

Animals

Various animals for the use of vampires as ghouls, tools of Animalism, Protean forms to take, or Dyscrasia targets. Animals cannot attempt to use Skills they do not have, and when ghouled can generally only gain Physical Disciplines.

- **Apex Predator**

Impressive in size, lethality, and speed, an apex predator is something to be feared and marveled at. Animals such as bears, crocodiles, sharks, and lions are counted among their number.

- Attributes: Strength 4, Dexterity 2, Stamina 3, Social 1, Mental 1
- Skills: Athletics 3, Brawl 4, Stealth 1, Intimidation 4, Awareness 3, Survival 5
- Special: An apex predator's natural weapons count as heavy melee Brawl weapons with a +3 damage value, and no penalty to bite attacks.

- **Medium Predator**

Compared to the Apex Predators these medium-sized hunters are more agile and compact in size, but slightly weaker when it comes to lethality. These include animals like wolves, dogs, lynxes, and jackals.

- Attributes: Strength 3, Dexterity 3, Stamina 2, Social 1, Mental 1
- Skills: Athletics 3, Brawl 3, Stealth 2, Intimidation 3, Awareness 3, Survival 5
- Special: The Medium Predator's bite counts as a light piercing Brawl weapon with a +2 damage value, and it has no penalty to bite attacks.

- **Small Predator**

Small, fast and able to fit into small spaces; critters such as rats, cats, and mice are masters of disappearing and remaining out of sight. They make ideal messengers or spies, and are often utilized by the Nosferatu.

- Attributes: Strength 1, Dexterity 3, Stamina 1, Social 1, Mental 2

- Skills: Athletics 3, Brawl 2, Stealth 4, Intimidation 1, Awareness 3, Survival 5
- Special: Add a two-dice bonus on Stealth tests against larger creatures.

- Bird of Prey

Though many birds of prey exist, the hawk, eagle, and vultures are among the more likely to keep company with a vampire, lurking around its haven for blood-drained morsels.

- Attributes: Strength 2, Dexterity 4, Stamina 2, Social 1, Mental 2
- Skills: Athletics 2, Brawl 1, Stealth 1, Intimidation 1, Awareness 4, Survival 5
- Special: Add a two-dice bonus to Awareness tests made with a bird's-eye view. The bird's talons count as a light piercing Brawl weapon with a +2 damage value.

- Nocturnal Flyers

Bats, Owls, and other stealthy night flyers. These are commonly associated with vampires, perhaps in part due to the forms Kindred with Protean often adopt. Though far from a lethal predators, Nocturnal Flyers benefit from stealth and night vision.

- Attributes: Strength 1, Dexterity 3, Stamina 2, Social 1, Mental 1
- Skills: Athletics 1, Brawl 2, Stealth 3, Intimidation 2, Awareness 4, Survival 5
- Special: Ignore penalties from darkness.

- Venomous Creatures

Snakes, spiders, scorpions, lizards, frogs. Many venomous creatures are available for vampiric use. What they lack in physical toughness they make up for with dangerous venom, and they are a favorite for assassins.

- Attributes: Strength 1, Dexterity 3, Stamina 1, Social 1, Mental 1
- Skills: Stealth 4, Intimidation 2, Awareness 3, Survival 5

- Special: A Venomous Creature's bite doesn't have the usual penalty, and counts as a piercing Brawl weapon with a +1 damage value. Against a mortal this ignores armor and deals 4 aggravated damage after a scene without medical treatment.

- **Swarm**

Swarms of insects are a staple of the Nosferatu, and swarms of small rodents or birds are not unheard of among Gangrel and Ravnos.

- Attributes: Strength 1, Dexterity 2, Stamina 1, Social 1, Mental 1
- Skills (together): Brawl 1, Intimidation 3, Awareness 2, Survival 5
- Skills (split apart): Awareness 4 (searching), Stealth 4
- Special: The swarm can come together into a single acting entity or split apart and cover a wide range and has 1 Skill set for each mode.

- **Grappler**

The rarest choices for vampire use; boa constrictors, anacondas, octopi, or large squids. These creatures are especially intelligent and can overpower and immobilize targets with ease.

- Attributes: Strength 3, Dexterity 2, Stamina 2, Social 1, Mental 2
- Skills: Athletics 1, Brawl (Grappling) 4, Stealth 2, Intimidation 2, Awareness 2, Survival 5
- Special: For every turn that the grappler keeps an opponent grappled they may deal 1 superficial damage.