



Vampire The Masquerade: Malkavian Clan Of Madness Jump

V1.0 By u/Only-Cellist2989

"I dance the dance of the fool / And pray you find me mad / For if you lay hands upon the root / You'll know me without illusion / And find me guilty of the truth."

— Malkav's words from *The Book of Nod*

Welcome to the World of Darkness you poor soul. There is no other way to say this, you are dead and cursed with both vampirism and incurable madness. You are now a Malkavian vampire; as such you have a very unique place in the broken world. The survival rate is low in the washland of hope. I will be giving you a little something to give you a chance to survive, and survive you must for the next ten years. Good luck Kindred. You are going to need it.

You receive **1000 cp** to help you survive this world of darkness.

Origin:

Why were you Embraced into Clan Malkavian? Age and gender can be chosen freely.

Seer: The oracles of the undead world turn their Clan's insanity into a dark gift with insight, allowing them to see the truth of the world. Due to your usefulness you will find yourself welcomed in many courts, but many will also plot against you. 10th Generation.

- **Derangement Options:** paranoid, schizotypal, compulsion, or memory lapses
- **Faction Options:** Anarch, Ashirra, or Camarilla

Kook: Although they typically do not differentiate themselves from the main body of the Clan, this offshoot was, for some reason, protected from the Great Prank which caused the Clan to reacquire Dementation as its signature Discipline. Most from outside of the Clan see you as having a more "sedate" Clan weakness than the main Clan. 10th Generation.

- **Derangement Options:** sociopathy, OCD, or hallucination
- **Faction Options:** Camarilla or Independent

Freak: Antitribu as their brutal (un)living conditions make them even more insane than their Camarilla siblings. They turn their insanity into a powerful weapon against their enemies real and imagined. As a side effect of this you must pick two derangements for no additional CP. 10th Generation.

- **Derangement Options:** antisocial, berserk, bulimia, hysteria, or megalomania
- **Faction Options:** Sabbat or Tal'mahe'Ra

Thin-Moon?: Not truly a member of the Clan of the moon, but a thin-blood that holds most if not all of the symptoms of the Clan. Your blood is very weak, barely holding the power of Cain let alone the Clans. Still carrying the "infection" of madness, but far less of the normal strength the full-blooded Clan has. 14th Generation.

- **Derangement Options:** overcompensation, phobia, PTSD, or regression
- **Faction Options:** Anarch or Independent

Jester (Drop-In): No new memories, no new whispers in the back of your mind, no friends or enemies. You are alone in the world of darkness, for better or worse, with madness running in your veins. Hopefully you find a place to rest before dawn in the next ten hours or to hide from the Scourge. 13th Generation.

- **Unnatural Manifestations:** When using Disciplines you generate an aura that inspires a vague sense of fear, panic, or hallucination in mortals.
- **Faction Options:** none at start

Locations:

You can freely choose where you start, or roll a 1d4 and gain [100].

1) London: The year is 2012, two nights before “Fall of London” (the events that led to the canonical destruction of the city's Kindred by the Second Inquisition). Good luck children of Malkav, and start running.



2) Chicago: The year is 1990, two nights before “Chicago by Night” (the events that led to Helena awakening under The Succubus Club). Mind your manners and play along and you will do fine.



3) Los Angeles: The year is 2004, two nights before “Bloodlines” (the events that led to Suckhead being sire and Sebastian LaCroix going full megalomaniac). Before you ask, no, you don't take Suckhead's place like in the Bloodlines Jump.



4) Beijing: The year is 2019 and you are in the center of the Blood Court of the Quincunx. So basically the worst place on earth for any kindred that's not Antonio de la Passaglia or Oliver Thrace. Not just because of constantly being hunted by a country full of Kuei-jin, but there's also this new disease about to put everyone in quarantine...

General Perks:

Kindred [Free & Mandatory]: Now a descendant of Malkav, cursed with a thirst for blood, vulnerability to sunlight and immortality. Forever subject to the maddening Beast, with animal urges of hunger, fear and rage.

Blood Bond [Free]: Anyone foolish enough to consume your blood directly from you will find themselves enthralled to your will. After accepting blood from you on three different nights, the fool is under the supernatural influence, unable to harm you directly. If the fool is mortal they will become a ghoul, a semi-immortal servant.

John Wick [100]: Yeah, you're not that good, but you are someone to be feared. Your skill set includes gunsmithing, handloading ammunition, quick-draw, sniping, and trick shooting all at the expert level. You may not be a master with a boomstick like Mister Wick, but in this very dangerous world that may change soon.

Black OPS [200]: Infiltration isn't just sneaking into a building undetected; it's a full set of skills. Lockpicking, pickpocketing, safecracking, security analysis, electronic alarm bypass, shadowing, and silent Movement are all part of this package (albeit at a journeyman level) With time in this world you will find them growing faster than you would think.

Dev/Null [400]: Master of things computer; you could hack into the Pentagon with nothing but an outdated laptop and a decent landline in under 5 minutes flat. Give you a high end modern PC with the best fiber optic connection and you could probably start World War 3. This gives you both the computer hacking skills and the computer science knowledge of someone who has spent the last two decades mastering their craft. I should note this is up to date as of 2022 so anything after that would still be new to you.

Fanatical Devotion [600]: Normally the blood bond takes drinking vitae over three different nights, but you only need someone to drink it once. Their mind breaks in a way, making them fanatical devotees (like suicide bomber Renfield level). This makes it impossible to hide their derangement from anyone that knows them. You can choose at the moment someone drinks if it affects them like this or normally. Just in case you don't want a bunch of mind-shattered ghouls walking around.



Seer Perks:

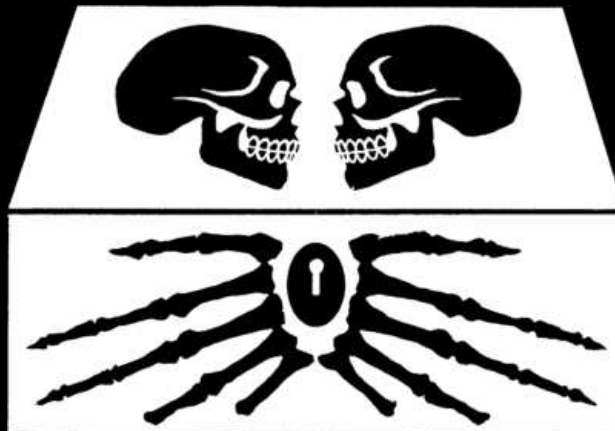
Discounts for Seer are 50% off, with the [100] perk being free.

Plato with Fangs [100 Free Seer]: Maybe it was the whole “having your mind shattered”, but whatever it was you are now a philosopher on par with Socrates, Plato, and Aristotle. (Morons.) Perhaps it would be more accurate to say you are on the same level as the great Vizzini the Sicillian? (Inconceivable!) Don’t forget that with great wisdom comes...not much really, but at least you sound wise, right?

Haruspex [200 Discount Seer]: Trained in a practice of divination that involves inspecting the entrails of sacrificed animals or mortals. Normally bullshit, but thanks to that whole vampire thing and this perk it does work. I didn’t say you have any control over what information of future events you get, just that it works. Good luck finding what you’re looking for as the future is always changing. Even if it doesn’t make any sense at the time the information you get is shockingly accurate, so there is that.

Voices Tell Me [400 Discount Seer]: You will occasionally hear voices in your head that tell you a lot of useful things, ranging from people sneaking up on you to the true motivations of a secretive asshole. Your spidey-sense is tingling, but in a creepy way.

The Cobweb [600 Discount Seer]: The Madness Network a mystical force that connects all Malkavians at a subconscious level, but you can connect to it consciously. In truth it’s not just the subconscious sharing site, but Malkav himself. Malkav no longer exists in a physical form, but instead is a psychic entity with a vast amount of eyes and ears around the world. As you can access it consciously, you speak with him and constantly accumulate knowledge. He may ask for something in return for this information, but that’s the world of darkness in a nutshell. Post-jump Malkav will not be in the Madness Network, only the subconscious minds of the crazies of that Jump.



Kook Perks:

Discounts for Kook are 50% off, with the [100] perk being free.

Wolf in a Business Suit [100 Free Kook]: You have learned to hide your mental illness from the outside world. You are able to walk around a large crowd of mortals without anyone ever noticing the voices screaming behind your eyes. Also helpful for hiding things like emotional reactions, physical pain, bestial hunger, or involuntary facial expression. This doesn't stop them from happening, but your face just doesn't show it.

Like a Ventrue [200 Discount Kook]: With great Dominate comes great money and power. Thanks to that control over your more "out there" actions you have also developed a unique set of business skills. You're able to keep the profits coming without dirtying your hands directly with the day-to-day operations.

Mad Hatter [400 Discount Kook]: All that mental training to keep the crazy inside has paid off. You can chain up your beast and your Clan curse for up to an hour. At the end of that hour I hope you found a soundproof room, because they're both coming out screaming with your beast frenzying and the madness going strong. Not having to worry about Rötschreck or scaring the mortals with one of your outbursts is game changing.

Orderly Mind [600 Discount Kook]: In order to try to control your mental illness you have constructed an "orderly" mind palace. As a side effect, anyone foolish enough to try to look into the labyrinth of madness you call a mind is in for a rude surprise as it swallows them whole. Any form of mind reading, be it magical, supernatural, mutant power, advanced technological, etc, all get the same result: trapping them in an endless labyrinth of maddening broken images, sounds, and feelings.



Freak Perks:

Discounts for Freak are 50% off, with the [100] perk being free.

Scary Bastard [100 Free Freak]: You're good at being as terrifying as a Tzimisce fleshcrafter. This is a tool of intimidation and keeps other Kindred from questioning your more "out there" decisions just normal Malkavian crazy, but as an evil master plan.

Doctor Pain [200 Discount Freak]: The best way of getting information from a captive isn't physical torture, it's psychological abuse. You have mastered combining forceful words with mind-breaking Disciplines that create sheer terror. You can pry information from the most stoic victim or mortify even the staunchest of captives.

Pack Leader [400 Discount Freak]: You can now create a mini madness network, linking everyone in your Sabbat raiding party. Your new inscrutable group consciousness helps coordinate your attack dogs to the hive mind. Just don't forget to cut the link after you're done unless you want everyone to hear everyone else's thoughts.

Descendant of Vasantasena [600 Discount Freak]: The blood of Vasantasena is in your dead veins, giving you the same great drive she had. You can recognize bonds in others and help deprogram another vampire who is enslaved by it. The greatest effect of this is that you are unable to be bonded by another Kindred no matter how powerful. This also applies to similar enslaving powers from other settings (Slave Crests, Soul Contracts, etc). It doesn't have any effects on temporary mind control abilities like Dominate. The extra price you pay for this on top of the CP cost is that you can't blood bond others anymore, as your blood breaks the bond just like it does for you.



Thin-Moon? Perks:

Discounts for Thin-Moon? are 50% off, with the [100] perk being free.

Always Blushing [100 Free Thin-Moon?]: Normally the blush of life is temporary and costly, but not for you. Your blush of life is always on with no extra cost giving you a permanent heartbeat, ability to eat food, and enjoy sexual activities. Hell, you can even pass most medical checks as long as it's during the night, as this perk turns off in the day. Post-Jump that little problem is removed.

Eating Scraps [200 Discount Thin-Moon?]: Animals and blood bags are just as filling and nutritious as drinking straight from a mortal. It may still taste like crap, but at least you're not hungry, right?

Mortality Aura [400 Discount Thin-Moon?]: Some Kindred can see auras, revealing the true nature of other vampires. Your aura, on the other hand, lies. It appears just as mortal as any other human in the crowd. As an added bonus, if you ever decide to...I don't know, do some Diablerie, your aura would hide that fact.

Daydrinker [600 Discount Thin-Moon?]: Lucky bastard. You can walk in the light of the sun. Albeit for a short time, as it still hurts and does damage, just a lot less than to a full-blooded vampire. The damage you take starts as a bad sunburn, but after an hour or two you will begin to burn just like any other vampire. Unlike other Kindred, your beast doesn't lose its shit under sunlight, nor do you have to concern yourself with indirect sunlight at all.



Jester Perks:

Discounts for Jester are 50% off, with the [100] perk being free.

Harmless [100 Free Jester]: As long as you don't attack anyone, most people will think you're just a harmless prankster. Bear in mind, breaking and entering or stealing will still raise eyebrows, but as long as you don't attack anyone most people still will not say anything at the time. The Prince of a city will ignore your more harmless antics as long as you're not going out of your way to piss them off.

Giggle Field [200 Discount Jester]: When you enter the room everyone is suddenly all smiles. They giggle, barely able to stop themselves. The longer you're there the harder it gets, until everyone is cracking up with uncontrolled laughter. This makes everyone very distracted and more susceptible to your Dementation Discipline along with finding your dad jokes funny. As an add bonus you are now a grand master of comedy like Richard Pryor, Robin Williams, or George Carlin, so tell some jokes. Yes, this perk comes with a toggle you killjoy.

Earworm [400 Discount Jester]: Maybe it's your otherworldly nature or maybe it's a new bloodline of the Malkavian Clan awakening. Either way you have a new way of influencing the minds of others. With just a whisper in their ear you can suggest an action that they will feel compelled to do even decades later if not completed. They are not forced to like Dominate, but more a gradual push from the crazier part of their subconscious mind. The part that's made of intrusive thoughts and every song that got stuck in your head. You would be surprised how useful this could be to the clever kindred with the long con in mind.

Mind Flayer [600 Discount Jester]: Not unlike the Illithid from the Forgotten Realms, you can permanently damage or shatter a mind. Dementation can give someone a temporary mental illness. Yeah, not any more. You can impose the Discipline's effect for eternity, breaking the target's mind. This works both on mortals and supernaturals equally well. Gaining five permanent derangements would delineate anyone, even a vampire. Yes, before you ask this perk comes with a toggle that lets you end the effect early if you want or just not have it on to begin with.



Disciplines:

Disciplines are supernatural abilities available to the Kindred that can be activated through the use of blood. Each discipline rank costs [100 CP], though some disciplines are discounted to certain Origins, giving them one rank for free and the rest costing only [50 CP] each. In order to purchase the higher ranks you must first purchase all the lower ranks. Most Disciplines have two paths, I or II giving you a choice as to how you want your Disciplines to progress.

Blood Buff [Free]: You can temporarily increase your strength and dexterity at the cost of some blood. Though it may not be as potent as some other abilities, it will undoubtedly give you an edge in a fight, as well as making you particularly deft at any fine work you set your hands to.

Auspex I: The mind is one of the deadliest tools you have access to, and this discipline will enhance your mental faculties as well as allowing you to see the details of the world around you. This discipline is discounted for **[Freak]**, **[Kook]**, and **[Thin-Moon?]**

Rank 1: Heightened Senses - Enhance one of your five senses to superhuman levels.

Rank 2: Unerring Pursuit - Using enhanced senses to track a victim.

Rank 3: Fatal Flaw - Studying a target for a second lets you find the physical weakness of the target.

Rank 4: An Ear for Lies - When you hear someone speaking you know if they are lying.

Rank 5: Clairvoyance - Using all five supernatural senses to gather extra information from your surroundings.

Auspex II: The mind is one of the deadliest tools you have access to, and this discipline will enhance your mental faculties as well as allowing you to see the auras of those around you. This discipline is discounted for **[Seer]**.

Rank 1: Sense the Unseen - Sense supernatural activity, including perceiving ghosts, kindred using Obfuscate, and any kind of magical invisibility.

Rank 2: Aura Perception - Learn various qualities of a person from the swirling colors of their aura.

Rank 3: *Premonition* - See maddening visions of the future that may or may not be helpful.

Rank 4: *Telepathy* - Briefly probe someone's mind or send a telepathic message to someone you know.

Rank 5: *Psychic Projection* - Project your mind to travel the world in astral form.

Dementation I: Pull and push the extremes of emotions and shatter mortal and kindred minds alike with your link to the Madness Network.

This discipline is discounted for **[Seer]**, **[Freak]**, and **[Thin-Moon?]**

Rank 1: *Incubus Passion* - Amplify or dull emotions already present in the victim, dramatically changing their emotional intensity.

Rank 2: *The Haunting* - Inflict maddening visions into the target's mind.

Rank 3: *Eyes of Chaos* - Gain insight into the nature of something through seemingly random patterns found in the world.

Rank 4: *Voice of Madness* - Provoke extreme fear or anger in victims out of nowhere; if kindred they may frenzy.

Rank 5: *Total Insanity* - The target gains five temporary derangements.

Dementation II: The mind *is* the deadliest tool you have access to, even if it's broken beyond repair. The very insanity that cured you turned against your enemies in a wave of profound madness.

This discipline is discounted for **[Freak]**.

Rank 1: *Hysteria* - The target becomes temporarily incapacitated with laughter.

Rank 2: *Mass Hallucination* - Anyone near you suffers mild hallucinations.

Rank 3: *Vision of Death* - The mortal target dies instantly from nightmarish visions resulting in a heart attack. Might not have any effect on supernatural targets.

Rank 4: *Berserk* - The mortal target goes insane, attacks at random, and then drops dead of a heart attack. May have a lesser effect on supernaturals.

Rank 5: *Bedlam* - The primary target and any others near him all randomly suffer one of the first four levels of Dementation.

Dominate: You can overwhelm another person's mind with the power of your blood, a little eye contact, and a spoken word.

This discipline is discounted for **[Kook]**.

Rank 1: *Command* - Give a simple one-word order that a target must obey like sit, stay, dance, or run.

Rank 2: *Mesmerize* - Like command, but you can issue complex commands.

Rank 3: *The Forgetful Mind* - Rewrite the memories of a target or just wipe it.

Rank 4: *Conditioning* - Over time, slowly make a target a slave to your will alone, albeit a less capable one.

Rank 5: *Mass Manipulation* - Extend effects of Dominate to multiple targets.

Obfuscate I: Conceal yourself with a perception filter; clouds your enemies' minds to your actions.

This discipline is discounted for **[Seer]**, **[Kook]**, and **[Freak]**

Rank 1: *Cloak of Shadows* - Remain hidden so long as you do not move or someone does not walk into you.

Rank 2: *Unseen Presence* - Become invisible to the minds of others (not technology) so long as you do not attract attention like opening doors, attacking people, etc.

Rank 3: *Mask of a Thousand Faces* - Change your appearance to a mundane face and clothing.

Rank 4: *Vanish* - Disappear right in front of someone; if they are mortal the memory of you becomes foggy and indistinct.

Rank 5: *Cloak the Gathering* - Extend your Obfuscate powers to a group.

Obfuscate II: Conceal yourself with vampiric mind games.

This discipline is discounted for **[Thin-Moon?]**.

Rank 1: *Silence of Death* - Nullifies the sounds a user makes when sneaking around.

Rank 2: *Limited Invisibility* - Become invisible to the minds of others, even if you attract attention (like attaching people), but for a very limited time.

Rank 3: *Ghost in the Machine* - Allows the effects of Obfuscate to be transmitted through technology when viewed on a live screen, and if viewed later the image seems blurred at best.

Rank 4: *Conceal* - Cloak an inanimate object as long as no one runs into it.

Rank 5: *Blithe Acceptance* - People nearby will ignore you no matter what you do so long as you do not become violent. So yes, go and enjoy yourself pervert.

Items:

Very Basic Haven [100]: Cheap, a little dirty, and light-tight, just like you want it. This basement apartment has no windows and probably was either very illegally built or was built before the fire code was a thing. It may not seem like much and it's not, but it's home. Comes with IKEA furniture and is prepaid for the next 10 years.

Fridge of Blood [100]: A fridge stocked full of blood of various qualities. Seems to magically restock once every week or so. It may or may not keep you fed depending on how much you use your Disciplines. For a further 200 CP it restocks whenever emptied and always has the best stuff.

Fun Money + [200]: A bank account in your name worth 4 million and a thief proof ATM card. Can purchase multiple for 4 million each. If your jump does not take place in the modern day, you gain a magical bag instead. It can only store money and only you can pull funds out.

Family Straight Jacket [200]: This seemingly common everyday straight jacket once belonged to the Malkavian Justicar Juliet Parr. If she were to spot it, let us say she would offer you a great boon in order to have this lost article of clothing returned. May not sound like much but seeing as she is one of the most politically powerful Malkavian on the planet that may prove useful.

Night Club [400]: The most basic hunting ground even a fledgeling can find a drink at. The mortal staff will keep the place running, drinks flowing, the riff raff out, and the

money coming in. You can pick the theme of the club at the beginning of each jump. For the purposes of hunting it counts as your very small Domain. The money it makes in pure profit is about 2 million a year unless you have some skill at running a nightclub then maybe it could make even more money.

Elysium [400]: Somehow you got this opera house. It's a permanent Elysium, meaning no one with half a brain cell will be willing to start a fight in your place. The opera house itself is a massive provider of "face" for you but getting it made into an Elysium is a nail in the coffin to any and all of your detractors. It's noteworthy to say the mortals that work here have no idea about vampires, so you want to "hire" some ghouls to run the other half of the business. Speaking of business, this place will reap great paydays every event. Before I forget, you get the title of *Keeper of Elysium* for free.

Mad House [600]: A insane asylum fully staffed by mortal psychologists, nurses, and orderlies all trying their best to help the poor souls within. The facility grounds are vast with multiple buildings, small park grounds, auditorium, pharmacies, and clinic, along with a secret underground basement network connecting all buildings. You will find a set of official papers and an ID that will let you pass into the facility unmolested as long as you don't draw too much attention by looking like you should be in a straightjacket yourself.

Victorian Estate [600]: This vast piece of real estate has a manor home, garden, and a small army of mortal maids to keep it clean. It has around a hundred rooms, with one light-tight padded room, as nothing less than the best will ever do for your Haven.

Companions:

Normal rules apply to max 8 companions.

Vampiric Coterie [50/100/200]: You don't want to be alone in this nightmare do you? No? Good, because neither do they. Your new OC friend(s) or returning nutjob gains a free origin, 800 CP to spend as they like, and they may take drawbacks. Just in case it wasn't clear, one costs 50 CP, up to four costs 100 CP, and up to eight costs 200 CP.

Nutty Ghoul [50/100/200]: I bet you're wondering why you should even pay for this, as you can just find a mortal when you arrive. Simple; quality OC ghoul(s) is going to have a much better set of skills and insanity coping mechanisms than any average john you're going to find just walking the night. You can pick their day-job so to speak, giving them a master level skill set that makes sense for that job, even if their age or what

have you shouldn't make any sense. For example: someone who has only been a nurse for two years, but has the skills of a doctor with decades of experience. Misuse that baseline as you will. Just in case it still wasn't clear, one costs 50 CP, up to four costs 100 CP, and up to eight costs 200 CP.



Drawbacks:

you may take up to 600 CP worth of drawbacks for extra points.

Continuity [+0]: Maybe you have been to the World of Darkness before and want to keep your old save game data, but play with Malk's new game plus?

Supplement Mode [+0]: Have you ever wanted to add insane blood drinking monsters to the Blackadder Jump? This modifies the original world, adding the Malkavian Clan to it (not the other Clans or other supernaturals), and making it a fair bit more interesting to say the least. Fanwank responsibly. Or don't, I don't care either way.

Second Derangement [+100]: Mandatory for Freak with any extra points. You can pick any new derangement from any of the origins list. You can take this drawback multiple times for another +100 each time.

Malkfish [+100]: You act like comic relief every chance you get, even when it's not appropriate or when your life's on the line. Plus, you're not really funny. Please don't pick this or you will just end up being a shitty stereotype of Malkavian players.

Shit Jobs [+200]: Any time you have to work for someone else, pay back a boon (favor), or help a friend, it's always the shittiest fetch quest. Something really stupid that feels like a complete waste of your time (and it is), but if you leave the job halfway you will never hear the end of it. Now bring me 100 rat butts.

Bimbofication [+200]: Just google it if you need a picture, just not at work. You have been transformed into a plastic-looking sex doll to the point that you have hit the uncanny valley. Eye lashes are so long it obscures your vision, lips so big it's hard to bite, and skin covered in removable glitter. Some people may be into you but most will find you off putting. Think turbo Jeanette Voerman without the character development. Good luck getting anyone to take you seriously.

True Classic [+400]: Gain all the classic vampire weaknesses; garlic, crucifix, silver, counting grain, require invitation, holy ground, etc.

Lunatics Infection [+400]: Normally only people who consume Malkavian blood gain the "infection" of madness. That's not how it works from you. Anytime you feed from someone they get the same effect temporarily, albeit for much longer than normal. This may sound like "not my problem", but hunters will find it easy to track you and a city with an outbreak of madness looks like a big masquerade breach.

Hemophobia [+600]: Oh boy, so the intense and irrational fear of blood...that's going to be a problem, Kindred. As a Malkavian you could in theory take this as your normal derangement, but this drawback moves it up to a degree that puts any other Malk to shame. How you're going to feed is a little above my paygrade, so good luck with that. Note, when you hunger frenzy the beast doesn't have this problem, but when you eventually regain control you find yourself with a fresh new temporary derangement. I'm sure you can come up with a creative work around for this, right?

Mortal Delirium [+600]: You are no longer immune to the effects of seeing a werewolf, just like mortals. The sight of a werewolf will trigger Delirium, randomly suffering from catatonic fear, panic, disbelief, berserk rage, irrational terror, or mindless bloodlust, until it is no longer in your sight. This will leave you very vulnerable to being attacked by said werewolf. As an added fuck you, anytime a werewolf catches your scent they will come running. There's a bad moon on the rise...

Ending:

Did you know Malkavian is from "mala cavilla", Latin for "bad mockery"? Err...I mean good job not meeting the final death now pick a thing.....

Stay: Staying in this trash fire of a world?

Go Home: Probably a good idea after all this.

Continue: Sounds like fun.

Notes:

- Special thank you to my wife for the spell checking. *(Someone, please get me out of here! He's locked me in the oubliette until I finish editing!)*
- If you didn't know *Unnatural Manifestations* is a variant bane for Clan Malkavian in 5th edition of the game.
- I got the idea for the Thin-Moon? from Rose, one of the Santa Monica Thin Bloods that has the power to see the future through nonsensical visions. As she has no other notable clan markers she is still a thin-blood. Plus the *Flaw* they added in 5th edition *Clan Curse* that makes you a Malkavian light as it were.
- At the end of the jump all Derangements, Unnatural Manifestations, Drawbacks, and light sensitivities are removed from you and any Companions you may have. This doesn't apply to anyone you sire later.
- If you can find them you should pick up a copy of the splatbooks *Clanbook: Malkavian Method in the Madness* and or *Clanbook: Malkavian Revised*.
- Why 10th Gen simply works in classic & V5.