

VtM Lasombra NSFW Jump

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“Who was Lasombra in life? Perhaps he was himself a man of power. I suspect, however, that he was a pathetic failure, Embraced (as we call it) for some trivial reason, who flourished unexpectedly. Someone who had lived with real success would surely not be so obsessed with the matter forever after. Gratiano was perhaps what Lasombra wished he had been.”

— Ming

Welcome to the World of Darkness you horny soul. There is no other way to say this, you are dead cursed with vampirism. You are now a Lasombra vampire having spooky filled sex for the next ten years. Good luck Kindred.

You receive **1000 cp** to help you survive and get some ass.

Locations:

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

1) Bangkok: The capital of Thailand and let us just say the name is very accurate.

2) Istanbul: As a Turk I think anyone who calls the largest city of the modern Republic of Türkiye Constantinople can go kiss my ass.

3) Madrid: The capital of Spain and at one time or another the Lasombra stronghold.

4) Mexico City: The biggest Sabbat stronghold in North America and the greatest metropolitan in Mexico. There is a shit load of brothels here, funny that they're illegal, but no one seems to care.

Origin:

Only one Clan Brujah! Age (above 21) and gender can be chosen freely.

Kage: Kage in Japanese means shadow….NO NO NO not another Otaku! Wait not a basement dwelling NEET, but an athletic nut job with a very specific obsession. Outside of your high functioning autism, on all things ninja you're mostly normal. Until you got turned into a monster now, I guess you can “live” out the fantasy.

Shadow Lord: You're not a Venture, you have mortals to play CEO, you on the other hand guide them like a marionette. Not a shock this kind of thing doesn’t mean you were a great person back in the day. On the bright side you have the cash to have free time to pursue your new “hobbies”.

BTGG [100 CP]: A Big titty goth girl that just so happens to also be a massive nerd and finally got Embraced! That weird mix of dark gloomy Weggy Board summoning and My Hero Academia watch party. A kink lists a mile long with incest, futanar, and hentai being high on the list and at one time hyper fetch vampires (still has). Yes, if you don’t want to be a girl you could also be a BCGB, yes, a big, cocked goth boy. How is this different from the Experiment 57C? Less about the goth culture more just a pervert with a black and white coat of paint.

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 a beast running in your veins. Hopefully you find a place to rest before dawn in the next ten hours.

Perks & Stuff:

Lasombra [0 CP, Mandatory]: You are no longer counted amongst the living, now one of the supernatural predators of humanity that share the blood of the Shadowed One. You are completely ageless, capable of living potentially forever so long as you don't run butt ass naked into oncoming traffic. You possess superhuman strength and durability, and no longer require the majority of your organs to survive. The only thing you need to consume is blood, as not only can it be used to heal you, but it is also what powers your vampiric abilities. This doesn't mean that you're invincible, as sufficient damage or dismemberment can kill you, as will fire. Chief among your weaknesses is the light of the sun, which will immediately reduce you to ashes, Oh don't look at me like that it all becomes an alt-form post jump.

Blood Bond [Free, Optional]: The blood of a Kindred has some interesting properties, especially when consumed by a normal human or an animal, transforming into what is known as a Ghoul. Feeding them your blood will see them developing strong feelings for you, as well as gaining a smattering of your vampiric powers. They will cease aging, possess slightly superhuman physicality, heal quickly, and learn the basics of your Disciplines. When fed to an animal, they tend to grow larger than normal.

No Reflection [0 CP, Mandatory]: You cast no reflection on any surface like mirrors and water. Any attempt to take a picture or video of you fails even extends to the clothes you wear and objects you carry. Doesn't sound that bad at first until you try to fix your hair in the mirror, try to answer a phone call, or make some amateur porn. Why isn't this a drawback, because you get a toggle on this post Jump.

Ancilla [400 CP]: Being a Neonate sucks and somehow being a Fledgling is worse. Want to skip that? Cool now you're an 8th generation Ancilla with the blood to prove it. Don't let it go to your head there are always bigger fish out there.

Kage Perks, Items, & Drawback

Training [100 CP, Fee Kage]: All the mortal years of parkour training actually paid off, I guess. You jump and climb walls like a movie character. In game terms it's a 5 dots equivalent.

Naruto [200 CP, Discount Kage]: You can walk on any nongaseous surface. The surface of water, the side of a brick wall, the ceiling of a bedroom, etc. All without the need of Chakra or blood. If you want to take a bath or something you get a toggle for this. Makes all the parkour feel like a waste of time now doesn't it.



More Stealth [400 CP, Discount Kage]: To be a true ninja you're going to need some more powers outside of shadow stuff after all to remain hidden in a well lit room so super ninja right. To that end **Obfuscate** as a 4th in clan discipline two dot free. Don't forget ninja gotta run fast so **Celerity** as a 5th in clan discipline two dot free. Running like Naruto is purely optional.

Jinchūriki [600 CP, Discount Kage]: Inside of your undead body & twisted mind is an endless pocket dimension of sealing shadows. What does that even mean you may ask. Supernatural creatures and things that provide power to their sealing vessels can be trapped within you without fear of you exploding from all the power, having them escape, influencing your mind, body, soul, and or killing each other inside you. Shit like Bijū, Demons, Angels, spirits, the whole Morphin Grid, 30-40 million souls of purgatory, Karsus's Netherese Orb, Ion the embodiment of willpower, that Antediluvian you sipped down, etc. Sadly, the only thing not trapped in your shadow prison is your beast as it was already a part of you.

Running Shoes [100 CP, Free Kage]: An indestructible pair of Trainers (sneakers for none Brits) so you can run and Jump your heart out. They always fit you perfectly and comfortably.

Training Material [200 CP, Discount Kage]: This doesn't count! A copy of every Naruto, Basilisk, Under Ninja, Ninja Girl & Samurai Master, and Ero Ninja Scrolls ever published in a language you can read.

Sessho-seki [400 CP, Discount Kage]: Why did you steal a famous Japanese rock? It's said a thousand year old evil nine-tailed fox spirit named Tamamo-no-Mae is sealed inside. Maybe you want to harness its power somehow. Or want a pet rock.

What We Do In The Shadows [+200 CP, Mandatory Kage for +0 CP]: Take an extra level of damage from sunlight.

Shadow Lord Perks, Items, & Drawback

Puppet Master [100 CP, Fee Shadow Lord]: You are a master of manipulating your minions into doing money making work for you. This isn't leadership skills, but comic book villains dropping crazy orders and having people go do them. In game terms it's a 5 dots equivalent of intimidation.



Angellis Ater [200 CP, Discount Shadow Lord]: Yes, an evil bloodline that swaps **Obtenebration** & **Potence** for **Daimonion** & **Presence**. Not sure if this is better or worse than the Baali bloodline.

Deep Dive [400 CP, Discount Shadow Lord]: Having all that free time to be an evil dick netted you some cool powers. **Abyss Mysticism** as a 4th in clan discipline two dot free. **Protean** as a 5th in clan discipline two dot free. One it helps you explore the darkness and one to help you defend yourself from things inside of it.

Vantablack [600 CP, Discount Shadow Lord]: Fucking around with all this dark magic shit is dangerous as hell. Are you going to wear a magical condom? Please don't fuck your shadow in exchange I will make you immune to any kind of shadowy damage. *Arms of the Abyss* could still grab you just not hurt you, someone casting Toll the Dead (dnd) would find you unharmed, Shadow–Neck Binding Technique (Naruto) can hold without being able to actually chock you as that's damage, etc.

Spending Money [100 CP, Free Shadow Lord]: A bank account in your name worth 40 million USD and a theft-proof ATM card. 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.

Black Coin [200 CP, Discount Shadow Lord]: A single blackened silver Denarius coin infused with the "soul" of a fallen angel from another reality. The coin somehow found its way out of Hade's vault and into your haven shortly after being this Jump. If you don't know who **Lasciel** is, the coin's history, the power she/it can give you, or the true cost of all this I am not going to ruin the surprise.

Evil Incorporated [400 CP, Discount Shadow Lord]: This corporation seems to do everything in its power to be complete assholes to everyone. Going out of their way to polluting the environment, underpaying their employees, supporting totalitarian regimes, and protecting racist, rapists, & pedophilias. The blood money this corporation makes is stupid were talking in the hundreds of billions a year. If you can live with yourself this will keep you in the 1% of the 1% for the rest of your unlife you evil dick bag. So yeah Pentex.

Ruthlessness [+200 CP, Mandatory Shadow Lord for +0 CP]: Blood urges you to be increasingly ruthless and seeing those weaker than you as little more than expendable trash. *Ruthless is mercy upon ourselves.*

BTGG Perks, Items, & Drawback

Black Gate [100 CP, Fee BTGG]: Why did you try using your *Arms of the Abyss* in your anus? Oh you dirty girl! Congratulations you changed your butt for the better? Any toy or penis entering your shadowy hole will feel incredible for you and for them a shadowy mouth probably a Succubus (WoD Dark Ages) beyond the gate sucks on the head for their cock resulting in possibly mind breaking orgasm for a mortal. Hell, if a Kindred with

Blush of Life on would need to have a long sit to come down from this. Don't worry, you can both toggle the effect on and off if you still want normal anal sex and block the Succubus from stealing life forces from back door pounders.



Kiasyd [200 CP, Discount BTGG]: Never really human to begin with I see. Swap **Dominate** & **Potence** for **Necromancy** & **Mytherceria** like Maeghar, but with more shadows?

Tentacle Rape Mark II [400 CP, Discount BTGG]: *Arms of the Abyss* are fun, but the lack substance. Not great if you're a pervert into tentacle porn. From this point forward your lascivious desires have given your shadow flesh and form in a way. Emerging from your shadows spawns tentacles of your choosing. Pick from octopus tentacles, slime tentacles, tongue tentacles, snake tentacles, or dicks tentacles. The best part is you can choose to feel what the tentacles feel. As this doesn't work without it you get *Arms of the Abyss* for free. Each dot of **Obtenebration** adds another 50 tentacles for you to command and each dot of Potence determines their strength.

Slaanesh [600 CP, Discount BTGG]: I guess the Warp from Warhammer 40k must touch the Deep Umbra or something. It doesn't really matter what matter is you can

summon a Daemonette, a Succubus (DnD), and or a Succubi (Supernatural). They will only follow sexual and very basic “don’t harm” me kind of commands. Don’t expect them to lesson if someone starts shooting as they can and will still defend themselves. The last one hour per summon (unless you only summon one then it’s three hours) and return to their original shithole right after. Don’t forget to command them to not even try to eat your soul or this may get messy. All their powers work just like back in their home realm even if they shouldn’t work outside of it.

Hard Drive [100 CP, Free BTGG]: A black hard drive that has a copy of every piece of porn ever made and updates every time someone makes a new one the drive updates. Good luck searching it all to watch what you want as I have no idea what kind of computer out there can handle all this spank time you got here.

Minis [200 CP, Discount BTGG]: A copy of everything ever made by Games Workshops books, miniatures, merchandise, etc.

Dragon Cape [400 CP, Discount BTGG]: Not sure where you found Vlad III Drăculești red cape. Wearing this lets you use **Obtenebration** without paying its blood price. Being honest, you mostly have this to go around fan-girling.

Cold Iron [+200 CP, Mandatory BTGG for +0 CP]: Mixing Fae and Vampire blood comes at a price for your allergic to pure iron. This inflicts aggravated damage and starts a frenzy test. Less of a problem your skin is chalk white…..what I like pale chicks.

Drop-In Perks, Items, & Drawback

It still works! [100 CP, Free Drop-In]: Your genitals are always in “blush of life” mode and rock hard/gushing wet. You can cum like a living person and it’s not blood, but the correct fluids. No more refractory person hell it looks more like rigor mortis and for the lady vamps your crotch looks like Niagara Falls. You can cum hundred times in a row without any rest in between or at least your genitals can. All that with your sex organs feeling just like when you were alive if not better.

Bound by Blood [200 CP, Discount Drop-In]: FUCK YES!!!! I love Dungeons and Dragons almost as much as Vampire. You now have **200 DP** to spend in the Class Discipline section only and can pick one Class to be your new 4th in-clan Discipline getting the first dot free.



Twice the Tingly [400 CP, Discount Drop-In]: Any pleasurable sensation you and your partner(s) feel during sex, feeding, rape, or Disciplines is doubled. Turning the mind blowing orgasm of the *Kiss* into something now mind breaking. Yes this works with other perks that already increase the pleasure of sex or feed to double them after they take effect making them mind breaking. Turning your mortal partners/victims into mind broken heaps on the floor. You can repair this loss of rational thought from overwhelming pleasure with a touch if you wish. After all, it's hard to be told how amazing you are in bed if all they can do is drool and grab at your genitals. This comes with a free toggle if you don't want to give a mental shattering crotch explosion every night you go get a snack.

Salacious Shadow [600 CP, Discount Drop-In]: Peter Pan's shadow doesn't deserve to kiss your shadow's feet. You can copy your mind into your shadow and give it independence. This free-range shadow is unsealable, and tangible to the material world. Only able to interact with the shadows of other creatures, having them feel the sensations of what is done to their shadows. You could use this to spy on people and if destroyed all the memories of this shadow rejoin you, same if you just dismiss the shadow. Not unlike someone's Shadow Clone Jutsu. The shadows stats go of your **Obtenebration** dots with one dot being weaker than an average human and five equaling an average Neonate Kindred. It also shares some perks from this Jump if you purchased them Vantablack, Black Gate, Tentacle Rape Mark II, it still works!, & Twice

the Tingly letting. When this Perk is active you effectively don't cast a shadow so be careful of Masquerade breach.

Prophylactic [100 CP, Free Drop-In]: That's a condom if you don't speak British. You have a box of condoms that dissolves during sex so you can enjoy the pleasure of bareback. The box refills at dusk so no fear of running out.

Penhouse [200 CP, Discount Drop-In]: A large, extremely expensive and well-furnished apartment in a good part of town. The selling point is that the walls are soundproof and there is a bed that fits ten people comfortably for orgies.

Herd [400 CP, Discount Drop-In]: Hunting for blood and or pussy can be a real pain in the house lucky for you *Blood Dolls* are a thing. Starting the Jump with 60 willing vessels to feed from and or fuck. Their appearance, genders, ethnicities, and sexual orientations are up to you, everything else is up to the setting (not under your control).

Hide at Dawn [+200 CP, Mandatory Drop-In for +0 CP]: Normal Kindred just rest in the daylight hours you can't. Instead of falling into the death like sleep you're meant to but fall into a stat lascivious rut. The higher the sun moves in the sky the higher your libido skyrockets. I hope you have a wanton partner or two to help you with your lecherous needs as I am not handing out any immunity to daylight in this Jump.

Disciplines

*Disciplines are supernatural abilities available to the Kindred that can be activated through the use of blood. You will receive **400 Discipline Points** to help you determine what your starting abilities are. CP can be converted into DP at a rate of 1:2. Each discipline rank costs **[100 DP]**, though some disciplines are discounted to certain Clans, giving them one rank for free and the rest costing only **[50 DP]** each. Most Disciplines have two paths, A or B giving you a choice as to how you want your Disciplines to progress.*

Abyss Mysticism: Want more from Obtenebration? Ok enjoy your new window to the Abyss itself Kindred.

> **Rank 1A:** *Pierce the Veil* - You can permanently gain the ability to see through darkness.
>
> **Rank 1B:** *Eyes of the Abyss* - Summon tiny denizens of the Abyss either 5 dark pixies (evil tinker bells) or 3 goblins (½ size of the ones in Skyrim).

Rank 2: *Transubstantiation of Essence* - Channel the Abyss to heal your wounds like some kind of dark heal?

Rank 3: *Abyssal Threads* - Attach a thread to a person or object to your wrist. You can use this for tracking, attacking, or pretending to be vampire spiderman.

Rank 4: *Maw of Ahriman* - Turn your mouth into a portal to the Abyss. Think Miroku Wind Tunnel from Inu Yasha.

Rank 5: *Into the Chasm* - Pass through the Abyss to travel anywhere in the local multiverse. In the World of Darkness that could be the Earth, Arcadia, heaven, hell, even alpha centauri if you feel like it. Outside of WoD it depends on the rules of that setting.

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

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 you're about to Frenzy, you can send your Beast into another (even a mortal) causing them to immediately frenzy.

Auspex: 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.

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

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

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

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

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

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

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

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

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

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

Celerity: Do you wanna go fast? Then this is the discipline for you!

Rank 1A: - Move almost supernatural so Usain Bolt fast.

Rank 1B: *Cat's Grace* - You can always keep your balance.

Rank 2A: - Move barely supernatural fast so Captain America (MCU) level.

Rank 2B: *Rush Job* - Perform a Skill-related task that would take a long time in mere seconds.

Rank 3A: - You run considerably faster than a horse on rods at full speed.

Rank 3B: *Traversal* - Move fast enough to run up walls or across water.

Rank 4A: - You can run at around 120 mph. You're a blur even to Kindred.

Rank 4B: *Blurred Momentum* - Dodge bullets like in the matrix.

Rank 5A: - You can run about as fast as a formula one car.

Rank 5B: *Split Second* - Perform an action that only requires a few seconds in a moment.

Chimerstry: Tricks are for kids and drugs are for me.

Rank 1: *Ignis Fatuus* - Create a motionless illusion that affects one of the five senses. Make someone hear nails on a chalkboard out of the blue.

Rank 2: *Fata Morgana* - More elaborate motionless illusion that can affect any of the five senses. Make a perfect pair of boobs appear on a poster.

Rank 3: *Apparition* - Add motion to an illusion created by Ignis Fatuus or Fata Morgana. Now you can have the boob bounce around.

Rank 4: *Permanency* - Make an illusion created by Chimerstry last until dismissed or passed through.

Rank 5: *Horrid Reality* - Places the mind of the victim in an illusionary world of your pervy ass.

Daimonion: The power of Baali with all the demon bullshit you ever want.

Rank 1: *Sense the Sin* - You can see the soul of a person and the greatest sins. Helpful if you want to hunt pedophiles down and eat them.

Rank 2: *Fear of the Void Below* - Show some poor bastard what hell actually looks like. Don't be shocked if a human shits themself.

Rank 3: *Conflagration* - Fancy way of saying summoning hellfire. Be careful, supernatural fire moves around like it has a mind of its own, because it does.

Rank 4: *Psychomachia* - Conjure an apparition of someone's greatest fears. Fuck you blaming clown spiders are everyones fear!

Rank 5: *Condemnation* - Like a witch from the lame fair tale you can curse people. As the power comes from hell don't expect a princess kiss to make them up.

Dementation: Pull and push the extremes of emotions and shatter mortal and kindred minds alike.

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

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

Rank 1C: *Crazy Eyes* - Bewildering a victim by making eye contact. Some will be immobilized, others will just wander off, and hell maybe even just start crying.

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

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

Rank 2C: *Kinky* - The target temporarily gains any and all kinks of your choice.

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

Rank 3B: *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 3C: *Spark of Lust* - The Brujah have their silly rage thinking with their heart you know people also think with something lower. Add your Presence rating to rile or incite a person or crowd to sexual actions. Not very useful without Presence.

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

Rank 4B: *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 4C: *Passion* - Fill a person or group with lust, greed, anger, and or fear for another person or group. The effect lasts ten minutes on a single person for each additional person halves that number.

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

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

Rank 5C: *Phobia* - Make someone irrationally afraid of something. Lasts hours.

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 **[Lasombra]**

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

Rank 1B: *Cloud Memory* - You can make the target forget the past few minutes.

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

Rank 2C: Domitor's Favor - Make defiance from your Blood Bonded thrall much more difficult.

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

Rank 3B: *Submerged Directive* - You can implant delayed commands in the target's subconscious that can trigger even years later.

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

Rank 4B: *Rationalize* - Upgrade your Dominate powers so the target is convinced it was their idea the entire time.

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

Rank 5B: *Terminal Decree* - Upgrade your Dominate powers now issue commands that circumvent victims' self-preservation. Yeah asking someone to kill themself is going to cost you some of your Humanity, but to each their own.

Fortitude: The power to protect your body from damage.

Rank 1A: *Resilience* - Add their Fortitude rating to the constitution (health track, HP, life force, etc).

Rank 1B: *Unswayable Mind* - Add your Fortitude rating to resist manipulation and coercion.

Rank 2A: *Toughness* - Reduce superficial damage by your Fortitude rating.

Rank 2B: Fortify the Inner Façade - A mind shield that increases the difficulty of mental powers to read or pierce the mind by your Fortitude rating.

Rank 3A: *Defy Bane* - Convert incoming serious aggravated damage to minor superficial damage.

Rank 3B: *Calloused Soul* - Pre-emptively loss humanity to prevent/reduce further humanity loss.

Rank 4: *Shatter* - The opponent takes the damage which Toughness subtracts. Revenge is sweet right.

Rank 4: *Shield arm* - Temporarily make one of your limbs as hard as tank armor

Rank 5A: *Stand Against All Foes* - You cannot be moved from your spot by any physical force. So superman couldn’t move you, but a low ranking wizard could. Heads up Kal-El can still just kill you, but not move you until you're dead.

Rank 5B: *Flesh of Marble* - Ignore the first source of physical damage per minute unless sunlight.

Mytherceria: Weird Fae magic.

Rank 1A: *Fey Sight* - Sense changelings and fae glamours near you.

Rank 1B: *Folderol* - Determine whether a statement was a lie even if they are mind controlled to believe what they are saying is true.

Rank 2A: *Intangible Vessel* - cause a nearby object to temporarily lose its tangibility for mortals and supernaturals, making it untouchable for anyone other than you.

Rank 2B: *Blur* - Appear to blur into a multitude of indistinct copies of yourself.

Rank 3A: *Goblinism* - Summon goblins to help warp and reshape stone. Make sure to pay them with something even if magically summoned goblins are dicks at the best of times.

Rank 3B: *Aura Absorption* - Remove the resonance from an object. Extra helpful when trying to hide your sex toys.

Rank 4A: *Chanjelin Ward* - Place symbols that confuse and disorient people trapping them in a maze of their own mind and a locked room.

Rank 4B: *Aura of Sloth* - Cast sleep on a large area. Mortals auto fail this and Kindred at least gets a chance to resist this.

Rank 5A: *Riddle Phantastique* - Want to be the Riddler? Speak riddles that make people do nothing but sit and ponder them. Each dot of **Dementation** adds to the chance the victim will go insane from this.

Rank 5B: *Hold The Power* - Steal experience of mundane tasks earned over years of practice from a mortal. I didn't say copy you are taking this from them permanently.

Necromancy: Funny the power of death is less scary when you're already dead.

Rank 1A: *Insight* - Get to watch the last moment's of a corpse's life lucky you!

Rank 1B: *Tremenes* - Making the flesh of a corpse. It's not very useful unless you are a necro….nevermind.

Rank 1C: *Shroudsight* - Get a sneak peek into the land of the dead.

Rank 2A: *Summon Soul* - Summon an angry ghost.

Rank 2B: *Apprentice's Brooms* - Raise the dead and perform simple tasks.

Rank 2C: *Lifeless Tongues* - Speak with the dead in any language. Oh so that's what Ancient Egyptian sounds like.

Rank 3A: *Compel Soul* - Force a wraith to do your bidding. Dick.

Rank 3B: *Shambling Hordes* - Make zombies that attack people.

Rank 3C: *Dead Hand* - Steal stuff from the land of the dead.

Rank 4A: *Haunting* - Seal a wraith into a location or object. Enchanting?

Rank 4B: *Soul Stealing* - Remove one soul from its body Disney villain?

Rank 4C: *Ex Nihilo* - Enter the land of Hades.

Rank 5A: *Torment* - Punch a ghost and hurt them.

Rank 5B: *Daemonic Possession* - Put a soul in a fresh corpse. Why?

Rank 5C: *Shroud Mastery* - Strengthen or weaken the Shroud rating in an area.

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

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

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

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

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

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

Rank 3B: *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 4A: *Vanish* - Disappear right in front of someone; if they are mortal the memory of you becomes foggy and indistinct.

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

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

Rank 5B: *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.

Obtenebration: Spooky shadow stuff. This discipline is discounted for **[Lasombra]**

Rank 1A: *Shadow Play* - Move and shape the natural shadows around you.

Rank 1B: *Oblivion Sight* - Your eyes become pitch black pools letting you see in darkness clearly and see ghosts present.

Rank 1C: *Shadow Cloak* - Super scary +2 bonus to stealth rolls and intimidation against mortals.

Rank 2B: *Shroud of Night* - Blanket an area in a cloud of unnatural shadow that obscures light, sound, and heat.

Rank 2A: *Arms of the Abyss - Summon black tentacles from the shadows to assist you.*

Rank 3A: *Shadow Perspective* - Projects their senses into a shadow within line of sight to peak on people showering and staying undetectable.

Rank 3B: *Shadow Servant* - Use a shadow to spy on or scare others. The servant has no mind of its own and cannot endure bright lights able to be destroyed by them.

Rank 4A: *Black Metamorphosis* - Encase your body in nightmarish armor and grow black tentacles from your sides.

Rank 4B: *Nightshades* - Create temporary objects made of shadow.

Rank 5A: *Tenebrous Form* - Transform into pure shadow that can only be harmed by fire, sunlight, or magic.

Rank 5B: *Shadow Step* - The user can step into one shadow and appear in another within their sight.

Potence: Hulk Smash!!! This discipline is discounted for **[Lasombra]**

Rank 1: You are stronger than any human could ever become.

Rank 2: You could easily rip a man's head off, or crush it with a single hand.

Rank 3: You can punch through concrete as though it were cardboard.

Rank 4: You can pick up a car and toss it a short distance.

Rank 5: You are capable of tossing a car as though it were a tin can.

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

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

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

Rank 1C: *Horny* - Add power of Presence to your seduction skill.

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

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

Rank 2C: *Wink* - With eye contact you make the victim’s body react as if in the Plateau Phase (fully aroused) even if the mind isn’t leaving the victim confused.

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

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

Rank 3C: *Spark of Rage* - Add your Potence rating to rile or incite a person or crowd to violent actions. Not very useful without Potence.

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

Rank 4B: *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 4C: *Inflame Desire* - Boost a victim's current desire, seeking only to satisfy it inflicts a need on the victim.

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

Rank 5B: *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)

Rank 5C: *Paralyzing Glance* - Send someone into a seizure of terror and if a Kindred into a terror frenzy.

Rank 5D: *Love* - Make someone enamored with you as if in a blood bond with nothing but a glance.

Protean: By embracing the kitty within, gaining a number of bestial abilities and forms.

Rank 1A: *Eyes of the angry kitty* - See in the dark. Usage of the power turns the eyes into a glowing red gaining a slit pupils appearance very spooky.

Rank 1B: *Dolphin's Unsight* - Use sonar-like abilities to orientate yourself underwater

Rank 1C: *Weight of the Feather* - The name says it all really reduces your effective mass and density to match a feather.

Rank 2A: *Feral Claws* - Change your fingers into bears claws, eagles talons, or big kitties claws that deal supernatural aggravated damage.

Rank 2B: *Phocidaean Webbing* - Create webbing between your fingers that allow for faster swimming and look like a super inbred hill-billy.

Rank 2C: *Squirm* - Did you know cats are basically a liquid? You can squeeze yourself through impossibly small spaces.

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

Rank 3B: *Shapechange* - Assume the shape of an animal roughly the same size as their original mass. Stuff like wolves, Jaguars, deer, or alligators would be easy as they are all about the right. You only get one sorry.

Rank 3C: *Fluffy Bomb* - A giant house cat! You knew this was coming also so don't act shocked and I am not talking maine coon when I say giant I mean panther sized orange tabby cat! This is probably a masquerade breach if not a world record.

Rank 4A: *Metamorphosis* - Basically shapechange without the same size and mass limit. Your max size is an adult elephant and the min is a rat. You only get one so pick carefully.

Rank 4B: *Shape of the Beast* - Either adding temporary animal futures of your choice (doesn't have to be the same animal) or taking on an anthropomorphic animal form (fake werewolf). Add the effects of the first ranks of this Discipline for free if you want.

Rank 4C: *False Animal* - A truly horrific ability to shapeshift into a form that looks like a fursuit. Yes you look like the damn furries! Like Shape of the Beast but for fucked up sex stuff. Yep your weird anime eyed blue furred fox boy OC with a literal horse's cock can be reality. Fuck I thought this was the WoD before….I guess it really woudln't be a NSFW jump with disgusting furry sex somewear.

Rank 5A: *Mastery of Forms* - No longer limited to one form for Shapechange or Metamorphosis.

Rank 5B: *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.

Rank 5C: *Swarm* - Requires Shapechange. The vampire can shift into a swarm of tiny creatures like bats, rats, unusually large insects, or snakes.

Thaumaturgy I: The Path of Blood is usually the first kind of sorcery warlocks learn.

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!

Thaumaturgy II: Path of the Levinbolt so people that want to be Thor. Prerequisite for each level you must have purchased the same or more Ranks of Thaumaturgy I.

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.

Thaumaturgy III: Path of Flames do you want to burn stuff or people? Prerequisite for each level you must have purchased the same or more Ranks of Thaumaturgy I.

Rank 1: *Ignis* - You can light a candle without a match. Yes this is useless.

Rank 2: *Rego Ignem* - Set paper, wood, oil, gasoline, or anything very flammable with just a touch.

Rank 3: *Flame Ward* - Remove the natural fear you or another kindred has in the presence of flames.

Rank 4: *Fireball* - Generate a huge ball of fire in your hands then throw it at your enemies.

Rank 5: *Infernum Praesidium* - Grant yourself immunity to fire damage.

Thaumaturgy IV: Neptune's Might turns out water is really good at killing. Prerequisite for each level you must have purchased the same or more Ranks of Thaumaturgy I.

Rank 1: *Eyes of the Sea* - See what has transpired on, in or around a still body of water.

Rank 2: *Prison of Water* - Use a large body of water to cag a target and if mortal they drown.

Rank 3: *Dehydrate* - Remotely rip water from a target's body and can kill a mortal unless re-hydrated very quickly.

Rank 4: *Flowing Wall* - Create a barrier of water nearly impervious to physical attacks.

Rank 5: *Blood to Water* - Turn the target's blood into water, killing mortals instantly and putting kindred into torpor.

Thaumaturgy V: Path of Mercury fuck running I can teleport! Prerequisite for each level you must have purchased the same or more Ranks of Thaumaturgy I.

Rank 1: - Teleport 10 yards to a place you can see.

Rank 2: - Teleport 50 yards to a place you can see.

Rank 3: - Teleport 500 yards to a place you have been recently.

Rank 4: - Teleport 5 miles to a place you have been.

Rank 5: - Teleport 500 miles to anywhere you know about.

Vicissitude: The kind of things you see in horror movies.

Rank 1: *Malleable Visage* - Sculpt the flesh changing cosmetically the parameters: height, build, voice, facial features, and skin tone

Rank 2: *Fleshcraft* - Upgrade: Alter muscle, fat, and cartilage

Rank 3: *Bone Craft* - Upgrade: Alter bone

Rank 4: *Horrid Form* - Rapidly transform yourself into a Zulo (combat form) with demonic features.

Rank 5: *Bloodform* - Instantly transform into a pool of sentient blood. Great for avoiding taking damage from an attack and making a mess in the kitchen.

Class Disciplines

*Access to the Disciplines below require the **Bound by Blood** Perk. If we can have VtM in my DnD then I can have DnD in my VtM.*

Barbarian: The strong embrace the wild that hides inside - keen instincts, primal physicality, and most of all, an unbridled, unquenchable rage.

> **Rank 1:** *Rage* - Enter a Rage to gain resistance against physical damage, deal extra melee and thrown damage. 50/50 change you will go into a Frenzy when using this Discipline This costs willpower not blood.
>
> **Rank 2:** *Danger Sense* - Passive feature that gives you advantage spotting traps and ambushes as long as you aren't Blinded or Incapacitated. Free, no cost.
>
> **Rank 3:** *Feral Instinct* - Passive feature that always has you ready for battle and you can't be caught off-guard. Free, no blood cost.
>
> **Rank 4:** *Brutal Critical* - Passive feature when Raging your attacks all deal aggravated damage ignoring supernatural resistances. Free, no blood cost.
>
> **Rank 5:** *Relentless Rage* - Passive feature your rage no longer costs anything.

Bard: Bards know music is more than idle fancy - it is power. Through study and adventure, these travelling troubadours master song, speech, and the magic within.

> **Rank 1:** *Bardic Inspiration* - Inspire your allies and influence the outcome of their (rolls in game terms) actions even Disciplines for the better. This costs willpower not blood.
>
> **Rank 2:** *Vicious Mockery* - An insult that deals Psychic damage to enemies.
>
> **Rank 3:** *Tasha's Hideous Laughter* - Your targeted creature succumbs to overwhelming laughter falling to the floor. This works even on supernatural creatures normally immune to this kind of thing.
>
> **Rank 4:** *Otto's Irresistible Dance* - Target multiple creatures in an area of effect making them dance in place for hours. This also works even on supernatural creatures normally immune to this kind of thing.
>
> **Rank 5:** *Musical Soul* - When singing you can use **Dominate**, **Presence**, and **Dementation** without spending any blood. It may make it hard to use them when singing, but at least they're free now.

Cleric: Clerics are representatives of the gods they worship, wielding potent divine magic for good or ill.

Rank 1: *Sacred Flame* - Point at someone and rays of sunlight hit them. If there a Kindred they will take fucking sunlight damage and have to try to restist a fear Frenzy. Too bad so will you as the light came from your hand.

Rank 2: *Prayer of Healing* - With a small prayer to whoever you want you heals all allies outside of combat within a 20 ft radius around you. This works on mortals and Kindred alike .

Rank 3: *Turn Undead* - Cause all undead to within a 20 ft radius around you fear Frenzy (not roll they auto fail) and run away.

Rank 4: *Remove Curse* - Remove all curses from a target by touch for 24 hours. Yes you temporally remove the curse of Cain from someone making them human again.

Rank 5: *Spirit Guardians* - Call forth pixie sized spirits around you that deal sunlight damage and force a fear Frenzy check. Last 10 minutes.

Druid: Druids channel the elemental forces of nature and share a deep kinship with animals. Mastery of Wild Shape allows them to transform into beasts from all over the Realms.

Rank 1: *Thorn Whip* - Shoot a thorny vine out of your wrist and pull a target to you or pull a Spiderman and swipe from roof tops.

Rank 2: *Spike Growth* - Transform an area of land into a hazardous spiky terrain that forces Kindred that cut themselves moving throw it to bleed like they were still mortal.

Rank 3: *Wild Shape* - Transform yourself into a Deep Rothé, Owlbear, or Dilophosaurus at will.

Rank 4: *Conjure Woodland Being* - Summons a Dryad from the DnD setting to fight by your side for an hour. Notice I said fight outside of combat it doesn't really follow your commands just follows you around and chats. You could talk it into sex maybe if you wan to fuck a tree.

Rank 5: *Improvement Wild Shape* - Transform yourself into a Fire Myrmidon, Water Myrmidon, Earth Myrmidon, or Air Myrmidon at will.

Fighter: Fighters have mastered the art of combat, wielding weapons with unmatched skill and wearing armour like a second skin.

Rank 1: *Weapon Proficiencies* - Passive feature that gives you proficiencies with every modern and medieval weapon that can be used by one person. Free, no blood cost.

Rank 2: *Action Surge* - A once a night free use of a Discipline that equals rank 5 **Celerity** in speed and reaction time boost. Free, no blood cost, but can only be used once a night.

Rank 3: *Extra Attack* - Make all of your physical attacks for the rest of the night hit twice. Slashes with a blade leave two cuts instead of one, shots with a gun leave two holes instead of one, etc.

Rank 4: *Indomitable* - Passive feature that makes you immune to fear Frenzy and normal fear unless you want to be afraid. You would suck if you can't enjoy a scary movie again. Free, no blood cost.

Rank 5: *Battle Master* - Forget proficiency, you are now a master of every modern and medieval weapon that can be used by one person. Free, no blood cost.

Monk: Some reach enlightenment by languid meditation - others do so in the heat of battle. Monks manipulate ki to empower their own strikes and debilitate their foes.

Rank 1: *Unarmoured Defence* - Passive feature that adds your Dexterity score to your physical resistance to damage. Free, no blood cost.

Rank 2: *Deflect Missiles* - Reaction that has you pull arrows or bullets out of the air to defend yourself automatically.

Rank 3: *Stillness of Mind* - Passive feature that automatically calms your hunger that prevents a hunger Frenzy. Free, no blood cost.

Rank 4: *Purity of Body* - Passive feature that gives immunity to poison/toxic damage like the kind a certain Clan likes to use. Free, no blood cost.

Rank 5: *Unarmed Strike* - Passive feature that makes unarmed melee attack using a punch, kick, head-butt, or similar physical blow carry the same effect as silver, cold iron, symbol of faith, etc to bypass their resistances/auto healing to deal damage like a mortal would take from that damage. Free, no blood cost.

Paladin: A promise made so deeply that it becomes divine in itself flows through a paladin, burning bright enough to inspire allies and smite foes.

Rank 1: *Lay on Hands* - Heal mortals or cure them of diseases and poisons with just a touch.

Rank 2: *Divine Smite* - Strike a creature with a weapon melee attack and add god damn sunlight damage and force a fear Frenzy check. You don't take any damage as the light was in your sword, but you have to do a fear Frenzy check.

Rank 3: *Aura of Protection* - Passive feature that improves nearby allies chances of succeeding at Frenzy checks within a 20 ft radius around you. Free, no blood cost.

Rank 4: *Shield of Faith* - Surround yourselves or an ally with divine protection halving all damage.

Rank 5: *Improved Divine Smite* - Passive feature that improves *Divine Smite* doubling the damage.

Ranger: Rangers are unrivalled scouts and trackers, honing a deep connection with nature in order to hunt their favoured prey.

Rank 1: *Wasteland Wanderer Fire* - Passive feature that halves all fire damage. Free, no blood cost.

Rank 2: *Hail of Thorns* - When making a weapon ranged attack the projectile shifts into a volley of thorns. Hitting multiple with the same force as the original single shot.

Rank 3: *Dread Ambusher* - Passive feature that massively increases the first damage you dealt to your target when they can't see you. Free, no blood cost.

Rank 4: *Beast Master* - Summon an spirit bond into an animal form. Pick from Ursa Ingens (armored bear), Verres Calamitosus (armored boar), Corvus Celer (dire raven), or Aranea Aculeata (giant wolf spider) companions.

Rank 5: *Misty Step* - Teleport unoccupied space you can see and if you want to attack a target with the same effect of *Dread Ambusher.*

Rogue: With stealth, skill, and uncanny reflexes, rogues' versatility lets them get the upper hand in almost any situation.

Rank 1: *Sneak Attack* - Passive feature that deals double damage if stabbing the target in the back with a dagger or knife. Free, no blood cost.

Rank 2: *Uncanny Dodge* - Passive feature that doubles your reflexes when trying to dodge an attack. Free, no blood cost.

Rank 3: *Arcane Trickster* - Teleport an object smaller than your arm to your hand.

Rank 4: *Evasion* - Passive feature that lets you try to dodge thaumaturgy Disciplines that normally can't be.

Rank 5: *Supreme Sneak* - Passive feature that makes you invisible as long as your shadow. Free, no blood cost.

Sorcerer: Sorcerers are natural spellcasters, drawing on inherent magic from a gift or bloodline.

Rank 1: *Shocking Grasp* - Grab someone to electrocute them.

Rank 2: *Ray of Frost* - Point at someone within 18 m (60 ft) and a ray of freezing cold energy damaging to the target and slows it down.

Rank 3: *Scorching Ray* - Hurl 3 rays of fire at one or more targets within 18 m (60 ft).

Rank 4: *Fireball* - My favorite spell. Err Discipline unleashes a streak of fire from their hands which ignites into a large explosion upon hitting its target dealing fire damage in a 20 m Radius.

Rank 5: *Disintegrate* - Deal a devastating amount of damage. If killed the target disintegrates into ash.

Warlock: Bound by a pact to an all-powerful patron, warlocks trade their loyalty for supernatural abilities and unique magic.

Rank 1: *Eldritch Blast* - Shoot out an energy beam hits like Cyclops optic blast great for knocking things back and or on its ass.

Rank 2: *Arms of Hadar* - Dark tendrils that automatically counter attack some for you in melee range.

Rank 3: *Fear* - Projecting phantasmal images into a target's minds forcing a fear Frenzy check.

Rank 4: *Pact of the Chain* - Summon a loyal Imp or Quasit Familiar

Rank 5: *Hexblade* - Passive feature that deals extra necrotic damage equal to your **obtenebration** rating.

Wizard: Wizards master the arcane by specialising in individual schools of magic, combining ancient spells with modern research.

Rank 1: *Fire Bolt* - Hurl a bolt of fire at an enemy. Using this can also make you fear Frenzy.

Rank 2: *Magic Missile* - Shoot out multiple projectiles that deal minor damage, but can't miss.

Rank 3: *Hold Person* - Summon a magical cage to hold a person inside.

Rank 4: *Counterspell* - Nullify a mage's spells.

Rank 5: *Globe of Invulnerability* - Create a barrier that makes creatures and objects inside it immune to all damage as long as they remain inside. Each minute you keep this up it will cost you more blood.

Amalgam Disciplines

Unique vampiric powers that draw on the knowledge and abilities of multiple Disciplines. Require a particular level of proficiency for each Discipline used, and the resulting effect often far greater than the same of its parts. Kindred maybe it's best to turn back?

Illumination: It's time to step on the toes of the mages I see. Requires **Abyss Mysticism, Chimerstry, Dementation, Mytherceria, Thaumaturgy I**, & **Vicissitude** at equal levels to each Rank you want to purchase. In order to Purchase Irradiate you would have to have two Ranks in each of the other Disciplines.

Rank 1: *Glimmer* - Reach into a cartoon playing on a screen near you and bring out a 2 dimensional inanimate object. This piece of the impossible will last until dawn unless you dismiss it early.

Rank 2: *Irradiate* - Improve *Glimmer* to make permanent objects.

Rank 3: *Light to Flesh* - Reach into a cartoon playing on a screen near you and bring out a 2 dimensional character. They will act like they did in the original cartoon, albeit confused as to why physics are different. They disappear after an hour or less if damaged.

Rank 4: *Toon Town* - Turn a Los Angeles sized area into Toontown straight out of Who Framed Roger Rabbit, Cool World, Mary Poppins, or Looney Tunes: Back in Action for one hour. You will, like the others, need a cartoon playing to draw the objects and characters from. They are limited to the area and physics within that area is a lot more option rather than a must.

Rank 5: *Jessica Rabbit* - The whole point of all of this really is to reach into the cartoon and pull out your waifu. The time limit is removed, they get to keep their personal cartoon physics and like in Cool World become flesh and blood at will.

Invocation: Please don't do this. None of this can end well. Requires **Abyss Mysticism, Chimerstry, Dementation, Dominate, Mytherceria, Obtenebration, Thaumaturgy I**, **Thaumaturgy V, & Wizard** at 5 dots to unlock the first Rank of this Discipline.

Rank 1: *Astral* - At the very end of the Deep Umbra there is a small point where two different multiverses touch all be it barely. From that you have learned to open front door sized portals into the Astral Sea of the DnD universe. If you have read the *I Got a Cheat Ability in a Different World and Became Extraordinary Even in the Real World* Jump the item *World Door* is a lot like this. With less cool control options You can now open a portal to the Astral Sea wherever you like.

Rank 2: *Outer Gates* - Exploring the Deep Umbra you find a barn door sized obsidian gateway. On the other side is the Nevernever of the Dresden Files universe. You can now open a portal to Nevernever wherever you like.

Rank 3: *Void* - Turning back you stumbled upon a void within the chaos of darkness around you. This two story house sized hole leads to The Empty of the Supernatural universe. You can now open a portal to The Empty wherever you like.

Rank 4: *Warp* - NO NO NO!!! This was what I was talking about: why didn't you turn back? A massive crack forms in the skin of reality itself followed by the sound of shattering glass and thousands of people screaming. A moment later no sound just a colorful swirl of colors from a skyscraper sized tear in reality. Now you have done it this leads to the Immaterium of the Warhammer 40k universe. You can now open a portal to Immaterium wherever you like.

Rank 5: *Gatekeeper* - What do you get at the end of all of this? The power to close what you have opened. What did you think the ability to close the portals you opened came with the other Ranks? Nope. Any portal you open stays open unless you use this Discipline to close them permanently (unless you reopen

them) savoring the realms from each other. Maybe go start closing them now I can see Nurgle smiling so that can't be good.

Items:

First Haven [100]: The shitty first haven you get in bloodlines as the protagonist. It's horrible, dirty, in the crap part of the city you start in and paid up front for ten years.

Companions:

Normal rules apply to max 8 companions.

Vampiric Coterie [50/100/200 CP]: 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 stupied 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.

Locals [Free]: If you can convince them of their own free will, without mind control like Disciplines or blood bonds. Then you can take as many people with you as you like. They don't gain any CP, you don't get a favorable meeting, or anything like that.



More Evil Lawyer [50 CP]: Ok blood sucking lawyer joke is funny being a ghoul makes it kinda true right. This walking stereotype is useful to anyone who needs a paper trail, but doesn't have a reflection. Even if it wasn't for you this ghoul would already be evil you just made them a minion. Age is set to 45 years old, but the appearance and gender are up to you.



Over Night Banker [50 CP]: A Lasombra needs to keep the finances rolling in. This ghoul knows how to turn a penny into a million dollars and how to move all that money to where you don't have to pay any taxes on it. As far as the law is concerned everything is above board but just look under the surface and the person is a vampire to society. Age is set to 30 years old, but the appearance and gender are up to you.

Kinky Maid [50 CP]: It's really difficult to do your own make up when you don't have a reflection. This little pervert is fine with brushing your hair and then you turning them around and spanking them with the hairbrush. This sub will clean your place, dress you,

go to the ATM for you, and make you look wonderful. Even after you treated them like shit. Age is set to 23 years old, but the appearance and gender (butler) are up to you.



Nikki [50 CP]: This girl tried to kill herself and one of the fallen jumped into her body. For what reason she/it is in love with you in a very yandere way. This former angel has escaped hell into a girl who just wants to die. If you have seen the 2025 film Obsession you know where I am going with this. The demon willingly lets you ghoul it, not that it could increase the amount of “love” it already feels for you.



Natsume Konoshige [50 CP, Requires Jinchūriki]: Looks like you found good company. This mortal girl is also obsessed with ninja’s or maybe she is actually one? I am not sure if the person is crazy, but they have sworn their life to you after you actually saved them from a spirit trying to possess them. I am going to let her picture speak for her why you want her on your side.

Aurelia Caerys [50 CP, Requires Slaanesh]: This Aeldari was trying to escape the demons when you summoned the demon about to eat them. They are bound to you as you are the anchor to this supernatural hellscape. Even this hell is still better than going straight back into a dead ship trapped in the Warp. This deviant is happy about finally being able to indulge themself again. The idea of fucking humans may as well be bestiality to their people, but to them it’s perfect chance to explore some kink. The appearance and gender are up to you. The WoD thinks they are just Fae and after a few months of being here will basically change them into it unless you blood bond them. Fucking knife ears.

Drawbacks:

Not The End [+0 CP]: Gehenna. Apocalypse. Winter. The Time of Judgement. Last Call. So many creatures of the night have their own stories about the end of the world, and many believe that those times are fast approaching. Thankfully for everyone involved, though, there is this option, ensuring that such cataclysmic events don't happen unless you actively go out of your way to cause them.

A Familiar World [+0 CP]: Would rather visit the world of a game of Vampire the Masquerade you played, watched, even maybe a video game version.

Extended Stay [+100 CP]: Ok sure additional ten years drawback can be taken multiple times if you like. The maximum amount is 10 times.

Stereotype [+100 CP]: The masquerade got you good, didn't it, to be fooled by all the vampire stories you've read or seen. You wear a long black cape, speak with an accent and otherwise act in a cartoonish fashion. Non Malkavians vampires are likely to ostracize or mock you and probably report you to the prince.

Name It! [+200 CP]: You must name the Disciplines you are using at the time out loud like in an anime. Dominate release Submerged Directive Jutsu!!!

Bimbofication [+200 CP]: 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 Kim Kardashian good luck getting anyone to take you seriously.

Nemesis [+200 CP]: You have a truly perfect foil. This person is above you in the Venture hierarchy, status, money, and power. The worst part is if they always seem to see through plans and adjust accordingly. After your first year they will decide to have you eliminated, good luck.

Nymphomaniac [+200 CP]: You are so horny that every night you go without sex you, increases the difficulty of using any Discipline and skill not related to having or getting sex. Starting at a -1 dot on the first night with sex and going all the way to -5 dots on the fifth without sex. On the sixth night without sex results in a lust frenzy check difficulty 6 and every night after.

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

Ending:

Did you know that "La sombra" means "The shadow" in Spanish. 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:

- Gelidus https://www.v5homebrew.com/wiki/Gelidus
- Hentia pics from CherryMouse, Ayanakitori, SleepyGimp, Andava, Master69m, DoubleDeck, Fellatrix, Tarakanovich, DevilHS, Yellowroom, Flook, zunta, Aelion, Arthur-Asa, Incase, Gaiidraws, xpress, dindin, MLeeLunsford, Konoshige, Cherry-Gig,
- Small Discipline list: yes I know there are a lot more out there. I have listed all the ones you are likely to learn from the Camerilla clans (20th anniversary edition) and from perks. If you want something I haven't listed, I am not stopping you.
- Post Jump removes the sunlight weakness from you and your companions. Doesn't work on anyone your sire in the future sadly, but they get your origins flavor of clan weakness automatically so that could be fun.
- This is all in good fun as I don’t give a shit about American politics.
- In order to meet the requirements for the Amalgam Disciplines you can count Disciplines you have purchased in my other NSFW Jumps.
- Amalgam Disciplines past Rank 5 are all Fanwank so go nuts.
- I think I am going to take a break from making more VtM NSFW jumps. I want to try my hand at making something different for a change. I have gotten some feedback about the quality of my current work so I think I should reflect on it a little (also Nosferatu did badly).