

VtM Nosferatu NSFW Jump
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“You are the children of Shadow You are the sons and daughters of Darkness Seek the darkest place Make it your own Feed on the wicked, feed on the sinful. Feed on the ugly souls For such is our diet, such is our Father`s wish, our pre-ordained meal. My childer, look not at your visage to curse me, for I know the beauty that lies within, and no greater beauty will there ever be.”

— Absimiliard

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 Nosferatu vampire having blindfolded 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 1d6 and gain **[+100 CP]**.

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

2) Cologne: The largest city of the German state of North Rhine-Westphalia and more importantly home to the largest brothels in the world.

3) Denver: Prince Edward Williams is actually pretty cool, he just likes keeping up with the status quo and avoiding rebellion. Not many Anarchs as a result, but he is very tolerant of independent vampires, as long as they don't stir up trouble.

4) Miami Beach: A south Florida island city full of hot ass people wearing very little.

5) Seattle: No I don't give a shit VTMB2 isn't cannon as fair as I am concerned. If only we got Hardsuit Labs and Brian Mitsoda's vision.

6) Santa Monica: The small city embedded between Los Angeles and the Pacific Ocean. You're not even leasing any more are you? You just want to do Bloodlines again don't you. Fine but your not replacing Suckhead

G) Supplement Mode: Should you desire something more from your stay here, then you can use this as a supplement for another WoD Jump. Alternatively, you could be in another world, separated from the WoD series entirely. Whether you merge the two worlds into one, or bring your purchases from here to there, is entirely up to you. *(FUCKING EASY MODE)*

H) Wonderland: Yes not a normal place in the World of Darkness, just say it's part of the Dreaming that connects to the 1976 Alice in Wonderland: An X-Rated Musical Fantasy naked. Why is this an option? NSFW and why not?

I) San Andreas: Is that a made up city from the Grand Theft Auto setting? I guess it's also part of the WoD setting somehow. Why not just use Location E? Hot Coffee! Ok good point there I hadn't thought of that.

J) London: Wait somethings not right. Ok so this is London from Bridgerton starting in Season 1 the year 1813. Why you may ask because Charithra Chandran, Jonathan Bailey, Phoebe Dynevor, Yerin Ha, Regé-Jean Page, and Genevieve Chenneour are all very pretty and I don't need to explain myself further do I?

K) Cragwich: How cute a little village in England! Why are there so many vampires? Why are they all ladies? Blame the Umbria or something because you're in classic Hammer Horror styled World of Darkness or as the film called it Lesbian Vampire Killers setting *(YES THIS IS ITS OWN JUMP YOU WANT TO FIGHT ABOUT IT?)*

L) Alderaan: The fuck? Is that the name of the planet that…Oh. Looks like this is a sneaky way of adding some Star Wars VS Vampire the Masquerade idea's into another jump or I was just bored. *(PUT UMM UP!)*

M) Valley: Odd Santa Monica is already on the list. This is another old Jump isn't it? Everything looks normal except all the people acting like this is the set of a badly written 90's porn set. Ok I get this is a NSFW setting, but isn't this just porn with a dash of dad jokes? Good point: the extra location options are all to make up for being a Nosferatu for ten years *(LIER, YOU WERE JUST BORED)*. Welcome to Deep in the Valley: Valley and please remember to be nice to Diamond Jim he is the mage who made this pocket dimensional space just to relive out his glory days as a pornstar.

N) Dark City: Nope not that neo-noir science fiction film directed by Alex Proyas, but supplement mode that removes the bonus of two different CP pools. Both settings fuse, you gain 0 CP from either outside of what you take in drawbacks and yes this includes CP you would get from "this additional for item section only" stuff. What's the upside? The pools are one meaning you can spend the points on either or both documents, perks and items after taking drawbacks to gain the CP. I am sure there are munchkins out there already finding a way to exploit this "harder" supplement mode to maximize profit and to you I say I don't care.

Origin:

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

Cleopatra: Don't get too happy Jumper. It's a derogatory term used by your clan to describe those who were embraced because of their extraordinary beauty and vanity as a punishment. You were hot back when you had a pulse now not so much.

Bob: Both a name and an acronym for bend over buddy. Back in the sunny days of being alive you were a person people counted on a real push over. Now you're dead ugly, and full of the skills you had when people walked all over you.

Tasha: In Dungeons and Dragons Baba Yaga has a kid, in World of Darkness she has a bloodline. If that wasn't clear everyone from the main clan running from you on sight may be a giveaway.

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:

Nosferatu [0 CP, Mandatory]: You are no longer counted amongst the living, now one of the supernatural predators of humanity that share the blood of Absimiliard, The cunt that kills his kids. 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.

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.

Sundarapandiyan1 [600 CP]: You did it, you actually did it! Finding the sleeping Absimiliard in his deep sea graveyard you did the unthinkable Diablerie. Eating the soul of an Antediluvian should have resulted in you taking a backseat in your own body, but you seemed to have pulled it off. Congratulations, you're a 3rd generation Kindred. Now remove the 5 dot cap and set all your Attributes 7 dots, except for Dexterity, Perception, & Composure that go up to 10 dots and depending what edition you like Appearance is set to zero still. You will receive extra 500 Discipline Points to spend and can purchase above Rank 5, but I am not listing shit. If you want it read the wiki or fanwank there is just too much to list for each Discipline. As an added price you must take **Amaranth** for zero CP.

Cleopatra Perks, Items, & Drawback

Makeover [100 CP, Free Cleopatra]: You are so skilled with special effect makeup you could get a job in any movie set. In game terms 5 dots in making a person look like a monster or a monster look like a person. Not a supernatural power, but something just as useful to you, disguise.

Rockstar [200 CP, Discount Cleopatra]: You were a rocker back in your living days. Playing an instrument and having mad vocals to grab hearts of a room. In game terms 3 dots in pick one Electric Guitar, Bass Guitar, or Keyboard and 4 dots in singing voice. Having a face like plastic is going to make things hard, so let's add an in-clan discipline **Presence** with the first dot free.

Mnemach [400 CP, Discount Cleopatra]: It got worse, your skin is translucent and all veins, nerves and muscles visible to the naked eye. Just a side effect whatever gave you the power to turn yourself intangible at will. If anyone asks you can just say it's part of ethereal nature as an undead or something. Others will think you have unlocked a new discipline rather than thinking you have power that doesn't exist. Post jump you can toggle the look of your skin off and on.

Rationalize [600 CP, Discount Cleopatra]: There is a rational explanation for everything is the world's greatest delusion. Your appearance, your actions, and your powers will all be rationalized as a mundane thing. Unnatural looks; make up, feeding in public; just a weird sex thing, blood magic; filming a movie, etc. The brain washing area effect is 15 meters (about 50 feet) so mortals outside of that aren't affected, nor are people watching recordings of the events. This doesn't make them see actions in a positive light, just not supernatural. Murder is still murder the super strength you used is just hand waved as stairrods. Massive help in upholding the masquerade. Post jump you can toggle it off if you still want to show off your powers.

SFX Kit [100 CP, Free Cleopatra]: A professional special effects set up. Makeup, body paints, prostatic pieces, wigs, airbrush sprayer, and all the other tools I can't think of.

Rose Red Dress [200 CP, Discount Cleopatra]: You have a collection of fashionable clothing that somehow always stays in the current fashion style, sometimes even ahead of its time. Good luck finding that old pair of boots you liked that doesn't match anything else.

Garden [400 CP, Discount Cleopatra]: A well-kept flower garden the size of the Royal Botanical Gardens in Richmond and roughly the same style. Outside of looking beautiful it has a passive effect that draws horny teenagers who are looking for a place to fuck at night. Just don't go overboard as a rose painted red with blood of dead freshly deflowered fools will attract the Fuzz.

Isold [+200 CP, Mandatory Cleopatra for +0 CP]: Just like the Nosferatu Prince of Copenhagen, Belinde Buch you have a perfectly smooth uniform blandness over the whole of your body, almost unmoving facial features and locked-open lips. Even with the Blush of Life your eyelids are incapable blinking. With a good wig and makeup maybe you would look less plastic.

Bob Perks, Items, & Drawback

Luchadore [100 CP, Fee Bob]: Like the legendary Santo you NEVER remove your mask. Or at least that's what you tell people and they believe it. This is a passive effect when wearing a mask. People will just shrug like yes that makes sense. Walking into a bank with a brightly colored mask on your face no one will question it or even cross their minds that you may be there to rob them, unless you bring out a weapon or something. It wouldn't be right to just give a passive to help hide your ugly mug without the wrestling moves to back it up. I game terms 2 dots of brawl with a specialization for wrestling of course.

Hands On [200 CP, Discount Bob]: The feeling of making something with your own hands is a level of satisfaction people of this generation rarely get to feel. Why not show off your skills to the little shits. Get yourself the equivalent to 3 dots in carpentry, carving, sculpting, sewing, black smithing, gold smithing, leather working, automotive repair, agriculture, baking, and cooking. Maybe helpful or some fun hobbies.

All-Tongue [400 CP, Discount Bob]: The ability to speak every language would be cool right. Too bad you can't do that, but maybe the next best thing is to be an impressive linguist. You start with the 7 languages from the list below and will find it much easier to learn new ones. If any of the languages have dialects you can have 5 of them along with 3 accents that are so perfect they would fool a native speaker for years if you wanted. If it's not clear this is speaking, reading, writing like a native and the best part it all comes naturally.

- English
- German
- Dutch
- Danish
- Swedish
- Norwegian
- Icelandic
- Spanish
- French
- Italian
- Portuguese
- Polish
- Ukrainian
- Czech
- Slovak
- Finnish

- Irish
- Welsh
- Scottish Gaelic
- Greek
- Turkish
- Basque
- Taiwanese Hokkie
- Cantonese
- Burmese
- Hindi
- Punjabi
- Persian
- Filipino
- Telugu
- Japanese
- Yoruba
- Igbo
- Zulu
- Arabic
- Amharic
- Oromo
- Samoan
- Sumerian
- Ancient Egyptian
- Akkadian
- Sanskrit
- Classical Greek
- Latin
- Quenya
- Sindarin
- Avarin
- Khuzdul
- Navajo
- Cherokee
- Uto-Aztecan

Underworld [600 CP, Discount Bob]: The underworld is your domain is more than just words. When you enter a cave, sewer, mine, or underground subway the environment will come to your aid. The shadowed spots become darker when you step into them, prey gets lost in places others wouldn't think to look for them, your footsteps make no sound, enemies sneaking in are so loud you can't not notice them, and the local vermin

(rats, insects, and any other subterranean animals) will come to your defence if you're attacked within. The best part is the more familiar you are with the domain the greater the effect on all within it.

Luchador Mask [100 CP, Free Bob]: A sacred cultural and athletic symbol of pure Mexican wrestling and totally not a gimp mask! The style is up to you.

Tool Box [200 CP, Discount Bob]: All the tools you would need to be a professional at all the Hands On perk.

Wet & Deep [400 CP, Discount Bob]: A massive network of ancient limestone quarries and natural tunnels that span over 300 km (200 miles) and 20 meters underground. If you have ever been to the Catacombs of Paris you have a good idea of this place and it's all yours. Enjoy your new scary as shit Haven.

Count Orlok [+200 CP, Mandatory Bob for +0 CP]: Bald, pointed ears, elongated fingers, unnaturally stretched limbs, and unsettling eyes you know the classics.

Tasha Perks, Items, & Drawback

Nictuku [100 CP, Fee Tasha]: Holy shit you look scary as fuck! What, yes you're more than the normal clan. A bloodline that Swaps **Animalism** and **Obfuscate** for **Auspex** and **Celerity** for the in-clan disciplines.

Sea Witch [200 CP, Discount Tasha]: Maybe it has something to do with sleeping in the deepest part of the ocean next to some ancient cannibal. You got yourself a fantastic understanding of the power of water unlocking the normal restriction on learning **Thaumaturgy IV** with it becoming an in-clan discipline.

Bone Daddy [400 CP, Discount Tasha]: Even the Harbingers of Skulls don’t look as skeletal as you. Your vampiric form would easily be mistaken for a skeleton warrior straight out of the original Clash of the Titans film. Where does the blood even go when you feed? Nevermind best not to think too hard about it. Your bony form gives you **Gelidus**, **Obtenebration**, and **Necromancy** as in-clan disciplines with the first dot free. This gets a toggle post jump.

Attack on Kindred [600 CP, Discount Tasha]: Have you ever watched a Godzilla move and been like damn that looks fun. It's time Jumper shout out “BY THE POWER OF ABEL!!!” you call a lightning bolt down from the heavens after striking you transforms you not into He-Man, but into a vampiric titan. As your body grows to 350 meters (1,148 ft) tall with your strength growing in proportionally and sadly your in human hunger. Don't be shocked if the second you enter the form you hunger frenzy if

you forgot to fully top up your Vitae beforehand. As your titan form still has your face this is probably the biggest masquerade breach in history if not the tallest. Post jump you can change the activation phrase to anything you want.

Ugly Duckling [100 CP, Free Tasha]: It’s actually a goose not a duck, but that doesn't matter. It's not supernatural or anything, just an ordinary pet goose. That understands human speech and goes tricks better than most dogs. Oh, and if it dies Hell just spit it back out the next evening. That's not magic or anything. Have you ever played the Untitled Goose Game?

Waterproof Book [200 CP, Discount Tasha]: This waterproof has the names and location of every Kindred in the city in it. Works like the Marauders Map in Harry Potter only; it's a book that writes out the movements, constantly updating its text rather than an “easy” to read map.

USS Holland [400 CP, Discount Tasha]: The first submarine officially commissioned by the Navy. Built in 1898 and officially decommissioned in 1905. Unofficially the ghost crew somehow keeps the thing running and powered damn if I know how. As long as you wear the captain's hat you can see the crew and they will take your orders. It's best not to remove it outside of the captain's quarters just in case.

Spooky [+200 CP, Mandatory Tasha for +0 CP]: Unlike the main clan you will grow ~~ugly~~ no pants, shittingly terrifying as you age and grow in vampiric power. As an additional kick in the ass, mortal blood only provides ⅓ of the normal amount, with only Kindred vitae nourishes you normally.

Drop-In Perks, Items, & Drawback

Pug [100 CP, Free Drop-In]: I like bulldogs more, but either way you are ugly cute. No, not beautiful, sexy, or handsome, but off brand cute. What do you want from me? You're still a Nosferatu after all. Unlike the others you won't find it impossible to get a date just don’t expect getting laid to be easy. This “beauty” perk side steps the clan weakness, but out overcoming it as it’s still a drawback after all.

3rd Leg [200 CP, Discount Drop-In]: Did you know that male elephants have both a prehensile trunk and a prehensile penis? This isn't just an animal fact, it's a you fact. You got yourself full control of your genitals and control of your secondary sexual characteristics. As this is a sex perk I am throwing in **Dominate** as an in-clan Discipline with the first dot free.

I Maybe Ugly But [400 CP, Discount Drop-In]: Lads, do you want a huge cock (add 3 inches). Ladies, do you want super tight pussy both physical endowment and bedroom

skills. Skills that help get a partner in bed and keep them moaning loudly. It's not to the level of the Kiss as it's not supernatural, just pure awesome. There is one supernatural effect sex with you is just as additive as the Kiss. As this is just a sex perk, I will throw in a random Discipline so enjoy **Dementation** I guess. It's now an in-clan for you with one free dot.

Butter Face [600 CP, Discount Drop-In]: It doesn't matter what your face looks like if you have a fucking hot body. Your body is literally perfect like body fat, muscle mass, symmetry, skin texture, hair, odor, etc. With a height slider just for fun. It can only add or remove up to a max of 30 cm (12 inches). A body so hot that it also can help you side step the drawback. Hell you're so fuckable you were to walk outside naked with a bag on your head. Someone may even try to pounce on you without a word. Another perk just to get laid so have 5 dots of **Fortitude** to protect that perfect ass.

Paper [100 CP, Free Drop-In]: A brown paper bag with holes cut out for your eyes. It's enchanted so only you can remove it, water can't affect it, and if damaged it will be repaired the next evening.

Appropriate Outfits [200 CP, Discount Drop-In]: Just kidding this stuff is anything, but that. All Malkavian, Nosferatu, and Toreador main characters got to wear in Bloodlines here so go make a scene, just don't break the masquerade.

Fitness Room [400 CP, Discount Drop-In]: A popular three-story gym staffed by unsuspecting mortals. The equipment is all new, the pool is clean, and the hidden basement apartment isn't on any of the city's blueprints. You are currently the only person who knows where the secret door is and you have the only key.

Dog face [+200 CP, Mandatory Drop-In for +0 CP]: Not as bad as the others in the ugly department, still not pretty but I don't play favorites. So, I will have to throw you a different curved ball then. Any mortal children who see you will feel a deep urge to remove your "mask" to see your real face. If you want to know how you look google Frank Rocky Fiegel that will give you a baseline.

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.*

Animalism: Who is a good dog? Who is a good dog? What was I saying? This discipline is discounted for **[Brujah]**

> **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.

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.

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.

Gelidus: Chilling or freezing the world around you with a touch.

Rank 1: *Chilling Touch* - Surrendering to the bitter cold of their beast, you can reach out to freeze most liquids, solid objects- even mortals, given enough time.

Rank 2: *Cold Snap* - With just a snap of your fingers you can rapidly draw the heat from a target, slowing them to a crawl leaving mortals shivering cold and Kindred finding their freezing joints until the use “blush of life”.

Rank 3: *Tomb of Winter* - Further drawing power from the heart of winter, you enshroud yourself in a tomb of glacial ice. Despite its translucent appearance, you are protected from sunlight as long as the ice sarcophagus lasts.

Rank 4: *Season of Death* - Calling upon the dark heart of the coldest arctic winter, you consume the warmth around them, plunging the local area into subzero temperatures. Rapidly lowers the temperature within 50 meters to well below 30 degrees celsius. This rapid temperature drop can wreak havoc on plants, small animals, and fragile objects such as glass. The best part is that a vampire can freeze solid and enter torpor.

Rank 5: *Shattering Arctic Blast* - The ultimate expression of your mastery over ice, able to turn frozen objects, and objects affected by gelidus powers, into dangerous shrapnel explosions. Freeze them then they go boom!

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

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.

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 **[Brujah]**

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.

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 sewer friend 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.

Napier [100 CP]: A sadistic sociopath that looks like Nosferatu embraced a clown. He/she (up to you) has the Malkavian, Remove Blush, Making Copies, Vore, and Eldritch beauty perks from the VtM Malkavian NSFW Jump.

Alice [100 CP]: He/she (up to you) artist turned undead beast crafter. Has the Toreador, Pointless, Faze, Sweet, and Damsel perks from VtM Toreador NSFW Jump.

Experiment [100 CP]: Experiment 57C He/she (up to you) is the most goth creature ever made and really just wants a hug. Has Tremere, Getting Ready, Marble, Nekomimi, and Dream Girl perks from VtM Tremere NSFW Jump.

Dommy Mommy [100 CP]: She (not a choice is a LADY!) this tall glass of water just wants to take care of you and maybe breast feed you, but only a little. Perks Tzimisce, Old Clan, Muscle Mommy, Danger Boobs, and Unbirth from VtM Tzimisce NSFW Jump

Dinwit [100 CP]: LOL why not? Perks Brujah, Blue Steel, Blonde, Positivity, and Zen from VtM Brujah NSFW Jump

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.

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 13 Blackened Denarius!

Nemesis [+200 CP]: You have a truly perfect foil. This person has more 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.

Bimbofication [+200 CP, Requires Cleopatra]: Just google it if you need a picture, just not at work. You have been transformed into a more plastic-looking sex doll to the point that you have hit the uncanny valley hard. Your secondary sexual characteristics / genitals are so large it's difficult to walk straight, lips so big it's hard to bite even if you could open your mouth all the way, and skin so smoothed it's unreal. Some people may be into you but most will find you, off putting. Think of a walking Barbie Doll that speaks without its mouth moving.

Diet [+200 CP, Mandatory Bob for +0 CP]: Sorry you can't drink from animals, though you are capable of drinking from any mortal or Cainite.

Obsession [+400 CP]: You're utterly obsessed with a single thing, feet. Any time you're able to get a look, smell, or taste of someone's feet you will be unable to pass it up. Dropping everything you are doing even a fucking fear or anger frenzy to suck on some toes. At least you can be good friends with Quentin Tarantino.

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

Amaranth [+800 CP]: For the first few nights you don't notice anything amiss. Then one night you find yourself with missing time, people bring up things you don't recall doing or saying, finding yourself in places you don't remember how you got there. The amount of missing will begin to grow as nights crawl on. Until you start losing whole nights at a time. If this was an issue the army of Nosferatu was trying to put you down after you did a massacre or two. If you don't find a way to fix the Absimiliard problem by the time the ten years are up it will count as a chain failure. The best part is you don't recall taking this drawback even if you got zero CP for it.

Ending:

Did you know that beauty is in the eye of the beholder is bullshit if you're ugly. 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
- 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 ugly automatically so that could be fun.
- If you turn into the vampire titan in daylight you will burn faster as you have a bigger body not more resistance to solar damage.
- With the Bone Daddy perk the titan form can be a giant skeleton.
- Why a titan perk? If I recall Absimiliard spends most of his time in the mariana trench. As he is mutated into a large monstrous, translucent, jellyfish-like or deep-sea horror. Do yeah a cthulhu rip-off.
- God I would have finished this so much faster if my wife was still helping me proofread this crazy shit.
- Ladies taking 3rd Leg would let you move your breasts like very soft round hands.