Vampire Requiem 2e Homebrew

What follows is a Collection of my Homebrew rules and my updates to 1e content to port it to 2e.

This first bit started as updating the learning Coils rules from Coteries…. And then spiralled out of control into being a reskinning/ design of the CofD investigation system into a Research and knowledge based discovery mechanic. I always found characters who sought "Knowledge", "Secrets" and "Mysteries" hard to run and play as I find it quite hard to transfer information from GM to Player in a way that *feels* rewarding. Hopefully this system does that. I have tried to keep it as close to the Investigation base as possible so theoretically both can be used in the same game without impact.

Also it should be noted that it was not until I was about 85% through I went "Blimey, this could be used for everything not just Coils". Therefore that's why it's all Ordo Dracul based and the "Twist" at the end works as a patch. I may rewrite it one day to be "Arcane Mystery Agnostic" but I want to playtest it first. Also sounds like Signs of Sorcery may cover similar ground, and I would not be surprised if something shows up in Guide to the Night which makes this all irrelevant.

Twist: Investigating the Mysteries

To an Ordo Dracul centric chronicle simply learning a developing the Mysteries of the Dragon can seem simplistic and without risk, in these sorts of Chronicles a more in-depth system of risk and research can be used to learn the mysteries of the Kindred. Be sure players know beforehand if you wish to employ this system as it quite changes the focus and themes of a Chronicle.

This system is an Adaptation of the Investigation system found in the Chronicles of Darkness book (Pg. 77). Here instead of Clues, the Dragons will collect and collate Knowledge through challenges. Knowledge is collected on the lead up to learning a Coil or Scale of the Dragon. Unlike the normal investigation rules Hard Answers and Binary choices are less of a concern as unlike a traditional investigation the end goal is already set out in stone – Elevation within the Mysteries.

These rules can be used as an alternative way of researching Scales of the Dragon outlined on page 155, but the rules already stated there are another way of discovering and creating new Scales and can be used in tandem with this system. Additionally, the outline there presents an excellent way of gathering a Research for a Coil or Scale.

What is Knowledge?

Within these rules Knowledge is a specialized equipment collected by overcoming challenges. Knowledge can be collection of accounts and insights stored in a journal, stolen grimoires, artefacts of power or even just a physical and emotional experiences the Kindred has had resonate with them on a deep level while in pursuit of the Mystery. Knowledge is comprised of elements, and these elements can be used for anything pertaining to that Mystery. Most of the time Knowledge is used to learn the next level of a mystery, but the knowledge can be traded with other Dragons, used as Hard Leverage to show intellectual superiority or a temporary insight on rolls connected to the Mystery.

Unlike clues, Knowledge is more personal, some Dragons do unite and investigate the same Coil or Scale together, but normally it is a private affair. Much like Clues, Knowledge is best represented visually at your table. Index cards are a good place to start. This way, players can see what their characters have learned and prepared thus far.

Step One: Decide the Scope of the Investigation

Initially a character must outline the end goal of their dive into the Mysteries. Mostly this will be learning a new level of a Coil or a Scale of the Dragon, other uses would be the discovery of a new Mystery or the nature of another Vampires mysteries – but they are slightly beyond the scope of examples below. A character cannot begin to Research a Coil or Scale alone if they do not have the prerequisites to learn the coil or scale. This does not mean they need the experiences yet, a dragon can full research a mystery but not put the research to use until they have the required experiences.

This goal will take multiple pieces of Knowledge to achieve and can be calculated by looking at either the rating of a Coil, or the Experiences required to purchase the Coil or Scale and taking the highest as the amount of Knowledge required.

A Dragon looking to research the second level of the Coil of the Ascendant would have to seek 3 Pieces of Knowledge If it was their chosen mystery, or 4 if it is not their chosen mystery. Meanwhile level 5 of the Coil would require 5 Pieces of Knowledge no matter if it was the chosen mystery or not. Scales normally require 2 Pieces of Knowledge each.

Once a characters reach the required amount of Knowledge, they're able to Complete the Chrysalis, if that is their goal. Completing the Chrysalis is not an automatic success, see below for more on Completing the Chrysalis.

Step Two: Determine the Knowledge to Research

When the Investigation is outlined it is time to gather information, assets and experience to build your Knowledge. Each Piece of Knowledge must be different from one another, and at least one must be directly related to coil or scale being researched, while the others must relate to the mystery as a whole. What this Knowledge is should be player led and not set in

stone, the characters may stumble and fail in their quest for knowledge but they will persevere.

Some example topics to investigate could be as follows: "Explore the Human Condition," "Study the Power of a Wyrm's nest," "Steal the Secrets of Blood Sorcery," "Confront a weakness of the Curse." Consider what matters, what the character already knows, and what they hope to overcome. Let the player's answers guide the quest for knowledge.

Step Three: Establish the Challenges

Next, you must determine how the Knowledge will be collected and how long it will take to gather. To gather Knowledge players must overcome Challenges. Traditionally Challenges are Physical, Mental, Social or Emotional in nature. Challenges present themselves as Ordeals and Trials but also as journeys of self discovery or extensive research. Once a Challenge has been overcome the character is blessed with Knowledge.

Unlike Investigations, collecting Knowledge is not always an instant action, but instead can be an array of actions depending on the nature of the investigation. The types of actions that could be undertaken are the same as any action, they can be instant actions, extended actions, resisted or Contested. Additionally, storytellers should not be afraid, I dare say actively encouraged, to remove a dice pool if the Challenge is better undertaken as a scene, or series of scenes where Knowledge and Elements are granted depending on the levels of success.

Regarding intervals it is worth keeping in mind that Vampires are eternal, if they decide to take the safe route and gather the information from the safety of their havens research could take months if not years to gather a single concrete Knowledge. Players and Storytellers should work together to balance how long a challenge will take compared to the risk attached. For Example:

One Dragon decides that he will force himself to overcome the Challenge of Fear Frenzy triggered by open fire and record the event as a piece of Knowledge. Due to the level of risk this will probably take 1 night of meditation and preparation before the resist frenzy roll is done and the Knowledge is gathered.

Another Dragon instead decides to get comfortable in his Haven and translate a tome imported from Eastern Europe – as this poses next to no risk the Story Teller adjudicates this is an extended action with an interval of 1 month per roll.

Storytellers should adjudicate with agreement from the players what makes for a suitable challenge and what should and should not be rolled for. Some groups may decide to dedicate whole sessions to overcome multiple challenges for single piece of Knowledge while others may abstract and "Blue Book" months of game time into a single scene to

rapidly acquire Knowledge. The speed and pace should be determined on what fits your game and group best.

Step Four: Dice Pool and Elements

Now you have established what the character is doing to gather his Knowledge it's time to boil that down to what needs to be rolled and what will be rewarded. Sometimes this can be joined with an existing action such as risking a breaking point in service to the Mystery or taking damage under certain conditions.

If a pre-existing action does not suffice use the templates below with a dice pool appropriate for the challenge. Dragons should look to gather their resources to these tasks. Adding Allies, Mentor, Haven and even Herd are all examples of Merits that will assist in this process.

For an instant action the below template can be used. The same template applies to contested and resisted actions using the same rules that apply to these action types. When a roll is Contested the storyteller should consider in more depth what failure means for the roll and how the roll will work out if the opposer wins the contest.

Dice Pool: Special

Action: Instant

Dramatic Failure: In addition to imposing a negative Condition at the Storyteller's discretion, one piece of research from the investigation gets the Tainted tag.

Failure: The character finds a piece of research, but it gets the Incomplete tag.

Success: The character has overcome the challenge. They either gain the Knowledge a base element or gain progress to gathering Knowledge by gaining an Element to be added to the Knowledge when it is finally obtained

Exceptional Success: Not only does the character overcome the challenge, she gains an extra element, she also creates a Condition to benefit future challenges or Completing the chrysalis. Common examples include Informed or Inspired. Don't be limited to just those though.

Extended actions use the template below, they may still be resisted or contested, and the same advice as above applies. When calculating the number of successes needed think about both the difficulty of the task and the rating of the mystery being investigated. A good rule of thumb is to establish a base difficulty of 5 then add an additional 3 per level of the coil if it is a known mystery or 4 if an unknown mystery, so a level 3 coil in your known mystery would add an extra 9 required successes for a total of 14 successes needed. For a Scale, the target number for this roll is the dot rating of the Scale's prerequisite Coil times three if

the Dragon meets the prerequisite, and the dot rating of the Scale's prerequisite Coil times five if he doesn't.

Dice Pool: Special

Action: Extended

Dramatic Failure: In addition to imposing a negative Condition at the Storyteller's discretion, you gain a research with the Tainted tag.

Failure: The character makes no progress on their Challenge, take a Condition the Storyteller offers you or abandon the action.

Success: The character has made progress overcoming their challenge and made progress towards their goal, add their successes to the running total.

Exceptional Success: Not only does the character make significant progress but also Choose one of:

Reduce the number of successes required by your character's Skill dots, Reduce the time on each following roll by a quarter, or apply the exceptional success result of the action when you complete your goal, normally this is for an extra element as you discover a facet of Knowledge you did not consider before.

Players and Storytellers should look to establish suitable modifiers to these tests on top of the benefits of merits discussed above some examples are: Have seen the Coil or Scale in use before (+2), Imported Arcane texts to assist (+1 to +3), Information used is out of date or Damaged (-1 to -5), Places character at risk of injury (-2 to -4), Requires subtly/ May break the law (-1 to -3), Relevant Superstitions (+ or – 1 to 3), Place of Mystical Power (+1 to +5) etc

If the Knowledge is being gained without a dice pool and instead through a sequence of scenes or a story of its own the Storyteller should decide what challenges the players will face and grant additional elements or tags depending on how they are handled. In some cases uncovering unexpected Knowledge may be deemed relevant if the challenge broadened the scope of the investigation somewhat. Completing a Challenge is always at least a single element.

For Example: *The Dragon plans to pillage an ancient temple for lost secrets to help with his investigation. Stealing the Ancient Tablet grants him the Knowledge (+1 Element), he also avoids the temples mystic guardians and learns something about their nature while doing so (Challenge +1 Element). While in the Temple he also stumbled upon, and defeated, a cabal of Mysterium Mages and stole their notes (Either +1 Element, or +1 Knowledge with a single Element, or a jumping off point for another Knowledge related challenge)*

Whether being gathered via a die roll or as a sequence of scenes, the player should always be awarded a beat on gaining Knowledge no matter its state.

At this point Steps Two to Four are repeated until the Dragon has all the required Knowledge to attempt Completing the Chrysalis

Research Elements

Most Knowledge starts with a single element. Knowledge discovered with an exceptional success gain an additional element. Knowledge established by specialists gain an additional element. In this case, specialists are characters who have 4 or more dots in the relevant Skill, or a Specialty directly relating to the challenges overcome for the Knowledge. A character may only contribute a given Skill or its Specialties one time in a given investigation for this purpose. Elements can be spent for +1 to a relevant dice pool, or as part of the effort to solve the investigation, gather further research or help with external issues relating to the Mystery they are studying. A character can only spend elements from Knowledge equal to her Occult dots at a time.

Knowledge Tags

Knowledge can be tagged, like equipment. These tags influence how the Knowledge Is used. Here are the most common tags:

Incomplete

Incomplete Knowledge is useful, but not quite as much as others. Their elements may only be used to grant dice to other rolls to overcome later challenged and uncover further Knowledge. They may not add to other rolls or be used as part of an effort to complete the Chrysalis.

Tainted

Your character has some Knowledge built on false premises or incorrect data. If a character has access to Tainted Knowledge, ignore the first success on any actions pertaining to collecting more Knowledge, overcoming Mental challenges or Completing the Chrysalis. Your character may have multiple instances of this penalty; additional instances are cumulative. For example, with three instances of Tainted, you must roll four or more successes to succeed, or eight to succeed exceptionally. Any time an element from this Knowledge applies, it applies a -2 penalty instead of the normal +1 bonuses. The element is removed from the Knowledge as usual. This reflects the need to work out the Tainted Piece of Knowledge fully before it no longer hurts the investigation.

Complications

Knowledge is not something that is simply "Found." Any Scientist will inform you it is a process of trial and error with mistakes and setbacks at every turn. Sometimes avenues of research will come up as useless or foolhardy. A storyteller may call for a Wits+Occult or similar such roll before embarking on a Challenge and on a failure may declare that to be a dead end of research and award an Incomplete piece of Knowledge.

Kindred are also a petty and jealous kind. Sometimes other members of the all-night society will attempt to sabotage or disrupt your research, either by altering notes or sharing false advice with the aspiring Dragon. In these such situations either scenes should play out where the character is challenged or opposed rolls should take place for more subtle manipulations such as swapping books out. In the case of Sabotage destroying a research project the Knowledge is reduced to a piece of incomplete Knowledge, theoretically a player can restart the research and try again if possible and use that Incomplete Knowledge as a starting point. If the manipulation is subtler and goes unnoticed certain elements of the Dragons Knowledge may become Tainted unbeknownst to the Dragon. Dragons should *always* be wary of who they bring into their research groups and who they go to for help as inviting the saboteur in is far harder to detect when they betray you.

Completing the Chrysalis

Once a Dragon has collected their notes and records, studied their tomes and tested their theories it is time to undergo the Chrysalis. The Chrysalis is transformative process where either the Scale or the Coil is applied directly to the Dragons body and an irrevocable change takes place. The Dragon must have collected the required Experiences by this point. The act of Completing the Chrysalis is a single Die rolls that takes place over 1 evening. The player gathers all the Knowledge they have gleaned and total the number of Elements collected. This total becomes the Die pool for the below action to apply the Coil or Scale. If the roll is successful, the character spends Experiences to seal the change.

Dice Pool: Total of all Elements a player has collected over the Investigation

Action: Instant

Dramatic Failure: The same effects as failure, but additionally the character's undead nature attempts to reject the change forced upon it and succeeds. Your character gains a new Bane and has a Tainted Knowledge for their next attempt at this coil. Take a Beat.

Failure: The character simply fails to learn the new facet of their mystery. Experience points spent to learn this tier are kept as are your collected Knowledges. To attempt this again the character must gain a new piece of Knowledge before doing so.

Success: The character learns the new tier without anomaly. Unused Knowledge becomes Incomplete Knowledge for future investigations.

Exceptional Success: The character gains an intuitive understanding of this particular mystery and gains a permanent piece of Knowledge with a single element attached for all future investigations into this Mystery.

Suggested Modifiers

Modifier Situation

+5 The character is using Knowledge gathered by the founder of the Mystery

+2 The change takes place within a Wyrms Nest

+2 The character is assisted by a Mentor (as per the Merit) with at least two more tiers mastered than she has.

+1 The player has roleplayed the character introspectively or with otherwise noteworthy devotion to the ideal of changing her vampiric form.

— The character hasn't been exceptionally diligent in pursuit of the chrysalis, but hasn't been exceptionally distracted, either.

-1 The player has roleplayed the character showing a lack of reverence or care for the ideals of the Dragon, they are hasty in their approach to the Chrysalis

-1 The character has delayed Completing the Chrysalis for some time

-2 The character is missing required Knowledge

-3 The player attempts to use blood sorcery, or is under the influence of an Invictus Oath, Discipline or other effect when attempting the change

If researching a Scale, Succeed or fail, the Dragon suffers a breaking point at Humanity 5 minus the dot rating of the prerequisite Coil. Assuming he is successful, he must still spend the normal experience to internalize the new Scale

Completing the Chrysalis Early

Some Dragons are hasty in their research and lack the patience of a true Kogaion. At any time, a Dragon can attempt the Chrysalis without the required Knowledge, if they do for every piece of missing Knowledge they take a modifier of -2 to the roll and may not add any positive modifiers.

Collecting extra Knowledge

A Dragon does not need to stop their investigation as soon as they have the minimum required Knowledge, they can continue to collect and establish information as much as they wish. When a Character decides to do this, they keep collecting Knowledge as above. When it comes time to Complete the Chrysalis they can do the following:

Substitute a piece of Tainted Knowledge for a piece of normal Knowledge.

Use additional Knowledge elements as a modifier to a maximum of +5.

If any Knowledge that was collected is not used in Completing the Chrysalis, it immediately becomes incomplete Knowledge that can be used within that Mystery whenever the player desires. Unused tainted Knowledge can be discarded, good riddance.

Working Together on an Investigation

More than a single Dragon can work towards a single mystery if they wish. Some young Coteries are brought together to do exactly that. If Players wish to work towards a mystery together they are able to use teamwork and assist each other with overcoming challenges and collecting Knowledge. The only difference is each additional member adds 1 piece of Knowledge needed to be gathered before they can attempt to complete the Chrysalis. When they roll to complete the Chrysalis they each make an individual roll using the same die pool created out of the collected elements. Occasionally one Dragon will fall while the others rise, in this case the same rules as a normal failure apply, but their fellow research team can assist if they wish to assist overcoming challenges and gaining that final Knowledge.

Example Challenges

As explained Knowledge should be anything that is important to the Player character and their mystery. All their Knowledge should have a connection to their mystery but one in particular should directly relate to the Coil or Scale they wish to use. Below are a few examples of the challenges a Dragon can overcome, some of these are better played out as Dedicated scenes, some can be resolved in downtime. Every piece of Knowledge requires at least 1 Challenge to be overcome, but not every Challenge will reward a Knowledge.

Physical Challenges

Stealing Covenant Secrets - Dexterity + Larceny
Suffering extreme pain to test the bodies limits - Resolve + Stamina
Kidnapping and Ghouling someone with Traits you need to analyse - Strength + Brawl

Mental Challenges

Transcribing an Ancient tome - Intelligence + Academics
Uncovering the mysteries of a Wyrms Nest - Wits + Investigation
Sifting through the internet for secrets hidden by other Dragons - Manipulation + Computer

Social Challenges

Joining a Cult or Sect that can help you - Composure + Socialise
Working with a Mentor - Wits + Occult + Mentor Dots
Debating an Elder to share their Secrets - Presence + Persuasion

Cause yourself to suffer a breaking point of Humanity 5 or lower "Understanding" the Human Condition.

Forcing yourself to Resist Frenzy or ride the wave in a situation that would risk Humanity.

Give up something treasured and close - Resolve + Skill

Twist: Experience Costs

Players and Storytellers may be looking at this system and thinking that charging Experiences on top of this work is unfair on the Dragon player, in that case either reduce the costs of Coils and Scales or remove the cost altogether! If you do keep the minimum amount of Knowledge needed for a facet of a mystery to 2 pieces, one dedicated to the Coil or Scale and one more open and generic. Be wary of allowing this in groups with people outside the Ordo Dracul or in games where the quest for knowledge is not the guiding theme. Non-Ordo member may be frustrated if the Dragons are getting their powers "For Free" while they still need to spend Experiences. As with all things do what fits your group.

Twist: Rituals, Rites and Devotions

What's stopping you from using this system for Theban Sorcery, Crúac Rituals or even Devotions? Nothing! The system is flexible and should work just the same with minor re-flavouring. If anything with the guidance in Blood Sacraments and Blasphemies devising a new Ritual for a character to work towards building should be even easier.

In either case use the Ritual Level or Devotion cost as the number of Pieces of Research needed to a minimum of 2.

The main area that would need changing is the Dramatic Failure on the final test to learn the power as a Coil backfiring and the Dragon being cursed with a new Bane is a very… Ordo Dracul thing to do. For the most part having the power the character wanted to learn backfire and inflict a permanent condition would suffice, a nightmare Devotion granting Madness or a Lance Sorcery causing Soul Loss for example.

For those people who have read Danse Macabre, this system could be expanded to simulate the Devotion System found from Pg 202 onwards. Require 2 Challenged minimum for each Knowledge. The first is "Seeking" the Devotion where the character uses Mental and Social challenges to find the Devotions owner and the second is the "Ordeal" Physical and Emotional Challenges to find the Kindred worthy.

1e to 2e Conversions

This is the part of the document where I update 1e stuff to 2e stuff. Its divided by book, not everything is 1 to 1 as I judged some Dot Cost changes required to better fit 2e. Comment if you think I am wrong!

VTR 1e Core

The following are the devotions missing from the 2e core updated from the 1e core. 1 has been converted to a merit, quite a few where skipped for having already been elevated.

Devotions

Knowing the Stranger

(Auspex ••••, Obfuscate ••••)

The Familiar Stranger is a versatile and useful ability, but its use becomes perilous when the vampire has no idea who he should be impersonating. Knowing the Stranger allows the character to discern in advance who the target most expects to see under the current circumstances and prepare his next use of Familiar Stranger to become that person. The character does not have any choice over whom he will "become," but he mystically knows exactly who he's supposed to be to best fit his goals. The vampire must be able to see the person whom he plans to dupe when this Devotion is activated.

Cost: 1 Vitae

Dice Pool: Intelligence + Empathy + Auspex vs Resolve + Blood Potency

Action: Reflexive

Roll Results

Dramatic Failure: The kindred assumes that he appears as one person when the subject interprets him as another.

Failure: The vampire gets no impression of whom he should become.

Success: The vampire knows in advance for whom he will be mistaken and knows how to become that person.

Exceptional Success: As a Success but the Vampire gains the Informed condition about the personality he will impersonate.

This power costs 4 experiences to learn.

Arcane Sight

(Auspex •••, Crúac •)
Those who know this Devotion have learned how to expand their mystical sight by incorporating rudiments of blood magic. Kindred with this power can use their Auspex to scrutinize the auras of objects, as well as people, and may glean information from the eddies of power that whorl through the world.
Cost: 1 Vitae per scene
Dice Pool: Wits + Occult + Auspex

Action: Instant

Roll Results

Dramatic Failure: The player asks a question as though he had rolled a success; the Storyteller should give false or misleading information.

Failure: The Beast unveils no secrets.

Success: The player can ask the Storyteller one question per success. The Storyteller's answer should include the imagery conjured by the Beast to convey the answer.

Exceptional Success: The player can ask two questions.

Sample Questions:

- Whether an object (or person) has any magic of its own or is currently under enchantment
- Whether the magic comes from the object or creature directly or from an external source
- The nature of the magic (beneficial, harmful, illusory)
- Detailed information as to the type and level of magic employed

Although this Devotion does identify sources of magic or items possessed of enchantments, it does not reveal magic effects in action (such as a magical fireball or an illusion).

This Devotion costs 2 experiences points to learn.

Iron Façade

(Obfuscate ••, Resilience ••)

Sometimes intimidation is a vampire's best weapon, particularly when facing an opponent who is unaware of the Kindred's true ability. Through the use of this power, the vampire appears to shrug off even the mightiest of blows, to ignore wounds that should cripple even one of the undead.

Cost: 1 Vitae

Dice Pool: Intelligence + Survival + Obfuscate

Action: Instant

Roll Results

Dramatic Failure: The player appears to be more wounded then they are and suffer a penalty equal to their Obfuscate rating to any social dice pools

Failure: The character appears as wounded as they actually are.

Success: The character hides the extent of their injuries and seems to function at full capability, regardless of how badly injured he actually is.

Exceptional Success: The character is so convinced by their appearance they gain the steadfast condition as ,through sheer force of will, they gain a surge of confidence.

Iron Façade does not actually heal wounds or reduce dice-pool penalties to non social rolls, It simply *appears* to do so, making it impossible for any observers to determine the character's true condition. Once activated, Iron Façade lasts for a scene or until the character is sent into torpor by his wounds.
 A vampire with Auspex might be able to see through this power.
This Devotion costs 2 experiences points to learn.

Lessons in the Steel

(Auspex •, Resilience •••)
Some rather intrepid Kindred develop the ability to gain insight into a foe's combat prowess by willingly subjecting themselves to opponents' attacks. Knowledge is power, after all, and any vampire wounded in this way is gifted with power that can then be used against the enemy.
Cost: 1 Vitae
Dice Pool: Resolve + Investigation + Resilience – opponent's Resolve
Action: Instant

In order to activate this Devotion, the vampire must first suffer an attack from an opponent that successfully inflicts at least one point of damage of any type in close combat. Upon suffering this wound, the vampire's player makes the requisite roll. His dice pool is reduced by one die for each piece of information sought about the attacker (up to a maximum of five) beyond the first. The information the character seeks must be related to combat or other martial prowess. Examples Include:

- Attributes
- Skills
- Use of Fighting Styles
- Enhancements by disciplines
- Wound Modifiers

Characters do not learn exact numbers but instead should be given flavourful descriptions of the chosen information. Additionally this power cannot allow a player to know about direct discipline powers such as Theban Sorcery or Protean, but do allow information on enhanced die pools from disciplines.

This Devotion costs 2 experiences points to learn.

Veridical Tongue

(Dominate ••, Majesty ••)
With this power, a character is able to render one subject unable to speak anything but the truth as he knows it. Targets may choose to remain silent, of course, but when they speak, they simply can't lie. The subject must be in the Discipline's user's presence when this power is invoked.

Cost: 1 Vitae
Dice Pool: Presence + Subterfuge + Majesty – Composure
Action: Instant

If the roll is successful, the target must speak the truth for a number of turns equal to the successes gained. He may choose not to speak at all, but in many cases silence equates to guilt among the Kindred.

This Devotion costs 2 experiences points to learn.

New Merit: Instantaneous Transformation (••, ••••)

Prerequisite: Protean ••• or Protean •••••, and Celerity ••
Effect: Sometimes the shift into animal (or otherwise inhuman) form simply takes too long. Instantaneous Transformation allows Kindred to use a Reflexive action to activate the Beasts Skin power at 2 dots and Primeval Miasma at 4 dots. Each level of the Merit requires the power it effects to already be known.

Coteries

The following updates the Rites and Rituals in the Coteries book using the B&S rules, then ported to 2e. I have cut out a lot of the Flavor text so I advise people go read Coteries itself.

Theban Sorcery

Paladin's Absolution (•, Protection •)

Target number of successes: 6
Sacrament: An icon or image of the persons affected by the vampire's actions
This rite relieves the subject of guilt for some action he is soon to perform. The Ritualist names a breaking point, until sunrise the Ritualist gains the rituals potency on the first roll to resist detachment cause by that breaking point. The breaking point must be specific, "The murder of Elizabeth Parson," is specific enough, but "murder" is not.

Crúac Rituals

Blood Witness (••, Divination ••)

Target number of successes: 6
The Ritualist can witness events at the location she has spilled blood during the ritual as though she were present and standing in that spot until the next sunset. The blood may be dribbled on a floor, painted onto a wall or otherwise applied as the Ritualist sees fit. However, the blood is mundane and if removed the ritual ends early. A ritualist can only maintain a link to one site at a time and is unable to use any supernatural abilities when witnessing events. If used to witness events during the day the Ritualist is still prone to frenzy, which ends the arcane connection immediately.

Barrier of Blood (••, Protection ••)

Target number of successes: 5
This defensive ritual is used to mark an Acolyte's territory and prevent entry by unwanted Kindred. To The ritualist lines of his Vitae across doorways, underneath windows or anywhere else she wishes to ward. Each additional area warded increases the target number of successes by one. Until next sunset, the wards cannot voluntarily be crossed

without making a Resolve + Composure – Potency roll. Regardless, anyone crossing the barrier suffers bashing damage equal to the Rituals Potency. The performer of this ritual must touch any person permitted to pass the barrier with blood before the barrier has been completely drawn.

Flower of Demeter (•••, Creation ••, Transmutation •••)

Target number of successes: 9

The Ritualist grows a unique species of red lily said to have been brought back from Hades by Persephone. The flower grows only in mortal blood and is traditionally grown from a human corpse. To raise a Flower of Demeter, the Ritualist must make a successful invocation roll once per week until the successes necessary to satisfy the roll have been accumulated (The extended action happens over the course of weeks, the ritualist can do other actions between rolls unlike a traditional ritual). Once the successes have been garnered, the flower blooms. One bud on the stalk blooms per dot of the character's Blood Potency, less one per week it took to cultivate the stalk, with a minimum of one.

The plant itself is inspiring to Kindred, all Craft and Expression rolls made in the presence of the flower gain two extra dice. A Vampire who swallows a Flower of Demeter experiences the blush of life until the next sunrise, with no expenditure of her own Vitae. The Plant is destroyed in seconds by fire or sunlight. Blossoms clipped from the plant lose all mystical properties at the next sunrise, when they flake away in sheets of ash like burnt paper

Nomads

The following updates the Rites, Rituals and Devotions in the Nomads book. For the Sorceries I am using the B&S rules, then ported to 2e. I have cut out a lot of the Flavor text so I advise people go read Nomads itself, especially on the Devotions.

Crúac Rituals

Balancing the Four Humors (•, Protection •)

Target number of successes: 4
Under the ritual's effects, the Kindred ignores any die penalties of Extreme Environments and Environmental Tilts until the next sunrise and downgrade the damage caused by these environments by 1 step (Bashing Damage is ignored, Lethal becomes bashing) . This does not protect the Kindred from Banes such as sunlight.

The Heliolater's Warning (••, Divination ••)

Target number of successes: 5
The Acolyte adds the Rituals potency to any roll made to wake during the day or to determine how long the vampire can remain active upon a waking caused by sunlight. The effects of the ritual last until the next sunset, even if the caster is forced to wake several times during the day.

Song of the Blood (••, Transmutation ••, Divination ••)

Target number of successes: 7
The Kindred life is one wrought with danger, and some wish to know that they can be avenged. The bonds between Sire, Grandsire and Childe may be week but the creative acolyte can strengthen this before tragedy afflicts them. Once the ritual is performed, the vampire's "relatives" (Anyone with a Blood Sympathy) can sense her either enter torpor or her final death as if they were once removed, regardless of their current sympathy level. The effects of this ritual last until the next sunrise.

Bleeding the Tarantula (••••, Creation ••••, Destruction ••)

Target number of successes: 13
This bizarre ritual creates a guardian that watches over a vampire as he sleeps — an undead, spidery homunculus with fangs dripping bloody venom. The ritual creates a large, crimson spider resembling a tarantula that guards her as she rests for the day.

The creature has the following traits and abilities.

Attributes: Power 1, Finesse 4, Resistance 1

Willpower: 5

Initiative: 5

Defense: 4

Speed: 7 (species factor 3)

Size: 1

Weapons/Attacks:

Type	Damage	Dice Pool
Bite	1 (L) and poison	Finesse + Power

Health: 2

Poison: The blood-spider's fangs against mortals it inflicts the Poisoned Tilt with a severity of Grave. Attacks against Kindred instead taint one Vitae in the victim, making that Vitae useless.

Supernatural Loyalty: The Ritual Potency is added to the spider's Resistance against Disciplines or magical powers that might drive it off or take control of it. The blood-spider is absolutely loyal to its master and enjoys a form of blood sympathy with her. If the blood-spider is injured or destroyed, the Acolyte senses it automatically. During the Day this causes the vampire the chance to wake, but a Humanity roll is still required.

Curse of Ahasverus (•••••, Transmutation •••••, Divination •••)

Target number of successes: 13

Contested by: Composure + Blood Potency

To control the beast is to lie, the most powerful of acolytes know this. The victim, who is a Kindred within a mile of the ritual, is forced to lash out at *every* Kindred they encounter, Friend or Foe for the remainder of the night. In cases where another kindred attempt to use powers such as obfuscate, a clash of wills takes place automatically between the acolytes blood potency, and the obscured.

Theban Sorcery

Messenger's Mark (•, Transmutation •)

Target number of successes: 6

Sacrament: A shaft made of rowan wood carved to the shape of a Lance

This is the initiation ritual that permanently brands one of the Sanctified as a Legate, creating an arrow- or spear-shaped mark on the targets chest. The target must be willing, or the ritual

immediately fails. Once the ritual is completed the legate can reflexively cause the image of a lance to rise out of their chest or conceal it once more for the rest of their days.

Scrivener's Eye (••, Divination ••)

Target number of successes: 6
Sacrament: A scrap of age-yellowed paper
The ritualist either targets themselves or another during the casting of the ritual. The Target is told or read a message, secret or piece of knowledge. This memory has perfect recall for a number of months equal to the Ritualists Intelligence, after this time the memory is permanently and irrevocably lost, even an eidetic memory cannot remember it.

Wings of the Seraph (•••, Transmutation •••)

Target number of successes: 6
Sacrament: Two feathers of a raven
The ritualist imbues himself with great speed ready to be called upon. The imbued can activate this power reflexively at any point the rest of the evening. When activated the ritualists speed is increased by the rituals potency for a number of turns equal to the Ritualists Blood Potency. Wings of the Seraph cannot be used in conjunction with Celerity, if celerity is activated the power disperses.

Sacred Haven (••••, Protection ••••)

Target number of successes: 10
Sacrament: A pinch of Crush Obsidian
This ritual raises a protective ward around a single room or chamber that's no larger than 30 feet on a side, unnaturally moving and repairing objects to prevent sunlight from entering the area for a single day. This ritual expires at an hour after sunset. The ritual affects only a room or chamber that is already largely closed on all sides.

Devotions

Bobcat Climbing (Protean •, Vigor •)

Inhuman reflexes and surpassing strength are already a winning combination in a fight, but some Kindred find the combination useful outside of conflict.
Cost: 1 Vitae
Dice Pool: This power involves no roll to invoke
Action: Reflexive

While Bobcat Climbing, a Kindred can climb with great speed. Using this power grants the kindred 8-again on climbing tests. Bonuses for climbing carefully or climbing gear cannot be gained with this power. The power must be activated with each new climb.

Predatory aspects can be used in tandem with this power, Claws grant a +2 to her climbing pool while wall climbing would double speed for example.

This Devotion costs one experience to learn.

Flesh of Iron (Protean •••, Resilience •)

This Devotion allows a measure of protection against physical threats, whether the impact of a car on a lonely highway or a machete in the hands of a vampire protecting his domain. For a few moments, the character's skin takes on the consistency of sharkskin or granite, his flesh like iron. Blades and impacts bounce off; even bullets and swords are blunted.

Cost: 1 Vitae

Dice Pool: This power involves no roll to invoke

Action: Instant

When this Devotion is used, the vampire gains ballistic and general armour up to the lowest of his dots in resilience or protean. Armor rating acquired from this Devotion is not combined with that from any protective gear worn; the highest armour rating of the two takes precedence. The effect of this power lasts for a number of turns equal to the character's dots in Protean. As a side effect of this protection, the character's Initiative and Speed traits are both reduced by the amount of amour invoked, to a minimum of zero.

This Devotion costs 2 experiences to learn.

Love Like Blood (Dominate ••, Resilience ••)

The Kindred's injuries hold a strange, primal beauty for other Kindred. When he is wounded, the blood flowing from his injuries manifests a strange "resonance," partially psychic and partially physical, that draws the attention of other Kindred.

Cost: 1 Vitae

Dice Pool: This power involves no roll to invoke

Action: Reflexive

If the character suffers a wound penalty, the player may spend a Vitae and that penalty is not applied to any attempts to use the Dominate Discipline for the rest of the scene. Instead, the player gains a bonus equal to the normal penalty. Only vampires are affected by Love Like Blood. Mortals, ghouls and other beings are unaffected. Love Like Blood applies to only Dominate actions made upon a vampire in the immediate vicinity who can see or smell the character's wounds.

This Devotion costs 2 experiences to learn.

Mask of the Beast (Obfuscate ••••, Animalism •)

With this Devotion, a vampire can cause others to believe he is merely a mundane animal. To the onlooker the Kindred is simply the animal they imitate and any attempts to understand he kindred to the contrary fade away.

Cost: 1 Vitae

Dice Pool: Manipulation + Animal Ken + Obfuscate

Action: Instant

The Kindred must first contact an animal of Size 3-7 and use Feral Whispers to study and understand the creature. The kindred can then activate this Devotion and appear to be the animal of which the kindred spoke to for the remainder of the scene, if the vampire spoke to a Horse they would appear to be a Horse. The effect must begin immediately after interacting with the animal. While the vampire appears to be an animal, there is no physical transformation, so circumstantial evidence such as footsteps or abilities such as flight can be tricky. The mask of the beast does not fool genuine animals and will fade if the vampire takes any actions that can point the disguise out as being impossible, such as speaking or activating another obvious discipline.

This Devotion costs 2 experiences to learn.

Poisoned Chalice (Dominate ••••, Majesty ••)

The vampire can taint the blood of a mortal, and gift that person to another kindred so that when they drink from that tainted vessel he becomes susceptible to the gifters charms. To use Poisoned Chalice, the vampire must have made the subject willing and have them under his control, normally by inflicting the Mesmerised or Subservient conditions. He must then feed the vessel a few drops of his own Vitae while concentrating on a specific subject — the intended recipient of the gift. When the intended recipient drinks from the vessel, the trap springs.

Cost: 2 Vitae

Dice Pool: Intelligence + Expression + Dominate vs. Resolve + Blood Potency

Action: Contested; resistance is reflexive upon the point of drinking from the tainted vessel

Roll Results

Dramatic Failure: For the giver: The subject is unaffected by the power and realizes that the vessel is tainted or cursed in some way.

For the recipient: Treat as an exceptional success for the giver.

Failure: The subject is unaffected by the power and does not realize that the vessel's blood is tainted.

Success: If the Characters next meet within the users Intelligence nights, the drinker gains the Charmed condition as soon as he sees the gifter.

Exceptional Success: For the giver: The charmed condition lasts for days instead of hours. For the recipient: Treat as a dramatic failure for the giver.

Suggested Modifiers

Modifier Situation

+2	Power is used on a vampire with whom the user has a blood sympathy with.
—	The character has met the subject in the past.
-1	The character has never met the subject but knows enough about him to paint a fairly accurate mental picture.
-3	The character has never met the subject and knows little more about him than his name or physical description.

Once a vessel's blood is instilled with the power, it remains charged until consumed by the chosen recipient or until the character deliberately wills it to become inert. The character can affect only one vessel with this power at a time. After which the power dissipates, and the subject is no longer affected. A successful use of Aura Perception on a vessel affected by this power reveals a muted aura similar to an individual under the effects of Dominate. This Devotion costs 3 experiences to learn.

Predatory Growl (Animalism •, Dominate ••, or Nightmare ••)

The Kindred growls, and all nearby animals flee and the wanderer doesn't have to worry about anyone local using animal pawns to spy on him.

Cost: 1 Vitae

Dice Pool: Intelligence + Animal Ken + Dominate versus Resolve

Action: Contested; resistance is reflexive

The Kindred growls and, if the roll is successful, instils a healthy respect for distance into the mind of any creature that falls under Animalism's rubric. All such affected animals flee at top speed along the most direct route until they're exhausted. Furthermore, they're unwilling to approach the vampire again for a number of hours equal to the successes rolled. The activation roll only contested by an animal's Resolve (or the highest Resolve of a group of animals) if that creature is under the influence of the supernatural, such as an animal that has been made into a ghoul. An animal that is possessed by a supernatural creature is not susceptible to the power, however. A creature that is possessed by a supernatural creature, or wholly supernatural such as a shapechanger is not subject to this power. The radius of Predatory Growl is equal to 10 yards per success. Furthermore, its effects seem to "echo" —

animals that weren't around when it was used are leery of the vampire and hesitant to approach him. This secondary effect lasts a number of hours equal to the successes rolled. This Devotion costs 1 experience to learn.

Sanctum of Fear (Nightmare ••, Protean •)

When using the abilities of Unmarked Grace, the Kindred channels the disturbing force of the Nightmare Discipline into the earth that surrounds a vampire. Whenever someone comes near the Kindred's resting place, the intruder is plagued by a subconscious sense of gnawing dread. Unless the subject can overcome this ominous instinct, he is forced to turn away and avoid the place altogether.

Cost: 1 Vitae (see below)

Dice Pool: Manipulation + Empathy + Nightmare vs Composure + Blood Potency

Action: Contested; resistance is reflexive

One extra Vitae is spent when invoking Unmarked Grave and this Devotion takes effect once the vampire has melded with the earth. The Storyteller makes the power's activation roll and records the successes achieved (if any). Anyone who comes close to the resting place — within two yards for each Willpower dot of the interred vampire — is affected.

Roll Results

Dramatic Failure: For user: The subject is not only unaffected by the Devotion but realizes that an external power affects his mind. He gains the Steadfast condition for any attempts to find the Vampire and may roll Wits+Occult to do so.

For subject: Treat as an exceptional success for the user.

Failure: An equal number or the most successes are rolled for the subject. He feels a little uneasy but is otherwise unaffected. The subject does not realize that an external force was intended to influence his mind.

Success: The subject's subconscious mind is stricken with dread. He gains the Frightened condition with the burial ground as the source of the fear.

Exceptional Success: For user: same as a normal success, but if he is not able to leave the area he gains the Madness Condition for a number of days equal to the successes rolled on this devotion.

For subject: Treat as a dramatic failure for the user.

The effects of the power lapse upon the next sunset, or until the sleeping vampire is unearthed, whichever comes first. The power ceases to function even if the vampire remains sleeping beyond one day.

This Devotion costs 2 experiences to learn.

Scent of the Beast (Animalism •••, Auspex •••)

Vampires who have mastered this Devotion can follow the trail of fellow vampires through any terrain. The character using this Devotion can attempt to track a specific vampire whom she has encountered before, so that she knows the "scent" of her quarry's Beast. She can track her quarry's movements only since the last sunset, as the sun's rays burn away all but the faintest traces of Kindred psychic imprint upon the world.

Cost: 1 Vitae

Dice Pool: Wits + Survival + Auspex – (Obfuscate)

Action: Extended

Roll Results

Dramatic Failure: Your character picks up another trail, mistaking it for that of the quarry.

Failure: In an extended effort, no successes are gathered at the current stage of the trail. Your character must find and correctly identify a fresher section of trail before trying again, represented by successes accumulated in subsequent rolls. In an extended and contested effort, if the most successes are ever rolled for the quarry, the trail is lost altogether.

Success: In an extended effort, the tracker gains some ground and accurately traces the trail further (successes are accumulated). In an extended and contested effort, the most successes are rolled for and accumulated by the tracker.

Exceptional Success: Considerable successes are gathered for the tracker, you pick up some hint to the preys condition, gain the informed condition.

Suggested Modifiers

Modifier Situation

+2	Power is used on a vampire with whom the user who shares blood sympathy
—	Weather conditions do not influence the psychic trail a vampire leaves
–1	For every two hours that have elapsed since the quarry has passed

Because Scent of the Beast involves tapping into one's Beast, it carries a certain danger. The Beast rides close to the surface and the character's control over it is diminished. Whenever this Devotion is used, the character suffers a -1 penalty on all rolls to resist frenzy for the duration of the scene.

This Devotion costs 3 experiences to learn.

Stalwart Servant

(Already in 2e core, my version was near identical so just deleted it!)

Carthians

Interest Groups

New Merit: Interest Group (••)

Prerequisite: Selected Group Skill ••

Effect: People who share common interests tend to get together and discuss ideas and keep themselves sharp. Participating in an interest group doesn't necessarily improve your chances of succeeding at a relevant task but it does improve your chances of capitalising on a success and making the most of it.

The Interest Group Merit can be brought multiple times – once for each group the character joins. When joining a group, the character selects a Mental or Social skill they have at least 2 Dots in. When making rolls with the selected skill the Character gets the 9-again quality on the roll.

The effects of these groups presuppose attendance and attention. The group may be an Internet bulletin board or a monthly meeting at the local pool hall but ignoring a group for more than a month is likely to diminish its usefulness. Skipping out a lot won't lose the Merit but does keep it from working until a few more meetings (or posts or discussions) have been used to "reactivate" it.

New Merit: Interest Group (••, Advanced)

Prerequisite: Interest Group (Selected Skill), Speciality in Interest Group Skill

Effect: Some groups go beyond simple broad interests, some delve deep into a topic to really get to the meat of the issue. Sometimes these groups are splinters from an initial group or a natural changing of focus, for example "History Club" evolving into to "French Revolution Club." Characters with a shared Speciality will meet in these advanced cliques and hone their specific craft and discuss these topics in far more detail. These groups are rarer and are unlikely to spontaneously manifest without specific guidance or outside factors. They also require far more upkeep to maintain.

This Merit can also be brought multiple times – so long as the character is already a part of an Interest group of the broader skill, and has a speciality in that skill, and enough people are willing to form the advanced group. When making rolls with that selected speciality the Character gets the 8-again quality on the roll.

Twist: Physical Skills

These merits could be expanded to physical skills, Brawl for a Fight club or Athletics for a gymnastics team. Be wary of allowing the more combat oriented skills into your game, 9-again on Survival is unlikely to change the nature of a Chronicle, but if everyone can get 9-again on Brawl for 2 experiences the game can dissolve into an arms race.

Twist: Social Organisations

Some groups in the World of Darkness actively encourage their members to seek out knowledge and establish groups to grown and hone their skills. Carthians and Tempters for instance would revel in Social groups while the Mysterium and the Lucifuge would get involved in dozens of Academic or Occult circles. If a Character is apart of such an organisation, or follows such a line of thought, consider a 1 dot discount to purchase the Merits.

Devotions

Husk

(Celerity •, Vigor •)

The Husk Devotion (named for what's left after it's used) remedies the problem kindred have of the Kiss being too slow. With this devotion the vein is drawn wider and blood flows like water.

Cost: 1 Vitae per turn

Dice Pool: No roll is necessary.

Action: Reflexive

Effect: A Kindred using Husk can draw blood beyond the usual single Vitae per turn. Instead, his flow rate is increased by the lower of his Celerity or Vigor score. Thus, a vampire with Celerity • and Vigor ••• can draw two Vitae per turn (the usual one, plus one for his Celerity). If he had Celerity ••• and Vigor ••, he could draw three per turn. Using Husk negates the euphoric effects of the Kiss and the victim does not gain the swooned condition from the bite.

If a vampire is drawing three or more Vitae per turn, the act leaves a wound that's too wide to simply lick closed, and if she leaves the victim alive, they also receive the Drained Condition.

This Devotion costs one experience to learn.

Message in a Bottle

(Auspex •••, Dominate ••)

Mortal insurgencies have used everything from encrypted emails to blind drops to a message the recipient had to shave the messenger's head to read. It was to be expected that the Kindred would apply Disciplines to this age-old problem.

Cost: 1 Vitae

Dice Pool: Wits + Occult + Dominate

Action: Instant

Effect: By holding an item and using Message in a Bottle, a character can manipulate its psychic imprint. Anyone who later uses The Spirit's Touch on the item receives a short vision of the character's choice, about 15–30 seconds' worth. There are many applications for this Devotion. Securing messages, Planting Evidence or wiping an objects' psychic imprint blank. The message lasts for two years per success rolled.

This Devotion costs two experiences to learn.

Cleansing Impression

(Auspex •••, Obfuscate ••)

Obfuscate is an excellent tool for keeping people from spying on you, but it's less useful when your property can be convinced to give up your secrets. After all, a secret is only as good as its protection.

Cost: 3 Vitae or 1 Willpower

Dice Pool: Intelligence + Stealth + Auspex

Action: Instant

Effect: With an effort of will, the vampire neutralizes any psychic impressions on any and all objects around her. Anyone who examines an affected item with The Spirit's Touch or any other form of past sensing gets the impression that no one has ever touched it, and nothing has ever happened to it. This is distinct from the sensation of simply being unable to access the impression. Once an item has been cleansed, it remains void of impression until something meaningful happens to it — someone other than the cleansing Kindred picks it up, for example. Depending on how strong the vampire's effort is, a greater or smaller number of objects are affected.

Roll Results

Dramatic Failure: Instead of voiding the items, the character leaves a stronger impression. All future attempts to read the items are made with a +2 bonus.

Failure: The Devotion does nothing.

Success: Every unliving object within 10 meters is cleansed of psychic impressions. For each additional success, that radius increases by five meters.

Exceptional Success: As a standard success. The extra successes are their own reward, as they extend the radius.

This Devotion costs two experiences to learn.

Immutable Mind

(Dominate •, Resilience •)

The moment a Ventrue learns that it's possible to scrub clean memories with Dominate, he almost always has an uncomfortable realization: "That could have been used on me!" This is unacceptable, and a Devotion has been developed to cope with it.

Cost: 1 Willpower per scene

Dice Pool: No roll is necessary.

Action: Instant

Effect: While a character is protected by Immutable Mind, attempts to use Dominate on the character are hindered by the character's own mastery of Dominate. If the roll is contested, the defender with Immutable Mind gets to add his rating in Dominate to his attempts to contest and resist the powers.

This Devotion costs one experience to learn.

Stalwart Heart

(Majesty •, Resilience •)

No one likes being played for a chump, and this is doubly true of those who are in the habit of playing others for chumps. It was inevitable that some Daeva would try and turn the powers of Majesty inward, to maintain emotional integrity, instead of using Majesty to erode the integrity of others.

Cost: 1 Willpower per scene

Dice Pool: No roll is necessary.

Action: Instant

Effect: While a character is protected by Stalwart Heart, attempts to use Majesty on the character are hindered by the character's own Majesty. If the roll is contested, the defender with Stalwart Heart gets to add his rating in Majesty to his attempts to contest and resist the powers.

This Devotion costs one experience to learn.

Dauntless Spirit

(Nightmare •, Resilience •)

Once the Carthians developed Devotions to help resist the lordly sceptre of Dominate and the allure of Majesty, it seemed only sensible to find something that worked on the fearsome effects of Nightmare.

Cost: 1 Willpower per scene

Dice Pool: No roll is necessary.

Action: Instant

Effect: While a character is protected by Dauntless Spirit, attempts to use Nightmare against him are hindered by the character's own mastery of Nightmare. If the roll is contested, the defender with Dauntless Spirit gets to add his rating in Nightmare to his attempts contest and resist the powers.

Vitae Bloat

(Protean ••, Resilience •)

The Gangrel clan is clearly the source of this useful (albeit dangerous and grotesque) Devotion. Vitae Bloat allows a vampire to store more Vitae in her body than it can normally hold.

Cost: 1 Willpower point

Dice Pool: No roll is required to activate this power.

Action: Instant

Effect: A character must be holding as much Vitae as he can normally contain to activate Vitae Bloat. Once that's done, he can hold a number of extra Vitae equal to his score in Protean. The Vampire suffers one point of bashing damage for each two Vitae held above his standard maximum. These Health points can't be healed while the Kindred is exceeding his normal capacity for Vitae. Furthermore, his veins and arteries bulge unnaturally, swollen beyond their ordinary capacity, potentially suffering penalties to Social rolls. The Vampire can end this power at any time, if they do so any additional Vitae they are carrying it is immediately thrown up.

This Devotion costs one experience to learn.

Unflinching Eye

Not viable to 2e as weaknesses to Auspex are gone.

Demon The Descent Homebrew

Merits

Demonic Dealer (●●, ●●●●, ●●●●●)

Prerequisites: Offspring, Fractal
Effect: Your Demonic Heritage gives you access to the reality shifting Pact Magics of the Demons who made you.
At 2 Dots you can create a demonic pact with variables at the Lesser or Medial level with a duration up to a year, you are unable to create Soul Pacts or make Bills of Sale.
At 4 Dots you can create pacts with a Level of greater and a permanent duration, and construct Bills of Sale.
At 5 Dots you gain access to creating Soul Pacts. When making a Pact a Demon-Blooded always acts as the "Demon" on their side of the Pact and are not able to access the Mortal Only components of Pacts. This also means they are responsible for the Willpower costs of a Pact.
Drawback: Once a Demon-Blooded has signed their first contract they can no longer partake in a Pact as a mortal with another Demon and are always unable to apply the mortal side of a pact to themselves.
Note: If a Demon-Blooded gains cover experiences from a pact they may spend them on either Merits, or Integrity to simulate the part of a life taken, what can and cannot be taken should be discussed with your storyteller as appropriate to what the recipient has. In the case of a Negative effect (Illness or a Stalker Boyfriend) a persistent condition may be more appropriate than Cover Experiences. This is the Demon-Blooded stitching others' lives onto their own and making themselves more connected to the world.
If a Demon-Blooded creates and activates a Soul Pact the effect is Life Changing for them. Firstly, the Demon-Blooded experiences a Breaking Point equivalent to murder (-5) as they steal a mortal's existence. Then they must remove all merits that pertain to their past life, most of these will be Social merits, and rebuy the lost dots of Merits to create the life they have stolen. Finally, the Demon-Blooded sheds any Cipher conditions and is considered to have back-traced all these conditions. This is jarring for the Demon-Blooded as they are stripped out of reality leaving a tattered existence behind. They should be wary of the God-Machine investigating their old life if they try to contact pieces of the life they gave up.

Quantum Uncertainty (●●●)

Prerequisites: Demonic Form
Effect: The Demon has 2 parts of its Demonic Form entangled in one another until one is observed. Each time this merit is Taken the Demon selects 1 Technology or Modification they already have, then selects a new one of the same Form type. The Demon can then manifest one of these two form abilities when taking on either full or partial Demonic form, but never both at the same time. If the Demon changes one Form ability for another, the

second part remains attached to the new Form ability and the merit Persists. This merit can be taken multiple times but only once for each original Form Ability the Demon possesses.
Drawback: If the Form part is lost for any reason, such as being made into a Form Gadget, the secondary form part is lost with it.

Quantum Uncertainty (●●, Advanced)

Prerequisites: Quantum Uncertainty, Primum 4+
Effect: The Demon understands how their form is entangled with themselves and their cover better. This merit works the same as Quantum Uncertainty but can now apply to Propulsion's and Process'.
Drawback: When using a transformation with a Propulsion or Process effected by Quantum Uncertainty the Demon suffers and additional -1 to any compromise checks.