



Vampire The Masquerade: Followers of Set Clan Of Faith Jump

V1.0 By u/Only-Cellist2989

My god is in my veins, how about you?

Welcome to the World of Darkness you poor soul. There is no other way to say this, you are dead and cursed with vampirism. You are now a Setit vampire; as such you have a very unique place in the boring world. The survival rate is low in this placid place so 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 Followers of Set? Age and gender can be chosen freely.

Cultiest: The core of the Clan is made of fools who drank the Kool-aid and you sadly are one also. You were a devoted member of the church in life and one of the so-called blessed in death. 10th Generation

- **Extremely Light Sensitivity:** Extremely susceptible to sunlight (double damage) and have great difficulty acting while under bright light (spotlights, strobes, etc).

Crook: The Warriors of Glycon are the warrior caste. They think of themselves as the body, the priests as the mind, and the witches as the soul. Obsessed with power, either through outright destruction of enemies or stealing it from others. You have a lot less legal physical activity in your past. 10th Generation

- **Must Get Stronger:** An overwhelming compulsion to gather personal power that can be political, supernatural, weapons, combat training, etc. Failing to get the source of power you want will risk frenzy.

Gorgon: The Witches of Echidna are the lowest population caste within the followers of Set. They theme themselves around the "mother of monsters" from the Greece mythos, Echidna. You have had a lot of schooling in your past.. 10th Generation

- **Medusa:** With every frenzying the Kindred's appearance transforms into a hideous snake-like monster. Takes about an hour after the frenzy for the appearance to slowly return to normal.

Last (Drop-In): The bloodline of Tlacique are gone in the modern nights, or at least they were. You're now the last of a very unique bloodline of Kindred. No new memories, no others of your blood, no friends or enemies. 10th Generation

- **Cold-Blooded:** You can only use Blush of Life if you have recently fed from a living vessel (animal, mortal, or supernatural).

Locations:

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

1) Las Vegas: The year is 1999, two nights before “Week of Nightmares” the event that depopulated the high number of Ravnos in the city.



2) Cairo: The Year is 2002, two weeks before Afifa becomes pregnant, an event that may or may not even matter to you. It may be a little odd to hear, but the Setites aren't the ones in control of this city and they're not very happy about it.



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) Vancouver Island: The Year is 2020, two minutes before Jessica, Silas, Oliver, and Jordan all meet up for the first time. This place was a no go zone until just recently so I hope you enjoy having a good mystery.



General Perks:

Kindred [Free & Mandatory]: Now a descendant of Set, cursed with a thirst for blood, vulnerability to sunlight and immortality. Forever subject to the 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.

Henry McCarty [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 Billy the Kid, but in this very dangerous world that may change soon.

Finance [200]: Knowing how to move and make money legally (sure), being able to handle finances, taxes (not paying them), and making sure everyone gets paid on time. Being able to turn a small amount of money into a large amount using loans, stock, and investments is nothing to turn your nose up at.

Leadership [400]: Motivating, inspiring, and or commanding cultists to go die for you can be a hell of a thing. This will also help you run your night to night problems that come up with running a business, cult, military, or just getting kids to go where they are told.

True Souls [600]: Your blood carries more than just the curse of Cain. It carries a small piece of your will, personality traits, memories, and or even a Perk of your choice. Do you want all your progeny to believe in your faith? Do you want your ghouls to be as lustful as you? Or maybe you just copy some of your powers over to your favorite blood-bond Coterie members. Then this is the Perk for you! At the moment they consume your blood you can decide what they get and can change it the next time they drink your blood. Just be careful, there are no takesy backsies until they drink your blood again.



Cultiest Perks:

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

Occult [100 Free Cultiest]: Knowledge of myth, folktales, urban legends, rituals, supernatural phenomena, kindred and eldritch secrets long forgotten. In a world where a lot of this stuff is actually real, having even a baseline grasp of this knowledge could save your life. You are more well versed than any Harvard professor on the subject, probably because you know it's real.

Empathic [200 Discount Cultiest]: Simply put, it's the ability to read and understand others' feelings and motivations. More complexly put, answers the observation of body language, tone, and other cues, or it could be an instinctive sense that the person isn't even entirely aware of. It can help you detect deception or uncertainty, as well as discern their target's mood and motivations.

Streetwise [400 Discount Cultiest]: Knowledge of the streets in criminal, underworld societies, navigating urban streets, being able to locate a gang or dealer, gathering intel unnoticed, and buy and sell on the black market. Very helpful in this world or really any other if you think about it. Automatically updates when you first enter any city for the first time.

Subterfuge [600 Discount Cultiest]: So much more than just lying, it's recognizing when you are being lied to, conveying hidden meaning in what they say, and hiding your own motivations. Just tricking people in the moment is the easy part, making them believe even after they had time to run it all back through their mind is the hard part. This skill is probably one of the most useful in the World of Darkness and you can **trust me** on that.



Crook Perks:

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

Athletics [100 Free Crook]: Broad set of skills from sports to parkour. If it has a lot of running, jumping, and climbing actions it's covered under here. People are probably going to think you're a professional athlete with just how good you are.

Larceny [200 Discount Crook]: All the fun illegal skills of breaking and entering, lock picking, pickpocketing, safecracking, hiding things, sleight of hand, and all that good shit. Bypassing alarm systems is simple, but hacking computers not so much with this skill set, sorry.

Stealth [400 Discount Crook]: You are now the ultimate hide and seek master. Outside of that this skill set covers sneaking around in the shadows, blending into a crowd, using a disguise to disappear, and moving silently. If avoiding being noticed is the name of the game then this is the Perk for you.

Melee [600 Discount Crook]: Wield knives, swords, baseball bats, even things like a length of chain or a chainsaw, just not ranged weapons. Any combat focused around using handheld weaponry is part of this skill set, but if you want to be fancy you can call it Fencing, Kenjutsu, Arnis, Angampora, or baseball.



Gorgon Perks:

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

Academics [100 Free Gorgon]: Book learning stuff like history, language, literature, law, psychology, liberal arts, and economics. If it counts as a field of knowledge involving a lot of reading you probably know at least a little something about it.

Investigation [200 Discount Gorgon]: So you want to be a vampire Sherlock Holmes or something? Good, now go spot evidence, solve riddles, understand mysteries, follow clues, and decipher the deeper meaning kiddo.

Animal Ken [400 Discount Gorgon]: Kindred don't have the best time around animals because of the undead thing. This is a handle skill for anyone that wants to train animals, calm frightened/injured animals, or cow aggressive four leggers. Having an understanding of how animals think and behave can help a hungry monster lost in the forest or with preparing the occasional animal sacrifice.

Technology [600 Discount Gorgon]: Didn't see that coming, did you? Even a vampire wizard needs to learn how to use a computer in this day and age. This skill set gives you the ability to develop programs, diagnose/repair major software/hardware problems, perform more carefully focused and effective searches for data. It can also be used for things like digging into a file system, finding hidden files, cracking encryption, hacking into computer systems, and sabotaging computer networks for fun or profit.



Last Perks:

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

Survival [100 Free Last]: The whole "living off the land" thing is a little harder when you're not even alive, but you made it work. Finding shelter is child's play, even though making a campfire freaks out your beast. Oh yeah, if you have any mortal friends, being able to find clean drinking water, hunt animals for food, spotting which berries are poison, and build simple structures can help them also.

Awareness [200 Discount Last]: It may not even sound like a skill, but being vigilant to your surroundings and the ability to understand/react to threats can keep your snakey ass alive for another night.

Brawl [400 Discount Last]: Weapons are for pussies. All you need is your fists....and about ten years of advanced martial arts training. Muay Thai, Boxing, and Self-Defense are just different names for good old fashioned hand-to-hand combat. Thanks to this skill set and being a vampire you could kick Bruce Lee's ass if you had a time machine or a really good book of necromancy.

Mutability [600 Discount Last]: The ancient Setites who found their way into South America before the old world ever discovered other lands to the west. The Setites found themselves far from home with disciplines ill suited for the environment. Over time the next generation found their blood adapted for their new home with new disciplines to boot. You have unlocked that mutability in your own blood albeit in a limited way. You can change your in-Clan disciplines and Clan weakness when you enter a brand new environment like frozen tundra, sweltering desert, or another world altogether. Trigger the option for the change letting you change them into any other disciplines or clan curse you know (from any of the official WoD books).



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.

Animalism: Who is a good dog? Who is a good dog? What was I saying?

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

Rank 1: Feral Speech - Speak telepathically with an animal that you can make eye contact with.

Rank 2: Beckoning - Summon one type of animal to you.

Rank 3: Song of Serenity - Soothe a creature, making them docile, sleepy, and even help bring a Kindred out of Frenzy.

Rank 4: Subsume the Spirit - Possess the body of an animal for spying or as a long ranged weapon.

Rank 5: Drawing Out the Beast - When about to Frenzy, send your Beast into another (even a mortal) causing them to immediately frenzy.

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

This discipline is discounted for **[Cultiest]**, and **[Last]**

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: *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: *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 **[Crook]**.

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

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.

Presence I: The subtlety gift of supernatural allure and emotional manipulation.

This discipline is discounted for **[Crook]**, **[Gorgon]**, and **[Last]**

Rank 1: *Awe* - Add power of Presence to your Persuasion & Performance perks.

Rank 2: *Dread Gaze* - Instill pants shitting fear into a target with eye contact.

Rank 3: *Entrancement* - Beguile the target into a star-struck state, where they do their best to keep you happy.

Rank 4: *Summon* - Call to anyone that has been under the influence of your Awe, Entrancement or has tasted your Blood.

Rank 5: *Majesty* - Everyone who looks at your beauty is dumbstruck and unable to act in any way other than most basic self-preservation.

Presence II: The versatile gift of supernatural allure and emotional manipulation.

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

Rank 1: *Daunt* - Add power of Presence to your intimidation perk.

Rank 2: *Lingering Kiss* - Make the victim of your feeding extra into your rizz.

Rank 3: *Melpominee* - Upgrades Awe, Daunt, Dread Gaze, Entrance, and Majesty to work without seeing the target, only having them within earshot.

Rank 4: *Magnum Opus* - When crafting a work of art (painting, sculpture, etc) you impart a portion of their Presence, making the audience succumb to its hypnotic allure or fear its dreadful visage.

Rank 5: *Star Magnetism* - Upgrades Awe, Daunt, and Entrancement to work through live feeds and electronic streams. At twice the cost it will work with recorded content like pictures and film (but not copies)

Blood Sorcery I: The Path of Blood is the easiest of all sorceries a Kindred can learn.

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

Rank 1: *A Taste For Blood* - Gather a variety of information like Clan, age, disciplines, and even personal history from a blood sample.

Rank 2: *Extinguish Vitae* - Overwhelm another Kindred's with Hunger.

Rank 3: *Blood of Potency* - Temporarily lower your generation or if you're into the newer stuff Increase Blood Potency temporarily. Either way it does the same thing when you get down to it.

Rank 4: *Theft of Vitae* - Steal blood from a target at a distance to feed.

Rank 5: *Cauldron of Blood* - Cause a target's blood to burn them from within by boiling it! Yeah so using this on a mortal makes them die screaming and will probably cost you some Humanity, but it will look so metal!

Blood Sorcery II: Path of the Levinbolt so people that want to be Thor.

Rank 1: *Spark* - Generate the same level of electrical discharge that you get from a shag carpet. Yes this is useless other than pranks.

Rank 2: *Charger* - Generate enough energy to charge a cell phone or produce a small amount of light.

Rank 3: *Power Array* - Discharge or absorb a greater amount of electricity. Yeah helpful if someone throws lightning at you or you want to walk on a powerline.

Rank 4: *Zeus' Fury* - Shoot lightning out of your fingertips like a Sith lord.

Rank 5: *Eye of the Storm* - Call down an incredible amount of electricity from the heavens in the shape of an eastern dragon. Think Kirin from Naruto if you need a visual ad.

Serpentis I: All the snake theme powers you could ever want.

This discipline is discounted for **[Crook]**, and **[Gorgon]**

Rank 1: *The Eyes of the Serpent* - Immobilize someone with eye contact.

Rank 2: *Typhonic Maw* - Extend the jaws, as well as growing pointed teeth and a forked tongue. Let you deal more damage with a bite and consume blood more rapidly.

Rank 3: *Skin of the Adder* - *Grow hardened scales over your skin that protects you from most kinds of harm.*

Rank 4: *Typhonic Avatar* - Transform into a Typhonic Beast a human-jackal-snake hybrid with the powers of both *Typhonic Maw* & *Skin of the Adder* active.

Rank 5: *Mother of Monsters* - Spawn snake-like creatures from your own flesh that act as your servants that last until dawn.

Serpentis II: All the Egyption theme powers you could ever want.

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

Rank 1: *Enchanting Gaze* - Eye-bang someone with your alluring feature that draws them to you.

Rank 2: *The Tongue of the Asp* - Extended tongue just like that pokemon Lickitung. Using your forked tongue to feed from a distance or just give a girl the best oral of her life either way.

Rank 3: *Mummify* - Go into a torpor-like state that's nearly indestructible to avoid the sun.

Rank 4: *The Form of the Cobra* - Transforms into a large venomous snake that the poison even affects Kindred.

Rank 5: *The Heart of Darkness* - What a Emo name for the ability to remove your heart from your body, making you immune to staking (or at least ones that hit your body).

Protean: Cool shapeshifting powers that aren't all snake themed.

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

Rank 1: *Eyes of the Beast* - Eyes glowing red allows you to see in total darkness and looks scary.

Rank 2: *Feral Claws* - Change your fingers into jaguar claws or eagles talons that deal supernatural aggravated damage.

Rank 3: *Earth Meld* - Melt into the earth to hide for your ex or just rest where the sun can't get your sweet ass.

Rank 4: *Shape of the Beast* - Transform into a jaguar with *Feral Claws* active.

Rank 5: *Body of Spirit* - Turn yourself into a cloud of mist that passes through cracks, floats, and is immune to damage that's not from fire, sunlight, or magic.

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.

Church Funds [200]: A bank account in your name worth 4 million and a thief-proof ATM card. Can purchase multiple times for 4 million each. If your next 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. The account resets at the beginning of each jump.

Crack House [200]: An old broken house full of drug addicts and well drugs. Yeah there is not much else here other than a place to hunt for smackheads, make money selling drugs, corrupt mortals for fun or honor your faith, and a backup haven when shit hits the fan bad.

Night Club [400]: The most basic hunting ground even a fledgling 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.

Shipping Company [400]: On the surface it's a perfectly legal long haul shipping company and it is that mostly. Under the surface and off the books it moves guns and drugs around the country. The legal side sees you as a reclusive CEO and the illegal side sees you as a mob boss. Depending on the economy the legal side can make hundreds of millions a year and the illegal can in theory make billions, but that's only if you get greedy. Bear in mind, if you get too greedy it could cost you everything. Also, at the start of every jump you can decide if the company even has an illegal side or not, just in case you don't want to deal with all that.

Bordello [600]: This brothel is the same design as the German Pascha; it looks like an office building on the outside. The 12-story 9,000 square meter building has about 120 prostitutes, over 80 supporting-role employees, 126 pleasure rooms, 5 restraints, a medical center, a regular hotel, a table dance nightclub with separate entrance, several bars, and a separate club-style brothel on the top floor. If you started in Las Vegas then this is all perfectly legal; if not, half of everything you make goes to bribing the powers that be. That revenue will vary wildly depending on where you are, so that can be as low as ten million a year or as high as half a billion a month. Either way, I hope you have a skilled Madame that likes you or this could end badly.

Scientology [600]: Your own personal cult of fools. A hundred and thirteen people will blindly follow your orders, hoping to learn your "secret to immortality". They make a great source of blood and can run other items for you. A crack house run by your cult will stay clean and under the authorities' notice, your night club will always be the talk of the town (for better or worse), if they run your shipping company you don't have to worry about the illegal side setting off any red flags, and finally if they run your bordello expect the cult to add at less fifty new members a year, plus double the revenue you would normally get.

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 Rose 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.

Cultiest 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 ghouls are going to have a much better set of skills than any average Joe you're going to find just walking the night. You can pick their "day job", 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 Set new game plus?

Supplement Mode [+0]: Have you ever wanted to add snake themed blood drinking monsters to the DiscoElysium Jump? This modifies the original world, adding the Set 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.

Corruption [+100]: Like the stereotype of the clan you are driven by a deep need to make others transgress against their perceived moral code and sin. On top of that there is a mortal hunter backed by true faith that will start hunting shortly after you arrive. You will learn to fear the name Judge Claude Frollo, kindred...sooner or later.

Is that a snake in your pants? [+100]: There's something not quite right about your priorities; you spend a disproportionate large amount of time seducing people. Normally a kindred only does this to feed, but not you. You will spend blood to make the blush of life work for every sexual encounter you can. I hope you have a brothel or a cult or this is going to eat up all your free time and blood.

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 cups of fresh coffee.

Bimbofication/Himbofication [+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 Maatkare without the character development. Good luck getting anyone to stop staring long enough to listen.

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

Atheist [+400]: Every single member of the Followers of Set knows you aren't a true believer and is working to undermine you at every turn.

Enkidu [+600]: On one random night Enkidu will decide to release the last Typhonian Beast from its captivity within his body. For whatever reason it decided you are to blame for incarceration and wants you dead. If you kill it the Setites will put a bounty on your head too good for any kindred to pass up. Enkidu has enough power to wipe a city off the map by itself. Oh and as a extra fuck you, you will not remember taking this drawback. Good luck little fool, you will need it.

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, any time a werewolf catches your scent they will come running. There's a bad moon on the rise...

Ending:

Did you know the Sutekh is a little bitch? 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 (*Note from the editor: I am now somewhat compensated for my work. If I finish two more of these I get a free adventure on my punch card*).
- At the end of the jump all clan/bloodline weakness, Drawbacks, and light sensitivities are removed from you and any Companions you may have. This doesn't apply to anyone you sire later.
- Cold-Blooded is a Variant Bane of the Ministry if you care.
- If you can find them you should pick up a copy of the splatbooks *Clanbook: Setites* and or *Clanbook: Followers of Set Revised*.
- Why 10th Gen simply works in classic & V5.
- Yes you can still learn disciplines even if you don't buy them. Just don't expect it to be easy even if it's in clan you will still have to train them up. Buying them is just going to save you a hell of a lot of time.
- If you want to learn out of clan disciplines (or the other paths) you are going to have to find a willing teacher or eat someone who knows what you want.
- I am not listing all disciplines from WoD, only what matters in this jump.