

Inheritance

Vampirekind exists on every continent of the globe, and is embedded across every country, culture, and ethnicity that exists. Nonetheless, the identity of all vampires across history can be sorted into only one of five ancestral bloodlines. These factions - or ‘families,’ as some call them - are distinguishable from one another through only two means: their fangs, and their *inheritance*.

Inheritance is the system by which vampires harness supernatural abilities, of which there are myriad. Nonetheless, all of a vampire’s abilities grow out of just five major categories, or “gifts.” Just as there are five bloodlines, there are five fundamental gifts of inheritance, and the bloodline you belong to will determine which *two* gifts you have access to, and which powers branching from them you will be able to unlock as you feed and strengthen yourself.

Refer to the writeup on Bloodlines to see which gifts your blood has access to. The diagram below depicts the gifts of Inheritance and the skills that branch from them, and will be updated as further tiers are unlocked.

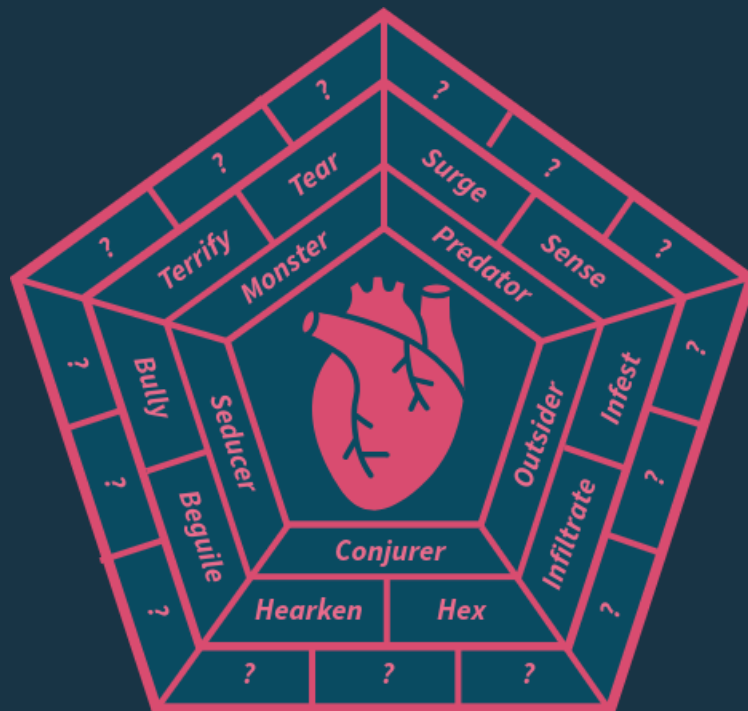


Fig.01 - The Inheritance

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Gift of the Predator

The Gift of the Predator hones a vampire's senses, and speed, granting them powers that make them supernaturally agile and almost cat-like in their reflexes. This Gift slowly drives a vampire to treat every feed like a hunt, compelling its bearers to seek out increasingly dangerous prey.

Tier 1:

-  **Piercing Gaze (Free):** You never become disoriented in darkness, fog, heavy rain, or other low-visibility conditions.
- **Flash Pounce (Free):** You can lunge a short distance (10 - 15 feet) instantaneously. Flash pounce cannot be perceived by mortals and appears only as a blur on camera or video.

Tier 2a - Surge Mastery:

-  **Bloodhound (Free):** You know the direction from you and approximate distance to you of any living mortal whose blood you have tasted in the last week. The range of this skill is confined to whichever district of the city you are in.
- **Pursuit Predation (🔗):** When activated, you can sprint on all fours at a speed of up to 65 mph. You may do so for up to an hour straight, or until you willingly come to a stop.

Tier 2b - Sense Mastery:

-  **Scent of Fear (Free):** Your senses expand to detect all of the mortal body's subtle cues. You always know the emotional state and general physical health of any mortal you are in the company of for more than a few moments.
- **Nowhere to Hide (🔗):** Your sensory awareness sharpens, allowing you to detect the presence of a beating heart through walls and flooring. You cannot detect a beating heart behind six or more feet of dense material, or if it is behind a barrier of any thickness made of solid silver.

Tier 3: To Be Revealed

Gift of the Outsider

The Gift of the Outsider wreathes a vampire in darkness, and makes the night - and the vermin which plague it - their ally. Vampires who utilize this gift range from spies and assassins to hermits and swarmkeepers. No matter the kind, however, the Gift plagues its bearers with a slowly-growing sense of malaise anytime they are perceived by others.

Tier 1:

-  **Forgettable Face (Free)**: Details about your face are impossible for mortals to recall accurately. Your face also does not show up on camera or video.
- **Pied Piper (Free)**: Upon activation, the nearest small creature immediately finds its way to you, and can be given a single sentence command which it understands and seeks to fulfill to the best of its ability. The kind of creature can be no bigger than a bunny rabbit, but may be any creature which would realistically be near wherever you are.

Tier 2a - Infiltrate Mastery:

-  **Quiet as Death (Free)**: When activated, you make no sound whatsoever except by your choice for one hour or until you end the effect. This effect does not extend to objects you may operate, like guns or cars.
- **Black Curtain (🔮)**: If you spend a minute motionless in darkness - or a cast shadow - you become impossible to perceive by sight or smell.

Tier 2b - Infest Mastery:

-  **Home of Horrors (Free)**: You can immediately identify places frequented by vermin, and of what kind. Additionally, you are aware of any nearby access points to subterranean regions.
- **Vermin Vanguard (🔮)**: You beckon nearby vermin to assail your foes, calling a swarm of either cockroaches, mosquitos, or horseflies to harass and distract your target until you dismiss them, or ten minutes have passed.

Tier 3: To Be Revealed

Gift of the Conjuror

The Gift of the Conjuror grants a vampire a more intimate understanding of the supernatural energies of the world, allowing them to manipulate blood and death through ancient and esoteric hexes. It is impossible for vampires with this Gift to divorce their identity from their magic: they feel compelled to present even to mortals as mediums, magicians, or fortune-tellers.

Tier 1:

-  **Knowledge is Succor (Free):** When you exsanguinate a foe, or drink blood of someone who died within the last hour, you enter a trance and conjure visions of variable clarity and usefulness about their final moments.
- **Parlor Tricks (Free):** You conjure the magic in blood to create a harmless sensory effect including—but not limited to: causing a door or window to fly open or slam shut; causing nearby flames to brighten or dim; or causing a sourceless sound of cawing ravens or rolling thunder.

Tier 2a - Hearken Mastery:

-  **Death Knell (Free):** After a brief ritual, you invoke the spirits of the recently dead and hear an ominous bell ringing over top of anywhere nearby where someone died in the last week. The bells stop when you arrive at the spot. This ability affects only the immediate area (GM Discretion)
- **Tell No Tales (🔮):** You paint a beckoning sigil into a corpse's tongue, or onto its tombstone. The spirit of the deceased returns, and is able to answer any questions you have for the next minute. It cannot lie, and must answer, but the spirit does so as though it was still alive – it is not capable of understanding it has died.

Tier 2b - Hex Mastery:

-  **Hex of Weal (Free):** You concentrate the sustenance in another vampire's veins, making the blood they have richer in essence, and temporarily providing them with one additional blood reserve that expires at the end of the night.
- **Hex of Woe (🔮):** You congeal the blood in the veins of a target you can see. If they are mortal, they die. If they are a vampire, you extinguish one of their blood reserves. Other supernatural creatures take varying amounts of damage (GM Discretion).

Tier 3: To Be Revealed

Gift of the Seducer

The Gift of the Seducer affords vampires supernatural allure and social influence, allowing them to dominate minds through either irresistible charm or crippling shame. Those who wield this Gift take the opposite approach to most of vampirekind: they not only refuse to hide themselves, but are compelled to be the center of attention.

Tier 1:

-  **(Un)life of the Party (Free):** You perform some special, but mundane, talent in public. Mortals who witness you are awestruck, and will treat you like a celebrity for the next hour. Non-vampire Supernaturals who perceive the performance are compelled to meet you, though they don't know why.
- **Captivating Glance (Free):** Mortals you make persistent eye-contact with for a minute are mesmerized and compelled to follow you until you break your connection with them, or until sunrise. This feature also ends if they perceive anything inhuman about you in this state. You can concurrently captivate a number of mortals equal to your current blood reserves.

Tier 2a - Bully Mastery:

-  **Hostile Workplace (Free):** Your Captivating Glance feature now takes ten seconds rather than a minute to affect your target. Targets mesmerized by it are terrified of your displeasure, and may be issued single-word commands without cost.
- **Who's the Boss? (🔮):** You may issue a complex command to any mortal target that they are urged to fulfill to the best of their ability. When targeting supernatural creatures, results will vary (GM Discretion).

Tier 2b - Beguile Mastery:

-  **Object of Desire (Free):** Your Captivating Glance feature now takes ten seconds rather than a minute to affect your target. Targets mesmerized by it are desperate for your attention, and will share anything they know with you, no matter how confidential or private. When targeting supernatural creatures, results will vary (GM Discretion).
- **Speak No Evil (🔮):** A mortal target of this ability is compelled to believe your version of events, and take your side of the story. They will act independently but in accordance with whatever you tell them to be true. They won't question what they've heard until the following night, and may not at all depending on how dubious what you've told them is. Supernatural targets will have variable results (GM Discretion).

Tier 3: To Be Revealed

Gift of the Monster

One of the most frightening Gifts and with good reason, the Gift of the Monster grants vampires preternatural strength to obliterate their foes, and the ability to cow and terrify mortals into surrender. These vampires are slowly compelled towards increasingly tyrannical behavior, which often eventually turns them into an exposure risk for the vampiric communities around them.

Tier 1:

-  **Fight or Flight (Free):** You can attempt to horrify Mortals you make persistent eye-contact with for a minute in order to try and force them to flee the scene. Rarely, they will overcome their fear and try to attack you, instead.
- **Menace and Muscle (Free):** You possess the ability to perform feats of strength above what other vampires can do. You can rip doors off their hinges, lift cars, and bend metal bars. Striking an unarmed mortal has a random chance to instantly kill them whether or not you meant to.

Tier 2a - Terrify Mastery

-  **Rapacious Drinker (Free):** Once a night you may gain an additional blood reserve when you exsanguinate a target, but you will leave their body in pieces such that it's impossible to hide what you've done.
- **Lion's Roar (🔮):** You let loose an unnatural roar which sends all nearby mortals into a temporary hysteria as they flee from you. Mortals will not remember your face after suffering this effect, but Supernatural beings (who are affected as well to varying degrees by GM discretion) do remember you, and in specific cases may even be drawn to the sound.

Tier 2b - Tear Mastery

-  **Up Up and Away (Free):** If you take a moment to focus your strength in your legs, you can vertically leap up to three stories. You can do this a number of times equal to your current blood reserves in one night, and can leap through surfaces made of wood, glass, or other similar material when you do so.
- **Moonlight Juggernaut (🔮):** Your body becomes a terrifying weapon for the next hour: you become able to tear through even iron doors, or concrete walls in this state. Mundane obstacles are not capable of impeding your movement, and walls of less than 6 ft of thickness and mundane make can be destroyed by your attacks. Silver barriers of any thickness are the only exception.

Tier 3: To Be Revealed

Blood Reserves

Everything in Bite! is paid for with blood. While Blood Reserves serve as a measure for how hungry you are, they also are the ‘currency’ you use to advance as a Vampire. So, how does that shake out?

Blood Reserves (Our legally distinct ripoff of VtM’s Blood Points) can be spent for three different outcomes:

1. Increasing your overall reserve capacity
2. Purchasing access to a new tier of Gifts
3. Investing in a Gift you already have to unlock further abilities within it.

At the start, you will all begin with a capacity of 3 Blood Reserves. Meaning, you can have a maximum of that much blood no matter how much you feed. However, at 3 Blood Reserves, you may choose to extinguish your stored power to increase that capacity by 1.

Alternatively, you may spend the same amount of Blood Reserves to advance your Inheritance to a new tier. Every gift has two new gifts available on the next tier, which branch from it. I.E. If you begin with the Gift of the Conjurer, you can choose to unlock either the Gift of “Hex” or “Hearken” when you spend your points in this way.

Finally, you can invest in a Gift you already have unlocked to receive a deeper understanding of it, and unlock a second ability of the same thematic flavor. These unlockable abilities are indicated by a  emoji.

As you unlock further tiers of Gifts, the abilities become increasingly more powerful and fantastical. Some abilities are marked with a , which indicates that the use of this ability will cost one of your blood reserves. For later tiers, there may be further cost. While this is meant to temper your relative strength, it also adds value to the decision to spend your points on capacity upgrades and not just on flashy new powers.

You gain 2 Blood Reserves for a successful feed with no mortality. You can gain 3 if you make the choice to murder your prey, but be warned: wanton murder will not go unnoticed by more powerful players than you.

Fetters

While a vampire's gifts grant them supernatural advantages over their prey and foes alike, vampires are also burdened by weakness. Some weaknesses are inherent to all vampires, but others – called Fetters – are unique to your bloodline. As your heritage bestows you with two Gifts, they are tempered with one Fetter. The universal weaknesses are as follows:

1. **Sunlight Exposure** (in any amount) causes a vampire to conflagrate immediately, and the flames will kill them within a minute unless the vampire both escapes the source of the sunlight, and puts out the fire. Naturally, being **Set on Fire** even without sunlight has the same effect.
2. **Wooden Stakes** through the heart puts a vamp into a state of waking paralysis. They can see, hear, smell, and feel anything that transpires, but are otherwise rendered completely immobile and silent until the stake is removed. Importantly, a vampire cannot heal their wounds in this state.
3. **Silver** is toxic to the vampire, and is agonizing to touch. If silver is ingested or otherwise penetrates the vampire's body in any way, the vampire cannot utilize its gifts until the silver is removed or digested out of their system—an agonizing process that lasts until the next nightfall.

The Fetters of the five bloodlines are as follows:

1. **Aməša -Hydrophobic**: You cannot willingly enter bodies of running water, and moving water is agonizing to touch.
2. **Nukekubi-Theophobia**: You cannot move closer to the sight of religious symbols of any kind. You cannot enter churches willingly.
3. **Yeeł -Spectrophobia**: You are not visible in mirrors, photos, or video. You are briefly stunned when you notice your missing reflection.
4. **Kishi -Domatophobia**: Entering any home or dwelling without invitation by one living there immediately and violently launches you out of the building through the nearest egress.
5. **Pharmakeia -Alliumphobia**: Garlic functions identically to silver for you.

Author's Note: Inherent Abilities?

Naturally, you might have reached the end of this doc and realized that while I included a list of inherent weaknesses as well as bloodline based fetters, I did not do the same for the Gifts. I'm sure some of you may wonder what (if any) supernatural traits or abilities are inherent to *all* vampires, divorced of your choice in bloodline.

Truthfully, not too much.

At the start of the game, you will begin with two supernatural powers through your Gifts, but the system is designed such that upgrading and unlocking more tiers will happen fairly quickly. In the interest of maintaining a sense of danger (and balance) that is plenty out of the gate, and throwing even one or two more at you would very quickly make you newborn vampires feel less like desperate leeches and a lot more like nocturnal superheroes.

Still, there are a few passive traits that I will outline here:

1. You are immortal, which means you cannot age or contract illness of any kind except supernatural.
2. Your bodies are perpetually trapped in peak physical form. If you do not have any of the relevant speed or strength-boosting Gifts, assume you are as strong and fast as you possibly could have been when you were mortal, and also have no need to ever rest or recuperate from extensive exercise.
3. You are predisposed to finding fresh blood. You can smell blood nearby (the bounds of which are generally just in the same building or on the same street) and can identify it by taste no matter what it may be mixed with.
4. When you Bite! prey, your fangs secrete a morphine-like enzyme that subdues the person being fed on and puts them in a fugue state. They will recover, but with short term memory loss. They don't remember the feed itself at all, and can't remember details about the time before or after it happened with any accuracy.

Otherwise, that's more or less it. Everything else is earned by way of Inheritance. Hope you enjoyed the long read and feel free to ask me any questions about the system you may have. Kuno and I might rebalance technical aspects as we see how they survive contact with the IC as necessary.

