Lasombra

Obtenebration of the Soul

The Lasombra's connection to the Abyss is an intense and extremely personal one. Other Kindred learn Oblvion but the Lasombra ARE Oblivion. The Abyss influences them and in turn, they influence the abyss. While their own mind is but a Rowboat against the endless tide of the Abyssal sea, their own personality can influence how the Abyss Manifest forth from their bodies.

Externally, when other Kindred learn about these groupings of Lasombra, they sometimes refer to them as factions, but that implies a level of understanding, cooperation, and leadership, where none exists. Each Lasombra views themselves as a captain alone amidst their fellows and views their mind as their palace and their palace alone. From the outside in there are certainly certain themes among these "factions" that create similarities between Lasombra, though it is hard for them to see it as such. Some of these expressions of abyssal power make sense, while others are uniquely Lasombra in their manifestation. Perhaps the Lasombra have a greater effect on shaping the nature of the abyss than even they know.

Each Obtenebration of the Soul requires shaping of the mind, this limits what Road the Lasombra can be on and gives them greater advantages for being on that road. It also alters Shroud of Night. Lastly, it gives them a retest on degeneration rolls, however failing roll results in the loss of 2 Road ratings instead of one. Violating one's principle is an especially egregious sin. (Kindred may still use traditional Shroud of Night if they so wish.)

Corsairs

Road: Beast -Nomad Road of The Corsair
Path Alteration: Level 2 - May not live in the city, must live on the ocean. You do not have influence in any one city, but may own items.
Benefit: On any challenge where the specialty, Sailing, would apply, you have an additional skill retest that can go above 5. Invokable once a Scene.

Oblivion Change: The Black Sea

The power creates a sphere of dark inky water. It applies no blindness penalty but reduces the steps of any within it by two. This does not apply to the caster or her pack. Powers that work on water work on this sphere of abyss water.

Crusaders

Road: Kings: Chivalry Blade of Caine
Path Alteration: You must defend the sabbat. People disparaging the Sabbat provoke a frenzied test. Equal to Road rating.
Benefit: On Ability tests where a Sabbat specialty would apply you have an additional skill retest that can go above 5. Invokable once a Scene.

Oblivion Change: Abyssal Embrace

You concentrate the shades into a jet-black armor. It is two trait of armor that regenerates each round after it is broken. Though this is a transformation power, This can explicitly stack with Black Metamorphosis.

Faithful

Road: Heaven: Divinity
Path Alteration: You must tithe to the church each month
Benefit: On Intimidate tests where a human specialty would apply, you have an additional skill retest that can go above 5. Invokable once a Scene.

Oblivion Change: Level 2 Eyes of the Damned

You can see any kind of non-manifest spirit while using this power, including ghosts and astral forms. You open the portal of oblivion within your own eyes.

Monarch of Shadow

Road: Humanity: Illumination
Path Alteration: If anyone murders a human near you, you lose a path rating if you don't immediately try to kill them. . Ghouls count.
Benefit: On Leadership test where the specialty Human would apply, you have an additional skill retest that can go above 5.Invokable once a Scene.

Oblivion Change: Shroud of Night - Shroud of Dusk

Shroud of the night will not kill mortals, just render them unconscious. It deals 2 bashing per round, but applies no Blindness retest.

Children of the Abyss

Road: Sin: Cruelty
Path Alteration: Torture must be performed in your Oubliette
Benefit: Reinforce Haven actions count double

Oblivion Change: Shifting Abyss
You gain the Ritual Create Oubliette for Free when your purchase Oblivion 2. . Your Oubliette is larger. You gain your Oubliette rating in traits on all actions performed within your Oubliette instead of just rituals. Lastly You may take 10 minutes of uninterrupted focus while within the boundaries of your Shroud of Niight, to teleport yourself back to your Oubliette. Your Shroud of night deals no damage.

Black Angel.

Road: Sin: Screams
Path Alteration: No Satan but my Satan. Good Vampires infuriate you. Vampires disparaging the works of Demon is a Frenzy check for you. Difficulty equal to Road rating.
Benefit: You may Invoke the name of Satan or Lucifer once per month to gain one additional skill retest. This Invocation must be made out loud.

Oblivion Change: Wings of Darkness
Your oblivion no longer produces a glob of darkness but rather wings and a sword to make you look like the Black Angel you are. The Sword deals with 3ag and has 2 traits. The wings allow you to take one step up or down for free each round.

Raijin

Road: Any Dharmic Path
Path Alteration: Triggering a path violation deals 3 ag.
Benefit: None

Oblivion Change: Ebon Lightning Prana

Lasombra in the east have managed to tap into some kind of lightning spirit which dwells in the bowels of the abyss. They condense the shadows down to a fine beam. They lose the ability to use arms of the abyss but can fire off bolts of black lightning that deal Oblivion - 1 in aggravated damage. Retests with Subterfuge

The Villain

Road: Sin
Path Alteration: Level 4: Tell no one your true name. You must be an enigma; you exist as a symbol.
Benefit: Whenever your break into a place, or trespass, you must leave a calling card. If you intend to do so, you gain an additional security retest above your maximum, callable once per scene.

Oblivion Change: Cloak of Shadows.

The Villain loses the use of their Abyssal arm and gains the benefit of a cloak of Shadows in its place. While active this cloak obscures the Villain's movements granting them +Oblivion in traits as an equipment bonus on Stealth. In addition, if the villain would have zero stealth retests on a challenge, they may still call a single skill retest.