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Disciplines

Auspex

Level 4

Psychic Assault

Amalgam: Potence 2

This power turns the vampire's ability to touch the mind into a scalpel, carving out parts of a victim's psyche. The attack is equally as effective against cainites as it is against mortals.

Cost. 2 Rouse Checks

Dice Pool: Resolve + Auspex Vs. Resolve + Occult or Fortitude

System. The vampire makes two Rouse Checks and locks eyes with a target that can clearly see him. After rolling Resolve + Auspex vs. the victim's Resolve + Occult (Those with Fortitude may use it in place of Occult). Each success on the margin allows the vampire to either deal a point of aggravated willpower damage to the target, or to reduce one of their mental attributes by 1. Lost attributes return at a rate of one dot per night (returning in an order of the victim's choosing). If the user scores a critical win the victim is overcome with pain, losing their action.

Duration. One action.

Celerity

Level 1

Hourglass of The Mind

Amalgam: Presence 1

The vampire gains an impeccable sense of time and timing, innately positioning themselves in the most optimal of positions whenever they are engaged.

Cost. Free.

System. The vampire gains a perfect sense of time, and knows events to the nearest second or better. In combat, the vampire can choose to count as already engaged for the purpose of combat priority.

Duration. Passive.

Level 3

The Flower of Death

Prerequisite: Fleetness

The Vampire briefly heightens the effects of her speed to alarming degrees, allowing them to apply it's full effects with every blow struck and dodged, becoming a walking abattoir.

Cost. One Rouse Check

System. The Flower of Death can only be activated while the vampire has *Fleetness* activated, and can be activated at the same time as it without counting as it's own activation. Until the start of it's next turn, in addition to the effects of *Fleetness*, the vampire adds their celerity rating to all combat rolls that use Dexterity.

Duration. 1 turn.

Stay the Sands

Amalgam: Presence 2

The vampire can now outright freeze time in a small, confined space - allowing them to leave bullets, combatants, and objects frozen in space until they are interacted with.

Cost. 1 Rouse Checks.

Dice Pool. Resolve + Celerity, Resolve + Celerity Vs. Resolve + Wits

System. The Vampire rolls resolve and Celerity, and attempts to freeze time in a 3 meter radius centered on a point within eyesight. The difficulty of the roll depends on the actions occurring within the area that are being halted (difficulty 2 for a lobbed grenade, or 4+ to slow a hail of bullets). The vampire can increase the radius of the area affected by increasing the difficulty by 1 for each additional 3 meters added to radius. On a win, time in the area halts for a number of rounds equal to the margin.

Unless the player spends a point of willpower, this power does not affect living or unloving creatures. A creature can test Resolve + Wits against the user's activation roll, avoiding the effect on a success.

Time flows once more for a frozen creature if they are interacted with, and at any turn after the first a vampire frozen in time can spend a point of willpower to end the effect on themselves.

Duration. Turns equal to the margin.

Level 4

Whirlwind

Moving in a Blur, the vampire can strike multiple openents in their path, leaving swaths of foes shredded.

Cost. One or more Rouse Checks.

System. When the vampire makes an attack, they can make one or more Rouse checks to make additional attacks against enemies they can reach (or target, when using a ranged weapon). Make a single attack roll and apply it to every opponent engaged and covered by the Rage expenditure (see cost). Any additional bonus to the attack applies to all opponents.

Duration. 1 attack.

Obfuscate

Level 4

From Under the Bed

Amalgam: Presence 2 This power allows a vampire to draw forth a living nightmare from a sleeping mortal to do their bidding. The creature takes the form of something stolen from a victim's dream, but is crafted out of the vampire's blood.

Cost: Two Rouse Checks

Dice Pools: Intelligence + Obfuscate

System: The successes rolled determine how much control the vampire initially has over the creature. The monster and its creator share a sympathetic link and they can communicate simple ideas without need of words or line of sight when they are near each other. Depending on their exact form, these creatures attack with claws and tentacles. The creature is usually the size of a large dog, but can be as large as a compact car if the vampire finds a particularly nasty nightmare. The creature can also have special abilities such as flight, wall crawling, or even venom depending on the mortal's nightmares. Only one such creature can serve at a time but the longer such a monster exists the more willful and disobedient it becomes.

Duration: Permanent as long as the nightmare creature is fed vampire blood on a weekly basis. If it is not fed the creature fades from existence unless it can find a new source of blood. Usually each success on the activation roll is a week of loyal service, but maltreatment or hard tasks may shorten the duration of loyalty as determined by the Storyteller.

Living Nightmares

Nightmares conjured with undead blood take many forms but the most common are bestial hybrids of man and myth. Snake-headed bogeymen and amorphous tentacled clouds of darkness have all been summoned forth from troubled mortal psyches. While their abilities can differ, they commonly have the Obfuscate powers of Unseen Presence, Cloak of Shadows, and Ghost in the Machine; the Auspex power Sense the Unseen and the Protean powers of Weight of the Feather and Feral Weapons.

General Difficulty: 3/3

Standard Dice Pools: Physical 6, Social 2, Mental 4

Secondary Attributes: Health 7, Willpower 5 **Exceptional Dice Pools:** Brawl 8, Intimidation 6, Stealth 6, Disciplines 6

Disciplines: Auspex 1, Obfuscate 3, Protean 2

Notes: All attacks have a damage value of +2 and inflict Aggravated Health damage against mortals. The health damage it inflicts against vampires is Superficial but is not halved

Level 5

Dream Lands

Amalgam: Presence 3

An amplification of Fata Morgana, the vampire now takes full control of the reality of a victim, superimposing their own reality on top of the world - rather than simply creating hallucinations. The vampire can cause the victim to experience just about anything - from torturous experiences that shatter the mind to dreamlike, idyllic, scenarios. While engrossed in the vampire's dream-reality the victim is oblivious to the world around them or the impossibility of what they experience.

Cost. 1 Rouse check, stains (potentially).

Dice Pool. Manipulation + Obfuscate Vs. Resolve + Awareness.

System. The user must catch the eye of the victim and win on a Manipulation + Obfuscate Vs. Resolve + Awareness test. On a win, the user can control the senses of the victim for a one scene (or night), plus one for every success in the Margin. While under this effect the vampire can cause the victim to experience just about everything: from playing through imaginary scenarios - nightmarish or idyllic - to outright inflicting torment.

If the vampire causes the victim to hallucinate a harmful scenario - from being attacked by hoards or monsters to simply melting, the target takes aggravated willpower damage equal to the margin.

If this damage fills the target's willpower tracker with aggravated damage, the victim is reduced to a sobbing, high catatonic mess - capable of doing little more than defending themselves. Reducing a target to this state should inflict stains in most chronicles.

While under this effect, the victim is unable to perceive any living or unliving person unless the user wills it. They will unconsciously avoid them and will be deaf to any sounds made by them. Only if someone attempts to do physical harm to the victim will they be momentarily perceived, as a person using Unseen Passage would. (See Vampire: The Masquerade, p. 261). Each time this happens, make another Discipline test. This power's effect breaks prematurely if the victim wins.

Duration: Margin number of scenes or nights, or until broken prematurely.

Fortitude

Level 2

Valeren (Revised)

Amalgam: Auspex 1

The vampire projects their Fortitude outwardly, willing the power of their Blood to mend the injured body of another.

Cost: One Rouse Check and additional Health depending on circumstances

Dice Pool: Intelligence + Fortitude

System: The vampire rolls Intelligence + Fortitude against Difficulty 2 and mends a number of superficial Health damage levels equal to the margin on the roll. Alternatively, the user mends one Aggravated Health damage level for every three successes in the margin.

Use of this power takes a whole turn. If the vampire spends an entire scene instead, reduce the Difficulty to 0. Valeren must be used on someone other than the vampire. A subject can

be affected by the power only once per night. If the user mends more than one subject per night, the user suffers Superficial Health damage equal to half the number of successes in the margin for every additional subject, as they take on the burden of so many charges. Used on Mortals, this power heals a number of aggravated damage equal to the margin, but can not heal damage from Feeding.

Duration. N/A

Level 4

Adaptation

Amalgam: Protean 2

This power allows the vampire to become the ultimate survivor, adapting to most sources of damage. Ironically enough, the one thing this power does not protect from is living matter. Many a Gangrel developed this power and marched into the lands of Lupines, only to be shocked and torn asunder.

Cost. 1 Rouse Check

System. After taking damage from a particular substance (lead from a bullet, steel from a blade, wood from a stake), the vampire can use Adaptation. Until the end of the scene or the vampire uses this power again, subtract the vampire's Fortitude from damage dealt by that substance (to a minimum of 0). Damage dealt by bones, claws, or other living, once living, or undead matter (other than plants) can not be protected against with this power.

Duration. 1 scene or until used again.

Oblivion

Level 1

Oblivion's sight (Revised)

The vampire closes their eyes. Upon opening them, the irises of their eyes are black against the white of their sclera, and they can now see clearly within pitchblackness, and can perceive ghosts who are not actively hiding their presence.

Cost: Free

System: On activation, the user's eyes become supernaturally attuned to darkness, allowing them to ignore all low-light penalties, including those of supernatural origin. They still need their eyes to see and are affected by blindfolds and the like as usual. The user's senses also become supernaturally attuned to the energies of icons of the dead, called fetters, and they may identify these auras by sight, smell, and their other senses. These fetters act as icons that bind the dead to their existence. Knowing if an object is a fetter allows a necromancer to better manipulate the ghost. Fetters emanate variable auras, some bursting with vitality and glowing gold light, others radiating decay, or odors important to the bound wraith, such as the smell of freshly baked bread, gasoline, or cigarette smoke. If a ghost is present and not attempting stealth or using a power to conceal its presence, the spirit becomes visible to the vampire using Oblivion's Sight. In such cases, ghosts appear as they wish to appear, whether as humans bearing the wounds that caused their death, as spectral monstrosities, or as perfectly immaculate corpses. Ghosts do not automatically

realize when a vampire spots them, but if they do, many react with fear or anger rather than passivity.

This power does not grant the ability to make physical contact with ghosts.

Duration. One Scene.

Level 2

Arms of Ahriman (Revised)

Amalgam: Potence 2

The vampire summons shadowy extensions from unlit spots in the area, within line of sight. Local shadows distort as they flow across walls and floors and converge on one or more hapless victims. Whether by gliding up the body of the victim or engaging in a mystic grapple with the victim's own shadow, the arms are able to hold them in place or smother them.

Cost: One Rouse Check

Dice Pools: Wits + Oblivion

System: The user pays the cost and summons the extensions. Using these, the vampire can perform bludgeoning and grappling attacks against distant targets on the turn they are summoned and on every subsequent turn. Additional arms can be created by splitting the dice pool, enabling the user to engage multiple opponents. (Vampire: The Masquerade, p. 125). The shadows use the vampire's Wits + Oblivion to attack and deal Superficial damage or grapple, adding half the user's Potence rating (round up) as a damage bonus. The vampire must use their action to conduct the movement of the arms, otherwise they remain static and await their command.

They can also use the shadows to perform simple actions (such as opening doors and pulling levers) but nothing as advanced as typing or controlling vehicles. The extrusions have a length (in yards/meters) equal to twice the Oblivion dots of the user. (Note that they, being shadows, move across surfaces, not air, and any distances must take this into account.)

The shadow arms can only be banished by bright light, such as from a powerful torch or daylight, but a successful Wits + Oblivion roll against Difficulty 3 allows the shadows to avoid the light for a turn.

Duration: One scene or until ended or destroyed

Shadow Cast (Revised)

Oblivion is powerful but can often be foiled by the simple lack of appropriate shadows from which to summon its manifestations. This power draws upon the dark within the user to project a supernatural shadow from which to manifest other powers, no matter the ambient lightning. This shadow usually mimics the movement and shape of the user but can sometimes grow distorted and even monstrous, resonating with the current temperament of its owner.

Cost: One Rouse Check

System: Activating the power conjures a supernatural shadow from the vampire's body. As long as the power is active, the user casts this shadow, which cannot be removed except by direct sunlight.

Anyone witnessing the practitioner notices the shadow cast from no visible light source on a Wits + Awareness roll (Difficulty 3). The vampire can direct their shadow, elongating or

distorting (but not detaching) it at will, though it can sometimes act on its own accord, at the Storyteller's discretion. For the purposes of other powers such as Shadow Perspective, the practitioner can lengthen the shadow to up to twice the practitioner's Oblivion rating in yards/meters.

With this power, the user may manipulate small objects with their shadow, no heavier than a phone, as well as smother light sources that their shadow touches. Light sources smothered in this way remain blackened until the user leaves their vicinity, or, in the case of a small fire, are doused outright. Due to this power's involvement with shadows, which Oblivion makes intimate use of, this power may be used alongside other Oblivion powers on the same turn. For anyone standing within the shadow's reach, the Willpower damage from social conflict increases by 1 (after halving for Superficial damage). Standing in Oblivion's shadow is a terrifying prospect.

Duration: One scene

Oblivion Ceremonies

Level 1

Eyes of the Abyss

With this Ceremony the vampire summons and animate a small servitor made from the raw un-material of Oblivion itself, most commonly used as a spy.

Prerequisite Power. Oblivion Sight or Shadow Cloak.

Ingredients. A Candle.

Process. The vampire contemplates the depth of Oblivion in silence before crushing the candle's flame, taking a point of Aggravated damage. If the ritual succeeds, shadow pools out of the wound and consumes the flame as it lingers on the vampire's flesh, forming into the servant.

System. Make the Ceremony roll. On a total failure the vampire suffers an additional point of aggravated health damage as the flame further eats away at their wound. On a win a tiny Abyss elemental is summoned and consumes the extinguished flame.

The creature remains a number of nights equal to the successes rolled on the Ceremony roll. The elemental will respond to and obey all commands given by the caster. It cannot affect the material world, though it can communicate mentally by entering a person's shadow. Anyone who communicates with an Abyss elemental and has no points in Oblivion in such a fashion must make a Resolve + Composure roll against a difficulty of 3 or suffer a point of superficial willpower damage. The elemental is always in shadow form (as Tenebrous Avatar, see p. 230), can fly 30 yards/meters per turn, and is instantly destroyed by fire or sunlight.

Abyssal Elemental

Dice Pools. Physical 2, Social 0, Mental 2

Secondary Attributes. Health 3, Willpower 0

Exceptional Dice Pools. Awareness 3, Stealth 3

Special. Abyssal Elementals suffer damage in the same way as vampires do, save that they are instantly destroyed in sunlight. They cannot be mentally dominated or influenced as they are bound to their master. The Abyss Elemental looks the part of an amorphous blob of inky shadow. It can temporarily take whatever shape it'd like, up to the size of a human child.

General Difficulties. 2/1

Level 2

Subsume the Darkness

This Ceremony allows the vampire to consume the raw essence of Oblivion to bolster their wounds and body.

Prerequisite Power. Arms of Ahriman or Shadow Cast.

Ingredients. A concoction made of phlegm, black ink, and the vampire's Blood.

Process. The vampire mixes the concoction in silence before imbibing it, opening themselves up for the emptiness of Oblivion.

System. Make the Ritual roll. A total failure causes the vampire to suffer a point of aggravated damage Oblivion ravages them from within. On a win the caster can immediately make and automatically succeed on a number of Rouse Checks made to mend superficial damage equal to their successes. The caster can dedicate three of these checks to mend aggravated damage with no limit.

Once cast, however, the vampire must repay their debt to Oblivion, as every Hunger level worth of Blood that the vampire imbibes is instead consumed by Oblivion, granting nothing to the vampire. The vampire can use this ceremony only once their debt has been paid, and only once per night.

Presence

Level 1

Locked Contemplation

Amalgam: Presence 1

The Vampire can lock a victim's perception of time, causing it to halt or loop around itself as the victim's mind replays events over and over while they themselves stand still.

Cost. Free.

Dice Pools. Manipulation + Presence Vs. Wits + Awareness.

System. The vampire tests Manipulation + Presence Vs. Wits + Awareness against a victim that they can see. On a win, the victim is immobilized for one turn per point of margin. To the victim time might be halted, or they might constantly relive a relatively benign event over and over for the duration. The effect ends if the victim suffers damage or is forcibly removed.

A vampire target can end this power on any turn after the first by spending a point of willpower.

Duration. 1 turn per point of margin.

Level 2

Lingering Kiss

The Kiss of a vampire induces near-ecstasy in the victim, but this power leaves other Kisses in the dust. Victims fed upon by the user are temporarily empowered, but also become addicted to the Kiss - obsessing over it and even seeking the vampire out for repeated

feedings. Mortals often become anemic, self-harm, or even die from this addiction. Addicting other vampires is also possible, with the caveat that obsessed vampires demanding to be fed from quickly lead to the user becoming Blood Bound.

Cost. Free

System. The vampire can choose to use this power during each feeding where they sate at least one Hunger. The victim gains a bonus equal to half the user's Presence (round up) to one Social Attribute of their choice. This benefit lasts for a single night. Once it fades, withdrawal strikes and all the victim's actions not spent working toward acquiring a new fix receive a dice penalty equal to the initial bonus, including trying to resist whatever the user asks of the addict. A victim in withdrawal can spend Willpower to ignore the penalties for a scene, and the penalties go away after a number of nights equal to the user's Presence rating.

Use of this power may warrant stains, at the Storyteller's discretion.

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

Level 4

Love

The Blood Bond is among the most feared and potent tools in the arsenal of a vampire, though it is often difficult to apply - seeing as many vampires rightfully know to fear it. This is not a problem for a vampire with this power.

With a gaze and a whisper, the vampire ensnares the will of the victim in binds similar to those of Blood Bond, without many of the nasty side effects. While not as sure a method of control as a true blood bond, nor as long-lasting, few could argue with the potency of an on demand bond.

Cost: One Rouse Check.

Dice Pools: Charisma + Presence Vs. Composure + Wits.

System: The vampire gains the target's attention and rolls Charisma + Presence Vs.

Composure + Wits. On a win, the target falls under the vampire's sway; this functions much like a Blood Bond (V5, pg. 234), with a Bond Strength of equal to the margin of success (the maximum possible Bond Strength is 6 as normal). Whenever the subject succeeds on the Resolve + Intelligence vs. Bond Strength test to act against the vampire's wishes, the Bond Strength is reduced by 1. When they fail a resistance roll in the presence of the user, the subject cannot attempt another for the rest of the scene.

The emotions forged by this power are so believable that, even when the subject manages to defy the user's wishes for a turn or a scene, any action that they take to harm the vampire has a penalty to the dice pool equal to the remaining Bond Strength, and the vampire has a bonus to Charisma rolls equal to the current bond strength.

Duration. Until the Artificial bond lapses.

Level 5

Shattering Crescendo

Amalgam. Auspex 1

A thankfully rare power if it truly does exist. The vampire focuses her supernatural vocal chords to produce sounds capable of pulverising flesh and shattering bones. More

insidiously, some whisper that truly canny Roses can use this power to assail the minds of their, foes driving them to madness with nought but the sweetest of quiet songs.

Cost: One Rouse Check

Dice Pool: Stamina + Presence Vs. Stamina + Performance.

System: Use of this power requires that the victim be within hearing range of the user. (A victim need not be able to hear the user however, as the victim is pummeled by sound waves whether or not they can hear them). The user must begin singing, and the song must be able to reach the target (A half-whispered lullaby is not going to fell a target in the midst of a raging gunfight; but might be more than sufficient if the user can get the victim alone). Upon activating the power, the user rolls Stamina + Presence versus her targets Stamina + Performance. (Vampires with Presence may resist with Presence instead of Performance). For each success gained in the contest the user can inflict one point of unhalved superficial damage to either the victim's willpower or health. The user may only inflict willpower or health damage each round. Should a user keep singing, she may resolve this attack in the same manner without rolling for further rouse-checks. However, if she stops singing or is otherwise interrupted (such as by physical impacts or the throes of frenzy) then she will need to roll another Rouse check to reactivate the power.

Duration: One Scene

Protean

Level 1

Skin of the Adder

Amalgam: Presence 2

The vampire transforms their flesh, causing it to become scaly, pliable, and leather - monstrous by all accounts. Her body becomes flexible and harder to hurt.

Cost. Free

System. The vampire gains an armor rating equal to their Protean rating. Though Armor usually provides little benefit to Vampires, this armor covers the vampire's whole body, and thus can't be ignored, protects the vampire from all sources of aggravated damage other than Sunlight or Fire, and whenever the user takes superficial damage an amount equal to this armor's rating is always halved.

In addition, the vampire can squeeze into tight spaces so long as their head fits into them, and adds their protean rating to any dice pools to wriggle through tight spaces, escape a grapple, or escape from restraints.

This power isn't immediately Masquerade breaching, but as the vampire takes damage and their skin is torn scaly flesh reveals itself beneath it - which can quickly escalate into a breach of the masquerade unless carefully managed. This exposure is remedied when the damage is mended.

Duration. Passive.

Trophy Hunter

Amalgam: Dominate 1

You steal the identity of your victims and can disguise yourself to get close to their loved ones. Even after the taste of their blood fades, you can recall their face or voice with a memento.

Cost: Free or One Rouse Check

System: Once per Session, after killing someone by feeding on them you can take on their appearance or voice. Your flesh instantly shifts to mimic them once the last of their blood ebbs away. This transformation lasts until your next feeding or until your Hunger reaches 5. If you ever wish to impersonate them again, you must make a Rouse Check while holding a memento taken from them soon after their death. This power does not mimic clothing, only flesh, and your victim's voice and body cannot be adopted at the same time. While this disguise is convincing it is also fragile. Taking damage, strenuous activity, or even a long dialogue could see it melt or tear away at the storyteller's discretion.

Duration: Passive

Level 2

Flight

Prerequisites. *Weight of the Feather*

This power allows the vampire to temporarily gain the ability to fly using great monstrous wings. It is most prevalent amongst the Gargoyle bloodline, but others are said to have mastered it in various forms, especially amongst the Tzimisce and their bloodlines.

Cost. 1 Rouse Check.

System. No roll is required for the transformation. The character makes the Rouse check and spends a turn transforming. Wings may sprout from their back or membranes may form between their limbs and their body. Regardless of the form taken, the wings allow the Kindred to fly at the equivalent of a flat-out sprint. (For further guidance, see the 'How Fast is Fast, sidebar, Pg. 253 V5 Corebook.) Flying in adverse conditions (against heavy winds, during a battle) may require Wits + Protean checks at storyteller's discretion.

Duration. One scene.

Serpent's Kiss (Revised)

The Kindred's fangs grow longer and hollow, allowing them to inject a bit of their own blood in return while they feed or bite in combat. Some use their Kiss to subtly start a Blood Bond, while others use it to administer harsh poison.

Cost: One or more Rouse Checks

Dice Pool: Protean + Stamina Vs. Stamina + Resolve

System: When the Kindred bites or kisses another, they may make a Rouse check to force some of their own vitae into their victim. The victim of the bite or kiss is treated as though they tasted the Kindred's Blood for purposes of the Blood Bond, learning a Discipline Power, becoming a Ghoul, or other effects of imbibing blood.

If the Kindred's Blood normally or temporarily has deleterious effects, those are passed on to the victim as well. Additionally, Blood Sorcerers can use powers such as Scorpion's Touch or Baal's Caress via their bite, much to the surprise of those they Kiss.

Instead of injecting their blood the vampire can cause their fangs to secrete Venom and inject it to the prey. Roll Protean + Stamina Vs. Stamina + Resolve against the target. The target takes damage equal to the margin, which is aggravated for mortals and unhalved superficial damage for kindred. At the Storyteller's discretion, weak mortals subjected to the venom are paralyzed, and die unless they receive medical attention.

Duration. One Scene

Vicissitude (Revised)

Amalgam: Dominate 1.

Rare outside clan Tzimisce, this power allows the vampire to demand obedience over flesh. Skin, muscles, and even bone can be sculpted or warped out of shape, the end result sometimes unnervingly beautiful but just as often monstrous. Skilled users can craft bizarre characteristics or reshape their entire bodies, though larger transformations exact a heavy toll on their physique or psyche. Kindred who use Vicissitude create everything from useful body-tools to... expressive ornamentation.

Cost: One Rouse Check

Dice Pool: Resolve + Protean Vs. Stamina + Resolve.

System. For the rest of the scene you gain the ability to manipulate flesh and bone like clay, allowing you to apply alterations to yourself and others.

Each activation of this power allows you to make a number of alterations equal to your protean dots, and each target can have a number of alterations applied to them equal to your Protean rating, no matter the number of applications or successes. In case of multiple users working on a single subject, only count the highest Protean rating.

Unless noted otherwise, each change causes the loss of a single Physical or social Attribute dot of the user, as the body mass must come from somewhere, and doing otherwise taxes the psyche of the subject. (No Attribute can be taken below 1.) Each use of the power takes one full turn to perform on the user.

In order to use this power on a subject other than the user, the user must be able to work undisturbed on the subject, who thus either needs to be willing or restrained. For a willing subject, follow the same rules as applying Vicissitude changes to the user. To work in an unwilling subject, test Resolve + Protean Vs. Stamina + Resolve. You can apply a number of alterations equal to the margin (up to the maximum). Working on another subject takes a whole scene, with the changes applied at the end.

Changes can be mended as Aggravated damage, with each change equivalent to a single level of damage. (Mortals thus require extensive surgery.)

When used against a target that already has Vicissitude applied to them, the vampire can redistribute the changes or revert them with this power. Potential Vicissitude changes are listed below:

- **Redistribution:** Add a single dot to any of the user's Physical Attributes. This cannot cause any Attribute to exceed 5 dots. These changes are visible, but not Masquerade-threatening. Note that player characters need to keep track of their original values as these are still used to calculate experience cost for Attributes.
- **Weapons** (Once per subject only): The subject gains the equivalent of a light piercing or heavy impact weapon (+2 Damage) in the form of bone spurs or bludgeons of dense cartilage. (In contrast to Feral Weapons, the damage caused by these weapons is mundane, but Feral Weapons employed by a vampire proficient in Vicissitude often take the shape of similar osseous spikes and blades.) These weapons do not result in Attribute loss, unless the fleshcrafter removes their bone/cartilage to create a melee weapon, in which case Attribute loss does take place and can be healed as if Aggravated damage. After healing the Attribute loss upon the creation of a melee weapon, the bone regenerates and the fleshcrafter may keep the melee weapon created and may alter it further.
- **Armor:** One Attribute point can be turned into two points of armor value (Vampire: The Masquerade, p. 304), with an upper limit of six points of armor. This often takes the form

of reinforced sub-dermal reinforced bone or layers of fat and cartilage, and appears increasingly inhuman as the points so allocated increase. While vampires gain little benefit from this, apart from a disturbing appearance, the added padding of this armor also grants the subject one extra health box per dot of armor, which can only absorb superficial damage.

- **Appearance:** The user can change their appearance, either for the sake of hiding their identity, enhancing their Looks Merit, or to mimic someone else. This is a time-consuming affair, taking an entire scene to perform even on oneself, and requires a Dexterity + Craft test in order to succeed. Difficulty is 3 to hide one's identity, 4 to increase Looks (each level of the Merit counts as one change) and 5 to mimic a specific person. Merely hiding one's identity or otherwise modifying appearance without altering the looks merit does not cause the loss of an attribute. Lost attributes spent on increasing looks return if the subject spends XP to secure those merits (and are nulled if this power is used to buy those merits in the first place). A failure on the test yields no result (but the Attribute dot is still lost) while a total failure causes the Looks Merit to drop one level, potentially turning into a Flaw if at baseline. These reductions last until the erroneous change is undone. Nosferatu are unable to use this aspect of the power for anything but hiding their identity.
- **Skill Enhancements.** Changes such as suckers for climbing, or hooves for running are represented by providing one extra die pool to most rolls involving a specific Skill, but two dice rolls involving a specific Skill Specialty. Vicissitude can grant bonuses to Skills (and related specialties in) Craft, Larceny, Stealth, Survival, Intimidation, Performance, Subterfuge and Awareness. Vicissitude may only apply to the non-combat applications of these Skills. A character may only benefit from bonus to a single skill at once, such that a character who gives themselves suckers for climbing and hooves for running would gain a two-dice bonus for all Athletics (Climbing) and Athletics (Running) rolls and a one-die bonus to all other Athletics rolls outside of combat. If examined too closely, these changes almost always result in a Masquerade-breaching effect on the body, or at least signs of plastic surgery. Obvious and exposed changes, such as hooves, may be noticed almost immediately, whilst subtle signs may be noticed by a keen or prepared observer on a roll such as Resolve + Awareness or Medicine versus Resolve + Protean.
- **Other changes:** More creative uses of this power, such as creating a secret pouch somewhere on the body or moving eyes around, are beyond the scope of these mechanics, and the Storyteller needs to decide on the number of changes (and Attribute points lost) required, and the Difficulty and time required for the operation. Dexterity + Craft or Intelligence + Medicine rolls may be required in these cases.

Duration. One scene.

Level 3

Shapechange (Revised)

The vampire can assume the shape of an animal roughly the same size as their original mass - roughly weighing somewhere between half to one and a half their mass. The animal, while usually a spectacular example of their species - especially if the vampire is themselves a person of remarkable size, shows no signs to a mundane observer of being supernatural.

Cost: One Rouse Check

System: No test is required. The vampire can have a number of animal forms equal to their protean rating at any single time. To gain the form of an animal the vampire must fully drain

an animal of its species. The vampire can also drain an animal to replace one of their current animal forms. When this power is gained the player chooses one animal form for their vampire - usually one associated with their clan or homeland. The vampire begins with that animal form, and it can not be changed.

Each time the vampire assumes a beast form, such as a wolf, owl, or bat, they assume the same specific form, which may be recognized by witnesses. Thus, if the character turns into a swan on multiple nights, it always looks like that specific swan.

The transformation takes one turn, during which the user may take no other actions, though they can still defend.

In animal form the vampire retains their original skills and attributes, except when the animal's would be better - in which case he uses the animal's. The vampire also gains all of the animal's senses, natural attacks, and other special traits, as well as that animal's natural limits of communication, manipulation (most animals can carry one thing in their mouth), and so forth. If the animal has a bite attack, its damage is aggravated when used by the vampire, and hitting with it lodges the vampire's fangs in the target - allowing them to feed. Page **373** contains the statistics of animals. The vampire can use other Disciplines, at the Storyteller's discretion. (By and large, they can use Auspex, Animalism, Celerity, Fortitude, Potence, and Protean; many powers of Dominate, Obfuscate, and Presence pose problems; Blood Sorcery is completely off the table.)

Duration: Until the next time the vampire slumbers, unless ended voluntarily before that.

Whispers to the Flesh

Prerequisite: Flense

You call to your enemy's flesh from afar, commanding their body to unravel. Your voice strips the meat from the bones of those you curse. Ragged ribbons of viscera tear free from your victim as if yanked by invisible hooks. **Cost:** One Rouse Check

Dice Pools: Intelligence + Protean vs Stamina + Composure or Fortitude

System: The vampire rolls a contest of Intelligence + Protean vs Stamina + Composure. (Vampires with Fortitude may resist with Stamina + Fortitude.). If the user wins, this power does the margin in Aggravated Health damage to mortals and in non-halved Superficial Health damage to vampires. A mortal who takes at least one point of damage is Crippled (see V5 Corebook pg. 303) and collapses unconscious. This power has an effective range of 30 meters, does not require a separate attack roll and cannot be dodged. When you score a Critical Win against a victim while attacking with this power you may inflict the Blinded or Broken Limb Crippling Injury (see V5 Corebook pg. 303) on them. If the victim already has the Broken Limb injury, you may give them the Crippled injury instead.

Duration: One Attack

Warp Flesh

Amalgam: *Dominate 2*

Prerequisites: *Vicissitude*

Enhancing their mastery over Flesh, the vampire can call upon their command of the body with but an instant. Used on themselves the vampire can alter their body in the blink of an eye. Used on others, however, and this power turns Vicissitude into a gruesome attack, as flesh warps and twists with the vampire's touch.

Cost: Free/1 Rouse Check

Dice Pools: None, Resolve + Protean Vs. Stamina + Resolve.

System. Each use of Vicissitude requires only a 2-dice minor action when used on the user. In addition, the vampire can turn their Vicissitude into an attack. Following a Rouse check, the vampire need only touch the victim and make a test of Resolve + Protean Vs. Stamina + Resolve against the victim.

On a failure the victim takes aggravated health damage equal to the margin (vampires take superficial damage that is not halved), as well as a crippling Injury.

If this injury is inflicted to an arm or leg, the targeted limb is rendered crippled and in the case of mortals requires lengthy rehabilitation, while vampires can mend the damage as regular Aggravated damage. Likewise, Flesh Warp may render a target mute, deaf, or blind. See crippling injuries (Vampire: The Masquerade, p. 303) for mechanical details.

If this damage fills a target's health track with aggravated damage the vampire can choose to leave the victim with one unfilled health box and cause them to fall unconscious for a scene (vampires fall into Torpor).

While unconscious, the victim's flesh is rendered incredibly pliable, allowing the vampire to shape them however they wish, such as twisting their circulatory system into a bloody spigot or turning the victim into living, fleshy furniture.

Vampires and werewolves can recover from this state by regenerating all of the aggravated damage caused to them.

Mortals, barring the work of another fleshcrafter (who can undo this horrid fate with a use of Vicissitude) are condemned to this fate until the end of their lives. Little is likely to remain of the sanity of a mortal recovered from this state.

Duration. One turn/one scene.

Level 4

Divine Avatar

Amalgam: Presence 2

Calling upon their unholy (or to hear The Ministry, divine) nature, the vampire assumes a form from myth - either that of a divine beast, or that of a divine aspect. Most vampires of the Ministry assume the form of a Typhonic Beast as divine beasts: a creature of legend standing as a tall jackal that is red, black, or a combination thereof with a hard, forked and spiked tail, with severe, pointed ears and a long snout. The Divine aspect form of Ministry vampires often takes after Egyptian deities, such as Sekhment, Sobek, or others. Other vampires often assume forms that are culturally significant to them.

Vampires of the Ministry use this as a sort of 'war form' in addition to religious functions.

Cost. 1 Rouse check.

System. This power takes a turn to activate, during which the vampire can only defend using their regular form dice pools. The Vampire gains the benefits below, depending on whether they assume the form of a Divine Beast or Divine aspect:

- **Divine Aspect.** The vampire gains two dots to their Strength and Stamina each, and one dot to their Charisma, Composure, Resolve, and Manipulation each. The vampire's unarmed attacks deal aggravated damage to mortals, and superficial damage dealt by them is not halved. Furthermore, whenever using Presence, the vampire treats their Presence rating as if it were two levels higher — this can take the relative Discipline rating above the normal limit of 5.
- **Divine Beast.** The vampire gains two dots to their physical attributes, and their maws can be used to make bite attacks without a penalty. Bite attacks using the form's maws do

one less damage, but add the margin of success to the damage dealt. Though obviously supernatural up close, the Divine Beast form can be mistaken for a mundane beast from a distance. The form lacks limbs and is unable to communicate other than with growls and barks.

Duration. One scene.

Flow Within the Mountain

Prerequisite. Earth Meld.

This power, most common amongst the rare Bloodline called the Gargoyles, allows the Cainite to merge with and then move through rock and earth without disturbing or emerging from it. Many an intruder has been brought low when a Gargoyle lurking unseen has burst forth from a seemingly innocuous pillar, only to disappear before reinforcements can arrive.

Cost: No additional cost

System: The user gains the ability to use Earth Meld on rock, including concrete and similar materials. Additionally the user gains the ability to move through either earth or rock whilst using these powers, though he can only move at a rate equivalent to a jog.

Duration: One Scene.

Horrid Form (Revised)

Amalgam: Dominate 2

Prerequisite: Vicissitude With a mastery of the body so complete that it surpasses natural limitations, the vampire can take on a truly monstrous form, complete with vicious claws, protruding fangs, ridged features, and corded muscles. Although its exact traits can vary between occasions, the form often has an individual, specific appearance that manifests every time this power is used, a vision of the user's Beast made flesh. Some look like hellishly malformed animals, some look demonic or atavistic, and some defy any sense of worldly familiarity. Many incorporate the traits of other vampires in nature, such as leeches, bats, ticks, and mosquitoes, magnified to grotesque proportions.

Cost: One Rouse Check

System: Horrid Form takes a full turn to activate, during which time the vampire can only defend, using their pre-Horrid Form dice pools. It then grants the vampire a number of free Vicissitude changes (no Attribute dots are lost) equal to their Protean rating. These can be spent on Redistribution, Weapons, and Armor. The maximum to which an ability can be increased with Redistribution gained in this way is 6 + the vampire's Blood Surge value. Generous Storytellers can also consider other changes such as wing-like membranes allowing the vampire to glide, extended limbs for reach, or other creative (but fair) uses. However, with the Beast so close to the surface, any criticals rolled while using Horrid Form for any reason are considered messy criticals, and any Frenzy test taken is at +2 Difficulty. The vampire also assumes an unmistakably inhuman appearance and is unable to communicate in anything but grunts, hisses, and roars.

Duration: One scene, unless voluntarily ended sooner.

Metamorphosis (Revised)

Prerequisite: Shapechange

This power builds upon *Shapechange*, enhancing the vampire's animal forms and giving them an additional animal form. Beyond that, the vampire's animal form can now alter their

size. Many vampires use this power to metamorphose into tiny forms such as bats or rats, or mighty forms to fight in such as bears or great cats.

Cost. None (modifies Shapechange).

System. The vampire gains an additional animal form which can not be changed, does not count against the vampire's maximum animal forms, and can be of any size. Furthermore, the vampire can gain the form of an animal of any size by draining it (good luck hunting bears!). Lastly, when the vampire assumes an animal form they gain a number of the following evolutions equal to their protean rating, which last while they remain in the form. Unless noted otherwise, each evolution can be taken multiple times:

- One of the vampire's physical abilities increases by 1. The bonus to a single ability can not exceed 3.
- The damage rating on the animal's natural weapons increases by 1. If the animal has no natural weapon, it gains a +1 natural claw and bite attack the first time this evolution is chosen.
- The Vampire gains two points of armor, to a maximum of 6.
- The vampire's size in animal form increases, granting them an additional health dot. Choosing this evolution once could increase the size of a house cat's form to that of a cheetah, while choosing it twice could increase its size to that of a Tiger. Increases in size can have additional narrative effects at the Storyteller's discretion, and may put the masquerade at risk. This benefit can be chosen twice.

Duration. Passive.

Level 5

Master of Forms (Revised).

Prerequisites: Shapechange

The vampire becomes truly Protean, allowing them to change from one form to another within the blink of an eye and without needing to keep a log of their possible animal forms.

Cost. None (modifies Shapechange)

System. This power builds upon Shapechange, modifying it in several ways. First, the vampire is no longer restricted to a specific number of animal forms, and can assume the form of any animal they can visualize. Unless the vampire also has Metamorphosis, they must abide by the size restriction of *Shapechange*.

Second, the vampire can assume an animal shape instantly once per turn, and uses their modified statistics when they do so. After using Shapechange, additional uses of it within the same scene do not require a Rouse Check.

Duration. Passive.

Divine Image

Amalgam: Presence 3

The vampire can assume a near deific form – an idealized version of themselves, as they grow in height and their body strengthens. Among vampires of the Ministry this often results in them assuming the Likeness of Set: growing in height while their hair turns red, or the likeness of other Egyptian gods as their heads morph to those of beasts. The appearances vary between kindred depending on what their vision of an ideal vampire is: ranging from beautiful to profane, while always being striking.

Cost. 2 Rouse check.

System. Divine Image takes a full turn to activate, during which time the vampire can only defend, using their pre-Divine Image dice pools. Upon completion the vampire gains a multitude of benefits. First, they gain a number of dots equal to their total Protean + Presence rating to divide among their Physical and Social attributes, with no more than half that amount going into one attribute. After using this power for the first time, this allocation remains identical across uses.

In this form, any aggravated damage the vampire takes, becomes superficial (but is not subsequently halved).

A vampire has only one Divine Image form. The character does not know what Divine Image he will manifest until he invokes the power the first time, although the player can freely choose the preferred form.

Duration. One scene.

Dual Form

This rare power allows the vampire to split off small shards of its essence, creating autonomous clones of themselves to carry out their will without risk for the original.

Cost. 1 Rouse Check

System. The Vampire Vomits forth a puddle of Blood and viscera, out of which a clone of the vampire is created. The clone has the vampire's attributes and skills, half the vampire's health, and no willpower. It also has half of the Vampire's discipline dots (rounded up). The vampire and their clone share a Willpower pool and Hunger pool. The clone appears nude, but otherwise has the user's memories and goals. The vampire and their clone can share their senses, emotions, and memories. Each evening, the vampire must make a Rouse Check to maintain their clone, which melts into blood if they fail to do so. If the vampire is destroyed while their clone exists, the vampire can make a Humanity roll (difficulty 4). On a win, their consciousness transfers to their clone, whose body becomes the user's. The vampire's new body gains its full statistics, but its current health does not change and its hunger becomes 5.

Shape of the Storm

Amalgam: Blood Sorcery 2

With this rare power the vampire becomes a literal force of nature temporarily, diffusing her body into a furious cloud of wind, rain, and lightning, battering everything around her relentlessly.

Cost. 2 Rouse Checks

The vampire becomes a storm. This unholy storm takes up three meters per dot of the vampire's Blood Sorcery, and she can move at half her normal speed. In this form, they cannot be harmed by most conventional weapons (including stakes), though sunlight and fire still affect them as normal.

Awareness and Firearms tests within the storm's area are made at a -3 penalty.

Each creature within the storm takes superficial damage equal to the vampire's Blood Sorcery at the start of each turn.

By making a Rouse check, the vampire can summon forth a bolt of lightning to strike an enemy. These bolts of lightning count as ranged weapons with a damage bonus equal to the vampire's Blood Sorcery (damage is aggravated for mortals and superficial for vampires that is not halved), and use Dexterity + Blood Sorcery for their attack roll.

By spending a point of Willpower upon activation, the vampire can stay material at the center of the storm. She becomes immune to the storm's effects and does not become immune to damage, but can still take physical actions.

Duration. One scene unless ended voluntarily.

Mist Form

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

Cost. One to Three Rouse checks

System. No roll is required. The transformation takes two turns, during which the vampire can not do anything else. For two Rouse, though it can be sped up with additional Rouse Checks. One additional Rouse Check allows the transformation to take only one turn, while two additional Rouse checks can make the transformation instant, even allowing the vampire to use it reactively to avoid harm - so long as they haven't used a Discipline during the turn. While in mist form, the vampire moves at walking pace and perceives their surroundings through mystical means as if they are normal. A vampire in mist form cannot make eye contact or speak. They can use only those Disciplines requiring no physical form or presence, at the Storyteller's discretion. While in mist form the vampire can only be damaged by sunlight, fire, and immaterial supernatural attacks (such as some Rituals). If surrounding a mortal, the vampire can feed from them without opening without penetrating the skin with fangs, causing blood to evaporate into the mist through their orifices.

Duration: One scene or until ended.

Blood Sorcery

Level 1

Corrosive Vitae

Altering the properties of some of their own Blood, the user can make it highly corrosive, able to corrode most items down to steaming sludge, given enough time and Blood shed. The Acid produced by Novice sorcerers is usually only strong enough to affect nonliving matter, but as the sorcerer's prowess goes this power can yield horrific results.

Cost. One or more Rouse Checks

System. No additional skill roll is required. The user concentrates for a turn and forces Blood through an open, usually self-inflicted, wound. The user then spills their Blood on an object to corrode and decompose it. The sorcerer can attempt to splash the vitae at a target within short range with a Dexterity + Athletics roll. Initially this Acid is not strong enough to affect living (or undead) creatures, but if the sorcerer's Blood Sorcery is 2 or more this roll can be used as a ranged attack with a weapon modifier equal to half the user's Blood Sorcery (rounded down). Affected creatures take one point of damage (aggravated for mortals and superficial for vampires) each turn until the Acid is Washed off.

Each Rouse Check corrodes approximately 35 cm of matter in all directions from the splash; this takes approximately five minutes (longer on soft metals like copper or cast iron). At Blood Sorcery 2 this instead takes 1 minute. At Blood Sorcery 4 material corrodes within seconds.

Duration. N/A.

Countermagic

The vampire can use their sorcery to unravel the magic of another sorcerer. The theory behind it and its execution is seemingly simple: snap your fingers just as the casting of another's magic begins to take effect, and if all goes well - their spell fizzles out. In practice, however, the magics of powerful sorcerers are exceedingly difficult to dispel. Still, given the terrors of Blood Sorcery, this power is often coveted by those who wish to possess some defense against the dreaded power.

Cost. 1 Rouse check.

Dice Pool. Intelligence + Blood Sorcery.

System. The caster can attempt to negate a Blood Sorcery or Oblivion power, a Blood Sorcery ritual, or an Oblivion ceremony as it takes effect. To do so, the user rolls Intelligence + Blood Sorcery, and must be able to see the effect taking place (requiring *Auspex 1 Sense the Unseen* to perceive certain effects). If the effect to be negated has an activation roll (such as the case of most rituals), the user must score more successes than their target. Otherwise, this roll is made against a difficulty equal to 1 + the rating of the power (the level of the power, ritual, or ceremony).

On a win, the target's blood sorcery fizzles out and blood and ingredients are wasted.

To dissolve magic that is already in place takes an extended test of Blood Sorcery + Intelligence.

The difficulty equals twice the number of successes as were scored on the roll to cast the effect.

At the Storyteller's discretion, this power can be used to counter other ritualistic forms of magic - such as the rites of Lupines or spells of Magi, who oppose using their own dice pools.

This power can be used as a response to a sorcerous effect taking place so long as the vampire has yet to use a Discipline during the current turn.

Duration. Instantaneous.

Daimonion

The vampire opens their minds and souls to the influence of the Aapilu lurking within vitae, looking inwards, outwards, and beyond. For many would be demonologists this power is the first stepping stone towards a greater understanding and a steady communion with the entities. To others who know of the Aapilu it is merely a step towards even further damnation.

Cost: Free/1 Rouse Check

System: The caster has an inherent link to one or more Aapilu. The manner in which they might communicate, their relationship, or if they even directly know of one another's existence, varies greatly. Whatever the circumstance, this link allows the user to learn Blood Sorcery and Rituals by using Daimonion and receiving forbidden knowledge from the Aapilu, rather than requiring a mentor.

At any point the user may make a Rouse Check to attempt to commune with the Outer Dark through a Test of Resolve + Intelligence or Difficulty 2. A Win grants a response, however the Storyteller decides exactly what an entity is willing to communicate, and the way it communicates it. As a rule, information should be scarce or confusing, sometimes even detrimental, as the Aapilu care little for the finer concepts of reality.

Duration: Passive/1 turn.

Koldunic Sorcery

A cornerstone of the art of Koldunism, this power allows the user to attune their senses and extend them through an element they have bonded with. A handy surveillance tool on its own, this power acts as the cornerstone to the art of Koldunic Sorcery.

Though technically open to all practitioners of Blood Sorcery, the spiritual nature and archaic way needed to start upon the path turn most Banu Haqim and Tremere away from it due to being heretical to the hermetic mindset. As such its most common practitioners are the Kolduns of the clan Tzimice - a sect within the clan that never fell to the depravity of the Sabbat. Other practitioners of the art can be found among other blood sorcerers who spend their unlives in the wilderness, and the few allowed close enough to Lupines to study some of their ways and knowledge of the world of Spirits.

To learn the first step of Koldunic sorcery the vampire must attune themselves to the spirits of an element and reach a connection with it. The process involves a lengthy period spent secluded in the wilderness in meditation - often under the tutelage of a senior Koldun.

Upon the completion of the meditative period the initiate must ritually scar themselves.

Though the damage incurred by this act may be mended, the scar never heals. The initiate must then plunge their scar into their chosen element (Earth, Water, Wind, or Fire), suffering damage as normal. According to some, this forges a Blood Bond with the element itself - or the spirits tied to it, rendering the element the vampire's thrall.

Upon completion of this act, their ritual scar becomes permanent. The sorcerer becomes bonded to a single element of their choosing, selected during their initiation (Wind, earth, fire or water). In order to learn a new element, the Koldun must go through the initiation once more, purchasing this power again for another element.

Cost: One Rouse Check, and some Aggravated Health damage.

System: After making the Rouse Check, the koldun opens the old cut of their initiation. They may inflict 1 point of Aggravated Health damage to themselves per dot of Blood Sorcery they possess. For each point lost, the vampire extends their senses farther out:

Extended Senses	
Points Lost	Perception Radius
1	15 meters
2	90 meters
3	500 meters
4	1.5 Kilometers
5	8 Kilometers

Their perceptions focus through their chosen element. For example, a fire-bonded vampire sees, smells, hears, and feels through flames, stoves, furnaces, heater coils, lit cigarettes, etc., within their radius of effect. Koldunic Sorcery can perceive mystically-hidden beings such as Obfuscated vampires with a successful contest of Resolve + Blood Sorcery against Wits or Resolve + Obfuscate (or other relevant supernatural Trait).

Duration: One scene, although the koldun can renew this power at its previous level at any time that night by making another Rouse Check and losing 1 point of Aggravated Health damage. The power expires completely at sunrise.

Sanguine Alchemy

The vampire gains the ability to alter the properties of the Blood within themselves, transmuting its resonance or creating more esoteric effects.

Cost. Free/1 Rouse Check

Dice Pools. Stamina + Blood Sorcery.

System. While the user carries the effects of a resonance they can transmute it to another kind of resonance of the same intensity (I.e an intense Sanguine resonance becomes an Intense Choleric). If the vampire has a Dyscrasia, they can alter its effects to another Dyscrasia. By making a Rouse check and succeeding on a Stamina + Resolve test (difficulty 3) the user can amplify the potency of the Resonance they currently carry by one step: from fleeting to intense, or from intense to acute, or two steps on a critical win. This increase lasts until the end of the scene or until the vampire's hunger reaches 5, whichever is sooner.

Increasing a Resonance's strength to Acute also grants the vampire the effects of a Dyscrasia for the duration. For this power's purpose a vampire is considered to be carrying the Fleeting Resonances they've fed from during the current story. If the vampire acquires a Dyscrasia using this power, they can not gain an effect that grants them XP.

In addition, the vampire can learn Thin Blood Alchemy formulae as Blood Sorcery rituals of the same level, using Blood Sorcery instead of Thin Blood Alchemy in relevant Dice Pools and a Ritual Roll instead of a Distillation roll. The vampire distills formulae learned in this way following the rules of the Athanor Corporis distillation, and can not learn formulae that replicate or grant discipline powers.

If the vampire gains this power at character creation, their player can choose the free Ritual they would gain to be a formula instead.

Duration. Passive or 1 scene.

Shape the Sanguine Sacrament

The vampire takes control of blood within their line of sight or their own blood - causing it move and reshape.

Ostentatious Tremere use this Power to manipulate blood or vitae into shapes, signs, or images. This may be mere entertainment at Elysium, clever disruption of blood spatter to confuse law enforcement, or the only way to get a ward under a locked door.

Tremere of a more martial bent sometimes use this power to shape blood into short lived blades or Bludgeons charged with supernatural power, but the short lived nature of such weapons renders this method rare in the modern nights.

Cost: Free (or one Rouse Check if using your own Blood)

Dice Pools: Manipulation + Blood Sorcery, Resolve + Blood Sorcery

System: The vampire makes a Manipulation + Blood Sorcery test and by concentrating on the shape to be formed, sends the blood or vitae flowing into the prescribed pattern or shape. Difficulty varies with the pattern's complexity: from a simple "SOS" (Difficulty 2), to a portrait (Difficulty 4), or topologically complex sorcerous sigil (Difficulty 6). Failure spatters the blood randomly; a critical win not only forms the desired image but also allows the vampire to change its shape freely during the scene.

When used to create weapons, instead of rolling at a set difficulty the roll is instead treated as an attack, to be contested by the intended target's defense pool. The affected blood temporarily assumes the form of short-lived crimson blade or bludgeon, which have a weapon rating equal to the Vampire's Blood Sorcery rating. If the weapon was formed from the user's own vitae then superficial damage it deals is not halved.

A melee attack with this ability utilizes a pool of Resolve + Blood Sorcery, whereas a ranged attack utilizes Manipulation + Blood Sorcery. If making a ranged attack, the user can fire a "blood projectile" at a distance equal to 10 meters per dot of the vampire's Blood Sorcery. This power can be used in tandem with such abilities as *Scorpion's Touch*, *Corrosive Vitae*, and *Baal's Caress* – either by causing causing poison to slither into a wound or open maw, or simply moving the vitae – provide they are activated and the appropriate Rouse Checks are made beforehand. Being pierced or slashed with a weapon made of blood carries the effects of exposure to the user's Blood.

Duration: For the remainder of the scene or until dispelled by the user. Weapons summoned in this way shatter and melt after one use - regardless of if the attack hits or misses.

Level 2

Movement of the Mind

Calling upon their blood, this power allows the vampire to use their mind to grab, hold, and push objects or people without touching them. With enough skill a vampire can cause outright harm with this power, though creative users can find many ways to get an opponent in harm's way, or keep themselves out of it. In the modern nights, bringing up the similarity between this power and thin blood alchemy's formula is sure to evoke the sorcerer's ire.

Cost. 1 Rouse Check

Dice Pool. Resolve + Blood Sorcery Vs. Strength + Athletics.

System. The caster activates the power and can then lift, pull, push, or otherwise manipulate physical objects or people within their line of sight until the end of the scene. The caster uses their Resolve rating instead of Strength for physical interactions performed in this way (Feats of Strength use Resolve + Blood Sorcery when a roll is needed). Any actions (including attacks) performed with this power use Resolve + Blood Sorcery as their dice pool.

The caster can manipulate any number of objects or people, but can only perform one action or feat that requires a test with this power per turn. The caster can freely move the things they manipulate each turn.

When manipulating an object the user can use it as if it were grasped in their own hands, even using weapons to attack. Objects flung as improvised weapons may break if fragile. Fine manipulation (such as pulling the pin of a grenade) requires a test at a suitable difficulty, as determined by the Storyteller.

Trying to move someone actively resisting requires a contest of Resolve + Blood Sorcery vs Strength + Athletics. On a win, the user can pull the victim within grabbing or clawing range, or throw them one meter for each point of margin on the contest, doing an equal amount of Superficial damage - or aggravated to mortals if they collide with hard or sharp objects. They land prone. Throwing a person at another deals the superficial damage equal to the margin to both targets. Such a feat is resolved identically to flinging an object as an improvised weapon.

Keeping someone floating in mid-air requires a Resolve + Blood Sorcery Vs. Strength + Athletics test each turn, unless the target is willing. The caster can opt to crush a creature so suspended, dealing superficial damage equal to the margin.

If your Blood Sorcery rating is 3 or more, you can use this power to manipulate your own movement, allowing you to simulate flight.

Duration. One scene.

Bloody Grasp

The Vampire can use blood to exert force upon the world. Tendrils of gore emerge from the vampire herself or pools of blood within her line of sight to grasp and pummel foes. A more subtle, and sinister, approach allows the vampire to exert force on objects or people smeared with but a drop of their blood manipulating them as though with telekinesis.

Cost. 1 Rouse Check

Dice Pool. Intelligence + Blood Sorcery Vs. Strength + Athletics.

System. The caster can use blood to manipulate their environment. They can do so by extending tendrils of vitae from their own body, extending tendrils from pools of blood within their line of sight, or by applying telekinetic force to objects or people smeared with their blood (even a drop suffices). Tendrils have a length in yards (or meters) equal to twice the user's Blood Sorcery dots.

The caster uses Strength instead of Intelligence when determining what they can lift, push or pull with this power (which they can then boost with a Blood Surge). A telekinetically moved object travels swiftly and can be used as an improvised weapon, but may break if it is fragile. The dice pools for weapons wielded and operated in this way - such as guns levitated and fired or knives thrown, is Intelligence + Blood Sorcery, with a 2 die penalty due to the need for precision.

Tendrils extended with this power can be used to make brawling or grappling attacks at a range.

Telekinetically trying to move someone actively resisting requires a contest of Intelligence + Blood Sorcery vs. Strength + Athletics. On a win, the caster can pull the victim within grabbing or clawing range, or throw them one meter for each point of the margin on the contest, doing an equal amount of Superficial damage. They land prone. Keeping someone or something floating in mid-air requires an Intelligence + Blood Sorcery (Difficulty 3) roll every turn. The caster can use this power to telekinetically manipulate their own movement after smearing themselves with their blood, allowing them to simulate flight.

Fine manipulation (such as pulling the pin of a grenade) requires an Intelligence + Blood Sorcery roll at a suitable Difficulty, as determined by the Storyteller.

Duration. One scene.

Illuminate

By willing their dead nervous system to life and supercharging it with the power of the Vitae the sorcerer is able to produce low power currents from their body. Pushing themselves further the caster can produce larger spikes in voltage - not enough to weaponize, but strong enough to fry whatever electronic device they touch. Once merely considered a stepping stone for greater sorceries, this power becomes only more useful in the age of electronics.

Cost: Free/1 Rouse Check

Dice Pool: Resolve + Blood Sorcery

System. While they have the Blush of Life active the user can make a Resolve + Blood Sorcery test at difficulty 2 while touching an electronic device or outlet. On a success, the caster fills with electrical currents that can be used to power small devices, such as a smartphone, a personal computer, or a light bulb. These currents power the item by touch; it loses power when contact stops.

While touching electronic equipment (or metal connected to it), the caster can attempt to short it out by making a Rouse Check and making a Resolve + Blood Sorcery test at difficulty 3 (or 4, if the system is particularly robust). On a win the caster automatically and silently shorts it out. This allows the vampire to, for example, cause a blackout of an entire building by touching a power outlet, or a car by brushing against its body.

Duration. Passive while the Blush of Life is active, or 1 turn.

Level 3

Blood of Potency (Revised)

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

Cost: One Rouse Check

Dice Pools: Resolve + Blood Sorcery

System: The user makes a Resolve + Blood Sorcery roll against a Difficulty of 2 + their Blood Potency. A win increases their Blood Potency by one; a critical win increases it by two. The vampire can use this power to exceed their generation limit on Blood Potency during its duration. This power's effects can stack with itself.

Duration: Until the vampire next slumbers.

Blood of Ra\Lure of Flames

The Vampire can transmute some of their blood into a pyrophoric matter, causing it to violently combust and expand when exposed to open air. The vampire can use this combustible blood to hurl small globules of flaming Vitae - turning small wounds into impromptu flamethrowers, or to pack a nasty surprise to anyone touching the Vampire's Vitae. Inelegant, crude, but doubtlessly spectacular, the discovery of this power led to the development of the Thaumaturgical path known as the Lure of Flames.

Cost. One or More Rouse checks.

Dice Pools. Resolve + Blood Sorcery.

System. Each Rouse check transmutes enough Vitae within the vampire's body for one release of the transmuted blood through an open wound. Common techniques include cutting the palm to swing forth a burning spray of fluid or biting the tip of the tongue to quite literally exhale fire, allowing the vampire to unleash a stream of blazing Vitae from a wound, blasting foes at the range of a flamethrower. If the vampire is cut or stabbed in melee, they can opt to release the blood at their attacker in melee range.

Either way, to hit with a burst the user rolls Resolve + Blood Sorcery, and targets can defend by dodging or ducking behind cover with Dexterity + Athletics. On a hit the target takes aggravated damage equal to the margin, and catches fire - taking one point of aggravated damage each turn until the blood is removed and the fire is put out.

Alternatively, the user can target a smear, puddle, or separate vestibule of their own vitae that is within their direct line of sight, exposed to open air (at least one Rouse check's worth, which covers the cost of this power) and has been shed within the same scene, transmuting

it and causing it to ignite. To do so the user makes a Rouse Check and rolls Resolve + Blood Sorcery roll. On a failure the Blood simply sizzles and evaporates.

A success causes the targeted blood erupts in crimson-colored flames which fade to a more mundane orange illumination the moment they catch onto something, or someone. The amount of fire summoned and the amount of damage dealt to those in contact with it depends on the successes on this roll: one success simply causes the smear itself to burn with the intensity of a candle, dealing no significant damage. Each success beyond the first increases the radius of the fiery burst by 1 meter and causes it to deal one additional point of damage per turn of exposure (maximum of 4 damage per turn of exposure). The user can choose to lower the Intensity of the flames.

Flames created via this power do not count as Fear Frenzy triggers for the user (at least, at first), though any other Kindred is affected normally. Furthermore, though the vampire takes no damage from the flames as they exit their body, once these fires start they'll set ablaze any and all flammable material they come into contact with, potentially resulting in a chain reaction that's just as dangerous to the user as it is to their enemies.

Duration. The Vampire's blood remains transmuted for 1 scene.

Scorpion's Touch

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

Cost. One or more Rouse Checks

Dice Pools: Resolve + Blood Sorcery vs Stamina + Occult or Fortitude

System. The user concentrates for a turn and forces Blood through an open, usually self-inflicted, wound. Each Rouse Check worth of poison made takes a turn and emits one dose of viscous scorpionated blood. The Poison is a contact poison, and can thus be used to stickily coat a weapon or the user's limbs (or fangs!), hitting with it when the user successfully hits with an attack, or spat at a foe. The user is immune to their own Poison, but not that of other sorcerers.

Spitting poison at someone involves a Dexterity + Athletics attack roll (which can be dodged like any ranged attack), and can be done out to a range of 10 feet (3 meters) per dot of Strength and Potence the user has, although vampires have been known to French kiss a victim and transfer the poison that way. The vampire can also simply pool the poison in their hands and deliver it with a touch (or punch). Touching a struggling target in combat requires a Dexterity or Strength + Brawl attack.

Even more subtle vampires scorpionate their Blood to poison would-be diablerists: drinking poisoned Blood from the vein guarantees a hit!

Aside from such vein-to-fang transmission, however, scorpionated Blood sublimates away in liquids and is too viscous to inject with a syringe.

Bullets carry too little Blood to use this power with; the effect does not last long enough for the user to fill hollow bullets with scorpionated Blood.

If the poison hits, the user rolls a contest of Resolve + Blood Sorcery vs Stamina + Occult. (Vampires with Fortitude may resist with Stamina + Fortitude.) If the user wins, the poison does the margin in Aggravated Health damage to mortals and in non-halved Superficial

Health damage to vampires. A mortal who takes even one point of damage collapses unconscious.

Duration: The poison remains potent for one scene.

Rationale. The original power is annoyingly restrictive even when it makes little sense – if the vampire can simply kiss a target to deliver the poison, which is a contact poison, why can't they deliver it with their fangs (the vampire's lips would touch the victim anyway), or simply press their hands to the target (with a roll no different from hitting with a switchblade). Beyond that, Strength makes little sense for this power for either Banu Haqim or Tremere, and was this changed to resolve.

Level 4

Flow of the Nile\Neptune's Might

The caster mixes their blood with water, allowing them to weaponize water and ice alike, creating impromptu binds and weapons from little more than bottled water.

Cost. 1 or more Rouse checks.

Dice Pools. Intelligence + Blood Sorcery

System. The caster touches a body of water and forces Vitae out of a wound - which can be self inflicted. Each Rouse check allows the caster to manipulate an amount of water with a total mass roughly equal to the caster's mass. Until the end of the scene the caster can freeze, unfreeze, move, and reshape the water affected by this power. The dice pools for any actions the caster performs with the water is Intelligence + Blood Sorcery. This includes attacks (which can deal aggravated or superficial damage to mortals, as the user wishes, and superficial damage to vampires), or the formation of binds. The difficulty to escape binds formed in this way equals the successes on the caster's roll to form them.

Duration. 1 scene.

Theft of Vitae (revised)

Through mystical means the vampire opens a wound in the blood vessels of a victim, blood shooting out through the air in a stream toward the open mouth or veins of the user. This siphon carries the power of the kiss, subduing most mortal victims, and even protects the vampire from the Blood Bond when used against their fellow Kindred. The wound closes by itself once the effect ends, whether the victim expired or not. This power is extremely spectacular and a potential Masquerade breach while in progress, but once ended leaves no traces.

Cost: One Rouse Check.

Dice Pools: Wits + Blood Sorcery vs Wits + Occult

System: The user makes a beckoning gesture toward a mortal target in line of sight and rolls their Wits + Blood Sorcery vs Wits + Occult. A win opens an arterial wound, and the vampire can start feeding from across the room. (A target wearing full-body protection such as a hazmat suit merely bleeds ecstatically out into the suit.). The vampire can do nothing else while feeding, but the sorcerous pressure of this power allows them to feed at twice the normal speed (at triple speed on a critical win), or drain a mortal in seconds, usually within a single turn.

A harmful drink done in this way slakes an amount of Hunger equal to the margin of success (to a minimum of 1 unless the vampire drains the target in this way). Mortals and

non-vampires take aggravated damage equal to the margin due to their blood vessels rupturing, while vampires take superficial damage and gain hunger equal to the margin - making checks against Hunger Frenzy once they reach 5. Armor does not protect the target against this damage.

Duration. One Feeding.

Thor's Hammer

By harmonizing the flow of Vitae within their body with their environment, the sorcerer turns their own body into a superconductor, allowing them to become a veritable eye of a storm and direct currents as a conductor directs their choir. Calling upon their blood further allows the sorcerer to do the truly spectacular, hurling lightning at their foes with little effort.

Cost. 1 Rouse Check.

System. The Sorcerer is immune to all physical damage taken from any electrical source, be it lightning, tasers, live wires, or a supernatural ability. Whenever the sorcerer would take such damage, they instead become charged until the end of the next turn.

While charged, anyone touching the sorcerer with their bare flesh or an uninsulated metal object takes damage equal to their blood sorcery rating - which is aggravated for mortals and superficial for vampires.

Furthermore, while charged the sorcerer can discharge the electricity coursing through their body, arcing it from their eyes, fingertips, or mouth. Using this discharge in a conflict is a ranged attack using Dexterity + Blood Sorcery. It inflicts margin + half Blood Sorcery (rounded up) in unhalved Superficial Health damage for vampires and in Aggravated Health damage for mortals. A critical win on an attack with these discharges causes the vampire's body to burst with electrical power, dealing aggravated damage to vampires as well.

While this power is active, the vampire can make a Rouse Check to become charged for the turn.

Duration. One scene or until ended willingly.

Level 5

Cascade The Sanguine Sacrament

Prerequisites: *Shape the Sanguine Sacrament* (revised version).

A feat of Blood Sorcery of truly monstrous proportions: wielding the blood from multiple sources in a deluge of crimson ruin. It is a feat of total concentration and willpower utilized only by master Thaumaturges, and even then, only as a last resort. For while this ability is supremely effective at combating and overwhelming multiple opponents at once, the potential collateral damage to both oneself and those around the caster can be catastrophic.

Cost: 2 Rouse Checks (1 Full Turn to Activate)

Dice Pools: Intelligence + Blood Sorcery

System: Upon being activated, the user can utilize the all options of *Shape the Sanguine Sacrament* simultaneously and in tandem, drawing from whatever reserves of blood lie within their direct vicinity, to a maximum of five different sources within direct line of sight, be it from sources of bagged or stored blood or hapless mortals in the wrong place at the wrong time. If it is the last option, humans keel over, each taking a point of Aggravated damage each turn as they hemorrhage blood out of every orifice, which might warrant stains. While using this power, the wielder can utilize *Shape the Sanguine Sacrament* a number of times equal to the sources drawn from per turn, at the cost of remaining stationary and being

unable to take any other actions. The user can also only make one attack with Shape the Sanguine Sacrament per target within range on their turn. All other mechanical rules for utilizing the above Discipline powers still apply.

Duration: Until the user spends their turn to end the power's effects.

Special: If no local sources of blood are available, the user can draw directly from themselves. The trade off is that each time the user does such, their hunger immediately increases by 1. If these increases in hunger go above 5, then the user falls into Torpor at the end of the scene. This comes with the benefits of attacking with the user's own Vitae, which continues to deal unhalved superficial damage until the end of the scene.

Blood Sorcery Rituals

Level 1

Analyze The Artifice

Likely one of the more modern applications of Blood Sorcery, this ritual allows the caster to become in tune with a device – temporarily granting them the ability to use and understand it. Though devised by younger Tremere, this ritual is useful for an elder who deigns to learn it in the modern age – a way to keep up with the times.

Ingredients. The Caster's Vitae, a device the caster targets with this ritual. The device can be anything the user can touch – from a smart phone, to a laptop, to even a Vehicle.

Process. The user cuts their palm, and touches their hand to the device they wish to Analyze.

System. Make the ritual roll. On a win, the caster learns how to use the device for a number of scenes equal to their margin of success on the ritual roll. During this time whenever the caster makes a test with the studied device or objects of the same type, the caster can use their Blood Sorcery rating instead of the skill usually used for such devices.

Bardo

A ritual created by a thought to be an extinct sect of vampires from ancient Egypt, who seemingly vanished at the turn of the millennium. This ritual allows a vampire's fading Humanity to reassert itself before it is truly gone, denying the Beast's encroachment. In the hands of its original wielders this ritual was used to allow one to stay the course of Humanity in an act of penance. Nowadays, however, many use it as a means to get away with the performance of atrocities and maintain one's Humanity.

Ingredients. The caster's Vitae, lots of it.

Process. This ritual can only be performed if the caster has lost a dot of Humanity within the last week, and the caster must not have gained any stains since the loss. Otherwise, the ritual fails. The caster spends an entire night in quiet contemplation, during which he makes Rouse Checks until his Hunger reaches 5, and makes the ritual test at the break of Dawn.

System. If the ritual test succeeds, the caster makes a test of Resolve + Composure against a difficulty equal to half their Humanity rating before the most recent Loss (round up). If the test succeeds, the caster regains a dot of Humanity. This ritual can only restore the most recently lost dot - i.e. if the caster dropped from Humanity 7 to 5 within the span of the same week, it can only restore them to 6. If the test succeeds the caster can remain active for one scene after dawn, allowing them to quickly feed and stave off the risk of torpor.

Create the Ushabti

Originating in ancient Egypt, this ritual allows the creation of servitors in the shape of small figurines that spring to life when activated. The ritual derives its name from the figurines crafted for the tombs of the wealthy and powerful in ancient Egypt. It was believed that such figurines would come to life in the Underworld to serve their masters as laborers or playthings. Once created, the servant remains dormant until activated with a word chosen by the caster. Though most neophyte sorcerers only manage to conjure up unimpressive servitors, those of sufficient skills are said to be able to create truly lifelike figures.

Ingredients. A figurine of clay, wax, or wood to be animated. The caster's vitae. Optionally, a Rouse Check's worth of blood of another creature.

Process. The caster anoints the figurine with their blood, and carves runes into it as they chant. The caster can anoint the figurine with the blood of another willing creature, giving them the ability to awaken the servitor.

System. Make the ritual roll. On a win, the figurine becomes a dormant servitor which can be activated with a command word of the caster's choosing when spoken by its owner. Once activated the servitor expands to a life sized figure and follows the will of its owner to the best of its ability. The servitor's owner is the caster by default, but if the blood of another creature was used in its creation they become the owner instead. Once activated, the servitor remains active for one lunar month, after which it shrinks down to its original form, unless the caster feeds it a Rouse Check's worth of blood to extend its duration by another month.

Successes on the margin can be spent to either make the servitor appear more realistic. Each success spent on increasing potency adds one die to one of the servitor's dice pools, and gives it one exceptional dice pool (adding the caster's Blood Sorcery rating to the relevant pool when relevant). By default, the servitor appears as an enlarged version of the figurine it was made from. But becomes more life-like for each success invested into making it look more realistic: 2 successes allow it to look like a well made china or wax doll, while 4 allow it to look indistinguishable from a living creature.

Ushabti Servitor

Standard Dice Pools: Physical 1, Social 1, Mental 1

Exceptional Dice Pools: None by default

Secondary Attributes: Health = Physical dice pool + 3, Willpower 0

Special. Ushabti Servitors take Superficial and Aggravated damage in the same way as vampires, except they are immune to sunlight. They cannot heal or mend damage. They cannot be mentally dominated or influenced as they are bound to their master. If made to realize that they are not real in a social attack, the servitor takes aggravated damage equal to the margin as it begins to degrade.

Gift of Ashe

Spiritus

The first ritual in a path of such sorceries developed by the shamans of the Gangrel, known once known as Ahrimanes, which allows the vampire to touch upon the mysterious world of spirits. With this basic application the vampire calls upon a spirit for aid or advice.

Ingredients. An object representative of the spirit to be summoned, such as an effigy of a bear for a bear spirit, or a gun for a spirit of violence, the caster's blood.

Process. The vampire opens a wound and chants over the object as they coat it with one Rouse Check's worth of their blood. If the vampire knows of a particular spirit they can call out to them and attempt to summon them. Otherwise, the spirit that appears is the one most appropriate to the object used by the vampire. The Geography of the world of spirits is a strange one, and though the spirit appears at the Ritual's conclusion, its actual journey might be far longer. Provided the Gauntlet is thin enough, the spirit is pulled through by the ritual – at least enough for the vampire to attempt to speak with and bargain with it. The summoned spirit is otherwise under no compulsion to obey the vampire, and the wills of spirits are odd. Some, however, might be grateful for the chance to spread their legs in the material plane, at least for a bit, and can be persuaded to offer further aid.

This ritual automatically fails if the Gauntlet is impenetrable in the area where it is performed (see *Umbral Glimpses*, below).

System. The vampire daubs the object and makes their Ritual roll. The spirit can not pass through the Gauntlet if it is impenetrable in the ritual's area, which is usually in the midst of places that are heavily sterilized or industrialized.

Spirits summoned in this way do not manifest physically, but as shadows on the walls, odd formations resembling them, strange natural phenomena, or other such strange manifestations through which they speak. Spirits always speak in the language the caster knows – this is not their actual tongue, but the ritual makes the communication possible. A vampire who possesses *Sense the Unseen* (Auspex 1) can see the spirit itself.

The spirit disappears at the end of the scene, unless prevented from doing so. However, so long as the vampire does not antagonize the spirit they keep the spirit's attention for further bargains until the end of the night, or until they gain the attention of another spirit.

During this time the vampire can make a Rouse Check to offer up their blood and beseech the spirit for aid. The vampire makes a Manipulation + Blood Sorcery roll, and gains a pool of dice equal to their successes that they can use for tests related to the spirit they called (a Wolf spirit can aid in pursuing prey or sniffing them out, while a Car's spirit can allow the vampire to drive better with the car). The vampire can choose when and how many of the dice are used when making a relevant test. For example, if the vampire performs this ritual with a gun and scores 3 successes, they can make one test with it with a 3 dice bonus, or 3 tests with a one die bonus. These dice last until the vampire beseeches the spirit for aid again or the scene ends.

While the vampire has a spirit's attention antagonizing it becomes a serious risk. Whenever the vampire performs an action that would displease the spirit, they must succeed on a Charisma + Occult Vs. the spirit's Resolve + Composure. If the vampire wins they manage to remain in the spirit's good graces. Otherwise the spirit spurns the vampire. The vampire loses its attention and any benefits from it, and the next test they make that is relevant to the spirit's sphere of influence is made at a penalty equal to the margin of failure. The desires and whims of spirits are odd, as are the things that displease them, but those generally entail going against or harming the spirit's influence in the world. For example, a spirit of war could be displeased by preferring diplomacy over violence, while a spirit of a computer could be displeased by destroying electronics.

Creating Spirits

Spirits are constructs born from the spirit realms, also known as the Umbra, and are known as the Umbrood to those with hermetic training. These spiritual constructs are not sentient as traditionally understood by those that live in the physical world, but are reflections of the spirit world and perceived aspects of the universe interpreted in a way that limited mortal perception can understand it.

As such, spirits come in a wide berth of different types and potencies. The following rules are a limited guide for creating spirits for Vampire the Masquerade.

Concept

First, define the concept of the spirit. Traditionally it is limited by a single category that you can describe with a phrase. Some examples might include: nature spirit (land, sea, wood, or desert), conceptual spirit (mathematics, war, or mechanics), or an inanimate object (a computer, a knife, or a piece of jewelry).

Power

Next, determine the potency of the spirit by assigning a power trait to it from 1 - 5. Spirits of greater power exist, but are largely beyond the scope of what Player Characters in Vampire are expected to deal with. Some of the mightiest spirits, capable of devastating entire packs of Lupines, can have power as high as 12. A spirit's power is used as a dice pool for most tests not covered by their exceptional Dice Pools (see below).

Spirits treat mundane piercing and slashing damage as superficial, and they take Aggravated damage only from fire and certain attacks that deal Aggravated damage to Vampires, such as vampire fangs.

Exceptional Dice Pools

Finally, assign a number of exceptional Dice Pools equal to half the spirit's power. A spirit of war might have Brawl, Melee, Firearms, Survival, or any number of abilities related to war or fighting. Each exceptional dice pool adds two dice to the spirit's base dice pool of its power.

Health and Willpower

Unless otherwise noted a spirit has Health levels equal to twice its Power value. Any Willpower damage suffered by the spirit is dealt to their Health tracker, as mind and body are one and the same to these entities.

Disciplines and Powers

For each dot of the spirit's power, assign one Discipline dot to it based on the concept. For example, a power 2 Wolf Spirit might have Feral Claws and Eyes of the Beast, while a Car Spirit might have dots in Celerity. Instead of making Rouse Checks, a spirit pays for their powers with Willpower on a one to one basis.

Beyond these powers, a spirit can spend a point of willpower to possess entities, or objects or phenomena tied to their concept. Possessing a human functions as the Auspex 5 power Possession, and possessing an animal functions as the Animalism 4 power Subsume the Spirit.

Possession of objects or phenomena allows the spirit to take control of those, using a dice pool equal to their power (such as when possessing a knife to hover and attack with, or

possessing a computer to manipulate). A spirit's exceptional dice pools can modify these pools.

Level 2

Crimson Ripples

A rudimentary application of sympathetic magic, the caster creates a mental link between themselves and another creature whose blood they imbibe, allowing them to telepathically communicate across any distance. In the age of wiretaps and electronic communication this ritual becomes ever more valuable.

Ingredients. The blood of the creature to be spoken to and a container - anything from a water bottle to a bejeweled bowl will do.

Process. The caster mixes the target's blood with their own in the container, before drinking the mixture. The blood needn't be fresh, so long as it is in liquid form and not processed.

System. Make the ritual roll once the process is over. A win allows for ten minutes of two-way silent mental communication between the caster and the target's whose blood was used for the ritual, plus an additional 10 minutes for each point of margin. A critical win allows for the ritual to last until the end of the night.

Encrypt\Decrypt

Electronic security is a paramount concern of governments and corporations alike. Those thaumaturges who are techno-savvy enough to understand the issues at stake have become quite enamored of this power, which allows them to scramble a device's controls mystically, making it inaccessible to anyone else. Encrypt/Decrypt also works on electronic media; a DVD under the influence of this power displays just snow and static if played back without the owner's approval. Some neonates have taken to calling this power "DRM."

Ingredients. The caster's vitae, a device the user wishes to affect, a metal key.

Process. The caster lays the key atop the device and annoits it with a Rouse Check's worth of their Vitae. If the ritual succeeds, the key melts into the device alongside the blood, leaving behind no evidence. The device can be anything from a hard drive to a car. If this ritual is performed on a device the caster can hold – such as a disk-on-key, a laptop, or a gun, it requires only a minute to cast.

System. Make the ritual roll. On a success, attempts to use the encrypted device are made at a penalty equal to the user's successes on the ritual roll. Each week, the penalty applied by this ritual decreases by 1, with the ritual fully fading once it is cast again on the device or the penalty reaches 0. The caster can also end this ritual's effect at any time.

This ritual can also be used to counter an application of it by another sorcerer. Each success on the ritual roll reduces the penalty applied by the ritual by 1, to a minimum of 0.

Mark of Banishment

The vampire inscribes a sign of power upon their flesh, allowing them to repel incoming mystical attacks – thwarting their effects, or at least Blunting them. It is said that this sign was taught to Osiris by Thoth, the Egyptian god of wisdom and magic. What Thoth actually was — vampire, mortal, or spellcaster — is lost to time. Other sorcerers claim that they

learned this sign through communion with the Aapilu, bargains made with fey, or even stranger sources.

Ingredients. The caster's Vitae, Ink, and a needle.

Process. The caster mixes their Vitae with the Ink and uses the needle to tattoo the mark on their body as they chant. Tattooing the mark requires the caster to succeed on a Dexterity + Occult roll at a difficulty of 3, and failing on this roll causes the ritual to fail.

System. So long as the tattoo remains on the caster's body, whenever they are targeted by a mystical attack or effect that requires the effect's user to roll a dice pool, the caster can make a Rouse Check to subtract their successes on the ritual test from the user's successes – potentially dampening the effect's potency or even cancelling it outright. Each time the caster uses the mark in this way, the successes it subtracts are reduced by 1 and the mark fades when those are reduced to 0. Otherwise, the mark can last until spent, or the caster uses this ritual again - causing the previous mark to fail.

Nefertiti's Embrace

This ritual allows the vampire to perform an unusual form of the embrace, embracing an animal. Allegedly inveted within the church of Set, vampires of the cult often use this ritual to embrace animals sacred to their religion – such as jackls, snakes, and cats.

Ingredients. The caster's Vitae.

Process. The vampire chants as they drip their blood into the mouth or wounds of a freshly killed animals. Casters often exsanguinate the animal in the process. This ritual takes only a few minutes to perform.

System. Makes the Ritual roll after feeding the animal the Blood. If the ritual succeeds, the animal is embraced. Embraced animals gain three dots in physical disciplines, and can only develop physical disciplines. In all other aspects, Embraced animals follow the rules for Vampires. Embraced animals depend on the Blood Bond to survive – otherwise they simply wander into the sun and die. To maintain the bond, the caster needs to make a Rouse Check at the start of each story, otherwise the animal perishes.

Duration. Until the end of the story, unless the caster feeds the animal additional vitae to maintain them.

Neptune's Gaze

This ritual turns a simple puddle or lake into a tool to spy on others, requiring little more than the caster's vitae to use.

Ingredients: the caster's vitae, a portion of the body of water to be used.

Process: The caster spills some of their vitae into the body of water to be used and stores some of the water. When ready to activate the ritual, they pour the water they've stored into their eyes.

System: The caster makes the ritual roll. On a success, they are aware of everything within the body of water they spilled their blood in, and can see and hear things near it. They see and hear everything as if they're swimming just below the surface, possibly making hearing a conversation difficult. This ritual lasts a scene, after which the caster must reapply their blood to the body of water and recast the ritual.

Duration. One scene.

Sanguine Transmutation

With this ritual the vampire takes control over raw or existing materials, transmuting them from one state to another or reshaping them into objects. A power or immense utility, vampires use this power to keep themselves supplied without concern of supply lines.

Ingredients. The caster's vitae. Raw materials of roughly the same mass as the intended creation, and chants as they visualize their intended creation, its shape, and its function. To properly visualize the target, the caster must succeed on a test using Intelligence + a skill relevant to the intended creation, such as science, crafts, firearms, etc... The difficulty of the test depends on the complexity of the creation: a simple object with no moving parts would be 2, a complicated mechanical object might be 3 or 4, while complex electronics would be 6. No roll is needed for a simple transmutation of matter – such as transmuting a chunk of wood to a chunk of lead.

System. The Ritual automatically fails if the caster fails the test to visualize their creation. Make the Ritual roll if the caster succeeds. On a win, the raw materials used assume the shape and composition desired by the caster, and retain them for a number of nights equal to the caster's successes on the Ritual roll, after which they melt away into a sludge. Objects created by the caster are generic representations of the object, lacking any exact details beyond what is needed for them to fulfill their basic function. Art objects created in this way are generic and uninspiring. Attempting to create a tool of odd materials (such as a gun made of gold) may cause the user to suffer penalties at the storyteller's discretion.

The caster can extend an object's duration by touching a summoned object and repeating the ritual roll and making a Rouse check. On a success the object persists for another night.

Special. If the caster has more than two dots in Blood Sorcery, they can cast this ritual at a higher level for more potent effects.

Cast at level 3 the caster can add artistic flairs to their creations or create exact replications of objects.

Cast at level 4 the caster's creations become permanent.

Cast at level 5 the caster can create simulacra of living beings with this ritual. Such creations lack free will to act on their own, mindlessly following the simple instructions of their conjurer instead, and can never be made permanent. Mortals "created" in this way have the traits of a Weak Mortal.

Summon Spirit Beast

The vampire calls upon the spirit of an animal native to the area. The spirit animal becomes corporeal to serve her, but will only do what comes natural to it. The spirit of an aggressive animal would be happy to fight for her, while the spirit of a curious animal could follow people. The animal is slightly more intelligent than a normal animal and can follow simple telepathic commands.

Ingredients. A depiction of the spirit animal to be summoned (such as a drawing or sculpture), samples of the summoned animal's favored food, and a piece of the animal – such as fur, bones, or blood.

Process. The vampire offers up the food to the effigy and anoints it with the blood, shatters the effigy at the ritual's culmination, and makes the Ritual Roll. If the ritual succeeds the summoned spirit emerges from the fragments. This ritual automatically fails if the Gauntlet is Impenetrable in the area where it is performed (see Umbral Glimpses, below).

System. The summoned spirit has the same statistics as a mundane animal of its type. Spirit animals take superficial and aggravated damage in the same way as vampires, but

take no damage from sunlight. Spirit animals heal damage as ghouls do, and the vampire can make Rouse Checks to mend superficial or aggravated damage for a spirit animal they control.

The summoned spirit obeys the vampire's commands, so long as they fall within its nature: the spirit of a bear would gladly defend the vampire, while that of a wolf could hunt their foes. Meanwhile a mouse makes for an excellent spy. The vampire's telepathic connection to the animals allows them to give them simple tasks and commands, such as "stay", "attack", or "come".

The spirit continues to serve the vampire for a number of nights equal to the caster's successes on the ritual roll, or until its corporeal body is slain. Doing the latter does not actually harm the spirit, merely undoes the corporal vessel created for it by the ritual.

Special. At the GM's discretion, the vampire may be able to call upon spirits or animals that have gone extinct, but were once indigenous to the area in which the ritual is performed.

Umbral Bargain

This ritual allows a vampire to bargain with a spirit for service. Despite its name, such bargains can range from pleas, to threats, to quid pro quo's (though the desires of spirits are rarely simple).

Ingredients. A representation of the spirit's nature – a rat's skull for a rat spirit, or the rite's location being a polluted area for a Bane, the caster's Vitae, an offering for the spirit – or some other attempt to convince it.

Process. The vampire must be in close proximity to a spirit – usually one attracted with Spiritus.

The caster splashes the representation of the spirit with half of the vitae, and splashes the rest towards the spirit. Afterwards they present the offering to the spirit, or otherwise pleads or threatens it. The vampire and spirit engage in a contest of wills. If the vampire wins, the spirit agrees to perform services for the Vampire, at least temporarily. On a loss, the vampire is left mentally debilitated.

System. Make a Blood Sorcery Ritual roll vs. the spirit's Resolve + Composure.

If the vampire has no offering to make or attempts to cajole the spirit to act against its nature of interests, also make a Manipulation + Intimidation or Persuasion (depending on the vampire's approach) roll (Difficulty equal to the wraith's Resolve + Composure).

If the caster wins both rolls, they can command the spirit to perform a number of moderately difficult tasks (spying, research, answering questions truthfully, etc.) equal to the number of successes rolled on the Ritual roll. For every two successes, the vampire can instead command the spirit to perform a difficult task (such as attacking someone, doing something repugnant to the wraith's sensibilities, etc.). On a critical win, the vampire can demand any action from the spirit, and it tries its best to complete the task. The spirit remains in the vampire's service until the end of the chronicle or until it has fulfilled its master's commands, at which point it retreats to the Umbra – and may make an enemy of the vampire depending on how it was treated or made to do.

If the spirit wins either contest, the vampire suffers the margin in Superficial Health damage, and the spirits retreat to the Umbra: either offended or simply disinterested. The offering, if it was made, is still taken.

The compulsion placed on the spirit ends immediately if the vampire attacks it, if the vampire reneges on the offering, or if the spirit suffers between one and three Aggravated Willpower damage (depending on how significant the vampire's offering was).

Umbral Glimpses

This ritual, if successful, allows the vampire to attune their senses to the ebb and flow of the world of spirits around them – allowing them to peer into the spirit world. Perhaps more importantly, the ritual grants the user knowledge and insight about the strength of the gauntlet – the separator between the Material world and that of spirits, allowing them to use that knowledge in their rituals.

Ingredients. A thin sheet of gossamer.

Process. The caster soaks the gossamer with their own blood before stretching it between their hands, and running their head through it with their eyes open.

System. If the ritual roll wins, then once the vampire tears through the Gossamer they will find their senses open to the world of spirits until the end of the night, or for two nights on a critical win. During this time the vampire can see and hear spirits and other entities in the Umbra where it overlaps with their current position, provided they aren't attempting stealth or using a power to hide their presence.

Furthermore, while under the effects of the ritual the caster can attempt to determine the Strength of the local Gauntlet, such as a building or a landmark. To do so, the caster makes a Rouse Check and rolls Intelligence + Blood Sorcery test (difficulty 3), and determines the Local gauntlet strength on a success.

Without the use of this power, Blood Sorcerers can not benefit from a weakness of the Gauntlet.

Gauntlet Strength	Example areas
Impenetrable	A sterilized lab, a place of great pollution
Strong	An office building, A Construction site in an Urban area.
Weak	An abandoned building, an artificial park.
Riddled	An untamed area in the wilderness, a place of great inspiration or emotional significance.
Open	Where the Gauntlet was used here, a potent place of natural power.

Level 3

Aspect of the Beast

Rather than call upon a spirit animal to serve, the vampire draws a part of the spirit into themselves via a talisman, channeling some of the animal's prowess. The animal must be one that is native to the area.

Ingredients. A fetish small enough to be worn by the vampire, the caster's blood, Ink, and a piece of the animal to be channeled.

Process. The vampire renders the animal part into a mixture of one Rouse Check's worth of their blood and the ink, and draws a depiction of the animal they wish to channel on the fetish. This ritual automatically fails if the Gauntlet is Impenetrable in the area where it is

performed (see Shear the Gauntlet, below). This ritual requires no more than 5 minutes to cast.

System. Make the Ritual roll once the caster finishes painting the animal. On a win the fetish becomes primed with spiritual power until the end of the night, granting the wearer a benefit tied to the channeled animal during this time. The benefit gained is usually a 2 dot increase to the Attribute most relevant to the animal – such as the Strength of a bear or the Dexterity of a cat. At the GM's discretion, more esoteric benefits could be granted, such as the venomous bite of a Cobra or a Wolf's pack instincts. The effects of such bonuses are up to the Storyteller to decide, but they should normally not be more powerful than a 2-dice bonus to a specific group of tests, or a +1 increase in damage to some attacks.

While the vampire retains the benefits of this ritual, they suffer from a folkloric bane or folkloric block related to the spirit of the storyteller's choosing.

At dawn the fetish's power wanes and the painting on it fades, but the fetish itself can be reused. The vampire can only have one fetish enchanted with this ritual at the same time.

Conjuration

Ingredients: The caster's own blood, chalk, candles and something to create a flame.

Process: The caster draws a sigil on the floor, encircled with chalk and lit candles. They then bleed onto the sigil and imagine what they wish to conjure.

System: The caster spills his blood, making the Ritual roll and paying the cost. Unlike other Rituals, the difficulty is determined by the size of the object to be conjured. An object the size of the caster's hand is relatively easy (Difficulty 2). An object half the size of the caster's body such as a rifle or a steel pipe or bat, is much harder (Difficulty 4) and one the size of the caster is impossible for some initiates (Difficulty 5). On a success, the object emerges from the sigil coated in blood but otherwise ready to be used. By spending a point of willpower and increasing the difficulty by 1, the caster can even conjure living creatures with this ritual. The caster can not create true life, and creatures (and people) summoned with this power lack the free will to act on their own, mindlessly following the simple instructions of their conjurer instead. People created in this way can be commanded by the powers of Dominate.

The caster can make a Manipulation + Blood Sorcery roll to attempt to create duplicates of existing creatures and objects. The difficulty to notice discrepancies between the conjured replica and the original is the caster's successes on this roll.

At the time of the ritual's completion, the caster can make two Rouse checks to anoint the creation with Vitae and render them permanent (conjured creatures must also be secured with XP). Otherwise, creations from this ritual last for a number of nights equal to the margin of success on the Ritual roll.

Dust of Osiris

The caster enchants sand with their Vitae, allowing them to hasten vampires to their slumber without the rising of the dawn.

Ingredients. An hourglass, the caster's Vitae, a glass container to hold the sand.

Process. The caster breaks the hourglass with their bare hands and purposefully cuts themselves on the glass as they force vitae through their wounds, which mingle with the sand. Once done, they store the mixture in the container and make the Ritual roll.

System. If the ritual succeeds, the Blood and Sand retain their potency until the end of the night. When the container breaks, accidentally or otherwise, the sand within spreads outwards in a cloud that covers a 20 foot radius. Anyone caught in the blast must make a Stamina + Resolve roll against the caster's successes on the ritual roll. A target that fails falls asleep for a number of hours equal to their margin of failure. Kindred who fall asleep in this way are subjected to the same rules as the daysleep when it comes to waking in response to threats, but if woken during the night they suffer no penalties and can continue to remain active (and likely annoyed). If the slumbering target's position would put them at risk of the sun, they wake half an hour before dawn as the Beast rouses them in a panic. Other creatures wake in response to sound and stimuli – such as being hurt.

The caster is Immune to their own sand, but not that which was enchanted by other casters.

Duration. The sand remains enchanted until dawn.

Skin of the Salamander

Ingredients: An ointment made from red pigments, and sulfur.

Process: The Caster prepares the ointment and mixes it with their blood.

System: Make the Ritual roll when mixing the ointment. The caster can tell whether the ritual succeeded, so they won't end up with a dud. The resulting ointment retains its potency for a night and activates when dabbed on the caster's skin. The ointment causes little flames to start to lick up and down the caster's skin until the end of the scene, or until the end of the night if the ritual roll scored a critical win.

The fire doesn't spread from the caster, but their body is superheated and painful to the touch. They do +1 fire damage when they strike with their body (only the additional damage counts as fire), and can increase that to +2 if they manage to grapple someone. Fire does no damage to the user during this period, however, the caster takes one point of aggravated health damage for each turn they are immersed in cold water.

Heart Shaped Box

You create a heart shaped relic that sympathetically absorbs harm meant for you.

Ingredients: A lump of clay and a box preferably made of wood or paper.

Process: You shape a heart out of clay and write your name on it. After the clay dries, rub your blood into your carved name before placing the clay heart into the box. As long as you never open the box again, this ritual's power lasts until you enter Torpor or make a new clay heart with this ritual.

System: As long as you never look upon the clay heart again, it absorbs wounds that were intended for you. While this ritual is in effect, you ignore the first Aggravated Health or Willpower damage you would have suffered in a round. This damage is instead inflicted on the clay heart. The clay heart absorbs damage equal to 1 + the margin of success on your ritual test, though it can never have more health levels than your level in Blood Sorcery. The heart never regains health levels and it crumbles to ash once it has absorbed its maximum damage. The heart doesn't absorb self-inflicted Willpower damage. If it is ever burnt or exposed to sunlight, you immediately enter Torpor and this ritual's power is spent.

Fould investiture

Dealing with the Aapilu – the entities within the blood, is often a fraught affair due to the unpredictability of these entities and their unpredictable requests. Through specific

invocations and a grave sacrifice, this ritual allows the caster to formalize such a transaction: offering just some of their flesh for a boon of the Aapilu

While some are transformed into grotesque and inhuman monsters, others may find themselves irresistibly beautiful –A perfect picture of temptation. The limits of these changes are only the caster's imagination, and what they're willing to pay for them.

Ingredients: Ten liters of fresh Blood, several pounds of sulfur, a razorblade

Process: The vampire must be in close proximity to one of the Aapilu, usually summoned with its *Aapilu awakening* ritual. The vampire makes an offering to the entity in the form of an act that causes them to suffer two or more stains (human sacrifices are common), or an item tied to such an act performed within the same night (such as a knife used to murder their touchstone). The vampire then cuts open their wrist and points the cuts towards the entity, who can then enter the cuts. If the entity does so the vampire undergoes an agonizing transformation over the course of the night, emerging the next nightfall with the gifts of the Aapilu.

System: Whether the test is passed or not, the caster gains the attention of the Aapilu. If the test fails the Aapilu is willing to bargain, as usual, while a total failure offends the entity. Having the Aapilu inside them grants the caster one Endowment, and up to a number of additional Endowments for every two points of margin. Each Endowment granted provides a powerful beneficial and negative effect to the caster. While each is left for the player and Storyteller to decide, the Storyteller always has the final say in what would be appropriate. Endowments can never circumvent Banes, True Faith, Sunlight, or Hunger.

To possess even one endowment is to allow the Aapilu into the vampire's body. If the vampire's Humanity ever drops to 0 the Aapilu within their flesh assumes their body, and the caster becomes one of the Baali.

Once per scene the Aapilu can attempt to influence the caster to perform its bidding – usually towards an act corrosive to Humanity. If the vampire resists, they make a Resolve + Composure roll vs. the Aapilu's Resolve + Composure. If successful, they reject the entity's influence. If failed, they go through with the action the Aapilu dictated.

Whenever a vampire wins on this roll they can make four Rouse Checks to push the Aapilu out of their body, ending the possession.

Duration: Until the Aapilu exits the vampire's body.

Endowments

- **Demonic Discipline.** The caster selects a Discipline Power they don't already know at level 2 or lower and gains it (this does not grant any Dots in that Discipline). When used it will always be demonic in theme and appearance, and any pools including the source Discipline have the user's Blood Sorcery instead. Other mechanical changes (and downsides) should be outlined by the Storyteller, as this isn't a true Vampiric Power, but rather a Demonic mockery. Powers that are normally Amalgams can be gained this way, but they will likely need to be modified.
- **Fire Immunity.** The caster's blood and body turns Icy, even with the Blush of Life, but they gain complete immunity to damage from Fire and Röttschreck. This is the most common Endowment among the Baali.
- **Immaculate Heart** . While the Blush of Life is active, the caster's Humanity is counted as two higher for any given Test outside of Remorse Checks and the application of Stains. They also gain 2-Dots in the Looks Merit if they are not already Stunning, and their Aura will always appear to be completely innocent. However when not under the effects of Blush of Life the caster's hands and forearms will be perpetually slick with blood.

- **Infernal Wings.** The caster gains vestigial wings that allow for simple gliding. However, they can make a Rouse Check and roll Stamina + Athletics, expanding the wings to allow them to fly for a number of turns equal to the Successes. After this they must land for a full turn as the wings revert to their vestigial state.
- **Shackled Beast.** The curse of the beast is nothing compared to the will of the Outer Dark. An infernalist who gains this reward has total control of their Beast, no longer subject to Frenzy in any case, however any Messy Criticals instead cause one or more Stains, as powers of the Outer Dark violently subdue the caster's Beast within with nightmarish tortures beyond earthly comprehension.

Splinter Servant

Noddist apocrypha teaches that Caine was instructed of the powers of the blood bond and the paralyzing bite of the wooden stake by an ancient crone he met in his wanderings. Perhaps taking inspiration from this tale, Tremere weaponsmiths pioneered a means of temporarily imbuing a stake with limited but malicious animation. Once loose from its wax sheath, a Splinter Servant will unerringly seek to bury itself in the heart of another Kindred, lancing through the air in search of its prey.

Ingredients: A stake carved from yew wood, crimson wax, twine woven from woody nightshades, the caster's vitae.

Process: The newly-carved stake must be inscribed with Hermetic sigils and bound in the nightshade thread which has been completely soaked in the caster's vitae, all while the caster incants over the stake in Latin or Enochian. Finally, the bound stake is submerged in the hot wax, the user making the Ritual test as the wax cools.

System: The margin of successes on the Ritual test determines the number of minutes that the Splinter Servant will remain animate (minimum of 1). In order to utilize this weapon, the user must have a direct line of sight on their chosen Kindred target, cracking open the wax sheath to release the stake. The stake will then fly through the air and around obstacles, unerringly pursuing the chosen target until either it buries itself in the target's heart, it is destroyed, or the time limit elapses.

The stake uses the initial caster's Resolve + Blood Sorcery pool to attempt to stake a target, ignoring the called shot penalty - though all other rules for staking still apply.

Note: The inanimate stake, if recovered, can be "re-enchanted" by repeating the ritual process and making a new Ritual Check. Doing such lowers the initial Difficulty by 1, though if the caster rolls a Bestial or Total Failure, then the stake instead dissolves into a mess of stinking wood pulp.

Stolen Kisses

Sorcerers cast this ritual when they do not wish to feed by mouth. Instead, Stolen Kisses allows them to drain small portions of vitae through other parts of a vessel's body. Some vampires prefer the strong handshake in a crowded room. Sadists enjoy choking vessels, providing a double pleasure of asphyxiation and the flush of new vitae coursing through cold veins. Others seek to relive mortal experiences by draining blood from a vessel during sex. Victims from this ritual are not immediately aware that blood is drained from their bodies, but will experience a slight sensation of dizziness and light-headedness. This ritual requires the caster to carry a "witch's kiss" — a thistle steeped in the blood of the vampire — somewhere on his person.

Ingredients: A single thistle spine, the caster's vitae.

Process: The caster opens up incisions in the areas of their body where they wish for the ritual to take effect, and steep the thistle in blood from each incision. The hands and/or lips are the most typical regions... but they're hardly the only ones. At the conclusion of this process, the caster makes the Ritual Check. This ritual requires only a few minutes to cast.

System: If the ritual succeeds, whenever one of the affected areas comes in direct skin-to-skin contact with another individual, the caster can make a Dexterity + Blood Sorcery Vs. Stamina + Composure test against the target. On a win, not only does the target experience the blissful euphoria of the Kiss from a mere touch, but the caster can slake a number of current Hunger levels up to the margin of successes (minimum of 1). The caster can safely slake up to 2 Hunger from a mortal in a single night without risking the vessel. Each Hunger slaked beyond that deals one aggravated health damage to the vessel. All other rules for Feeding still apply, though the effect is subtle enough that the victim themselves must test Wits + Insight or Awareness versus the caster's Charisma + Persuasion or Subterfuge to notice anything awry at all.

Duration. The ritual's effects, after being successfully applied, last for the remainder of the current evening.

Mallacht of the Cyoeraeth

By inscribing a victim's name on their unliving body, the vampire turns themselves into an unloving vessel for a curse aimed at their enemy. The inscription can be large or small, and in any language the vampire knows, but the victim must see it for it to take effect.

Ingredients. The vampire's vitae.

Process. The vampire pools two Rouse Check's worth of their blood and behind painting the target's name on an exposed part of their body corresponding to the curse they wish to lay (see below).

System. Make the Ritual roll as the vampire finishes their inscription. On a win, the inscription settles into the vampire's flesh, and the curse hangs until the end of the night. If during the night the intended target sees their inscribed name, they must roll Resolve + Occult against the vampire's Ritual roll. On a failure the victim becomes afflicted by the vampire's curse for a number of nights equal to their margin of failure. The curse inscribed depends on where the victim's name was inscribed:

- **Body:** Inscribe the name on arms, legs, or belly. A mortal victim's body becomes ill and weak, inflicting a 2 die penalty on physical tests and increasing the penalties they suffer from Impairment to a -3. In the case of Cainites, the victim cannot make Rouse Checks other than when awakening or when magically forced to.
- **Mind:** Inscribe the name across the forehead. The foe becomes confused as parts of his mind become disconnected from one another; he must spend one Willpower to attempt any mental skill other than Awareness, or use any magical ability or Discipline (other than Celerity, Fortitude, or Potence).
- **Voice:** Inscribe the name on the throat. The victim loses the power of speech; he can grunt or moan, but cannot say any words.
- **Soul:** Inscribe the name down the sternum and over the heart. The subject loses his will to resist the Beast: difficulties to avoid frenzy are increased by two. Non vampires are overcome by fear, and flee the caster's presence – avoiding it by any means possible while the curse lasts.

Mother of Monsters

A ritual known among the the Church of Set, this ritual calls upon the power of Echidna, mother of monsters and mate of Typhon, to bless the vampire with the ability to “birth” small monsters from their very flesh.

The monsters grow from her skin, starting by opening eyes and mouths from her flesh, then ripping from her body, taking part of her with them. Vampires can create all manner of monsters in this way, which usually take the shape of small forms of mythological beasts. Among setites the most popular form is that of a Typhonic beast - a large monstrous jackal with a forked tail and red or black fur.

Rumors persist of some vampires who can create rudimentary humans from their flesh.

Ingredients. The vampire's Vitae (one or more Rouse Check's worth), one or more pounds of the vampire's flesh.

Process. The vampire cuts away one or more pounds of their flesh, and mixes the flesh (or ashes, depending on their age) with one Rouse Check's worth of their blood per pound, causing it to liquify (the first Rouse Check covers the ritual's cost). At the end of the ritual the vampire imbibes the mixture.

System. Make the Ritual roll as the vampire imbibes the mixture, for each Rouse Check's worth of Vitae the vampire creates one beast. The birthing or the beast can take a myriad of ways - from parts of the vampire separating off, to the monsters tearing their way out of the vampire, or even hideous and rapid mock pregnancies. Either way the vampire takes a point of superficial health damage for each beast born. The vampire can create a number of beasts up to their Blood Sorcery rating with each casting of this ritual.

These monsters have childlike intelligence and understand the vampire's speech. They follow her commands without exception, and cannot be commanded or frightened away from their duty.

The beasts remain until the end of the story. At the start of each subsequent story the vampire can choose to make a Rouse check to keep a beast they control animate until the start of the next story by feeding it their blood. If the vampire fails to do so, the beasts melt away into blood and undead viscera. The Beasts can also be secured with XP, allowing them to linger with no time limit.

Duration. Until the end of the story.

Typhonic Beast

Dice Pools. Physical 6, Social 1, Mental 1

Secondary Attributes. Health 6, Willpower 2

Exceptional Dice Pools. Awareness 3, Intimidation 5.

Disciplines. The Beasts share the vampire's Celerity, Potence, Protean, and Fortitude powers, and can use them as a Ghoul does.

Special. Typhonic Beasts take and recover from damage as Ghouls do. The vampire can heal them by making Rouse checks (player's guide page 139). They cannot be mentally dominated or influenced as they are bound to their master. Bites from the Typhonic Beats inflict +2 damage which is Aggravated to mortals.

General Difficulties. 3/2

Level 4

At our Command it Breathes

A relic of ancient times, this gruesome ritual allows for the creation of a Vampiric Gargoyle - a servant bound to the tremere which is usually built to guard a specific location. This ritual's use was officially banned when the Tremere joined the Camarilla, but with the clan's dwindling status and desperation, alongside their many enemies, its use becomes tempting.

Ingredients. Body parts from at least three individuals, at least one of which must be a vampire, a hermetically sealed chamber or vessel to contain a human body (traditionally an animal's womb), and pure water.

Process. The caster places the body parts in the container and seals it shut, before immersing it in the water, and bleeds into the water within it as they incant. If the ritual succeeds the caster's creation begins gestating within the vessel. During this time the caster must be attentive to the vessel, as any crack or trauma to it could cause it to rupture.

System. Sealing the Vessel is done manually with a successful Difficulty 3 Resolve + Medicine Resolve + Crafts test (depending on if the sac is made of biological matter or not. Make the ritual roll once the vessel is ready. A failure on either the preparation or the ritual roll destroys the body and sac as the sac ruptures when the body of the gargoyle begins to form. If the ritual roll is a win, subtract the caster's successes on the ritual roll from 30 – the result is how long it takes for the Gargoyle to form. At the start of the last night the Gargoyle bursts from it's vessel in a shower of gore, ready to serve.

The Gargoyle's creator has a number of points to spend equal to their margin on the preparation roll and the ritual roll on the Gargoyle's statistics: 1 point increases one of the Gargoyle's physical, mental, or social dice pools (up to 5 points can be spent in this way), 2 points grants the Gargoyle one exceptional dice pool (use the highest of its 3 dice pools +2), and three dots can grant it a dot of a discipline (from among those already available to a Gargoyle - see below). While a Gargoyle can be made eerily beautiful in shape, its stoney exterior makes it an immediate masquerade breach and sends most mortals screaming. The Gargoyle obeys the caster's commands, though it seeks to feed itself if hungry. If its creator enters torpor or otherwise becomes uncommunicative, it retreats to its place of creation of the last place it was commanded to guard until its caster returns.

Special. This ritual can be used to Embrace a "Childe" by the sire by adding an additional component - the body of a human. In this case the Gargoyle that emerges from the sack is a fully fledged Vampire that has a Gargoyle's special traits and a stage 6 Blood Bond to their maker. A Gargoyle created in this way is effectively a Caitiff, with access to Fortitude, Potence, and Protean after it is created. The Generation of a Gargoyle created in this way is one higher than their maker's, and their mind and soul is that of the human who's body was used for the ritual. This use of the ritual causes the newly made Childe to rise within an hour of the ritual's completion. The Childe uses the base statistics of a Gifted Mortal, or a Deadly one if the ritual scores a critical success.

Note: This ritual is a reasonable explanation for the creation of a Caitiff PC, if the player so desires. In this case the player must spend 5 dots of advantages for the basic benefits of the Gargoyle – and always uses the agreed upon character creation rules for their statistics. Without explicit consent, a pc can not be the maker of another pc.

Gargoyle

General difficulty. 5/3

Dice Pools (base). Physical 6, Mental 2, Social 2.

Secondary Attributes. Health = physical + 3, Willpower = Mental + 2.

Disciplines (base). 2 dots spent among Protean, Fortitude, Potence, or the disciplines of its master (excluding Blood Sorcery).

Special. All Gargoyles have a pair of large wings that they can use to fly at the speed of a full sprint. Gargoyles hunger and take damage as a vampire, save that they do not take damage from sunlight. Instead, a Gargoyle exposed to sunlight instantly turns into stone until the exposure ends.

In all other factors a Gargoyle is a regular vampire, such as when it comes to Rousing the Blood, Mending and healing damage, Frezries, and Hunger.

Bind The Ephemeral

This ritual allows the vampire to bind a spirit to a host – either an object or a person – regardless of the spirit's willingness. Vampires use this rituals to grant their bound servants a body to affect the world with, or to imbue objects with the power of a spirit.

Ingredients. Salt and Iron sufficient to encircle the designated host of the spirit, the vampires blood.

Process. The Vampire must already have a spirit that is willing or under their control for this ritual to function. The vampire encircles the designated host with a mixture of their blood, salt, and iron, and chants. If the host is a mortal, they must be bound or willing for this ritual to take. Forcing a spirit into a mortal's body is a grave violation, and may incur stains depending on the Chronicle's tenets.

System. Make the ritual roll once the process is finished. If the intended host is a mortal, the Ritual roll is resisted by a Willpower roll from them. The spirit makes no roll, as it must be already willing for this ritual to work.

While possessing a mortal a spirit has full control over their body and actions, and the spirit can use it's powers through the mortal's body. As time goes on, the mortal's body mutates and shifts in a manner that fits the spirit - a gun's spirit might cause the mortal's features to become metallic, while a wolf spirit might cause the mortal to resemble a werewolf from old movies. Roll the spirit's power at the end of each week. Once a number of successes from these rolls equal to twice the host's stamina accrue, the change is complete.

An the spirit within a possessed item can be roused to act by spending a point of willpower and making a willpower roll, causing it to grant bonus dice to rolls involving a particular skill relevant to the spirit and the object for a scene – a healing spirit could make surgeries performed with a scalpel it possess easy, for example. The bonus dice equal the sorcerer's successes on the Ritual roll used to bind the spirit. On a total failure the item is destroyed and the spirit breaks free.

This ritual's effects are permanent, lasting until the vampire cancels them. However, the vampire can only maintain a number of possessions equal to their permanent willpower at a time. To use this ritual again after hitting this limit, the vampire must end one instances of it's effects.

Blood of Ares

This ritual allows the sorcerer to create a concoction that amplifies the imbiber's body.

Sorcerers with knowledge of this ritual are fearsome indeed, as feeble scholars given a few minutes to prepare can become fearsome warriors with a swig of a potion, their limbs bulging with blood fueled Strength.

Ingredients. Blood from a creature the caster considers strong, the caster's own vitae.

Process. The caster mixes the donor's blood with their own as they incant over the mixture over the course of 5 minutes.

System. Make the Ritual roll when mixing the blood. (A critical win prepares two doses worth of potion.) The caster can tell whether the ritual succeeded, so they won't end up with a dud. The resulting red potion retains its potency for a night and activates when imbibed. Any creature can imbibe the potion, which grants the drinker two dice to all Physical Attribute rolls and +2 Health until the end of the scene. A creature can gain the benefits of this potion only once per scene.

Blood used in the mixture retains its blood bonding properties. As such any creature other than the caster who drinks it suffers the usual effects of imbibing their Vitae, and a caster who prepares the potion with the Vitae of another vampire suffers the effect of imbibing the donor's vitae.

Duration. One night.

Duality

This ritual casts the caster into a state of Liminality, allowing them to exist in both the material and spirit realms for a time. The connection cuts both ways, of course, allowing entities within the Umbra to assail the caster.

Ingredients. Mercury, the caster's blood.

Process. The caster mixes the mercury with a Rouse Check's worth of their blood while in incanting, and then dabs their eyes and fingertips with the mixture. This ritual requires only a few minutes to cast.

System. Make the ritual roll. On a win the mixture absorbs into the caster's eyes and hands, and for a number of scenes equal to their successes on the ritual roll the caster can perceive the spirit world, and can physically interact with and be interacted by beings in both the spirit and material world at the same time – which also opens them to attacks from both realms. During this time the caster has a 2 dice penalty on all awareness rolls due to the sensory overlay between both realms.

Though the caster can physically bite spirits to do harm, they are unable to feed upon spirits, unless they are under the effect of the Engling Feast ritual.

Command the Artifice

This ritual allows the caster to assume control of a man made device from afar. To hear some say it, it works by applying the blood bond to the targeted device, or to spirits within it.

Ingredients. The caster's Blood, the device to be controlled.

Process. The caster must have the device they wish to control within their line of sight, which must come into contact with their blood – though even a drop suffices. Once the conditions are met the caster must simply spend a few minutes gazing at the device and chanting. This ritual requires only a minute to cast.

System. Make the ritual roll. On a win the device becomes primed for the caster's control. At any point during the night, the caster can choose to take direct control of the device for the duration of a scene, operating it regardless of distance or line of sight (though depending on the device controlling it without line of sight could be tricky, or dangerous). The caster's ability to physically affect the device is limited, and they can not overtly move the device or harm it (unless the device's nature allows that). For example, the caster could remotely pull the pin from a grenade, but not cause it to hurl itself across a room.

Elemental Ride

This ritual allows the koldun to melt into their element, and emerge from another manifestation of it. A fire-bonded koldun does not check for Röttschreck against any fire they ignite for the purpose of this ritual, but must resist terror frenzy before casting this Ritual to ride the flames in a suddenly-burning Haven, for example.

Prerequisites. *Koldunic Sorcery*

Ingredients. At least enough of the Sorcerer's element to submerge themselves in.

Process: The koldun scratches open their initiatory scar, bleeds into the element, commands it to carry them, and falls or dives into it while they can see or see from a sufficient amount of their element they are to emerge from. Magical perception counts for this purpose.

System. On a win, the Koldun merges into the element at their point of origin, and emerges at their destination. Entering or emerging from fire does not damage a fire bonded Koldun. On a critical win, the Koldun can choose to emerge in a violent burst, dealing aggravated damage equal to their margin on the ritual roll to anyone within close range of their destination. Excepting fire, the elements only do Superficial damage to vampires.

Engling Feast

Sorcerers traversing the Umbra may often find themselves risking starvation in the realms of spirits without access to blood. This ritual grants the sorcerer the ability to feed on the essence of ephemeral spirits, allowing them to subsist for longer durations without blood when compared to their fellow Kindred.

Ingredients. Fangs from a wolf.

Process. The vampire rips out their own fangs with their bare hands or a plier, and places the wolf fangs in their empty gums instead. If the ritual succeeds, the flesh knits itself around the new fangs. This ritual requires only a few minutes to cast.

System. Make the ritual roll. On a win the vampire gains the ability to feed on spirits for a number of nights equal to their successes on the ritual roll. During this time the Vampire's fangs are obvious, which may place the masquerade in jeopardy.

To feed on a spirit, the vampire must be within close proximity to it (within about 3 yards/meters), and rolls Resolve + Blood Sorcery Vs. the spirit's Resolve + Composure. On a win the vampire either slakes one Hunger or heals one superficial willpower damage, and the spirit takes one aggravated damage.

Fulminating Vitae

The vampire draws or drips their Blood into a pint-sized vial or jar, sorcerously energizing it. Sealed into the vial, the vitae simmers and seethes and tries its damndest to free itself. If the container is broken, the Blood explodes outward like shrapnel, cutting into whatever — or whoever — was unlucky enough to be in its splash zone. Left in an unbroken vial for long enough, the liquid of the vitae boils off and leaves a rust-colored residue that cuts like powdered glass.

The nature of Blood is predatory, seeking, and naturally self-destructive. Maybe that's why it can damage Kindred so effectively: any vampires caught in the blast radius of a broken Fulminating Vitae capsule find their wounds far more difficult to close than simple knife or bullet wounds.

Ingredients. The user's Vitae (Two Rouse Checks worth - Including the ritual's cost), a receptacle for the Vitae.

Process. The Vampire slowly seeps their Vitae into the container, before sealing it.

System. If the ritual succeeds, the Vitae in the container begins to sizzle and stir, remaining “primed” until dawn. When the vial is broken — whether that’s by a cleverly timed explosive, a well-aimed throw, or an accident — the Fulminating Vitae explodes outward in a radius of approximately 20 feet. It deals Aggravated damage to any Kindred in its path equal to the margin on a Stamina + Blood Sorcery vs Wits + Athletics test. Mortals take only Superficial damage, in part due to the accelerated healing brought on by the Blood mixing with theirs. Inanimate objects are completely unaffected.

Anyone taking damage from this Power also is affected by the vitae as though they tasted it for purposes of learning Disciplines and the Blood Bond.

Duration. The Vitae remains “primed” until dawn.

Gift of Apis

This ritual allows the vampire to slake their hunger on the Blood of Beasts regardless of their Blood Potency. Though it can not be used as often as the Animal Succulence power (Animalism 3), it can often allow the temperate vampire just enough breathing room to minimize their harm on the living.

Ingredients. A brush made from the fur of a bull, blood from a large Beast slain painlessly, the caster's Vitae, ink.

Process. The caster mixes the ink with a Rouse Check's worth of their blood and the animal blood (which covers the cost of the ritual) as they chant, and paints runes on their flesh. This ritual can only be attempted once per story – subsequent attempts fail automatically.

System. Make the Ritual roll. A win on the ritual roll allows the caster to slake Hunger by feeding on the blood of animals as if they were feeding on Humans. An animal that is roughly the mass of a human or larger can restore up to 5 Hunger for a vampire under this ritual's effects. No amount of animal blood, however, can reduce the caster's final level of hunger. The ritual lasts until the vampire slakes an amount of Hunger equal their successes on the ritual roll, or until the end of the story – whichever comes sooner.

Duration. Until the end of the story or the Ritual's effects fade.

Mirror Walk

You create a portal in a nearby mirror and escape to another previously prepared mirror.

Ingredients. The caster's Vitae, a mirror large enough for the caster's torso to fit through.

Process. The caster smears the mirror with their Vitae, drawing runes into its surface, which absorb into it as the ritual finishes. If the ritual succeeds the caster can use another mirror that can fit their torso in as a portal to escape to the prepared mirror.

System. Do not make the Ritual roll until the vampire attempts to escape to the prepared mirror. A win creates a portal between this mirror and the mirror originally prepared with this ritual. The vampire can see whatever is reflected in the original mirror when they open the portal. This link only lasts for a number of rounds equal to 1 + the margin of success on the Ritual roll. One creature can step through the portal every round, instantly appearing in front of the specially prepared mirror. Creatures without a reflection are unable to step through the mirror. The magic of this ritual is spent once the portal closes or if the ritually prepared mirror is significantly damaged before it is activated.

Scry

Scrying is the practice of remote viewing via a reflective, translucent substance such as water or a mirror. The origins of this ritual are disputed, with assassins of the Banu Haqim claiming to have used it since time immemorial to spy on their marks, while sorcerers of the Tremere claiming that it is a staple of hermetic sorcery. Either way, nowadays its potency remains valued among vampires who have yet to adopt the information gathering technologies of the modern age.

Ingredients. A clear, silver bowl, blood of an owl, pure water.

Process. The caster fills the bowl with purified spring water mixed with a drop of owl's blood. Next, she must concentrate upon her intended target and gaze into the bowl.

System. If the ritual is successful, the caster can see and hear what is happening around the target as though she were personally there. This ritual lasts for a number of hours equal to the successes for the activation roll. The thaumaturge only has to concentrate during this duration to view scenes through the water. If a location is the center of the Scry, this location cannot be changed throughout the duration of the ritual. The caster cannot use Auspex powers, Blood Sorcery, or similar mental Disciplines through the Scry.

If the caster is attempting to scry an item or place, she must be familiar enough with it to have formed a psychic attachment with it. If the caster intends to scry upon a vampire with Obfuscate, their target can attempt to resist this ritual with a Resolve + Obfuscate roll, done against the caster's ritual roll. If the target wins, the ritual fails.

Shadow of the Wolf

Donning a ritually prepared wolf skin, the caster assumes a mighty war form similar to those lupines for the night. Though the cloak can be one made from the skin of a mundane wolf, using the skin of a werewolf confers, while it is worn, some of the natural abilities of the great enemy - and is a surefire way to evoke their ire.

Ingredients. A cloak woven from the skin of a wolf or a werewolf.

Process. The caster anoints the cloak with their blood as they draw runes on it with their own Vitae. Once the ritual is complete the cloak remains enchanted until the end of the night - allowing the caster to don it and gain its benefits.

System. Once the cloak is donned the caster transformed into a wolf-human hybrid form of immense size, standing nearly 10 feet tall. The transformation takes one turn, during which the caster can do nothing but defend, using their normal dice pools. In this form the caster gains 3 dice to all Physical attribute rolls and +3 health until they remove the cloak and end this form. The caster gains claws that deal +3 non-halved superficial damage, and can make bite attacks with no penalty. While in this form the caster makes Fury frenzy tests at +1 difficulty. The caster can doff the cloak by spending a point of willpower, and can don it again at a later point during the night. At dawn the cloak loses its magic until the ritual is performed again, and drops from the caster.

If the cloak is made from the skin of a lupine the caster gains some of their regeneration and vitality while in this war form, gaining the benefits of the Blush of Life and recovering 1 superficial health damage each turn. However, the increase to the difficulty of Frenzy test is +2.

Duration. The cloak remains enchanted until the end of the night.

Shear the Gauntlet

This ritual allows the vampire to weaken and tear at the gauntlet – the separator between the material world and the Umbra, the world of spirits. Spirits entering our world follow their nature and further the influence of the things they represent, and indulge in their odd whims and wants. The caster has no control over the nature of the spirits entering, who can be benign, feral, or destructive in equal measure. For better or worse, the Gauntlet thinning is often beneficial for Lupines, often allowing a vampire to bargain with them... or open themselves up to unexpected visitors.

Ingredients. A Spiderweb, the caster's own Vitae, a sharp object used in a violent act.

Process. The caster places the spiderweb in the ritual's location, slashes their arm with the object and splashes the web with one Rouse Check's worth of their blood, before slashing at the web. If the ritual succeeds the openings in the gauntlet in the area Widen.

System. The player makes the ritual roll when their vampire cuts the spiderweb. For every success on the Ritual roll the Gauntlet Strength (see below) reduces by one level, down to being absent. Importantly, if the Gauntlet Strength is reduced to open, spirits can spill into the physical world for the remainder of the session (or night). Once that period concludes, a Gauntlet Strength of open increases to Riddled and the gateway for spirits closes.

Sun and Moon

The vampire inscribes a Rune upon their body, symbolizing either their great enemy – the sun, or their constant companion – the moon, beseeching the spirits of these celestial bodies for mercy or succor.

Ingredients. The Vampire's vitae, sap, ink. Optionally, the ashes of a living human sacrifice.

Process. Over the course of three nights, the vampire mixes the components of a Rouse Check's worth of their blood (3 rouse checks total, one each night). At the end of the last night the vampire uses the mixture to inscribe the rune on themselves or another subject.

System. Make the ritual roll when the vampire finishes inscribing the rune. On a win, the rune sears itself into the vampire's flesh, dealing one point of aggravated health damage to them, and the vampire gains the rune's benefit so long as it remains of them. The rune lingers for a number of nights equal to the caster's successes on the ritual roll. If the vampire used the ashes of a human they sacrificed as a component (potentially incurring stains, depending on chronicle tenets), the mark is permanent. The ritual's effects depend on the rune inscribed:

- **Sun.** Each scene, the subject can ignore an amount of aggravated damage dealt by fire or sunlight equal to the caster's Blood Sorcery rating. Additional damage taken on the scene beyond that applies normally.
- **Moon.** The inscription of the Moon grants the subject a one die bonus based on the Moon's phase; +1 to Dexterity pools on New Moon, +1 to Strength pools on a Full moon, or +1 to Charisma in any other phase.

The Heart of Darkness

Practiced almost exclusively by vampires within the higher echelons of the Church of Set, this ritual enables a vampire to remove the heart of a subject and store it outside their body. The subject's flesh and bone warp as they reach their hand into the subject's bare chest without the need for incision, after which point, they remove the heart. This ritual is not without risk to the subject, and can only be used by a vampire on themselves or another vampire. The vampire typically places the heart in a ceremonial canopic jar or urn, though

there is no restriction as to where the heart can go. Many cult-minded Kindred take advantage of the fact the organ can retain vitae, and even slake their Hunger from afar, by receiving ritualistic blood donations. For as long as it is removed, the vampire is immune to staking attempts, unless a stake is driven through the removed heart. The vampire's emotions are detached — metaphysically and biologically, if the heart can be said to be the font of emotion — providing them a resilience against their Beast's urges but a remove from compassion and warmth.

Ingredients. A receptacle for the heart.

Process. The caster chants, before reaching their hand towards the target's bare chest.

System. If the ritual roll succeeds, the ritual inflicts two Aggravated Health damage to the target when removing their heart. No powers can be used to mitigate this damage, and reattaching the heart requires two Rouse Checks from the subject. Once removed the subject gains a two-dice bonus to resist frenzy, but suffers a two-die penalty on Remorse rolls.

If the heart is dealt Aggravated Health damage equal to or greater than the subject's Health, they fall into torpor. If an extracted heart is destroyed — only possible with fire or sunlight — the vampire experiences final death. While the heart is removed, the vampire's body cannot be staked unless the heart is located and separately impaled, in which case the vampire falls paralyzed. If blood is fed to the heart, it will slake the vampire's Hunger as normal (even Blood Bonding them if fed Kindred vitae from the vein), and the heart can be fed from in the same way — possibly leading to diablerie.

If the subject's body is destroyed while their heart is removed, they regenerate from their heart after the proper interval for Torpor.

Duration: Permanent (or until the heart is destroyed/returned).

Special:

The Wild Beast

It is said that the originator of the Spiritus path of Blood Sorcery, practiced by the Ahrimanes, was sired by none other than Freya herself — wife of Odin, who's chariot was drawn by a pair of Great cats: Bygul and Trjegul, and this ritual of the Spiritus path draws upon the might of those great beasts. A vampire affected by this ritual becomes like a cat as she grows lithier and stronger. She assumes a half-crouch, the pupils of her eyes become slitted, and she grows vicious claws on her hands. Animals react with fear to the Wild Beast, and mortals see her as a monster — if they see her at all.

Ingredients. Nothing but the caster's blood.

Process. The caster opens a wound and uses one Rouse Check's worth of their blood to draw the signs of a great cat on their face — such as the stripes of a tiger or the dots of a leopard. The caster can make an additional Rouse Check to hasten the casting time of this Ritual, completing it within 2 turns, during which the vampire can do nothing but defend themselves with their regular dice pools.

System. Make a Ritual roll. On a win, the caster's body transforms to assume the aspect of a Great cat for a number of scenes equal to 1 plus the margin of success on the Ritual roll. In this form the vampire gains +3 Strength, +2 Dexterity, +2 Stamina, and -3 Manipulation (to a minimum of 0).

Furthermore, while transformed the caster can see perfectly in the dark as their eyes glow an eerie red, sprouts claws that allow their unarmed strikes to do aggravated damage

(vampires instead suffer superficial damage that is not halved), and the damage of their bite attacks increases by 1.

The transformed caster is almost assuredly a walking masquerade breach, and the ritual can not be ended early. A vampire can perform this ritual only once per night.

Level 5

Black Hand

This ritual, often favored by Blood Sorcerers of the Sabbat, channels the raw forces of Entropy through the vampire's own flesh. According to most thaumaturges it involves the inversion of the vampiric condition's immortal stasis by rapidly aging those affected.

According to others, however, it draws upon a similar source or power to that channeled by practitioners of Oblivion.

Ingredients. Enough Vitae (from any vampire) to coat the caster's arm up to the elbow.

Process. The user submerges their arm in the vitae and resists the urge to frenzy. If the ritual succeeds, the vitae clings to the vampire's flesh – painting the affected arm black.

System. If the user is at Hunger 4 or more, make a Hunger Frenzy test at Difficulty 3 to avoid draining the ingredients. Make the Ritual roll. On a success the Vitae clings to the caster's arm as they remove it, forming a black gauntlet of Blood. At any point during the night the caster can spend a point of willpower to activate the Gauntlet for a scene.

While the Gauntlet is activated the user's touch with the gauntlet channels raw entropy, causing any matter it touches to age by 10 years for each turn of contact, destroying most inanimate matter within seconds to minutes.

To affect a living (or unloving) victim the vampire must touch or grasp them, requiring a Strength or Dexterity + brawl in combat. Success deals two levels of aggravated damage as well as a crippling injury.

If this injury is inflicted to an arm or leg, the target limb is rendered crippled and will in the case of mortals require lengthy rehabilitation, while vampires can mend the damage as regular Aggravated damage. Likewise, Atrophy may render a target mute, deaf or blind. See crippling injuries in *Vampire: the Masquerade* (p. 303) for details on the mechanical effects of crippled limbs.

Storytellers may decide that such mutilation warrants stains. A target grappled by the arm takes one point of aggravated damage per turn until the grapple is broken. If the target is a mortal, they also age by 10 years.

Chill of the Windsaber

This ritual enables the sorcerer to create a sheet of telekinetic force so thin and so accurate that it can decapitate anyone toward whom the vampire points his finger. The effects of this ritual are additionally terrifying because all the viewers see is the head separating from the body. The effects of this ritual are deadly to almost any creature with a head - Vampires included. Even if a true decapitation is not achieved the results of this ritual remain incredibly deadly.

Ingredients. A Shard of Glass.

Process. The vampire grips the Shard hard enough to draw blood, and forces the Rouse Checks worth of blood used to cast the ritual onto it. This ritual only takes a few minutes to complete.

System. The Glass Shard used for the ritual remains enchanted until the next sunrise. At any point in time the caster can snap the glass shard and point at a target they can see, regardless of distance, and roll Dexterity + Blood Sorcery Vs. Wits + Occult. On a win, the caster slashes at the target with a thin sheet of Telekinetic force, dealing aggravated health damage equal to the margin. If the target takes 5 aggravated damage in this way the sheet removes their head, which likely spells doom for them. If the target can survive without its head, its health track is instead filled with aggravated damage.

If the caster's ritual roll scores a critical win, the slash targets every suitable target at the caster's discretion within sight of the main target.

Until the next dawn, the caster can repeat this slash - up to a number of times equal to the margin of success on the ritual roll. Each repetition requires a Rouse Check.

From Marduk's Throat

A remnant from the time before the Tremere curse of the Banu Haqim was broken, this ritual is one of the only ways by which a vampire can strengthen their blood beyond the dreaded crime of Diablerie. This ritual is mostly practiced by the Loyalists of the Blood God Ur-Shulgi, but a few wizened Viziers who fled Alamut.

Ingredients. Rare herbs and minerals. A number of Rouse Checks of Blood equal to four times a generation the caster wishes to emulate, all of which must come from Kindred of that generation or lower. The blood needn't be fresh or retain its potency, but must all have been collected within a Lunar month of the Ritual's start.

Process. The vampire can collect the blood needed for the ritual bit by bit, each time mixing it with the amassed solution and the ingredients and chanting.

System. Make the Ritual roll as the last of the blood is added to the mixture. On a win the result of the alchemical process will evaporate down into a thick sludgy material that the imbiber must consume in a single attempt. The imbiber must be a generation higher than the destination generation.

Once the imbiber drinks the potion they must incorporate the amassed blood into their own. To do so they must win a number of Strength + Resolve rolls equal to 13 - the destination generation. A loss does not end the process, but causes the drinker to suffer a point of aggravated damage.

If the drinker wins on all of the rolls, their generation is reduced by 1, as if they had committed Diablerie on a vampire of the Destin generation.

Telecommunication

The apex of the path of technomancy, this bizarre ritual allows the user to upload their consciousness into the web – allowing them, for a time, to tap into the vast network of information used against the kindred in the rise of the Second Inquisition. Precisely because of that, this ritual is often forbidden in many domains, lest a wayward sorcerer alert the hunters.

Ingredients. A Computer, cellphone, or other device with a connection to the web.

Process. The caster cuts their fingertips and spends the casting time interacting with the object – surfing the web, making calls, etc... as their blood stains it.

System. Make the Ritual roll. On a win the caster projects their consciousness through electromagnetic signals, be they cellphone, bluetooth or wifi starting at the device they touched to channel the power. A single success allows the caster to project their consciousness for a single scene to devices within 25 miles of their entry point for a single

scene. Each point of margin allows the caster to remain projected for an additional scene, or extend the range or their projection as follows:

- 2 successes: 250 miles.
- 3 successes: 1000 miles.
- 4 successes: 5000 miles.
- 5 successes: anywhere.

The caster's body falls into a torpor-like trance while their consciousness is uploaded, completely unaware of their surroundings aside for aggravated damage, which break the trance.

Telecommuting can be ended by the caster at any time safely so long as they are able to travel through the network back to their body. While uploaded the user can get information from any website or server that is connected to the internet, directly or indirectly (with the necessary hacking rolls if needed). If the user uploads their consciousness through a terminal of a closed network, they can only interact pilfer information and travel through that network.

A loss of connection, either through the destruction of a part of the network or simply a loss of cell signal, hurls her consciousness back to her body and inflicts 1 aggravated willpower damage and 6 non halved superficial health damage. This damage cannot be reduced with fortitude. On a critical win the caster does not take any damage from a loss of connection. A character traveling through the Internet by means of this power can use Blood Sorcery rituals that interact with technology, requiring only a few seconds to cast, as well as Auspex, Presence, and Dominate, but can otherwise not use their disciplines.

Protected networks require an additional intelligence+Technology roll to hack into or brute force past, Travelling into a device that is inside a warded haven requires a resolve + Blood Sorcery roll difficulty equal to the level of warding+1. Failing this roll causes the caster to be flung back into their body as if they had lost connection. Wards against spirits and Warding circles against spirits work against the casters digital form as normal, causing wounds to suddenly form on their physical body once triggered.

Sanguine Vortex

Prerequisite: Theft of Vitae

This power allows the caster to briefly call upon the might of sleeping ancients and their command of the Blood, calling all nearby blood to them. Mortals and kindred alike find their blood vessels rupturing when near the vampire, as blood rushes into the vampire's waiting maw and veins. Mortals who fail to escape the deadly siphon are reduced to mere husks in moments.

Ingredients: A ceremonial knife, the caster's Vitae (at least two Rouse Check's worth).

Process: The caster stands in a runic circle drawn with their Vitae and carves runes on their bare skin with the knife as they chant, dealing 2 points of superficial damage (that is not halved). Once the process finishes, the caster can unleash the ritual's power by inhaling at any point during the night.

System: Once the caster inhales, all blood in a 50 meter radius around them begins struggling against its vessels and escaping towards the caster - entering their maw or veins as it swirls around them in a Vortex. Mortals in the vortex take one point of aggravated damage per turn (werewolves and similarly hardy creatures take superficial damage). The Vitae of vampires is more resistant to being pulled, but by spending a Point of Willpower the caster can affect kindred in the vortex for a turn, causing a point of superficial damage and

forcing them to make a Rouse Check. Consuming a Vampire's Blood in this way carries the usual effects. While the vortex is active the caster automatically succeeds on all Rouse checks.

At the start of each turn after the first, the caster must repeat the ritual roll to maintain the Vortex. On a failure the caster takes a point of Aggravated willpower damage and the Vortex ends. The caster can also cause this effect to end at the start of a turn with no penalty.

A critical win on the Ritual Roll doubles the damage caused by the Vortex. Use of this Ritual a second time within the same story inflicts a point of Aggravated Willpower damage on the caster and causes the Ritual to fail.

Shadow Gate

The apex of a sorcerer's ability to interact with the world of spirits, this ritual casts the caster to fully enter the world of spirits for a time at a great risk.

Ingredients. A Mirror, the caster's blood.

Process. The caster smears the mirror with their blood, drawing glyphs into its surface, before shattering the mirror. The caster must be on the material realm to perform this ritual. If the caster only attempts to transfer themselves into the Umbra, this ritual can be completed in 5 minutes.

System. The user makes three Rouse Checks (sufficient to expend the required vitae) and expends a Willpower point to prepare for the crossing, and then proceed to shatter the mirror. They then make their Ritual roll. Instead of 6, the difficulty of the Ritual roll depends on the Gauntlet Strength in the area: 2 if it is open, 3 for weak, 4 for Strong, and 6 for Impenetrable.

On a win the mirror's shards fly out and cut the vampire and a number of companions equal to the number of successes rolled. Anyone cut by the shards, and any objects on their person, are transported across the Gauntlet.

The Umbra follows several rules that do not exist in the material world:

- Spirits in the Umbra can physically interact with the travelers who can do so in kind. This includes being able to attack one another.
- Unless they are affected by the Duality Ritual, vampires in the Umbra cannot interact with the material world. They can see snatches of motion through the Gauntlet, and a Discipline such as Auspex may enable them to spy from beyond the veil, but for the most part, anything viewed has a Difficulty 4 or more to perceive.
- They vampire can end this Ritual, which takes the expenditure of a Willpower point and another Rouse Check in a place where the Gauntlet isn't impenetrable. Doing so transfers themselves and anyone who came with them.
- Vampires can use their Disciplines in the Shadowlands just as they can in the material world.
- If a vampire is compelled to feed in the Shadowlands, they cannot obtain sustenance from spirits without the aid of the Engling Feast Ritual, but can feed from mortals or other vampires with them.
- At the end of each scene a vampire spends within the Umbra, they must spend a point of Willpower or take a point of Aggravated health damage. Vampires who lose all health in this way dissipate into the Umbra.
- Without the use of appropriate Blood Sorcery rituals the vampire is unable to bring with them Spirits across the Gauntlet.

Silence the Beast

A ritual thought to originate from a now lost sect of humanity cleaving cainites from ancient Egypt, this potent ritual allows the vampire to briefly assume a true mortal likeness. Through this ritual a vampire can, for one day gain a taste of true humanity – walking in the sun, eating, and enjoying intercourse without the Blush of Life. Come the end of this grace period, the Beast returns with a vengeance.

Ingredients. A human touchstone present, from which the vampire drinks enough blood to slake one Hunger.

Process. The vampire spends the Ritual's casting time in silent contemplation with their touchstone – reminiscing or focusing on the ties to humanity they gain through them. At the end of the ritual the vampire drinks some of their touchstone's blood (enough to slake one Hunger for a vampire with Blood Potency 1), and makes a Resolve + Insight test against a difficulty of 3, to which the penalty to interaction with humans applies. If the test fails, the ritual fails regardless of the ritual roll. This ritual can be attempted only once per story.

System. If the ritual succeeds, the vampire gains the benefits of Humanity 10 until sunset (although they still gain Stains and roll Remorse at their current Humanity rating). During this time the vampire does not replace dice in a pool with Hunger dice, and can walk in the sun without taking any damage or risking a Fear Frenzy due to the sun (fire still triggers a Frenzy test, as usual).

Come the end of this grace period, however, the Beast takes its due. The next time after performing this ritual the vampire awakens with 5 Hunger (unless they would have fallen into Torpor), and enters a Hunger Frenzy.

Master the Storm

Through this ritual, the vampire briefly takes control over local weather. The mightiest of blood sorcerers can perform the impossible with this Ritual, making it snow in the middle of Summer or conjure clouds to drench a desert. This power is not typically a breach of the Masquerade, but as the caster achieves more impossible feats, it doesn't take a meteorologist to realize something is off.

Ingredients. Earth, Burnt wood, and water which have been taken from the area the Vampire wishes to affect.

Process. The Vampire mixes the ingredients with two Rouse Checks worth of their blood, and draws a runic circle from the mixture.

System. A successful test alters the weather patterns within three kilometers of the ritual site for one scene or about an hour. The difficulty of this ritual depends upon how great the shift in weather patterns is and how rapidly the change needs to occur. Minor changes to weather patterns (increasing or decreasing the temperature by a few degrees, making light clouds clear themselves or produce a light rain) might be Difficulty 2, whereas larger changes (turning those same clouds into a storm or dense fog) are Difficulty 4. Major changes (creating raging storms on an otherwise calm summer day) are Difficulty 6. Drastic changes are a definite masquerade breach - and likely to incur the wrath of many. Changes occur after a few hours or so but increasing the Difficulty by 1 makes the changes happen within the hour, while increasing it by 2 can cause the effects to take effect nearly instantly. Each additional point of the Margin can increase the radius of the effect by about three kilometers or increase the duration by about an hour. By spending a point of willpower, the vampire can create truly impossible changes - such as making snow in the desert. The difficulty for such changes is 6.

Duration. Weather remains altered for a number of hours equal to the margin on the ritual roll.

The Spirit Beast

The vampire beckons an animal spirit indigenous to their area, and merges with it in body and mind, becoming one with it.

Ingredients. An object or person representative of the ties the vampire feels towards their humanity. A gift for the

Process. The vampire must be in close proximity to an animal spirit, typically one summoned with Summon Spirit Beast. The vampire presents a tribute to the Spirit – usually in the form of the animal's favored prey, or proof that the vampire destroyed an encroachment or defilement of nature. The vampire then destroys the object representing a tie to their Humanity, gaining at least one stain in doing so, as they loosen their grip on humanity in favor of one as a spirit.

System. Make the Ritual test. On a win the vampire makes a Rouse Check and spends a point of willpower as the spirit accepts the vampire's proposal and merges with them.

While merged the vampire also gains -2 Intelligence and -1 Wits, and can only use Animalism, Blood Sorcery, as well as the physical disciplines. The vampire retains their original skills and attributes, but can use the Spirit's dice pools for a test if they'd be better. The vampire also gains access to any of the Spirit's abilities, and gains a folkloric bane or folkloric block related to the spirit of the storyteller's choosing. Lastly, the vampire can be affected by any effect that targets spirits.

While merged with the spirit the vampire takes no damage from Sunlight and does not make Fear Frenzy checks due to the sun. By spending a point of willpower, a vampire in Spirit Beast form can enter the realm of spirits – known as the umbra – vanishing from sight, or return from the Umbra to the material world (See Shadow Gate for rules regarding the Umbra).

The vampire can spend a point of willpower to assume the form of the animal represented by the spirit, or back into their original form. In this form the vampire gains the form's senses, natural attacks, and other special traits, as well as the spirit's natural limits of manipulation (most animals can carry one thing in their mouth). If the beast has a bite attack, its damage is aggravated when used by the vampire, and hitting with it lodges the vampire's fangs in the target - allowing them to feed. Regardless of their form the vampire can still speak.

The vampire's new spirit half can choose to assert its influence on occasion. If the vampire resists, they make a Resolve + Composure roll vs. the spirit's Resolve + Composure. If successful, they reject the spirit's influence. If failed, the spirit steers the vampire until the end of the scene, though it can't make the vampire do anything self destructive.

The duration of this Ritual is indefinite, though the vampire must make a Rouse Check and spend a Willpower point to change back; a vampire who cannot pay this cost and has no means of re-acquiring either might find herself stuck.

Weaken the Blood of the Ancients

The Blood Sorcerer cocots a potent poison out of their blood, made not to maim or kill, but to weaken and thin the Blood of elders – whittling it down and potentially even turning the victim into a Thin Blood, at least temporarily. Though more often than not used as a curse, some sorcerers use this ritual to briefly circumvent the limitations on their feedings.

Ingredients. A lock of hair from a newborn, and a lock of hair from the target.

Process. Before proceeding with the ritual the victim must be exposed the caster's Blood, either by drinking it or having it touch an open wound or even their bare skin: a single drop smeared across the arm is enough. After an hour but before a week has passed the caster can perform the ritual by entwining the locks of hair and splashing both with their Blood. A single instant of exposure enables one casting of this ritual. For obvious reasons, the caster can always target themselves with this ritual.

System. Make a Resolve + Blood Sorcery Vs. Stamina + Resolve roll. Every point of margin on a win reduces the victim's Blood Potency by 1, and reduces their generation to allow for their new Blood Potency if this reduction brings the target's Blood Potency below the minimum for their generation. Multiple applications of this ritual do not stack – the reduction in effect is always the most potent one.

After a number of nights equal to the caster's successes on the ritual roll, the target's Blood Potency begins returning to its original value on a one dot per night basis, until their Blood Potency returns to its original value. The target's Generation also increases accordingly, until it returns to its original value.

A target reduced to Blood Potency 0 through this effect effectively becomes a Thin Blood of the 14th generation while their Blood Potency remains zero – with all the benefits and drawbacks, with the exception that they retain access to their disciplines and can use them (though they can not increase their ratings in them while they remain Thin Bloods). Target reduced to Thin Bloods in this way have the Bestial Temper, Clan Bane (their original bane), and Heliophobia Thin Blood Flaws, and have the Catenating Blood and Vampiric Resilience Thin Blood Merits, as well as one additional Thin Blood Merit of their choice, other than: Anarch Comrade, Camarilla Contact, or Thin-blood Alchemist. Due to the ritual's transitory duration, the victim can not use their time as a Thin Blood to learn Thin-blood Alchemy. If such a temporary Thin-blood commits Diablerie, they gain and retain the usual benefits, and upon returning to their original generation may have their generation reduced if the victim of their Diablerie had a lower generation than their original.

Zeus's Fury

An Evolution of Thor's Hammer, this ritual allows the caster to call down a directed lightning storm of great power - setting the Fury of the heavens down upon their foes.

Ingredients. A Rod of Copper.

Process. The vampire chants under an open sky, bleeds down the rod, and draws a circle of blood around themselves. At the ritual's culmination, the Vampire commands Lightning to strike down a target they can perceive. Magical perception counts towards this.

System. If there already is an active storm, the caster gains a 1-die bonus to the ritual roll. The target takes one point of Aggravated health damage per success. Until the end of the scene and so long as they remain within the drawn circle, each turn the vampire can command another lightning to strike a target they can perceive. For these strikes the vampire tests Intelligence + Blood Sorcery Vs. Dexterity + Occult, and on a win deals aggravated damage equal to the margin. Vampires take superficial damage that is not halved by lightning conjured in this way. If the ritual roll scores a critical win, the lightning called down by these strikes is aggravated for vampires as well.

Duration. One scene.

Vitrific Gaol

One of the most terrifying sorceries a Blood Sorcerer can learn in the modern nights, this Ritual allows the caster to entrap others within a mirror, potentially indefinitely.

Components. The Ashes of a recently slain vampire, the caster's blood, a mirror large enough to fully contain the reflection of an adult.

Process. The caster mixes the ashes with two Rouse Check's worth of their blood before smearing the mixture along the surface of the mirror. If the ritual succeeds the mixture soaks into the mirror's surface, which briefly undulates before resetting.

Thereafter, anyone foolish or unfortunate enough to touch the mirror or fall into it is immediately transported into a pocket dimension beyond the mirror for as long as the caster sees fit or the mirror breaks.

System. Following the Ritual's Process, the caster's player makes their Ritual roll, and on a success the mirror becomes a gateway. The mirror draws objects, air, and people toward it and, if they fail a Dexterity + Athletics roll (Difficulty 4), sucks them into a pocket itself. While trapped, victims are trapped in a grey, featureless void which they can traverse endlessly, but which always allows them to see beyond into the world from the mirror they were trapped in – and for others to see them through it as well. Only the sorcerer conjured this prison can free those within by pouring their Vitae on the mirror, reaching in, and snatching the target from within. Those within the mirror are held in temporal status: they do not age, grow old or hungrier, and any illness they have does not progress.

Breaking the mirror frees those within.

Plot Device

False spell of Life

This ritual is one Methuselah's attempt to replicate the impossible: the creation of true immortality, the ascension beyond vampirism and its binds. Though complicated to arrange, the principle is simple - by siphoning thousands of devoted souls the caster cheats the scales of death, allowing for true immortality to exist in balance with the cosmos.

This ritual is a sham - born from the mad obsession of a broken mind. Though it has not been attempted in the past, one should dread what comes on the other side of this dark act.

Ingredients. 1000+ willing mortals, chanting in unison and marked by a unique mark; a recipient for the ritual, a ritual dagger, and the caster's Vitae. The chanting mortals must not be magically compelled to be willing, and needn't have agreed to the specifics of the ritual - agreeing to "help another ascend" or a similarly vague form of agreement suffices.

Process. The caster must cause the mortals to all chant in unison as they surround themselves or the target, requiring a Charisma + Leadership test (difficulty 7). Once the caster is ready, they plunge the dagger into the target's heart. If the caster is enacting the ritual on another creature, they must immediately feed the target their Vitae (one Rouse Check's worth), embracing them.

System. If the caster fails the preparation or ritual roll nothing happens - the target is embraced or they suffer the damage of the dagger striking their heart.

If the ritual succeeds, however, the souls of the chanting mortals begin tearing out of their bodies, causing one aggravated damage per turn. At this point, chanting is no longer necessary. Once the last mortal perishes the ritual is complete, and the results are spectacular:

- The target's generation becomes 4th, but their bane severity becomes 0 regardless of their blood potency. As such the target's clan bane no longer affects them, and they take no more damage from sunlight.
- The target can not embrace vampires, and attempts to Diablerize them automatically fail.
- The target no longer suffers risks hunger or terror Frenzy.
- The target automatically succeeds on all Rouse checks.
- Each sunset, the ritual's beneficiary must roll their humanity (difficulty 5) as the souls now trapped within them struggle for escape. On a win, the beneficiary manages to hold the souls down. On a failure the target takes an amount of aggravated damage equal to the margin of failure. If this damage reduces the target's health to 0 or the target achieves a total failure, the target is destroyed as their body is torn asunder.

Loresheets

Descendant of Kemintiri

(Bloodline, Ministry characters only).

Few names evoke as much fear and loathing among Camarilla Elders as Kemintiri's. The blood god has been at the top of the Camarilla's red list for centuries - and some say that she's the reason the red list was started from the get go.

Even before her infamy within the Camarilla, Kemintiri was an apostate and enemy to the followers of Set. Some claim she is a rebellious childer of the cult's god, embraced out of spite. Whatever its origin, this enmity dates back to Kemintiri's earliest nights and endures to this day.

As one of the few Blood Gods known to be active since long before the Gehenna war started, Kemintiri has left behind a trail of deception and destruction that stretches across centuries, chasing a goal known only to her - if she remembers it still. In pursuit of her goal she has mastered Sorcery both new and ancient, and perfected the art of shedding identities like a snake sheds its skin.

Over the centuries Kemintiri spread her childer far and wide among the sects, though many do not even know their true lineage, and believe they are descended from one of the many personas she's assumed throughout the years.

As Kemintiri's progeny you share in her talent for Blood Sorcery and disguises both mundane and mystical. Unwelcome within the church of Set, the Ministry's joining of the Anarchs and your forebears enmity with the church's elders make the sect a natural home for you, where both your talents for intrigue and blood sorcery, and your status as an affront to the Ivory Tower have value.

1. **Student of the Serpent.** You gain one of the following specialties: a Disguise Specialty for Stealth, a Seduction specialty for Subterfuge, a rituals specialty for Occult, or a Fangs specialty for Brawl. These do not count towards the standard limits for specialties, and you benefit from this specialty even if you have no dots in the skill. You also gain the Mythic Merit (00): Nuit Mode (player's guide 119), regardless of your Blood Potency. If your Blood Potency would prevent you from gaining the benefits of this merit, you can spend a point of willpower when you rest for the day to keep any new changes you have, which can be reverted later – as described in the merit.

However, as your Lineage Shines through you gain the suspect flaw tied to the followers of Set.

2. **Winding Serpent.** Kemintiri was a prodigious blood sorceress and necromancer - able to command the forces of nature as well as blood, and her talent shines through you. You learn Blood Sorcery at the in-clan rate and do not need to drink the Blood of another Kindred to learn it, and can gain dots in Blood Sorcery from your predator type if you chose this lore at Character creation. You can learn Blood Sorcery rituals without a teacher as your ancestor's knowledge echoes through your veins (and with half the training time if you have one anyway), and can learn Oblivion Ceremonies as Blood Sorcery rituals – ignoring their power prerequisite.

However, the depth of your connection to Kemintiri ingrains her propensity for disguises into your blood, granting you the Feeding Flaw (00): Resonance Mimic. Failing a Ritual test affects you as if you had killed a mortal through feeding for the purpose of this flaw. Usually this functions as if you have slain and killed your previous victim, but the storyteller can choose completely different memories and personality for the flaw at their discretion.

3. **Great Pretender.** Kemintiri was a true Chameleon, assuming the identities of other Kindred without detection. You gain the Mockingbird Merit despite not being a Caitiff, and when you use it you mimic the donor clan bane at full severity. If you assume the Identity of another vampire (such as with the 5th dot of this Loresheet or powers such as Imposter's guide: Obfuscate 5), you can choose one power the identity you assume would have, gaining it as though it was gained with Mockingbird, and mimicking the Identity's bane. You retain powers and bane acquired in this way until you cease assuming the identity.
4. **Serpent Queen.** Choose one of the following benefits. You can purchase this dot again at a later time, gaining the other benefit.
 - **Ascension of the Serpent Queen.** Kemintiri spent her unlife seeking to complete a spell of true, vital immortality, instead of the shame that is undeath. Though she hasn't completed her search (yet), she carries with her an incomplete version of the spell, and that magic carries on with her blood.
Regardless of your Humanity rating you can eat food and engage in intercourse, and enjoy the experiences, without Rousing the Blood. You can even reproduce with a viable partner at the Storyteller's discretion.
You can make three Rouse Checks and spend a point of willpower to give yourself all of the benefits of Humanity 10 until the next time you awaken. When you awaken you can make an additional Rouse check or spend a point of willpower to extend this effect until the next time you awake, and can continue doing so. You still gain Stains and roll Remorse at your current Humanity rating.
Any vampire who drinks one Rouse check worth of blood directly from you gains the benefits of Humanity 10 for one night, but cannot do so again for a month afterwards. Mortals and some Thin-bloods who drink your blood are also cured of their infertility as long as they regularly sup from your veins. This property of your blood is treated as a Dark Secret (00). If your blood's ability to bestow this gift is discovered, this flaw is replaced with the Enemies (00) flaw, representing Kindred desiring your invigorating vitae.
 - **Boon of Horus.** It is said that in her mortal years Kemintiri acted as a prophet to Osiris, and was warded by Horus himself from the influences of the blood - allowing her to resist even the blood bond of an Antediluvian. You gain the Unbondable Merit

(00000), and feeding a Rouse Check's worth of your blood to a thrall breaks their blood bond. However, you become unable to form Blood bonds by yourself. Your Blood's ability to break bonds counts as a Dark Secret (0). If this secret is discovered, your Dark Secret is exchanged for another flaw of the Storyteller's Choosing, such as an Adversary, Despised, or Enemies – representing vampires desiring your Blood for its bondless sustenance, seeking those properties out, or seeking your destruction due to it.

5. **Shed the soul.** It is said that Kemintiri has survived for millenia by assuming a myriad of alter egos - shedding identities like a snake sheds its skin.

Once per story you can work for 3 uninterrupted hours to construct an alternate identity for yourself. You choose the Identity's looks, voice and mannerisms, as well as its seeming Humanity and any special features of its Aura or mind.

To mimic the identity of a person you must make a Manipulation + Blood Potency test (difficulty 4). On a win the mimicry is successful, while a failure means the disguise fails to convince anyone close with the target. Either way, you can not "customize" a mimicked Identity, i.e you can not mimic the Prince and give the identity a higher Humanity rating than the prince's.

Once established, you can spend a point of willpower at any time to slip into the created identity until the next sunset or until you choose to leave it. Since assuming an Identity requires a clear mind, you can not don or doff an Identity if you have any stains.

While assuming a created identity, your looks and voice appear to match it, and you can mimic its mannerisms without fail. You gain the benefits of the Identity's Humanity and make remorse tests as if you had its Humanity rating and touchstones (though your actual Humanity and touchstones do not change). If stains would prevent you from leaving an identity, you remain stuck in it until those stains are cleared at the end of the session.

If a power would read your Mind or Perceive your Aura while you are in this identity, the difficulty to use it on you increases by 2 (or you gain 3 extra dice to resist it), and on a failure the power's user believes their power succeeds, but sees the Identity's aura. This disguise follows the rules for those created by Obfuscate, and is modified by features that modify Obfuscate powers (such as *Ghost in The Machine*). Creating a new alternate identity destroys the previous one. If you have Obfuscate 5, you can use this ability whenever you want by making a Rouse check and taking the time to prepare the identity.

Descendant of Marconius

(Bloodline, Lasombra characters only).

Marconius was already old when he and his coterie experimented with fell Oblivion ceremonies and mixed their blood with that of the fey. He disappeared for a time, and reappeared around Strasbourg in the late Middle Ages. Impeccably polite and erudite, Marconius and his brood became powerful members of the city, vying with the Ventrue for influence in the region. During the Age of Steam, many of his brood nominally accepted membership in the Sabbat while others remained loners and autarkis. From the Second Sabbat Civil War through the Sect Wars of the 1990s, Sabbat purges of moderates and "the undevout" within their ranks, as well as the expansion of Kindred metropolitan domains to include smaller cities in their orbit, led many of Marconius' brood to leverage their ancestor's name to abandon the Black Hand quietly. Whether prescient or just pragmatic, many of Marconius' childer rejected the Sabbat before the cost to leave skyrocketed.

Marconius' brood has a reputation for politeness and suffers from common superstitions. Few cities have more than one weirdling, as they tend to eschew the company of their clanmates and shoo their childer away after a decade or two.

When you gain the first dot in this Loresheet you gain the Folkloric Bane: Cold Iron flaw.

At the Storyteller's discretion you can purchase dots in this Loresheet even without being of clan Lasombra, representing the existence of or exposure to the blood of fey. In that case, this Loresheet does not count as a bloodline Loresheet for you.

Furthermore, upon gaining the first dot in this Loresheet you can exchange one of your clan disciplines for Auspex.

1. **Fictional Accounts.** You carve fact from fiction on a somatic and instinctual level.

Whenever you're in conversation with someone who knows they're consciously lying, you suffer a point of Superficial Willpower Damage. This can manifest in a number of very uncomfortable ways, such as a ringing in the ears, an ice-pick headache, or your hands cramping. You can choose to disable this effect at any time, preventing the ability to detect lies, but also the resulting damage.

2. **Off-seeming (choose one or more).** The Kiasyd are prone to odd mutations and manifestations of their fey nature, changing them in mind and body. You can purchase this merit multiple times, choosing a different option each time:

- **Baobhan Sith.** Your hair is raven black with a subtle iridescence and feathery pinions have grown from your scalp, you can extend black talon-like claws that count as +1 Brawl weapons. When dug into flesh they can be used to feed, conferring the effects of your bite.
- **Darkling.** Your eyes are pitch black and off putting. You can learn Ceremonies without needing the prerequisite power; however, each time you learn a Ceremony without the prerequisite, take an additional Folkloric Bane or Block Flaw. If you later master the prerequisite Power, you may remove that Flaw. You must still possess the correct level of Oblivion to master Ceremonies. Furthermore, You can master any ward or warding circle Blood Sorcery Ritual as though it were an Oblivion Ceremony with no power prerequisite. Your Wards deal Aggravated Willpower damage, rather than Health damage, and those affected by them lose all sense of direction and location until they wander away from the ward.
- **Shtriga.** You can learn Blood Sorcery at in-clan costs, and do not require a teacher to learn Blood Sorcery powers and rituals. You gain the Folkloric Bane and Folkloric Block flaws, both tied to Holy Symbols.

3. **Fey Beauty.** You appear tall and lithe, with an odd, fey-like feature that makes you stand out in a crowd. You gain the Stunning Merit but suffer a two-dice penalty whenever attempting to disguise yourself, even supernaturally.

4. **Fey Rhymes (choose one or more).** You have a particular knack for the fey's way with words. Choose one of the benefits below. You can take this merit again, choosing the other option:

- **Riddle Phantastique.** Your mind works in twists and turns, spirals and knots. Once per session you can make a Rouse Check to tell a captivating riddle or conundrum and roll your Intelligence + Manipulation; Difficulty equal to any listener's Willpower. A Win forces those who heard the riddle to contemplate it for the rest of the Scene. Non-mortals can end the effect early by spending Willpower equal to the margin of Successes on your roll.

- **Song of the Nightingale.** Dominate ordinarily cannot be used to force someone to tell the truth, but the Blood of the fey helps you steal secrets. Once per session, you can use Mesmerize to demand a target reveal a secret; however, without a cleverly worded order, the secret may be unpredictable. Revealing damning information counts as harm, so getting specific secrets may still be impossible. Should your attempt to compel a secret fail, you visibly shed one large, bloody tear for each point of the margin of failure (or seven tears if the Power otherwise fails). These tears cause a Rouse Check if shedding four or more, and risk provoking Hunger Frenzy in other Kindred or uncomfortable questions among mortals.
- 5. **The Grandest Trick.** The elders of your Bloodline were said to mold the nature of their seeming by weaving a glamour so grand it could fool reality. Even using it to forget their nature as a Kindred. Once per Session, for a single scene, you can become a Thin-blood, reducing your Blood Potency to zero, losing all but one dot in a single Discipline, and gaining the Lifelike and Day Drinker Thin-blood Merits. Furthermore, you can learn Thin-blood Alchemy, and it's learned as an in-Clan Discipline for the purpose of gaining and advancing it, though you can only learn the Calcinatio distillation.

Abomination

Kindred and Lupines don't tend to mix well. Many stories exist involving both, and though some of them revolve around alliances and agreements, most involve bloodshed and a wave of final deaths.

Some of the most dreaded stories, however, tell of horrific creatures that arise when the Vitae intermixes with Lupine rage – dreaded by both Lupines and kindred. Though many names exist throughout their history, including Vyrkolaks or “Luna’s Demons”, and other names in the language of Lupines, one name remains consistent across both Kindred and Lupines – Abominations. These creatures mix a vampire’s hunger and a Lupine’s Rage, but retain nary a sliver of a lupine’s spiritual nature after the transition to undeath. As such Abominations are, for the most part, vampires first and foremost.

Among these stories, the most infamous revolve around sires performing the embrace upon a Lupine in foolish acts of hubris. Until recently, such attempts would often fail as the spiritual nature of lupines would reject the taint of undeath. However, as the world withers in the decades since the turn of the millennium, survival of these cases seems more frequent.

Those who do survive are a miserable lot - cut off from the primal life that once flowed within them and thrust into undeath: an act of sacrilege to even the most depraved among them. Many such Abominations seek to end their life, court foul spiritual patrons, or simply descend into the beast and are hunted down.

Others tell of vampires performing dreaded rites with the skin and blood of Lupines, draining the wolf from their marks and stealing the moon from them.

The most stable Abominations are those who arise from less... dramatic circumstances. These occur when a sire embraces a mortal with blood relations to a Lupine, a lupine whose nature has yet to manifest, or one plucked from the first days of its new existence. Never truly aware of what they were meant to be and what they lost in undeath, these vampires are spared the sheer anguish of Lupines embraced after truly living as werewolves. Many simply pass for kindred laboring under some odd mutation of the curse, if at all, as their nature remains latent until it awakens later on.

Still, the blood of all Abominations simmers with anger, as their Beast and lupine nature twist together, giving them little calm. Some Abominations ache for running with a pack and fighting for a higher purpose, as thoughts of the world's decay stoke their anger to a fever pitch.

When you select the first dot in this Loreshet you gain the Unique Psychological flaw: Dead Wolf (00).

Add the Insurmountable Despair Compulsion (below) to the list of compulsions you can gain. Additionally, roll your Humanity at the start of each story (difficulty equal to your number of merits from this sheet). On a failure you gain the Insurmountable Despair Compulsion at an appropriate scene in the story of the Storyteller's choosing.

6. Rage Forever. Though the embrace quells most of a Lupine's spiritual half, it does little to quell their legendary Rage.

Once per story when you opt to Ride the wave on a Fear Frenzy, you can change it to a Fury Frenzy focused on a target of your choice. In addition, drinking the blood of a werewolf does not increase the difficulty of resisting Frenzies for you.

When two or more of your hunger dice roll up a 1 or a 2, your Rage Flares. If the roll is made to assert dominance, cause harm, or sate hunger, you set two of the triggering dice to a 10 – turning the roll into a messy critical if it succeeds. Otherwise the roll fails regardless of the other dice, and the roll becomes a Bestial Failure. You can spend a point of willpower to avoid this effect for a roll.

7. Lone Wolf (choose 1). Choose one of the following benefits. Regardless of your choice you gain Silver as a Folkloric Bane:

- **Lupine Exile.** You have participated in Lupine society as Kin or as an actual warrior in their hidden war, or studied the creatures extensively. You know at least a bit about their lore and culture. You have a 1-die bonus on rolls made to interact with Lupines or recall information about them. You also gain an additional Conviction, which cannot be lost and is not tied to a Touchstone. This conviction must be related to Honor, Wisdom or the Pursuit of personal Glory. Once per session when you act in accordance with this conviction you recover a point of willpower damage of any kind. However you gain a stain whenever you violate this conviction. Witnessing another person violate this conviction might also cause Stains, at the storyteller's discretion.
- **Lunar Remnant.** You retain a spark of the Vitality Lupines are known for, which awakens when you enliven your flesh. While you are affected by the Blush of Life, on any turn in which you do not Rouse the Blood to Mend damage you Mend one superficial damage at no cost. Furthermore, a number of times per night equal to your Blood Potency you can make two Rouse Checks and spend a point of willpower to mend one point of aggravated damage as well as one Crippling Injury or similar impairment. Mending aggravated damage in this way requires you to have the Blush of Life active, and does not count against the nightly limit on mending aggravated damage.
- **Eater of Souls.** There's a dreadful hunger emanating from the gaping hole in your soul where a Lupine's spirit should have been. It calls out for rot like puss in a wound, and for spirits the likes of which should have filled it. You do not suffer automatic Humanity loss when Diablerizing a Vampire with a lower Humanity than yours, and add the difference between your Humanity scores to any roll made to Diablerize them. Furthermore, fully draining a Lupine has the effects of Diablerie for you (with no automatic Humanity loss). Treat Resolve as their Humanity and Blood Potency for this

purpose. XP gained from diablerising Lupines can be spent on Choleric and Animal Blood related disciplines, Disciplines related to their current resonance, and Gifts (if you have the *Tainted Legacy* lore). Experience you gain from Diablerie can be saved for later use. However, due to your incomplete nature any XP you gain in this way is reduced by 10 (to a minimum of 5). Furthermore, once woken this hunger is insatiable. Only fully draining a vampire or Lupine (potentially committing Diablerie) can reduce your Hunger to 0.

- 8. Tainted Legacy.** Though harmed by your Embrace, you retain some a Lupine's ability to call upon the aid and powers of spirits, which manifest as gifts. A gift replicates a discipline power of a discipline other than Blood Sorcery, Dominate, or Thin Blood Alchemy. Failing a Rouse check when using a gift causes you to take a point of superficial willpower damage rather than increasing your Hunger. Gifts do not count as their respective powers for the purpose of meeting the prerequisites of discipline powers or other features. A Gift otherwise functions identically to the power it mimics. The number of merits you have from this Loreshheet determines the maximum level of a power you can replicate as a gift, and is used instead of discipline ratings when using gifts or determining their potency. When you take this lore you gain a number of gifts of your choosing with a total level equal to the number of merits you have in this Loreshheet – so if you have 2 merits you can gain one gift replicating a level 2 power, or two gifts each replicating a level 1 power.

You can buy additional gifts by paying XP equal to 3 * times the level of the power it mimics. To learn a new gift you must have access to a teacher capable of teaching it – such as a spirit or a Lupine. Gifts usually take a number of weeks to learn equal to the level of the power they replicate, and the storyteller has final say over which gifts are available to learn and how.

Your gifts depend on the strength of your spirit. If your willpower is Impaired you can not use any gifts until it recovers.

Furthermore, spirits only bestow their gifts upon those who respect the natural world. You gain the Feeding Flaw (0): Prey Exclusion (Unwilling Innocents). Whenever you gain a stain from this flaw, or from Blood Bonding or Embracing a mortal, you also lose the ability to use gifts until the stain is cleared.

- 9. Ancestral Shapes.** Once per story you can make a Rouse Check to assume the form of either a wolf (using the rules for *Shapechange*) or a dire wolf. As a dire wolf you can not gain +2 dice to all physical attribute rolls, can bite with no called shot penalty, and add the margin of success on a bite attack to the damage dealt by the bite. You otherwise follow the rules of *Shapechange*.

Alternatively you can make two Rouse checks to assume the mighty half-wolf War Form Lupines are infamous for, granting you the following effects:

- Ordinary communication is high-impossible, and Non-Intimidation Social tests automatically fail.
- You gain four dice to all Physical Attribute rolls and +4 Health.
- You sprout claws that grant a +3 weapon modifier to your Brawl attacks, and your bite becomes a Brawl weapon with a +1 modifier to damage that deals aggravated damage to vampires. Hitting with your bite lodges your fangs in the target, allowing you to feed on subsequent turns.
- Tests you make to avoid Frenzies are at +2 difficulty.
- Mortals who witness this form must make a Willpower roll (difficulty equal the number of merits you have from this sheet). On a failure the mortal is unable to act other than

in their own defense, fleeing if possible. On a win the mortal prioritizes fleeing and self preservation, but can take other actions to achieve these goals (including attacking the source of their fear). Either way, the mortal's memory of the events are forgotten, rationalized as mundane events, or simply subjected to intense self-doubt. Mortal possessing True Faith are immune to this effect, and willfully subjecting a mortal to this effect may warrant stains, depending on convictions and chronicle tenets.

- At the start of a turn, if you can see or smell a hostile creature, you must use your action to attack them or move towards them (choose which if multiple apply). To do anything else you must spend a point of willpower or make a Frenzy test (difficulty 5, with the increase above factored in).

Any form you assume with this power lasts for 1 scene, until your Willpower is Impaired, or until you end it deliberately. Shapeshifting with this lore is a 2 dice minor action, and you cannot not do so if your Willpower is Impaired.

If you have Protean at 4 dots, you can use this ability as often as you wish. When you enter a Frenzy you immediately enter the War Form of this feature, if available, unless you spend a point of willpower.

You gain the Diablerie Flaw (00): Inherited Bane, with the Gangrel Clan Bane (if you are a Gangrel with that Bane you gain the Mythic Flaw (00): Twice cursed instead). For each bestial feature you have manifested from this bane one of your physical Attributes of your choice increases by 1 (to a maximum of 5) while it lasts. Bestial features you manifest are always Lupine in nature.

- 10. Step Sideways.** You attain (or regain) some of a Lupine's dreaded ability to disappear into the world of spirit known as the Umbea. Once per story, over the course of a short scene (about 5 or so minutes) you can perform a rite to vanish from the material world and appear in the Umbra. The Umbra reflects our world in strange ways that often blur metaphor and literal (sometimes too literal) meanings, and is home to spirits (use the statistics for a *Faerie* or a *Specter*, who can interact physically with the vampire, or another statblock of the Storyteller's choice), and the hunting ground of Werewolves – neither of which tend to take kindly to intrusions from the undead. The following rules also apply within the Umbra:

- There is no sunlight, allowing vampires to act with no rest. That said, at the end of each scene you spend in the Umbra you must spend a point of willpower or suffer a point of aggravated damage.
- Vampires in the Umbra cannot interact with the Material world in a meaningful way. They can see snatches of motion through the Shroud, and a Discipline such as Auspex may enable them to spy from beyond the veil, but for the most part, anything viewed has a Difficulty 4 or more to perceive.
- To return from the umbra, a vampire must spend a point of willpower and make a Rouse Check. The Vampire reappears in the nearest viable location in the material world that overlaps with their location in the Umbra, allowing the Umbra's use for travel. A Vampire who's willpower is impaired can opt to take a point of aggravated willpower damage to make the journey back.

At the Storyteller's discretion, you might also be able to participate and aid in the rites of Lupines.

Furthermore, you can buy the 2nd lore of this sheet twice, choosing a different benefit each time, as your Lupine nature becomes as complete as possible. The second time you buy Lone Wolf, instead of gaining silver as a Folkloric Bane you lose the ability to embrace, create ghouls, or form Blood Bonds.

Insurmountable Despair

Whether you can explain it or not, a great sense of loss or despair assails you. Perhaps it is due to the state of the world, the enormity of your ambition, or simply a hollow you might not be able to explain. This Compulsion comes in two variants, and whenever you gain it the Storyteller usually chooses which variant you gain:

- **Zeal.** Your despair drives you to pour your whole into the smallest of tasks, burning yourself out. When you suffer from it, you feel compelled to make the most aggressive choice when you find yourself in a dilemma. Any roll in which you do not spend Willpower has a one success penalty. The Compulsion ends when you've you score a critical win, or when your Willpower is Impaired.
- **Grief.** A hole tears in your dead chest, and this Compulsion drives you to curl up in a ball and give up. When you suffer from it, you feel listless, finding no point in acting in any way. You incur a -2 penalty to all pools until you've had a chance to withdraw and spend a scene in solitude. If in combat, forego initiative ranking: you take action last. You can spend a level of Willpower to end the Compulsion early.

Dire Wolf

General Diculties: 6 / 3

A huge and terrible predator that roamed North America during the ice age. ese creatures evolved exceptionally large fangs that would shear esh away from the bones of their prey, which included huge creatures such as ground sloths, bison, and mastodons.

Although labeled a mundane beast by the Kine's paleontologists, the truth is that these creatures were noble predators that harbored the very spirit of the land they lived on.

Attributes: Strength 4, Dexterity 4, Stamina 5; Charisma 2, Manipulation 1, Composure 2; Intelligence 2, Wits 4, Resolve 2

Skills: Athletics 4 (Pursuit), brawl 4 (Bites), survival 5; Intimidation 4; Awareness 4 (Smell)

Secondary Attributes: Health 8, Willpower 4

Special: +3 Superficial Damage to Dire Wolf bite attacks, this is added on top of any other damage that might be done, such as Aggravated Damage from a vampire using this form and executing a Bite Attack.

Employing pack tactics, Dire Wolves provide a bonus of 2 Dice instead of 1 when assisting with Teamwork rolls, up to a maximum of 4. The Dire Wolf gains +5 Bonus Dice to resist the effects of Blood Sorcery and other magical or fae-sourced effects.

Amaranth

1. **Wolf among Wolves.** To engage in Diablerie is to hunt down the most dangerous of prey, and be hunted yourself in turn. You've learned how to mingle among your fellow Kindred while working your bloody craft, and how to perfect that craft. You one extra die on all rolls made towards performing Diablerie - such as the act itself, stalking prey, or obfuscating your Diablerie (even via mystical means).
2. **Drink Deep.** You can draw upon more of the souls of your victims, adding more of them to you. When you win on the Humanity + Blood Potency roll after committing Diablerie you gain one dot in an Ability, Discipline, or Skill the victim possessed at a higher rank than you. Alternately, with the storyteller's approval you can gain one merit possessed by the victim that pertains to special skills, knowledge, or attributes the victim had.

Furthermore, you can spend the XP acquired through Diablerie on Abilities and Skills the victim possessed at a higher ranking than you.

3. (Choose one):

a. Sense the Anathema. You are aware of the dangers of Diablerists among kindred society and have learned how to glean their sins. If you do not already have access to the Auspex Discipline at 3 dots, take Scry the Soul (Vampire: The Masquerade, p. 250) at no cost — you do not necessarily have the Auspex Discipline, but rather a special power of your own. This power works like Scry the Soul, except that it only works to discover whether the target performed Diablerie in the last year. If you do have Auspex at 3 dots (or gain 3 dots in it later), you can use this version of the power without making a Rouse Check once per scene.

b. Mask of Innocence. You've learned to disguise the gravity of your sins even against mystical inspections. If you do not already have access to the Obfuscate Discipline at 3 dots take Mind Masque (Vampire: The Masquerade the Player's Guide, p. 78) at no cost — you do not necessarily have the Obfuscate Discipline, but rather a special power of your own. This power works like Mind Masque, except that it can only be used to prevent the discovery of your status as a Diablerist, be it through reading your thoughts or aura.

4. Whispers of the Blood. Those who performed Diablerie can sometimes hear the voices of the souls they consumed whispering to them – or of the beast Emulating them. You can allow the whispers to swell and envelop you to call upon the knowledge of those you consumed to perform each of the following once per story. Immediately afterwards, make a Humanity test at difficulty 3. On a failure you must act out a compulsion as the soul you consulted affects your actions:

a. Soul's Aptitude. When making a test involving a skill and an attribute, you can use the dice pool of one of your victims instead of your own.

b. Soul's Knowledge. You ask the storyteller one question about an individual whose soul you consumed, or of a topic a soul you consumed knew off.

c. Soul's Power. You can use one discipline power you do not possess that was possessed by a victim whose soul you consumed, using their dice pool.

5. Sanguine Judgement. There is more to the consumption of souls to you than a mere pursuit of power. To you the act is part of some holy mission or greater destiny. You gain an additional Conviction, which cannot be lost and is not tied to a Touchstone. This conviction must be related in some way to the performance of Diablerie or consumption of souls. When you perform Diablerie in service of this conviction you do not suffer the automatic loss of Humanity.

Predator Types

Idol

You feed on people who fawn over you, obsess over you, or are otherwise entraptured by you. Be it your appearance, allure, fame, or simply the use of disciplines, you evoke a flame within your victim's hearts – Enrapturing them to the point they ignore any warning sign. You might perform to evoke your victim's passions, tease and seduce them until they desire more, or tease and hover around them until attraction becomes a festering desire. Either way, brushes with you leave your victims wanting more – if they live, that is. In life you might

have been a famous performer, a sex worker or a motivational speaker. Alternately, you might have been deprived of attention yourself – and now wish to never be invisible again.

- Add a specialty: Persuasion (seduction), Performance (a specific performative art), or Subterfuge (luring).
- Gain a dot of Dominate or Presence.
- Gain the Looks Merit (0000): Stunning, or gain the Looks Merit (00): Beautiful and spend a dot among the Fame, Influence, or Herd backgrounds.
- Gain the Stalkers (0) Flaw.
- Gain the Resonance Sensitivity flaw or the Folkloric Block (rejection, or crossing a home's threshold uninvited) flaw.

Predator Pool: Charisma + Persuasion or Charisma + Performance when attempting to lure in your prey during conversation or a show. Manipulation + Subterfuge when attempting to lure prey from the corner of their eye.

Judge

You feed exclusively on people who, to your mind, deserve it – acting as an arbitrator of justice. Whether or not the justice you met out is genuine, or just an excuse you make for yourself is up for debate. You either case your marks until you have proof that they deserve punishment, hunt in places where you are likely to encounter those you consider morally valid, or bait your prey to engage in the behaviour you judge – even using yourself as bait. In life you might have been a victim, a part of law enforcement, or simply had notions on how you'd correct the world if given the power.

- Add a specialty: Insight (Malicious intent), stealth (Shadowing), or subterfuge (Seduction or baiting).
- Gain a dot of Obfuscate or Potence.
- Spend 3 dots between herd, resources, or contacts (representing a reliable haunt for victims, money used to slip away, or contacts in law enforcement or the criminal world).
- Gain the Feeding flaw: (0) Prey exclusion (Innocents).

Predator Pool: Resolve + Stealth when attempting to shadow your prey. Manipulation + Subterfuge when attempting to bait your prey into committing the crime for which you judge them. Casing a mark requires a Intelligence + Investigation roll, while identifying a potential sinner requires a Wits + Insight roll.

Sawbones

The Sawbones runs a back-alley surgery, or possibly just provide help out in an open street. Any patients they help are incredibly grateful for the aid provided, and barely notice the little extra taken from them. Back-alley doctors tend to be a friend of many on the streets, but make none in high places.

- Add a specialty: Medicine (First Aid) or Streetwise (Urban Survival)
- Gain one dot of Auspex or Dominate
- Gain one dot in either the Haven or Influence (Poor & homeless) Backgrounds
- Gain a dot of Humanity
- You gain the Despised (00) flaw, pertaining to either Health Care or the Police.

Xenophile

Changelings, werewolves, mages... these are all dangerous and evasive prey for vampires of all but the greatest age and most potent vitae. And yet, you have developed a taste for their halcyon blood. When you can, you feed on the blood of other supernatural creatures in any way that presents itself, earning yourself both allies and enemies. In life, you might have been one of the lupine kinfolk, a minor mage, friend to a changeling, a hunter, or a fantasy nerd.

- Add a specialty: Occult (Lupines) or (Changelings) or (Mages), or Insight (True Nature)
- Gain one dot of Fortitude or Protean
- Gain a four dot Ally (0000) (a supernatural creature you help who doesn't mind if you feed on their enemies).
- Gain a two dot Adversary (00) (a supernatural who escaped you)
- Gain the Feeding Flaw: Methuselah's Thirst (0)

Adapted from The Black Hand: Playing the Sabbat

Many of the predator types from the book are neat in concept for non Sabbat characters, but the assumption of a Sabbat chronicle is baked into them due to their Humanity loss and additional power. The sheets below include mild flavor changes, and relegate the Sabbat-ness to being optional.

Scavenger

You haunt cemeteries, mass graves, and morgues looking for scraps of life buried in the dirt or thrown away with the refuse. Dead blood and spirit ephemera sustain you, and you don't mind if you have to dig to get the good stuff. Common Paths: Cathari, Death and the Soul

- Hunting Roll: Stamina + Athletics or Occult Add a specialty: Occult (Ghosts) or Athletics (Digging)
- (Optionally) Lose one dot of Humanity and gain a dot of Potence
- Gain one dot of Oblivion or Fortitude or Potence.
- Gain the Iron Gullet (●●●) Feeding Merit.
- When you feed directly from a corpse or spirit, gain the Melancholy Resonance. Draining a corpse can set your Hunger to zero
- Gain the Bad Taste (●) Flaw: Only draining a freshly exhumed corpse sets Hunger to zero.

Cannibal

Only vampire blood satisfies you and when you hunt alone it's Diablerie that you seek. The gift of Caine cannot be entrusted to the unworthy and your fangs cleave it from those found wanting.

- Hunting Roll: Strength + Brawl or Occult
- Add a specialty: Brawl (Vampires) or Occult (Vampires)
- Lose a dot of Humanity
- Gain one dot of Blood Sorcery or Potence.
- (Optionally) Lose a Dot of Humanity, and gain a dot of Protean.
- Increase your Blood Potency by one
- Gain the Methuselah's Thirst (●) Feeding Flaw or the Stigmata (●) Mythic Flaw

- Gain two extra dice when rolling to commit Diablerie (see V5 Corebook, pg. 234)
- Gain the Sweet Tooth (●●) Flaw: Only diablerie can set your Hunger to zero.

Hedonist

Immortality has its benefits and being undead means the party never has to end. The Inquisition, elders, or just misfortune might spoil your fun at any moment – so why not cut loose? You've already died, right? So why not live a little?

- Hunting Roll: Charisma + Athletics or Subterfuge
- Add a specialty: Athletics (Partying) or Subterfuge (Seduction)
- (Optionally) Lose one dot of Humanity and gain a dot of Auspex
- Gain one dot of Presence or Potence.
- Gain the Beautiful (●●) Looks Merit or the Eat Food (●●) Mythic Merit
- Treat your Humanity as two higher when using Blush of Life (see V5 Corebook, pg. 237)
- Gain the High life (●) Flaw: Only draining intoxicated mortals can set your Hunger to zero.

Domina

Deep within their beings mortals wish to be ruled, controlled, and treated as cattle. Whether by divine providence or an unholy curse, their fear of Cainites has led them to rebel against their true masters. You feed off mortals that yearn to be freed of the burdens of authority, independence, and responsibility. Their gifts of blood and treasure are repaid with your stern guidance. Through you they can catch a glimmer of the utopia achieved through submission.

- **Hunting Roll:** Composure + Insight or Intimidation
- Add a specialty: Insight (Empathy) or Intimidation (Bullying)
- (Optionally) Lose one dot of Humanity and gain a dot of Animalism
- Gain one dot of Potence or Dominate
- Gain Resources (●●●)
- Gain the Stalkers (●) Retainer Flaw or the Known Corpse (●) Mask Flaw
- Gain the Death Wish (●●) Flaw: Only draining a willing mortal can set your Hunger to zero.

Masochist

You seek out cruel mortals, and brave discomfort and pain so that you can get close enough to strike. While it is dangerous to keep mortal ties in the Sabbat, you maintain a weak and unassuming mortal mask that you use to lure in your prey. You play the victim to bait the trap and then show them what a true monster looks like. You don't like to play with your food, but often keep the most interesting specimens as pets or playthings.

- Hunting Roll: Resolve + Insight or Subterfuge
- Add a specialty: Insight (Empathy) or Subterfuge (Playing the Victim)
- (Optionally) Lose one dot of Humanity and gain a dot of Blood Sorcery
- Gain one dot of Fortitude or Auspex
- Gain Mask (●●)
- Gain Herd (●●) or Retainer (●●)
- Gain the Dark Secret (Mortal Ties) (●●) Flaw

- Gain the Death Wish (●●) Flaw: Only draining a willing mortal can set your Hunger to zero.

Jack

You track your chosen prey relentlessly and butcher them with precision when you corner them. You prefer to take your time with your victims and savor every last moment. You're not a subtle hunter, but what you leave behind doesn't leave a lot to be identified or traced back to you.

- Hunting Roll: Wits + Animal Ken or Survival
- Add a specialty: Animal Ken (Predator) or Survival (Tracking)
- Lose a dot of Humanity
- (Optionally) Lose a dot of Humanity, and gain a dot of Protean.
- Gain one dot of Protean or Obfuscate
- Increase your Blood Potency by one
- Gain the Organovore (●●) Feeding Flaw.
- Slake one extra Hunger when you hunt alone.
- Gain the Bestial Hunger (●) Flaw: You can only set your Hunger to zero by consuming your victim's heart.

Absolver

You may have been a spiritual leader, a manipulative abuser, or even a therapist in your breathing days. As a Cainite, you gaslight and undermine your victims until they see themselves through your eyes and willingly give themselves to you for the absolution that comes from your forgiveness and your sublime Kiss. Many Sabbat Bahari and Hecata take a special interest in cleansing mortals of their spiritual or moral sins. Mortals thank you through tears of pleasure and pain as you bleed them.

- Hunting Roll: Wits + Academics or Persuasion
- Add a specialty: Persuasion (Gaslighting) or Academics (Psychology)
- (Optionally) Lose one dot of Humanity and gain one dot of Dominate
- Gain one dot of Celerity or Presence
- Gain Herd (●●) and Haven (●)
- Gain the Dark Secret (Masquerade Breacher) (●●) Flaw
- Gain the Death Wish (●) Flaw: Only draining a willing mortal can set your Hunger to zero

Backgrounds

Allies

Strange Bedfellows (0000)

You have formed a tight bond with a member of another supernatural background: a mage, a werewolf, a wraith, a changeling, or something stranger still (the statistics on pages 376 -

377 should suffice for most allies). Your supernatural ally appears once per story, within ten hours of being called.

Merits

Fame

Influencer

You're a social media sensation, with a follower count in the hundreds of thousands — minimum — hanging on your every post. They take your advice, purchase the products you hawk, and rally to any cause you point them towards. Once per story, you can call on them to perform a simple nonviolent action for you. It may be something like donating money to a crowdfunding campaign, flooding an elected official's phone lines, or lighting a candle in their window on a certain night. Note that this only acts as a Merit for as long as your influencer status and actions are those of a mortal. If you start communicating Kindred secrets via the internet, you will earn a two dot Adversary Background (representing the vampire sent to silence you) and a two dot Enemy Background (representing mortal scrutiny, probably in the form of an Inquisitor).

Supernatural

Excuberant Agony (000)

Something might have gone wrong with your embrace, crossing your nerves and twisting your sensations, or you otherwise you possess a great will and determination in the face of hardship. Either way, you exult in discomfort and the sharpest injury fills you with determination and zeal, and carry within you the potential for true creation. When your Health or Willpower is Impaired (see V5. Corebook pg. 126), gain a +2 die bonus to all of your physical die pools instead of a penalty. Your other non-physical die pools are hindered normally by the condition. Becoming Impaired through stains on your Humanity does not grant you this benefit.

Rapid Rites (000)

You must know at least one Blood Sorcery Ritual of Oblivion Ceremony to learn this merit. Once per story, you may perform one of your rituals or Ceremonies in five minutes, without preparation, having done all the preparations beforehand.

Psychological

Remorseful (000)

Your sins and deeds weigh heavily upon you. When you make a Remorse test you can take up to two points of aggravated willpower damage. For each point taken, you gain a 1-die bonus to the roll.

Mythic

Extra Discipline (0000)

Choose one discipline that is not a clan discipline for you. You pay in-clan costs for dots bought in that discipline, and do not need to drink the blood of a vampire to learn it. Caitiff and Thin Bloods can not buy this merit.

The Garden Within (000)

A seed of creation blooms within your soul. You might have been a kin to spiritually attuned Lupines, a hedge mage practicing druidism in life, or have studied the mysteries of the Bahari. While your Hunger is below 3, you have a heartbeat, can eat food, and enjoy sexual activities like a mortal. All but the most advanced medical inspections reveal nothing out of the ordinary as if you had the Lifelike Merit (see V5. Corebook pg. 185). Any vampire who drinks one Rouse check worth of blood directly from you gains this benefit for one night, but cannot do so again until the next new moon. Mortals and some Thin-bloods who drink your blood are also cured of their infertility as long as they regularly sup from your veins. After character creation, only Bahari characters can purchase this merit, unless the Storyteller chooses otherwise.

Touch of Lilith (00000)

Your blood carries an echo of Lilith's teachings, reached either through a quirk of the blood or the teachings of the Bahari.

Either way, you exult in discomfort and the sharpest injury fills you with determination and zeal, and carry within you the potential for true creation. When your Health or Willpower is Impaired (see V5. Corebook pg. 126), gain a +2 die bonus to all of your physical die pools instead of a penalty. Your other non-physical die pools are hindered normally by the condition. Becoming Impaired through stains on your Humanity does not grant you this benefit.

Furthermore, as long as your Hunger is less than 5 you can engage in and enjoy sexual intercourse without Rousing the Blood and regardless of your Humanity rating. If you also have the Level 3 merit The Garden Within, you can reproduce with a fertile partner at the Storyteller's discretion.

Koldun Initiate (00)

You learn Blood Sorcery at the in-clan rate, and do not need to drink the blood of another kindred to learn Blood Sorcery. When you learn your first dot of Blood Sorcery you must select the Koldunic Sorcery power. You must be a Tzimisce to select this merit.

Ankhu Initiate (000)

You learn Blood Sorcery at the in-clan rate, and do not need to drink the blood of another kindred to learn Blood Sorcery. Your clan must be a The Ministry to select this merit.

Fire Ressistant (0)

You've participated in rites involving fire, or simply been burnt, several times. As a result, your body has developed a certain tolerance to flames. During daysleep, you can make one Rouse Check to convert aggravated health damage taken from fire equal to your Blood Potency to superficial health damage instead.

Secrets of the Ahrimanes (0)

You've awakened some of your clans ancient ties to the lost bloodline of the Ahrimanes. You learn Blood Sorcery at the in-clan rate, and do not need to drink the blood of another kindred to learn Blood Sorcery. After you've purchased your first dot of Blood Sorcery, to advance to the next level you must possess a number of rituals equal to your current blood sorcery level that revolve around spirits, nature, or animals.

Upon learning your first dot of Blood Sorcery your blood becomes resistant to the subjugation of others – and you lose the ability to form Blood Bonds. Furthermore, when you gain your first level of Blood Sorcery you can swap out Fortitude for either Presence or Potence, losing Fortitude as an in-clan discipline and gaining the other as one instead.

Shifts in the Blood (000)

Though you are a member of Clan Hecata, an echo of your ancestors flows in your veins. You gain an additional in-Clan discipline depending on the Hecata bloodline you descend from: Dominate for Giovanni or Nagaraja, Obfuscate for Samedi or Potence for Lamia. You must have at least one dot in a Hecata Bloodline loresheet to take this merit, and you must take the extra in-clan discipline corresponding to the bloodline loresheet you took.

Kemintiri was a prodigious blood sorceress, and her talent shines through you. You learn Blood Sorcery at the in-clan rate and do not need to drink the Blood of another Kindred to learn it. When you learn your second dot of Protean, you must select the Serpent's Kiss power (Blood Stained Love, p. 153), and when you select your fourth dot you must select Horrid Form, using Serpent's Kiss instead of Vicissitude and Presence instead of Dominate for the prerequisites. Your Horrid Form must take the form of a creature reminiscent of one of Set's avatars. Furthermore, you can communicate normally in Horrid Form, and you can increase Charisma and Manipulation with the Distribution modification, in addition to Physical Attributes.

Kemintiri has spent her long unlife pursuing the reenactment of an ancient necromantic rite, and her talent shines through you. You needn't drink the Blood of any Kindred to learn Oblivion, pay in-clan costs to learn Oblivion, and may use Presence in lieu of Auspex or

Potence when selecting Oblivion amalgams (use presence in dice pools in the dice pools of powers gained in this way when needed).

When you learn your third dot of Oblivion you must select the Touch of Oblivion power, and you can deliver it by biting instead of a brawl attack. You count as knowing the following powers for the purpose of learning Oblivion Ceremonies: Aura of Decay, Necrotic Plague, and Skuld Fulfilled. Upon learning your first dot of Blood Sorcery, you also gain the flaw Dark Secret (0): Oblivion. If your ability to call upon the forces of death is revealed, your Dark Secret is exchanged for another flaw of the Storyteller's Choosing, such as an Adversary or Infamy.

*Note: This loresheet ties the vampire to the world of Lupines, or in the proper term - Garou, and is probably best used in a chronicle that heavily involves them - especially a chronicle that crosses over between Vampire the Masquerade and Werewolf the Apocalypse. If the Werewolf the apocalypse core rulebook is used by the ST, the storyteller may wish to involve mechanics from it here. In that case, some of this loresheet's 2nd and 5th dots can be altered as follows.

- 00. With the Storyteller's approval, the second benefit can be replaced with the following: Once per session you can use a Garou Native Gift with a total Renown requirement up to renown 4. Substitute Renown (Wisdom, Honor, Glory) with Blood Potency and Rage Checks with Rouse Checks.
- 00000. With the Storyteller's approval, the effect can be replaced with the following: Once per session you can use one of the following powers: Cat's Grace, Eyes of the Beast, Soaring Leap, Sense the Unseen, Lethal Body, Daunt, Heightened Senses, Rapid Reflexes, Fleetness. Use your Blood potency instead of the appropriate discipline rating. If the power is passive, you gain its benefit until the end of the scene.

You became an Abomination via a ritual, or were destined to be a Lupine's and turned into an Abomination before or very near to your first change. Either way, the spiritual nature of the Garou did not assert itself for you, and your blood takes better than most to the mutation. Your Blood Potency counts as 2 higher when mending damage, using Blood Surge, or rerolling Rouse checks for disciplines.

Garou and Kindred alike tell campfire tales about horrific yet pitiful creatures of rage and hunger, wolf flesh and vampire blood. As things that should not be, the most accepted term for these vampires is Abominations, though more "flattering" names exist - such as "Luna's Demons" or Vyrkolaks.

Usually these mistakes arise when a foolhardy or overconfident sire attempts to sire one of the monsters. Usually this results in the fool receiving their just deserts and being torn apart, but rarely a vampire with sufficient might manages to finish the process.

Perhaps more horrifically, there exist rumors of horrid methods that allow oneself to harness the might of Lupines - rites or Blood Sorcery rituals that involve their skins and blood. Some Kindred manage to finish these rites with some measure of success. Most who attempt such rites vanish, are torn apart, or are hunted down before the mistake can walk, but some make it - at least long enough to spread their foul knowledge.

Up until recently the wretches comprising the ranks of the Abominations would only be tolerated among the Sabbat - slain almost on sight by the Camarilla. In the modern nights,

however, the rise of the Anarch movement and vampiric cults open up new places for these mistakes to be tolerated in. Even the Camarilla, after suffering blow after blow, sometimes accepts these creatures - as expendable muscle - so long as they can keep their tempers in check and the masquerade intact. Lupines... are likely to treat Abominations with even more extreme prejudice than the average cainite, but given the collapse of their "nation".... Who TF knows?

You might have been destined to become a Lupine and plucked right before your first change, a nascent werewolf turned before your spiritual nature asserted itself, or have attempted a ritual that allowed you to steal some of the might of Lupines by donning their skin. Either way you ARE a vampire - but something angry and primeval stirs in your blood.

Abomination from forums

came up with a simpler solution for vampiric werewolves in my games. The short version of which is, they become a basic vampire, but have access to a Lycanthropy discipline that replaces one of their clan disciplines and gives them a variation of the shapeshifting part of their werewolf abilities.

1) Wolf Form: basically like the Protean power, but only a wolf and takes 3 turns (-1/BP spent) to enter or exit the form.

2) Feral Attacks: gain a claw attack akin to the Protean 2 power, its basic form costs no blood, but does only lethal damage. Spending a blood point makes it aggravated for a scene or until withdrawn.

3) Ravenous Reserves: heal aggravated damage (except from fire, sun or silver) as if it were lethal.

4) War Form: basically the same as Vicissitude 4, but no bump to brawling and you look like a Crinos.

5) Mercurial Shifting: make a Self-Control/Instinct check when entering wolf or war form (diff 5 wolf, d7 war) to reduce the turns needed or blood cost by one per success (a botch means you spend all the turns/blood but the power fails to activate).

This gives you a playable vampire werewolf without needing all sort of extra drawbacks, creation mechanics that don't balance anything* and isn't hideously unbalanced relative to a vampire PC.**

* if you're allowing one as a new PC it obviously pre-botched its Gnosis check; if it's created in play the PC is either dead and tries again with a new PC, or becomes OP; neither of which actually addresses the real problem that Garou and Vampire are separate game lines with different power levels needed for their specific themes and moods and so don't play well together.

Mother of Monsters

Echidna was called the Mother of Monsters, and this power emulates some of that power by allowing the vampire to birth small monsters from her very flesh. The monsters grow from her skin, starting by opening eyes and mouths from her flesh, then ripping from her body,

taking part of her with them. Vampires can create all manner of monsters in this way, which usually take the shape of small forms of mythological beasts. Among setites the most popular form is that of a Typhonic beast - a large monstrous jackal with a forked tail and red or black fur.

Rumors persist of some vampires who can create rudimentary humans from their flesh.

Amalgam: Presence 2

Cost. 1- 3 Rouse Checks.

For each Rouse check the player makes, the vampire creates one Beast, and each beast takes one turn to birth - dealing two levels of superficial damage to the vampire as they tear their way out (which is not halved) The vampire can never control a number of beasts that exceed their Protean rating at any single time.

These monsters have childlike intelligence and understand the vampire's speech. They follow her commands without exception, and cannot be commanded or frightened away from their duty.

The beasts remain until the end of the story. At the start of each subsequent story the vampire can choose to make a Rouse check to keep a beast they control animate until the start of the next story by feeding it their blood. If the vampire fails to do so, the beasts melt away into blood and undead viscera.

Duration. Until the end of the story.

Typhonic Beast

Dice Pools. Physical 6, Social 1, Mental 1

Secondary Attributes. Health 6, Willpower 2

Exceptional Dice Pools. Awareness 3, Intimidation 5.

Disciplines. The Beasts share the vampire's Celerity, Potence, and Fortitude powers, and can use them as a Ghoul does.

Special. Typhonic Beasts take and recover from damage as Ghouls do. The vampire can heal them by making Rouse checks (player's guide page 139). They cannot be mentally dominated or influenced as they are bound to their master. Bites from the Typhonic Beasts inflict +2 damage which is Aggravated to mortals.

General Difficulties. 3/2

1. Having internalized the story, you are able to orate and perform the stories of Caine, his childer, and their childer with incredible talent (You add 3 dice to all die pools rolled for your performance.) Your tellings, emphasizing the power of the caitiff, draw a great deal of attention, not all of it positive...
2. Blood of Ancients. Your blood bears qualities common to the methuselahs, after having internalized Caine's anguish under the Crone's ancient blood bond. You may have a number of thralls equal to your Willpower + Blood Potency.
3. Unshackled Curse. Your blood is completely independent from the blood of others, be it your sire or your victims. You are free to learn any discipline, though if you have tasted the blood of a kindred bearing the discipline, you pay for the discipline as though it were in-clan for you (Spending 5 per level, rather than 6).
4. Dawn of a Bloodline. It was from Caine's blood that all other kindred come, and with the curse all of Caine's gifts. Your blood is not potent enough to give all of your gifts, but you can certainly give some. When you embrace a mortal, you choose three of your disciplines. Despite being a caitiff, your childe will consider these three disciplines as being in-clan for the purposes of learning and using them. If you create

a ghoul, then they gain 2 dots of your highest discipline, then 1 dot of two other of your disciplines(Your choice), rather than the single dot of your largest discipline.

5. **Blood of the Great King of Blood and Darknes.** Caine was the first of the kindred, and his blood was potent enough to continue for 15 generations of his childer. Yours will never reach that level, but you can grow closer to it. You may raise your Blood Potency above it's generational limitations(Upto 10), and you pay only 7 experience per level of your blood potency, rather than 10.

11. Though harmed by your transition into undeath, your shape changing potential remains latent in your blood. Choose one of the following benefits:

- Choose four of the following Disciplines which are not in-clan Disciplines for you. If Protean is not an in-clan Discipline for you, you must choose it. You do not need to drink the Blood of another vampire to learn the chosen disciplines, and pay Caitiff costs to learn them: *Animalism*, *Auspex*, *Celerity*, *Fortitude*, *Presence*, *Protean* and *Potence*.
- You pay in clan costs for Protean and can learn it without drinking the blood of another vampire.

You must select the *Feral Claws* power when you learn your second dot of protean, the *Shapechange* power with the form of a wolf when you learn your third, and the *Metamorphosis* with the form of a dire wolf (see below) when you learn your fourth.

However, your feral nature gnaws at your mind and body - reshaping them when your beast comes to the front.

Spiritus

The first ritual in a path of such sorceries developed by the shamans of the Gangrel, known once known as Ahrimanes, which allows the vampire to touch upon the mysterious world of spirits. With this basic application the vampire to rouse the spirit of an object to perform its job better than expected.

Ingredients. The object to be blessed, the vampire's Vitae.

Process. The vampire opens a wound and chants over the object as they coat it with one Rouse Check's worth of their blood. This ritual is particularly swift, allowing the vampire to finish it in just under a minute.

System. If the ritual test succeeds, the vampire gains a pool of bonus dice to actions they perform with the item until the end of the night. The vampire can choose when and how many of the dice are used when making a test with the item. For example, if the vampire performs this ritual with a gun and succeeds with a margin of 3, they can make one test with it with a 3 dice bonus, or 3 tests with a one die bonus. The vampire can only bless a specific item with this ritual once per night, but can have multiple glasses objects at the same time. Items blessed by this ritual remains blessed until dawn.

6. **Serpent Queen.** Kemintiri's command of the mind echoes in your blood. Once per story you may use a Dominate, Obfuscate, or Presence power that you do not possess with a level no greater than your highest level among the three, even if you do not possess the discipline at the appropriate level. Use the highest level among the three in place of any disciplines used in rolls of the power. If you use a passive power, you gain its benefits until the end of the scene.

12. the following benefits:

- Ordinary communication is nigh-impossible, and Non-Intimidation Social tests automatically fail.
- When Rousing the Blood to mend wounds, you heal one additional point of superficial damage.
- You gain four dice to all Physical Attribute rolls and +4 Health.
- You sprout claws that grant a +3 weapon modifier to your Brawl attacks, and your bite becomes a Brawl weapon with a +1 modifier to damage that deals aggravated damage to vampires. Hitting with your bite lodges your fangs in the target, allowing you to feed on subsequent turns.
- At the start of a turn, if you didn't kill something or slake at least one hunger in the previous turn in this war form, you must make a Fury Frenzy test at difficulty 3.

Once per story you can make a Rouse Check to assume the form of either a wolf or a dire wolf (using the rules for *Shapechange* and *Metamorphosis*, respectively).

Alternatively you can make two Rouse checks to assume the mighty half-wolf War Form Lupines are infamous for, granting you +3 to your physical attributes, claws that have a +3 weapon modifier and deal non halved superficial to vampires, and the ability to make Bite attacks with no penalty that apply the margin of success as additional damage. Any form you assume with this power lasts for 1 scene, until your Willpower is Impaired, or until you end it deliberately, and shapeshifting with this lore is a 2 dice minor action. You cannot not use this ability if your Willpower is Impaired.

If you have Protean at 4 dots, you can use this ability as often as you wish rather than once per story.

You gain the Diablerie Flaw (00): Inherited Bane, with the Gangrel Clan Bane (if you are a Gangrel with that Bane you gain the Mythic Flaw (00): Twice cursed instead). For each bestial feature you have manifested from this bane one of your physical Attributes of your choice increases by 1 (to a maximum of 5) while it lasts. Bestial features you manifest are always Lupine in nature.

Great Pretender. Kemintiri was a true Chameleon, assuming the identities of other Kindred without detection. You gain the Mockingbird Merit despite not being a Caitiff, and when you use it you mimic the donor clan bane at full severity. When a power gained through the Mockingbird merit would wear off, you can swap one of your existing powers for it if it could fit into the slot of the swapped power. This change takes place the next time you rest. If you suffer from the regular Ministry Bane, then at the GM's discretion you can exchange it for the alternate bane when you gain this feature.

- **Ascension of the Serpent Queen.** Kemintiri spent her unlife seeking to complete a spell of true, vital immortality, instead of the shame that is undeath. Though she hasn't completed her search (yet), she carries with her an incomplete version of the spell, and that magic carries on with her blood. When you use the Blush of Life you can make its effects last until your Hunger reaches 5 or your willpower is Impaired. If you do, you gain all the benefits of Humanity 10 while it lasts. You still gain Stains and roll Remorse at your current Humanity rating. During this time you can even reproduce with a viable partner at the Storyteller's discretion.

Any vampire who drinks one Rouse check worth of blood directly from you gains the benefits of this specialized Blush of Life, but cannot do so again until the next story. Mortals and some Thin-bloods who drink your blood are also cured of their infertility as long as they regularly sup from your veins. This property of your blood is treated as a Dark Secret (0). If your blood's ability to bestow these gifts is discovered, this flaw is replaced with the Enemies (00) flaw, representing Kindred desiring your invigorating vitae.

- **Forgotten Rites.** You learn the *Rite of Shadow Passage*, and can perform and lead it, using Blood Potency instead of renown. Furthermore, you can participate in Garou rites. To perform a rite or participate in it you must have at least a single point of Hunger, which replaces Rage when determining the amount of Rage dice in the rite's pool and the dice you contribute to rites led by others. This option is only available if the Werewolf the Apocalypse, fifth edition, is available.
- **Shadow Gate.** You have learned the rite to open a way between the physical world and the realm of spirits. If you do not already have access to the Oblivion Discipline, take Oblivion's Sight (Vampire: The Masquerade players guide, p. 85) at no cost — you do not necessarily have the Oblivion Discipline, but rather a special power of your own. This power works like Oblivion's Aight, except that it only works against spirits, rather than ghosts. You also learn a specialized version of the Oblivion ceremony *Ex Nihilo*. You do not need to use *Split the Shroud* as preparation for this ceremony, and the rite sends you into the realm of spirits - the animistic reflection of the world, rather than the shadowlands. Use your Blood Potency in lieu of Oblivion for the ritual Roll. Used in this way, the difficulty for the ritual roll depends on how natural the area in which it is performed is - a spiritually attuned Lupine glade might be 2, an Urban alley 3 or 4, while a sterile lab environment might be a 6. What exists within the realm of spirits is up to the storyteller, though many of the rules and denizens of the shadowlands can be repurposed for this goal. You can perform this ritual once per story, unless you know the normal version of the ritual.

Loresheet Abomination: Garou and Kindred alike tell campfire tales about the horrific yet pitiful Abominations, creatures of rage and hunger, wolf flesh and vampire blood.

The spiritual nature of Lupines, though, does not survive the embrace unscathed. Most werewolves who went through the kindred creation just die in the process. Yet, sometimes "something" survives...

Abominations are technically regular Vampires, almost always Caitiff, yet picking this loresheet allows to take wolf-themed Protean as in-Clan discipline (or to switch one clan discipline with protean). The loresheet in general follows the same rules as bloodline loresheets. If Caitiff this Loreshet comes with the one dot Flaw Folkloric Bane - Silver. If the character belongs to a Clan this Flaw counts as one of the obligatory dots of Flaw a player must pick at character creation.

Werewolf related Loreshets, Merits and Flaws can be taken at Storytellers discretion.

o Lone Wolf

You have participated in Garou society as Kin or as an actual warrior of Gaia. You know at least a bit about their lore and culture. Add two dice to all rolls (mostly occult, streetwise and etiquette) that require such knowledge. If Garou figure out that you possess this knowledge

and what you are they will react with suspicion or aggression (the storyteller may increase all Garou's rage who learn about this).

oo Recall your legacy

Once per session you can use any Garou Native Gift up to renown 4. Substitute Renown (Wisdom, Honor, Glory) with Blood Potency and Rage Check with Rouse Check (If the W5 book is not available use one of the following powers instead: Cat's Grace, Eyes of the Beast, Soaring Leap, Sense the Unseen, Lethal Body, Daunt, Heightened Senses, Rapid Reflexes, Fleetness). However, the spirit world does not like it when their Gifts are used by those who have only lent or stolen the power of life. Characters able to sense the spirit realm recognize that spirits avoid you or behave hostile in your presence. All interactions with spirits (except Banes and other Wyrms spirits) in your surrounding suffer a two dice penalty until the end of the session. This effect occasionally manifests in the physical world by animals reacting hostile towards you, plants wither under your touch or objects get thrown by invisible hands.

ooo Raging Beast

Your unnatural anger survived the embrace. Once per story add four additional successes to a messy critical you rolled. The result becomes more powerful but also more messy. The Harm Compulsion becomes your main Compulsion similar to a Clan Compulsion.

oooo Unleash Crinos

Once per story the Vampire can turn in to Crinos form for one scene or until deliberately ended:

Ordinary communication is nigh-impossible. Non-Intimidation Social and Stealth tests automatically fail. The following also apply:

- A 4-dice bonus to all Physical tests
- 4 bonus Health levels (apply any damage to them to the regular track if not mended before shifting back)
- Natural +3 damage claws (Superficial vs werewolves, vampires, and other supernatural creatures with similar resistance)
- Natural +1 Aggravated damage bite
- Mundane humans witnessing it almost certainly experience the Delirium
- Mending damage is not effected since vampires don't regenerate.

At the start of a turn, if you didn't kill something in the previous turn, in crinos form you must spend one Willpower point to avoid going into frenzy automatically.

ooooo stepping sideways

The spirit realm is a very, very dangerous place for vampires. Yet you have not forgotten or learned the rite to open a way between the physical world and the umbra. Once per story you can enter and leave the spiritual realm. While in there the umbra and its inhabitants try everything to get you out as fast as possible. Performing the rite takes an entire scene.

Traveling the umbra is not a reliable method of transportation due to the nature of the spirit realm but it allows you to disappear entirely from the physical world and arrive roughly at a desired destination. You can leave the umbra at any time but spirits will try to attack you if you stay for too long. You can try to interact with the spirits but they will avoid you or react

hostile (expat Wyrms spirits). The storyteller can choose to use the actual rules for the Rite of Shadow Passage and traveling the Umbra from W5 if it serves the story.

The maximum level of a power you can replicate with a gift is equal to half your Willpower maximum (round down). Use Half your Willpower maximum (rounded down) in place of discipline ratings when using gifts.

When you gain this lore you gain up to three gifts, which mimic powers with a total level no greater than 3 (e.g. one mimicking a 3rd level power, three mimicking a level 1 power, etc..)

When you use the Blush of Life you can make its effects last until your Hunger reaches 5. If you do, you gain all the benefits of Humanity 10 while it lasts. You still gain Stains and roll Remorse at your current Humanity rating.

Any vampire who drinks one Rouse check worth of blood directly from you gains these benefits for one night, but cannot do so again for a month afterwards. Mortals and some Thin-bloods who drink your blood are also cured of their infertility as long as they regularly sup from your veins. This property of your blood is treated as a Dark Secret (0). If your blood's ability to bestow these gifts is discovered, this flaw is replaced with the Enemies (00) flaw, representing Kindred desiring your invigorating vitae.

Due to a mutation of the Blood or some lingering blessing, your undead flesh mends itself with ease. When you mend superficial damage, you can reroll the Rouse Check.