the summoner leaves the area in such a way that it would be difficult or impossible to catch up with them, such as by airplane, the summon automatically ends.

If the subject cannot come for one of the reasons described below, the summoner will feel a characteristic sensation:
- A pain in the chest if the subject is staked.
- A moment of blackness if the subject is on another plane.
- A cold feeling if the subject is dead.
-

If the subject dies or is staked after the *Summon* chop succeeds but before they arrive at the summoner's location, the summoner has no special way of knowing about it.

The subject will not be able to determine that this power has been used on them, due to the rationalization effect. Others may be able to make an *Awareness* Simple Test, at the Storyteller's option, if the subject's behavior seems sufficiently unusual.

Advanced

Majesty
The overwhelming force of your personality enraptures those in your area, forcing them to acknowledge and respect your authority. Spending a Willpower Trait activates this power for a scene or an hour, whichever is shorter. This power is represented by holding a fist above your head. While it is active, no one in the room can attack or insult you, although they can still respectfully disagree with you. They also cannot use hostile powers that affect the area you are. (such as *Shroud of Night* (*Obtenebration* 3) or *Voice of Madness* (*Dementation* 4)).

An individual can attempt to break your *Majesty* by spending a Willpower Trait and engaging you in a Opposed Social Challenge; if they succeed, *Majesty* is broken for them, but if they fail, they cannot attempt to overcome it again. They may spend a Willpower Trait for a retest. An individual in frenzy cannot attack you, because they cannot initiate a Opposed Social Challenge.

If you engage in an attack or hostile action against someone, your *Majesty* is broken. You may use abilities that are not overtly harmful, such as *Entrancement* (*Presence* 3) or *Dominate*.

Note that *Majesty* is a defensive, not offensive power. If you attempt to browbeat someone while using it, they must be respectful towards you, but they are not required to agree with you or do what you say unless other powers are used. They may still refuse to answer questions provided they do so politely. Overly aggressive behavior while in *Majesty* may be interpreted as a hostile action by the Storyteller.

The effects of this power are obvious to everyone who experiences it.

Protean

In-Clan: Gangrel
Retest: None; the powers do not require one.

The signature Discipline of the Gangrel, this power represents their control over their bodies; they can change their form in whole or part at will.

All *Protean* effects are obvious when used, unless care is taken to hide them in some way.

Basic

Senses of the Beast
Your bestial instincts provide you with a way to sharpen your senses in a distinctly predatory manner. When you activate this power, your eyes emanate an eerie red glow. You are able to do three things:
- See in total darkness without penalty.
- Smell fear, allowing you to know whether any given person is afraid. In the case of a PC, the player may declare whether or not their character is afraid.
- Hear the heartbeats of living creatures of human size or larger (as well as any vampires present who have spent blood to have that particular bodily function for the scene).

This power can be activated at will and takes effect at the end of the round. It is effective within the area of a scene. Unlike *Heightened Senses* (*Auspex* 1), it does not have a chance of piercing *Obfuscate*.

Using *Senses of the Beast* is a breach of the Masquerade unless hidden, such as by dark wraparound sunglasses.

Earth Meld
This power allows you to sink into the earth, hiding you from sunlight and giving you the ability to escape from pursuers. You must spend a Blood Trait and a full round sinking into the ground, which must be bare soil. You may take your clothes and small personal possessions with you.

While in this state, you are semi-immaterial and only dimly aware of your surroundings. You know how many people are touching the ground (not limited to bare soil) in a scene-sized area around you (unless they are *Obfuscated*.) You cannot move except to free yourself from the earth, which you may do at any time. You cannot be readily detected by physical or spiritual means. You are immune to *Presence* while submerged. The only way to communicate with you is via a *Telepathy* (*Auspex* 4) link established before you entered the earth. If your soil is disturbed, you return to physical form, but cannot act on your first round.

Intermediate

<u>*Feral Claws*</u>

By spending a Blood Trait you may sprout long, sharp claws from your hands (and feet, if desired) at the end of the round. You may grow them instantly by spending one Willpower Trait in addition to the blood. These claws give you a bonus Physical Trait on ties when attacking with them, and inflict aggravated damage. If you use *Feral Claws* along with *Puissance* (*Potence* 5), you deal a total of 1 lethal and 1 aggravated damage per attack.

<u>*Shape of the Beast*</u>

You may take the form of an animal. Non-Gangrel who learn this power are limited to the two forms of wolf and bat; Gangrel may choose the forms of two other animals at the time this power is learned, though one will be suited to fighting and one to escape (usually referred to as "fight form" and "flight form," respectively). The forms must be of real, natural animals found in the modern world. Gangrel may buy additional forms (within the above categories and restrictions) for 2 Experience Traits each.

Changing form requires the expenditure of one Blood Trait and three rounds; this can be reduced by one round per additional Blood Trait spent, or made instantaneous by spending one Blood Trait and one Willpower Trait. (It happens at the end of the final round unless made instantaneous.) You may remain in that form until you change back or until dawn. The form is that of an ordinary (though often large) animal of the appropriate type, with all associated abilities and limitations (including the inability to speak). Your clothing and small carried items are absorbed into your animal form as you change and return when you change back. You may selectively keep one or more individual items unchanged (such as a collar) for a cost of one Mental Trait each.

You may use any Discipline you know while in animal form except *Necromancy*, *Serpentis*, *Thaumaturgy*, and *Vicissitude*. When you use this power, you take the form of an animal but your nature does not change. Therefore, powers that only affect animals do not affect you, and powers that affect vampires do. For this reason, *Feral Whispers* cannot be used to communicate with you in this form.

Fight forms grant you three bonus Physical Traits and two bonus Mental Traits for sensory purposes, as well as *Feral Claws.* Flight forms give you the ability to fly and a variation on the Merit *Acute Senses*, but you are limited to a maximum of three Physical Traits. All fight forms

deal aggravated damage with their natural weapons (teeth, claws, beak, antlers, etc.). All flight forms have some special means of escape, whether literal flight, the ability to climb, or the ability to slip through small spaces, and an appropriate *Acute Sense.* The bat flight form given to non-Gangrels always receives *Acute Sense: Hearing.*

The use of this power is obvious to those present when activated. An *Awareness* Simple Test may be allowed at the Storyteller's discretion to determine if the animal's behavior is unusual.

Advanced

<u>*Mist Form*</u>

You may disperse your body into the shape of a floating cloud of mist. Your retain your senses and control over your body in this form, and can move at the speed of a brisk walk. You may be moved but not dispersed by strong winds. You can fit through narrow cracks and openings.

Changing form requires the expenditure of one Blood Trait and three rounds; this can be reduced by one round per additional Blood Trait spent, or made instantaneous by spending one Blood Trait and one Willpower Trait. You may instantly change back at any time. You are immune to physical attacks in this form, and take one less level of damage from mundane fire and sunlight. You are still vulnerable to mystical attacks, such as those from *Necromancy* and *Thaumaturgy*. You may use any Disciplines you possess that do not require physical form.

The use of this power is obvious to those present when activated. An *Awareness* Simple Test may be allowed at the Storyteller's discretion if the presence of mist or fog in that location would be unusual, or if it is moving in an unusual manner.

Quietus

In-Clan: Assamite
Retest: There is no direct retest for *Quietus*, since most of its powers do not involve Conflicts. Attacks to hit with blood use *Brawl* or *Melee* as appropriate, while spitting blood uses *Athletics.*

The signature Discipline of the Assamites, *Quietus* is the key to their reputation as silent, deadly assassins.

Basic

<u>*Silence of Death*</u>

By spending a Blood Trait, you surround yourself with a sphere of silence 10 feet in radius (slightly more than 3 steps). No sound originates from within the sphere of effect, but sound produced outside the sphere does enter and can be heard by those within it. This power lasts for a scene or an hour, whichever is shorter.

Thaumaturgy requires gestures and spoken phrases. However, that does not mean that *Silence of Death* prevents *Thaumaturgy* from being used. The thaumaturge speaks as usual; the sound

simply does not travel.

The effects of this power are clear through observation.

<u>*Scorpion's Touch*</u>
The user can transmute their blood into a dangerous poison. Each Blood Trait spent on this power is converted to poison; if it enters a target's system, they automatically lose a Physical Trait. This may be delivered by a bare-handed attack, coating a weapon's blade with the blood, spitting it at the target, or tricking them into drinking it. The toxified vitae still appears to be blood to all senses.

Toxified vitae applied to a blade remains effective until dawn as long as the blade remains in the possession of the user of *Scorpion's Touch*. If the blade is given to or taken by another, the toxin only lasts for the remainder of the scene.

This power may only be used once per action. Secreting blood does not require an action, but coating a blade does. The blood does not require an action to activate. A weapon may be coated with multiple Traits of tainted blood (up to the number of *Quietus* powers you have, not including combo Disciplines), but only one is used per attack.

Mortals who lose all their Physical Traits to this power become deathly ill and do not heal normally; otherwise, lost Traits return at the next session, but cannot be replaced by Willpower or *Potence*.

You cannot be poisoned by your own vitae (if someone turns your weapon against you, for example). This conveys no protection against that of other *Quietus* users.

This ability can be observed by feeling the painful effects when wounded, or observing its effects on a target.

Intermediate
<u>*Dagon's Call*</u>
You can infect a target with a toxin produced within your own body and activate it later, causing it to tear the target apart from within. This requires physical, skin-to-skin contact (see *LARP 201*, Touch Attacks). When you touch the target, you may spend Physical Traits up to the number of *Quietus* abilities you possess (not including combo Disciplines). At any point within the scene or the next hour, whichever is longer, you may activate this power, even if you are no longer in the target's presence. If activated while you are in combat, it is a free action, but can only take place on your initiative. Each Physical Trait you spent at the time of the initial touch requires the target to make a Static Physical Challenge with difficulty equal to your current Physical Traits. The chop(s) may be performed by a Storyteller if you are not present or do not wish to reveal your use of this power. Each Test the target fails causes them to suffer one level of lethal damage. All Traits must be spent at once; the user cannot affect the target

again without touching them again.

The activation of this power is obvious to the target, but can only be observed by others by their reaction. The wounds produced may be visible, depending on their extent.

Baal's Caress

Your blood has become sufficiently toxic that it now burns through flesh. By spending a round in concentration, then coating a bladed weapon of dagger size or larger with one or more Blood Traits, you cause each successful strike with that weapon to deal aggravated damage. This effect lasts for 1 attack per Blood Trait spent.

The weapon deals its normal damage, but the type is changed to aggravated. This does not apply to the extra level of damage given by *Puissance* (*Potence* 5).

Toxified vitae applied to a blade remains effective until dawn as long as the blade remains in the possession of the user of *Baal's Caress*. If the blade is given to or taken by another, the toxin only lasts for the remainder of the scene.

In addition to coating a weapon with your toxic vitae, you may spit it at a foe. By spending a Blood Trait, you may initiate an Opposed Physical Challenge against your target; if you succeed, they take 1 level of aggravated damage. The blood is only toxic if applied to a weapon or directly spit onto a foe; if it misses or is placed on another object, it loses its toxicity within the round. Only vitae you have converted by use of this power is toxic; another vampire may drink your blood without being poisoned.

The effects of this power are clear when doing damage, but a treated blade can only be identified through close observation.

Advanced

Hemorrhage

You may spend three rounds (fifteen seconds out of combat) in concentration and issue a Opposed Mental Challenge against a target, which your target defends against using Physical Traits. You may risk as many of your Mental Traits as you like on this Challenge, up to the number of *Quietus* powers you have (not including combo Disciplines). If you succeed, the target loses one Blood Trait (or takes one level of lethal damage if they are not a vampire) for each Mental Trait you risked. Either party may retest with *Arcana*. If you attempt to deprive the target of more Traits of blood than they currently have, they take the remainder as levels of lethal damage and enter frenzy from hunger.

The subject of this ability will feel its effects immediately. It will have no obvious visible effect on vampires; a mortal may show signs of their wounds depending on their extent.

Serpentis

In-Clan: Followers of Set
Retest: *Subterfuge* (or appropriate combat ability).

The signature Discipline of the Followers of Set allows them to channel the serpentine powers of their master.

All levels of *Serpentis* are obvious when used.

Basic

The Eyes of the Serpent
Your eyes become gold with large black irises, conveying to them the legendary hypnotic power of the serpent. If you meet a target's gaze and succeed in a Opposed Social Challenge, the target is paralyzed until eye contact is broken or one of the below conditions is met.

If a person immobilized by this power is attacked, their eye contact with the user is broken. However, since they are stationary when the attack begins, attacking them is easier. The victim cannot chop to dodge any attacks while under the effect of this power. Fortitude can still be used to reduce the damage. If attacking with a stake, the moment that the target takes damage, their body involuntarily twitches away from the stake, which may throw off the attacker's aim. The attacker must make Staking Tests (win 2 of 3) as usual. If the target is injured by an attack initiated while they are under this power, they are immune to further uses of *Serpentis* by the same user for the next ten minutes.

Apart from that, any physical contact with the target will break the trance, including bumping, pushing, removal of clothing, binding, or anything similar.

The Tongue of the Asp
By spending a Blood Trait, you cause your tongue to transform into a snake's forked tongue, a foot and a half long and razor sharp. You may attack with it (retest with *Brawl*), causing aggravated damage.

The tongue can be used to drink a victim's blood as if biting conventionally. To do so you: must spend one action to make contact. This is resolved as an attack, though you can choose whether or not you deal damage. You then must spend another action to drink (no additional Challenge is required). If target steps out of range or otherwise breaks contact, you must reestablish contact before drinking. Drinking through the tongue acts as the Kiss, causing ecstasy in mortals.

The grapple maneuver Control Mouth does not prevent the use of this power.

This tongue is sensitive to vibrations, reducing penalties for darkness by one Trait.

Intermediate

The Skin of the Adder
This power transforms you into a snake-human hybrid, with mottled scaly skin and whiplike flexible limbs. Changing form requires the expenditure of one Blood Trait and three rounds; this can be reduced by one round per additional Blood Trait spent, or made instantaneous by spending one Blood Trait and one Willpower Trait.

While in this form, you gain 2 Physical Traits, but take a 2 Trait penalty on all non-intimidation Social Conflicts. Your bite inflicts an extra level of lethal damage if you win a Simple Test after a successful attack. You can squeeze through any space that your head can fit through.

This power is an automatic breach of the Masquerade.

You remain in this form until you choose to revert back (in combat, this is a free action) or until dawn.

The Grip of the Viper
[Note: This power is new. The old Serpentis *4,* The Form of the Cobra*, is now* Serpentis *5.]*

You may spend a Blood Trait to turn one or both of your hands into a snake. The transformation takes place at the bottom of the round; alternatively you may spend a Willpower Trait in addition to the blood to make the transformation instant.

The snake hand has a bite attack (retest with *Brawl).* On a successful hit, it does one level of aggravated damage and automatically initiates a grapple *and* the Bite maneuver (no additional chops necessary). If the target reduces the damage to 0 by using *Fortitude*, the grapple and Bite maneuver do not occur. As per the normal grappling rules, the defender may not retest with *Might* (*Potence* 2) or other grapple-specific things unless the two characters were already in a grapple with each other before this attack. This grapple can be broken with one action, instead of the usual two, as long as the user is still using the Bite maneuver or the Drain maneuver.

A snake hand in a successful Bite maneuver can use the Drain maneuver (that is, drink blood at a rate of one Blood Trait per action). It also gets an additional bottom of the round action that can only be used for Drain. You can only get one additional action this way, even if you have more than one snake hand. This bottom of the round action does not stack with extra actions provided by *Celerity;* if you have enough *Celerity* to get bottom of the round actions, and you choose to use Drain with a snake hand, it will take up one of your bottom of the round actions.

A snake hand's bite does not cause the Kiss. It does not share your fangs, so you will not suffer aggravated damage if it is defanged. It has no senses beyond the most basic touch, cannot vocalize, has no fine motor control, cannot grasp objects, and cannot be used to swallow anything except blood. No other attacks that require touch (such as certain *Thaumaturgy*

106

powers) may be transmitted through the hand. No Discipline powers that require the user's eyes (such as *Dominate* or *Heightened Senses* (*Auspex* 1)) or mouth (*The Tongue of the Asp* (*Serpentis* 2) or the venom-spitting aspect of *Baal's Caress* (*Quietus* 4)) can be used through a snake hand. Similarly, the hand's eyes cannot be targeted by Discipline powers that target the eyes.

Advanced

The Form of the Cobra

[Note: This power has been significantly upgraded since it was Serpentis *4. The old* Serpentis *5,* The Heart of Darkness*, is now a spell that Setites can research after learning Advanced* Serpentis*.]*

This power transforms you into a giant cobra, with the same mass you possessed in your original form. Changing form requires the expenditure of one Blood Trait and three rounds; this can be reduced by one round per additional Blood Trait spent, or made instantaneous by spending one Blood Trait and one Willpower Trait.

While in this form, you can squeeze through small spaces and use any Disciplines that do not require hands or speech. Clothing and small personal effects transform with you. In addition, you gain the benefits of *The Tongue of the Asp* (*Serpentis* 2) as well as the extra Traits and damage granted by *The Skin of the Adder* (*Serpentis* 3) without having to activate them separately. Your bite attacks follow the same rules as *The Grip of the Cobra* (*Serpentis* 4), initiating grapple and a Bite maneuver in a single action when successful, Your fangs are your own fangs, however.

This form can attack by spitting venom within a 3 step range (retest *Athletics*) for one level of lethal damage. This damage has the potential to cause partial blindness. After one hit with the spat venom, the victim is at -2 Traits on any visual challenge until the damage is healed. The blinding effect stacks if multiple Setites attack the target, but multiple uses by a single Setite do not stack. The blinding effect, though not the damage, may be blocked by wraparound sunglasses (such as conceal the *Glowing Eyes* Flaw) or better protective eyewear.

The venom is fatal to mortals if they do not receive medical attention within a few hours. Scientific analysis will show it to be cobra venom of unknown species, and cobra antivenom will be effective in treating it.

Because of the radical change to the shape of your body, locating your heart in order to stake you is more difficult. Unless the person attempting to stake you has *Academics* 4+ or an appropriate reptile-specific specialization, ranged staking is impossible and melee staking requires winning all three Staking Tests on symbols.

This power violates the Masquerade while the transformation takes place. The resulting cobra form does not, but as the largest natural cobras weigh no more than 45-50 pounds, all but

the smallest Setite will transform into an unnaturally large serpent.

You remain in this form until you choose to revert or until dawn.

Thanatosis

In-Clan: Samedi
Retest: *Thanatology*

The signature Discipline of the Samedi gives them control over the physical aspects of death and ~~the~~ undeath.

Use of the Basic and Intermediate levels of this Discipline is obvious.

Basic

Destroy the Husk

You can reduce a dead body into no more than a pile of dust. Expend one Blood Trait, dripping it onto a corpse. Over the next five minutes, the corpse dissolves into a human-shaped pile of roughly 30 pounds of dust. Certain magics, including *The Spirit's Touch* (*Auspex* 3), may allow another to determine the origin of the remaining dust, but no mortal agency may do so.

Putrefaction

The Samedi's touch can decay flesh, even that of vampires. Spend one Blood Trait and make touch attack. If successful, you inflict one level of lethal damage, and the target loses one level of *Appearance* until the damage heals. (The blood is spent whether or not the attack is successful; each additional attempt costs an additional trait.) Wounds inflicted with this ability look disgusting, like the flesh of a rotted corpse. This power affects vampires, mortals, animals, and even plants.

Intermediate

Ashes to Ashes

You release the bonds holding your undead flesh together, collapsing into a pile of ash while retaining consciousness. Changing form requires the expenditure of one Blood Trait and three rounds; this can be reduced by one round per additional Blood Trait spent, or made instantaneous by spending one Blood Trait and one Willpower Trait. You collapse into a pile of thick, sticky ash. While in this form, you are vaguely aware of your surroundings in a ten-foot radius, and are immune to physical attacks, fire, and sunlight. Separating the ash requires deliberate effort; if this is done, you will reform from the largest portion, missing parts of your body and with an appropriate level of lethal damage, as determined by the Storyteller. You may reform at will, breaking any container the ashes might be held in.

Withering

By grabbing a victim's body and channeling the energy of undeath into them, you wither, age, and twist their body. You must succeed in a touch attack and then spend one Blood Trait and

one Mental Trait to activate this power. Your attack does one level of bashing damage and can also add one of the following effects:

- The target moves 1 less step with every action
- The target is -3 on all Physical Conflicts
- The target is -3 on all Mental Conflicts
- The target is -3 on all Social Conflicts

You must declare which effect you intend to cause before making the touch attack, but do not have to spend the blood and Mental Trait unless and until you succeed on the touch attack. The effect lasts until the end of the scene. Up to two uses of this power may stack on any one effect on one target.

Advanced

Creeping Infection
Putrefaction (*Thanatosis* 2) and *Withering* (*Thanatosis* 4) are fast-working powers, and their effects can be instantly seen on the subject. *Creeping Infection* is far more insidious; you can delay the negative effects until you are well out of harm's way.

You may touch a target and spend a Willpower trait to plant a specific instance of *Putrefaction* or *Withering* on them. You must note which power you are using at this time, and if using *Withering*, which effect you wish to cause. You can then activate that power at any point during the night, as long as you are in the same city, by spending one Blood Trait. This is a free action, but if activated in combat time must happen on your initiative. If you do not activate the power before dawn, the effect ends.

Thaumaturgy

In-Clan: Tremere
Retest: *Arcana*, unless otherwise noted.

Thaumaturgy is the purview of Clan Tremere. The clan guards its secrets jealously and seek to root out all traitors to the clan who might teach it to others. The Tremere are not the only clan to use a form of blood magic in the ~~game~~ setting, but they are the preeminent practitioners of the day.

Most uses of *Thaumaturgy* require the expenditure of a Blood Trait, but some Paths (such as *Biothaumaturgy*) may have differing costs; if this is the case, the specific power will list its costs. Non-Tremere users must pay an additional Blood Trait, regardless of the power's costs.

Unless otherwise noted, using *Thaumaturgy* requires a full round, and cannot be accelerated with speed-boosting powers like *Celerity*. Furthermore, it requires arcane gestures and the speaking of words of power. Thus, savvy targets may be aware of what's coming their way and may preempt the use of *Thaumaturgy* with *Celerity*. *Thaumaturgy* cannot be used by someone who is not currently capable of both speaking and gesturing with at least one hand. This being said, the verbal and somatic components do not need to be observed; for example, *Silence of Death* (*Quietus* 1) does not prevent

thaumaturgical powers from activating.

Unlike the other Disciplines, *Thaumaturgy* is flexible and can be used used to perform a variety of effects. These effects are grouped into the Paths of *Thaumaturgy*, each of which is analogous to the other Disciplines above. They each have five powers and the same ratio of powers to level (two Basic, two Intermediate, one Advanced). In addition to the Paths in this rulebook, more may be found in *LARP 201*. Those Paths are referred to as "hard Paths", and are purchased at out-of-clan costs, even for Tremere.

There is an expectation within the Tremere clan that one will pick a primary Path when beginning to study *Thaumaturgy*. You may study others beyond that Path, but until you master your primary Path, it is supposed to be the primary focus of your efforts. As a result, Tremere should not begin study of a secondary Path until they have at least one Intermediate level power of their primary Path, and they should not advanced their secondary Paths beyond Basic level until they have the Advanced level power of their primary Path. Once they have attained the Advanced level of their primary Path, they are free to bring other Paths to the same level. This is not a mechanical limitation, however; Tremere are free to ignore this rule, but they may face consequences in-game.

The teaching and learning of new Paths of *Thaumaturgy* requires a specially enchanted place called a **chantry.** The creation of a chantry requires high-level rituals closely guarded by the Tremere officials called **regents**, who are tasked with maintaining and guarding chantries. (Player characters cannot be regents and do not have access to chantry-creation rituals.) Chantries are almost exclusively found within Camarilla cities for this reason; few if any regents have ever defected to the Sabbat and survived. Once you have learned the first Basic power of a Path, you are assumed to have the means to learn more of it without ongoing chantry access.

Due to the verbal and somatic components required to use *Thaumaturgy*, it is almost always clear to observers that some power is being used. This being said, without specific knowledge of *Thaumaturgy*, they may not be able to determine the exact effect.

Thaumaturgy also grants access to thaumaturgical [rituals](). You get one free ritual when you buy your first level of *Thaumaturgy*.

Non-Tremere Blood Sorcery

NPCs of other clans, such as the Assamites, Followers of Set, and Tzimisce, may possess sorcerous traditions of their own. In our game, these are not *Thaumaturgy* but rather spells similar to those used by some mortals. (See LARP 201 for more information.) Additionally, the practice of *Thaumaturgy* and *Necromancy* are mutually exclusive.

Biothaumaturgy

Biothaumaturgy deals with matters of life itself. With it, a thaumaturge can root out hidden secrets with mere samples of another's body or create monstrous automatons capable of some semblance of

life.

As noted in the introduction above, *Biothaumaturgy* does not require that its user use blood to fuel this Discipline. However, there are other costs for each power (listed below), and in addition to these, its user must have a laboratory of some kind in which to practice their art. Finally, the thaumaturge must also have some combination of the Abilities *Biology* and *Biochemistry* equaling at least two Dots, as well as a single Dot of the Ability *Medicine.* Regardless of this, *Biothaumaturgy* is still retested with *Arcana*.

Non-Tremere users do not need to pay the additional Blood Trait to use *Biothaumaturgy*.

Basic

Thaumaturgical Forensics
With a sample of tissue, this power allows the thaumaturge to determine some physical characteristics of the source of the sample. The use of this power requires ten minutes of careful analysis, followed by a Static Mental Challenge with difficulty determined by the Storyteller. Failing this Test only represents fruitless analysis; the sample is not destroyed.

This power may be used on living things, including plants, but not inanimate material. The physical characteristics which can be found using this power include, but are not limited to: gender, clan, generation, age, diablerie traces, and relative health. Diablerie traces can be detected no matter how long ago they were acquired. No information is given as to who the victim was, when the diablerie took place, or how many times the subject has committed the act.

Thaumaturgical Surgery
Once per night, the thaumaturge may spend up to three Mental Traits to speed the healing process of another. For each Mental Trait spent, one wound level is converted to a lesser type: aggravated wounds become lethal, lethal wounds become bashing, and bashing wounds are healed entirely. Each healing requires full concentration, and must occur outside of combat time.

Intermediate

Lesser Animation
At this level of mastery, the thaumaturge can imbue plants and the dead flesh of animals the size of a dog or smaller with the semblance of life. Doing so requires a week of careful preparation, after which time a Static Mental Challenge may be attempted. The difficulty of the challenge will be determined by a Storyteller, and will be higher the longer the subject has been dead. Failing this Test indicates that the preparations failed and the target was not animated. However, the material is not destroyed; this power can be attempted again the following week, though dead subjects may decay further and become even more difficult to animate.

Upon animation, each automaton can be given a short command (one sentence), which it will understand and complete. Only one command can be given to a subject, and it can only be given by the thaumaturge at the time of animation. Additionally, the commands "follow all my commands" and "respond to the commands of this person as if they were mine" are too complex for the automaton. It will understand that a command has been given, but not what you intend for it to do, and thus your chance to command it will be wasted. An invalid command may be changed if the Storyteller deems it too complex.

The automaton will continue to follow this command for as long as it is able. They are immune to all Social Conflicts and the powers of *Dominate*, but can still be outwitted or confused. In challenges, they are considered to be three point ghouls. Unlike ghouls, however, automatons cannot heal, and cannot be healed. As such, any damage or loss of limb remains with the automaton for the remainder of its existence.

These automatons only ever perform a single bashing or a single lethal damage in combat. The type of damage is determined by the Storyteller, but it is congruent to the attack. A house cat's bite would likely cause lethal damage, while an animated vine slapping at a target would deal bashing.

Like ghouls, automatons do not receive character sheets. Instead, you will receive an item card of an automaton with a basic description of its capabilities and its current condition.

Greater Animation
This power allows the thaumaturge to either alter their *Lesser Animation* by adding characteristics of other animals—even adding limbs—or to animate the corpses of animal between the size of a dog and a human, including human corpses. In other respects, these automatons are the same as those created with *Lesser Animation*, with the following exceptions.

The corpses of larger animals and of humans are considered to be five point ghouls. Adding new characteristics or limbs to smaller creatures increases their Traits and health levels, up to a maximum of five. These characteristics must be physical in nature, and may provide the automaton with greater capability depending on what they are. For example, wings attached to a house cat automaton would allow it to fly. The exact effect an addition has is at the discretion of the Storytellers.

Unlike *Lesser Animations*, these automatons require two weeks of careful preparation, followed by a successful Static Mental Challenge with difficulty determined by the Storytellers.

Advanced
Cognizant Construction
At the highest level, the thaumaturge can create automatons with a glimmer of intelligence.

All other rules from the above two powers hold with respect to Traits, capabilities, and so forth. However, these automatons may be commanded multiple times (though still only by the thaumaturge), and can think for themselves to a limited degree. As such, their three Mental Traits may be used to initiate Conflicts as necessary, and determine whether they can successfully plan or create an ambush situation at the discretion of the Storytellers. As before, the command to follow someone else's commands is ineffective.

Controlling these creations require some attention to ensure that the automaton is not being confused by the events surrounding it. Despite their limited intelligence, events can quickly outpace these constructions. To that end, only three automations may be controlled during any given scene. Others may be created and remain "on standby" in the thaumaturge's laboratory.

Creating these constructions requires the time and Test required by *Greater Animation*.

Sanguine Mastery

Many Tremere use this as their starting point when studying *Thaumaturgy*, but not all. This Path focuses on analysing blood to find information on its source, as well as increasing the potency of blood itself.

Note: This Path was formerly called the Path of Blood; the name has been changed to eliminate confusion with the Path of Enlightenment of the same name.

Basic

A Taste for Blood
With a bit of blood (less than that required for a blood bond), you may determine someone else's capabilities and weaknesses. By tasting the blood you may learn the following:
- How much blood was in this person's system.
- How recently the subject has fed.
- The subject's generation.
- Whether or not the vampire is a diablerist, regardless of how long it has been since they committed the act.

Blood Rage
By touching an opponent (which may require a successful Opposed Physical Challenge), you can force them to spend a Blood Trait in any fashion that you desire, even beyond the limits of their normal blood expenditure, as per the rules listed in **Chapter II: Mechanics.**

When using *Blood Rage* to force a target to spend blood on a Discipline, the caster chooses what power of what Discipline the target activates. If the caster is mistaken in their assumption that the target has that power, *Blood Rage* does nothing. The caster cannot force the target to take action apart from the blood expenditure (like, say, casting *Thaumaturgy*). The

caster does not choose how or on whom the target uses the activated power. The caster can, for example, force the user to spend the blood to activate *Shape of the Beast*, but cannot specify "take your flight form." The caster cannot force the target to activate a power that is already active. Similarly, they cannot force an uninjured target to heal, or force someone to mimic a quality of a living human they already have (like making someone with the *Blush of Health* Merit spend blood to have a rosy complexion.)

Intermediate

Blood of Potency

This power enables you to artificially lower your generation for the length of one scene. For every two Mental Traits spent, up to a maximum of six, you reduce your generation by one. You may only do this once per night. Any extra blood in your system at the end of the duration dissipates immediately. Your real generation, not your virtual one, is used if you are diablerized or Embrace a childe.

Theft of Vitae

Any subject in line of sight and within fifty feet can be targeted by this power, which draws their blood out and transfers it directly into you. For every Mental Trait you spend, up to a maximum of three, you attempt to steal one Blood Trait. By succeeding in a single challenge of your Mental Traits against your target's Physical Traits, your target loses that number of Blood Traits, and you receive that many. This can cause you to become blood bound to a vampiric target.

Advanced

Cauldron of Blood

By grasping your victim (which may require a successful Opposed Physical Challenge) and spending up to three Mental Traits, you may boil an equal number of Blood Traits from within the target's system. Doing so inflicts one level of aggravated damage on the target for each Blood Trait boiled. Mortals can be affected by this power.

Lure of Flames

Despite a vampire's innate and almost uncontrollable fear of fire, some Tremere are driven to understand its intricacies and properties.

This Path presents significant risks to its user. You will not suffer Rötschreck from fire that you directly produce and control. However, when your flames set other objects (or people) on fire, you are considered no longer controlling those flames. You are not immune to Rötschreck or injury caused by fire you do not control.

Basic

Extinguish

The first step in learning the intricacies of fire is the ability to put it out. By spending the

standard Blood Trait, the caster may attempt a Static Mental Challenge with difficulty determined by the size of the fire they are trying to put out. While the Storyteller has final say on the level of the challenge, a typical torch or lantern will be difficulty 3, while a large fire may be difficulty 7. This ability cannot be used to entirely put out a fire larger than a small bonfire, such as a building fire, but it can be used to put out smaller bonfire-sized sections through larger flames. This ability may only target fires that are within the caster's line of sight.

Hands of Flame

Using this power causes your hands to burst into flame. This fire lasts until you snuff it out, are knocked unconscious, fall into torpor, or die. You suffer no damage from this power and your clothing is unaffected, including gloves.

While this power is active, you deal one aggravated damage with bare handed attacks, instead of the usual one bashing. You are considered to have a 1 Trait bonus on ties in Physical Conflicts while this power is active, as if you were wielding a weapon that gives +1 Trait.

Intermediate

Torch Bolt

By pointing at your target, you can launch a column of flame from your finger in their direction. If you succeed in a Challenge of your Mental Traits against their Physical Traits, the target is struck by the bolt and takes a level of aggravated fire damage. You may use this power to ignite flammable objects, including clothing. If you use it on an inanimate object, you may choose to leave a small ball of fire at the target location. This fire will last for an hour at most, or until you extinguish it, are knocked unconscious, fall into torpor, or die.

Cage of Fire

With this power, you can create a cage of fire roughly six feet in diameter and equally as high anywhere you can see within fifty feet of your location. If you cast this at a specific person, they become surrounded by it if you succeed on a challenge of your Mental Traits against their Physical Traits. (The wall appears regardless, but the target may be able to dodge out of its way). The wall remains until you extinguish it, are knocked unconscious, fall into torpor, or die. Moving through a wall requires a Courage Test, and causes a level of aggravated damage during each round in the wall. As with all other *Lure of Flame* powers, you have no special immunity to secondary fires created by your magical fire.

The cage is big enough for one person to stand still inside. The target will not take any damage if they do not leave the cage. Persons standing next to the target may be caught in its range; they are allowed a Static Physical Challenge with difficulty 5 to step out of its way.

Advanced

Engulf

By staring intently at your target, you cause them to burst into flames and rapidly combust. By succeeding in a challenge of your Mental Traits against their Physical Traits, you cause them to

suffer two levels of aggravated damage from mystical fire. An additional aggravated damage is suffered each round that the target does not actively move to snuff out the fire. If you *Engulf* a target that is already burning, they only suffer a single level of damage.

Movement of the Mind

With *Movement of the Mind*, you can manipulate objects or even people. You only need to see the target to affect it. You cannot feel the object you're manipulating; no tactile sense is provided.

When powers of this Path are used to move a character who possesses the Discipline *Potence*, the Storyteller may decide if the victim can use their supernatural strength to resist being moved if they have something solid to which they can hang on.

Basic

Force Bolt
By succeeding in a challenge of your Mental Traits against a target's Physical Traits, you may apply a sudden force to them, knocking them to the ground and making them fall prone. The target can spend an action to get back up. They may still act while prone, but at a penalty. No damage is incurred by the fall, unless they land on a dangerous surface or fall a considerable distance.

You can target objects held by another character using the same challenge. If you win, the object is knocked out of their grasp. Objects not held by a character can be moved about five feet, with a weight limit of 100 pounds.

Manipulate
This power allows you to remotely manipulate anything you could hold with one hand. The difficulty of controlling an object without touching or sensing it requires that you bid an additional Attribute Trait in any challenge with the object. Anything you manipulate remains under your control for as long as you can see it and can hold concentration. If you stop concentrating, such as to perform another action or because you're knocked unconscious, the spell ends.

Intermediate

Flight
This power enabled you to manipulate objects up to 200 pounds in weight, including average-sized people. This power requires a challenge of your Mental Traits against their Physical Traits, and you must be able to see your target. You do not have fine control, so you cannot bash or cut with objects that you control, but you may move them at walking speed. You can use this power on yourself to telekinetically fly in three dimensions. This requires your full concentration; performing any other action, including the use of other *Thaumaturgy* powers, ends your flight.

Repulse
When you use this power, select a person within line of sight, including yourself. Any objects and persons within 20 feet of that person will be flung 20 feet away from them. Repelling a character or hitting them with a flung object requires a challenge of your Mental Traits against their Physical Traits. Flung objects deal one level of lethal damage. This power does not allow sustained movement.

Advanced

Control
This level grants telekinetic mastery to the user. With this power, anything up to a ton in weight may be lifted and manipulated with precision equal to both of your hands. You can, therefore, both toss about cars and tie shoelaces at a distance with this power. Fine manipulation, however, requires you to bid an additional Trait in challenges, as per *Manipulate.*

When you have successfully targeted a person with this power, they become unable to change position on their own. That is, their overall (x,y,z) position and orientation are fixed by you. They can still wriggle in place, reach out, defend themselves, attack, shoot, talk, use Disciplines, and so forth.

Once per round, as a Mental action, you can change this state. Declare your action, what the desired change is, and make a challenge of your Mental Traits against your target's Physical Traits, counting as a grapple challenge for the defending character. If the target wins, they remain in their current state. If you win, you make the change you desired. Changes can be any one of:
- Immobilizing until the start of next round.
- Rotating, even upside down.
- Moving three steps in any direction, including upwards.
- Bashing into an object.
- Anything of similar complexity.

If the target is successfully bashed into an object, they take one level of lethal damage unless the situation dictates otherwise. A target who is bashed into an object ends up next to that object after your action.

You cannot immediately change the state of your target the round this spell is cast; you must wait until the next full round.

Any time the target has an action, is near something substantial, and isn't immobilized, they can take their action to attempt a challenge of their Physical Traits against your Mental Traits to free themselves from your control; this counts as a grapple challenge for the offending character. If they win, they are no longer under any effects of this spell and may move under their own power again.

You must maintain concentration (see LARP 201) and be able to see your target and keep them in sight to use *Control.* If you take any other action during *Control*, the spell ends.

Thaumaturgical Countermagic

Countermagic is not a Path of *Thaumaturgy*, but a separate Discipline. It allows the user to use their understanding of mystical forces and the disruption thereof to cancel magical effects as they are being cast. The resources used by the caster of the canceled effect (Blood Traits, Mental Traits, Willpower Traits, material components, etc.) are still used. It cannot alter ongoing effects that have already been cast. A ritual can only be canceled when the ritual itself is cast. If the ritual takes effect at a later time (say, when trigger conditions are met), it cannot be canceled at that later time. You cannot have both *Countermagic* and *Thaumaturgy*, or *Countermagic* and *Necromancy*.

The effectiveness of this power varies with distance
- +3 Trait bonus to cancel an effect that targets you
- 0 Trait bonus to cancel an effect that targets a person or object you are touching
- -3 Trait penalty to cancel an effect within the same room/room-sized area

During combat, *Countermagic* may be used as an immediate reaction to a magical effect cast by another. This can only be done once per round, and doing so forfeits your next action.

Basic

Level 1
By succeeding in an Opposed Mental Challenge against the caster, you can cancel the effect of a Basic *Thaumaturgy* power or ritual.

Level 2
By succeeding in an Opposed Mental Challenge against the caster, you can cancel the effect of a Basic *Necromancy* power or ritual, or a magical effect of similar scale from a non-Kindred source.

Intermediate

Level 3
By succeeding in an Opposed Mental Challenge against the caster, you can cancel the effect of an Intermediate *Thaumaturgy* power or ritual.

Level 4
By succeeding in an Opposed Mental Challenge against the caster, you can cancel the effect of an Intermediate *Necromancy* power or ritual, or a magical effect of similar scale from a non-Kindred source.

Advanced

Level 5
By succeeding in an Opposed Mental Challenge against the caster, you can cancel the effect

of an Advanced *Thaumaturgy* power or ritual.

Vicissitude
In-Clan: Tzimisce
Retest: *Bodycraft*

The signature Discipline of the Tzimisce allows them to warp flesh, shaping it like clay at their touch.

The Ability *Bodycraft* is required to use *Vicissitude* without additional penalties. You cannot improve a subject's *Appearance* to a level higher than your Dots of *Bodycraft*. Such changes are not permanent unless the subject pays for them with Experience. The Ability *Medicine* is required for some effects as well.

If a vampire affected by *Vicissitude* wishes to undo its effects, they are healed as lethal damage. Any use of *Vicissitude* to circumvent the clan disadvantages of Gangrel, Nosferatu, Samedi, or Gargoyles will automatically revert, usually by the end of a scene.

Note that *Vicissitude* is generally limited to the effects described in the abilities here. Published material contains examples of much more extreme effects, such as joining multiple bodies together; in our setting, these are the result of combo or Elder Disciplines. Some specific limitations are:
-   *Fleshcraft* (*Vicissitude* 2) cannot transfer flesh between bodies, or manipulate the flesh of a non-living body.
-   *Vicissitude* cannot be used to create permanent armor by rearranging bone or implanting foreign objects in the vampire's body.
-   A vampire possessing *Bonecraft* (*Vicissitude* 3) can attempt to merge two bodies together, but without a combo Discipline or some other effect, the resulting monstrosity will die by the end of the night.
-   *Fleshcraft* is theoretically capable of killing a mortal by closing their airway, sealing off major blood vessels, etc. This may only be done in combat as a *coup de grace* situation.
-   Using *Fleshcraft* in combat requires a round of contact. Therefore, it can be used for a non-damaging strike or on a grappled subject, but cannot be combined with a punch or other damaging strike.

The effects of the first three levels of *Vicissitude* are obvious while being used; once completed, their visibility depends on how blatant the changes are and how well they were done. Use of these powers to create exotic effects may be a violation of the Masquerade. Level 4 and 5 are obvious when in use.

Unlike some versions of the game canon, *Vicissitude* is not contagious in our game.

Basic
Malleable Visage
This power can be used to reshape your own external appearance, either to hide your identity or to mimic someone else. Unlike *Mask of a Thousand Faces* (*Obfuscate* 3), it is an actual

physical change. Skin tone, build (within reason), and voice can all be altered. *Malleable Visage* requires one Blood Trait and some time to make the actual changes. To copy someone else's appearance, you must succeed in a Static Mental Challenge with difficulty equal to 7 plus their Dots of the Background *Appearance.* You do not copy their Social Traits. You cannot grant more *Appearance* than you have Dots of the Ability *Bodycraft;* the copy will appear to be subtly off if your level of *Appearance* does not match the original.

Fleshcraft
This power allows the user to reshape flesh and organs with their touch. This requires physical contact with the target, and thus may require a Opposed Physical Challenge. You may reshape your target as per *Malleable Visage* (*Vicissitude* 1). Doing so deals no damage, but you may remove up to three levels of Appearance, and may afflict other penalties on them, such as blinding them by moving a fold of skin in front of their eyes. Extensive rearrangement requires time and cannot be done during combat.

Intermediate
Bonecraft
At this level, bone can be reshaped as well as flesh, completely restructuring a victim. This allows changes to the target's bone structure, changing their height, body structure, and creating bone spurs and weapons which deal lethal damage.

If this power is used without using *Fleshcraft* (*Vicissitude* 2) to protect the subject, or is used to remove a bone from a target, they take one level of lethal damage. This may have additional effects; removing someone's femurs affects their ability to walk, for example.

Horrid Form
The user of this ability grows into a hideous, spiked, eight-foot-tall monstrosity. If others see this form for the first time they must succeed on a *Courage* Test, or become fearful as per *Dread Gaze* (*Presence* 1).

Changing form requires the expenditure of one Blood Trait and three rounds; this can be reduced by one round per additional Blood Trait spent, or made instantaneous by spending one Blood Trait and one Willpower Trait. This form cannot possess any *Appearance*, and cannot engage in non-intimidation Social Conflicts. The user gains 5 Physical Traits, deals lethal damage with their bare-handed attacks, and inflicts an extra health level with these attacks.

This power ends at sunrise or when the user chooses to revert.

Advanced
Bloodform
This power enables the user to dissolve some or all of their body into blood. Changing form requires the expenditure of one Blood Trait and three rounds; this can be reduced by one

round per additional Blood Trait spent, or made instantaneous by spending one Blood Trait and one Willpower Trait. Each extremity (arm, leg, or head) constitutes one Blood Trait, while the body forms the remainder of the user's Blood Pool.

This blood has all the properties of the subject's vitae, but remains under their control; it can move at a walking pace, but also flow through openings as a liquid. A converted part of the body can be reabsorbed by touching it, or regrown by spending the appropriate Blood Trait; in this case, the separate blood becomes inert. While in full *Bloodform*, the user is immune to all physical effects except fire and sunlight, but if all the blood is consumed or destroyed, they meet Final Death.

Unlike some other transformation powers, this form can still attack on its owner's prerogative, though it may not grapple

Visceratika

In-Clan: Gargoyle
Retest: *Survival*

The natural affinity of Gargoyles for stone and earth comes forth in their signature Discipline.

Basic

Skin of the Chameleon

The user's skin changes color to match their background, hiding them as long as they move at no more than a walking pace (faster movement produces a blur of colors). A flying Gargoyle who uses this power blends with the night sky. To signal use of this power, cross your arms as in *Obfuscate*, but place your hands on your shoulders.

Activating this power requires a Blood Trait. For the rest of the scene, anyone trying to detect the user must succeed in a Opposed Mental Challenge against them; unless the person making the attempt is using *Heightened Senses* (*Auspex* 1), the user receives a 4 Trait bonus, or 5 Traits if against the night sky. By its nature, this power cannot be detected while in use.

Most of the user's skin must be exposed in order to use this power, but they need not be completely naked. This power extends to cover skimpy garments.

Scry the Hearthstone

This ability allows the user to sense the condition, layout, and contents of a building, as long as they remain in contact with it. This ability works on buildings up to a considerable size, as long as they have a large amount of stone or concrete in their construction.

This power requires a Willpower Trait to activate, as well as continual skin contact with the building (though the user may move around slowly). The user learns the location of beings within, including their location, approximate size, and physical condition, but cannot overhear

conversations or sense objects they are carrying. An *Obfuscated* individual registers as an indistinct blur; the user may then attempt to detect them using *Heightened Senses* (*Auspex* 1).

Use of this power can only be detected by observing the user's behavior.

Intermediate

Bond with the Mountain
This power allows the user to meld with stone or concrete. They do not disappear completely, but leave a faint outline behind. They cannot move without using *Flow Within the Mountain* (*Visceratika* 5), and are not automatically aware of their surroundings unless they are bonded with a building and use *Scry the Hearthstone* (*Visceratika* 4).

Activating this power requires the user to spend a Blood Trait and touch a piece of rock, concrete, or cement large enough to contain the user's body. The merge takes two rounds to complete. A bonded Gargoyle is immune to sunlight. Aggravated damage is reduced to lethal, lethal damage is reduced to bashing, and bashing damage of less than two levels does nothing. However, if three or more health levels are inflicted by a single attack, the Gargoyle is forcibly expelled, and *Bond with the Mountain* ends.

Trying to perceive the merged Gargoyle requires a Opposed Mental Challenge, and the individual attempting to perceive must bid three additional Traits, unless they are using *Heightened Senses* (*Auspex* 1).

Armor of Terra
The user's skin becomes rocky and resistant to damage. This ability is always active.

Armor of Terra reduces all bashing damage by one, to a minimum of one; by succeeding on a Simple Test, the user may reduce lethal damage to bashing. Fire deals half damage, rounded down, but is still aggravated. This does not affect Rötschreck.

Armor of Terra may be combined with *Fortitude*, but only once per attack. *Armor of Terra* must be applied before any of the powers of *Fortitude*.

The rocky skin produced by this ability is obvious to observers; the acquisition of this ability will be obvious if the user did not previously possess a rocky appearance.

Advanced

Flow Within the Mountain
The user can move freely through stone or concrete. This power cannot be used unless the user is already under the effects of *Bond With the Mountain* (*Visceratika* 3) first. This power requires the expenditure of a Blood Trait, and lasts until the end of the scene. The user may move at a walking pace through the stone in a swimming motion.

This ability can also be used to walk through a wall without using *Bond With the Mountain* first. The wall must be no thicker than two feet; if it is thicker, a Static Physical Challenge is required with difficulty determined by the Storyteller, and an additional Trait must be bid for every additional two feet. Potence allows two extra feet per level (Basic, Intermediate, or Advanced).

This ability is obvious while the user is visible, and cannot be detected by normal means while the user is embedded in stone.

Rituals

Rituals are additional magic powers available only to users of *Thaumaturgy* and *Necromancy*. Those who have one of those two Disciplines in clan receive one free ritual when they take their first dot in the Discipline (which can be at character creation). This is in addition to the *Rite of Introduction* that all Tremere learn.

Like Disciplines, rituals are categorized as Basic, Intermediate, and Advanced levels. Rituals cost two, four, and six Experience respectively, and take ten, twenty, and thirty minutes respectively to complete unless their description says otherwise. You have one hour's worth of time to prepare rituals before Gathering on game night. You cannot have rituals at a higher level than the Discipline you have that provides you access to them; that is, if you only know Intermediate *Thaumaturgy*, you cannot know Advanced rituals.

Learning *Thaumaturgy* rituals, unlike learning new *Thaumaturgy* Paths, does not require access to a chantry. Learning *Necromancy* rituals does not require any special actions for clans that have access to *Necromancy.* Learning *Necromancy* rituals out of clan requires a "pipeline" (a PC or an NPC mentor who has the Discipline in clan and is willing to teach you). Doesn't cost DTs as long as you have that.Some rituals require exotic tools or materials, which you may need to make Downtime Actions or Influence Actions to obtain.

Because there are so many rituals, they are listed in *LARP 201.* Not all rituals are available to all characters at all times; learning a ritual is subject to Storyteller approval.

Backgrounds

Backgrounds represent abstract qualities that your character has at their disposal as a result of their vampiric role. These range from friends and allies to physical beauty to the amount of money you have on hand. They are split into three general categories: **Backgrounds, Influences,** and **Lores.**

At character generation, your receive five free points to spend on Background Dots. Thereafter, you may spend one Experience for one Dot in any Background, Influence, or Lore. You may not exceed five Dots of any specific Background, Influence, or Lore.

Appearance

This Background measures the preternatural beauty that some vampires possess. The more *Appearance* Dots you have, the more stunning your character may be. This may cause you to receive more attention from mortals, and you receive a 1 Trait bonus in Social Challenges against them for each Dot of *Appearance* you possess. Similarly, vampires with the flaw *Lecherous* have difficulty resisting your charms, and take a similar Trait penalty against you. *Appearance* also makes your face more difficult for someone else to copy through the use of Disciplines.

Appearance may not be purchased after character creation except for the following reasons:
- *Appearance* 0 may be increased to *Appearance 1* with the justification of a mundane makeover.
- If *Vicissitude* has been used to improve your *Appearance*, but not to change your appearance entirely, you may spend Experience to buy the corresponding levels.

Contacts

This Background represents nebulous spies and informants that you have at your disposal. *Contacts* interact with the Influences listed below in some specific ways. Full rules on Influence can be found in *LARP 201.*

Essentially, *Contacts* can be used to obscure your identity when making an Influence Action or to make small, useful Influence Actions at game.

Buying *Contacts* after character generation requires a 1 point Downtime Action, or an appropriate Influence Action. The action should explain how you are gaining access to the use of these people

Fame

Fame represents how many people recognize you and your influence. When you spend a Trait of *Fame*, non-player characters in that scene will know who you are, and react accordingly.

Generation

Each *Generation* Dot purchased at character creation reduces your starting generation by one. Thus, purchasing the maximum of five *Generation* Dots means you play as an eighth generation vampire (the lowest playable generation) rather than thirteenth. Due to the high value of *Generation*, it is priced differently than other Backgrounds. Unlike other Backgrounds, *Generation* cannot be increased with Experience Traits gained after character creation.

Every Dot of *Generation* increases your Blood Pool by 1, up to a maximum of 15 Blood. Additionally, at eighth generation, you may purchase sixth-level Elder Disciplines.

The first two dots of *Generation* cost 1 Experience Trait, the third dot costs 2, the fourth dot costs 4,

and the fifth dot costs 8.

Increasing starting generation is done by taking one of two Flaws (*Fourteenth Generation* or *Fifteenth Generation*) rather than the *Generation* Background.

Ghouls

Ghouls are mortals or animals fed a Trait of blood, once per month. Through this process, they gain some limited access to vampiric Disciplines and the power of vitae. This also introduces a blood bond with the vampire who ghouls them—their **regnant** or master—which makes them unlikely to act in a way that betrays his interests. This makes ghouls willing and discreet servants, guards, and confidants. More information on blood bonds and ghouls can be found in *LARP 201.*

The more Dots you purchase for a ghoul, the more powerful it becomes. Every two Dots of *Ghouls* (alone or in combination with the Background *Retainers)* gives you an additional Downtime Action point, and raises the maximum total of *Influences* you can purchase by one.

A ghoul has roughly the power of a named minor NPC. At best, they can stall a player character or add a useful ability to a scene. *Ghouls* allows a "useful person you know" to show up in certain scenes. They are not notably effective in combat against vampires.

Buying new *Ghouls* after character creation requires a Downtime Action. If you already have access to the person, or if the person is of no great importance, then it requires a 1 point Downtime Action. If the person might be guarded, is important, or has strange defenses, the ghouling may require a 3 point Downtime Action, or the Storytellers may ask that the event be run at the next game.

Increasing the Dots of a ghoul already on your sheet does not require any Downtime Actions.

Herd

Herd represents a stable population of mortals or animals from which your character can feed with little trouble. Each Trait of *Herd* translates to three Blood Traits when spent. This can be performed outside of any scene during a session; simply inform a Storyteller you are using this Background. Using *Herd* requires some amount of time, and so a Storyteller may delay your entrance into a scene if you stop to feed prior to it.

Buying new *Herd* after character creation requires a 1 point Downtime Action or an appropriate Influence Action. The action should explain how you are gathering these people or gaining their trust.

Buying more Dots after the first does not require Downtime or Influence Actions.

Influence

Influence represents the sway a vampire has over the various aspects and institutions of mortal life.

You can never have more Influence Traits than the sum of your Attributes. This maximum is raised by one for every two Traits you have in the *Ghouls* and *Retainers* Backgrounds.

Influence is usable both at games and during the downtime between them. Each field has five levels of power, each reflecting an increased capacity to manipulate the real world. Listed with the fields below are some examples of what can be done with one and two-point actions at game.

Buying the first dot in any Influence field after character creation requires a 2 point Downtime Action or an appropriate Influence Action. Two people may work together on this. If each contribute 1 Downtime Action point, one of them may buy into the field. If the combined total is 3, both can. The action should explain how you are finding, getting to know, and otherwise gaining access to the "pullable strings" in the field. If the Storytellers feel that the action would not work, or is too dangerous, they will let you know. Even if your character's biography includes connections within a field, you must still make the Downtime Action to justify your purchase. You may buy into more than one field in a single downtime, but each requires a separate action.

More information on Influence can be found in *LARP 201.*

Bureaucracy: Government agencies and bureaus, permits and procedures.
1	Get a lawyer, immediately and for free, who will represent you in minor cases or give advice.
2	Get more information about a hotsheet item in this Influence.
2	Get out on bail for free.
2	Cut a small residence's utilities.
2	Close a small road or park.
2	Get $250.
2	Have a bureaucrat look over documents you provide.

Church: Religious institutions and communities.
1	Pass as a member of the clergy.
2	Get more information about a hotsheet item in this Influence.
2	Know what area of town someone lives in.

Finance: Markets, banks, and investments.
1	Get $1000.
2	Get more information about a hotsheet item in this Influence.
2	Get a detailed report on the financial health of single business.
2	Get an expert opinion on whether a proposed transaction is likely to be profitable.

Health: Doctors, hospitals, and investments.
1	Get a few minutes alone with an unconscious patient with 1 Blood Trait.
1	Get medical advice.
2	Get more information about a hotsheet item in this Influence.

2   Get a cadaver.

High Society: The rich, famous, and fashionable.
1   Appear trendy and know what trendy things to say.
1   Entrance for one to a social event.
1   Cause someone to have heard of you, improving their disposition towards you.
2   Get more information about a hotsheet item in this Influence.
2   "Borrow" $1000.

Industry: Manufacturing, construction, and unions.
1   Have some random supply-type item immediately.
1   Have a repairman assess something or tell you how it works.
2   Get more information about a hotsheet item in this Influence.
2   Have a repairman perform immediate minor repair on an item.
2   Convince some union boys to do a minor task, up to but not including murder.
2   Get $500.

Media: Reporters, editors, and broadcasters.
1   Have a line inserted into a message sent over public radio band, assuming it is Masquerade-safe and non-vulgar.
2   Get more information about a hotsheet item in this Influence.
2   Find out what has been published in the media about a public figure or recent event.

Neighborhood: Community groups, gangs, grassroot movements, and the homeless.
1   An ST will tell you pertinent information about a gang or neighborhood group.
2   Get more information about a hotsheet item in this Influence.
2   Access small-time contraband.

Occult: Cults, collectors, and suppliers of the esoteric
1   Give a secret hand signal. If the person you are talking to is involved with the occult, they will reciprocate.
2   Get more information about a hotsheet item in this Influence.
2   Give a secret-er hand signal. If the person you are talking to is more than a dabbler, their reaction will betray that they know what's up... and that you know what's up.
2   Have some ritual materials immediately.
2   Have an occultist look at something for you.

Police: Patrol officers, detectives, prison guards, and special units
1   The beat cop isn't in the vicinity.
2   Get more information about a hotsheet item in this Influence.
2   This cop doesn't have time for you. If there isn't a major crime going on, they wave you away, although not your friends.

Politics: Elected officials, lobbyists, pollsters, and policies
  - 1   You have a button for the same political affiliation as someone in the group you are talking with, thus improving their disposition towards you.
  - 2   Get more information about a hotsheet item in this Influence.
  - 2   Rabble-rouse. A little politicking gathers up some boisterous people, thus making a decent distraction.
  - 2   Get $1,000.
  - 2   Get minor legal charges dropped.

Transportation: Movement of passengers and freight.
  - 1   A small hand cart is left nearby for you.
  - 1   A taxi is nearby, and the driver will drive you where you want to go.
  - 2   Get more information about a hotsheet item in this Influence.
  - 2   An unattended taxi is left nearby for you.

Underworld: Muscle, money, and contraband
  - 1   Get minor contraband.
  - 2   Get more information about a hotsheet item in this Influence.
  - 2   Get a pistol.
  - 2   Get goons to rough someone up for you.
  - 2   Get $1000.

University: Students, faculty, and facilities.
  - 1   Be told some academic knowledge on any subject at hand.
  - 1   Know where an academic's office is, or know in what university building and where in that building something usually is.
  - 2   Get more information about a hotsheet item in this Influence.
  - 2   Know where a student lives.

Lores

Lores are a subset of Backgrounds which represent esoteric knowledge your character has learned over time.

The available lores are:

Clans	Knowledge of vampire clans, their unique qualities and cultures
Kindred	Knowledge of vampiric capabilities
Camarilla	Politics and important individuals
Sabbat	Similar to *Camarilla*, with the addition of the philosophies of the sect
Werewolf	Similar to *Kindred*, but for werewolves.
Fae	Similar to *Kindred*, but for fae.

Just like any Background, Lores may be purchased up to a maximum of five Dots. *Mage* and *Hunter*

Lore do not exist, but may in the future. Ghosts, spirits, and demons are all categories too broad, and too poorly understood by vampires, to merit the full *Lore* treatment; study of them is represented by the Ability *Arcana*.

All player characters receive one Dot of *Clans Lore* and two Dots each of *Kindred Lore* and their appropriate sect Lore for free, unless they take the appropriate *Ignorance* Flaw. This represents the general knowledge a vampire is expected to have, like the dangers of sunlight and what a Prince is. Since there is no equivalent of sect Lore for Independents, they receive three dots of *Kindred Lore* rather than two. At time of creation, one Dot of *[Sect] Lore* (or for Independents, *Kindred Lore*) can be traded out for an additional Dot of *Clans Lore*.

Learning a Lore requires a Downtime Action (Intermediate for the first three Dots, Advanced for the last two). High levels or lores about non-vampires may have other requirements as well. When you purchase a Lore, you receive access to a list of information; the scroll-shaped icon to the right of your character's name in the "Character List" under the Elysium tab on the generator will display all of your Lore knowledge. Subsequent Dots of the same Lore expand and refine your knowledge.

If you wish to know something that is logically within the subject of a Lore you possess but not specifically covered in the packet, you may attempt a Static Mental Challenge with difficulty determined by a Storyteller to receive that knowledge. For example, knowledge of the Tzimisce clan's inner workings and philosophies will be more difficult to learn than the fact that the Brujah have a reputation for hotheadedness.

Full Lore information is available in *LARP 201* for reference purposes.

Mentor

Mentors are required for a variety of interesting and important tasks. The number of Dots you add to a mentor—which, like ghouls, can be given names in the generator—represent the depth of their knowledge. Mentors are not always willing to simply provide you with information and assistance; they may sometimes ask for payment either in advance or after their perform their service for you.

Mentors may be used in the following ways:
- A 1 Dot *Mentor* can help you with information regarding one of your Abilities, giving you an additional Trait on Conflicts involving that Ability for a limited amount of time.
- A 2 Dot *Mentor* will lend you one Dot of *Resources* or one Status for the duration of a single game. A 4 Dot *Mentor* will lend you twice this.
- Mentors can teach you Disciplines they possess. You must have a 3 Dot *Mentor* to learn Basic Disciplines, a 4 Dot *Mentor* to learn level 3 Disciplines, and a 5 Dot *Mentor* to learn level 4 Disciplines. You do not need mentors for in-clan Disciplines.
- A 3 Dot *Mentor* can guide you onto a Path of Enlightenment and help you leave behind the remains of your humanity. If you are not eligible to begin the game on your desired Path—that is, you wish to buy a Path that is not specifically associated with your clan and do not possess

the Merit *Unusual Worldview*—you may attempt to locate a mentor on that Path, as described below. You may not buy a Path mentor at character creation.
- A 3 Dot *Mentor* can also provide you with knowledge that you do not have. For example, if you do not have the Ability *Security*, your mentor may be able to help you.

Buying a mentor requires a 2 point Downtime Action, unless a chop is required, which increases the time required to a 3 point Downtime Action. Mentors may require chops to acquire or to use their higher-level capabilities, as follows:
- If you wish to buy a mentor who can teach you a Path of Enlightenment, make a Simple Test. The Storytellers will determine if you win on ties; as a rule, Sabbat characters as well as characters seeking a mentor for a Path strongly linked to their clan win on ties.If you lose, no mentor for that Path is available. You mask another character to search for a mentor for you, but you cannot look again for a period of time determined by the Storytellers.
- If you wish to buy a mentor from whom you can learn an esoteric out-of-clan Discipline, make a Simple Test. If you lose, no mentor for that Discipline is currently available. You may try again during the next downtime.
- The Storytellers may require a Simple Test when you request a favor from your mentor. If you win, you receive the favor. If you tie, the mentor may give a demand before performing the favor. If you lose, the mentor may not perform that favor during that downtime.

Resources

This Background represents your liquid assets, savings, and the material comforts of your lifestyle. The more Dots you possess, the more wealth you have.

Each cycle, you receive income as shown on the chart below. If you need even more money, you may liquidate holdings by spending a permanent Dot of *Resources* to gain ten times the income listed.

Resources cannot be stockpiled or rolled over between sessions. However, you always have access to the appropriate lifestyle items listed for each *Resources* level. For example, at *Resources* 3, you can't buy a car every week, but if you don't already have one you can get one, and if you lose your car you can replace it. You cannot declare that you "live down" in one part of your lifestyle to increase what you have in another (e.g. "I'm rich, but I live in a hovel so that I can afford two helicopters.").

The lifestyle factor of *Resources* includes upkeep. If you somehow obtain a big ticket item far beyond your usual means (say, you have *Resources* 0 but a wealthy friend wills you their mansion), you will not be able to maintain it properly. It may need repairs you can't afford to make, or have a mortgage you can't pay, or otherwise not remain so nice.

Please note that "Spending a Trait of *Resources*" is a meaningless statement, since Traits of *Resources* do not scale linearly; the difference between *Resources* 4 and 5 is greater than that of *Resources* 0 and 1. When attempting to use this Background, describe your spending in terms of dollars. The one exception is spending *Resources* to enhance Influence Actions, as explained in *LARP 201*. On your

character sheet, you will see a listing of how much you can spend before "using up" a dot for Influence purposes for that cycle.

Resources 0 Poverty; income $200. Get roommates. Bus pass.

Resources 1 Small savings and holdings; income $500. Have apartment, cheap means of transportation.

Resources 2 Modest savings and holdings; income $1,000. Have condo and motorcycle or modest car.

Resources 3 Significant savings and holdings; income $3,000. Own house, car.

Resources 4 Large savings and holdings; income $10,000. Own large house or some small properties, two vehicles, some luxuries and unusual items. You may have a car phone.

Resources 5 Rich; income $30,000. Own estate and grounds, several small properties, several vehicles, art and treasures, luxury items. You may have a car phone and/or a mobile cellular telephone.

Retainers

Retainers are mortal servants. They are not combat troops, but they can provide a variety of services. They may keep watch over your property and manage your businesses. They can also perform minor tasks, like going to the post office, that are either beneath you or done during the day. The extra help allows you to accomplish more; every two Dots in *Retainers* (alone or in combination with the Background *Ghouls*) gives you an additional Downtime Action point and raises the maximum total of *Influences* you can purchase by one. Note that retainers are maintained through normal ties of loyalty or pay; a mortal who is blood bound becomes a ghoul and must be bought with the appropriate Background. This means that vampires are less likely to trust retainers with sensitive information than their supernaturally-bound counterparts. Retainers can still show up in scenes, but they will be mostly unimportant except that they are physically there.

Retainers are the background people that would be in a character's life to manage affairs. They are the nameless secretaries, personal assistants, accountants, and housekeepers that often are ignorant of what vampires are. They are always less effective than ghouls, but are infinitely more replaceable.

Buying your first Dot of *Retainers* requires a 1 point Downtime Action or an appropriate Influence Action. The action should explain how you gain the loyalty or services of the retainer. Further Dots of *Retainers* do not require actions to obtain.

Revenants

Revenants are members of families that have been bred and experimented on for centuries by the Tzimisce clan. They are "natural ghouls," operating in most respects like other ghouls (see the *Ghouls* Background) but producing their own vitae and thus not requiring a regular expenditure of their regnant's Blood Traits. Revenants are fanatically loyal, but tend to be mentally unstable and prone to a variety of anti-social quirks and personality traits.

Tzimisce characters (of the main or Old Clan branches) may start game with one or more revenants or may buy them later. There are few if any "unowned" revenants in North America. Buying new *Revenants* requires a 2 point Downtime Action (representing working your contacts to get one sent to Metatropolis and then blood bonding your new servant). Increasing the Dots of a revenant already on your sheet does not require a Downtime Action.

This Background is only available to Tzimisce and Old Clan Tzimisce characters. If a revenant is given to a member of any other clan, the blood bond does not work properly in the long term and they rebel.

Paths and Virtues

All vampires follow what is known as a Path of Enlightenment. The default Path is the Path of Humanity, which is generally equivalent to the moral system founded in mortal life. Other Paths are described fully in *LARP 201.* Player characters may only begin on Humanity or the Path associated with their clan (if any); changing Paths must happen in play, or by purchasing the Merit *Unusual Worldview.* **Playing a character whose ethics and morals are far removed from the human experience is not easy. New players are required to spend their first semester playing Humanity before moving a character onto another Path or starting a new character on a Path.**

The relationship of a vampire to their Path (even Humanity) is not that of a human being to their moral code. It is not a matter of being a "good person," but rather of resisting the appetites and destructive urges of the Beast. For this reason, unlike humans, vampires cannot safely rationalize their actions as "if I didn't steal the car, I couldn't save my friend" or "that being is evil, or isn't human, so it's okay to kill it." The Beast only knows "I took something that wasn't mine," or "I killed a sapient being, on purpose." Such acts can rapidly erode a vampire's fragile control, even if done for the noblest of reasons. As noted below under *Conscience*, rationalizations certainly have a place—as the comforting lies you tell yourself when the damage to your moral standing is already done.

The Path of Humanity is represented by three Virtues: *Self-Control, Conscience,* and *Courage.* Each Virtue starts with one Dot for free, and you receive seven points to distribute amongst the three at character creation. Your Morality score (known as Humanity for those on the Path of Humanity) is the average of your *Self-Control* and *Conscience,* rounded up.

Your level of Morality determines which actions you cannot take without putting yourself at risk of moral degeneration. These are codified in a list known as the Hierarchy of Sins. For Humanity, they are as follows:

Morality Traits	Violations
Five	Selfish thoughts and actions
Four	Theft; causing injury[1] (minor)[2]
Three	Causing injury (major), accidentally killing; intentionally causing property

	damage[3]
Two	Killing with premeditation
One	Casual killing or acts of great evil (as defined by your culture)

[1] The items about injury and killing refer to people. "People" is not limited to human beings, but refers to thinking/feeling beings. With unfamiliar supernatural entities, it may be unclear to you where the line is drawn, so erring on the side of "It's a person" is the safest course.

[2] Minor injury is defined as that inflicted by non-Potence-enhanced punching or the like (no more than a few levels of bashing damage). Any injury involving lethal or aggravated damage is a major injury. So is heavy and/or repeated blunt trauma.

[3] "Property damage" may seem like an odd inclusion on the list, but think of it this way. The Beast wants to destroy, and it wants to cause others to suffer. Note that this is damage done maliciously or for personal gratification, as opposed to incidentally or unavoidably, and does not apply to items too minor to cause real problems for anyone. (This, like many morality-related issues, is highly dependent on the situation. For example, under most circumstances, breaking a pencil is no big deal and wouldn't require a chop. However, if someone is using a pencil and you take it and break it, that's a pretty jerkish move by any standard.)

Morality has numerous mechanical effects in the game:
- During the day, a vampire can bid no more than three times their Morality Traits on any laraction. (This rarely comes up in our game.)
- The length of time spent in torpor decreases the more Morality Traits a vampire possesses, calculated as (6 - Morality) weeks. Alternatively, a torpid vampire can be awoken by being forced to drink the blood of another vampire of two or more generations lower than their own.
- Humanity affects interactions with mortals. Less human vampires seem inhuman and disturbing, and suffer a 1 Trait penalty on Social Conflicts against mortals for each Humanity below four, except when intimidating. That is, a 3 Humanity vampire suffers a 1 Trait penalty, a 2 Humanity vampire suffers a 2 Trait penalty, and a 1 Humanity vampire suffers a 3 Trait penalty. Characters on a different Path of Enlightenment are down 5 Traits.
  - If your character is at Humanity 1 or on another Path of Enlightenment, you must wear a tag that says "Inhumane." The Merit *False Humanity* removes this requirement.
- Less human vampires appear paler, colder, and less human. Blood must be spent to make you look human for the scene; Humanity 5 vampires must spend 1 Blood Trait to do this, Humanity 4 vampires must spend 2 Blood Traits, and so forth. Vampires on a Path other than Humanity cannot do this. The Merit *Blush of Health* removes this effect, but neither it nor the spending of blood will offset the Social Trait penalty.
- A character who reaches zero Morality enters a berserk, animalistic state known as **Wassail.** The character's consciousness is entirely taken over by their Beast, and they become an NPC. A character in Wassail acts as if in a permanent frenzy.

Virtue Tests

A character's virtues are used to determine their responses to various stimuli. When making a Virtue Test, a character is determining whether their moral strength is enough to overcome their Beast.

A Virtue Test is made against a Storyteller as normal. If you fail a Virtue Test, you may attempt it again by risking a Dot of that Virtue. If you succeed in the retest, the dot is temporarily lost for the remainder of night; if you fail the retest, the dot is lost permanently. You may only attempt this retest once per Virtue Test. If you deliberately take an action that is a sin two or more steps below your current Morality, you cannot bid Conscience/Conviction for a retest.

If you know that a companion intends to do something that would be a sin for you, it counts as a sin one level higher for the purposes of Virtue Tests unless you make some attempt to stop them; this can be as simple as an attempt to talk them out of their plan and a refusal to cooperate in it. The Storyteller will determine what effort is sufficient to avoid a chop.

If you have a pattern of egregiously and repeatedly acting against your current Morality level, and you don't take steps to stop, we may warn you that continuing to do so may result in a morality drop without a Virtue Test.

It is not uncommon to commit several sins in the course of a single scene. You only have to chop each time you escalate the level of sins in a scene. Thus, if you lied about why you wanted to enter a house, then kicked in the door, and finally murdered the inhabitants, you would make three chops. If you committed the murder first, then broke down the door to escape the police, then finally lied to the cops about what you were doing there, you would only make a single chop.

Lost Morality and Virtue dots may be repurchased with Experience. Some games apply a derangement upon losing a Virtue Test; ours does not.

Example
Lily, Rose, and Dan are discussing how to keep someone from following them. They have Humanity 2, 3, and 4 respectively. Lily suggests she wreck the pursuer's car. This act of intentional property damage would not be a sin for her, but would be for Rose and Dan to do themselves. "I'll just do it, then," she tells them.

Allowing someone to commit a level 3 sin is a level 4 sin, and therefore Rose doesn't have a problem with letting Lily do it. Dan is bothered by the plan. However, instead of objecting he decides to keep silent. Lily shoots out the tires, and the car slows to a halt.

At the end of the scene, no more sins were committed by any of the three. The Storyteller tells Dan he needs to make a Morality Test; ultimately, he loses. He decides to risk a Dot of *Conscience* to try again; this time, he wins, and so he loses nothing.

"Can we *please* not break things for once," Dan tells his friends. "Just *once.*"

Virtues

Conscience

Conscience is used when a character has committed a sin according to their Hierarchy of Sins; they must make a Test with the level of the sin as the difficulty. Failing a *Conscience* Test causes you to lose a Morality Dot as you rationalize your action and convince yourself it "wasn't that bad." Succeeding in such a test, however, should also be roleplayed; your character feels a guilty conscience resulting from their sin and will strive to avoid similar transgressions in the future. Some Paths of Enlightenment replace *Conscience* with *Conviction*, which is covered in *LARP 201*.

This rulebook sometimes uses the term "Morality Test". This is equivalent to a *Conscience* Test.

Self-Control

Self-Control is used when a character is confronted with a stimulus that would cause them to lose control of themselves. Failing a *Self-Control* Test causes you to enter frenzy, a state in which the vampire loses all rational thought and will attack those in their vicinity. The difficulties for this Test are as follows:

Traits	Stimulus
One	Being bullied; Smell of blood when hungry (current Blood Traits ≤ 4)
Two	Sight of blood when hungry; harassed; life-threatening situation
Three	Physical provocation or attacks (taking aggravated or lethal damage, or several levels of bashing damage); taste of blood when hungry; goading
Four	Loved one in danger; humiliated
Five	Outright humiliation; mortal insults

You do not need to make a Test against any trigger of less than half your *Self-Control* rating; that is, if you have *Self-Control* 3, you do not need to test for frenzy when faced with the smell of blood when hungry, and at *Self-Control* 5 you do not need to test in the presence the sight of blood when hungry.

You can choose to enter frenzy voluntarily, without external stimulus. In effect, you are loosening your control over your own Beast. In combat, this is a free action, but can only take place on your initiative.

Some Paths of Enlightenment replace *Self-Control* with *Instinct,* which is covered in *LARP 201.*

Courage

Courage Tests are made in situations where the vampire feels threatened. If they fail, they enter a state known as Rötschreck, in which the vampire flees mindlessly from whatever set them off. The difficulties for this Test are a follows:

Traits	Stimulus
One	Cigarette lighter; sunrise

Two	Torch; obscured sunlight
Three	Bonfire; uncovered window during daylight
Four	House fire; being burned
Five	Trapped in a burning building; direct sunlight

Note that you generally do not need to make a test against fire under your control, such as your own cigarette lighter or the *Thaumaturgy* Path *Lure of Flames*. Also, you do not need to make a Test against any trigger of less than half your *Courage* rating; that is, if you have *Courage* 3, you do not need to test for Rötschreck when faced with a lighter or sunrise, and at *Courage* 5 you do not need to test in the presence of a torch or obscured sunlight.

Unlike *Conscience* and *Self-Control*, all Paths utilize *Courage* as a Virtue.

Frenzy

When a character encounters a trigger for frenzy and fails the Virtue Test, as described under *Self-Control* above, they enter a nigh-uncontrollable state wherein their Beast takes over and drives their actions. You should endeavor to be consistent with what triggers your character's frenzy and not avoid it simply because doing so wouldn't be expedient or appropriate in a given situation. If you wish to stave off a frenzy without any chops, you may spend a Willpower Trait to gain a ten minute respite. However, if the trigger is still present at the end of that time period, you will either need to chop as described below or spend additional Willpower.

Since some of the frenzy triggers include humiliation or harassment, it's possible to goad someone into frenzying. To do so, you make a Opposed Social Challenge against your target, and if you succeed, your words count as a level 3 frenzy trigger (to then be resolved normally). If you do so and your target spends Willpower to remain in control of themselves, your presence at the end of the ten minute respite is enough to constitute an additional trigger.

Once a frenzy is triggered, a *Self-Control* Virtue Test is made using the difficulties described above. If you fail this challenge, you enter frenzy. If you succeed, you have controlled yourself. Thus, even if you're out of Willpower during a given night, you might still be able to avoid frenzy, but it is no longer an automatic win. You may relent to the *Self-Control* Test if you wish to allow the frenzy to happen.

If you follow a Path of Enlightenment that uses *Instinct* rather than *Self-Control*, you automatically enter frenzy without a chop, unless your *Instinct* is twice the rating of the trigger. However, you may make an *Instinct* Test to direct your frenzy; you may chop once per round until you succeed, whereupon you are able to direct yourself for the rest of the frenzy. In other words, you still follow the effects of frenzy, but may choose the target for your attack.

While your character is frenzied, they are nigh uncontrollable and will attack the closest individual without discretion. The Storytellers will determine the target of your frenzy and when and whether you can switch targets. You may spend a Willpower Trait to direct your anger for a single round;

additional Traits can be spent for additional rounds if necessary. If you spend Willpower in this manner, the other effects of frenzy still apply.

While in frenzy, you suffer no wound penalties until reaching torpor or Final Death, cannot initiate any Mental or Social Challenges, do not bid Traits when a Mental or Opposed Social Challenge is made against you, and are immune to Rötschreck.

Sins committed in frenzy are still sins. It's part of why the vampiric state is such a terrible curse—your own nature can force you to do things that are absolutely repugnant to you, while leaving you fully aware that you did them. They do usually qualify as accidental rather than premeditated, where that matters. If you deliberately choose to create conditions where you are likely to frenzy, however, the predictable results of that frenzy are not "an accident" and we may well ask you to chop as if your deeds were premeditated. On some Paths of Enlightenment, frenzying itself is a sin.

If necessary (and desired), you can attempt to talk someone out of a frenzy, but being the voice of reason in the ears of the unreasonable is not always an easy or safe prospect. By winning an Opposed Social Challenge against the frenzied character, you may grant them the opportunity to make another *Self-Control* Test, at the same difficulty as the trigger which started the frenzy. Winning this test will end their frenzy. A failure may be retested by bidding a *Self-Control* Trait as normal. a player who feels that their character would remain in frenzy can relent on this challenge. Without intervention, the frenzy ends when the trigger removed or winds down ten minutes after beginning.

If your character is in frenzy because of hunger, you can make a *Self-Control* Test with difficulty 3 to come out of it once you are no longer hungry. You automatically exit the frenzy when your victim is dry or you are completely full.

Note that the *Self-Control* Test difficulties listed in the table above cover both social and situational stimuli. Regardless of which type of trigger is encountered, the frenzy is the same. A hungry vampire might leap on a friend to drain them of blood or turn on an ally when humiliated past the bounds of civility. Our game does not make a distinction between hunger and anger frenzy as some do; it's simply one state of irrational action.

Rötschreck

Rötschreck is the state of instinctual terror caused by exposure to fire or sunlight. The triggers for Rötschreck are listed under *Courage*.

Note that while the term "fear frenzy" is sometimes used to refer to Rötschreck , it is a misleading term. It is a distinct state from frenzy, and does not cause Gangrel to gain animal traits, cannot be projected on another with *Drawing Out The Beast* (*Animalism* 5), and so forth. It does, however, share some characteristics with frenzy, including duration and the challenges and Willpower costs to avoid it or snap out of it (using *Courage* rather than *Self-Control/Instinct)*. Characters may be talked out of Rötschreck as they may out of frenzy.

Derangements

Derangements are mental illnesses which manifest in specific situations or as determined by certain chops. All Malkavian characters have a derangement, which cannot be cured. For all other characters or Malkavians who purchase an additional one, a derangement is effectively a two-point Flaw (which does count against the seven-point limit for Flaws).

While we do not prohibit characters from having two derangements, we discourage it, especially for new players. It is usually very difficult and in some cases effectively impossible to give full attention to the mechanics of both derangements and still have a playable character. If you want a more afflicted character, remember that you can still roleplay the effects of a derangement that didn't grant you points, while not being mechanically required to do so at all times.

Some derangements, like Megalomania, are a constant mental state and should be roleplayed at all times. Others, like Blood Sweats, are triggered under certain circumstances that you must determine when you create the character. Finally, other derangements affect a character's mental state intermittently. For a derangement of this category, such as Flashbacks, you chop when you check in at the beginning of a game session to determine whether it is active.

When a derangement is triggered (if applicable), a Simple Test is made with an Storyteller, or, if necessary, any available player. If you win or tie on symbols, you stave off your derangement. However, if you lose, your derangement is triggered. This challenge is often referred to as a Derangement Simple Test in this rulebook.

You may resist your derangement for one scene by spending a Willpower Trait. If the trigger is still present at the end of that time, you must spend another Willpower Trait in order to continue resisting. If the mental stress is particularly intense, a Storyteller may rule that additional Willpower Traits or a Static Willpower Challenge is required.

Regardless of the mechanical consequences of your character's derangement, they are most fun when roleplayed effectively. If you can present yourself as childlike while your Regression derangement is active, for example, you not only get to increase the amount of fun you're having but hopefully create something that is memorable for both you and the players around you. This may assist you in earning experience nominations at the end of a session (see **Chapter V: Customization: [Gaining Experience Traits](#)**).

The following derangements are available:

Blood Sweats   When you are stressed or nervous, your state of mind affects your body: that is, you sweat blood. At the start of a session, make a Derangement Simple Test or begin play down an additional Blood Trait. Additionally, during triggering situations, an additional Simple

Test must be made or you may sweat out an additional Trait. When actively sweating, your touch stains your clothes and environment.

Blood Taste   You hate the taste of blood. You crave it, but you cannot stand to actually drink it. You must win or tie a Simple Test each time you feed. If you fail, you spit out the blood and cannot continue until a new feeding scene unless you spend a Willpower Trait. This does not affect the Background *Herd*, but you begin each session down one Blood Trait.

Delusions   You are convinced that something untrue or unprovable is gospel truth. This is not a minor belief that can be easily shrugged off or ignored, but one that runs as an undercurrent through your entire personality, and will not be believed by the majority of people you meet. You must roleplay this delusion consistently. Argument or insults to your delusional belief may be a trigger for frenzy; the difficulty is one lower than an equivalent threat to yourself. If the subject of your belief is actively hostile towards you, Paranoia or Phobia may be a more appropriate Derangement.

Depression   You believe that everything positive has leaked out of your life. Whenever you experience significant failure, you must win a Derangement Simple Test or fall into a depressive state for a number of scenes determined by the Storyteller. In this state, your Willpower Traits are considered halved (rounded down), and you may not spend Blood Traits to increase your Physical Traits.

Flashbacks   A significant event in your life has scarred you emotionally. You suffer from extreme mood swings, which cause your Willpower to fluctuate. At the beginning of the session, failure to pass the Derangement Simple Test means you may only spend one Willpower Trait this session.

Hysteria   You are unable to control your emotions when under pressure, causing you to have extreme mood swings and fits of violence. When a triggering condition is encountered, you must pass a Derangement Simple Test or you immediately frenzy. If the stress is especially pronounced or significant, as determined by a Storyteller, frenzy is automatic.

Immortal Terror   You cannot cope with the concept of living forever. When confronted with evidence of your immortality, you must pass a Derangement Simple Test or you become unable to spend Willpower

139

for the remainder of the session as you unconsciously seek your own destruction. You may also engage in other self-destructive behaviors. Examples of immortality can include emerging from torpor or seeing another vampire emerge from torpor, witnessing a vampire survive a wound that would kill a mortal, or healing such a wound yourself. It can also be triggered by mundane means such as witnessing a funeral, seeing a mortal ally die, or seeing someone from your mortal life die of natural causes.

Insatiable	You find it difficult to stop feeding before you are full and must spend a Willpower Trait to do so. Furthermore, you always frenzy if you encounter the sight, smell, or taste of blood while hungry (Blood Traits at 4 or less).
Manic-Depressive	Manic-Depressive characters are subject to devastating mood swings. At the beginning of a session, you must make a Simple Test with the Storytellers to determine your mood. If you win this Simple Test, you are stable for the session. If you tie, you are in a manic state and suffer a two Trait penalty on all Mental Conflicts for the session, and must bid an additional Trait in all such challenges not related to Disciplines. If you lose, are you are depressed for the session, and suffer the same penalties, but applying to Social Conflicts instead of Mental Conflicts. Additional triggering conditions can be chosen at character creation to change the character's mental state throughout the evening. This derangement is an exception to the rules for Derangement Simple Tests outlined above.
Megalomania	You are convinced that power and the exercise thereof are the only things that truly matter in life. You must make a Derangement Simple Test at session check-in; if you fail, this derangement is active for the session. While this derangement is active, you must make a *Self-Control/Instinct* Test with difficulty 4 to resist committing diablerie or otherwise empowering yourself. Additionally, you lose a Willpower trait at the conclusion of any scene that could be described as a failure for your character. (If you have no Willpower traits to lose, you frenzy instead.)
Nightmares	Hideous nightmares haunt you as you slumber. Artifacts from your dreams flicker at the edge of your vision, causing distraction and paranoia. At the beginning of the night you must make a Simple Test; a failure means you were unable to rest properly during the day, causing you to suffer a 1 Trait penalty on all Conflicts for the evening. On a tie, you still suffer this penalty, but can get rid it for the rest of

the scene if another character assures you that your visions are "just a dream." This requires the character to know about your nightmares (from your own admission or through other means), and also requires the other character to be emotionally supportive of your derangement. If the character recognizes your derangement but does not help you dispel your fears, the penalty remains. This derangement is an exception to the rules for Derangement Simple Tests outlined above.

Obsessive/Compulsive
You are driven to control your environment through ritual. You select one action or set of actions that must be performed in a continuous or ritualistic fashion. You are considered to have an additional Trait on all Attribute Conflicts when someone attempts to coerce you from your set behavior, but will automatically frenzy if prevented from adhering to your ritual.

Paranoia
You believe that all of your problems stem from external malevolent sources and that you are the victim of evil plots. You sometimes create intricate webs of conspiracy to justify your beliefs and hunt down your persecutors. You are down one Trait on all Social Conflicts while your derangement is active, and suspicious activity is a frenzy trigger. You must define the nature of your character's paranoia; for example, a character who is paranoid about the secret government might have to chop if they see men in black suits and sunglasses, or hear helicopters.

Phobia
Something from your past affected you deeply, enough that it acts as a trigger for intense emotion. When you encounter the trigger, you must pass a Derangement Simple Test or enter Rötschreck.

Regression
You retreat to the mental age of a child in order to escape the responsibilities and difficulties of life. When in a triggering situation, you must succeed in a Derangement Simple Test or you suffer a two Trait penalty on all Mental Conflicts for the rest of the scene. You may also try to ensure that other characters are there to take care of and protect you, and will avoid dangerous situations such as combat or burning buildings.

Sanguinary Animism
You believe that when you consume blood, you also consume part of the victim's soul. You recall vague "memories" from your victim and may also adopt parts of their personalities; these memories are entirely delusional, and you do not again any new information (although you may believe you do). When you feed on a mortal

(including animals), you must make a Derangement Simple Test. If you succeed, you are distracted and take a one Trait penalty on all Conflicts for the remainder of the scene. If you fail, you suffer the same penalty and also create an internal, second, reproachful personality intent on destroying you for the rest of the evening. This derangement does not trigger when consuming vampiric vitae.

Schizophrenia   Unresolved internal turmoil has devastated your psyche. When forced to confront the source of your turmoil, you may manifest many of the traditional signs of insanity: hallucinations, delusions, outbursts of violence, etc. When so afflicted, you are considered to have two fewer Virtue and Willpower Traits, to a minimum of 0. (This does not affect Morality.)

Merits and Flaws

Merits and Flaws are special qualities that make your character unique. Merits are purchased using any remaining Experience of the ten your character receives at the beginning of the character creation process. Flaws provide you with additional points to spend elsewhere. For example, purchasing a Flaw worth two Traits will provide you with two additional Experience that can be used to purchase Merits, Attributes, Abilities, Disciplines, and so forth.

Identities: A special category of Merits and Flaws

In modern society, many activities require proof of identity, generate documents tied to one's identity, or both. Some of these are activities that vampires may want to engage in without drawing excessive suspicion from mortal authorities. Say you get stopped for speeding—if you can simply show your license and registration things are likely to go more smoothly than if you can't. However, not all vampires can or wish to maintain such documents, and leaving a paper trail becomes a problem when you are wanted by the police

The following Merits and Flaws cover these situations. By default, everyone has the 0 Trait Merit *Legal Identity*. The 1 Trait Social Merit *Alternate Identity* provides you with a second set of papers. The 1 Trait Social Flaw *No Legal Identity* is just what it sounds like. The 1 Trait Social Flaw *Compromised Identity* means that you have a legal identity (your own or an alternate) that isn't safe to use. Full descriptions of all of these are found in the Social Merit and Flaw lists, below. You cannot have both *No Legal Identity* and *Legal Identity*. You must have *Legal Identity* in order to take *Alternate Identity*.

Acquiring a new identity requires a *Bureaucracy* 5 Influence Action. An action of the same scale can be used to give yourself or someone else the Feature of *No Legal Identity* (identical to the Flaw except that you do not get an Experience Trait for it). *Legal* or *Alternate Identities* can become *Compromised* as a result of play. No Experience Traits will be refunded if this happens.

Regardless of what name and papers you are using at the moment, you have access to the same Backgrounds, possessions, and the like. In other words, your *Resources*, Influences, and so on are attached to you-the-character, not to what it says on a particular birth certificate. This is a case where we have sacrificed realism for playability, since keeping track of all those details is complex enough as it is. Trouble with the law, however, follows the identity. (If you don't have one, the authorities will make a case file for you as best they can.)

Merits

Merits represent built-in advantages that set your character apart from others. They are divided into the categories Physical, Mental, Social, and Supernatural. You are limited to seven Traits of Merits at character creation; some cannot be purchased later. After character creation, the cost of Merits double; that is, a 1 Trait Merit costs 2 Experience.

Physical

Acute Sense (1 Trait)
One of your senses is sharper than normal (you must specify which one). You receive a one Trait bonus on all non-Discipline Conflicts involving that sense. This sense is greatly enhanced when using the power *Heightened Senses* (*Auspex* 1). Smell and taste count as one sense for the purposes of this Merit.

Catlike Balance (1 Trait)
You have a particularly acute sense of balance. You receive a two Trait bonus on all Conflicts where balance is an important factor.

Controllable Thirst (1 Trait)
You are considered to have one more blood in your pool than you actually do for determining whether or not you are hungry.

Early Riser (1 Trait)
You can operate with less sleep than other vampires. You may awaken an hour earlier or go to bed an hour later than usual without needing to expend Willpower Traits. This provides characters with access to rituals an additional hour's worth of casting time.

Eat Food (1 Trait)
Unlike most vampires, you are able to overcome your disgust and swallow solid food. However, you gain no sustenance from it and must regurgitate it fifteen minutes later. If you wish to hold it down longer, you may do so by expending one Blood Trait every five minutes.

Gliding (1 Trait)
Thin, membranous flaps of skin stretch between your wrists and hips. When this skin is exposed, you can stretch your hands out and use this skin to glide to a safe landing when falling. This membrane

does not preclude the wearing of clothing, but without special tailoring cannot be used for gliding while wearing a shirt. It cannot be used to take off from the ground and you cannot carry anything other than your clothes and personal effects, within reason.

This Merit can only be taken by members of Clan Gargoyle, who receive it for free.

Blush of Health (2 Traits)

You lack the characteristic pallor of most vampires, and as such your skin feels only slightly cool to the touch. You also exhibit minor, superficial human physical characteristics (like sweating, crying tears rather than blood, and spitting) without needing to spend vitae. You still suffer a Social penalty for low Humanity when dealing with mortals, however, as this unease is due to your character, not your appearance.

Ambidextrous (3 Traits)

You can use either of your hands equally well, negating the 2 Trait penalty for performing tasks with your non-dominant hand. If you have two weapons drawn, and at least one of them is a one-handed melee weapon, you may use the *Block* Ability as though your melee weapon was a small shield (0 bonus Traits) while attacking normally with your drawn weapons, rather than declaring all your actions to be defensive. This Merit does not allow you to perform two physical actions at once.

Efficient Digestion (3 Traits)

You process blood taken from mortals more efficiently, and thus you receive three Blood Traits for every two taken from your victim. This Merit does not apply to the Background *Herd*.

Huge Size (4 Traits)

You are extremely large. Your sheer body mass gives you one extra Bruised health level.

Mental

Common Sense (1 Trait)

Whenever you do something particularly dangerous, risky, or unwise, a Storyteller may advise you of a potentially better course of action.

Concentration (1 Trait)

You are particularly adept at remaining on task. You receive a 2 Trait bonus on Concentration Checks. If you also possess the Merit *Eidetic Memory*, you may memorize information while in distracting conditions without having to succeed on a Static Mental Challenge. This also helps resist distractions when using Disciplines that requires concentration.

Time Sense (1 Trait)

Your sense of time is impeccable; you can usually estimate the time within two minutes without a clock or watch.

Calm Heart (2 Traits)

The Beast that stirs within you is more easily subdued than in other vampires, and you are able to control your emotions easily. You receive a 2 Trait bonus on ties for *Self-Control/Instinct* Tests. This does not affect which triggers affect you. Brujah may not take this Merit. You cannot take this Merit if you possess the Flaw *Short Fuse*.

Code of Honor (2 Traits)
A specific and personal code of ethics defines your behavior. You should determine the tenets of your code in consultation with the Storytellers. Each night, you receive one free defensive Mental or Social retest which may be used in a situation in which you might violate your code.

Coldly Logical (2 Traits)
Your actions are directed by reason rather than emotion, to the degree that's possible for a vampire. You receive a 1 Trait bonus on all *Self-Control* Tests when attempting to resist frenzy triggers based on your emotional state. This does not apply to triggers based on hunger. In addition, if you are on a Path of Enlightenment that uses the *Conviction* Virtue, you receive a 1 Trait bonus on all *Conviction* Tests. You lose the benefits of this Merit if you ever enter a Path of Enlightenment with the *Instinct* Virtue. Brujah cannot take this Merit. You cannot take this Merit if you possess the Flaw *Short Fuse*.

Eidetic Memory (2 Traits)
You have a photographic memory and can remember even the smallest of details. This may require a Static Mental Challenge if you are significantly hurried or distracted, unless you also possess the Merit *Concentration.*

Iron Will (2 Traits)
Your will is not easily bent. Your defensive Mental Willpower retests cannot be blocked, and you receive a bonus of one Trait on ties for the rest of that Conflict.

Natural Linguist (2 Traits)
Your understanding of and ability to learn language is far beyond average. You may buy 3 languages for the cost of a single Experience. When you do so, list them all as a single custom Ability (e.g., "Latin, Spanish, Arabic").

Sociopath (2 Traits)
"Typical" emotions are not an intrinsic part of your nature. Whether this is something from your mortal days or a byproduct of your Embrace, your approach to typical human emotions is abstract, subdued, and difficult for others to read. Whether or not your character retains a sense of "right and wrong" is up to you, and your character may "act normal" to fool others, but your character's visible emotions should be a facade. If you are good at understanding the emotions of others, it is a studied science, not an empathic or sympathetic understanding.

Mechanically: Any successful uses of *Aura Perception* (*Auspex* 2) to determine your emotional state return the answer "the target has no emotional state." The other questions *Auspex* 2 may ask function normally (including lie detection). Additionally, you do not leave an emotional imprint on objects that

you handle, meaning that successful uses of *Spirit's Touch* (*Auspex* 3) overlook your interactions with the object, and instead return information about the previous eligible handler.

Social

Legal Identity (0 Traits)
This is the default condition for a PC if they choose not to buy another Merit or Flaw related to legal identities. Unless noted below, a character cannot have more than one legal identity Merit or Flaw at the same time.

You have a set of legal records and identification that will stand up to some degree of scrutiny. If you were Embraced recently, you may have maintained your mortal identity by keeping your death hidden. If you were Embraced a long time ago, or you have been declared legally dead, you have either taken over someone else's identity or had records falsified in some way.

You have the appropriate identifiers for someone in your social position (driver's license, Social Security number, firearms or hunting licenses if appropriate, etc.). Your legal records will withstand a basic search (the state has a record of your driver's license, your SSN is attached to your name, etc.). Serious investigation, especially by legal authorities, may reveal irregularities in your records, but there are no obvious, glaring defects. Your photo ID looks either like you or a regularly used disguise; you will be listed as of legal age unless you possess the *Child* Flaw.

Alternate Legal Identity (1 Trait)
In addition to a normal *Legal Identity*, you have a second legal identity that will stand up to a similar level of scrutiny. (By necessity, at least one of these identities will be false.) This enables you to carry out activities under one identity while protecting your other identity from possible consequences of your actions. If one identity becomes compromised, you may continue to use the other.

Your second identity is not immune from discovery; unless you possess *Vicissitude* or some other means of changing your appearance, both identities will have roughly the same appearance and, if appropriate, fingerprints. Mixing identities, or losing track of which one you have used with whom, can also put you at risk of discovery. Your identities will have access to the same Backgrounds and possessions.

It is possible to have an *Alternate Legal Identity* be *Compromised*; this is the exception to the rule that legal identities cannot be mixed. You may not have more than one non-compromised alternate identity at any one time.

Bruiser (1 Trait)
You have the look and presence of a stone cold thug. You receive a 2 Trait bonus on Social Challenges of intimidation

Former Ghoul (1 Trait)
Before your embrace, you knowingly served a vampire as a ghoul. As such, that vampire looks upon

you favorably, and you have a level one blood bond to them. You can look to your former domitor for occasional advice or minor information. If you want to have learned Disciplines from them or get other concrete help, also buy them as a Mentor. This Merit cannot be taken by Sabbat characters.

Friendly Face (1 Trait)

You have an open and honest look about you. With strangers, you receive a 1 Trait bonus on all Social Conflicts other than intimidation.

Natural Leader (1 Trait)

You can lead and command people with ease. You receive a 2 Trait bonus on all Conflicts involving leading people (this need not involve the *Leadership* Ability). You must have at least six Social Dots to take this merit.

Prestigious Sire (1 Trait)

Your sire is well-known and well-liked, and some of that goodwill rubs off on you. When you enter game, an NPC will owe you a major boon because of a favor your sire did for them.

Blasé (2 Traits)

Your calm is rarely damaged and you don't usually worry much about others' personality quirks. You receive a 1 Trait bonus on all Social Conflicts where you are the defending character.

Debt of Gratitude (2 Traits)

You are owed a boon by an elder or someone else more powerful than you. When the boon is called in, you may convert it to another Merit or Background, apply it towards removing a Flaw, or remove it from your sheet, depending on the nature of the favor. (This will require discussion with the Storytellers.)

Paragon (2 Traits)

The Embrace awoke a commanding nature in you, allowing you to control those around you more easily. When you take this Merit, choose an Influence field that you have innate control over. You may buy up to (and use) Influence one level above that Influence's cap. (Five is still the maximum, however.)

Enchanting Voice (3 Traits)

Your voice is naturally resonant and commanding. You receive a 2 Trait bonus on all Social Conflicts where you use your voice.

False Humanity (3 Traits)

Whether through nature or practice, you are skilled at concealing your true inhumanity from others. This Merit offsets up to two Social Traits' worth of penalties on tests with mortals, provided that those penalties stem from low Humanity or being on an alternative Path of Morality. (It has no effect on any other Social penalties.) In addition, it removes the requirement to indicate your lack of Humanity on a tag.

Other characters may still use context clues and appropriate challenges to discern your disconnection from mortal morality, but it will not be casually apparent to everyone around you.

Supernatural

Bright Aura (1 Trait)
Your aura appears bright, indistinguishable from that of a mortal.

Healing Touch (1 Trait)
You can heal wounds left by feeding by touching them. (Normally, this would require a lick.) Giovanni may not take this Merit. You can also "heal" minor cosmetic damage on mortals. This does not remove boxes of damage, just the visible marks of bruises, scrapes, etc.

Infernalist (1-2 Traits)
At 1 Trait: Your character has tapped into the powers of a demon. You have not (yet?) sold your soul for power, but you have set your feet on the downward path by making deals and bargaining for information. There may be some kind of effects detectable by others, though they are less overt than those of a complete contract. The Storytellers will determine what benefits you gain. Should you sell your soul in the course of the game, there will be further effects.

While opposition to infernalism is not a core tenet of the Camarilla, dealing with demons is regarded with deep suspicion at best and often great hostility. Infernalists are considered inveterate liars whose actions, no matter how apparently innocent, are twisted toward malice and destruction. The Sabbat, on the other hand, are known to hunt and destroy infernalists when they hear of them. Even the demons themselves warn of the Sabbat's fervor in slaying infernalists that they come across.

A second level of *Infernalist* exists in the system. The 2 Trait version of this Merit indicates that you have sold your soul and are irrevocably bound to a demon. Storyteller approval is required.

Inoffensive to Animals (1 Trait)
Animals do not automatically distrust or flee you, as they do with other vampires.

Weather Sense (1 Trait)
You have an uncanny sense of the weather. At any time, you can determine what the weather in an area is going to be like in a few more hours. You can also make a Static Mental Challenge of difficulty 6 to determine if a certain weather formation is natural or not.

Insight (2 Traits)
Insight is only available to fourteenth and fifteenth generation vampires. The weakness of their blood seems to interact strangely with the worlds around them. Such Kindred have the ability to divine the future, though their methods vary and the results are not foolproof. Some use tools or aids when receiving their visions, and the use of aids like tarot cards, the I-Ching, and scrying is not uncommon.

Once per game session, a player whose character has *Insight* can approach the Storytellers and request a vision about the future. They then make a Simple Test. If they seek moderately detailed information (including specific names and places) they win on ties. Extremely detailed requests are more difficult, represented by losing on ties. If the player wins the Test, the Storyteller will describe their vision and, thereafter, the player should return to game and roleplay the reception of this vision and the effects thereof.

You may lose the benefits of this Merit if you use diablerie to improve your generation lower than fourteenth.

Magic Resistance (2 Traits)
Thaumaturgy and other magics have difficulty affecting you. You receive a 2 Trait bonus on all Conflicts against any form of magic, both beneficial and harmful. You can never learn *Thaumaturgy*, *Necromancy*, thaumaturgical or necromantic rituals, or mortal spells. You can learn *Thaumaturgical Countermagic*.

Medium (2 Traits)
You have the ability to hear the voices of the restless dead and sense their presence, although you cannot normally see them. In addition, you can communicate with them for favors or information.

Fire Dancer (3 Traits)
You have such mastery over the Beast that you do not easily succumb to Rötschreck. You receive a 2 Trait bonus on ties for *Courage* Tests involving fire or sunlight.. This does not affect which triggers affect you.

Lucky (3 Traits)
Fortune smiles upon you. You receive one free retest per night that may be used on any Test or challenge.

Unbondable (3 Traits)
You are immune to the blood bond and Vaulderie, and thus do not suffer their effects in any way. Tremere may not take this Merit. Sabbat are unlikely to survive long with this Merit.

Disembodied Mentor (4 Traits)
This Merit may only taken by members of the Malkavian clan. While many Malkavians hear voices, yours actually seem to drop grains of wisdom. They are considered a 3 point *Mentor* who you have access to at all times and may have many different sets of knowledge they can provide. Unfortunately, it isn't common for what you think is important or want to learn to line up with what they are offering. Like a traditional mentor, they will make demands (perhaps very peculiar ones). They do have some limitations relative to a traditional mentor: they cannot teach Paths of Enlightenment or lend Status or Resources.

Once per scene you can make a Mentor chop to get one Dot of an Ability of your choice (that you do

not have on your sheet) for the rest of the scene. If you tie on the chop, the mentor makes a demand that must be fulfilled immediately. You can choose to either do that action or not get the Ability.

Other Malkavians who are aware of your special connection to the voices may treat you with extra respect... or extra suspicion.

Oracular Ability (4 Traits)

You can read signs and omens to predict the future. Once per session, you may attempt a Simple Test to read the future of a current situation. If successful, you may make one retest related to that situation later in the session. In addition, if you have made a successful chop, you effectively have the benefit of the *Common Sense* Merit regarding that situation for the rest of the night.

True Love (4 Traits)

Your love for someone can drive you to great heights. You gain one additional Willpower Trait per session, which expires at the end of that session. Your true love may require assistance or attention from time to time. The person you are in love with may not be another PC.

Unusual Worldview (4 Traits)

Your travels have shaped the way you view both yourself and the world around you, and as a result you think differently from others.

You may enter the game on one of the following Paths of Enlightenment: Death and the Soul, Feral Heart, Harmony, Honorable Accord, Power and the Inner Voice, Scorched Heart, Self-Focus.

You cannot take this Merit after character generation. You cannot have this Merit on your first character.

Nine Lives (6 Traits)

Like the proverbial cat, you have the ability to cheat death for a while. Whenever you would lose a Conflict that would result in your Final Death, you may retest it by expending one of your *Nine Lives* Traits. This can be used to retest the same challenge as long as you have lives remaining.

Sanguinist (6 Traits)

Whether due to age, practice, or natural ability, you are more skilled with using your vitae than most vampires. You may spend up to two Blood Traits per round, rather than one. Vampires of the fourteenth and fifteenth generations cannot take this Merit.

True Faith (7 Traits)

True Faith is a rare and powerful merit, representing a driving faith in a religion or cause that allows you to channel your will against other vampires. You can only keep using the powers of *True Faith* if you have 4 or 5 Morality on a Path of Enlightenment that is not opposed to your faith.

To drive other vampires back, you must brandish your holy symbol and keep it brandished the whole

time for the effect to last. This effect cannot last longer than a scene. You can do other things after the first action, but they cannot be actions that keep you from brandishing that holy symbol, and they cannot be actions that actively go against your faith.

When you activate *True Faith* by brandishing your symbol, you must make a mass Opposed Social Challenge against all Kindred in the room. You may choose to relent on some challenges. Each person you succeed against runs away from you in a manner similar to that of *Dread Gaze* (*Presence* 2).

Win or lose, a ten foot aura begins to radiate against you that causes discomfort in other vampires, including any who share your faith. They will prefer to avoid that area, and cannot enter it without deliberate effort. Other vampires cannot surprise you from within that ten foot ring. This holds true even if they are *Obfuscated*, although you don't in any way break their *Obfuscate*. People outside the ring can surprise you as normal, such as with a gun or thrown object, or an eleven foot pole.

You may also be able to exorcise some forms of demonic possession, typically through an appropriate rite of your faith.

Flaws

Flaws are limitations that set you apart from other characters. Like Merits, they are divided into Physical, Mental, Social, and Supernatural. You are limited to seven Traits' worth of Flaws at character creation. You will generally not gain points for acquiring Flaws during play. Flaws cost twice their value in Experience to buy off; some Flaws cannot be removed, or require special action to fix.

Special note: Ugly Flaws
The category we've designated as "Ugly Flaws" are ones that negatively affect a character's appearance. Since there's only so much cumulative effect possible, no character may have more than 3 total Traits in Flaws of this type. The Flaws in this category are *Smell of the Grave*, *Disfigured*, *Flesh of the Corpse*, *Glowing Eyes*, *Permanent Fangs*, *Deformity*, and *Monstrous*.

Physical
Bad Sight (1 or 3 Traits)
You have trouble seeing details. You suffer a 2 Trait penalty when performing any Conflict involving careful eyesight. If your vision can be corrected with glasses or contacts, this Flaw is worth 1 Trait; if it cannot, it is worth 3 Traits. You cannot take the Merit *Acute Sense: Sight* or the Flaw *Blind.* This may be partially offset by the *Heightened Senses (Auspex 1)* power, but your sight will never be as good as a normal user of that power.

.
Clumsy (1 Trait)
The opposite of *Catlike Balance.* You suffer a 2 Trait penalty on all Conflicts involving fine manipulation or balance.

Hard of Hearing (1 Trait)

You have difficulty hearing. You suffer a 2 Trait penalty on all Conflicts involving hearing. You cannot take the Merit *Acute Sense: Hearing* or the Flaw *Deaf.* This may be partially offset by *Heightened Senses* (*Auspex* 1), but your hearing will never be as good as a normal user of that power.

Smell of the Grave (1 Trait)
You have a distinct stench of wet earth about you. You suffer a 1 Trait penalty on all social interactions with mortals except when attempting to intimidate.

Venomous Bite (1 Trait)
You have glands in the roof of your mouth that contain virulent venom. You cannot control whether your bite injects the venom. When you do envenomate a human, there is a significant chance they will sicken or even die, and thus you must learn different ways to feed if your morals conflict with this. The venom does not affect supernatural creatures.

Addiction (2 Traits)
You are dependent on a specific chemical or biological substance. You can only draw nourishment from the blood of individuals currently affected by this substance; you vomit up other blood. This substance will generally give you penalties of some sort, as determined by the Storytellers. This does not magically allow you to identify whether someone is on the appropriate substance in advance. You can use other cues, possibly with supporting Abilities to make that determination, If you are mistaken, you won't know until you vomit the blood up.

Disfigured (2 Traits)
A hideous disfigurement afflicts you. This must be something visible under ordinary social circumstances. You cannot take any levels of the Background *Appearance*. Furthermore, you suffer a 2 Trait penalty on all Social Conflicts except intimidation. Attempts to non-magically hide the disfigurement are usually awkward enough to also impose Social penalties. This Flaw cannot be taken by Nosferatu, Gargoyles, or Samedi.

Dulled Bite (2 Traits)
Your fangs are underdeveloped and cannot be used to draw blood like other vampires. You require a Opposed Physical Challenge to draw blood with your teeth. In combat, it takes two consecutive successful Bite maneuvers to bite deeply enough draw blood and the damage done is bashing rather than aggravated.

Flesh of the Corpse (2 Traits)
Every time you take a wound, your flesh knits with terrible scars. Each time you take a wound that breaks the skin, you suffer a 1 Trait penalty on all Social Conflicts until the end of the night, even after it is healed. This effect is cumulative for each wound you receive. Nosferatu, Gargoyles, and Samedi cannot take this flaw.

Flightless (2 Traits)
You cannot fly or glide at all. This Flaw may only be taken by members of Clan Gargoyle.

Fourteenth Generation (2 Traits)

You were Embraced by a member of the thirteenth generation. This must have taken place no earlier than the early 20th century; before that time there were no verifiable records of such an Embrace being successful.

You have a pool of 10 Blood Traits but can only use 8 of these Traits for healing, Disciplines, or raising your Physical Traits. The remaining two can be used for rising in the evening, creating ghouls, embracing childer, or creating blood bonds (though these may not always be successful). You may not take the Background *Generation*. You may not have any Disciplines above Intermediate (level 4). You are limited to 10 Attribute Dots in each category.

If you diablerize someone of lower generation while possessing this Flaw, the Experience you would normally receive will be applied towards buying off the Flaw instead.

Glowing Eyes (2 Traits)

Your eyes actually glow in the dark. This makes you stand out like a sore thumb. This can be concealed with very dark wrap-around sunglasses, but the darkness of the lenses imposes a 1 Trait penalty on all challenges involving vision. You suffer a 2 Trait penalty on all Social Conflicts involving mortals, except in the case of Social Challenges of intimidation.

Infertile Vitae (2 Traits)

You cannot Embrace anyone, and any childer you attempt to create will simply die. You cannot create ghouls. You may not take this Flaw if you have taken the Flaw *Fifteenth Generation.*

One Eye (2 Traits)

One of your eyes is missing or does not function. You suffer a 2 Trait penalty on all Conflicts involving depth perception, including ranged combat.

Permanent Fangs (2 Traits)

Your fangs do not retract. You suffer a 2 Trait penalty on non-intimidation Social Challenges against mortals. When speaking in front of mortals, you must be careful not to let your fangs be seen. To represent this, the first time in a scene that you speak to a mortal, you must make a Social Challenge (retest Subterfuge or Performance: Acting) or they will notice something odd about your mouth. This Flaw cannot be taken by Nosferatu, Gargoyles, or Samedi.

Short (2 Traits)

You are unusually short. Due to your small stature, you can only take two steps in combat and have trouble reaching countertops and manipulating objects designed for people of normal height, like cars. If you have the Flaw *Child*, this Flaw is automatically included and should not be taken again.

Vulnerability to Silver (2 Traits)

Silver to you is as painful as the rays of the sun. (This does not mean it causes Rotschreck.) You suffer

aggravated damage from silver weapons, and touching silver objects is painful, causing a 1 Trait penalty on all Conflicts for as long as you are in contact with the metal.

Deformity (3 Traits)

A physical deformity of some sort mars your appearance and makes physical activity more difficult for you. You suffer a 1 Trait penalty on all Physical Conflicts, and a 2 Trait penalty on all Social Conflicts. Depending on its nature, your deformity may inflict other limitations on your actions. This Flaw cannot be taken by Nosferatu, Gargoyles, or Samedi.

Frail (3 Traits)

Because you were in poor condition when Embraced (due to serious illness or advanced age), or because something went wrong during the process, your body is less resilient than that of the average vampire. You have one less Bruised health level than a standard character.

Lame (3 Traits)

You have severe damage to your legs. You cannot run and may only take one step per round of combat. You may receive penalties to other physical activities related to balance or movement.

Lazy (3 Traits)

Your ability to delegate knows no bounds. You suffer a 2 Trait penalty on any action unless another person is assisting you doing the same action.

Monstrous (3 Traits)

Your outward form twists to reflect your inner Beast. You cannot initiate Social Conflicts except those of intimidation while your true form is apparent, and you may not take any levels of the Background *Appearance.* Your hideousness is obviously supernatural, so appearing unconcealed before mortals constitutes a breach of the Masquerade. Attempts to non-magically hide the disfigurement are usually awkward enough to also impose Social penalties. This Flaw may not be taken by Nosferatu, Gargoyles, or Samedi.

Permanent Wound (3 Traits)

You have a wound that will not stay healed. You wake up each evening with lethal damage in your first Wounded health level, meaning all damage track boxes up to and including the first Wounded box are filled. This damage may be healed normally.

Signature Infection (3 Traits)

Your bite leaves a distinctive, unpleasant (though not fatal) mark such as an ugly rash or boil. The victim is likely to seek medical attention for it. While it can be explained by modern medicine, it is still noteworthy.

Slow Healing (3 Traits)

The blood in your system does not heal wounds efficiently. Repairing one level of lethal damage costs two Blood Traits and one level of Bashing costs one Blood Trait. You do not need to spend all the

blood at once to heal; it may be spent over time.

Child (4 Traits)

You were embraced as a child. You cannot have more than six Physical Dots, and you suffer a two Trait penalty on all Social Conflicts when you are displaying unchildlike behavior or independence. You also suffer the effects of the Flaw *Short* (the cost of which is included in this Flaw). This is a difficult and limiting flaw, and will significantly affect your potential to participate in many scenes.

Deaf (4 Traits)

You are completely deaf, and suffer the obvious penalties of being unable to hear. You cannot hear spoken *Dominate* commands, but you suffer a 3 Trait penalty on Conflicts of perception and alertness. In addition, you are surprised automatically by anyone who approaches you outside your line of sight. You cannot take the Merit *Acute Sense: Hearing* or the Flaw *Hard of Hearing.*

Like any character, you may purchase *Lipreading* as a custom Ability. American Sign Language (ASL) or other forms of nonverbal communication may be purchased as Languages by any character.

Fifteenth Generation (4 Traits)

Your blood is so thin and weak that you are practically a mortal. You can only spend 6 of your 10 Blood Traits for normal uses (healing, Disciplines, increasing Physical Traits) and all costs for these effects are doubled. The remaining 4 blood can only be used for rising in the evening (which costs the normal 1 per night). You cannot sire childer, create ghouls, or create blood bonds. You have a limit of 10 Attribute Traits per category. There are a few very minor benefits: sunlight only deals lethal damage to you, and you may hold down food for about an hour before vomiting it up.

You may not take the *Generation* Background or the *Thin Blood* or *Infertile Vitae* Flaws. You may not have any Disciplines above the first Intermediate (level 3). You may only be a Caitiff. You were embraced within the last decade or so; before that time there were no Kindred as weak as you.

If you diablerize someone of lower generation while possessing this Flaw, the Experience Traits you would normally receive will be applied toward converting this Flaw to the *Fourteenth Generation* Flaw instead.

Hemophiliac (4 Traits)

Whether as a result of an ailment from your mortal days that the vampiric condition did not correct or because something went wrong with the Embrace, you bleed more easily than most. You lose a Blood Trait whenever you suffer a level of lethal or aggravated damage. This is not necessarily a messy external gushing, but rather a leakage and wastage within your own tissues. Bashing does not cause this because your body heals it more easily. If you prevent the damage via Fortitude, you do not lose the additional blood.

Thin Blood (4 Traits)

Your blood sustains you poorly. All costs for using Blood Traits for Disciplines, healing, or increasing

Physical Traits are doubled. You cannot create a blood bond or ghouls, and you can only Embrace someone if you win a Simple Test first.

Blind (6 Traits)

You cannot see. You fail any Conflict requiring sight, and suffer a 10 Trait penalty on all other Conflicts in which sight is a factor. However, you are immune to sight-based Dominate. You cannot take the Merit *Acute Sense: Sight*, the Flaw *Bad Sight*, or the Flaw *One Eye.* You can still use *Aura Perception* (*Auspex* 2), but it expresses itself to you through a different sense.

Mental

Distinctive Accent (1 Trait)

You have a thick accent that you cannot hide. This should be roleplayed.

Glutton (1 Trait)

You like to eat. Vampires... can't eat. In a situation where there is food available to you, you must spend 1 Blood Trait to "warm up" your mouth/digestive tract and buy or sample some of the food. This blood cost is in addition to any you spend to hold the food down. This Flaw does not require you to go after food which is not for you (i.e. at someone else's table or in the middle of a grocery store), but you should acquire some where possible (order an appetizer for yourself or pick up a bag of apples while in the fruit aisle). Expending 2 Mental Traits allows you to ignore this Flaw for a scene. This Flaw does not include the effects of the Merit *Eat Food;* you may take both. If this Flaw is not roleplayed properly, the Storytellers may ask you to buy it off. This Flaw is unrelated to the Gluttony derangement.

Prey Exclusion (1 Trait)

You refuse to hunt a certain class of prey. If you accidentally feed on your excluded subject, you immediately enter frenzy and must succeed on a *Conscience/Conviction* Test with difficulty 4 or lose a Morality. Furthermore, if you witness someone else feeding on your excluded type, you must make a *Self-Control/Instinct* Test at difficulty 3 or frenzy. This Flaw may not be taken by Ventrue. The specifics of this Flaw are subject to Storyteller approval.

Soft-Hearted (1 Trait)

You cannot abide suffering; you must avoid causing pain or anguish to anyone. (This includes devastating someone in non-physical ways.) You may overcome this limitation for a scene or one hour (whichever is shorter) by spending a Willpower Trait. You must have at least four Morality in a *Conscience*-based Path to take this Flaw.

Speech Impediment (1 Trait)

Speaking is difficult for you. You must roleplay your deficiency, and you suffer a 2 Trait penalty on all Conflicts involving verbal communication.

Territorial (1-2 Traits)

For one Trait, you will staunchly defend your territory and will not tolerate trespassers, especially

other predators. Any infraction must be roleplayed. You also generally dislike leaving your home for extended periods.

For two Traits, if you catch an uninvited vampire in your space, you must make a *Self-Control/Instinct* Test at difficulty 3; failure means you frenzy.

This Flaw must apply to an area larger than just your haven, though it may include your haven. The specifics are subject to Storyteller approval.

Amnesia (2 Traits)
You know nothing of your path or your history before a certain point. The Storytellers will invent your history.

Coward (2 Traits)
You find it difficult to face threats to your own existence. You must spend two Willpower Traits rather than one to ignore a Rötschreck trigger for ten minutes.

Illiterate (2 Traits)
You cannot read or write and may not purchase Abilities or Disciplines (such as *Thaumaturgy* and *Necromancy*) which require reading to learn or use.

Short Fuse (2 Traits)
Even for a vampire, your temper is ferocious. You suffer a 1 Trait penalty on all *Self-Control/Instinct* Tests that relate to your emotional state. You cannot have this Flaw and the Merit *Coldly Logical.* This Flaw cannot be taken by Brujah.

Technologically Inept (2 Traits)
You cannot use the technology of the present age. This Flaw is not uncommon among older vampires, especially those who have had little contact with modern society or regard the tools of mortals as beneath them. You cannot use electric lights, phones, computers, etc. without assistance. You also cannot drive. You may not have any Dots in the Abilities *Computers, Drive, Repair,* and similar. In order to learn such skills, you must first buy off this Flaw.

Wanderlust (2 Traits)
You hate staying in one place for too long and wish to constantly be on the move. You must permanently retire your character after one year of play. (The regular limit is two years.)

Weak-Willed (2 Traits)
You lack strength of will. While your sense of self is as strong as the next person's, you find it takes more time for you to recover from the trials of the night. You only regain one Willpower Trait between sessions rather than two.

Scatterbrained (3 Traits)

You find it difficult to focus on time-intensive or repetitive tasks. Whenever you resolve a Mental Conflict, mark a tally next to its relevant retest Ability (or make a note if you do not possess that Ability). You take a trait penalty on all Mental Conflicts equal to the number of tallies you have marked on the retest Ability for that Conflict. These tallies are cleared at the end of every scene.

Guilt-Wracked (4 Traits)

The fact that you must consume blood to survive weighs heavily on your conscience. You must pass a *Courage/Conviction* Test each time you attempt to feed (including from the Background *Herd)*, or you cannot go through with it. (Having more than double in the relevant Virtue does not preclude you from making this chop.) Failing this test while attempting to use a Trait of *Herd* still expends the Trait.

Social

Broke (1 Trait)

You have no money, and cannot seem to hold onto what you get. You may not have any Dots of the Background *Resources* or the *Finance* Influence. You find your lifestyle by pawning/fencing/etc what things you can get your hands on. To represent this, at the end of each game, you must turn in all your item cards to an Storyteller You must turn in at least 1 item card per game. If you cannot regularly turn in any item cards, the Storytellers may choose consequences for you.

Clans Ignorance (1 Trait)

You are unfamiliar with the unique qualities and cultures of the various clans of vampires. You may have been raised by a sire who rejected the divisions between the clans, or pieced together your knowledge of vampires by observing a variety of individuals without considering their clans as important. Whatever the reason, you know nothing of your own clan, let alone others. You know what Disciplines come naturally to you, and if your clans advantage(s) and/or disadvantage(s) are innate rather than social you are aware that you have them. (For example, if you are a Brujah you will know that you have a touchy temper, but not that you can call upon your clanmates for aid.) You won't know which of your strengths and weaknesses are a result of your sire's blood, and what is uniquely yours.

While you have this Flaw, you do not get the free level of *Clans Lore* normally given to player characters.

This Flaw is intended primarily for characters of new players, to tide them over until they become familiar with the setting. Players are expected to buy it off within a few sessions; it costs one point to buy off, rather than the usual double cost.

Compromised Identity (1 Trait)

You have the *Legal Identity* Merit, but it is dangerous for you to use it. Your identity is as solid as any legal identity, but attempts to to use it for more than casual purposes (such as using your driver's license for ID) put you at risk from the authorities in some way. You may have a criminal record, or your identity may put you at risk of breaching the Masquerade. (For example, you appear to be 20 and have a listed birthdate of 1942. If this problem can be solved through the straightforward use of

Disciplines such as *Obfuscate* or *Vicissitude*, the identity does not qualify as compromised.)

It is possible for your identity to become compromised by events during play, such as being wanted by the police; if this happens, you may be assigned this Flaw by the STs. In that case, you can likely remove it with in-game actions without spending experience.

Dark Secret (1 Trait)
You have a secret that, if exposed, would cause you great embarrassment or hardship. If it becomes exposed, you will exchange this Flaw for an appropriate disadvantage, such as another Flaw. The specifics of this Flaw are subject to Storyteller approval.

Enemy (1 Trait)
A particular enemy or group of enemies is out to ruin your life. You must work out the specifics of who your enemy is with the Storytellers, who will determine their capabilities. Note that this is now the only *Enemy* Flaw, replacing several of varying point value.

Infamous Sire (1 Trait)
Your sire is well-known and well-hated. When you enter the city, a debt that your sire owes is transferred to you. (The Storytellers will tell you who you owe a boon to and of what size.)

Kindred Ignorance (1 Trait)
You are unfamiliar with some of the basic facts of vampiric nature. You may have been newly Embraced, you may have been abandoned by your sire and left to fend for yourself, or your sire may have kept you in the dark or deliberately misinformed you. Whatever the reason, all but the most basic facts of your existence (drinking blood, avoiding sunlight) are still a learning process for you.

While you possess this Flaw, you cannot Embrace a childe or create a ghoul, and you do not receive the two free levels of *Kindred Lore* normally given to player characters.

This Flaw is intended primarily for characters of new players, to tide them over until they become familiar with the setting. Players are expected to buy it off within a few sessions; it costs one point to buy off, rather than the usual double cost.

Mistaken Identity (1 Trait)
Someone else bears a striking resemblance to you, causing you no end of trouble. You must note the character you resemble on a tag. Note: This Flaw is unrelated to the *Legal Identity* Merits and Flaws.

No Legal Identity (1 Trait)
For whatever reason, there is no record of your existence in the legal system, or what records do exist are not usable for their intended purpose. You may be old enough that you predate legal records in your region, you may be legally recorded as dead, or your records may be old enough that they do not appear to match you (you appear to be 20 years old and were born in 1902, for example). It may be difficult to maintain a legal identity due to limited resources or options, or your vampiric form may be

too removed from your human form to maintain the charade of your continued mortal existence.

This Flaw means that any attempt at checking your legal credentials will fail. You may possess a false ID which is good enough to allow you to enter a bar, but may not legally take actions that require a background check, such as purchasing guns. Any transactions you take in making large purchases or renting an apartment will involve cash or the equivalent. (This Flaw is not generally compatible with high levels of *Resources* or the *Finance* Influence).

This Flaw may be bought off if the character obtains a properly falsified identity. It is possible for your identity to become compromised by events during play, such as being wanted by the police; if this happens, you may be assigned this Flaw by the STs. In that case, you can likely remove it with in-game actions without spending experience.

Sect Ignorance (1 Trait)

You are unfamiliar with the workings of the sect to which you belong. You may be a neonate still learning from your sire, you may have been abandoned by your sire or raised outside the company of other Kindred, or you may be a refugee from another faction, who only knows your new society through propaganda. Whatever the reason, all but the most self-evident facts of your sect (that it's a society of vampires with rules and a pecking order) are outside your experience; now that you live among them, you have a lot of learning to do.

While you possess this Flaw, you do not receive the two free levels of sect *Lore* normally given to player characters. In theory, the Camarilla restricts full acknowledgement to those who know the sect's traditions; that is, you cannot hold a city office or status above *Tolerated* while possessing this Flaw. These practices are sometimes broken at the discretion of the city's leadership. The Sabbat teach their traditions more by actions than words, so a neonate with this Flaw will not be considered a full member of the sect, and will be at the bottom of the pecking order. (A neonate-in-training will be cut more slack than a surviving shovelhead who is attempting to prove themselves.)

This Flaw is intended primarily for characters of new players, to tide them over until they become familiar with the setting. Players are expected to buy it off within a few sessions; it costs one point to buy off, rather than the usual double cost. It is not available to Independent characters.

Shy (1 Trait)

You are socially uncomfortable and awkward around large groups of people. You suffer a 2 Trait penalty on all Social Conflicts involving three or more people, increased to 3 Traits for groups of ten or more.

Sire's Resentment (1 Trait)

Your sire has decided that your Embrace was a mistake and wishes you ill. Your backstory must reflect the role of your sire in your unlife. This Flaw is not appropriate if your sire wishes you direct harm; rather, it represents more subtle social pressure. If your sire is trying to kill you, the Flaw *Enemy* is more appropriate. You may not have both *Sire's Resentment* and your sire as an *Enemy.*

Vulgar (1 Trait)

You are incredibly crass. You suffer a 2 Trait penalty on ties for all Social Conflicts. (The exceptions are *Dread Gaze* (*Presence* 1), *Animalism*, and Conflicts of intimidation.) Also, you are looked down upon by people who value good manners, and may not have more than 3 Dots of *High Society* Influence.

Please keep other players' sensibilities in mind. Offending other characters is the idea, not making the game unfun for the real people around you.

Ward

[This Flaw no longer exists. You may feel a need to protect somebody, but you cannot receive xp for doing so.]

Arrogant (2 Traits)

You are exceptionally full of yourself. As a result, you suffer a 2 Trait penalty to all Social Conflicts where you are trying to charm or convince someone. Additionally, insults to yourself are considered one difficulty higher for resisting frenzy.

Infamous (2 Traits)

You are "famous" within Kindred society, and not in a positive way. Perhaps you played fast and loose with the Masquerade, or frustrated the political schemes of someone power; when you take this Flaw, you must work out the details of your reputation with the Storytellers. Whatever it was, you are now known as a troublemaker. You suffer a 2 Trait penalty on defensive Social Challenges against other vampires, and are more likely to be blamed for similar incidents in the future.

Lecherous (2 Traits)

Lecherous characters are affected by the *Appearance* of others. When engaging in a Social Challenge, they suffer a Trait penalty equal to the Dots of the Background *Appearance* their opponent possesses.

Aura of Suspicion (3 Traits)

For some reason, people are prone to suspect you of wrongdoing and you are apt to be blamed for wrongdoing that occurs around you. When first interacting with someone, you suffer a 2 Trait penalty on all non-aggressive Social Challenges until they get to know you better. Additionally, you are often blamed for unsolved or recent wrongdoings. There may be additional effects, as determined by the Storytellers (such as police routinely taking you in for questioning).

Obvious Predator (3 Traits)

You are clearly a monster, though people have problems pinning down why. They might think you are a serial killer, a mugger, or just an all-around terrible person. Either way, mortals highly distrust you, and you have a penalty of 10 Traits on ties in Social Challenges against mortals where you are the offensive character, unless you are attempting to scare or intimidate them. This Flaw makes you frightening or disturbing, but it does not constitute a breach of the Masquerade. *Mask of 1000 Faces* (*Obfuscate* 3) does not negate the effect of this Flaw, as it is not based on your appearance.

Supernatural

Unteachable Discipline (0 Traits)
For some reason, you are unable to teach one of your Disciplines. Whether this stems from your lack of teaching ability or from your very intuitive knowledge of the Discipline that keeps you from explaining it accurately, no matter how hard you try, you cannot help others to learn your powers. This flaw can only be taken for clan-specific Disciplines, and can be taken more than once.

The Storytellers will apply this Flaw to your character if we feel it is fitting or necessary for game balance. You may suggest it, but we will make the final decision.

Cannot Cross the Threshold (1 Trait)
You cannot enter a mortal home or apartment unless you are invited. Businesses and public spaces are not affected. The invitation must be issued by a legitimate inhabitant of the dwelling. (Residency of a dwelling cannot be established in a single game, but can be established over a downtime.) While you can be physically forced across a threshold, you cannot be supernaturally compelled to enter or remain in such a place. If physically forced to enter, you will try to leave until and unless you are invited. If your invitation is rescinded, you are not forced to immediately leave the dwelling, but you cannot re-enter once you leave. This Flaw may not be taken by Tzimisce.

Casts No Reflection (1 Trait)
Your reflection does not appear in mirrors or other surfaces. (This includes your clothing.) You also do not show up in certain photographs or or video recordings. This Flaw cannot be taken by Lasombra.

Cold Breeze (1 Trait)
A cold breeze follows you wherever you go. You suffer a 1 Trait penalty on all Social Conflicts involving mortals, and a 1 Trait penalty on many conflicts involving *Stealth*. *Obfuscate* does not conceal the effects of this flaw, and if you walk within 3 steps of another character while *Obfuscated*, the ST may allow them to make an *Auspex* chop to detect your presence.

Cursed (1-5 Traits)
You are affected by a curse other than vampirism. One Trait represents minor inconvenience, such as stumbling whenever you cross a doorstep; three Traits might represent weapons you use breaking after one hit; five Traits may mean all your best efforts turn against you. The Storytellers determine how the curse operates and how it can be lifted.

Sample Curse: *Fallen:* While on holy ground (including any location made sacred by religious ritual), you suffer some ill effect. (The Trait value would be determined by the exact mechanics.) You cannot take both this curse and the Flaw *Beacon of the Unholy.*

Distinctive Feature (1 Trait)
You have some easily identified physical feature, like an obvious scar or ears that stick out. This feature does not reveal anything of your supernatural nature; in other words, it does not cause you to break

the Masquerade. However this is a Supernatural Flaw in that the feature will show through any disguise, supernatural or mundane.

Past Diablerie (1 Trait)

You have a dark secret. At one time in the past, you committed the ultimate taboo act: consuming the soul of another vampire. It was long enough ago that your aura no longer bears the telltale black veins, but the taint remains in your blood forever. This Flaw is only available at character creation.

Repulsed by Garlic (1 Trait)

The stench of garlic is repulsive to you. You must spend a Willpower Trait to stomach the smell for one scene, or else you are driven at least 10 feet away.

Touch of Frost (1 Trait)

Your touch has a chilling effect, which may kill plants and is obviously noticeable to those around you. Other effects, like glasses of liquid freezing when you hold them, may occur as well. Condensation makes items difficult to hold: whenever you draw an object in combat time, you must make an *Athletics* Test with difficulty 5 or drop the object. This penalty may also apply out of combat, in stressful tests of fine dexterity (such as bomb defusing).

Beacon of the Unholy (2 Traits)

You radiate a palpable aura of evil. Hunters and those with strong religious convictions (including anyone possessing the Merit *True Faith)* recognize that you are a supernatural creature of darkness, and you suffer a 2 Trait penalty on ties for all Conflicts which occur on holy ground. (What constitutes holy ground is determined by the Storytellers.)

Bound (2 Traits)

You are blood bound to an NPC. If you are bound to another player character, you may not take this Flaw. Instead, you should both record that fact as a 0-point Feature on your character sheet.

You may not take both this Flaw and the Merit *Unbondable.*

Can't Cross Running Water (2 Traits)

You believe that you cannot cross running water. To cross a body of water at least two feet wide and not completely stagnant and enclosed, you must be at least fifty feet above it. You can, with difficulty, force yourself to cross such a body once for a cost of one Willpower.

Deathsight (2 Traits)

Everything and everyone you see appears to be dead or decaying around you. This has rendered you callous, causing you to suffer a 2 Trait penalty on all Social Conflicts. You may suffer a 2 Trait penalty on Conflicts involving sight, and using some Abilities and Disciplines which requires you to see beings clearly, such as *Medicine* or *Vicissitude*) may be difficult. You cannot take this Flaw and the Flaw *Lecherous.*

Detested by Animals (2 Traits)
Animals respond more violently to your presence than usual. In many cases, they will react aggressively rather than fleeing.

Eerie Presence (2 Traits)
Your presence radiates an otherworldly air that causes nervousness and unease. You suffer a 3 Trait penalty on all Social Conflicts involving mortals. (Note that this applies to *Intimidation* conflicts; you aren't particularly scary, just weird.)

Haunted (2 Traits)
A malicious ghost has decided to torment you and hound your every step, trying its best to make your unlife difficult. The effects of this will be determined by the Storytellers.

Fallen
[This no longer exists as a separate Flaw. If you want the effect, take it as Cursed.]

Lord of the Flies (2 Traits)
Buzzing, swarming insects constantly surround you. You suffer a 2 Trait penalty on all Social or *Stealth*-related Conflicts. *Obfuscate* does not conceal the effects of this flaw, and if you walk within 3 steps of another character while *Obfuscated*, the ST may allow them to make an *Auspex* chop to detect your presence.

Stigmata (2 Traits)
You drip blood from somewhere obvious of your choice. You can cover it, but it will soon soak through. At the beginning of the game, you are down an additional Blood Trait.

Repelled by Crosses (3 Traits)
The sight of the cross causes you to flee unless you expend a Willpower Trait to resist it for the scene. If you are struck by a cross on your bare skin, you take one level of unpreventable aggravated damage (that is, it cannot be reduced in any way).

Grip of the Damned (4 Traits)
When you bite to feed, you do not cause the Kiss, so the experience is terrible and painful to your victim. Feeding with this Flaw may constitute a sin for high Humanity characters. This Flaw cannot be taken by Giovanni.

Dark Fate (5 Traits)
You have visions of a dark and inevitable fate that will eventually strike you down, as determined by the Storytellers. In any session, you may receive a vision of your demise and must spend a Willpower Trait to shake of the experience or suffer a 1 Trait penalty on all Conflicts for the rest of the session.

This death is likely to occur during the course of the game.

***Light-Sensitive* (5 Traits)**
You are more vulnerable to light than other vampires—if you are unprepared, a cloudless night can reduce you to ash. Sunlight inflicts twice as much damage, and direct moonlight causes one level of lethal damage per round. (The moon does not trigger Rötschreck tests.)

Features

Features are positive or negative aspects that are important to know about a character, but are not themselves worth positive or negative Traits. They are listed under Merits and Flaws in the character generator. Describing your forms for *Shape of the Beast* (*Protean* 4) would be a possible positive Feature. Ventrue clan feeding restrictions, a description of Nosferatu ugliness, Gangrel frenzy traits, or a blood bond to another player character are all logical negative Features.

Finishing Touches

Your character is nearly finished! The only step remaining is to name your character and submit it for Storyteller approval.

On the page labeled "Save and Exit", there is a field for your character's name. This should be the name you wish to be publicly shown for your character on the roster and on the forums; if your character has a "true name" they wish to keep secret, report that in your character's backstory, not here. Once you've selected a name, and are positive you've created the character you wish to play, choose **Submit Changes.** This sends your character to the Storytellers for review, during which time you cannot alter it. If you accidentally submit a character before you completed them, just send us a message asking us to reject the character. You can then make your changes and resubmit.

The final step is creating your character's biography. After your character is submitted, go to the Elysium tab on the website and select **List Characters.** At the right-hand side of the line for your new character you should see several icons. Select the one that looks like a book and pencil. You should then see a screen with four questions you <u>must</u> answer about your character, as well a field to submit a written backstory. Submitting a backstory will grant you an additional Experience once it has been reviewed by the Storytellers. After your character has been accepted, you will have the option of filling out six more questions for another bonus Experience.

No new player characters that are over 200 years old are allowed. Old characters often run into difficult questions of what they "should" know from personal experience about the history of the setting. Our game does not follow the canon Old World of Darkness for a number of reasons; as people with lives, we as Storytellers are not going to be able to create a few millennia of vampiric politics, famous individuals, cultural clashes, etc. In the absence of a common body of reference material, old characters create a lot of friction between players and Storytellers, as the players of these characters naturally want to know what their characters know. We cannot possibly answer all the (totally legitimate) questions they have.

You are welcome to make one or more backup characters, whether you intend to play them in the future or just want to toy with concepts. However, we ask that you do not hit the **Submit Changes** button on any character you do not want to use right away. The **Finish Later** button allows you to save your work without sending it to us.

Chapter V

Customization

Experience

Experience is gained through play, and can be expended to improve your character's capabilities.

Gaining Experience

By attending a game session, you will have the opportunity to earn up to four Experience Traits. Experience is awarded for the following reasons:
- 1 Experience for attending game
- 1 Experience for wearing a costume
- Up to 2 Experience for nominations

Experience is usually added to character sheets on the Monday evening following a game. You can spend Experience between sessions to improve your character.

At the end of each game session, we take a little time to recognize people who had exceptionally awesome moments. When it's your turn, feel free to mention whatever you thought was especially funny, impressive, or otherwise noteworthy. (Do try to keep it brief, though—we do want to hear it but we don't want to be there all night!) As part of that, you can nominate up to two people to earn an additional Experience. You cannot nominate "everyone I saw all night," or "everyone in my clan", or "everyone in scene X." Acknowledge everyone you want to by all means, but reserve your nominations for the most outstanding 1-2 players.

Receiving nominations does not absolutely guarantee you will receive the Experience; the Storytellers reserve the right not to give it in case people start nominating each other purely for friendship or mechanical benefit when they didn't do anything in game. This very rarely occurs, fortunately. The Storytellers may also give an extra point to someone whose roleplaying contributed positively to the game but was not recognized with nominations.

There are a few more ways to receive small in-game benefits:
- Once per month, you may earn an additional Experience by writing and submitting a journal, letter, or other in-character text that gives us a little more insight into your character's thoughts, reactions, personality, and/or relationships. A to-do list or similar impersonal document will not quality. Journals are due before the first game of the following month. In other words, you may submit a journal entry for September any time between September 1st and the first game of October. We do not impose a specific length limit, but we do ask it be more than a sentence or two; if you give us something we feel is insufficient, we may ask you to expand upon it. You are welcome to send more than one journal per month, but you will only receive a maximum of one Experience.

- If you bring a new player to the game (subject to all the usual eligibility rules), and that player plays six or more games, you will receive a bonus of four Experience after their sixth game. Games need not be consecutive and the count may cross over the end-of-semester break. Any one player can gain this bonus a maximum of twice per school year. Up to two players may be considered the referrer for one new player and gain the bonus. The new player is the arbiter of who counts as their referrer(s).
- If you roleplay any scenes with other players over some sort of messaging service (including the forum's personal messaging service) between games, you may submit a log of the conversation to the Storytellers to gain one opportunity to re-chop for your starting Blood at the next session. Transcripts of in-person downtime scenes are also eligible. You may only receive one re-chop per session this way, but if you play more such scenes we encourage you to submit them all to us. The more we know, the better we can make the game.
  - Our time for reading these scenes is not unlimited. We ask that you limit your submissions to 500 words (including the name tags in transcriptions of IM conversations), and that you get them to us before the deadline that already applies to character changes and Downtime and Influence actions (6 PM the Wednesday of game week). Longer scenes may be presented as a sample of dialogue and a summary of other important points.

Spending Experience

After character creation, you may make changes to your character using the same editor you used to create them by spending Experience. Once changes are made, they will be submitted to the Storytellers for approval.

Changes are due by 6 PM on the Wednesday preceding game. Any changes that are unsubmitted by that time will appear grayed out on your character sheet, and are considered unavailable during game. If something that is our responsibility (like a problem with the generator or site outage) makes it impossible for you to submit your changes before the deadline, however, we will be more lenient.

Anything bought during a given downtime becomes available for use at the start of the next game session. You cannot purchase Influence, for example, and use it immediately.

Experience costs are dependent on what is being purchased:
- **Attributes** cost one Experience per Attribute Dot up to 10, two for the eleventh Dot, three for the twelfth Dot, and four for the thirteenth Dot.
- **Abilities** cost one Experience per Ability Dot (limit of 5), even custom ones. You may specialize in an Ability for one Experience as well.
- **Backgrounds** cost one Experience per Background Dot (limit of 5). Some Backgrounds cannot be purchased with Experience (notably *Generation). M*ost others require actions as well as Experience expenditure
  - Buying *Contacts* after character generation requires a 1 point Downtime Action.
  - Buying a new *Ghoul* after character creation requires a 1 or 3 point Downtime Action

(depending on circumstances) or appropriate at-game action.

- Buying new *Herd* after character creation requires a 1 point Downtime Action or an appropriate Influence Action.
- Buying into a new Influence field also requires making the appropriate connections, represented by either in-character scenes or an Intermediate Downtime Action. (Only a Basic Downtime Action is required if you can tell us where the field's Hub is.)
- Buying dots in a *Lore* also requires a Downtime Action (Intermediate for Dots 1-3, Advanced for Dots 4-5). High levels or Lores about non-vampires may have other requirements as well.
- Buying a *Mentor* requires a 2 point Downtime Action, unless a chop is required, which increases the time required to a 3 point Downtime Action.
- Buying your first Dot of *Retainers* requires a 1 point Downtime Action or an appropriate Influence Action.
- **Disciplines** cost three Experience for a Basic power, six for an Intermediate power, and nine for an Advanced power.
  - Out-of-clan Intermediate Disciplines cost an additional Experience.
  - Out-of-clan Advanced Disciplines cost an additional two Experience.
  - Clan-specific Disciplines and difficult Paths of *Thaumaturgy* and *Necromancy* also cost another additional Experience.
- **Rituals** cost two Experience for a Basic ritual, four for an Intermediate ritual, and six for an Advanced ritual.
- **Humanity/Path Traits**, such as Morality, cost two Experience per Trait.
- **Virtue Traits** cost three Experience per Trait.
- **Merits** cost double the listed cost of the Merit and require Storyteller approval. There may be additional requirements, such as Downtime Actions.
- **Willpower** costs three Experience per Dot.
- **Flaws** may be bought off by paying double the listed cost of the Flaw, subject to Storyteller approval. There may be additional requirements, such as Downtime Actions. No points are gained for Flaws acquired through play.

Characters are generally limited to purchasing two Dots of each Ability or Background (including Influence) per downtime. For example, a character could buy two levels each of *High Society, Neighborhood*, and *University* Influence in one downtime, but not five levels of *University.* The purchase limit on a single Attribute is three Dots per downtime. No more than two rituals (thaumaturgic or necromantic) may be purchased each downtime.

Learning an out-of-clan Discipline requires a teacher who possesses the Discipline at minimum two levels higher than the ability learned. This may be a player character, or a non-player character purchased with the *Mentor* Background. Learning a Discipline that is unique to one clan (that is, any but *Animalism, Auspex, Celerity, Dominate, Fortitude, Obfuscate, Potence,* or *Presence)* requires the consumption of a Blood Trait from an individual who possesses that Discipline in clan. That individual does not need to be the teacher. This will form a blood bond as usual. Teaching an out-of-clan Discipline requires a Downtime Action, as does learning one.

Custom Creations

One thing that keeps our game interesting is the potential for rules content that doesn't already exist in the handbooks, like spells and combo Disciplines. It requires a lot of Storyteller time and energy to make sure these items are balanced and appropriate, however, and when many players ask us to work on these at once, it eats at our ability to plan the rest of the game.

Thus, players may only ask for one custom "thing" per month. This includes anything that needs new rules: spells, combo Disciplines, novel weapon Gimmicks, level 6 Discipline powers, magic items, etc. This does not apply to routine uses of your character's capabilities to make items already covered by our rules. If you want to, say, use an appropriate Craft skill to make a pair of beautiful but otherwise ordinary shoes, it won't count against your limit (although such creations cost Downtime Points as normal). We do not normally allow player-designed Paths of Morality, *Thaumaturgy*, or *Necromancy*.

Please remember that this is a *maximum* number, not a *target* number. If you don't feel a strong desire for anything in these categories, great! Enjoy the game as it exists. If we are especially busy, we reserve the right to delay any such requests until we find the time. We don't want the game as a whole to suffer because we're working with one player.

Your Next Character

Just like real people, characters have finite lifespans. The end may come in death, whether at the fangs of another player character or at the claws of a werewolf. A character that falls afoul of someone too powerful to fight might choose or be offered exile from the city as an alternative to execution. While this is no doubt preferable from an in-character viewpoint, the result for the player is the same. Similarly, a character may simply leave, retired by the player's choice; in any case, the time may come where you need to create a new character.

Your choices for a new character are somewhat determined by what you just played. If your previous character was of a non-standard clan, you must play a standard clan (as defined in the lists located in **Chapter III: Character Creation**).

If your previous character had unspent Experience when they died or retired, that experience will roll over to your next character, up to a maximum of 10. Rollover Experience will be applied *after* the first session you play as your new character. If we forget to do this, please remind us on the forums.

We prefer players to look at characters for the long term, rather than the short term. At the same time, we never want someone to feel stuck with a character that feels less fun than expected. We're especially flexible about your first character, since we understand there is a lot to learn and explore in terms of setting, rules, and social dynamics of the game. What we don't want is players hopping from character to character every few games on a whim. We also don't usually allow a player to play character A, shelve them in favor of character B for a few games, then return to character A. When

you retire a character, assume that character is permanently out of play.

Despite our emphasis for long-term thinking, there is a time limit on characters. For the sake of game balance, no character can remain in play for longer than two years.

Using the Website

Many of this game's functions are done through the website. We expect players to log in at least once each downtime; if you do not, you may miss important information from the Storytellers (about your character, the location of next session, etc.), as well as losing out on in-character information.

The website does not work equally well in all browsers. In particular, it is incompatible with versions of Internet Explorer earlier than 11. If you have technical difficulties with one browser, try another; Firefox, Chrome, and Safari should all work fine. There may also be issues with mobile browsers. You may find that you can read the forums on your phone but not post from it, for example. We have worked to improve mobile function, but problems might remain.

When you access the site, you should see several tabs. Some are usable without logging in, some are not. Without being logged in, you can send an anonymous message to the Storytellers through the **Contact the STs** tab. Bear in mind that you must include an email if you wish to receive a reply when using this form. When you first log in, we recommend you first click the **Forums** tab. From there you should see several in-character and out-of-character forums. Go to the "Introduce Yourself!" board under "Out-Of-Character Discussions", and make a thread to say hello and tell us who you are.

Any time you wish to discuss anything with the Storytellers, start a thread in one of the forums listed under "Contact the STs". All of the staff can see threads in those forums; no other players can. If you're not sure which one is most appropriate, use "General Messages". Even if you have a question for one Storyteller in particular, we ask that you start a thread rather than send a Private Message unless it's a specifically a private matter. Once you've started a thread in one of these forums, you may see notifications that there are new responses to your thread but not actually see the responses. This is because we have the ability to make posts that are only visible to other Storytellers. If we don't provide a response you can read within a few days, go ahead and remind us.

Please keep the distinction between in-character and out-of-character in mind when posting. If you need to make an out-of-character comment in an in-character forum, mark it in some distinctive way; most players choose to mark out-of-character comments with double parentheses (ie.e. ((This message is OOC))). When Storytellers post in in-character forums, we will make it clear whether it's a post from an NPC (usually by writing it in a distinctive color and/or signing it), or a Storyteller clarification or directive. It's intentionally a bit nebulous what sort of communication is represented by the in-character boards, whether the characters are talking in person, writing letters, or even posting to a Usenet newsgroup. Don't get too hung up on how you're communicating.

Final Remarks

This rulebook is not comprehensive. Additional rules on more advanced topics, including combat, Influences, Crafting, Paths of Enlightenment, and hard Paths of *Thaumaturgy* and *Necromancy* can be found in *LARP 201*, the companion to this rulebook. We recommend that all players read over *LARP 201* at some point, but it is not necessary to play the game.

The contents of this rulebook may change at any time as various rules are powers are clarified and balanced. We will attempt to make sure all such changes are clearly documented on the forums in the "The Rule Book" subforum.

If you have any questions about the content of this book, or notice any mechanical or typographical errors, please let us know.

This rulebook is a joint collaboration of all the Storytellers involved in the running of *Carpe Noctem* since its inception.