

## **DAEVA BLOODLINES**

### **THE BLOOD BROTHERS**

Parent Clan: Daeva

Sobriquet: Freaks

Source: Bloodlines: the Legendary, p. 23; V:tM 20<sup>th</sup> Anniversary Edition, p. 396.

Disciplines: Celerity, Majesty, *Protean*, Vigor

Revised by: Ganymede

#### **Background**

The Kindred once known as part of the Carnival have adapted like no other to the new world. Drawing on popular culture's fears and anxieties, they revel in the grotesque as never before. Dramatically flamboyant, the Freaks are no longer novelties; rather, the injured, the maimed, and the malformed have flocked to their banner, in search of community and belonging.

Mixing in marginalized, popular cultures, such as biker gangs and rabid white hip-hop artist fans, the Carnival renamed themselves to "Blood Brothers," as a moniker to show the solidarity between its members. Whereas the Carnival was a hallowed, hidden institution, the Blood Brothers can strut out into the light in a world still reeling from the horrors of the Fall. In many places, the First Tradition has no meaning: in these places, the Blood Brothers often rule blocks of territory that mortals and non-mortals avoid, for one reason or another. Kindred that can still remember existence before the Fall might not even know of the Carnival, but all of them know of this mish-mash, degenerate bloodline.

In truth, the Freaks are as often insular predators in the darkness as they are compassionate to those with nowhere to go. The backgrounds of those who end up becoming part of this line are as diverse as can be imagined. Only one rule seems to exist among them: never turn your back on your line. Although a common thread holding together families and factions, to say that the Freaks are unkind to those who put others above Freaks is an understatement. Many of their familial stories involve the gruesome end of traitors.

That said, many bands of Blood Brothers serve as bodyguards and leg-breakers for the highest bidders. All Daeva are known for their martial prowess, but the Freaks' physical anomalies and devotions take their Clan's abilities to the next level. There is nothing subtle when the Blood Brothers go to war, and when they do it is an affair for everyone – something to be celebrated.

The Blood Brothers form bands by sharing blood with one another. This is done among mortals, ghouls, thralls, and Kindred. As a result, there are strong ties between the members, but no blood bonds, an effect that transcends the common understanding of Kindred and Kine alike. Many of the Academy have attempted to study the Freaks' vitae in order to identify how they are able to do this without forming blood bonds, but, so far, there's no cause.

### **Bloodline Gift**

Freaks cannot be blood bound, nor can their ghouls, so long as there is vitae in them. In effect, anyone with the vitae of a Freak cannot be so bound. People who have drunk of a Freak's vitae thrice – whether Kindred, ghoul, or mortal – are considered part of that Freak's band. Freaks can sense harm coming to any within his or her band, provided that person is within a radius of miles equal to the Freak's Blood Potency. Additionally, a Freak may heal any member of his band by spending vitae, as if healing himself.

### **Bloodline Bane**

Although Freaks cannot be bound, they cannot bind others. A Freak can only form a two-step bond with anyone, which means that a ghoul with no Freak vitae in her or a thrall may be bound by another. This flaw is one of the reasons – beyond a band's sense of honor – that Blood Brothers viciously punish any betrayal.

### **Bloodline Devotions**

#### **Contort (Protean \*\*)**

The Freak is able to dramatically alter his body's shape by dislocating and separating joints through force of will. By doing so, the Freak may be able to increase his reach or reduce his profile by stretching his limbs to uncomfortable-seeming proportions. This does not permit the Freak to break the laws of physics – bones will not bend – but it would allow him to squeeze through tight spaces that his body otherwise would not be able to. The Freak feels no pain in doing this, even if it requires a substantial amount of effort. The extent of this ability and its potential applications are left to the player's imagination and the storyteller's discretion.

The ability may also be used in combat, albeit quickly and vulgarly. If used in combat, the Kindred gains +4 dice to disengage from a grapple or defend against one.

Cost: 1 Vitae  
Dice Pool: None  
Action: Instant  
Duration: One Scene

This Devotion costs 1 Experience.

#### **Merge (Majesty \*\*, Protean \*\*)**

The Freak activates this by forming an unnatural, spiritual bond with another member of his band. After that, the Freak can expand the exploitive nature of his vitae, forming a more symbiotic relationship, even over distance.

Cost: 1 Willpower to activate  
Dice Pool: None  
Action: Instant

The Freak may only active this if there is another member of his band within eyeshot. He spends a Willpower point to do so, and his bandmate will sense the activation of this devotion. After activating the Devotion, the Freak may spend his bandmate's Vitae as if it were his own. The Freak may also shift damage to his bandmate, at a rate of one level per turn.

This Devotion costs 2 Experiences.

### **Octopod (Celerity \*\*, Protean \*\*, Vigor \*\*)**

The Freak's ability to exert control over his band allows him to effectively subsume the flesh of his compatriots. The result is not particularly pretty to look at: the flesh and skeleton come together unnaturally to form a ghastly figure.

Cost: 1 Vitae per turn  
Dice Pool: None  
Action: Instant

The Freak may only active this if there is another member of his band close enough to touch. When he does so, he merges into the other member, forming a creature with four arms, four legs, and two heads. The Freak with the highest Blood Potency is considered the dominant character, who can determine how and where the pair travels.

The target to be subsumed or merged into need not spend vitae to become a part of this amalgam; however, a point of vitae must be spent to maintain the form, and the target may spend that point to do so.

Each of the characters has their own health, blood pool, and otherwise act independent of one another. Each of the characters may attack independently, providing there are two targets close enough; generally, however, the two attack the same. If one grapples the target, the other may attack it on his turn as if it were prone. Both characters can grapple the same target for a single attack, with the subordinate adding half of his Strength + Brawl to the grapple of the dominant.

This Devotion costs 3 Experiences.

## **Power Up (Celerity \*\*, Protean \*\*\*\*, Vigor \*\*)**

Sometimes called “Going Full Saiyan,” the Freak causes his Vitae to surge and infuse him with preternatural potency. The Freak is able to transform his body and essence into that of a more powerful vampire, although the effect is short-lived and difficult to maintain for long.

Cost: 1 Vitae per Potency dot / 1 Willpower per turn after the first  
Dice Pool: None  
Action: Reflex

For every vitae spent in activation, the Freak’s Blood Potency rises by 1 point. The effect lasts for that turn, and every turn thereafter in which the Freak spends a Willpower point to do so.

This Devotion costs 4 Experiences.

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## **NELAPSI**

Parent Clan: Daeva  
Sobriquet: Locusts  
Source: Bloodlines: the Hidden, p. 88  
Disciplines: Celerity, Majesty, Nightmare, Vigor  
Revised by: Ganymede

### **Background**

After the Fall, the carefully-created fiefdoms of the Nelapsi collapsed. This forced the Locusts to do what all parasites must: profligate and find other places to exist. From the Czech Republic to the New World, the Locusts embraced and traveled with abandon, in a desperate bid to find communes and locations in which they could survive once more. That dream never came to be.

Unhinged and rapacious, the Locusts are dangerous Kindred because of their appetite. They can wipe out small groups of humans easily, and, unfortunately, most of humanity lives this way now. The fortunate Nelapsi either find larger groups to prey on, or coincidentally find more than one small group. The less-hungry and more-cunning of them eventually set themselves up as spiritual leaders or guides, and form nomadic groups that travel with them. The Locusts are careful not to reveal their true natures, lest they invite wise Kindred to take them out quickly.

The Locusts are inevitably driven to the largest of human populations, where they can hide most easily. From there, they watch over their vassals and followers, often posing as family or religious leaders in order to explain their control over large groups of humans. Until they have

control over a territory, they are quick to serve as vassals and servants to appease the local lords, and give them time to set roots.

Then, the betrayal is inevitable, and the Locust becomes the Master.

### **Bloodline Gift**

Locusts are masters of emotions and fear, a deadly combination. When activating either Awe or Dread Presence, anyone affected by the same also suffer from the Distracted Condition. Victims are often afflicted by the sound of insects buzzing right in their ear, even though the sound is illusory and cannot be picked up by recording devices.

### **Bloodline Bane**

Locusts must spend Vitae equal to their Blood Potency to awaken each night. This makes it difficult to either remain potent or stay away from human populations for long. Further, they are always considered Hungry when they awaken, no matter how much Vitae they carry (V:tR 2E, p. 104), until they have imbibed at least one Vitae worth of blood.

### **Bloodline Devotions**

#### **Churchtower Gaze (Majesty \*\*, Nightmare \*\*)**

Locusts are best known for the power to summon a subject's gaze. When called upon, the subject turns to look, struck by the feeling of dread mounting in them. This power allows the Locust to use other powers effectively from a great distance without drawing the attention of others.

Cost:	1 Vitae
Dice Pool:	Presence + Intimidation + Majesty vs. Composure + Blood Potency
Action:	Instant
Duration:	One Scene

On success, the target is compelled to look at the Locust, wherever he might be, even if hidden from the sight of others. Locusts like to use this power from high locations, hence the name of the Devotion. The gaze may be broken if the target suffers lethal damage, but can be re-established by the Locust thereafter.

So long as the target is looking at him, the Locust may use Majesty and Nightmare against him or her, regardless of the distance, and the Locust's whispers may be heard from the target, even if he or she could not feasibly hear them.

This Devotion costs 2 Experiences.

### **The Hungry Beast (Celerity \*, Nightmare \*)**

A Locust's Beast is a dark entity, its hunger heightened in a way that few other Kindred can comprehend. As such, when it rises up and lashes at another Beast, it reminds the conquered of the most basic of passions: hunger.

When the Locust successfully lashes the Beast of another, the subject is inflicted with the Deprived Condition, which can only be resolved if the subject feeds. Doing so does not result in gaining a Beat.

This Devotion costs 1 Experience.

### **The Heart of Darkness (Nightmare \*\*, Vigor \*\*)**

The potent combination of Majesty and Nightmare combine to compel a target's Beast to feel hunger as a Locust might. If the Locust successfully lashes at another Beast, the Locust's own starving Beast consumes part of the target's Beast, making it feel empty.

When the Locust successfully lashes the Beast of another, the subject is inflicted with the Drained Condition, which can only be resolved if the subject feeds. Additionally, while suffering from the Drained Condition, the target is also prone to Frenzy, and is considered Hungry (V:tR 2E, p. 104), no matter how much Vitae he has, until the Condition is resolved. Doing so does not result in gaining a Beat.

This Devotion costs 2 Experience.

### **Vitae Store (Celerity \*, Vigor \*)**

Locusts use their power over their Vitae for this ritual, which allows them to render their blood inert and store it in containers for later use. The user simply spends a point of Vitae, which comes out of his body and falls (presumably) into a container of some sort. That Vitae may then be consumed by another Kindred or ghoul, which is inert and does not create a Vinculum. If the container is broken or the blood therein exposed to fire or sunlight, the Vitae is lost.

This Devotion costs 1 Experience.

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## **SEPTIMI**

Parent Clan: Daeva

Sobriquet: Passionate

Source: Ancient Bloodlines, p. 89

Disciplines: Auspex, Celerity, Majesty, Vigor

Revised by: Ganymede

### **Background**

Before the Fall, the Passionate were all-but-extinct. The Lancea et Sanctum successfully culled more of them where they lurked in the European countryside and in the northern parts of Scandinavia. Pockets remains concealed in the far reaches of the American wilderness, masquerading within small communes and clashing with roving Savages. Their network remained tight, but continued to spread the message of humanism: that salvation was possible through charity and education.

After the Fall, the Lancea et Sanctum's hold over religion crumbled, as mortal populations quarreled among themselves as to the meaning of the near-Apocalypse. In the heartland of America, the Passionate emerged with their followers to carve out their own territories through will-working and volunteerism. Determined to once again counter the Sanctified's purpose, the vampires of the Septimi line embraced many of their loyal followers, and trained them to become crusaders against the Dark Prophet's minions.

Humanity craves leadership, and the Passionate provide a rosy vision of the future. Intelligent and charismatic, the Passionate are able to attract many to their banner. This causes substantial friction not only with the remaining Sanctified, but also vampires who lose their countless of prospective ghouls and thralls to the Passionates' call. Many Princes wisely ostracize the Passionates from their territory, if only to not tempt them into fomenting dissent among the brainwashed, huddled masses.

The Passionate are inevitably driven to areas in need of assistance. They select humanists and engineers to help them in their charitable work. They would be a more effective force if they were not hopelessly altruistic; however, many devious Kindred have been eliminated for attempting to prey upon or prevent the Passionates' work. For them, the world is a new Garden of Eden, and they intend to ensure that it becomes the Paradise they were once promised.

### **Bloodline Gift**

The Passionates' natural talents for leadership allow them to buttress themselves against assaults of all kinds. As a reflexive action, a Passionate may spend 1 Vitae in order to gain a

bonus equal to her Majesty to the following for the rest of the round: (1) to her Defense; and (2) to all pools to resist or contest supernatural powers directed against her. Ghouls who possess Vitae consumed from a Passionate may do the same, making a Passionate's followers hard to influence.

### **Bloodline Bane**

The Passionates simply cannot resist their humanist natures, and quickly go astray when detached from humanity. When she loses a Touchstone, she gets the Humbled Condition, which can be resolved. Any time a Passionate's Touchstone is threatened, she must roll to resist frenzy at -2. Unsurprisingly, the Passionates keep their Touchstones close to them, so as to continue their divine mission without fear of losing control.

### **Bloodline Devotions**

#### **Burning Touch (Celerity \*\*\*, Vigor \*\*\*)**

The Passionate has learned how to channel his own righteous fury and unleash it through his hands. This power can only be used if the Passionate has successfully touched his target.

After making contact, the Passionate may reflexively spend Vitae to transmit his anger. Each point of Vitae spent causes 1 lethal damage if the target is Humanity 5 or higher; otherwise, it causes 1 aggravated damage. Additionally, the target suffers a penalty of -2 to all actions so long as he remains in contact with the Passionate.

This Devotion costs 3 Experiences.

#### **Divine Vengeance (Auspex \*\*, Celerity \*\*, Majesty \*\*, Vigor \*\*)**

Through the power of insight and devotion, the Passionate ensures her strikes are true. By spending 1 Willpower, the Passionate's attack automatically connects with the target, as if it had 1 success. Weapon bonuses still apply to increase the damage, which may be reduced by applicable armor.

This Devotion costs 4 Experiences.

#### **Exorcism (Auspex \*\*, Majesty \*\*, Vigor \*\*)**

The Passionate with this devotion can extricate banish ghosts and spirits that may ride a person. The process is painful to the ghost or spirit inhabiting the target, which often try to flee or attach the Passionate in response.



Cost: 2 Vitae  
Dice Pool: Presence + Occult + Majesty vs. Power + Resistance  
Action: Extended

Each roll accumulates successes towards exorcising the ghost or spirit, and takes a Passionate's full concentration. The ghost or spirit is successfully purged from the target once the Passionate has accumulated successes equal to the ghost's or spirit's Willpower. The exorcised ghost or spirit is compelled to retreat from the Passionate's presence, and may never again ride the target.

This Devotion costs 3 Experiences.

### **The Light of Truth (Auspex \*\*, Majesty \*\*)**

The Passionates are able to destroy illusions, particularly those that muddle the senses. While it cannot be used to rid a target of mental or emotional trauma, e.g. derangements, the Light of Truth can dispel conditioning and other forms of deeply-ingrained supernatural influence.

Cost: 1 Vitae  
Dice Pool: Resolve + Investigation + Auspex  
Action: Extended

Each roll accumulates successes towards dispelling the illusion, and takes a Passionate's full concentration. System-wise, this means that Conditions can be removed from the target. Temporary Conditions require 5 successes, whereas Persistent Conditions require 10 successes. Resolving Conditions this way does not permit the sufferer to gain a Beat.

This Devotion costs 2 Experiences.

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## **GANGREL BLOODLINES**

### **AHRIMANES**

Parent Clan: Gangrel  
Sobriquet: Witnesses  
Source: V:tM 20<sup>th</sup> Anniversary, p. 422  
Disciplines: Animalism, Auspex, Protean, Resilience  
Revised by: Ganymede

### **Background**

How the Witnesses came to be depends on who and when you ask. Some say that their progenitor was a Gangrel that lived among the indigenous people of North America when Europeans first arrived. Others say that the first Witness emerged long before then, in Meso-America, and lived among the Anansi people. For the modern Witnesses, it does not matter, for they have seen the past, present, and future through the Shadow, for spirits are the products of their surroundings, and tend to linger long after people have come and gone and died.

What is certain is that, before the Fall, the few Ahrimanes that existed lived in secrecy in the wildest areas of North America. They kept cordial relationships with other spiritual creatures that roamed the wild areas, like werewolves and Beasts. The Ahrimanes had no interest in joining the Danse Macabre; they found the transient nature of vampire politics to be shallow and pedantic, and the quest for true immortality purposeless. Their nights were spent contemplating the Shadow around them, and how it changed and adapted over time.

After the Fall, the Shadow crumbled and fell into shambles. Powerful spirits of pain and despair began to ravage the spiritual and mundane realms. The Ahrimanes had borne witness to the effects of the Global Wars, and the spirits that flowed from the grief and anxiety created by the same, but the Fall had no equal. The disruption was enough to awaken the idigam – those powerful spirits whispered in the darkest parts of the Shadow – and the denizens of the Shadow shook.

The Witnesses had watched long enough. Without intervention, there would be no stopping the idigam from utterly destroying the reality the Witnesses dwelled in. Slowly and inexorably, they sought others who would be open to help them, and found a world of humans desperate for direction. Of their best and brightest, they began to multiply and word of their coming – and powers – spread through the Midwest, evoking curiosity and dread in equal measure.

### **Bloodline Gift**

The Witnesses are able to see and interact the spirits that have crossed into the mundane world simultaneously. This natural ability also allows them to easily spot werewolves, the Ridden, and other amalgams of spirit and flesh. They can understand spirits and the First Tongue naturally, and converse with them as well. If a Witness spends 1 Vitae, she may also physically affect spirits in the mundane world, as if they were corporeal, for a scene.

### **Bloodline Bane**

The Witnesses have spent so much time interacting with otherworldly creatures that they find it difficult to deal with humans. They suffer from the Nosferatu Clan Bane in addition to the

Gangrel Clan Bane. Also, a Witness may never have more than one Touchstone; it requires too much effort on the part of the Witness.

### **Bloodline Devotions**

#### **Consume the Spirit (Animalism \*\*\*\*, Resilience \*\*)**

The Witness can absorb a spirit's Essence, and use it to rejuvenate herself. The Witness literally feeds upon the spirit to do this, which naturally can cause some problems if the spirit is unwilling.

Cost: 1 Willpower  
Dice Pool: Strength + Occult + Animalism vs. Power + Resistance  
Action: Instant

The Witness does not need to be able to touch the spirit to be targeted, but she must be able to see it and be in the same plane. Each success achieved removes 1 Essence from the spirit, which is converted into 1 Vitae for the Witness. A Witness can only gain Vitae up to her Strength via this method every time the devotion is used.

This Devotion costs 3 Experiences.

#### **Rend the Gauntlet (Auspex \*\*\*\*, Protean \*\*)**

The Witness is now able to step into the Shadow, but the process is not quick. While the Witness is stepping, she is vulnerable to attack as she is unable to concentrate on anything except traveling.

Cost: 1 Willpower  
Dice Pool: Resolve + Occult + Animalism  
Action: Instant

Each turn, the Witness may roll her pool to gain successes towards stepping into the Shadow. A Witness must accumulate a number of successes equal to her Blood Potency x 5 to do so. While stepping into the Gauntlet, the Witness has a Defense of zero. Stepping back into the mundane world only takes one turn of concentration, and no roll.

This Devotion costs 3 Experiences.

#### **Spirit Summoning (Animalism \*\*\*\*)**

The Witness is able to call out to any spirits of a designated variety within an area, or a particular spirit if she knows its True Name. She may do so in the Shadow or in the mundane world, but her call will not be heeded if she is the other plane.

Cost: 1 Vitae  
Dice Pool: Presence + Occult + Animalism (vs. Power + Resistance)  
Action: Instant

If summoning generic spirits, a single success will suffice to call all spirits of the chosen type within a radius of miles equal to the Witness' Blood Potency. If summoning a particular spirit, a single success will suffice to call the chosen spirit if it resides within a radius of miles equal to the Witness' Blood Potency, unless the spirit resists. If resisted, the Witness must achieve a number of successes equal to the spirit's Willpower in a contested roll against the spirit's Power + Resistance.

Note that calling spirits does not mean that the spirits will obey the Witness.

This Devotion costs 2 Experiences.

### **Spiritual Aid (Animalism \*\*, Auspex \*\*)**

The Witness is able to awaken the spirit latent in all inanimate things. This grants bonuses to the user, so long as the spirit remains awakened.

Cost: 1 Vitae  
Dice Pool: Presence + Occult + Animalism  
Action: Instant

The Witness must touch the item to be awakened before spending her Vitae. Each success on the activation roll grants a +1 equipment bonus to anyone using the item for the rest of the scene. This can be used on weapons.

This Devotion costs 2 Experiences.

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## **OBERLOCHS**

Parent Clan: Gangrel  
Sobriquet: Brood  
Source: Bloodlines: the Hidden, p. 96  
Disciplines: Animalism, Dominate, Protean, Resilience  
Revised by: skew and Ganymede

## **Background**

Most vampires haunt cities, making the urban landscape their hunting grounds. Few are willing to dwell outside metropolitan areas. Not only are the dangers abroad unseen and untold, but the feeding is meager. Before the Fall, the vampires of the Oberloch bloodline purposefully choose to stay away from cities and suburban sprawls.

The Oberlochs began as a bloodline in the most literal of senses, as an actual mortal family. The human clan, running a successful coal-mining company in Pennsylvania, grew wealthy on the blood and suffering of immigrant laborers. The workers had their revenge in 1869, forming a mob and murdering some of the family after dragging members down into the mines. The rioters, shepherded into fury by a Gangrel vampire, unknowingly left a few Oberlochs clinging to life. The Savage decided to “test” the family’s survival skills by Embracing the survivors.

He didn’t stay around to shepherd his childer through those first nights. Left with little understanding of the curse levied upon them, the remaining family were forced to endure. And they did. The undead clan not only grew, but its blood changed in subtle ways, deviating from that which created it.

The vampiric Oberlochs continued to consider themselves a family. Indeed, they did so obsessively. They believed that the blood that sustained them, while technically dead, still carried their lineage, regardless of its bodily origin. They sired more “members of the family,” gathering runaways and castoffs, and brought those chosen mortals into the unliving fold of the Brood. By selecting miscreants and outcasts with cruel, tough demeanors, the bloodline grew slowly but constantly.

After the Fall, the family found a world more suited to their liking. Pockets of humans were easy to find and prey on, and the meddling affairs of vampire politics were more chaotic and less structured. The Oberlochs’ influence spread west from the Appalachians into the rest of the Midwest, fueled by wanderlust combined with growing numbers. Now, subordinate members have formed their own Broods, and it is not uncommon for one family of Hatfields to go after their brethren McCoys.

## **Bloodline Gift**

The Oberlochs are even more attuned to animals than other Gangrel. As a latent power, the Brood may add their Animalism score to any Animal Ken roll, save for those in connection with that or any other Discipline. Any time an Oberloch uses a Discipline or Devotion that allows him to assume the form or the body of an animal, the Oberloch may use Animalism or Dominate, or any Devotions using one of those Disciplines, in that form (see, e.g., Subsume the Lesser Spirit).

## **Bloodline Bane**

While undead, the Oberlochs still age. Their skin becomes sallow and wrinkled, their muscles atrophy, joints fuse and ligatures tighten over time. A family member Embraced at age 50 who exists as a vampire for an additional 50 years appears more or less as a 100-year-old person. An Oberloch who has spent 200 or more years on this Earth looks exactly like a 200-year-old might look: skin desiccated like sun-dried vellum, face pressed tightly to a withering skull, fingers curled in like the legs of a dead spider.

For every 50 years that an Oberloch exists as a vampire, a single dot is removed from each of his Physical Attributes. Physical Attributes may not be reduced below 1, though. This weakness leads some of the Brood to speculate that they are not indeed vampires, or dead in any sense, but exist with prolonged lives whose inevitable march is slowed to a freakish crawl. It's for this reason that many choose to Embrace young men and women, often teenagers. (Few Oberlochs ever Embrace children. A child's body may appear young for a long time, but it also never grows past the stunted frame of early youth.)

In addition, the Oberlochs are not known for their political acumen, and are rightfully or wrongfully considered bumpkins. They cannot possess Politics above 2 or Status in any Clan or Covenant above 2.

## **Bloodline Devotions**

### **Beloved Pet (Animalism \*\*, Protean \*\*, Undying Familiar)**

The Oberlochs are known for keeping large beasts as pets and for protection. This Devotion works in conjunction with Undying Familiar (V:tR 2e, p. 148), and represents an added cost to invest into a familiar animal.

Cost: 1 Vitae

By spending an extra point of Vitae, the Undying Familiar becomes invested with the Beloved and Vitae Hound Merits (V:tR 2e, p. 300). The Undying Familiar also gains an additional 1 to each Physical Attribute.

This Devotion costs 2 Experiences.

### **Immutable Mind (Dominate \*, Resilience \*)**

The Oberlochs are not known for their sophistication. This is perhaps why they seem especially resilient to other Kindred's ability to impose their will on them.

Cost: 1 Vitae  
Duration: One scene

For the rest of the scene, the Brood may add his Resilience score to attempts to resist any Dominate power or Devotion that requires the Dominate Discipline.

This Devotion costs 1 Experience.

### **Indomitable Aura (Dominate \*\*\*, Resilience \*\*\*)**

Oberlochs utilizing this Devotion wear their preternatural toughness on their sleeve, so to speak. The vampire exudes an appearance of being unbeatable, as if his fortitude is so intense that any and all attacks against him are futile. He becomes frightening to behold, an undefeatable bully and monster. Oberlochs of particular Blood Potency (4 or higher) appear to grow taller and darker, whereas Oberlochs who possess Protean may appear to have skin made of stone or wood. (A combination of the two is possible.)

Cost: 1 Vitae  
Dice Pool: Presence + Intimidation + Dominate vs. highest Composure + Blood Potency  
Action: Contested; resistance is reflexive  
Duration: One scene

One roll is made for the vampire performing the feat, and successes are recorded. All beings who can see the Oberloch may be subject to the power (a contested roll is made for each, with successes achieved compared to those for the Oberloch). If the Brood has the most successes, an onlooker is overwhelmed by a sense of futility in challenging him physically. Attacks of all affected beings suffer a -3 penalty. That includes use of Disciplines that inflict physical damage. The Oberloch's Resilience dots are also added to any rolls involving Intimidation or Dominate, assuming actions are performed against those who lost their contested rolls.

This Devotion costs 3 Experiences.

### **Man to Beast (Animalism \*\*\*, Dominate \*\*\*, Protean \*\*\*)**

With this power, an Oberloch is able to reduce a subject's mental acuity to that of a common animal's. The victim's higher brain functions give way to base, feral needs (i.e., the reptilian urges of food, sex, sleep and shelter). In some cases, a subject can even be made to manifest bestial features, further degrading identity. The Oberloch can suggest a type of animal to the subject, but the influence is not necessarily followed. A victim could react based on the kind of

animal to which he feels most connection. How an animal behaves is also open to interpretation. (People might have different opinions on how a hog acts, for example.)

Cost: 1 Willpower  
Dice Pool: Wits + Expression + Animalism – subject's Resolve  
Action: Instant

#### Roll Results

Dramatic Failure: The Devotion fails and the subject may not be affected by any uses of Dominate (including this and other Devotions that require Dominate) from the character until the next sunset.

Failure: Willpower is consumed, but the power fails with no effect. A successive attempt may be possible.

Success: The subject is reduced to feral, bestial behavior. Each success on the activation roll removes one die from the victim's Social and Mental dice pools for a number of hours equal to the Oberloach's Animalism score.

Exceptional Success: The victim also manifests animal features. One quality is gained for each success rolled at and in excess of five. (Five successes means one animal feature, six means two, seven means three, and so on.) A single feature could be a pig's snout, ears, tail or hooves. In addition to the dice-pool penalties imposed by a success, the victim suffers a mild derangement based on the experience that can be overcome only through roleplaying or therapy. A victim of this power can be subject to only one application of it at a time. The target must also be within direct earshot of the user. Trying to use the power over the telephone has no effect.

This Devotion costs 4 Experience.

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## **SHEPHERDS**

Parent Clan: Gangrel  
Sobriquet: Watchers; Shepherds (duh)  
Source: Ancient Bloodlines, p. 36  
Disciplines: Animalism, Obfuscate, Protean, Resilience  
Revised by: Ganymede

### **Background**



The Shepherds are the Savages who understand that no food means no survival. Since time in memoriam, the Shepherds have watched over humanity and intervened when Kindred or other supernatural creatures threaten their existence. For the most part, the Shepherds have been successful; however, the Shepherds could not save humanity from itself.

Tending to one's flock is what the Shepherds consider "the Fourth Tradition." Although having a ready food supply is important, the Shepherds believe that tending to humanity is important for the progression of vampires as well. After all, modern advances are largely born from the human instinct and desire for innovation and improvement, things that vampires eschew out of tradition and ennui. That said, there is a rift among the Shepherds: there are those who think humans should be allowed to explore and change, and another group that believes humans should be kept docile and ignorant to the point that they know nothing more than what they have, ever.

Before the Fall, the differences were merely philosophical; after the Fall, things have changed dramatically. The more progressive Shepherds see the modern times as in desperate need for humanity's spirit of industriousness and innovation to survive; the more conservative Shepherds see the Fall as an indication that humanity had become full of hubris, and destroyed itself because they were not kept from dangerous knowledge. The ideological differences between the factions are often a source of conflict between flocks, and have kept the bloodline, as a whole, divided.

Unlike many other bloodlines, the Shepherds do not hide who or what they are. To the contrary, they are the most visible of the bloodlines, to the point where some Kindred are convinced they are some sort of new Covenant or Conspiracy. They are not, of course, but Shepherds often find allies among their own kind, and others resent them for their affluence among the Kine, which seems to come naturally.

### **Bloodline Gift**

The Shepherds are students and scholars of humanity, and are attuned to them more than any other vampires. As a latent power, the Brood may add their Animalism score to any social rolls with the Kine, save for those in connection with that or any other Discipline. Additionally, when another Kindred attempts to lash their Beast, a Shepherd may add his Obfuscate score to resist the attack.

### **Bloodline Bane**

A Shepherd's Beast is dulled and slowed, and his Vitae is similarly weaker. A Shepherd must spend double the XP to raise his Blood Potency and achieve double the successes necessary to diablerize another Kindred. A Shepherd also cannot lash out at another's Beast. If a

Shepherd successfully defends himself against another's attempt to lash at his Beast, he may not inflict a condition on the attacker.

### **Bloodline Devotions**

#### **Circle the Wagons (Animalism \*\*\*, Resilience \*\*\*)**

The Shepherds know the value of protecting those close to them, and this manifests itself in a localized effect that confers a Shepherd's resistance to his flock.

Cost: 1 Vitae per round  
Action: Reflexive

By spending a point of Vitae, everyone within a radius equal to the Shepherd's Animalism enjoys Armor equal to the Shepherd's Resilience, not including the Shepherd himself, for the rest of the round. This Armor is effective against all damage, except for aggravated damage or damage that would normally be a bane for the Shepherd (e.g., fire, sunlight).

This Devotion costs 3 Experiences.

#### **The Herd's Measure (Animalism \*\*)**

A simple effect born from the Shepherd's self-appointed duties, this devotion allows a Shepherd to get a general feeling for the mood of the humans around him.

Cost: 1 Vitae  
Dice Roll: Wits + Empathy + Animalism  
Action: Instant

If successful, the Shepherd learns of the general mood of the humans within a radius of Blood Potency x 100 yards. It does not allow the Shepherd to know the mood of a particular individual, even if that mood may deviate substantially from others.

This Devotion costs 1 Experience.

#### **The Sacrificial Lamb (Animalism \*\*, Protean \*\*, Resilience \*\*)**

Sometimes, in order to protect the flock, one of them must be sacrificed. This devotion allows wise Shepherds to protect his people by offering one of them as a gift for the price of passage through hostile lands.

Cost: 2 Vitae

Dice Pool:     Stamina + Occult + Animalism – subject's Resolve  
Action:         Instant

This power is only usable on a human, ghoul or otherwise. If successful, the target's blood becomes as succulent as if it were Kindred Vitae, although it does not create a Vinculum and cannot be used to create other ghouls of Kindred. It is simply more nourishing, without the risk of addiction (unless you're a Daeva). This effect lasts for a number of nights equal to the Shepherd's Resilience.

This Devotion costs 3 Experience.

### **Sheep's Clothing (Obfuscate \*\*, Protean \*\*)**

The Shepherd is so adept at hiding among the Kine that her Beast seems to disappear, and she takes on the general characteristics of those around her, making it easier to masquerade as someone else.

Cost:           1 Vitae per scene  
Dice Pool:     Wits + Empathy + Obfuscate  
Action:         Instant  
Duration:       One scene

One roll is made for the vampire performing the feat, and successes are recorded. All attempts to discover that the Shepherd is not human are penalized by the successes gained. His Beast is also hidden, and cannot be detected unless the perceiver manages to pierce the disguise. In addition, the Shepherd appears to take on the general characteristics of the humans he happens to be around; if the Shepherd is African but the people around him are Caucasian, his skin tone and facial features will change such that he would seem to "blend in." This "blending in" is actually physical, rather than illusory.

This Devotion costs 2 Experiences.

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## **MEKHET BLOODLINES**

### **ALUCINOR**

Parent Clan: Mekhet  
Sobriquet: Sandmen  
Source: Bloodlines: the Hidden, p. 12  
Disciplines: Auspex, Celerity, Nightmare, Obfuscate  
Revised by: Ganymede

## **Background**

The Fall broke many barriers. In the case of the Alucinor, it broke the delicate balance they had between the myriad dream-worlds they could walk and their mundane selves. Whereas the Alucinor could simply study and contemplate mortals as they dreamt, the Alucinor become horribly connected to those dreams, and now need them to sustain them.

Before the Fall, the Alucinor were rare and far between. This was mostly due to their preoccupation with and travels in the dream-lands of mortals. Their gift allowed them to traverse into the minds of the mortals around them, and to experience the fantasies and nightmares, as if they were real. In the case of special mortals, the Alucinor kept them close, serving as their muses or psychiatrists. This was how they remained connected to their humanity.

Whatever supernatural event immediately preceded the Fall, the Alucinor are now dependent upon humanity. No longer able to draw blood through normal means, they are compelled to come out of the shadows and keep a herd of select dreamers from which to feed. As a result, their impact – and their ability to protect their Kine – is now felt wherever they appear, with the result being the breaking of unwitting Kindred who knowingly, or unknowingly, stumble upon an Alucinor's clutch.

And those who survive such encounters are often haunted from such a harrowing experience. Vampires are knowledgeable about many things, but few have ever had to defend their minds from a creature that knows of their weaknesses and can attack them in their dreams.

Thankfully, the Alucinor remain studious by nature and without the sort of ambition that would make them dangerous. They also tend to be solitary creatures, especially in modern nights when keeping groups of dreamers secure is a top priority.

## **Bloodline Gift**

The Sandmen, simply, have the ability to walk into someone's dreams. The first step is to become attuned to an area's dreamers, which requires the expenditure of a Willpower point. Once this is done, the Sandman can instinctively sense the dreams of anyone sleeping within a radius of 100 yards per Blood Potency dot. The Sandman may try to understand what a particular dreamer may be dreaming about by focusing, which requires a successful Intelligence + Empathy + Auspex roll.

Once the Sandman is attuned to a particular dreamer, he may enter the dream. There, the Sandman can interact with the dreamer as if the both of them were in the waking world. This means that the Sandman can, of course, attack the dreamer, and even feed from them. When

feeding from a dreamer, the dreamer loses a Willpower point for each damage caused by the feeding, and the Sandman gains a Vitae or a Willpower point. If the dreamer runs out of Willpower, they will take a level of bashing damage for every point of damage caused by the Sandman feeding from them.

A dreamer may attempt to awaken from their dream by concentrating and focusing on doing so. This means they cannot resist the Sandman in the dream-world. If they succeed on a contested Willpower roll with the Sandman, who resists reflexively, then the dreamer awakens and the Sandman is ejected into his own body.

### **Bloodline Bane**

A Sandman cannot regain Willpower when awake. Worse, a Sandman cannot feed from someone when they are awake. Any blood that is drunken while the Sandman is awake simply turns to ashes in their mouth.

### **Bloodline Devotions**

#### **Blissful Sleep (Auspex \*\*, Nightmare \*\*)**

With a mere touch, a Sandman can cause a target to fall into a deep sleep.

Cost: 1 Vitae  
Dice Roll: Manipulation + Persuasion + Nightmare vs Composure + Blood Potency (ref.)  
Action: Instant

The target resists reflexively. If the Sandman succeeds, the target falls asleep instantly. If the target suffers any damage, she will awaken.

This Devotion costs 2 Experiences.

#### **Dream-Bending (Nightmare \*\*, Obfuscate \*\*)**

While in a dreamer's slumbering mind, the Sandman is able to manipulate elements of it in order to create effects and emphasize whatever mood or message the Sandman wishes to imprint.

Cost: 1 Vitae per scene  
Roll: Presence + Intimidation + Nightmare  
Action: Instant

With a successful roll, the Sandman manipulates the dreamscape around him, effectively boosting his stats and ability to manipulate the dreamer. For every success on the activation roll, the Sandman can increase any of his attributes by 1.

This Devotion costs 2 Experiences.

### **Imprint (Auspex \*\*\*\*, Nightmare \*\*)**

The Sandman is a master of dreams, and, with this power, he can affect a dreamer as if he had all of the supernatural faculties associated with vampires. In effect, this allows the Sandman to place commands in the dreamer, which he or she may not be aware of, even when they awaken.

Cost: 1 Vitae  
Dice Pool: Presence + Persuasion + Nightmare vs Composure + Blood Potency  
Action: Instant

If successful, the Sandman subjects the target to any non-persistent condition. If the Sandman achieves an exceptional success, that condition may be persistent, but only lasts for a week.

This Devotion costs 3 Experiences.

### **Morpheus' Oubliette (Nightmare \*\*\*, Obfuscate \*\*\*\*\*)**

With this devotion, the Sandman is able to trap a dreamer in her dreams indefinitely. Whether the dreamer can escape is entirely up to them. Meanwhile, their body wastes away in the real world, starved of sustenance and presence unless given medical attention. For vampires, this may mean falling into torpor, and being trapped forever in a never-ending cycle of nightmares.

Cost: 1 Vitae per night  
Dice Pool: Intelligence + Empathy + Obfuscate vs. Composure + Blood Potency  
Action: Contested / Extended

If the Sandman is successful to activate this, then the target is trapped in their dreams and cannot awaken as normal. Record the successes. Each night, the Sandman must spend a Vitae to continue the effect, and then roll again. If the Sandman scores more successes, add those to the previous night's number. If the Sandman scores fewer, deduct the difference from the previous night's number. If the target spends a Willpower point, however, then a roll is not made for the night, and the total successes are reduced by 1.

This Devotion costs 4 Experiences.

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## **KHAIBIT**

As per the Onyx Path published bloodline: <http://theonyxpath.com/the-shadow-and-the-asp/>

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## **STA-AU**

Parent Clan: Mekhet

Sobriquet: Predators

Source: Ancient Bloodlines, p. 30

Disciplines: Auspex, Celerity, Obfuscate, Protean

Revised by: Ganymede

### **Background**

Before the Fall, the Sta-Au lurked within the Land of Worms, where the restless dead lurked and could be hunted to bring them peace or dispatch them. The Badlands were theirs: where few of the living traveled and even fewer of the living dead.

The Fall changed all of that.

Now, the Land of Worms' borders are broken, and the restless dead move through areas once barred from them. For the Sta-Au, this meant greater opportunities to travel and hunt, and even greater creatures to prey upon. And with the Shadow broken, even stranger things to observe and study.

Few know of the Sta-Au as anything else but sub-human predators pre-dating the native Americans. While the Predators are ancient, they are anything but sub-human; to the contrary, they see their pursuit as noble and necessary, as the restless dead, like the undead, have a bad habit of toying with humanity. What better way to ensure the prosperity of the living than by eliminating them?

Of course, this also means that, in their own logic, the living dead must sometimes be culled, but the devil is in the details.

### **Bloodline Gift**

The Predators have the natural ability to see and interact with ghosts in Twilight, regardless of whether they are corporeal or not. This also means that their unarmed attacks are effective

against them. They can also feed off of ghosts as if they were human; the ghost loses a point of Essence per dot of damage they would take, for which the Predator gains one Vitae.

### **Bloodline Bane**

When facing the possibility of degeneration, a Predator rolls as if he has no Touchstones, even if he does. If a Predator loses all of his Touchstones, he gains the Languid Condition, as normal.

### **Bloodline Devotions**

#### **Blink (Celerity \*\*\*, Protean \*\*\*)**

For a few seconds, the Predator can instantaneously become incorporeal. This means that the Predator suffers no damage from any attacks for a combat round, but cannot inflict any by physical means either.

Cost: 1 Vitae  
Action: Reflexive

Even if incorporeal, the Predator can still interact with targets verbally or mentally.

This Devotion costs 3 Experiences.

#### **Dead Traces (Auspex \*\*)**

With this devotion, the Predator can sense where the restless dead have traveled through an area, giving her insight on where to find them.

Cost: 1 Vitae per scene  
Action: Instant

By activating the devotion, the Predator becomes aware of the passage of the restless dead through a building she is currently in or in an area with a radius of 100 yards x Blood Potency within the past 24 hours.

This Devotion costs 1 Experience.

#### **The Familiar Dead (Obfuscate \*\*\*\*)**

The Predator's supernatural ability to hide now extends to the restless dead.



Cost: 2 Vitae per scene  
Action: Instant

By activating this devotion, the Predator may use all of her Obfuscate powers against the restless dead. In fact, any restless dead that do interact with her believe that she is one of them, even if she were corporeal.

This Devotion costs 2 Experiences.

### **Ghost Form (Obfuscate \*\*\*, Protean \*\*\*\*\*)**

The Predator's form becomes incorporeal, like a ghost's. For all intents and purposes, she becomes one.

Cost: 1 Vitae  
Action: One turn

The vampire's highest Power attribute becomes her Power; her highest Finesse attribute becomes her Finesse; and her highest Resistance attribute becomes her Resistance. She can also select a number of Numen equal to her Auspex rating, which are only available while in Ghost Form.

This Devotion costs 4 Experiences.

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## **NOSFERATU BLOODLINES**

### **ADROANZI**

Parent Clan: Nosferatu  
Sobriquet: Caretakers  
Source: Ancient Bloodlines, p. 107  
Disciplines: Animalism, Nightmare, Obfuscate, Vigor  
Revised by: Ganymede

### **Background**

The ancient, ancestral lords of the jungle, the Adroanzi find in modern nights a world that beckons to them. As the kudzu and wildlife reclaim areas once dominated by the technology of man, the Caretakers' influence has become greater than ever before. Caretakers, new and old, have spread away from Africa, taking hold in the wilds and repelling interlopers with extreme

prejudice. To them, the world is being called back to the Old Gods, and they will usher in a return to the past, where vampires lurk in the darkness to prey upon humanity.

Needless to say, the manifest destiny of the Caretakers has been met with resistance by the collective Kindred. Most Princes, upon rumor, will call upon blood hunts to eliminate the potential encroachment of a Caretaker into her territory. Unfortunately, as the stereotypical Caretaker hails from Africa, such an order has increased suspicion of race and skin-color, something which is harder to shake as humanity tries to stabilize itself.

Accordingly, to protect their charges, Caretakers attempt to take a less aggressive approach into establishing their territories, often providing Princes and others who may tolerate them unparalleled mastery over their natural areas. Still, prevailing wisdom is to purge the Caretakers when found, and to avoid the wild areas of the world.

Fortunately, the Caretakers consider themselves precisely that. Most are welcoming to those at their borders, and reward those who can return courtesy with courtesy. In their minds, they are descendants from older, eldritch lords that ruled when the world knew nothing of the mastery of man. And while they seek a return to that sort of time, there is no need to rush – especially when the signs show a reversal of civilization.

### **Bloodline Gift**

The Caretakers' affinity for Animalism goes beyond conventional limits, and can be used on plants and other non-sentient flora. The Caretakers suffers no penalty when using Animalism against insects and other vermin, but cannot use it against microscopic creatures. When using Animalism, the following augments apply:

**Feral Whispers:** The Caretaker can also speak to and understand plants, although this is through sympathy and empathy rather than speech. Plants will respond obediently to the Caretaker, but their ability to understand anything beyond what they can perceive is limited.

**Raise the Familiar:** The Caretaker may use this power to create sentient mandragora, which are able to communicate and move, albeit in a limited fashion. The mandragora cannot uproot itself, but it can reach out and grab people within range. Mostly, the Caretakers use this power to create unassuming watchers in their territory; the mandragora are capable of understanding concepts as if it had an Intelligence of 1. Such mandragora are also able to communicate with the plant-life around them.

**Feral Infection:** The Caretaker can turn the plant-life in an area into a single, semi-sentient entity bent on destroying whatever the Caretaker wishes through rampant overgrowth. Fighting off a plant is not terribly difficult, but the maddened, rampant overgrowth creates a formidable

foe that can overwhelm with size. The kudzu can be considered a Horror, and may be built as such, with a Potency equal to the successes on the activation roll.

Further, uses of Animalism to directly harm a Caretaker in her chosen territory will automatically fail, and a Caretaker in her chosen territory can banish any animals or other wildlife from her presence with a thought.

### **Bloodline Bane**

The Caretakers' belief in their own divinity keeps them from obtaining sustenance from that which they have not personally touched. A Caretaker receives no sustenance from blood or Vitae that does not come from one of their own ghouls, thralls, or mandragora. This weakness forces them to keep tight communities and gardens of mandragora, which they guard jealously.

### **Bloodline Devotions**

#### **Jubokko (Animalism \*\*\*, Nightmare \*\*\*)**

The Caretaker can use this devotion to turn a mandragora into a plant that inspires fear and anxiety by its mere presence. By spending an additional vitae when creating the mandragora, the Caretaker can imprint it with the inherent ability to use Face of the Beast or The Grand Delusion (Nightmare 2 and 3) on anyone that looks at it. The mandragora's pool is equal to its domitor's, and the Condition caused must relate to the plant itself.

This Devotion costs 3 Experiences.

#### **Silent Passage (Animalism \*, Obfuscate \*)**

The Caretakers, when in natural environments, are nearly impossible to detect, as the plant life around them actively try to hide their existence. When in a natural setting, any attempt to notice the Caretaker, even when she may be taking a violent act that would cause a commotion, is penalized by her Animalism score.

This Devotion costs 1 Experience.

#### **Synergy (Animalism \*\*, Vigor \*\*)**

With this devotion, the Caretaker can meld with a plant, such as a tree, equal in size to her, much as how Unmarked Grave (Protean 1) works.

Cost: 1 Vitae

Action: One turn

This Devotion costs 2 Experiences.

### **Treant (Animalism \*\*\*\*, Vigor \*\*\*\*)**

Once the Caretaker has melded with a plant or tree using Synergy, she may then animate it – with her inside and in control.

Cost: 2 Vitae per scene.

Action: One turn

The Caretaker essentially creates a living tree that can uproot itself and walk around, violating the First Tradition in a way that it likely never envisioned. When in the treant, the Caretaker enjoys armor against bashing and lethal damage equal to the tree's Durability, and has a number of extra health levels equal to the tree's Size. The armor protects the Caretaker against sunlight, but not against fire. While in the treant, the Caretaker's defense is lowered by the tree's Durability, and attacks have a damage bonus equal to the tree's Size – 5.

This Devotion costs 4 Experiences.

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## **AZERKATIL**

Parent Clan: Nosferatu

Sobriquet: Dragonslayers; Assassins

Source: Ordo Dracul, p. 107

Disciplines: Celerity, Nightmare, Obfuscate, Vigor

Revised by: Ganymede

### **Background**

No one knows precisely how the Dragonslayers came to be. They first emerged as agents of the Red Sultan, a powerful Nosferatu who believed that Dracula, founder of the Ordo Dracul, was creating an army to invade his lands. It is said that the Red Sultan created the Azerkatil line specifically to kill the Dragon; certainly, the Dragonslayers' skills make them well-suited towards eliminating Kindred quickly and quietly. Their mission: to infiltrate the Order, find its purpose, and then slay the Dragon.

They failed.

The Red Sultan disappeared at the end of the 16<sup>th</sup> Century, and his empire crumbled soon after. Without anyone to report to, the Dragonslayers continued to monitor the Order from within. Some learned the hollowness of the mission – the Dragon was more interested in transcendence than invasion – and abandoned it; others continued to keep the Order at bay. But after centuries, those Azerkatil that remains in the Order joined it, finding purpose in protecting it. Others, having abandoned the mission long ago, became assassins-for-hire.

Before the Fall, the Azerkatil were, like the Moroi, guardians of the Order's sites. After the Fall, with the Order in shambles, the Dragonslayers within blamed the Dragonslayers without, creating a schism within their line that prevents them from massing any unified strength. For other Kindred, this is a good thing: a unified bloodline would be a deadly threat either under the Order's control or seeking to eliminate it.

No one inspires fear and dread among Kindred like the Azerkatil. Most are shunned from domains, unless they agree to serve as bodyguards or killers, something which a Dragonslayer may be weary of. Thus, where they can find respite, they tend to reside. And they are fearsome monsters when someone tries to take them from their place.

### **Bloodline Gift**

Aside from the Dragonslayers' disciplines and devotions, they possess an acute sense of taste that allows them to sense the presence of a Kindred's Vitae, provided they have tasted it before. By spending 1 Vitae, a Dragonslayer becomes attuned to the last Kindred she tasted of, and can send anyone possessing such vampire's Vitae in their system, including ghouls and thralls that have recently fed (in the past 24 hours), within a radius of miles equal to the Dragonslayer's Blood Potency for one night. The Dragonslayer also possesses an inherent sense of where that blood is, allowing them to unerringly home in on a target. During this time, any time someone with the Kindred's Vitae in them, including the target Kindred, attacks the Dragonslayer, she gets +2 Defense.

### **Bloodline Bane**

The Dragonslayers' Nosferatu Bane apply to Kindred, who get the same feeling of dread that a mortal would when in a Dragonslayer's presence. Given their purpose as vampire killers, their Beasts are always primed and vulnerable to provocation; they suffer a -2 penalty for all rolls to resist another vampire's lashing out. Finally, the Dragonslayers' blood is weaker, and they struggle to create ghouls and progeny: they must spend an additional Willpower point to create a ghoul or embrace an individual.

### **Bloodline Devotions**

### **Cauldron of Blood (Celerity \*\*\*, Nightmare \*\*, Vigor \*\*\*)**

By making contact with a target, the Dragonslayer can set the Vitae in his body on fire.

Cost: 1 Willpower  
Dice Pool: Resolve + Occult + Vigor vs Stamina + Blood Potency  
Action: Instant / Contested

For each success on activation, the target loses a point of Vitae and takes a point of aggravated damage, which cannot be reduced by armor or Resilience. The target also suffers a -1 die penalty for every point of Vitae burned off this way for the remainder of the scene. This power does not work on targets who are unable to store Vitae.

This Devotion costs 4 Experiences.

### **Dragon's Fire (Celerity \*\*, Nightmare \*\*, Vigor \*\*)**

By spending 1 Vitae, the Dragonslayer's blood becomes like acid for a scene. Her unarmed attacks, where her skin is bare, can cause aggravated damage as she exuded blood through it; she does an additional point of aggravated damage with her unarmed strikes for every Vitae spent reflexively after such an attack. Any attacker that successfully attacks the Dragonslayer takes 1 aggravate damage for his trouble, which cannot be reduced by armor. Further, anyone who feeds from the Dragonslayer takes 1 aggravate damage per level of Vitae imbibed, which cannot be reduced by armor.

This Devotion costs 3 Experiences.

### **Serene Ferocity (Celerity \*\*, Vigor \*\*)**

With this devotion, the Dragonslayer can maintain their senses while riding the Beast, and enter that state more easily than others. She no longer has to spend a Willpower point to Ride the Beast, and, while in that state, suffers no frenzy-related penalties to perceiving her environment, track her enemies, or use the Stealth skill.

This Devotion costs 2 Experiences.

### **Will Against the Wurm (Nightmare \*, Obfuscate \*)**

The Dragonslayers' strength lies not only in skill, but in reputation: wise Kindred are afraid of what Dragonslayers can do. With their knowledge of Nightmare, the Dragonslayers are able to gird their minds for the fears that others can try to inflict upon them. With this devotion, a

Dragonslayer can add their Nightmare score to any contested roll to resist a fear-related effect, or subtract their Nightmare score to any resisted roll by another to cause fear in them.

This Devotion costs 1 Experience.

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## **GALLOI**

Parent Clan: Nosferatu

Sobriquet: Messers; Madames

Source: Bloodlines: The Legendary, p. 51; also, the Cockscomb Society, Nosferatu, p. 106

Disciplines: Majesty, Nightmare, Obfuscate, Vigor

Revised by: Ganymede

### **Background**

Love and fear: the two things that make the world go around. As masters of both, the Galloi see themselves as the saviors of a world in chaos, and their aim is to bring civilization and higher consciousness to those lost to their instinctual passions.

Originally a blood cult worshipping the Goddess Cybele, the Galloi has seen a transformation in recent nights. In a private Salon in the remnants of Paris, the Cockscomb Society decided to join forces with the Mother's Army, and immediately found kinship with the French Galloi, whose abilities appealed to the ever-sophisticated degenerates. From there, they spread *en force*, the two lines mixing their herds and exploring what they believed to be a mixed history. In the end, the Gents and Gals came to the conclusion that they had descended from the same blood cult, and officially began calling themselves the same.

Before the Fall, the Galloi were an obscure, isolated European mystery cult focused on beauty and renewal. With the Cockscomb Society's influence and power, they spread forth and expanded their fascination with other beautiful parts of humanity: art, culture, sophistication, and wealth. The Galloi freely exchanged their gifts for resources, and became a powerful, interesting force in Parisian politics in the latest nights. From there, the Galloi looked west.

After the Fall, the Galloi resumes their pursuit of perfection in all forms, especially in the aesthetic. That which is most sophisticated and most beautiful is best, and the Galloi find elegance in the strangest things. Frighteningly, a large number of Galloi have become fascinated with breeding the perfect human servant, creating a substantial interest in eugenics among mortals. This has fueled a debate in salons about the appropriate place of Kindred in the destiny of humanity: what amount of intervention is too much?

Able to charm and intimidate in equal measure, the Galloi are formidable leaders, most of whom remain close to the Mother's Army, and no shortage of willing and able servants to protect their interests. They often appear like angelic, androgynous creatures at the epitome of their sexual beauty, enticing and frightening.

### **Bloodline Gift**

The Messers and Madames are sophistication incarnate. They are horrid and beautiful. They repulse and attract. That sophistication makes them especially difficult to manipulate or goad into action. Their pools to resist or contest social rolls, including those related to disciplines, are raised by 2, as are their pools to resist another vampire's attempt to lash out.

In addition, the Messers and Madames do not just feed off of blood: they feed off of a person's soul. For every lethal damage caused from feeding, a target also temporarily loses a point of Presence, Manipulation, or Composure, which could affect their Willpower pool. These lost points of social attributes heal as the lethal damage does, and are visible: victims often seem wizened and sunken after such attacks.

### **Bloodline Bane**

As with the line's gift, the Galloi do noticeable damage to those they feed from. Attempts to fix that through rituals or other supernatural means will automatically fail; the social attributes must be regained naturally. Further, the Galloi gain no Willpower from fulfilling their Mask; they only receive Willpower if they fulfill their Dirge. Finally, their preoccupation with beauty and elegance leaves them vulnerable to the insatiable appetite exhibited by the Daeva; they suffer from the Daeva Bane in addition to their own.

### **Bloodline Devotions**

#### **Blessing of the Magna Mater (Majesty \*, Obfuscate \*)**

By spending 1 Vitae, the Galloi can imbue a target with the grace of beauty and entrancement. For a number of nights equal to the Galloi's Blood Potency, the target gains 2 dice to any social roll.

As a "penalty," the target also suffers from the Wanton Condition, which is resolved when the effect ends; the target gets no Beat this way. During this time, the target, if mortal, is especially fertile; if a man, any woman he has sex with will become pregnant, and, if a woman, she will become pregnant from the first man she has sex with.



This Devotion costs 1 Experience.

### **Direction of the Magnus Pater (Majesty \*\*, Vigor \*\*)**

By spending 1 Vitae, the Galloi can disgorge a small, bloody idol from her mouth. She then tells the idol a simple, specific purpose; for example, to discover the location of a particular person. For a number of nights equal to the Galloi's Blood Potency, anyone holding the idol gains a persistent Inspired Condition, with the object being the idol's purpose. Every time the holder gains an exceptional success, he gains a Beat.

Once the time expires or the purpose fulfilled, the idol dissolved into ashes.

This Devotion costs 2 Experiences.

### **Enliven the Flesh (Majesty \*\*, Nightmare \*\*, Obfuscate \*\*)**

By spending 5 Vitae, the Galloi can create a blood bath – literally – in which a target may be completely covered (those who still have to breathe do so with the assistance of a mask or pipe). After so bathed for an hour, the target emerges with a renewed sense of vigor, and bearing the same ethereal beauty possessed by the Galloi. The Galloi herself may use this devotion on herself.

Cost: 5 Vitae  
Dice Roll: Stamina + Occult + Majesty  
Action: Instant

Record the successes on the activation roll. The target instantly gains the same number of dots in social attributes. These additional dots are lost as if they were healed as levels of lethal damage. After that, however, the target must lose a number of social attribute dots equal to the activation roll, which are lost at the same rate as if they were healed as levels of lethal damage. Once the requisite numbers of social attribute dots are lost, they gain thereafter be healed as if they were levels of lethal damage, until the target returns to normal.

This Devotion costs 3 Experiences.

### **The Greatest Lie (Majesty \*\*, Obfuscate \*\*\*\*, Vigor \*\*)**

By spending at least 5 Vitae, the Galloi can create a blood bath in which a Kindred may be completely covered. After so bathed for an hour, the Kindred emerges with his Beast completely suppressed, to the point where the Kindred's body believes itself to be alive again. His heart beats; his chest heaves with breathing; and he can eat solid food again without vomiting it up soon after. It is as close to life as the dead will ever get to.

Cost: At least 5 Vitae  
Dice Roll: Stamina + Occult + Obfuscate  
Action: Instant

For each point of Vitae spent, the target Kindred gains the Blush of Life, and more. He feels almost identical to how he felt when he was mortal: he hungers for food, thirsts for water, and so on. His body remains undead and difficult to damage, and he does not have to have a working heart or lungs, but he still feels pain, so losing a limb will likely be a traumatic event. And, yes, sex is great, and works as it should, except that he remains infertile.

Any attempts to detect or lash at the Kindred's Beast fails. The Kindred cannot frenzy. He is considered to have a Blood Potency of 1 for the purpose of spending Vitae, which he can still do, and boost his physical statistics. The Kindred also has access to his disciplines, and can use them.

When the effect ends, the Kindred gains the Bestial, Competitive, or Wanton Condition, as he sees fit, and also gains the Humbled Condition. Resolving these Conditions does not grant a Beat.

This Devotion costs 4 Experiences.

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## **VENTRUE BLOODLINES**

### **DRAGOLESCU**

Parent Clan: Ventrue  
Sobriquet: Restless  
Source: Ordo Dracul, p. 150.  
Disciplines: Animalism, Auspex, Dominate, Resilience  
Revised by: Ganymede

### **Background**

The childer of Dragolescu carry his name as a matter of pride. He dared to change himself against the Traditions, and succeeded. He defied the Order, yet won the freedom of his followers. For that, the Restless revere his name, and continue his legacy.

Regardless of how they began, the Restless are looked on, more or less, as saviors. The Restless' ability to deal with ephemera – ghosts and spirits – makes them invaluable allies to Princes and other warlords. Whether they are considered ghostbusters or Faustian

manipulators depends on who you ask, but the results are undeniable: among their own, the Restless have no equal when bargaining with the incorporeal.

That said, they are also not trusted. How can one trust someone who has the ability to command the unseen and undetectable? Some Princes, fearful of the extent of a Restless' influence, have banished or killed them on sight, lest they discover the skeletons in his closet. And while the Restless are quick to point out that they would never use their powers without compensation, common wisdom is to trust a Lord about as far as you can throw her.

In truth, bargaining with spirits and ghosts is a tricky proposition. Whereas mortals and other vampires understand things like compassion, circumstances, and emergencies when one manipulates them, spirits and ghosts, for the most part, lack that sort of sympathy. Consequently, the Restless tend to move about constantly, so as to not develop a strong or well-known reputation among the local spirits and ghosts.

### **Bloodline Gift**

The Restless can perceive and interact with ghosts and spirits in the mundane world, and seems to understand them even if she is unable to directly communicate with First Tongue or the appropriate language. With a successful Wits + Composure roll, they can sense nearby spirits and ghosts in a radius equal to 100 yards x Blood Potency.

### **Bloodline Bane**

The Restless are literally so, and do not rest well when the sun rises. They can only regain Willpower through fulfilling their Mask or Dirge's dictates. They also suffer from the Mekhet Bane, in addition to the Ventrue Bane.

### **Bloodline Devotions**

#### **Bargain with the Air (Animalism \*\*, Auspex \*\*)**

By spending 1 Vitae, the Restless may use her disciplines against spirits and ghosts for a scene. This makes the Restless a threat, and any spirit or ghost knowing what the Restless can do will turn on her in a second. Any time the Restless fails to use a discipline against a spirit or a ghost, the target senses the failure and becomes immediately hostile and immune to further attempts.

Costs for using those disciplines remain the same after this devotion is activated.

This Devotion costs 2 Experiences.

### **Manifest the Avatar (Animalism \*\*\*\*\*, Resilience \*\*\*)**

The Restless manifests the powers of the spirits and ghosts around him, and may use them on others.

Cost: 1 Vitae per turn.

Action: Reflexive

Once the Vitae is spent, the Restless gains a number of Dread Powers, Influence, or Numen equal to her Blood Potency. The value of any variable power is equal to the Restless' Intelligence.

This Devotion costs 4 Experiences.

### **The Sixth Sense (Auspex \*\*)**

The Restless' senses attune to that of spirits and ghosts, allowing her to sense the emotions of those around her. Rather than focusing on a single target, the Restless can use this devotion to sense the emotions of everyone within a 10 yards x Blood Potency radius. Activating this power is otherwise like a use of Uncanny Perception.

This Devotion costs 1 Experience.

### **Steal the Spirit (Animalism \*\*, Auspex \*\*, Dominate \*\*)**

The Restless may steal the use of a target spirit or ghost's powers: Dread Powers; Influences; or Numen. The Restless may only possess a number of stolen powers equal to her Blood Potency. Spirits and ghosts subjected to this power can sense its use, and will treat the Restless as hostile; however, the Restless may continue to use the stolen power even if the spirit or ghost is banished.

Cost: 1 Vitae per scene.

Dice Pool: Intelligence + Occult + Dominate - Resistance

Action: Instant

If successful, the Restless steals the spirit's or ghost's power, and retains it for the remainder of the scene. The Restless must have knowledge of the spirit's or ghost's power first, whether from manifestation, bargaining, or other means.

This Devotion costs 3 Experiences.

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## **ICARIANS**

Parent Clan: Ventrue

Sobriquet: Ascendants

Source: Lancea Sanctum, p. 167.

Disciplines: Animalism, Dominate, Resilience, Vigor

Revised by: Ganymede

### **Background**

The Icarians were once pariahs among the Sanctified. That was before the Fall. Now, the Icarians have found a renewed purpose: purging the unclean.

Supernatural creatures have existed in the world, and always have. The Icarians have always understood that spirits come from another plane of existence, and that ghosts are echoes of the living. However, there are things that are neither of flesh nor ephemera that threaten the living: the horrors that lurk in the darkest corners to prey upon the living. The Strix belong to this group, along with many of the monsters that spirits can create – werewolves, the Ridden, the Host, etc. These abominations – the Unclean– must be destroyed if humanity is to survive.

After the Fall, the Ascendants have distanced themselves from the remnants of the Lancea et Sanctum. For many of them, the obliteration of the world and the rise of the Unclean was a sign that God had forsook the Earth itself, leaving the Kindred and the vestiges of humanity to rot; the Messiah was not coming a second time. Therefore, there was only one choice: save what is left, try to help as many as possible to rise, and prepare for Armageddon.

The Unclean stand in the way. To the Ascendants, the only purpose of the Unclean is to taint God's will and plan. There is to be no quarter with them, no peace – only death.

This stance has put them at odds with werewolves, who are abominations as amalgams of flesh and spirit. Ascendants see little difference between them and the Host or the Ridden, and their encounters with the Forsaken go as well as those with the Pure. It also puts them at odds with their own Kindred brethren, who would rather avoid unnecessary conflicts in lean times. The Icarians tend to go off on their own personal, deadly quests regardless of whose territory they come through.

Their message, however, is simple and attractive. Recruitment among Kine and ghouls is easy, and the Ascendants are not picky: if you can pick up a weapon and fight your way out of a box, you are good to go. Granted, new recruits are often thrown at the Unclean as fodder, but reconnaissance is an important element of war, and war never changes.

### **Bloodline Gift**

The Ascendants are able to sense the presence of any of the Unclean: people who are ridden, possessed, or controlled by spirits or ghosts. Such creatures are automatically detected on a successful Wits + Composure roll, unless they are using supernatural powers to conceal themselves; the latter case, there is a Clash of Wills. Their fervor also grants them advantages when fighting one of the Unclean: their Defense is considered 2 points higher, and they enjoy an extra 2 dice to any attribute or pool to resist or contest a Dread Power.

As they are also considered Unclean, the Ascendants can also sense werewolves. Their Defense is boosted, and they gain the above bonus to resist or contest a werewolf's Gifts.

### **Bloodline Bane**

An Ascendant's success at war is based on his ability to shut out distractions and focus. Unfortunately, any pursuit not directly related to the hunting and destroying of the Unclean means very little to an Ascendant. Consequently, they cannot spend Willpower on any roll to complete a task not directly related to hunting or destroying the Unclean, and cannot gain any Willpower for an unrelated action, even if it would satisfy the Ascendant's Mask or Dirge.

### **Bloodline Devotions**

#### **Fear Denies Faith (Animalism \*, Resilience \* or Vigor \*)**

The Ascendants are known for their unflappable courage and drive. When this effect is active, the Ascendant may add a number of dots to his Resolve or Composure attributes equal to his Resilience or Vigor, whichever is higher. This will raise the Ascendant's Willpower score, and also add temporary Willpower points that are lost when the scene ends.

Cost: 1 Vitae per scene.

This Devotion costs 1 Experience.

#### **Pain Cleanses the Body (Resilience \*\*\*, Vigor \*\*\*)**

The Ascendants can reverse the Pain of Knowledge through their willpower alone. They sometimes use this effect to cow other Kindred, and to convince them of the righteousness of their purpose.

Cost: 1 Willpower

Dice Pool:     Stamina + Athletics + Vigor  
Action:         Reflexive

Whenever exposed to a fire source, the Ascendant may spend a Willpower point to roll the pool. If the number of successes rolled is equal to or greater than the damage that would have been suffered, the Ascendant instead heals any damage that he may have suffered before. For example, if the Ascendant walked through an Inferno, from which he would have taken 3 aggravated damage, but succeeded using this devotion, then the Ascendant would heal 3 levels worth of damage.

Walking through fire may be cool, but it still requires a roll to resist Frenzy.

This Devotion costs 3 Experiences.

### **Purge the Unclean (Dominate \*\*, Vigor \*\*)**

With this devotion, an Ascendant may cripple the Unclean, making it easier to kill.

Cost:           1 Vitae  
Action:         Reflexive

So long as the Ascendant causes damage in an attack, he may spend 1 point of Vitae to cause a Tilt of his choosing. This devotion only works on the Unclean.

This Devotion costs 2 Experiences.

### **Work Earns Salvation (Animalism \*\*, Dominate \*\*)**

The Ascendant utters a phrase that fills his target with holy passion that instills him with the courage necessary to face down the Unclean.

Cost:           1 Vitae  
Dice Pool:     Intelligence + Empathy + Dominate – target's Resolve  
Action:         Instant

If successful, the Ascendant's command grants the Inspired and Steadfast Conditions, which may only be resolved if taking an action directly related to hunting or destroying the Unclean. No Beats are gained if resolved.

This Devotion costs 2 Experiences.

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## **MYRMEX**

Parent Clan: Ventrue

Sobriquet: Exalted (among themselves); Sheep (derogatory)

Inspiration: *Deucalion*, Carthians, p. 160; *Melissidae*, Bloodlines: The Legendary, p. 103.

Disciplines: Animalism, Dominate, Majesty, Resilience

Revised by: Ganymede

### **Background**

No one is quite sure where the Exalted came from, but the bloodline's members speak of her as a sort of God figure that all of them can speak to. Many have claimed to have met the Myrmex, but few can corroborate their stories. The Myrmex is part-Messianic and part-Doomsayer, but all Exalted agree that she warned that the end was nigh. They point to the Fall as the truth of the Myrmex's message.

In truth, the Myrmex are a perversion of the Melissidae. One of the first of her line into the New World, the Myrmex found herself immediately enraptured with the call and power of evangelism. With the United States' rich cultural heritage in proselytization and her natural abilities, the Myrmex soon enraptured small communities across the rural Midwest – the sort of unincorporated towns that people forget exist. Eventually, the Myrmex would find a home in Topeka, from which she sent her most treasured minions to spread her prophecy of the end of the world.

For the Exalted, the end of the world has already occurred. Their mission is to take what is left of the world and turn it into a utopian paradise. Their ideals are communist in nature, with everyone fitting into a certain, acceptable role in their society. The Exalted see everyone and everything in terms of how they can best fit in their vision. Those of value are encouraged to join the Exalted as one of their cherished members; those that are seen as unworthy or unfit are simply ignored. Attributes such as strength, beauty, and ingenuity are prized; a person's race, gender, or background is unimportant.

Thus, the Exalted have a place for anyone of value in their ranks.

In truth, the Exalted slowly and inexorably twist the minds of their devotees. Their message is popular and populist, and their powers allow them to easily convince the weak-minded – but who have substantial resources and connections – to give what they have. Those in the ranks who become injured or weak are quietly ostracized or deserted. Every member of an Exalted's herd of followers must regularly test themselves at a Proving, with new recruits showing their worthiness while older members must show their continuing value and devotion.



In modern nights, the Exalted have become quicker to accept others, simply to take what they can for their own purposes. Those that continually pass the Proving are eventually raised to become another Exalted follower of the Myrmex. And so the cycle begins again.

### **Bloodline Gift**

The Exalted have the ability to form a hive mind of mortals, ghouls, and childer who share a blood tie with her. By spending 1 Willpower, the Exalted is able to perceive what others who share a blood tie with her may perceive, as if she were there, creating a sort of hive-mind for a night. The range of this hive-mind is a radius of 100 yards x the Exalted's Blood Potency.

The Exalted can permit those within her hive-mind to perceive what others in the hive-mind, but the effect is disorienting, causing the perceiver to suffer a -1 penalty to all non-resistance rolls.

The Exalted can also use her social disciplines (Dominate, Majesty, and Nightmare) on her hive-members through the hive-mind.

### **Bloodline Bane**

Sharing perceptions has its downfall; when the hive-mind is active, the Exalted suffers wound penalties if her hive-members become injured equal to the highest level of penalties. If one becomes incapacitated, she must make a Willpower roll or fall unconscious. If one is inflicted with a Condition, the Exalted must make a Willpower roll or suffer the same one.

The Exalted also cannot be far from a member of her hive. She must have someone with a blood tie to her within  $(10 - \text{Blood Potency}) \times 100$  yards of her at all times. If no such person is in that vicinity, she immediately gains a persistent Lethargic Condition which is only resolved if a person with a blood tie comes within the vicinity again.

### **Bloodline Devotions**

#### **Colony Mind (Animalism \*\*\*\*, Dominate \*\*\*\*)**

When the hive-mind is active, any member can use any of the Exalted's social disciplines (Dominate, Majesty, and Nightmare). Willpower may be used to activate any power that would require Vitae, if the member does not have Vitae to spend. All activation pools use the member's statistics.

This Devotion costs 4 Experiences.

### **Inculcation (Dominate \*\*\*, Majesty \*\*\*)**

By focusing her will on an individual, the Exalted is able to use her supernatural influence to form a bond similar to a blood tie – with her as the mistress of it, of course. The effect is subtle and not detectable, but a savvy Kindred will know that something is wrong with the way she is feeling.

Cost: 1 Vitae

Dice Pool: Presence + Empathy + Majesty vs. Composure + Blood Potency

Action: Extended

The Exalted must achieve successes equal to or greater than the target's Willpower. If successful, then a level-1 blood bond is formed between the Exalted and the target. If successfully used on the next night, then the bond increases to a level-two bond, and so on until a level-3 bond forms. This bond forms over existing blood bonds, but, if a target is required to choose between domitors, he will pick the actual bond over the false one.

Unlike conventional bonds, the bond begins to fade quickly. Every night that the target does not interact with the Exalted in person, the false bond fades by one step. Using the hive-mind to reach out to the target will also keep the bond alive.

### **Royal Jelly (Dominate \*, Resilience \*)**

An Exalted's Vitae is especially addictive. Anyone who imbibes it suffers a -3 penalty to resist blood addiction.

This Devotion costs 1 Experience.

### **Workers' Compensation (Animalism \*\*, Dominate \*, Majesty \*)**

When the Exalted activates her hive-mind, the members no longer suffer a penalty when they are able to perceive what another member perceives. Also, the hive-mind is able to understand one another's thoughts instantly.

This Devotion costs 2 Experiences.