

Vampire The Masquerade: Factions

Version 1.0

This jump is created by Sonama and dedicated to SJ-Chan, A dear friend and pillar of the Jumpchain community. Rest in Peace my friend.

Welcome to the world of darkness. This is a world much like our own except for the many supernatural elements, most of which are having a negative impact on the world. Werewolves known as Garou attempt to maintain the natural order and save the dying earth while mages bend reality to their will and stranger things still work to their own ends. But this isn't about them, this is about the kindred. Kindred are vampires supposedly created when Caine slew Abel and was cursed by God, but really who can say?

What is known is that Kindred have their own goals, with most belonging to one of three factions, The Camarilla, The Sabbat and The Anarchs.

You are now a member of one of these factions. Maybe you were recently embraced into this life or maybe you have been here for a while, regardless you are now a resident of the World of Darkness for the next ten years.

You may begin any time after the year 1500 and in any city that exists at the time your jump begins. You may choose whether you are male or female as well as your current age. You may choose whether you have a history in this world or are a drop in.

+1000cp

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Generation Level (Select one from the options below):

Generation represents how far removed a particular vampire is from the first vampire, and thus how concentrated their vitae is. A vampire is always one generation higher than the vampire that embraces them, for example a vampire who was embraced by a fourth generation vampire would be a fifth generation vampire. Each generation of vampire is a little weaker than the generation before them due to the dilution of their vitae. Lower generation vampires have more vitae and more potential while higher generation vampires have less. Most fourteenth, and all fifteenth generation vampires have vitae that is so diluted they can no longer embrace others.

Neonate [Free]: You are a Neonate, an eleventh generation vampire. This is the standard generation and doesn't really confer any inherent benefits or flaws. You cannot advance any discipline higher than level five.

Elder [-200CP] : You are an elder, a sixth generation vampire. You have been around for a while and have grown fairly powerful, or maybe you were recently embraced by a methuselah for whatever reason, that would be almost unheard of but stranger things have happened. You are quite powerful and your vitae is concentrated which allows it to last you longer, causing you to not be drained as much when you make use of your vitae. You cannot advance any discipline higher than level seven.

Methuselah [-400CP]: You are one of the very few methuselahs, a fourth generation vampire (unless you took the sire companion in which case you are fifth generation). You have likely been around for at least a thousand years and you have very few contemporaries. It is possible for you to be recently embraced but such a thing is unheard of as there are very few third and fourth generation vampires who are willing and able to embrace another. Your vitae is about as concentrated as can be allowing you to expend an obscene amount. You have no limit on how high you can advance your disciplines.

Clan (Select one from the options below):

There are several different clans and bloodlines of vampires, each with three disciplines that come naturally to them as well as a unique clan weakness.

Assamite (Free): The Assamites are the assassins of kindred society, often they are hired by outside parties to eliminate enemies and rivals. While they are assassins there is more to the clan than simple thugs and killers and clan Assamite is very insular and complex.The Assamite clan

disciplines are Celerity, Obfuscate and Quietus. Assamites must take the Vitae intolerant drawback for no CP.

Brujah (Free): The Brujah are often rebels and agents of change. They are the ones who challenge the status quo. Brujah are often passionate and rebellious. The Brujah clan disciplines are Celerity, Potence and Presence. Brujah must take the Prone to Frenzy drawback for no CP.

Followers of Set (Free): The Followers of Set are just as much a cult as a clan, they believe the egyptian god Set was the founder of their clan and they venerate him. The Followers of Set are insular and have a clan hierarchy, the lower level is focused on corrupting others and supplying what they need to fuel their vices while the higher levels of the clan are more priest-like and focused on uncovering ancient lore and relics. The Followers of Set clan disciplines are Obfuscate, Presence and Serpentis. Followers of Set must take the The Light Burns drawback for no CP.

Gangrel (Free): Most kindred are most comfortable in urban areas but clan Gangrel is an exception to this. The Gangrel are the most animalistic clan and are the most comfortable in the wilds. Gangrel are less often concerned with kindred politics than the other clans and are more interested in living free. The Gangrel clan disciplines are Animalism, Fortitude and Protean. Gangrel must take the Animalistic Frenzy drawback for no CP.

Giovanni (Free): Clan Giovanni is as much a family as a clan. Almost all members of the Giovanni are actually of the Giovanni family. The clan has many unsavory practices and has connections to organized crime (especially in Italy) and are known for practicing necromancy. The Giovanni clan disciplines are Dominate, Necromancy and Potence. Giovanni must take the Painful Bite drawback for no CP.

Kiasyd (Free): The Kiasyd are an offshoot of the Lasombra but their discipline of Mytherceria and their appearance speak to a stranger ancestry. The Kiasyd tend to be calm and studious and prefer to remain

within their havens poring over ancient text, maps and artifacts. Rumors abound about the Kiasyd within kindred society. The Kiasyd clan disciplines are Mytherceria, Obtenebration, and either Dominate or Necromancy. Kiasyd must take the Blood of the Fair Folk drawback for no CP.

Lasombra (Free): The Lasombra is a clan of ambition. The Lasombra view themselves as a dark nobility and have infiltrated places of mortal power, especially religious institutions. The Lasombra clan disciplines are Dominate, Potence and Obtenebration. Lasombra must take the No Reflection drawback for no CP.

Malkavian (Free): Clan Malkavian is a clan of oracles and seers but also a clan of madmen. Malkavians are often unstable but their unique insights are often very useful. The Malkavian clan disciplines are Auspex, Obfuscate and either Dementation or Dominate. Malkavians must take the Mad drawback for no CP.

Nosferatu (Free): The Nosferatu are cursed by their condition as kindred with their clan weakness being obvious. Most Nosferatu dwell in the sewers to avoid being seen by mortals though their mastery of the Obfuscation discipline allows them to walk among mortals for a time and makes them incredibly spies and information brokers. The Nosferatu clan disciplines are Animalism, Obfuscate and Potence. Nosferatu must take the Hideous drawback for no CP.

Ravnos (Free): The Ravnos are often nomads who never stay in one place for too long. The Ravnos have a bad reputation as thieves and charlatans and for some Ravnos that reputation is well earned. The Ravnos clan disciplines are Animalism, Chimerstry, and Fortitude. Ravnos must take the Vicious Vice drawback once for no CP.

Salubri(Free): The Salubri were a clan of healers and warriors in the past before the Tremere hunted them and spread rumors of them being diablerist. Now the Salubri are very few in number with only seven believed to still exist. The Camarilla and some Anarachs still believe the propaganda

the Tremere spread but other Anarchs and the Sabbat are willing to give them a chance. The Salubri clan disciplines are Auspex, Fortitude and Obeah. Salubri must take the Guilt-Wracked drawback for no CP.

Toreador (Free): The Toreador are the clan of art and beauty and each Toreador usually has some form of art they are drawn too. Their love of art and entertainment makes the Toreador the most connected to humanity. The Toreador clan disciplines are Auspex, Celerity and Presence. Toreador must take the Lost in Beauty drawback for no CP.

Tremere (Free): The Tremere are one of the most close knit clans. The Tremere practice blood sorcery called Thaumaturgy and often form groups called chantries to teach and study Thaumaturgy among themselves. It is customary for tremere to be required to drink the blood of their local elders soon after their embrace. The Tremere clan disciplines are Auspex, Dominate and Thaumaturgy. Tremere must take the Easily Bound drawback for no CP.

True Brujah (Free): To hear the True Brujah tell it the clan called Brujah are not the real Brujah but are usurpers who took the name. The few True Brujah left believe themselves to be the last of the original clan. The True Brujah are not as few in number as the Salubri but they suffered a great loss to the Brujah and don't embrace often. The True Brujah clan disciplines are Potence, Presence and Temporis. True Brujah must take the Dead Inside drawback for no CP.

Tzimisce (Free): The Tzimisce is a clan of isolationists and most fits the stereotype of the lone vampire in the castle. The Tzimisce practice the discipline of Vicissitude and often use it to change their own appearance into something unnatural and unrecognizable. They also often modify others, whether to make their servants more capable of their roles or to torture their enemies. The Tzimisce clan disciplines are Animalism, Auspex and Vicissitude. Tzmisce must take the Native Soil drawback for no CP.

Ventrue (Free): The Ventrue are called the clan of kings and have more Camarilla princes than any other clan. They see themselves as royals among kindred, whether other kindred agree with this view varies. The Ventrue clan disciplines are Dominate, Fortitude and Presence. Ventrue must take the Refined Palate drawback for no CP.

Caitiff (Free): The Caitiff are the clanless, the outcast of kindred society. A Caitiff is a vampire who upon being embraced did not take on the clan of the kindred embracing them, they have no clan weakness and no clan disciplines, instead beginning their new existence with three random disciplines. No one is sure exactly what creates a Caitiff. Most Caitiff are of lower generation, but not all. Some Caitiff were abandoned by their sires immediately after being embraced, but not all. There seems to be no common ground between all Caitiff that could be used to definitively say what causes one to be a Caitiff. What is known about Caitiff is they are very rarely treated fairly or even accepted. Some among the Camarilla even hunt Caitiff outright and believe them to be a sign of Gehenna. When a Caitiff embraces another the new vampire is always a Caitiff. Caitiff must take the Lesser drawback for no CP.

Faction (Select one from the options below):

The Camarilla (Free): The Camarilla is the largest faction. It was formed during the Dark Ages in feudal Europe by the elder kindred of the time with the intent to hold kindred accountable and created the masquerade to keep kindred safe from the mortals who vastly outnumber them, but became occupied with enforcing the status quo and keeping the elder vampires in charge.

The Sabbat (Free): The Sabbat stand opposite the Camarilla. The Sabbat is a loose organization who rejects the traditions of the Camarilla and firmly believe that Caine was the first vampire. The Sabbat reject the term kindred and instead refer to themselves as cainites. They see themselves as above

humans and view them as tools or food and little more. The primary goal of the Sabbat is to destroy the antediluvians, the thirteen third generation vampires who founded the clans.

The Anarchs (Free): The Anarchs have varied greatly over the years and so have their ideals and methods. The thing that has remained consistent about the Anarchs is their pursuit of freedom. Anarchs resent the privileged status held by elders within the Camarilla. Most Anarchs respect the masquerade and some of the other traditions of the Camarilla even if they do not respect the kindred who enforce them.

General Perks:

Kindred [Free and Mandatory for all except ghoul companions] (See notes for more in depth details): You have been embraced as a kindred, a vampire. This is both a gift and a curse. Your body is now dead but your soul remains. You are unageing, your skin is pale and your bodily functions have completely halted. You no longer require food, water or air but you now have a new need, blood. Kindred must feed upon blood to continue functioning, blood can also be used to heal you, boost your physical attributes, restore you to an imitation of life, power your disciplines, blood bond others, create ghouls and embrace other vampires. Though these gifts come along with curses which are the beast, a weakness to the sun and fire, and the danger of being staked through the heart.

Speedy Ritualist [-100CP (Free for Tremere]: Thaumaturgy is a powerful set of disciplines and the specialty of Tremere. A large amount of that power comes from the various rituals a user of thaumaturgy can perform but sometimes rituals are inconvenient and take too long to perform. That is no longer an issue for you. You can perform any magical ritual or ceremony instantly. This allows you to skip any meditating, chanting, dancing or anything similar but you still must provide any reagents or ingredients

(including things like vitae or mana) and they are consumed as they normally would be.

Criminal Connections [-100CP (Free for Giovanni]: Clan Giovanni is known to have connections to organized crime and you can now leverage such connections. You know all about organized crime, how they operate, who the local powers are, where they can be found, etc. Not only do you know about organized crime but you are skilled at ingratiating yourself with such groups and know how to interact with them without risk of offending them.

Solitary Predator [-100CP (Free for Tzimisce]: Tzimisce, more than any other clan tend to be loners, often living up to the vampire in the castle stereotype. You could easily fit this stereotype as you have no problem being alone. You never feel lonely and suffer no negative effects at all from lack of social interaction. Your social skills will never decay.

Ally of the Wild [-100CP (Free for Gangrel]: Animals find most vampires off putting but this is not the case for you. Animals will never be hostile to you and will never be fearful of you. At worst an animal will simply ignore you while at best they may actively try to assist you. Training animals comes naturally to you. This applies to all forms of animal except for insects or arachnids.

Artistic Artisan [-100CP (Free for Toreador]: Clan Toreador is known as the clan of beauty and for good reason. You are incredibly skilled at all artistic endeavors and find it easy to create true masterpieces. Aside from just art anything you create is beautiful, be it a sword or or a house.

Sewer Dweller [-100CP (Free for Nosferatu]: Nosferatu often live in sewers to avoid breaching the masquerade. You would have no issues at all living in such an environment. You can see in perfect darkness just as well as you could on a bright sunny day, you have a perfect sense of direction and no smell will ever bother you, no matter how foul.

Business Savvy [-100CP (Free for Ventrue]: Ventrue often have business endeavors and this is something you excel at. Your business sense is unparalleled and in only a few years you could turn a lemonade stand into an international empire.

Rabble Rouser [-100CP (Free for Brujah]: Brujah are often known as rebels or rabble rousers and you certainly fit the bill. You have no trouble inspiring others to action and recruiting others to your cause.

Accepted Eccentric [-100CP (Free for Malkavian]: Everyone knows Malkavians have some sort of derangement and most just accept it. You are no exception to this and find that everyone just brushes off anything weird or eccentric you do as long as it doesn't harm anyone.

Expert Assassin [-100CP (Free for Assamite]: Many Assamites are assassins and you are no exception. You are very skilled at any skill that would be needed to be a master assassin, from stealth to poisons to tracking, very few targets can escape you.

Charlatan [-100CP (Free for Ravnos]: Ravnos often have a negative reputation as thieves and charlatans but for you that reputation may be well earned. You are very skilled at sleight of hand as well as scamming and manipulating others.

Seeker of Lore [-100CP (Free for Followers of Set]: The Follows of Set often seek out lore and artifacts and you are well suited to such pursuits. As long as you know what you are searching for you find it trivial to find information on your target.

Conqueror [-100CP (Free for Lasombra]: Clan Ventrue may be called the clan of kings but the Lasombra also have the desire to rule and are often willing to crush others to make that a reality. You are very skilled at conquering others, whether it be small groups or nations you know how to maneuver to put yourself in places of power that you desire and you find

that groups or places you conqueror tend to accept you as their leader much faster than they otherwise would.

Empathy [-100CP (Free for Salubri)]: The Salubri are often healers, both of the body and of the spirit. As such, It is beneficial to tell if someone is suffering and that is something you excel at. You are excellent at picking up on the emotions of others, even if they are trying to hide them. This ability is useful for seeing if others are suffering in secret.

Speed Reader [-100CP (Free for Kiasyd)]: Members of the Kiasyd bloodline often immerse themselves in ancient text. You make progress in such endeavors much more quickly than others. You can instantly read and process any text you see, effectively allowing you to read whole pages instantly.

Logical Thought [-100CP (Free for True Brujah)]: The True Brujah suffer a clan weakness that significantly dulls their emotions but it also grants them a strength, a strength that you now share whether you are one of them or not. You find it very easy to think logically and tell if your emotions are influencing your thoughts. While this will not mute your emotions it does help you to push them aside and think about things as you would if your emotions were not affecting you.

Danger Sense [-100CP (Free for Caitiff]: Caitiff have no clan, no family, no one to watch their back. More so than any other type of kindred, Caitiff are vulnerable. You have learned to look out for yourself and stay one step ahead of those who wish to do you harm. If another plans to harm you, you will sense their hostile intention. This danger sense is not fine tuned enough to be of use in active combat but it will alert you if someone is plotting against you and warn you of any coming ambushes.

Dark Beauty [-100CP]: Why does it seem like vampires are always attractive? Well you will fit right in. You are incredibly good looking, a perfect 10/10.

Ever Wakeful [-100CP]: You never feel the need to sleep. You may need to rest if you exert yourself and you can still sleep if you want, but you never feel compelled to and suffer no detriments for not doing so. This perk alone will not protect a kindred from the sun but it will allow them to function during daylight hours.

Memory of the Ages [-200CP]: Vampires can potentially live forever if nothing kills them, it would be a shame to lose any memories along the way. Your memory is absolutely perfect, with instant recall, perfect indexing and unlimited storage. Nothing can force you to forget anything or alter your memories in any way and no memory can harm you.

Caged Beast [-200CP]: Inside every vampire lurks an impassioned, hungry creature that is the opposite of the Man. It is the Beast, and the Beast knows only three activities: kill, feast, sleep. It is the roiling desire every Kindred feels to slay her prey rather than taking just enough. It is the inevitable urge to be what the vampire is, a predator who doesn't answer to the will of men or hide from their numbers. When the Beast takes control over a vampire, they enter a state of frenzy directing them into a response of fight or flight.

At least that's how it is for other vampires. Your beast seems to have been tamed somehow, or at least caged. Your beast will never whisper to you, it will never force you to do anything you don't want to do and you will never frenzy for any reason. For all intents and purposes it's not there until a discipline interacts with it. What's more is you are resistant to effects from things other than the beast. Any supernatural power or effect that would influence your emotions no longer affects you at all and no other presences inside you can not affect you without your consent. For example a tailed beast (from Naruto) sealed inside you could only do what you allow them to do.

A Soul Untainted [-200CP]: Some say that to be a kindred is to be cursed, that your very existence in such a state taints your soul. That's not something you will ever have to worry about, nor is any other unwanted effect on your soul. Your soul cannot be tainted, damaged, destroyed, stolen or negatively affected in any way without your consent and you retain your soul even if some form you take or event you suffer would usually cause you to lose it.

Aqua Vitae [-400CP]: No matter what generation of kindred one is, they will inevitably require at least one feeding of blood a night, both to satisfy and refuel. Even those who do nothing for days, or even years, need to feed. You are different, in that so long as you don't dip too deeply into your stores, you will never feel the need to feed. The reason for this is both simple and miraculous, as you will find your stores of blood replenishing over time, going from near empty to full in just an hour or two. Not just blood, though, but all forms of supernatural energy you have access to.

Diablerie [-400CP]: An act that is forbidden by the Camarilla and Anarchs, the act of feeding upon another kindred, draining them of all their blood. Though you possess this ability naturally, it has as many downsides as it does benefits. You are a bit different, however, as when you drain the blood of other vampires, both those native to this world and beyond, you can add their strength and powers to your own with no side effects. You do not take on their clan's flaws, nor is your aura tainted by the typical black marks that deem you as a cannibal to your fellow Cainites. For more information about diablerie see notes.

Day Walker [-600CP]: Somehow you are immune to the damage of the sun. In future jumps you are immune to any weaknesses inherent to your species. Kryptonite would not affect a Kryptonian, Silver would not hurt a werewolf and they would never be forced to transform against their will, etc.

Mage Proof [-800CP]: Some may think the greatest threat to a kindred would be a more powerful kindred, others would say the garou is the

greatest threat. While kindred and garou are more plentiful and often more hostile the greatest threat to a kindred is a mage who wants them dead. A powerful enough mage can set a kindred on fire with a thought, teleport them into sunlight or turn them into an inanimate object. A mage is no threat whatsoever to you. You are selectively immune to all magic. Any effect that could be considered magical in nature can only affect you with your permission.

The Camarilla Perks:

The following perks are 50% off for The Camarilla with the [-100CP] Perks being free.

Manners Maketh Kindred [-100CP]: Camarilla society revolves around law, order and respect. You are now able to fit in with such a society. You have an innate understanding of the expected etiquette of any society or group you enter. You also know all laws and rules of any such societies and groups, both written and implied.

Schemer [-100CP]: The camarilla is a very political society with lots of scheming and maneuvering, which is something you are very good at. You are very skilled at creating plans and schemes that will disrupt your enemies and keep you on top. You know how to win over allies, pit enemies against each other and keep yourself too useful for your political opponents to make moves against. This isn't absolute protection from the plots of your enemies but it does provide a massive increase to the chances of your schemes going well and those of your enemies falling apart.

Undead Rumor Mill [-200CP]: Due to the soft power the kindred of the Camarilla prefer to wield rumors and secrets are often more useful than any weapon, which is very convenient for you since secrets seem to make their way to you almost effortlessly. You are incredibly skilled at keeping up with rumors and gossip as well as managing information networks and

spies. You also find yourself stumbling upon secrets that others would rather you not know much more often.

Keeper of Secrets [-200CP]: Just as you can wield secrets as weapons against others, so too can they be wielded against you. Lucky for you your secrets stay secret. You tend to leave behind much less evidence of any acts you commit that you would rather remain secret and you will never accidentally reveal anything you would prefer to keep to yourself. You cannot be forced to divulge any information against your will, even torture or mind reading will fail to force you to reveal such information.

Boons [-400CP]: The boon system is the idea that a kindred will repay any debts they owe to another. In theory once something is done for another kindred they will admit they owe the boon and it can be collected at any time. In practice it sometimes works like that but sometimes kindred try to weasel out of their debts in various ways. That is no longer an issue for you. Others are incapable of denying anything you do that benefits them and will make every effort to see you repaid for your assistance, even if they normally would not.

Elysium [-400CP]: Elysium is the idea of neutral ground for kindred, a gathering where any kindred of any faction can meet and safely conduct business, gossip or air grievances. You can now enforce a similar neutral ground. As long as you do not try to harm anyone attending elysium (or traveling to or from elysium) you can declare a local public area to be neutral ground at certain dates and times and you will find at least a few members of all the local factions will arrive to discuss things in good faith with no threat of violence.

The Right to Rule [-600CP]: Camarilla elders believe they have the right to rule due to their age and power, this is debatable for them but not for you. You are an incredibly skilled leader. You could take a medieval city-state and make it into a global power in a few decades. You know exactly what you need to do to keep your people happy and safe while ensuring whatever group or government you lead is powerful and

respected and your orders are followed to the letter without complaint or hesitation.

Unshakeable Loyalty [-600CP]: Kindred often betray each other, it is a fact of life. You are an exception to this rule. No ally or subordinate of any kind will ever even consider betraying you in any way even if they would otherwise betray you at the first opportunity. Any one who claims to be your ally or is under your authority will be loyal to you until the very end.

The Sabbat Perks:

The following perks are 50% off for The Sabbat with the [-100CP] Perks being free.

Fast Adjustment [-100CP]: Sabbat society is often cruel and strange. Newly embraced cainites may have quite a bit of culture shock trying to understand the situation they have found themselves in. This is no longer an issue for you, you adapt to new cultures and societies with ease.

Intimidating [-100CP]: The Sabbat are known for the violence they bring and you seem to exude this very fact. Something about you makes you incredibly intimidating when you try to be, those who are weaker than you will often do anything to avoid your wrath and even your equals will take a step back when you threaten them.

Rituals Of The Blood [-200CP]: The Sabbat is just as much a religion as it is a collection of violent vampire supremacists and as such they have various rituals, most of which use vitae and have a tangible effect. You know and are capable of performing every one of these rituals, not only that but any ingredients or reagents for any rituals you know can be omitted if you expend vitae instead. The vitae you must expend to replace ingredients and reagents increases based on the amount of resources that would normally be required as well as their rarity.

Killing Machine [-200CP]: The Sabbat are very well known for the violence they commit and you can match the best of them. You have strong instincts for battle and will never freeze up in a combat situation and are nearly impossible to catch off guard.

Leader Of The Pack [-400CP]: Members of the Sabbat often form small gangs called packs. These packs are often chaotic bands due to being made up of several violent and often unstable vampires. You would excel at leading such a group. You bring out the absolute best of any team you are a part of, members work together perfectly without getting in each other's way, cover each other's weaknesses and accentuate each other's strengths. You are also skilled at keeping inter group conflict to a minimum and getting clashing personalities to work together for a common goal.

Unbondable [-400CP]: The Sabbat ensure loyalty to each other through a ritual known as the Vaulderie. During the Vaulderie vitae from every member of the pack is mixed and then drank by each member. The effect is something similar to a blood bond between each member of the pack, ensuring loyalty to one another and also corroding other blood bonds. This is utterly ineffective on you. For some reason you are completely immune to blood bonds. Not only are you immune to blood bonds but you are immune to any form of mind control at all and even supernatural persuasion fails against you, nor can your mind or personality be altered against your will.

Ladder of Violence [-600CP]: Due to the Sabbat being the violent and bloodthirsty group that it is, the leaders of the Sabbat are often the toughest or most crafty members, those that come out ahead in any altercation. This is more true for you than most. You can advance not only in the sabbat but in any group you are a part of by defeating the person that outranks you in some form of fight. The fight need not be to the death but it must be clear that you won. Once you beat your previous superior, everyone, even the one you defeated will agree that you are more worthy of the position and it will be given to you and no one will find this odd at all. You could take over a corporation by beating your superiors until you reach the highest position.

Be careful, while this does allow you to gain higher positions it does not help you hold on to them and having a position you are unsuited for may see you being removed from it, or whatever group you are leading falling apart beneath your incompetence.

Bringer Of Final Death [-600CP]: The primary goal of the Sabbat is to destroy the antediluvians, which is much easier said than done. Antediluvians often have ways of escaping death, but that won't protect them from you. Anything you kill stays dead unless you personally resurrect them and any tricks to escape death will fail against you. Your enemies will not be regenerating from a single drop of blood that survived your battle, possessing a clone of their original body, returning to life due to a horcrux or phylactery, or anything similar. Your enemies are dead for good once you kill them.

The Anarchs Perks:

The following perks are 50% off for The Anarchs with the [-100CP] Perks being free.

Anarchist Cookbook [-100CP]: While not all Anarchs are actually anarchist quite a few are. You have the skills of any true anarchist and know how to create explosives from common materials, how to start fires that will consume what you want them to burn without going out, and how to organize rallies and protests.

A Right to be Heard [-100CP]: The Anarch movement really began over a demand for equality, the Anarchs were tired of being oppressed by their elders and demanded change. You may not be treated as an equal but you will be heard. Any society or group you are part of will listen to you without dismissing you out of hand. If you can gain an audience with someone in charge they will listen to what you have to say, they may not agree with you or do what you want but they will at least hear you out.

Tolerated [-200CP]: For a long time the Anarchs existed within the Camarilla as a sort of subfaction. The Camarilla did not concern itself with the Anarchs and basically turned a blind eye to them. Your enemies will treat you the same way. If there is a greater threat or you aren't actively making trouble for them your enemies will focus on other problems and turn a blind eye to you.

Staunch Humanity [-200CP]: Of all the factions the Anarchs are the ones closest to humanity. Most Anarchs are younger and have not grown out of touch with humanity like the elders of the Camarilla and they do not view themselves as above humans like the Sabbat. Anarchs tend to view their humanity as a positive thing. How fortunate that you will never lose your humanity. No matter how much time passes or how powerful you grow you will never be detached from humanity and unable to relate, you will always be able to understand and connect with humans and other sapient species. What's more is you will never lose your sense of self, you can still grow and evolve but you will never grow into something you would not want to be or can no longer recognize.

Unbreakable Will [-400CP]: The Anarchs are facing an uphill battle against the other factions but you have the will to see it through. Once you set your mind to something you will never quit because it's hard. This is not mere stubbornness, you can still consider your path and choose to change approaches or even give up if you think that would be best but it will not be because of difficulty or a lack of will. Your will is unbreakable and nothing will keep you down for long or leave you feeling broken or helpless.

Fires of Rebellion [-400CP]: The primary goal of the Anarchs is to tear down kindred society and replace it with some resembling equality. You are now great at the tear down part of the plan. You know exactly who and what to target to destroy a society or organization and are great at leading and coordinating rebellions.

Build It Back Better[-600CP]: Most Anarchs do not desire true anarchy. They may hate the current system but most recognize that there is a need

for some sort of law. You excel at rebuilding societies in fair and just ways. Once there is lawlessness you find it trivial to organize the masses into a just and democratic society that will always put the needs of its citizens first and never become corrupt.

Learn or Die [-600CP]: Anarchs are often young vampires who stand at an immense disadvantage against their elders who have had decades or even centuries to increase their power, luckily you are a fast learner. You learn and improve all skills and abilities at an absolutely insane rate. You gain the improvements that would take others decades in only months. It may take other kindred a century to take a discipline from its first level to its ninth but you could do it in a year and any other improvements are just as fast.

Disciplines:

All clans except for Tremere, Giovanni and Caitiff receive 400 discipline points abbreviated to DP Which are used to purchase disciplines. Vampires who have Thaumaturgy or Necromancy as a clan discipline receive 200 discipline points while Caitiff do not start with any DP. Elders and methuselahs of all clans (including Caitiff and vampires with Necromancy or Thaumaturgy as a clan discipline) receive extra DP, elders receive [+400DP] and methuselahs receive [+600DP]. 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. All disciplines have nine levels of mastery except for the various Thaumaturgy and Necromancy paths which each have five.

Caitiffs do not have clan disciplines and instead choose three disciplines of their choice to receive the first level for free. No disciplines are discounted for Caitiffs, including the three disciplines they start with, but when Caitiff convert CP to DP The rate is 1:3. All paths of Thaumaturgy and Necromancy are discounted for Vampires that have them as a clan discipline but they only get the first level for free in one path of their choice.

Disciplines are the supernatural abilities of kindred which are fueled by vitae. While all Disciplines are powered by Vitae not all abilities actually expend Vitae, some are passive effects that are always active and some (mostly first or second level abilities) can be activated at no cost.

Disciplines can be improved with time and practice, you could possibly discover new powers of a discipline, discover powers using multiple disciplines, discover powers beyond the ninth level, or remove some restrictions from powers within a discipline such as only affecting one target at a time,requiring eye contact, range limits etc. Each level of a discipline takes progressively longer to learn with levels above five often taking decades per level. You may learn new disciplines in jump by being taught by some who know them or diablerie, though do be careful of the risks and drawbacks of diablerie (See notes for more details.).

Some discipline powers have a risk of failure or a potential drawback to their use beyond just the expenditure of vitae. If you buy at least the first level of a discipline with DP (or gain it for free as a clan discipline or one of the three free first level disciplines for caitiff) you have no risk of failure or any drawbacks from any level of that discipline, even if further levels are learned in jump rather than purchased. Discipline powers that target others such as most of the powers of Dominate and Dementation (and Necromancy in regard to ghosts) may still be resisted by others, especially those with willpower stronger than yours, causing them to not receive the full effect or even shrug off the power entirely, even if you do not fail to perform the power.

Disciplines learned from scratch in jump may have risks or downsides that aren't mentioned here or may be slightly different than their description. For Necromancy and Thaumaturgy buying the first level in one path does not eliminate any risk associated with other paths, you would have to buy the first level of each path if you want to remove all risk and downsides from all paths. That having been said, disciplines you learn in jump don't have any more risk or chances of failure for you than they would for any other

vampire, you just aren't protected from those risks with jump fiat. Disciplines learned from scratch in jump will still function post-jump.

Animalism (Discounted for Gangrel, Nosferatu, Tzimisce and Ravnos): The discipline of Animalism is focused on influencing animals and the Beast, both of the kindred using the discipline and of other kindred.

Level 1: Feral Whispers: This power allows you to create an empathetic connection with an animal by locking eyes with them and telepathically transmitting your thoughts to the animal. The more simple an animal is, the more difficult communication becomes. Most fish, insects and invertebrates are too simple to communicate with.

Level 2: Beckoning: This power allows you to call out in the voice of a specific type of animal that will mystically summon creatures of the chosen type within earshot of the call. The type of animal can be as specific or broad as desired when choosing what to summon, such as all bats, only male bats or only a specific bat. The animals summoned are not under your control but they are favorably disposed to you.

Level 3: Quell The Beast: This power allows you to assert your will over a mortal (be they human or animal) you touch or lock eyes with, quenching all strong emotions and causing them to become indifferent to any situation. This cannot be used to subdue a vampire but it can cause one to stop their frenzy.

Level 4: Subsume The Spirit: This power allows you to lock your gaze with an animal and mentally possess them. Your body falls into a motionless, torpor-like state while you are possessing an animal. You can use mental powers while possessing an animal. You have no limit on how far you may travel while possessing the animal and face no weakness to the sun, though your body must be awake while the animal is possessed. The possession ends and you return to your body when you choose too, the possessed animal receives a significant injury or your body falls asleep.

Level 5: Drawing Out the Beast: This power allows you to temporarily send your beast into another person (be they a mortal or a fellow vampire) and cause them to frenzy. This frenzy lasts twice as long as it usually would and is twice as difficult to shrug off. If you leave the presence of the target or the target dies the beast returns to you (but does not cause you to frenzy).

Level 6: Shared Soul: This power allows you to probe the mind of any animal you touch. While probing the mind of the animal you can search for specific memories or just random memories or view memories in order. The longer you spend probing the animal's mind the more of their memories you see. You may only probe the mind of one animal at a time.

Level 7: Conquer the Beast: This power allows you to have greater control over yourself when you frenzy, allowing you to choose who your frenzied attacks are directed at and you can even enter a frenzy at will.

Level 8: Taunt the Caged Beast: This power allows you to cause a target to frenzy with a touch. This power works even on beings that cannot normally frenzy.

Level 9: Plague of Beasts: This power allows you to summon all animals within one mile of you. The animals in the area immediately rush to you to do your bidding and you may give them general instructions that they will follow.

Auspex (Discounted for Toreador, Malkavian, Tremere, Tzimisce and Salubri): The discipline of Auspex is focused on enhancing the senses of the user and allowing them to perceive the psychic auras of others and eventually even read their thoughts.

Level 1: Heightened Senses: This power allows you to effectively double the clarity and range of your sense of sight, hearing and smell and causes

your senses of touch and taste to become far more distinct. This power may also provide extrasensory or even precognitive insight. These brief, unfocused glimpses may be odd premonitions or feels of foreboding. You have no control over the premonitions, but with practice can learn to interpret them accurately.

Level 2: Aura Perception: This power allows you to perceive the psychic auras of others, even those who may be hidden from normal sight. Auras appear as halos of color with shifting hues around an individual. The colors of the aura change in response to the subject's emotional state and also reveal supernatural qualities.

Level 3: The Spirit's Touch: This power allows you to read the psychic impression of an item, granting knowledge of who owned the object last, when they last handled the object and what was done with it.

Level 4: Telepathy: This power allows you to project a portion of your consciousness into a nearby person's mind and create a mental link with them that can be used to communicate wordlessly or read the target's deepest thoughts. It is more difficult but still possible to use this power on a supernatural being. If you do not use this power to communicate the target may never become aware of the power being used on them.

Level 5: Psychic Projection: This power allows you to project your senses out of your physical body, temporarily becoming a being of pure thought while your body seems to sleep. While this power is active you can perceive but not interact with the physical world and may "fly" at blinding speeds and travel any distance as long as you stay below the moon's orbit. You may, through a great act of will manifest in front of others as a ghostly form, this form allows you to use non physical powers, such as the mental disciplines, while using this power. You may end the ability at any time, causing your body to awaken.

Level 6: Clairvoyance: This power allows you to perceive distant events without using psychic projection. By concentrating on a familiar person,

place or object you can observe the subject's immediate vicinity while staying aware of your own surroundings. You may use other Auspex powers while this power is active to enhance your perception of the target.

Level 7: Mirror Reflex: This power allows you to quickly predict how a target will move, effectively allowing you to instantly react to any movement the target makes.

Level 8: Psychic Assault: This power allows you to mentally assault the mind of the target after making eye contact with them. The victim of this power shows little outward sign of the attack save expressions of agony and nosebleeds. If this attack results in the death of the target the cause of death appears to be a heart attack or aneurysm.

Level 9: False Slumber: This power allows you to use the psychic projection power while in torpor. For the entire duration of torpor you exist in a thought form exactly as described in psychic projection. This power activates automatically while in torpor.

Celerity (Discounted for Toreador, Brujah and Assamite): The discipline of Celerity is focused on increasing the speed and dexterity of the user. The first five levels allow you to actively boost your speed using vitae and all levels of Celerity give you a small passive increase to your dexterity. The descriptions below are for when actively spending vitae to use Celerity, not the passive buff to dexterity.

Level 1: At this level of Celerity you can move faster than a human though your speed is not obviously supernatural.

Level 2: At this level of Celerity you can move much faster than any human should, and are very obviously supernatural.

Level 3: At this level of Celerity you can run considerably faster than a horse at full speed, around sixty miles per hour.

Level 4: At this level of Celerity you can run around one-hundred miles per hour, becoming a blur.

Level 5: At this level of Celerity you can run as fast as a formula one car, barely perceptible as a blur.

Level 6: Projectile: This power allows you to impart your incredible speed into any projectiles you fire or throw, causing such projectiles to move with much greater speed than they otherwise would.

Level 7: Flower of Death: This power allows you to attack rapidly and accurately at the same time. You can make several melee attacks in the blink of an eye that all land exactly where you want them to.

Level 8: Time out Time: This power allows you to enhance your reflexes to the point you can move vast distances before others can even blink, making you nigh untouchable when you want to be. For example, you could bolt across a room as a blade touches you but before it causes you any harm.

Level 9: Paragon of Motion: This power allows you to slow down your perception of time to a crawl, allowing you to plan out your every move and account for every variable. You appear to be teleporting to anyone who sees you while you are using this power.

Chimerstry (Discounted for Ravnos): The discipline of Chimerstry is focused on creating illusions. The illusions created by this discipline are dismissed if they can be proved to be an illusion or the one using the discipline can no longer see the illusion or their target unless you have powers that causes this to no longer be the case.

Level 1: Ignis Fatuus: This power allows you to conjure a minor, static image that confounds one sense of the target. For example you may create

a sulfurous stench, the sound of broken glass shattering, or the image of a brick wall. Tactile illusions can be felt but have no substance. Invisible but tactile razor wire would hurt but it would not restrain or cause real wounds. You must also know the characteristics of what you are creating, you could not imitate a voice they have never heard for example.

Level 2: Fata Morgana: This power allows you to create illusions that affect multiple senses at once, though these illusions remain static. For example you could cause a filthy cellar to appear as an opulent ballroom.

Level 3: Apparition: This is not really a power unto itself but rather allows you to use Ignis Fatuus or Fata Morgana to create illusions that move.

Level 4: Permanency: This power allows your illusions created by Ignis Fatuus or Fata Morgana to persist even when you can no longer see the illusion or the target. Illusions affected by this power are permanent until dismissed or proven to be illusions.

Level 5: Horrid Reality: This power allows you to project hallucinations directly into the victim's mind. The target of these illusions believes completely that they are real and that any damage caused by these illusions is also real, though this damage cannot result in death. This power only affects one person at a time; though others can see the illusion it does not impact them the same way.

Level 6: False Resonance: This power allows you to overlay aura's and thoughts onto your illusions as well as leave a trace that other emotionally resonant powers can detect later, making your illusions much more difficult to disprove by users of auspex and similar powers.

Level 7: Suspension of Disbelief: This power allows you to imbue your Chimerstry with a sense of reality that makes it easier for viewers to believe the illusion. No matter how strange or surreal the illusion is, an onlooker will accept it as real. If the illusion is wildly unrealistic then the observer will

question and eventually deny what they saw once the illusion is no longer affecting them.

Level 8: Synesthesia: This power allows you to shuffle the senses of others. You can select a target and inflict a serious, disorienting and all-encompassing case of synesthesia upon them making it all but impossible for them to interact meaningfully with the real world for the power's duration. You have complete control over the senses of the target for the duration of this power, for example you may cause the target to smell all sounds as nauseating stenches or may exchange pain for pleasure. This power can be used on a crowd to randomly shuffle the senses of members of the crowd, which is extremely disorienting for the whole crowd. Against a crowd this power lasts until the next sunrise, if used against an individual this power may last indefinitely unless you choose to end the power early.

Level 9: Mayaparisatya: This power allows you to make your illusions into reality, or to force an object out of reality, possibly permanently.

Dementation (Discounted for Malakavians who did not take Dominate as a clan discipline): The discipline of Dementation is focused on madness, more specifically it is focused on causing madness in the minds of others.

Level 1:Passion: This power allows you to stir the victim’s emotions, either heightening them to a fevered pitch or blunting them until the target is completely desensitized. The emotions the target is feeling are not changed, they are only either heightened or dulled. This power can last up to three months unless you choose to end the power early.

Level 2:The Haunting: This power allows you to manipulate the sensory centers of the target's brain, flooding the victims senses with visions, scents or feelings that aren’t really there. These perceptions are only fleeting glimpses, barely perceptible to the victim and occur mainly when the victim

is alone and mostly at night. You do not choose what the victim perceives but may choose which sense is affected. Perceptions may take the form of the victim's guilty memories or repressed fears. The effects are never pleasant or unobtrusive for the victim and may cause them to feel like they are going mad, the effects of the power last up to a year unless you choose to end the power early.

Level 3: Eyes of Chaos: This power allows you to gain hidden insights into various things. By concentrating you can gain insight you did not previously have such as discerning the true nature of a person, or understanding a coded message.

Level 4: Voice of Madness: This power allows you to drive a victim into a fit of rage or fear simply by addressing them out loud. Victims are plagued by hallucinations of their subconscious demons and try to flee or destroy their hidden shames.

Level 5: Total Insanity: This power allows you to coax the madness from the deepest recesses of your target's mind, focusing it into an overwhelming wave of insanity. This power requires that you have the target's undivided attention for at least a few seconds. Once the power is used the victim is afflicted with five random mental illnesses for up to a year unless you choose to end the power early.

Level 6: Lingering Malaise: This power allows you to inflict the target with lingering mental shifts. This power requires you to speak to the victim for at least a minute, describing the derangement that will be inflicted. The victim is then permanently inflicted with the described derangement, though you can end the derangement at any time.

Level 7: Restructure: This power allows you to twist your victim's psyches at their most basic levels, warping their very beings. The victim retains their memories but their outlook on life changes completely. This is a complete rewrite of the victim's personality. You must make eye contact with the victim and can then change their personality to whatever you desire, the

effect is permanent, though you can revert their psyche to the way it was at any time.

Level 8: Personal Scourge: This power allows you to turn the mind of your target against them, inflicting physical harm with the power of their will. Victims of this attack spontaneously erupt in lacerations and bruises, spraying blood in every direction and howling in agony. The stronger the willpower of the target the more effective this power is.

Level 9: Lunatic Eruption: This power allows you to incite every intelligent being within several miles into a bloodlust fueled rage until the next sunrise. Anyone who enters the area of effect of the power before it has dissipated is immediately affected by the power.

Dominate (Discounted for Tremere, Lasombra, Ventrue, Giovanni, Malkavians who did not take Dementation as a clan discipline and Kiasyd who did not take Necromancy as a clan discipline): The discipline of Dominate is unsurprisingly focused on dominating others.

Level 1: Command: This power allows you to lock eyes with a target and speak a one word command that the target must immediately obey. This order must be clear and straightforward and cannot be something directly harmful to the target. The word of the command may be used in a sentence but it must be emphasized.

Level 2: Mesmerize: This power allows you to verbally implant a false thought or hypnotic suggestion in the target's subconscious mind. Both you and the target must be free from distraction for this power to work. The suggestion may be activated immediately or it may be triggered to activate under a certain stimulus. This power allows anything from simple and precise directives to complex and highly involved ones. A target can only have one directive implanted into their mind at any time.

Level 3: The Forgetful Mind: This power allows you to delve into the target's memories after capturing their gaze. You can steal or recreate the target's memories as you desire. The target is in a trance-like state while you operate like a hypnotist, asking directed questions and drawing out answers from the subject. The degree of memory alteration depends on what you desire. The degree of detail used for the new memories dictates how strongly the new memories take hold, with a simple or incomplete false memory crumbling much more quickly than one with more attention to detail. Detailed use of this power would allow you to reconstruct entire periods of the target's life. When using this power on someone you can sense if the target has previously had memories altered with this power and can choose to restore them.

Level 4: Conditioning: This power allows you to cause a target to be more pliant to your will. Over time the target becomes increasingly susceptible to your influence while simultaneously growing more resistant to the influence of others. Gaining complete control over a target's mind may take weeks or even months. Targets dominated in this way lose much of their passion and individuality and follow your commands quite literally, seldom taking initiative or showing any imagination. This power takes time and must be used more than once for the best results.

Level 5: Possession: This power allows you to take complete control of the body of your target. By locking eyes with the target you can overwhelm their mind and take control of their body. The victim falls into a mental fugue while under possession, aware of events but in a distorted dream like fashion. Your body lies in a torpid state while your consciousness controls another body. You may use other mental abilities while possessing a different body and may remain in possession of the target's body as long as you desire. The target regains control of their body when this power ends.

Level 6: Obedience: This power allows you to use other Dominate powers through skin contact, in place of eye contact. This power is passive and is always active.

Level 7: Still the Mortal Flesh: This power allows you to dominate the body of your target rather than their mind. You can affect the involuntary processes of your target and shut them off or cause them to fluctuate erratically, including their senses, breathing and heart.

Level 8: Far Mastery: This power allows you to use your other Dominate powers on any target you are familiar with, at any time, regardless of distance. This power is passive and is always active.

Level 9: Speak Through the Blood: This power allows you to issue general commands to all of your descendants (even those you have never met) that they must obey. These commands are subtle and it's unlikely those affected will even realize they are following them. These commands last for a hundred years and can be issued even while you are in torpor. When this power refers to descendants it means vampires descended from you (vampires you have embraced, and the vampires they have embraced and so on.) as well as actual descendants such as your children and grandchildren.

Fortitude (Discounted for Gangrel, Venture, Ravnos and Salubri): The discipline of Fortitude is focused on increasing the durability of the user. The first five levels grant you a boost to your durability, this increase to durability is passive, has no cost and is always active.

Level 1: At this level of Fortitude you have minor resistance to all forms of damage.

Level 2: At this level of Fortitude you have a fair resistance to all forms of damage and immunity to damage equivalent to a regular handgun.

Level 3: At this level of Fortitude you have considerable resistance to all forms of damage and could easily shrug off blast from a shotgun.

Level 4: At this level of Fortitude you have great resistance to all forms of damage and could laugh off squad support weapons.

Level 5: At this level of Fortitude you have tremendous resistance to all forms of damage and could take a missile to the face and even withstand the sun for a little while.

Level 6: Stand Against all Foes: This power allows you to plant your feet on solid ground and become rooted in place, impossible to be moved or knocked down by anything weaker than you.

Level 7: Shared Strength: This power allows you to share your durability with another, by pressing a drop of your own blood to the target's forehead. The drop of blood remains visible on the target's forehead for the duration of this power which is one year but you can end it early if you wish.

Level 8: Repair the Undead Flesh: This power allows you to quickly recover from injuries that would otherwise be much more difficult to recover from. Normally injuries caused by the sun, fire or a few other sources are very difficult for a vampire to heal. This power changes that and allows you to heal from such wounds almost as easily as any other wound, though these wounds do require more vitae to heal than other wounds, they are still much easier to heal than they would be without this power.

Level 9: Arm of Prometheus: This power allows you to make one of your limbs completely immune to any and all damage. The chosen limb cannot be harmed in any way and allows you to do things such as hold an enemy in a fire without taking a bit of damage. You choose which limb is affected when you activate this power and may allow it to affect multiple limbs or even additional body parts with time and training.

Mytherceria (Discounted for Kiasyd): The discipline of Mytherceria is a collection of powers that mimics the abilities of faeries.

Level 1: Folderol: This power allows you to discern truth from lies. You may have physical effects when you are told a lie, such as glowing eyes or bleeding from the ears but these effects are not mandatory. This power detects lies not mistakes, the lie must be intentionally told to be detected and will not tell you what the truth is, only that you have been intentionally lied to.

Level 2: Fae Sight: This power allows you to detect magic and fae. You see faeries and other fae touched mortals for what they really are and can recognize magic for what it is. This power is passive and is always active.

Level 3: Darkling Trickery: This power allows you to perform minor magical pranks. This power can create numerous spontaneous effects and while none of them are overtly harmful, they can be very annoying. Examples of effects this power can cause are causing the victims hair to fall out, causing all plants within one hundred yards to wither and die, causing a target to slip, and causing machines to malfunction.

Level 4: Aura Absorption: This power allows you to see images of events and emotions past by touching an object or an area. You can then absorb the images, making them harder for other beings to access.

Level 5: Changeling Ward: This power allows you to inscribe a ward on an object, location or person that disorients and befuddles anyone that sees it. Wards created by this power last one year. You are immune to your own wards.

Level 6: The Riddle Phantastique: This power allows you to whisper a riddle to a target which then consumes their mind. The target can do nothing but sit and ponder the riddle until they solve it. No one can help the target solve the riddle and answers provided by others, even correct ones fail to counteract this power. You can end the trance by telling the target the answer to the riddle but you are the only one who can.

Level 7: Steal the Mind: This power allows you to temporarily steal the memories and knowledge from a target for up to one month, during this time the target loses access to the stolen memories and knowledge and will enter a vegetative state for the duration of the power. Targets have no knowledge that they have been affected by this power. Targets of this power may starve to death, though they will eat food that is presented to them. If a target dies while under the effect of this power you keep their memories and knowledge permanently.

Level 8: Absorb the Mind: This power is a more advanced version of Steal the Mind that allows you to permanently absorb specific knowledge, skills and talents from the target. You choose which knowledge, skills or talents you wish to absorb from the target, causing you to gain them and the target to permanently lose them (though they may relearn knowledge or regain lost skills with training). You are not required to take all of a knowledge, skill or talent from a target, you may choose to only take a portion.

Level 9: The Grandest Trick: This power allows you to fool yourself into thinking you are not a vampire and in doing so give up all blessings and drawbacks of being a vampire. This power lasts for one day, during which you do not have access to any of your vampiric abilities or any knowledge or memories directly related to being a vampire but also have none of the weaknesses of being a vampire. Post-jump you can use this power to give up the benefits and drawbacks of any other power or form for a day.

Obeah (Discounted for Salubri): The discipline of Obeah is focused on judging and improving the health of others. Those that reach the second level of this discipline gain a third eye in the center of their forehead that when closed looks like a scar. Post-jump the third eye is entirely optional, possibly only appearing for the use of powers of this discipline before vanishing again.

Level 1: Sense Vitality: This power allows you to instantly read a target's health with a touch, revealing any injuries or diseases and how severe they are as well as if the target is a vampire and if so how much vitae they currently have.

Level 2: Anesthetic Touch: This power allows you to ease a target's pain or place them into a deep soothing sleep with nothing but a touch.

Level 3: Corpore Sano: This power allows you to heal the wounds of a target by touching them. During this power your third opens as you touch the wounds of the target, causing them to heal. This power can also heal any non magical diseases of a target.

Level 4: Shepherd's Watch: This power allows you to create a barrier that extends in a three yard radius around you. No one outside the barrier with weaker willpower than you may cross it, but those within may come and go as they please. The barrier moves with you. The barrier is a mental effect and will not stop physical objects or projectiles.

Level 5: Mens Sana: This power allows you to heal the mind of the target. This power can remove one negative mental condition for every ten minutes of uninterrupted conversation you have with the target. This power cannot remove a Malkavian's madness but it can temporarily alleviate it.

Level 6: Unburdening the Bestial Soul: This power allows you to draw out a willing target's soul and into yourself by making eye contact. While the soul is inside you it is slowly healed of any negative effect. While the target's soul is within you the target's body remains alive but mindless, though it will follow any order you issue to it. The body of the target must be told to eat as it will not do so on its own. If the target's body is killed while the soul is inside the user of this power, the soul of the target vanishes instantly. The length of time it takes to fully restore the soul varies depending on what afflictions it is suffering but the soul may be returned to the body at any time.

This power may also be used to cleanse a person, place or object of demonic or evil influence. If the demon, or evil influence is actively resisting being purged it can only be purged if you have greater willpower. Once the removal is complete you thrust the evil influence into a nearby item, animal or person, fully trapping them inside.

Level 7: Renewed Vigor: This power allows you to heal a target's body to full health all at once, rather than healing wound by wound with Corpore Sano. By touching a target you can return their body to full health after a moment of concentration.

Level 8: Safe Passage: This power causes you to radiate a non-threatening aura, altering the minds of strangers around you to perceive you as pleasant and harmless. This power only affects those who have not known you long enough to form an opinion. This power is passive and is always active but can be deactivated at will.

Level 9: Heaven's Gate: This power allows you to revive someone who has been dead for no more than a week and did not have their soul consumed or destroyed. This power cannot be used to reverse the embrace. A relatively intact head is the only thing needed to perform this revival. During the use of this power your third eye flares gold and forms a bright halo around you as you trace lines around the chakra points of the corpse that is to be revived. The target's soul reconstitutes itself and merges with you before flowing outward from your third eye and reintegrating with the corpse which is then instantly healed to perfect health. The vitae that was expended to perform this power is forever a part of the target, turning them into a revenant which is a ghoul who can naturally produce their own vitae.

Obfuscate (Discounted for Malkavian, Nosferatu, Followers of Set and Assamite): The discipline of Obfuscate is focused on concealing or disguising oneself.

Level 1: Cloak of Shadows: This power allows you to remain completely unnoticed as long as you remain in some degree of cover such as deep shadows, behind a curtain or similar and stay silent, still and out of direct light. This power ends if one of these conditions is broken.

Level 2: Unseen Presence: This power allows you to move without being seen. Shadows seem to shift to cover you and people automatically avert their eyes as you pass by. You will remain ignored indefinitely as long as no one is looking for you specifically or you reveal yourself by drawing attention, such as by making loud noises or attacking.

Level 3: Mask of a Thousand Faces: This power allows you to cause others to see a different appearance in place of your own. You can choose to create a new appearance or imitate the appearance of someone else. This power does not grant you any extra abilities in imitating someone whose appearance you are copying.

Level 4: Vanish from the Mind's Eye: This power allows you to suddenly and completely disappear from sight. Once invisible this power functions identically to unseen presence.

Level 5: Cloak the Gathering: This power allows you to use your other Obfuscate powers on others. When you use your other Obfuscate powers that affect yourself you can choose to also affect a few other individuals as well. If one of these additional people break the requirements for the power you used on them they reveal only themself. If you break the requirements for the power you used, everyone affected by the power is revealed.

Level 6: Conceal: This power allows you to mask an inanimate object up to the size of a house. If an object is hidden, so are all of its contents. While this power is active people will walk around the concealed object as if it were still visible but refuse to acknowledge they are making any sort of detour. The item being concealed must have some sort of personal significance for you, such as being something you own. This power

functions like Unseen Presence for the purpose of detection and last as long as you want or until the effect is broken.

Level 7: Veil of Blissful Ignorance: This power allows you to hide yourself or another person, removing them from the notice of others. By touching the target they become under the effect of Vanish From the Mind's Eye for up to an entire night or until you voluntarily end the power. The target is incapable of breaking the effect by any means and anything they do to draw attention to themselves is attributed to the nearest visible individual. The target of this power does not have to be willing.

Level 8: Old Friend: This power allows you to probe the mind of someone and take the appearance of someone they trust completely. This power may cause you to appear as someone who is no longer among the living if that is the person the target trusts the most, If that is the case the target remembers the encounter as a dream or ghostly visitation. Unlike Mask of a Thousand Faces you need not worry about matching the mannerisms of the person you are impersonating, the target will perceive you to be exactly like the person you are impersonating.

Level 9: Create Name: This power allows you to create a completely new identity; appearance, speech pattern, aura and even thought process are constructed according to your desired identity. This power can be used to impersonate someone or project a completely fictional identity with perfect accuracy. This power takes three hours to perform. Once this identity is created you can switch back and forth from your real identity to your created one instantly. The only way for someone to pierce your disguise is if you reveal it (intentionally or accidentally, such as changing into your disguise in front of them), or if they have detection abilities equivalent to the ninth level of auspex or higher.

Obtenebration (Discounted for Lasombra and Kiasyd): The Discipline of Obtenebration is focused on manipulating shadows.

Level 1: Shadow Play: This power allows you to control shadows and darkness to a limited degree. You cannot create darkness with this power but you can overlap and stretch existing shadows, to create patches of gloom. You can use this power to separate shadows from the body that is casting them and shape darkness into the shadow of things that are not there. Once you take control of darkness or shadow it gains a mystical tangibility and feels either freezing cold or hellishly hot. The darkness may be used to harass, and even smother targets. You can only harass or strangle one target at a time.

Level 2: Shroud of Night: This power allows you to create a cloud of inky blackness that completely obscures light and to some extent, sound. The cloud created by this power constantly shifts, sometimes even extending shadowy tendrils. You can create the cloud up to fifty yards away from you. The size of the cloud varies based on your desires. Light inside the cloud is extinguished and sounds are muffled to the point of being indecipherable. Those inside the cloud feel as though they have been immersed in pitch that seems to weigh down on them and it is impossible to see through the cloud even with supernatural senses due to the supernatural nature of the darkness. The cloud has no negative effects on you and you can see and hear through it without difficulty.

Level 3: Arms of the Abyss: This power allows you to create prehensile tentacles that emerge from patches of dim lighting. These tentacles may grasp, restrain and constrict foes. The tentacles start at six feet long and are as strong as the average adult human but their length and strength may be increased as your mastery of Obtenebration increases. Controlling the tentacles does not take much focus and it is easy to control them while doing other things.

Level 4: Black Metamorphosis: This power allows you to become a hybrid of matter and shadow. Your body becomes mottled with spots of shade and four wispy tentacles extrude from your torso, which function identically to Arms of the Abyss. Your head and limbs seem to fade away

into nothingness while at other times they seem covered in otherworldly darkness. You are incredibly unsettling to behold while in this form and very intimidating. You sap the stamina of anyone you touch while in this form, causing them to tire very quickly.

Level 5: Tenebrous Form: This power allows you to become an inky formless patch of shadow. You are practically invulnerable in this form with only fire and the sun able to harm you and you can slither through cracks and crevices and are capable of slithering up walls. You may not physically interact with the world while in this form but you may envelop others, affecting them the same way as Shroud of Night. You may use non physical powers while in this state provided you meet any requirements. You also permanently gain the power to see perfectly in natural darkness.

Level 6: Shadow Step: This power allows you to step into one shadow and out of another. You may use this power to step into a shadow and reemerge from another shadow up to fifty feet away. You can use this power to bypass walls, floors and even mystical barriers. You may pull others that you touch with you when using this power.

Level 7: Shadow Twin: This power allows you to animate the shadow of yourself or another person. While this power is active the target casts no shadow, as it has left to pursue your commands. The shadow remains animated until the next sunrise and gains a limited form of sentience though it will follow your commands to the letter. The shadow becomes completely corporeal though it may choose to enter a state similar to Tenebrous Form. The shadow may only travel up to fifty feet away from the target and is resistant to all damage except for fire and the sun. The shadow is half as skilled at Obtenebration as you are and its physical attributes are half that of the target.

Level 8: Oubliette: This power allows you to create a prison of pure darkness to suffocate or trap your enemies. This power creates a dense patch of shadow around a target, similar to an iron maiden. There is no air within this prison of shadow, though you may choose to leave a target’s

head outside the prison when you create it, or allow air to exist within. Those within cannot escape and the only way to destroy the patch of darkness is for you to voluntarily dismiss it or for sunlight to touch it. You may have only one prison of darkness created by this power at a time and each may only contain one target at a time.

Level 9: Ahriman's Demesne: This power allows you to summon a darkness so oppressive that it extinguishes the life or unlife of any victim trapped within. This power creates a void of darkness in your hand that expands outwards until it reaches a fifty foot radius. Once at its maximum size the void supernaturally drains the life of everyone within except for you and collapses in on itself. Anyone killed by the void is sucked inside as it collapses, leaving no body of any victim.

Potence (Discounted for Bruja, Nosferatu, Giovanni, Lasombra and True Brujah): The discipline of Potence is focused on increasing the strength of the user. The first five levels allow you to actively boost your strength using vitae and all levels of Potence give you a smaller passive increase to your strength. The descriptions below are for when actively spending vitae to use Potence, not the passive buff to strength.

Level 1: At this level of Potence you are stronger than a human can physically be.

Level 2: At this level of Potence you could easily rip a man's head off or crush it with a single hand.

Level 3: At this level of Potence you can punch through concrete as if it were cardboard.

Level 4: At this level of Potence you can pick up a car and toss it a short distance.

Level 5: At this level of Potence you are capable of tossing a car as though it were a tin can.

Level 6: Crush: This power grants you so much strength in your hands that you can crush and destroy almost any mundane material.

Level 7: Earthshock: This power allows you to project the force of your blows through the earth to a location up to your visual range. By stamping or punching the ground you can cause the strength of your attack to emerge from the ground as a geyser of earth and stone beneath their target.

Level 8: Flick: This power allows you to make a slight gesture such as a wave or snap of the fingers and have it unleash the full power of a dead-on strike to a target within your visual range.

Level 9: Might of Heroes: This power is less of a power unto itself and more of a complete mastery of potence as a whole and the strength that the discipline provides. You gain several effects that are always active. Firstly, your melee attacks are vastly more powerful than they otherwise would be and you will never harm yourself by striking something. Second, the muscles of your legs can absorb any amount of shock, making them effectively immune to fall damage as long as you land on your feet, and finally your strength is permanently greatly increased, allowing you to swing tree trunks like clubs and throw boulders like a catapult. This power is passive and always active.

Presence (Discounted for Toreador, Brujah, Ventrue, Followers of Set and True Brujah): The Discipline of Presence is focused on manipulating the emotions of others.

Level 1: Awe: This power allows you to easily sway others to your opinion. When you use this power, those nearby suddenly desire to be closer to you and become more receptive to your point of view, regardless of what it is.

This power affects everyone near you when you activate it and last for a whole night or until you choose to end the effect.

Level 2: Dread Gaze: This power allows you to strike unbreakable terror into a target. The target of this power is so terrified they do everything they can to escape you.

Level 3: Entrancement: This power allows you to bend the emotions of others to your will, making them your willing servants. This power causes the target to have, what they perceive as true and enduring devotion to you and a desire to fulfill your every wish. Due to this power making the target willing to serve you, rather than forcing them to as most powers from the Dominate discipline do, the target retains their creativity and individuality. This power lasts up to a year or until you choose to end the effect.

Level 4: Summon: This power allows you to issue a psychic call to anyone you have ever met. The target of this power feels a compulsion to come to you as fast as they are able, possibly without even knowing why. The target knows intuitively how to find you, even if you move to a new location. The target of this power prioritizes reaching you but does not neglect their own safety and well being (should the trip be long enough for that to even matter). The summoning dissipates at dawn and should the trip take longer than that the power will have to be used again to ensure the target continues their journey.

Level 5: Majesty: This power allows you to inspire respect, devotion, fear or all of these emotions at once in those around you. When using this power those with weaker wills find it nearly impossible to act against you in any way, even so much as raising their voices to you is difficult. This power lasts for a whole night or until you choose to end the effect.

Level 6: Love: This power allows you to replicate the effects of a blood bond for a short time. This power completely simulates the effects of a full blood bond on a target but only lasts for one night.

Level 7: Cooperation: This power allows you to cause others to want to cooperate, both with you and each other. You can use this power to affect anywhere from a single target to everyone in your immediate vicinity when you activate the power. Those affected by this power are more favorably disposed towards you and each other and are more willing to trust or make cooperative plans. This power lasts for a whole night or until you choose to end the effect.

Level 8: Ironclad Command: This power is not so much a power in itself but a reinforcement of your other Presence powers. Your Presence powers are now nearly impossible for any supernatural being to resist and mortals are completely incapable of resisting.

Level 9: Pulse of the City: This power allows you to control the emotional climate of the entire region around you up to the size of a large city. You can broadcast a specific emotion into the minds of every being in the area, those who have resided in the area longer are more affected than those that have not been in the area as long. The emotion you project can last up to a week and you may use this power even while in torpor.

Protean (Discounted for Gangrel): The Discipline of Protean is focused on manipulating your own physical form.

Level 1: Eyes of the Beast: This power allows you to see perfectly well in any level of non supernatural darkness. This power has no visible effects, is passive and always active.

Level 2: Feral Claws: This power allows you to transform your nails into long, bestial claws that are wickedly sharp and able to rend flesh with ease and even carve stone and metal with little trouble. You can choose which nails are affected and can use this on both finger and toe nails. The damage caused by these claws is very difficult to heal. The claws remain active as long as you wish and this power may be ended at will.

Level 3: Earth Meld: This power allows you to sink into the bare ground and remain safely underground. You may not move while this power is active and cannot use it to go through any form of flooring. While underground you are completely hidden and safe from the sun. You are difficult to sense while underground, even by supernatural means. You are returned from the earth when you desire or when the earth you are inside is disturbed.

Level 4: Shape of the Beast: This power allows you to transform into a bat, wolf or another animal that is native to the environment you are in. When you use this power you choose whether you transform into a bat, a wolf or a specific animal native to the area you are in. While transformed you can use your other powers and retain your own mind and intelligence but gain the natural abilities of the animal you have become. You are a particularly imposing example of whatever animal you have become and any claws or fangs your animal form has are enhanced as with the Feral Claws power. You may remain in this form as long as you wish and can transform back to your original form at will.

Level 5: Mist Form: This power allows you to turn your body into mist. When using this power your body disperses into a hazy cloud that is entirely under your control. You float at a brisk pace and can slip through anything that is not airtight. Heavy winds may blow you around but it is impossible for you to be dispersed. You perceive your surroundings normally while in this form and you may use non physical powers while in this state provided you meet any requirements. You are immune to all mundane physical attacks while in this form. Any supernatural attacks, fire and sunlight affect you as normal. You may not physically interact with the world while in this form. You may remain in this form as long as you wish and can transform back to your original form at will.

Level 6: Earth Control: This power allows you to pass through the ground as if it were water while using the Earth Meld power. You can move through earth half as fast as you can walk and while you cannot see you have a supernatural sense of your surroundings out to fifty yards. You cannot pass

through anything that is not natural earth. This power is passive and active when you use Earth Meld.

Level 7: Shape of the Beast's Wrath: This power allows you to take a monstrous animal hybrid form. When you use this power you gain half again your height and triple your weight. Your overall form becomes a monstrous amalgamation of your own form and the animal you feel the closest kinship to. Your physical attributes are greatly increased while in this form and you gain any special senses or abilities of the animal your form resembles. You take the same form each time you use this power though with time and practice you may "relearn" this power for a different animal inspired form. You may remain in this form as long as you wish and can transform back to your original form at will.

Level 8: Mythic Form: This power allows you to shapeshift into a creature of legend that is known only in myth. You may choose any mythical creature to transform into using this power. When you transform into that creature you gain any abilities it is known to possess such as a dragon's fire breath. You do retain all your vampiric weaknesses in this form while in this jump but post-jump such weaknesses are removed. Once you choose which mythical creature you become, that is the form you take every time you use this power, though with considerable time and training you may "relearn" this power for a different mythical creature. You may use other powers while in this state provided you meet any requirements. You may remain in this form as long as you wish and can transform back to your original form at will.

Level 9: Draught of Phoenix Blood: This power allows you to revive yourself after death. When you die you turn to ash and scatter, just like any other vampire. What makes you different from other vampires is that after a number of nights equal to your generation (four nights for fourth generation, five nights for fifth generation etc.) your ashes pull themselves together and you regenerate from the ashes. You may choose to have a new appearance when you reform or to retain your previous appearance. This power will not work if your soul has been destroyed or captured, but

otherwise nothing can stop you from reviving. This power is passive and always active.

Quietus (Discounted for Assamite): The discipline of Quietus is focused on blood and using it for various purposes.

Level 1: Blood Tempering: This power allows you to coat an object in your blood to grant it your durability. By lightly but completely coating any object in your blood the object becomes much more durable to anything except fire and outright immune to erosion by time or the elements (such as wind and water). The blood used to coat the object does not stain it which makes it viable to use this power on things such as books and clothing. The object becomes more durable, the more durable you are causing powers like Fortitude to improve the effects of this power. The larger the object you use this power on the more vitae this power requires.

Level 2: Scorpion's Touch: This power allows you to turn your blood into a potent venom. Any blood turned into venom in this way no longer counts as vitae and must be replenished. You are immune to your own venom and any blood turned to venom that remains in your body is harmless to you. You may spit your venom at your target or use it as you would any poison such as coating blades or poisoning a target's food or drink. Any venom that remains in your body will affect those who drink your blood until the poison dissipates which takes one night. Anyone who comes into direct contact with your venom finds themselves permanently weakened and repeated exposure, a large amount of venom, or the venom affecting an already weak, sick or injured target can lead to death (or torpor for other vampires). Vampires with this power are not immune to each other's venom, only their own.

Level 3: Dagon's Call: This power allows you to drown your target in their own blood. By concentrating you can burst the blood vessels of a target and fill their lungs with blood that strangles them from within. The blood within the target actually constricts their body from the inside, which causes

this power to work even on other vampires. Until the target collapses in agony or death throes this power has no visible effect. You must touch your target no more than an hour prior to using this power, though there is no required distance to activate it.

Level 4: Baal's Caress: This power allows you to turn your blood into a virulent ichor that destroys any flesh it touches. This power functions identically to Scorpion's Touch except rather than turning your blood into a venom that weakens your target this power turns your blood into an ichor that destroys flesh on contact. All other details of this power are exactly the same as Scorpion's Touch.

Level 5: Quicken the Mortals's Blood: This power allows you to gain more nourishment from the blood of mortals. Once you have this power blood becomes twice as much vitae as it previously did, meaning it takes half the blood to satisfy your thirst that it used to. This power is passive and always active.

Level 6: Blood Awakening: This power allows you to scan latent memories in blood you drink. When you consume the blood of another you may enter a trance like state while you dive into the memories of that person. You can relive any memories of the target that you choose, or potentially all of them but the more memories you relive the longer you remain in the trance and totally unaware to the outside world. It takes around ten minutes to completely relive a year's worth of memories. You can relive memories the target has forgotten. When using this power to search the memories of a target it is easy to find the memories you are looking for.

Level 7: Rapturous touch: This power allows you to absorb blood through your skin, as long as you are in contact with the blood itself or an uncovered part of the target's body. This power is passive and always active.

Level 8: Songs of Distant Vitae: This power allows you to invoke residual memories in the blood that another vampire has fed upon. You can activate this power by touching another vampire who will then experience a nightmarish reenactment of the worst memories of everyone they have ever fed upon. This hallucination is so vivid and powerful it may cause the target to go into torpor for several nights. Even if the target does not enter torpor they will be greatly affected and forced into a frenzy in which they will do nothing but try to get as far away from you as possible. A secondary effect of this power is that the target loses some of their vitae as it oozes from their body. Post-jump this power can be used on anyone and will force them to relive the worst memories of everyone they have ever killed.

Level 9: Weaken the Blood of Ancients: This power allows you to temporarily raise the generation of another vampire. In order to use this power your blood must have entered the body of your target in the past in some way (be that through them feeding you, injection, or some other method). Once you activate this power the target's effective generation increases by an amount determined by the difference in willpower between you and the target. At minimum the target's generation will effectively increase by one, but will never increase to above thirteen. The target loses any benefits of being of a higher generation while this power is affecting them. After ten nights the target's effective generation will decrease by one each night until it returns to its previous level. Post-jump this power may be used on other supernatural beings to weaken their power, such as reducing a dragon from ancient to a young adult or weakening a wizard's mana capacity.

Serpentis (Discounted for Followers of Set): The Discipline of Serpentis is focused on powers related to snakes and imitating the egyptian god Set, who was rumored to have created this discipline.

Level 1: The Eyes of the Serpent: This power allows you to freeze others in place with your gaze. While using the power your eyes become gold with large black irises and mortals in your vicinity find themselves strangely

attracted to you. Anyone who meets your gaze is frozen in place until you take your eyes off of them.

Level 2: Typhonic Maw: This power allows you to imitate the mouth of a snake. When using this power your jaw becomes malleable and can distend to your chest, your throat expands to consume anything you can get your mouth around, your fangs grow to the size of small daggers and your tongue becomes very sharp, forks at the end and may reach eighteen inches long. The wounds caused by your tongue are very difficult to heal and cause ecstasy as if you had bitten the target with your fangs. Your tongue is also highly sensitive to vibrations while in this form, allowing you to function effectively in darkness. You may choose to only activate some of the features of this power when you use it, such as only enhancing your tongue, or only growing your fangs. This power lasts as long as you desire it to.

Level 3: The Skin of the Adder: This power allows you to transform your skin into a mottled, scaly hide which increases your resistance to physical damage (except for fire and the sun) and causes you to become more flexible. This power also causes your mouth to widen and fangs to lengthen and you may slip through any opening you can fit your head through. This power lasts as long as you desire it to.

Level 4: The Form of the Cobra: This power allows you to change your form into a large black cobra. In this form your weight does not change and you are over ten feet long and twenty inches around. You gain a venomous bite and greatly increased sense of smell while in this form. You may use any power while in this form as long as it does not require hands. This power lasts until dawn or until you choose to end it.

Level 5: The Heart of Darkness: This power allows you to remove your heart from your chest without harming you. Once removed the heart can be placed in an urn and hidden. While your heart is hidden you find it easier to resist frenzy and cannot be staked. You can also use this power on another vampire to remove their heart. If a vampire’s heart (whether that be yours

or another vampire's) is staked the vampire immediately enters torpor and if the heart is exposed to fire or sunlight the vampire dies immediately. Care should be taken with your own heart due to these risks but holding the heart of an enemy would place them completely at your mercy. This power only works on vampires.

Level 6: Mother of Monsters: This power allows you to create small monsters from your flesh. The monsters grow from your skin, starting by opening eyes and mouths in your flesh before tearing themselves free. The monsters have a childlike intelligence and will follow your commands without exception, and cannot be commanded or frightened away from their duty. The monsters can be reabsorbed into your flesh (whether they are still living or dead) to restore some of the vitae used to create them. You can choose the general appearance of the monsters when you create them but they are always obviously unnatural.

Level 7: Form of the Storm: This power allows you to temporarily become a storm, diffusing your body into a furious cloud of wind and rain, battering everything around you relentlessly. When you are a storm cloud you are approximately 20 yards in diameter and move at half your normal speed. You are immune to all physical damage in this form except for that of the sun. You may expend vitae while in this form to summon bolts of lightning to strike a target. The wounds caused by your lightning are very difficult to heal. If you wish, you may choose to stay material at the center of the storm rather than becoming part of the storm. Remaining material allows you to take physical actions and you are immune to the effects of the storm but you can still be attacked. This power lasts as long as you continue to expend vitae to maintain it.

Level 8: Divine Image: This power allows you to take a form similar to a god. Either the form of Set himself, a muscular man with the head of an animal with a long, narrow snout and upstanding, square-topped ears. Or the form of Renenet the cobra headed wife of Sobek. While in this form your physical attributes are greatly enhanced, as is your willpower, and you seem more impressive. You can use other powers while in this form.

Level 9: Shadow of Apep: This power allows you to take the form of Apep, Set's defeated enemy. In this form you become a giant serpent of fluid, glittering darkness, not mere shadow, but anti-light, similar to the darkness created by Obtenebration. While in this form you cannot be harmed except by fire, the sun and mystical powers and you may slip through even the smallest crack, your physical attributes are massively increased and you may still perform any power that does not require hands.

Temporis (Discounted for True Brujah): The discipline of Temporis is focused on the manipulation of time.

Level 1: Hourglass of the Mind: This power gives you a perfect sense of time, letting you know events to the nearest second and lets you know when the flow of time is being altered. This power is passive and always active.

Level 2: Recurring Contemplation: This power allows you to trap a target's mind in a loop, reviewing a set of events over and over until interrupted. This power is extremely subtle and ill-suited for combat and other situations rich in sensory stimuli but can be used in cunning and subtle ways such as causing a guard to relieve the tedium of an uneventful watch as you slip by or prepare to strike. This power lasts up to one day and targets are oblivious to their surroundings and the actual flow of time around them but immediately return to their senses if damaged or they receive a sudden jolt to any of their senses. Normal conversation will not snap someone out of this power but yelling will.

Level 3: Leaden Moment: This power allows you to slow objects to a stop with a gesture. You can slow incoming bullets to the pace of drifting clouds or cause an enemy to see the battlefield quicken to a blur as they slow to a crawl. This power lasts no more than a few minutes but that is usually enough.

Level 4: Patience of the Norns: This power allows you to suspend an inanimate object in time, keeping it frozen in perfect stasis. While frozen in time the item is completely immovable and cannot be affected in any way. This power can last up to several weeks but you can end it at will.

Level 5: Clotho's Gift: This power allows you to accelerate time through yourself, causing the world to seem to slow around you. This allows you to not only move with extreme speed but to do anything at a much greater speed than before such as thinking or using other powers.

Level 6: Kiss of Lachesis: This power grants you limited mastery over the physical age of objects and individuals. It is very easy to use this power to age a target decades or even centuries in the blink of an eye. It is more difficult but still possible to revert a target to a younger state. This power does not alter history in any way, only the current state of the target. A target can not be reverted so far in time that they no longer exist, or no longer exist in the same state, for a living being this means they cannot be reverted to before they were born, for a vampire they cannot be reverted to before they were embraced and an object may not be reverted to before it's creation.

Level 7: Cheat the Fates: This power allows you to step out of time entirely. Clotho's gift allows you to slow time to a crawl and perceive everything as moving slower, this is an advanced version of that and allows you to seemingly freeze time. You can spend no more than a few minutes at a time with time frozen and any interactions you make (such as attacks) against anything that is frozen will not have any effect until time resumes.

Level 8: Rewind: This power allows you to see any action that has ever happened in the area you are in. This power causes ghostly images of what occurred in the past to overlap with the area you are in, as far as you can see. Only you may see the images created by this power. You may choose any time period to view the events from and then may view these events in real time or at a slowed or hastened speed. You hear any sounds

from the event you are viewing but you are the only one that can hear these sounds.

Level 9: Tangle Atropo's Hand: This power allows you to rewind time up to a few minutes and retain your knowledge of events that were rewound. Using this power is heavily mentally exhausting.

Vicissitude (Discounted for Tzimisce) (You cannot use this discipline to circumvent appearance affecting drawbacks, any attempt to do so will fail instantly): The discipline of Vicissitude is focused on shaping and sculpting flesh and bone.

Level 1: Malleable Visage: This power allows you to alter your own body including your height, build, voice, facial features and skin tone, among other things. Such changes are cosmetic and minor in scope, no more than a foot of height may be gained or lost for example.

Level 2: Fleshcraft: This power is similar to malleable visage but allows you to perform drastic, grotesque alterations on other creatures, though changes need not be drastic or grotesque. Only flesh may be transformed with this power, not bone.

Level 3: Bonecraft: This power allows you to manipulate bone in the same manner you can manipulate flesh and when used in conjunction with Fleshcraft you can change a target or yourself beyond recognition.

Level 4: Horrid Form: This power allows you to temporarily take on the form of a hideous and deadly monster. When using this power you grow to be eight feet tall, your skin becomes a greenish gray or grayish black chitin which exudes a foul smelling grease, your arms become apelike and ropy with ragged black nails, your face becomes nightmarish and you sprout a row of spines from your vertebrae. While in this form your physical attributes are greatly enhanced. You may remain in this form as long as you wish and can transform back to your original form at will.

Level 5: Blood Form: This power allows you to transform all or part of your body into animated blood. This blood is in all respects identical to your normal vitae, it can be used to nourish yourself or others, create ghouls or establish blood bonds though if this blood is consumed you will be damaged when you return to your normal form with the extent of the damage depending on how much vitae was consumed. You cannot speak if you are entirely vitae but you can perceive your surroundings just fine, with your perception being centered on the largest pool of blood. You can use mental abilities while in this form as long as they do not require you to speak or make eye contact. You may remain in this form as long as you wish and can transform back to your original form at will.

Level 6: Blood of Acid: This power allows you to convert your blood into acid. This acid is corrosive enough to burn through flesh and wood but will not harm you. This power is quite useful when used in conjunction with Blood Form. This power lasts as long as you wish for it to.

Level 7: Cocoon: This power allows you to form an opaque cocoon from blood excreted from your body. The cocoon hardens after a few moments, turning into a tough, white shell. This cocoon is incredibly durable and offers great protection, even from the sun and to a limited degree, fire. The cocoon takes ten minutes to create, lasts as long as you wish, and may be dissolved instantly at will. You can use other powers while in the cocoon as long as you meet any requirements.

Level 8: Sublimation of the Larval Flesh: This power allows you to create a cocoon (just as with the Cocoon power) around a target which will transform them while inside. When you wrap the cocoon around a target you imagine the form you want them to take. The target spends twenty four hours inside the cocoon during which they are unconscious and the transformation progresses. At the end of the transformation period the target emerges fully (and permanently, unless this or another power is used to transform them back) transformed. If the cocoon is destroyed before the target is completely transformed they emerge partially transformed and will

revert to their previous form over the course of a week. You can use this power on yourself and if you do so the transformation only takes one hour and you can revert to your previous form at will.

Level 9: Earth's Vast Haven: This power allows you to sink into the ground and disperse yourself through the ground. Unlike the Protean power Earth Meld you actually dissolve into the ground and nothing short of a wide-area explosion can affect you, and you may not be dug up bodily. As long as you are awake within the ground you may see and hear everything happening in your environment. You may stay dispersed through the ground as long as you wish and can instantly reform yourself at will. You may mentally communicate with anyone who wanders into the area you are in while in this form. You may use other powers while in this state as long as you meet any requirements.

Necromancy Paths (Discounted for Giovanni and Kiasyd who did not take Dominate as a clan discipline. Those who have this as a clan discipline only gain the first level of one path for free): The discipline of Necromancy is as a whole focused on interacting with and manipulating the dead. Its various paths are focused on different aspects of interacting with the dead. Post-jump any power that mentions ghosts will affect ghosts from other settings as the power describes.

The Sepulchre Path: The Sepulchre Path is focused on witnessing, summoning and commanding the spirits of the dead.

Level 1: Witness of Death: This power allows you to hear ghosts and see them as translucent phantoms.

Level 2: Summon Soul: This power allows you to call a ghost from the underworld, for conversational purposes only. In order to activate this power you must know the name of the ghost in question or have seen them via Witness of Death, Shroud sight (of the Ash Path) or some other form of supernatural perception such as Auspex. Once summoned the ghost

cannot willingly leave your sight though it may take any other action it is capable of, including hostile actions. Not all dead become ghosts, and you cannot summon ghosts that don't exist. Vampires who have reached golconda (enlightenment) or been diablerized are guaranteed not to have ghosts. The summoned ghost remains for up to an hour or until you choose to dismiss it.

Level 3: Compel Soul: This power allows you to command a ghost to do your bidding for a while. The ghost you are using this power on must be present, whether through Summon Soul or other means. If this power is used on ghosts that were summoned using Summon Soul the ghost no longer returns to their location when Summon Soul ends. Once this power is used on a ghost it is under your complete command for one month and must obey all orders you give it during this time. Once the month is over, or you voluntarily release the ghosts from your service the ghosts regains it's free will and if it was summoned using Summon Soul it returns to its previous location.

Level 4: Haunting: This power allows you to bind a summoned ghost to a specific location or object. To use this power you must be in the area or touching the object you plan to bind the ghost to. The ghost you intend to bind must also be present (Summon Soul is useful for this). Once the power is activated the ghost is bound to the area or object for a year and a day and if it attempts to leave its prison it suffers great damage and may even be destroyed. You can choose to release the ghost from its prison early if you wish.

Level 5: Torment: This power allows you to strike a ghost as if it were flesh and blood and does not allow the ghosts to strike you in return. Ghosts destroyed by this attack vanish into what appears to be a doorway to some form of nightmare realm and cannot reappear in or near the real world for one month.

The Ash Path: The Ash Path is focused on viewing and interacting with the land of the dead. Post-jump powers referencing the land of the dead with any land of dead equivalent in your current reality.

Level 1: Shroud Sight: This power allows you to see through the Shroud, the mystical barrier that separates the living world from the underworld. When you use this power you see ghostly buildings and items, the landscape of the land of the dead and even ghosts themselves.

Level 2: Lifeless Tongues: This power allows you effortless converse with ghosts. When you use this power you can converse with the denizens of the underworld without spending vitae or causing the ghost to have to expend any effort.

Level 3: Dead Hand: This power allows you to reach across the Shroud and affect ghostly objects (including actual ghosts) as if they were in the real world. This power also makes you solid to ghosts as it essentially allows you to exist in the land of the dead and the normal world at the same time. This power lasts an hour unless you choose to end it early.

Level 4: Ex Nihilo: This power allows you to enter the land of the dead physically. While in the land of the dead you are essentially a particularly solid ghost and can pass through solid objects in the normal world and can only be harmed only by things that inflict severe damage on ghosts such as weapons forged from souls and certain ghostly powers, however you are subject to all the underworlds perils. To use this power you must draw a doorway with chalk or blood on any surface (you can have the door drawn beforehand), then activate this power and open the door to the underworld. To return to the real world you need only concentrate for a moment. You may not feed on ghosts while in the underworld without using another power.

Level 5: Shroud Mastery: This power allows you to manipulate the Shroud itself to make it easier or nearly impossible for ghosts to contact

and interact with the material world. This power only affects the Shroud in your area and it gradually returns to its previous state.

The Bone Path: The Bone Path is focused on manipulating corpses and restoring dead souls to the living world.

Level 1: Tremens: This power allows you to cause a corpse to move once. You could make a corpse do something such as sit up, open its eyes, roll over or raise an arm. You can have the body move immediately or set the movement to trigger under certain circumstances.

Level 2: Apprentice's Brooms: This power allows you to make a corpse rise and perform a simple function such as carrying something or digging a hole. The animated corpse will not attack and will not defend itself if attacked, it is focused only on carrying out its task. It requires fire, dismemberment or something else of that scale to destroy a body that has been animated in this way. You can animate several corpses at once and corpses remain animated until they have completed their task, at which point they collapse lifelessly.

Level 3: Shambling Hordes: This power allows you to reanimate corpses with the ability to attack (though not very well or very quickly). When you use this power you give the corpse specific instructions on when and who to attack, such as having them guard an area or attack someone else right away. If the corpse is not ordered to attack immediately it will lie in wait and rise when the command is triggered. You can animate several corpses at once with this power and the corpses remain animated until they are destroyed.

Level 4: Soul Stealing: This power allows you to strip a soul from a living body. When this power is used on a target the soul of the target temporarily leaves their body and becomes a ghost while the still living body lays motionless. This power can be used to create a suitable host for Daemonic Possession. This power does not work on undead such as vampires.

Level 5: Daemonic Possession: This power allows you to insert a soul into a freshly dead body, or a living body that has no soul such as a target of Soul Stealing. In the case of placing a soul in a still living body the original inhabitant of the body cannot return until the new soul is removed. This power drastically slows the decay of dead bodies and living bodies continue to function normally.

The Cenotaph Path: The Cenotaph Path is focused on discovering or forging links between the living and the underworld.

Level 1: A Touch of Death: This power allows you to sense when an object or person has been near a ghost, or been affected by one. You must touch an object or person when using this power and then you are able to tell if the person or object has been near or affected by a ghost in the last week. Detecting a ghost with this power counts as having seen the ghost before for the purposes of the Summon Soul power.

Level 2: Reveal the Catene: This power allows you to detect if an item is important to a ghost and if so what ghost it is important to.

Level 3: Tread Upon the Grave: This power allows you to find locations where the Shroud is thin and the underworld and living world come close.

Level 4: Death Knell: This power allows you to sense when someone dies and becomes a ghost within half a mile and alerts you to the new ghost exact location. This power is passive and always active.

Level 5: Ephemeral Binding: This power allows you to turn a person or object into a sort of link between the living and the dead. By smearing your blood on the person or object in question (which is then mystically absorbed by the target) you cause the person or object to become a fetter (an object that ghosts can be bound to, to remain in the world of the living)

for a ghost. If the fetter is destroyed the ghost is banished to the underworld, possibly never to return. This power lasts for a year and a day.

The Corpse in the Monster: The Corpse in the Monster Path is focused on applying or removing corpse-like traits to themselves or other vampires.

Level 1: Masque of Death: This power allows you to assume a visage of death or inflict that shape on another vampire. While affected by this power a target appears to be a normal corpse, flesh becomes pallid and thin and skin tightens against bone. This power can be used to allow you to play dead very convincingly or to curse other vampires with a corpse-like appearance. This power lasts until dawn unless you choose to end it early.

Level 2: Cold of the Grave: This power allows you to protect yourself from physical and emotional harm. When you use this power your skin becomes unusually cold and your breath mists when you speak, even in warm air. When using this power you are incapable of feeling pain and find your emotions blunted.

Level 3: Curse of Life: This power allows you to curse another vampire with the worst parts of life. The target needs to eat, drink, and use the bathroom just like a normal human and is capable of sweating. This power also severely weakens the durability and healing abilities of the target. Post-jump this power can affect any form of corporeal undead.

Level 4: Gift of the Corpse: This power allows you to temporarily ignore the drawbacks of being a vampire. When using this power you appear more corpse-like just as with Masque of Death but are immune to frenzy, as well as damage from the sun. When using this power, damage caused by fire can be healed as easily as you heal any other type of damage and a stake through your heart does nothing more to you than being stabbed anywhere else. Post-jump this power will not make you look corpse-like and will let you ignore any inherent or racial drawbacks for its duration. This power lasts a few minutes.

Level 5: Gift of Life: This power allows you to experience the best parts of being alive. When using this power your thirst for blood abates and you may enjoy food and drink (rather than just tolerating them as the blush of life allows). Post-jump this power allows you to gain all of the benefits of all of your alt-forms at once (while remaining in whatever alt-form you choose). This power lasts twenty four hours.

The Grave's Decay: The Grave's Decay Path is focused on inflicting decay on others.

Level 1: Destroy the Husk: This power allows you to instantly turn a corpse into a pile of unremarkable dust, roughly in the shape of the corpse.

Level 2: Rigor Mortis: This power allows you to inflict the stiffness of a corpse onto a target that you can see within twenty five yards. The target is incapable of moving at all without great willpower while affected by this power which lasts for one minute.

Level 3: Wither: This power allows you to cripple the limb of a target with a touch. Once you touch the targeted limb, it shrivels away, skin peels, and bone becomes brittle. The effect of this power is difficult to heal with supernatural means and completely impossible to heal through mundane means. This power can affect limbs as well as eyes, ears and tongues. The body part withered by this target is useless but will never affect the rest of the body, such as by becoming infected.

Level 4: Corrupt the Undead Flesh: This power allows you to inflict a target (whether living or vampire) that you can see within twenty yards with a potent disease. The disease inflicts the target with lethargy, dizziness, loss of strength, clumsiness, and vomiting (making it hard for an infected vampire to keep vitae in their system). The disease is very contagious and spreads quickly among mundane mortals, with them only needing to spend a few hours around someone who is infected to become infected

themselves, vampires gain the disease if they feed from one who is infected. This disease lasts for one week though supernatural healing can cause it to end earlier (with difficulty).

Level 5: Dissolve the Flesh: This power allows you to dissolve the flesh of any undead. This power empowers your vitae and should it touch a vampire or other form of undead within a few minutes of being empowered a large chunk of the target's body where the vitae touched them will crumble just like a vampire in the sun.

Path of the Four Humors: The Path of the Four Humors is focused on manipulating the four humors that formed the basis of ancient medicine.

Level 1: Whispers to the Soul: This power allows you to let a little of your own undead bilious humor slip into the ear of a target when you speak. The vapor slips into the target’s ear and causes them to have nightmares and hear mad, wicked muttering when awake. This power lasts up to a week unless you end it early.

Level 2: Kiss of the Dark Mother: This power allows you to turn your vitae into a terrible poison (which you are immune to). When using this power the poisonous vitae is secreted into your mouth and can be used to poison your bite or a bladed weapon by spitting on it. The damage caused by anything coated in this poison is very difficult to heal.

Level 3: Dark Humors: This power allows you to exude a coat of a particular humor onto your skin, causing all who touch it to experience the most intense form of that humor. The four humors and their effects are as follows. Phlegm which causes the target to become lethargic, blood which causes the target to become prone to excessive bleeding, black bile which causes damage to the target and can be lethal, and yellow bile which causes the target to become melancholic and plagued by visions of death.

Level 4: Clutching the Shroud: This power allows you to attune yourself to death by drinking from a cold corpse. To use this power you must drink a significant amount of blood from a corpse that has been dead for at least twenty four hours. Once you drink the cold blood you temporarily become more resistant to damage, can speak to ghosts freely and have a mystic sense of how far those in the area are from death, which allows you to tell if they are mortal, vampiric or a ghoul as well as if they are healthy, injured or diseased. This power lasts a few hours.

Level 5: Black Breath: This power allows you to harness the black bile that festers at the core of your being. You can pull that bile into your lungs and let it mingle with your breath, allowing you to breathe out a cloud of dark mist. Those caught inside the mist feel despair and hopelessness, so much so that they attempt to commit suicide. This suicidal impulse last for one hour. This power will not force a vampire to commit suicide, instead they will enter torpor as if they had been severely injured.

Vitreous Path: The Vitreous Path is focused on controlling and influencing the energies pertaining to death.

Level 1: Eyes of the Dead: This power allows you to see as ghosts do. You can see the energies of death flowing off of everyone which gives off tell-tale hints as to their health, how far they are from death and how soon they are likely to die. These auras of death even show what the cause of death is most likely to be. The information given by this power is not exact but it does tend to be accurate, especially barring any interference. This power lasts for an hour unless you choose to end it early.

Level 2: Aura of Decay: This power allows you to strengthen entropy around you to the point where it breaks down nonliving objects and machines. It can gnarl wood, rust metal, crack silicon chips and glass and erode plastic and dead material. When you activate this power you choose which object or objects in your immediate vicinity are affected which then break down within a minute.

Level 3: Soul Feast: This power allows you to feed on ghosts or draw on ambient death energy to nourish yourself. If you are in a place where death has occurred within the last hour or a place where death is common such as a cemetery or morgue you can pull the death energy into yourself and mystically convert it into vitae. Once an area is drained of its death energy it takes around a week for that energy to replenish and during that time you cannot use this power in that area again. To feed on ghosts this power is activated as you attempt to bite the ghost and while you are feeding on the ghosts you can interact with each other normally. You convert the spirit essence of the ghost into vitae just as you do when draining death energy from an area. The more spirit essence you drain from a ghost the less substantial the ghost becomes. If you completely gain a ghost of its spirit essence it is destroyed, otherwise it will slowly recover.

Level 4: Breath of Thanatos: This power allows you to draw out entropic energy and focus it upon an area or person by taking a deep breath and then forcefully exhaling a fog of necromantic energy. This cloud is completely invisible to anyone without the ability to see the passing of entropy. The energy of this cloud is like a beacon for ghosts within five miles and they are drawn to it like moths to a flame. The cloud may either be dispersed over an area to lure in ghosts or it can be focused into a person, causing them to be affected by a terrible wasting disease which begins to decay the target almost immediately. This decay is very difficult to heal by supernatural means and impossible to heal by mundane means. If the cloud is dispersed in an area it lasts for one hour, if used on a person it lasts for one night which is usually enough to kill a mortal.

Level 5: Night Cry: This power allows you to let out an unearthly cry which can be heard in both the living world and the land of the dead. This howl either sweeps away inherent entropy or collects that destruction and unleashes it. When you use this power you choose a number of targets (the more targets you choose the more vitae this power expends) within five yards of you and then choose if you wish to aid or harm the targets. If aiding the targets they find their competency and morale boosted for an

hour. If harming the targets they take severe damage as entropy affects them and causes them to decay. This decay is very difficult to heal by supernatural means and impossible to heal by mundane means.

Thaumaturgy Paths (Discounted for Tremere. Those who have this as a clan discipline only gain the first level of one path for free) (The last few paths do not have different abilities at each level, Instead the power of the only ability of the path increases.): The discipline of Thaumaturgy is focused on blood sorcery, with each of its paths having their own focus.

The Path of Blood: The Path of Blood is focused on the manipulation of blood. This path is considered to be the fundamental path of thaumaturgy.

Level 1: A Taste for Blood: This power allows you to learn a lot about another vampire by touching their blood. When you touch the blood of another vampire you can activate this power to learn how much vitae that vampire currently has, their how recently they fed, their generation and if they have ever committed diablerie.

Level 2: Blood Rage: This power allows you to force another vampire to expend vitae against their will with a touch. When you use this power the target is forced to expend vitae in a way that they are capable of, of your choice (such as boosting their physical attributes, healing damage, activating the blush of life, using a specific discipline etc.). Post-jump this allows you to force any kind of vampire to use any kind of power they are capable of.

Level 3: Blood of Potency: This power allows you to concentrate vitae, making it more powerful. This allows you to effectively temporarily lower your generation for one hour (the amount you can lower your generation depends on your mastery of this power). While this power is active your vitae is also more potent, allowing you to expend less vitae to power your vampiric powers.

Level 4: Theft of Vitae: This power allows you to feed from a distance. When you activate this power you select a target that you can see within fifty feet and their blood streams out of the target and into you where it is mystically absorbed as if you had drank it. Using this power on another vampire will not cause you to form a blood bond.

Level 5: Cauldron of Blood: This power allows you to cause someone's blood to boil in their veins with a touch. This kills most living things and affects vampires as if they had been burned by fire while also destroying some of their vitae.

Elemental Mastery: The path of Elemental Mastery is focused on granting control of and communion with inanimate objects.

Level 1: Elemental Strength: This power allows you to draw upon the strength and resilience of the earth to increase your physical prowess without the need to expend large amounts of vitae.

Level 2: Wooden Tongues: This power allows you to speak in a limited fashion with the spirit of any inanimate object. The conversation may not be interesting as most objects have limited concern for what occurs around them but they can give you a general impression of what they have experienced.

Level 3: Animate the Unmoving: This power allows you to cause an object to move as you desire. Objects affected by this power cannot take an action that would be inconceivable for something with its form. For instance, a door cannot leap from its hinges and carry something across the street. However, seemingly solid objects can become flexible within reason: Tables can run on their legs and statues of humans can move like humans. This power animates one object at a time and the object can be no larger than human-sized. You must mentally control objects you animate, they gain no intelligence when they are animated, though

controlling animated objects is easy and does not require much thought. Objects animated by this power stay animated as long as they are within your line of sight or up to an hour.

Level 4: Elemental Form: This power allows you to take the shape of any inanimate object of a mass roughly equal to your own. A desk or statue is feasible, a pencil or house is not. While in this form you cannot move but you can perceive what is happening around you. If you take damage while in this form you revert to your normal form immediately. This power lasts for a whole night unless you choose to end it early.

Level 5: Summon Elemental: This power allows you to summon one of the traditional spirits of the elements: a salamander (fire), a sylph (air), a gnome (earth), or an undine (water). Theoretically it's possible to summon other forms of elemental spirits but that would require time and practice. You choose which kind of elemental you summon when you activate this power, and you must be near some quantity of the element corresponding to the spirit you wish to summon. Once summoned the elemental is bound to complete any one task you give it and will dismiss itself once that task is complete. You may choose to dismiss an elemental early.

The Green Path: The Green Path is focused on the manipulation of plant matter.

Level 1: Herbal Wisdom: This power allows you to commune with the spirit of a plant you touch. Conversations held in this way are often cryptic but rewarding. Older plant spirits are often wiser.

Level 2: Speed the Season's Passing: This power allows you to accelerate a plant's growth, or decay (even decaying objects made of wood or other plant matter). You must touch the plant (or object made of plant matter) to use this power. If you are attempting to speed the growth of the plant you can cause a full grown plant to spring from a seed in a few

minutes, or produce fruit instantly. If you are attempting to use this power to cause decay the target decays into dust almost instantly.

Level 3: Dance of Vines: This power allows you to animate a mass of vegetation up to your own size, using it for utilitarian or combat purposes with equal ease. The plants stay animate for a few minutes and are under your complete control. This power cannot make plants uproot themselves and go stomping about. Even the most energetic vegetation is incapable of pulling out of the soil and walking.

Level 4: Verdant Haven: This power summons a temporary shelter out of plant matter. In addition to providing physical protection from the elements (and even sunlight), the Verdant Haven also establishes a mystical barrier which is nearly impassable to anyone you wish to exclude. The haven appears as a six foot tall hemisphere of interlocked branches, leaves and vines with no discernible opening. When you activate this power the haven forms around you and lasts until the next sunset or until you choose to dismiss it, at which point it crumbles instantly.

Level 5: Awaken the Forest Giants: This power allows you to animate entire trees, causing them to pull their roots from the soil and move around. You must touch the tree to activate this power. The tree remains animated for a few minutes after which it puts its roots down wherever it is and cannot be animated again for twenty four hours. While animated the tree follows your verbal commands to the best of its ability. When the animation ends and the tree puts its roots down it is capable of punching through concrete and asphalt to find nourishing soil underneath.

Hands of Destruction: The Hands of Destruction path is unsurprisingly focused on destruction.

Level 1: Decay: This power allows you to age an inanimate object ten years for every minute you spend touching it.

Level 2: Gnarl Wood: This power allows you to warp and bend wooden objects. This does not damage the wood but often leaves the object completely useless. This power may also be used to swell or contract wood. You can use this power on any wooden object you see.

Level 3: Acidic Touch: This power allows you to secrete an acidic fluid from any part of your body. This acid does not harm you but it will corrode metal, destroy wood and cause horrible chemical burns on flesh that are very difficult to heal.

Level 4: Atrophy: This power allows you to cripple the limb of a target with a glance. You may affect any target within your sight and choose which limb you cripple. The targeted limb is then withered until it is only a desiccated, nearly mummified husk of bone and skin. The effect of this power is difficult to heal with supernatural means and completely impossible to heal through mundane means. This power can only affect limbs. The limb withered by this target is useless but will never affect the rest of the body, such as by becoming infected.

Level 5: Turn to Dust: This power allows you to age a target up to one hundred years with a touch. This power has no real effect on vampires as they are immortal but one hundred years of age is enough to kill most mortals.

Neptune's Might: The path of Neptune's Might is focused on manipulating water.

Level 1: Eyes of the Sea: This power allows you to peer into a body of water and view events that have transpired on, in or around it in the past ten years from the perspective of the water. This power can only be used on standing water; lakes and puddles qualify, but oceans, rivers, and sewers do not.

Level 2: Prison of Water: This power allows you to command a sufficiently large quantity of water to animate itself and imprison a subject. The more water you have available the more effective the prison but even a few gallons can be used to shape chains of water. You may choose the general shape of these prisons and if they cover the head of a target that requires air the target will drown if they are not freed from the prison in time. The prison lasts until you dismiss it or the victim is freed by force.

Level 3: Blood to Water: This power allows you to turn blood into water. You may use this power to touch a target and turn their blood into water which usually kills mortals in moments and causes a vampire to lose a large amount of their vitae. You may also use this power to turn other liquids to water if you touch the liquid or its container.

Level 4: Flowing Wall: This power allows you to cause water to rise up and form an impassable barrier. By touching the surface of a standing body of water you may cause it to rise into a wall of solid water that is between ten and one hundred feet long and between ten and one hundred feet high. The wall must be placed within your line of sight. The wall cannot be climbed though it is possible to pass over it, such as by flying. The wall lasts until the next sunrise unless you choose to dismiss it early.

Level 5: Dehydrate: This power allows you to attack any target within your line of sight by removing the water from their bodies. Victims killed by this power leave behind hideous mummified corpses. Vampires targeted by this power may survive but they lose vitae as it is evaporated. This power can be used for less aggressive purposes such as drying wet clothes or evaporating puddles.

The Path of Conjuring: The path of Conjuring is unsurprisingly focused on conjuring things out of thin air. The limit on the size of conjured objects appears to be that of the conjurer: nothing larger than the thaumaturge can be created. The conjurer must also have some degree of familiarity with the object they wish to call forth.

Level 1: Summon the Simple Form: This power allows you to summon simple inanimate objects. The object cannot have any moving parts and may not be made out of multiple materials. The object requires active willpower to remain in existence.

Level 2: Permanency: This power is not a power in itself but an enhancement of the other powers within this discipline. Objects you summon no longer require your willpower to remain in existence, they are now permanent. This power is passive and is always active.

Level 3: Magic of the Smith: This power allows you to conjure more complex objects of multiple components and with moving parts.

Level 4: Reverse Conjuration: This power allows you to banish any object summoned via this path.

Level 5: Power of Life: This power allows you to summon an impressive imitation of life. You may conjure creatures and people with this power that lack free will and will instead mindlessly follow your simple instructions. Living things conjured using this power vanish into non-existence after a week.

The Path of Corruption: The path of corruption is focused on influencing the psyches of others.

Level 1: Contradict: This power allows you to interrupt a target's thought processes, forcing them to reverse their current course of action. The results of Contradict are never precisely known to you but they will always take the form of a more negative action (for the target) than the target originally intended to perform, such as letting you go instead of executing you. You may use this power on anyone within your line of sight.

Level 2: Subvert: This power allows you to release the target's dark, self-destructive side. While affected by this power the target acts on their own suppressed temptations that their morals or self controls would normally forbid. This power requires eye contact and lasts for one week unless you choose to end it early.

Level 3: Dissociate: This power allows you to break the social ties of interpersonal relationships. By touching a target you can cause them to become withdrawn, suspicious and emotionally distant. This power lasts for one week unless you choose to end it early.

Level 4: Addiction: This power allows you to create an addiction in a target. By exposing the target to a particular sensation, substance, or action you can create a powerful psychological dependence in the target. The power requires you to touch the target while they are experiencing whatever you wish to cause them to become addicted to. The target remains addicted for several weeks unless you choose to end the effect early.

Level 5: Dependence: This power allows you to tie a target's soul to your own, forcing them to feel lethargy and helplessness when not in your presence or acting to further your desires. This power is subtle and you can activate it through conversation. This power is permanent unless you choose to end the effect.

The Path of Technomancy: The path of Technomancy is focused on manipulating technology.

Level 1: Analyze: This power allows you to understand the purpose, principles of function and means of operation of an electronic device you touch.

Level 2: Burnout: This power allows you to damage or destroy a device by causing its power supply (whether internal or external) to surge.

Level 3: Encrypt/Decrypt: This power allows you to scramble an electronic device's controls, making it inaccessible to anyone else. This also works on electronic media, for example a DVD under the influence of this power will only display static without your approval. You must touch the device you wish to encrypt to activate this power but you can end the encryption at any time.

Level 4: Remote Access: This power allows you to bypass the need for physical contact to operate a device. This is not telekinesis; you are not pressing buttons remotely, but rather controlling the device itself with your mind. This power can be used on any electronic device within your line of sight but you can only affect one device at a time.

Level 5: Telecommute: This power allows you to project your consciousness into the internet, sending your mind through network connections as fast as they can transfer you. You must be touching a device that is connected to the internet when you activate this power. While you are inside the internet you may access any device connected to the internet and can affect those devices with your other Technomancy powers. Your body remains in a torpor-like state while you use this power. You may remain in the internet for up to an hour though any loss of signal ends this power immediately.

Weather Control: The path of Weather control is (unsurprisingly) focused on controlling the local weather. This path does not offer additional powers, rather the changes you can make to the weather increase with each level.

Level 1: At this level you are able to create minor changes to the weather. You can create or disperse fog, create or stop a light breeze and make minor changes to the temperature (up to 10 degrees fahrenheit or 5 degrees celsius). You can affect the weather in a one mile radius of yourself for up to five minutes

Level 2: At this level you are able to create or disperse rain or snow. You can affect the weather in a five mile radius of yourself for up to ten minutes

Level 3: At this level you are able to create or stop high winds and can make moderate changes to the temperature (up to 20 degrees fahrenheit or 10 degrees celsius). You can affect the weather in a ten mile radius of yourself for up to twenty minutes

Level 4: At this level you can create or disperse entire storms. You can affect the weather in a fifteen mile radius of yourself for up to thirty minutes

Level 5: At this level you can call down targeted lightning strikes. You can affect the weather in a twenty mile radius of yourself for up to an hour

Movement of the Mind: The path of Movement of the mind is focused on moving objects telekinetically. Objects you affect with this power may be manipulated as if you held them, allowing them to be lifted, spun, thrown or anything else you could do if you were holding them. You are not limited in the number of objects you can manipulate at once as long as they don't exceed the total weight you are capable of manipulating, and you must split your focus between the objects you are manipulating. This path does not provide additional powers at each level, rather the amount of weight you can manipulate at once increases each level.

Level 1: At this level you can telekinetically manipulate up to one pound of objects at a time.

Level 2: At this level you can telekinetically manipulate up to twenty pounds of objects at a time.

Level 3: At this level you can telekinetically manipulate up to two hundred pounds of objects at a time. You can also use this power to manipulate yourself, allowing you to hover or fly regardless of how much you weigh.

Level 4: At this level you can telekinetically manipulate up to five hundred pounds of objects at a time.

Level 5: At this level you can telekinetically manipulate up to one thousand pounds of objects at a time.

The Lure of Flames: The path of the Lure of Flames allows you to conjure mystical flames. You are immune to damage and any risk of frenzy from flame you have created but not any additional flames caused by the fire spreading. You can summon your flames anywhere within your line of sight or within your hand. Flame within your hand may be thrown or dismissed, once the flame has left your hand you have no further control over it. This path does not provide additional powers at each level, rather the amount of fire you are capable of summoning increases each level.

Level 1: At this level you can summon a candle's worth of flame.

Level 2: At this level you can summon a handful of flames (enough to create a fireball the size of your fist).

Level 3: At this level you can summon a campfire worth of flame.

Level 4: At this level you can summon a large bonfire worth of flame.

Level 5: At this level you can summon an inferno of flame (enough to fully engulf a small house)

Items:

All factions receive an additional [+300CP] to spend in this section only. You may discount one item from each price tier, with discounted [-50CP] and [-100CP] items becoming free. If these items are lost, stolen, or

destroyed, new ones will be in the Warehouse 24 hours later. You may freely import any related items you own at your discretion.

Blood Pack [-50CP]: Every night you can summon a blood pack that contains fresh blood. It won't be enough to sustain you forever if you expend vitae to power your abilities but it will definitely be enough to keep you up and moving for the night and lower your need to feed as often. If you have the Refined Palate drawback this blood is of your preferred type.

Soundtrack [-50CP]: You have the complete soundtracks for every world of darkness video game. It is in any format you want.

Black Trench Coat [-50CP]: This black trench coat is very high quality and fits you well. It never gets dirty and will repair itself after 24 hours if damaged. It somehow makes you look cool and intimidating rather than weird or edgy.

Cash [-50CP]: Every week you receive the equivalent of $5,000 in the local currency or in a bank account of your choice. This money will not affect the economy and no one will question its existence or legitimacy.

Identification and Documents [-100CP]: Maintaining an identity can be hard for an ageless being, no one is going to believe that birth certificate from 1900 in 2023, especially when you only look to be thirty. Well that isn't an issue for you any more. Once every ten years you can create a new identity for yourself and have it added to all relevant databases and receive all necessary documentation. No one will question the legitimacy of these documents. You cannot use this to give yourself any sort of special privileges or security clearance.

VIP Card [-100CP]: Someone like you should never be told they don't have an invitation or aren't on the list. Simply show anyone this card which has a picture of you on it and you will be allowed into any exclusive event. This can get you in any club or social event, or something backstage at a

concert but it will not give you any sort of security clearance for anything such as government facilities or military bases.

An Outfit for All Occasions [-100CP]: Someone as stylish and important as you should have an outfit for any occasion. This set of very comfortable clothes will shapeshift to look like any set of clothes you desire. This outfit is self cleaning and self repairing. This outfit is not armor, but if you import it as armor or clothes in future jumps it will retain its protective and special features regardless of what form it takes.

Transportation [-100CP]: Perhaps you don't want to stay in the same city for your entire undead existence? Well this is the thing for you. This is a vehicle of your choice appropriate to your time period. If cars exist it is your choice of civilian model and will never require fuel or maintenance. If the time you enter the jump predates cars this is a beautiful black horse that does not need to eat, drink or sleep and never gets tired. This will update in future jumps to become a method of transportation appropriate to the jump.

Haven [-200CP]: Every vampire needs a haven where they can feel safe and protected from their enemies and the sun, this mansion is yours.
It is a full size mansion with a secure basement and panic room. This home will adjust to match the local architecture on the outside. On the inside the home will remain a modern home of the type you chose at purchase. This home has all utilities, rent and taxes paid for and your utilities will never go out for any reason.

Key of Alamut [-200CP]: These wands have been carried by the feared assassins of clan Assamite for millennia. One of only a handful still in existence, this Key of Alamut gives its owner extraordinary resilience to damage as long as it is carried on their person.

Connections [-200CP]: You are very well connected. You have a few people in various professions who are willing to do minor favors for you. Perhaps you know a police chief who is willing to have minor charges against you dropped or let you read privileged information, or maybe the

mayor is willing to pull a few strings for you. The people are only willing to do minor favors for you and asking them to do anything that would require great effort or potentially have major consequences for them may see them cutting you off completely. You have several of these connections in this and every other jump you enter.

Brass Heart Shield [-200CP]: The Brass Heart Shield was created by a member of clan Tremere in the 1400s. This brass plate is meant to be surgically implanted in front of the heart of a kindred to protect them from stakes. This is an improvement upon that idea. This small piece of brass will magically sink through the skin and rest just in front of the heart. It will cause no complications and will protect the heart from any and all damage, regardless of source or direction. It can be removed by willing it to return through the skin which is painless and causes no injuries.

Blackmail [-400CP]: You have blackmail on someone important. You could use this to get numerous favors out of the person by leveraging this but be warned, no one likes being blackmailed and this will be a hostile relationship. The more you push the person you have blackmail on the harder they will try to get rid of you. You gain blackmail on one character of your choice in each jump you enter.

Night Club [-400CP]: You own a nightclub with a theme and style of your choice. The nightclub is imported into the local area of each jump you enter and may change to better fit the setting such as becoming a tavern or inn in a medieval setting or a cantina in Star Wars. The club is self sufficient and the staff are more than capable of running the club without you. The club will make you a good profit each week and give you a great place to meet people, hang out or find someone to feed on.

Cult [-400CP]: A small group of people know about your supernatural nature and have begun worshiping you. These cultists will do whatever you ask of them though they are merely mundane mortals. The cult will recruit and expand on its own and the cult members may have connections and resources you can leverage. If you encourage the cult to recruit and spread

you may end up with a worldwide network of willing followers. Cult members are not companions unless you make them into companions, in which case they follow all normal companion rules.

Ritual Library [-400CP]: The disciplines of Thaumaturgy and Necromancy have many paths and abilities but one of the most useful but often overlooked abilities of those disciplines is their rituals. You have a small library that contains books that detail every single ritual that can be performed using Thaumaturgy or Necromancy. This library can be attached to your warehouse or any property you own. This library will update in future jumps to contain knowledge of any kind of magic ritual native to the new jump.

Jyhad Journal [-600CP]: The Jyhad is what kindred call the political machinations of kindred, especially in regards to the more ancient kindred such as the antediluvians. This journal now describes the truth of the whole jyhad in detail. It states true information regarding the history of vampires including their origin as well as the plans and schemes of the oldest kindred. It also details the plans and schemes of the kindred throughout history up to modern times. The information within this journal is absolutely priceless and many of the secrets within could shake kindred society or even the world to its core. Be very careful who you share this information with. In future jumps the journal will update to include similar plans and schemes throughout history as well as any history that has been forgotten or erased, for example in One Piece this would detail the events of the void century.

Gargoyle Creation Manual [-600CP]: Originally the gargoyles were created by the Tremere. The gargoyles were created to be servants and protectors of the tremere and the ritual that created them involved vitae and the freshly dismembered bodies of various victims which were sewn together, the gargoyles created from this ritual were kindred, which could embrace others as gargoyles and turned to stone in sunlight. They had their own thoughts and personalities, which eventually led them to revolt against their masters.

You have a manual that allows you to create a different kind of gargoyle. The manual details a ritual to convert stone and vitae into a semi sentient gargoyle. The gargoyles are mindless servants and do not have their own thoughts or desires, nor do they require any sacrifices to create. They cannot embrace others as they are not kindred but they also do not revert to stone in sunlight. The gargoyles you create are capable of flight and quite strong and durable for their size. They are smart enough to fully understand your orders and can communicate but aren't as smart as a fully sentient being. The more stone and vitae that is used in the creation of the gargoyle the larger and more powerful it is. A few drops of vitae and a few pounds of stone would create a gargoyle that is around a foot tall while a lot more stone and a lot more vitae could create a gargoyle up to twelve feet tall. Gargoyles can not be created larger than twelve feet tall.

Sword of Nul [-600CP]: The Sword of Nul is a powerful magical short sword made of bronze. The sword was created by the demon Drakonskyr and while it looks like a plain sword made entirely of bronze it is much more than that. The sword is extremely sharp, much sharper than the finest steel and creates wounds that are nearly impossible to heal by any method. The blade may have other powers that could be unlocked with time and magic. Due to jump fiat Draknoskyr no longer has any hold over the sword or its holder. He is incapable of negatively affecting you through the sword or of stealing it back.

Kindred Corporation [-600CP]: You now own a very large megacorporation. This company is huge and entirely self-sufficient and brings you an income that is equal to that of the richest individuals of your setting. This company has many subsidiaries and can grant you access to many connections and resources. You may choose whether or not you are publicly associated with the company or not, choosing not to be publicly associated with the company will not diminish your benefits in any way as all of the heads of the company will know who you are and that you are the one really in charge. The nature of the company will change to fit each jump you enter.

Companions:

You can create or import a companion for any of the options below. You can fully decide the details of any companions you create, their every detail is yours to choose and they are guaranteed to remain loyal to you.

Coterie [-50/100/200CP]: Even a vampire needs friends. A coterie is a group of vampires who work together. For [-50CP] you may import or create one coterie member, for [-100CP] you may import or create up to four and for [-200CP] you may import or create up to eight. Each companion created or imported using this option receives 800CP to spend on perks and items and they receive all relevant discounts and freebies. All Coterie members are of the same faction that you are but they may choose a different faction for freebies and discount purposes. Coterie members may take drawbacks but only drawbacks that only affect them.

Sire [-200CP]: You're a lucky one, lots of sire's see their childe as a tool, but not yours. They probably still see you as an asset to be used but they genuinely care for you and want to see you reach your full potential. Your sire is the kindred that embraced you and mentors you in your early nights. Your sire is one generation level lower (with the exception of methuselahs who' sires are also methuselahs.) than you and gains the benefit of the generation level that is one tier above yours for free. Your sire is of the same clan and faction as you and receives 1000CP to spend on perks and items along with all relevant discounts and freebies.

Ghoul [Optionally Free, limit of one]: Kindred are usually unable to act during the day and have lots of minor tasks that need attending to, thus kindred have ghouls. This ghoul is totally committed to you but gains no CP or freebies for this jump and cannot take drawbacks. If your ghoul does not receive regular doses of your vitae they will cease being a ghoul and return to being a normal human.

Canon Character [Free]: Did you meet someone in this world of darkness that you would like to accompany you on your chain? If you can convince them to join you they will become your companion free of charge.

Drawbacks:

There is no limit on the amount of drawbacks you can take. The world of Darkness is a rough place and you will likely need the help. Many of the below drawbacks state they are incompatible with certain perks or drawbacks. You can still take perks that your drawbacks are incompatible but the incompatible perks are inactive for the duration of the jump. You may not take drawbacks that are incompatible with each other for any reason.

Supplement Mode [+0CP]: Lots of stories could take place in the world of darkness. You can use this jump as a supplement for any jump that takes place on a mostly mundane earth between the dark ages and modern day. CP pools for each jump are kept separate.

A Familiar World [+0CP]: Maybe you read a Vampire the Masquerade fanfiction you would like to visit? Or perhaps you would rather visit the world of a game of Vampire the Masquerade you played or watched. This toggle allows you to do so. This does not allow you to visit crossover fanfiction.

Disaster Averted [+0CP]: Gehenna. Apocalypse. Winter. The Time of Judgement. So many creatures of the night have their own myths and legends 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.

Extended Stay [+100CP]: You can take this drawback up to 20 times and each purchase extends your jump duration for 10 years.

World of Angst [+100CP]: For some reason the whole word just seems more…angsty, especially the kindred. It will not be uncommon to hear older vampires gripe about all they have lost and how no one can possibly understand their pain. Younger vampires will monologue at length about never seeing the sun again or the loved ones they can no longer be with. This will get very old very quickly.

It Can In Fact Rain all the Time [+100CP]: Or at least most of the time. The weather around you is almost always awful, especially when you need to spend any length of time outdoors. It could be raining, snowing or hailing but you can count on the weather making you miserable every time you have to be out in it, and a good portion of the time when you don't.

Vulgar [+100CP]: You can barely make it two sentences without cursing or making a vulgar comment. This is going to get on the nerves of others, both mortal and vampire and will cause you problems in higher class settings.

Incompetent Yet Persistent Thugs [+100CP]: At least once a week a different group of between three and five mortals will try to rob you. They pose almost no threat to you but killing them could risk breaking the Masquerade.

Infamous Sire [+100CP]: For whatever reason your sire was or perhaps still is, distrusted and disliked by many members of your faction. As a result, you are distrusted and disliked as well.

Mistaken Identity [+100CP]: You look similar to another vampire and this is often causing awkward or embarrassing mix ups, this may cause even more problems if you do something that your "twin" gets blamed for or vice versa.

Short [+100CP]: You are well below average height, standing four and half feet tall or less. You will have trouble reaching objects and using any appliances that were designed for normal adult humans. You also have less reach in melee combat and move slower due to having shorter legs. You cannot grow taller by any means (such as using Vicissitude).

Claustrophobia [+100CP]: You suffer from claustrophobia and being in enclosed spaces will cause you anxiety and panic until you can get to a more open area.

Stutter [+100CP]: You have a severe stutter. This will annoy you and make it hard to get out the words that you are trying to say, especially in stressful situations and may cause others to take you less seriously. You cannot get rid of this stutter by any means.

Short Fuse [+100CP]: You are quick to take offense and get angry and the most minor of insults can set you off. You will need to keep a tight rein on your beast, lest you frenzy often. Even without the risk of frenzy though you are very likely to do something you regret and/or get punished for while angry.

Uppity [+100CP]: You are incredibly arrogant and rude. If you are newly embraced you will likely be given some slack due to your youth and if you are powerful others will likely not move against you but eventually others will get done with your insults and attitude and move against you. This could be simple embarrassments or they may actually attempt to cause you harm.

Deep Sleeper [+100CP]: It is very difficult for you to wake up when you sleep. This could cause you problems if you need to wake up for an emergency. If you do not need sleep due to another perk you now need at least 8 hours of sleep in a 24 hour period and will feel tired during the daylight hours.

Nightmares [+100CP]: You experience horrible nightmares every time you sleep and often wake up terrified and stressed. Though you do still wake up feeling rested this makes sleep extremely unpleasant for you. If you do not need sleep due to another perk you now need at least 8 hours of sleep in a 24 hour period and will feel tired during the daylight hours.

Shy [+100CP]: You have a shyness that you will never be able to get over during this jump. You are very uncomfortable in social situations, especially in large groups or with people you don't know very well.

Unblinking [+100CP] (Incompatible with the +400CP version of Bad Sight): For whatever reason you no longer blink. You can try to make a conscious effort to blink but you will occasionally forget and it will probably look forced and unnatural. This will be off putting to anyone who meets your gaze for more than a few seconds.

Stereotype [+100CP]: You buy heavily into other vampire stories you've read or seen. You wear a cape or body glitter, speak with an accent and otherwise act in a cartoonish fashion. Other vampires are likely to ostracize or mock you and you stand out to those who wish to harm you.

Short Bond [+100CP/200CP] (Incompatible with Infertile Vitae): Your blood bonds only last half as long as they do for other kindred. You will have to make sure anyone you have blood bonded receives your blood more often or your bond will end. For [+200CP] not only is your bond weaker on mortals but you cannot blood bond kindred or other supernatural beings at all.

Phobia [+100/400CP]: You have an extreme fear of something. Maybe it's heights, or crowds, or spiders. Whatever it is, you are deathly afraid of it and will not be able to move past that fear for the duration of this jump. Your phobia cannot be of a typical vampire weakness such as fire or the sun unless you have a perk that would normally give you no reason to fear such a thing. Your phobia must be something you could reasonably expect to encounter occasionally, a phobia of snakes is fine, a phobia of Cthulhu is

not. For [+400CP] Your phobia is blood. Even if you have Aqua Vitae you are guaranteed to encounter a lot of blood as a kindred.

Enemy [+100/200/300/400CP] (If taken with The Red List your chosen enemy cannot be from the same faction that wants you dead): You have an enemy of some sort. For [+100] your enemy is a minor figure with no real political or physical power such as a newly embraced vampire or similar. For [+200CP] Your enemy is a little more threatening, either politically or physically. A vampire who has been a vampire for a while or has some political connections such as the childe of the prince or baron. For [+300CP] your enemy is quite powerful either politically or physically and likely both such as a garou or the sheriff. For [+400CP] Your enemy is very powerful, likely both physically and politically such as the prince of a large city. Regardless of the level of threat your enemy poses they want you dead for one reason or another and they will do whatever they have to do to end you. Depending on the enemy the actions they take may be overt or covert. A vampire who is not that powerful physically will go about their goal of killing you differently than a garou would, who would go about it differently than a prince. You may take this drawback once for each tier of enemy and your enemies may join forces if it is convenient for them to do so.

Hard of Hearing [+100/200CP]: Your hearing is bad, very bad. You are much less likely to hear anything attempting to sneak up on you and have trouble hearing even in normal conversation. For [+200CP] you are completely deaf. Your hearing cannot be improved by any means for either tier.

Bad Sight [+100/200/400CP]: Your vision is poor, things seem blurry and out of focus for you. This can be corrected with glasses if they are available to you. For [+200CP] you are missing an eye that cannot be restored by any means but the vision in your other eye is fine. For [+400CP] You are completely blind and cannot regain your sight by any means.

Sensitive Eyes [+100CP] (Incompatible with the +400 version of Bad Sight]: Your eyes are very sensitive to light. Anything brighter than a dim lamp will cause your eyes to hurt and staying in bright light longer than a few minutes will give you a migraine which will persist for around an hour after you get away from the light. Shades can help alleviate this if they are available to you.

Smell of the Grave [+100/300CP]: You Exude an odor of dampness and newly dug soil which no amount of scents or perfumes will cover. Others may find this strange or off putting. For [+300CP] you no longer smell like dampness and newly dug soil, you smell like a rotting corpse.

Cold Breeze [+100/300CP]: You cause the temperature to drop by several degrees around you. This is noticeable and while it may not originally be attributed to you, eventually people who know you will realize that it happens every time you are around.For **[+300CP]** cold winds follow you everywhere you go. This makes mortals uncomfortable and may clue them in to your supernatural nature, especially if the wind is sweeping through an office or a nightclub.

Vitae Intolerant [+200CP] (Mandatory and worth no CP for Assamite): Blood of other kindred is like acid in your mouth and drinking it causes you extreme pain and injury that is very difficult to heal. Attempting to commit Diablerie may very well cause your death in the process.

Prone to Frenzy [+200CP] (Incompatible with Caged Beast) (Mandatory and worth no CP for Brujha)]: It is very hard for you to resist frenzy.

The Light Burns [+200CP] (Incompatible with Day Walker) (Mandatory and worth no CP for Followers of Set)]: You find bright light to be very uncomfortable and the light of the sun will disintegrate you much faster than it does other kindred.

Animalistic Frenzy [+200CP] (Incompatible with Caged Beast) (Mandatory and worth no CP for Gangrel)]: When you frenzy you take on some physical or mental characteristic of an animal for the next few days and nights. Maybe you grow fur or scales, or may you become more skittish around people or have a stronger desire to feed, either way the characteristic is not a positive thing and will make interacting with others, especially mortals more difficult.

Painful Bite [+200CP] (Incompatible with Aqua Vitae) (Mandatory and worth no CP for Giovanni): When most vampires bite someone it is not painful but leaves the victim in ecstasy and with a very hazy recollection of events. This is not true for you. Your bite causes excruciating pain. Feeding in secret will be difficult for you if you don't find a way to quickly silence the screaming.

No Reflection [+200CP] (Mandatory and worth no CP for Lasombra): You cast no reflection on any surface, any picture or video of you is incredibly blurry and indistinct.

Mad [+200CP] (Incompatible with Aqua Vitae) (Mandatory and worth no CP for Malkavian): You suffer from some form of mental illness or derangement that you cannot rid yourself of no matter what you try. It may be a real mental illness such as schizophrenia or multiple personalities or it may be something stranger.

Hideous [+200CP] (Incompatible with Dark Beauty) (Mandatory and worth no CP for Nosferatu): The embrace has left you looking hideous and inhuman. The exact details are up to you but whether it be large fanged mouths and unnaturally pale and wet skin or clawed hands, pointed ears and dry scaly skin you are hideous and it is easy to tell you aren't human. It would take the use of the Obfuscate discipline or covering your entire body to interact with mortals without breaching the masquerade.

Vicious Vice [+200CP] (Can be taken more than once for a different vice each time. First purchase mandatory and worth no CP for

Ravnos): You have a particular vice that you greatly enjoy, it could be gambling, lying, sex or just being cruel but your vice has a strong hold on you and you find it incredibly difficult to resist your vice when the opportunity arises.

Lost in Beauty [+200CP] (Mandatory and worth no CP for Toreador): When you see something that you find truly beautiful you find it very difficult to do anything but stop and take in the beauty of whatever has caught your attention. What causes these reactions varies by individual, for some it could be a beautiful painting, for others a beautiful person or particularly well played song.

Easily Bound [+200CP] (Incompatible with Unbondable and Vitae Intolerant) (Mandatory and worth no CP for Tremere): You are especially easy to blood bond and each drink you take of kindred vitae counts as two for the purposes of blood bonds.

Native Soil [+200CP] (Incompatible with Ever Wakeful) (Mandatory and worth no CP for Tzimisce): When you sleep you must sleep in close proximity to at least two handfuls of native soil, earth from a place important to you. It could be where you were embraced or from the area you lived in as a mortal or the place you appeared in this world if you are a drop in. You gain no rest if you do not sleep near this soil and will awaken feeling just as tired as when you went to sleep.

Refined Palate [+200CP] (Incompatible with Aqua Vitae) (Mandatory and worth no CP for Ventrue): You may only feed from a specific type of mortal and drinking the blood of any other mortal will cause you to vomit it up immediately without regaining any vitae. Preferred types of mortal can vary as this curse is magical not physical so while your preferred type of blood may come from women over the age of fifty, or asian teenagers it could just as easily be military veterans or Buddhist. You are not limited in the other supernatural beings you can feed on but that carries its own risk. You choose your preferred type of feeding target when you select this

drawback but you cannot choose an overly broad category such as only men.

Guilt-Wracked [+200CP] (Incompatible with Aqua Vitae) (Mandatory and worth no CP for Salubri): You feel immensely guilty each time you feed from someone that is unwilling and try to avoid doing so as much as possible. If you do feed from someone who is unwilling you will feel terrible about it for the next week.

Dead Inside [+200CP] (Mandatory and worth no CP for True Brujah): For some reason your embrace has drastically dulled your emotions. Any emotion you feel is a pale shadow of what it once was and it takes a notable event to cause you to feel anything worth mentioning.

Blood of the Fair Folk [+200CP] (Incompatible with Caged Beast) (Mandatory and worth no CP to Kiasyd): Whether because you are a Kiasyd or you share some ancestry with some form of fae your appearance has been changed and you have taken on the weakness of the fair folk. Your eyes have no pupil, your ears are slightly pointed and your skin is either a very pale violet or jet black and glows slightly in moonlight. Worse than all that though is your weakness to iron. Touching iron with your bare skin can cause you to frenzy and weapons made of cold iron (that is, iron that has not been forged) cause damage to you that is very difficult to heal.

Lesser [+200CP] (Mandatory and worth no CP for Caitiff): You are seen as a second class citizen in kindred society. It will take much more effort to make any sort of social advancement and making friends with other vampires (who are not also seen as lesser) will be difficult.

Mute [+200/100CP]: You are incapable of speech and must rely on sign language, gestures, writing and possible electronic devices to communicate. Only worth [+100CP] If taken with the [+200CP] version of hard of hearing.

Touch of Frost [+200CP]: Your touch is ice cold. Your touch causes plants to wither and seems to drain the heat from living things. You can temporarily suppress this with the blush of life but your blush of life only lasts a tenth of the time it normally would. You will be expending a fair amount of vitae if you want to keep it active for a whole night.

Old Flame [+200/300CP] (Cannot be taken by Drop ins): Someone you cared about deeply is working with your enemies. Maybe it was a past romantic partner, someone you were close to in your mortal life or maybe just a dear friend. Regardless of who they are, they are now your enemy and you feel very conflicted about the idea of acting against them. For [+300CP] The connection is not in the past and you still have some form of relationship with this person. This could lead to them taking advantage of you or you being punished for treason.

Dulled Bite [+200CP] (Incompatible with Aqua Vitae and Painful Bite): For some reason your fangs never developed. When feeding you will need to find a different method of causing the blood to flow and without the kiss feeding secretly will be much more difficult.

Infectious Bite [+200CP] (Incompatible with Dulled Bite or Aqua Vitae): You can not lick the wounds of your fangs to cause them to close and your bites have a one in five chance of becoming infected.

Repulsed by Garlic [+200CP]: Vampires being repulsed by garlic is a myth…except for you. You absolutely cannot abide garlic and the smallest whiff will drive you from a room or have you retching uncontrollably.

Vulnerability to Silver [+200CP]: Silver does not usually cause a vampire any harm, instead being the weakness of werewolves. You are different. Just touching silver burns you like fire and any injuries done by silver weapons are much more severe and take much longer to heal for you.

Sympathizer [+200CP]: Whether for reasons real or fabricated you are suspected of sympathizing with an enemy faction and are being watched very closely for treason.

Soft Hearted [+200CP]: You cannot stand to watch others suffer and go out of your way to avoid any situation that involves causing someone physical or emotional pain. It is possible for you to force yourself to hurt someone but you will feel very bad about it. This is a cruel world and suffering is all around.

Failure [+200CP]: At some point you were given an important role or an important job to do and you failed catastrophically. You have been branded incompetent and are generally not trusted with any kind of responsibility.

Amnesia [+200CP] (Cannot be taken by Drop ins and incompatible with Old Flame): For some reason you have no memories of your past in this jump. This may cause you problems when you encounter people from your past.

Kiss of Death [+200CP] (Incompatible with Aqua Vitae): Should you drain a mortal of their blood they rise from the dead as a zombie. These zombies are hostile towards you and cannot be directed without some necromantic means to command them.

Addiction [+200CP] (Incompatible with Aqua Vitae): You have an addiction to a substance which must be noticeably present in the blood you drink. The substance can be alcohol, nicotine, a specific hard drug or even just adrenaline. Feeding on blood that does not have this substance will cause you to vomit up not only the blood you swallowed but also some of the vitae that was already inside you.

Permanent Fangs [+200CP] (Incompatible with Dulled Bite): Your fangs do not retract. While most people will assume you have had your teeth filed or you are wearing prosthetics they will probably find you weird and be put off by it and some will know what you truly are.

Slow Healing [+200CP]: It requires more effort for you to heal than it does for other vampires. Your natural healing is slower and using your vitae to heal uses up more of it, meaning you will need to feed much more often if you have to heal large injuries, or heal often. Even if you have Aqua Vitae healing a large wound will consume a lot of vitae and you will either have to feed or deal with your hunger while your vitae replenishes.

Eerie Presence [+200CP]: Something about your presence causes mortals to become anxious and ill at ease. It takes a bit of time to set in for each individual and becomes worse until the mortal is no longer in your presence. Within 10 minutes of close proximity to a mortal they will become nervous, half an hour would see them becoming agitated and after an hour you would be causing great discomfort.

Invitation Only [+200CP]: Unlike most vampires you cannot enter private dwellings or private property without being invited in by someone who has the authority to invite you inside. Without an invitation your body will simply not allow you to enter and if you are forced inside you will be compelled to leave as soon as you are physically able.

Can't Cross Running Water [+200CP]: The saying about vampires being unable to cross running water is a myth…except for you. You cannot cross running water unless you are at least fifty feet above it or are being carried by others. Running water is considered to be any body of water at least two feet wide in any direction that is not completely stagnant.

Anosmia [+200CP]: You have completely lost your senses of smell and taste. You will never be able to savor the taste of blood and you can't rely on your sense of smell to help you in any way. At least you can't smell anything foul either.

Daredevil [+200CP]: Your embrace has left you feeling powerful and rejuvenated, So much so in fact that it's hard for you to grasp that you can

still be harmed or killed. This feeling of invulnerability has left you prone to taking rash actions and unnecessary risk.

Zealot [+200CP]: You are a staunch supporter of your faction. You believe in every ideal and virtue of your faction and cannot see anything they do as being anything less than the obvious correct choice. Your passion for faction has left you with a strong dislike for members of the other factions and it's difficult for you to refrain from insulting them on site or preaching the benefits of your faction in an effort to convert them.

Problem with Authority [+200CP]: For some reason you have a major problem with authority. This will be an issue as it's extremely unlikely you will end up in a position where absolutely no one has any authority over you whatsoever. You find yourself deliberately disobeying or antagonizing authority figures just out of spite.

F.A.T. [+200CP]: You were very obese when you were embraced, which isn't a huge deal except that you can never lose that weight or become more fit. This doesn't just affect your appearance as it also causes you to get tired from exertion much quicker. After this jump you can choose if your kindred alt form remains obese with no effect on your stamina or you can choose to be slimmed down.

Archaic [+200CP]: Maybe you were embraced long ago, or maybe you just really hate change or are very slow to adapt. Regardless of the reason you have a very hard time adapting to changes. Cultural changes, new technology and even changes in lingo will give you a lot of trouble. You will struggle to understand these changes and for cultural changes and changes to lingo people may struggle to understand you and will likely find you very strange or outdated.

Mortal Flashbacks [+200CP] (Incompatible with Ever Wakeful): Your body remembers your death. Every night when you awaken you feel the pain of your death all over again. While this pain only lasts for a moment, feeling immense pain every time you wake up is quite the inconvenience.

Never a Dull Moment [+200CP]: You just can't catch a break. It seems like you are always getting pulled into one adventure (or complete mess) after another. You will never have more than a couple of days of peace and quiet before you are pulled into some new event. It may be a major event like another faction trying to take the city you are in or it may be something minor such as personal or political drama. Whatever it is you will be pulled into whether you want to be or not.

Repelled by Crosses [+200/300CP] Unlike other vampires you are repelled by the sight of ordinary religious symbols. When confronted by a religious symbol you feel very uncomfortable and compelled to leave. If the symbol touches you it burns like fire and these burns are slow to heal. For [+300CP] not only do religious symbols repel you but so does holy ground. You may not enter a formal place of religious worship and if forced inside your skin will begin to burn until you are able to leave. This can kill you if you stay long enough to burn to ash.

Boon [+200/300/400CP] (You may take this drawback up to five times at whatever combination of levels you wish, each boon will be owed to a different kindred.): Another kindred has done you a favor at some point and now you owe them a boon. Boons are recorded favors and are expected to be repaid when called upon. Failing to repay a boon when called upon can destroy your reputation within your area and faction and can possibly lead to harsh punishments. For [+200CP] you owe a minor boon. Minor boons generally have small but lasting costs or involve some risk. Some examples of favors a minor boon can be used for are casting a vote in a particular way in some form of meeting or election, killing an inconvenient but not very important human, granting access to privileged information or providing sanctuary at a desperate time. For [+300CP] you owe a major boon. Major boons involve real risk or real expense. Some examples of favors a major boon can be used for are granting of rich hunting grounds, revealing a major secret, leveraging significant resources towards some else's agenda, Teaching someone of another clan a clan discipline or reversing one's expected vote on a council. For [+400CP] you

owe a life boon. Life boons are the rarest and most valuable boons in kindred society and carry a very real risk of death. Examples of favors a life boon may be used for are killing another powerful vampire, offering an alibi to a prince or baron, or keeping a damning secret.

Technical Difficulties [+300CP] (Requires that at least half your jump duration take place after the year 2000): Most vampires are able to use technology just fine, whether they know how to or not. For some reason you cannot. Technology seems to glitch or not work at all for you. Touch screens don't register your touch, voice recognition won't acknowledge you etc. You can still watch TV (smart TVs notwithstanding), listen to older model radios and drive a car (assuming it doesn't have any advanced features) but smart phones, computers of all kinds and any similar technology will in some way fail to work for you.

Outcast [+300CP] (cannot be taken by caitiff): Most clans have at least a little clan camaraderie, especially within the same faction. This is not the case for you, for whatever reason your clan has shunned you and treats you like an outsider. While they may not hate you they will not go out of their way to help you and will not trust you any more than they do any other vampire. You can earn back this trust but winning back the trust of a whole clan is a daunting task.

Infertile Vitae [+300CP]: Your vitae is unusually weak and cannot be used to embrace or to blood bond others. It will still empower ghouls but it will not blood bond them to you.

Bound [+300/400CP] (Incompatible with Unbondable): You are blood bound to another vampire. They don't treat you badly but the fact remains that your will is not entirely your own and that knowledge gnaws at you even as you find yourself lost in devotion to your master. For [+400CP] They do treat you badly, very badly. You may be forced to commit unspeakable acts for your master's goals or even amusement. You may be beaten or humiliated, perhaps even publicly.

Illiterate [+300CP] (Incompatible with Omnilingual): Maybe you were embraced when education standards were much lower or maybe you were just unfortunate but regardless of the reason you are completely illiterate. You can still learn to read and write but as of the start of the jump you are not able to read or write any language and it will take effort for you to learn how to do so. You would also have to learn to read and write each language separately, just like anyone else.

Whispers of the Blood [+300CP] (Incompatible with Aqua Vitae): For whatever reason you hear the thoughts of those you feed from. This is not useful in any way, these thoughts are jumbled and chaotic and worst of all, distracting. These distracting whispers persist in your mind for an hour everytime you feed, even bagged blood causes this effect.

Devil's Mark [+300CP]: You have some physical sign of demonic taint. You could have hooves, horns, unnaturally colored and scaly skin, a tail or some other obviously demonic quality. Not only does this make interacting with others more difficult (mortals for obvious reasons, vampires because they will assume you deal with demons) but it also weakens you in some way. Perhaps your tail tends to trip you up, your scaled skin burns or itches or your hooved feat cause you to move slower and stumble often, regardless of how it affects you it has a negative impact. After this jump you can decide if your vampire form retains its devil mark with no negative effects or if it is removed.

Blinding Hatred [+300CP]: There is some group you hate with every fiber of your being. Maybe it's another faction or clan, maybe it's the garou or some other group but whoever it is you have an all consuming hate for them. It will take great willpower to stop you from attacking them on sight and may even cause your beast to frenzy. You will spend a good bit of your time focused on finding a way to completely wipe out this group.

Haunted [+300CP]: You are haunted by an angry and tormented spirit, most likely that of one of your first victims. This spirit actively attempts to hinder you and does its very best to vent its anguish on you and any one in

your immediate presence. The spirit can eventually be laid to rest but it's up to you to discover how.

Lame [+300CP]: One of your legs is missing or has a severe limp and cannot be replaced in any way, except for the most basic of prosthetics it is impossible for you to walk unassisted by a cane or some other method.

Disarmed [+300CP]: One of your arms is missing up to the elbow and cannot be replaced in any way except for the most basic of prosthetics.

Glowing Eyes [+300CP] (Incompatible with the +300 version of Bad Sight): You have red or yellow glowing eyes. While this makes you more intimidating to mortals that is the only benefit it provides. The only way to hide the glow is with sunshades or a blindfold and wearing either of those all the time (especially at night) is not always viable. The glow from your eyes makes it harder for you to hide and also impairs your night vision.

Diablerist [+300CP] (overrides the aura hiding effect of Diablerie and may not be taken by Sabbat. Incompatible with Diablerie Addict): Maybe you committed diablerie in the past or maybe something is just wrong with your aura. Regardless of the reason, any method of divining whether or not someone has committed diablerie always shows that you have, whether you have or haven't. Diablerie is punishable by death for members of the Camarilla and Anarachs except in very specific circumstances.

Probationary Member [+300CP]: You have recently defected from another faction to join your current faction. You are not yet trusted within your faction. Your new comrades treat you with distrust and some may even have open hostility towards you. You can eventually earn the respect and trust of your new faction but it will take time, patience and commitment. Your old allies likely hold a grudge against you for defecting and may want revenge.

Lord of The Flies [+300CP]: Flies are attracted to you and are a constant presence around you. They make interacting with anyone difficult and the buzzing makes it much harder for you to sneak around.

Stake Bait [+300CP] (Incompatible with Brass Heart Shield and will cause the King's Laurels ability of fortitude to be of no use to you): A wooden stake to the heart will no longer paralyze you. No, Instead it will kill you instantly. You should be very careful to avoid letting that happen.

Open Wound [+300/400CP]: You had a wound when you were embraced that for some reason did not heal and is now permanent. The wound is unsightly and constantly leaks blood, forcing you to feed more often. For [+300CP] The wound is major and much more noticeable such as a slit throat or large opening in your torso. The wound leaks more blood and is much more difficult to hide.

Catspaw [+400CP]: You have done the dirty work of someone who is very well connected in your faction. However, instead of granting you favor you have become a liability. Your former employer is doing whatever they can to keep you quiet for the time being and then quietly dispose of you.

Child [+400CP]: You were a child when you were embraced and while your mind continued to mature your body did not. This presents a whole host of problems. Your physical abilities will only be greater than a childs when you enhance them with vitae. You will have trouble interacting with mortal society, even more so if you don't have someone to pretend to be a parent or guardian. You will likely be looked down on and not taken seriously by other vampires and your height presents the problems listed in the Short drawback. If you take the Short drawback with this then you are 2 and a half feet tall or shorter.

Disease Carrier [+400CP]: Your blood carries a lethal and highly infectious disease. The disease is either aids or rabies. Any vampire who drinks your blood has a chance of becoming a carrier as well and any mortal or animal who drinks your blood will become infected. You must feed more often to

replace the vitae that is used to heal the symptoms of your disease, failing to do so will cause you to manifest the symptoms of the disease.

Flesh of the Corpse [+400CP]: Your flesh does not fully regenerate itself once it is damaged. While you will heal to the point of regaining full functionality your skin will retain damage done to it any may eventually end up looking like a zombie which will make dealing with mortals impossible and dealing with kindred difficult.

Deathsight [+400CP]: Everything appears rotted and decayed to you. The world appears to you as a corpse; mortals look diseased or skeletal, buildings seem decrepit, and your fellow kindred seem to be walking, moldering corpses. You can still interact with things as normal but the appearance is off putting to say the least.

Methuselah's Thirst [+400CP] (Incompatible with Aqua Vitae and Vitae Intolerant): You cannot sustain yourself on mortal blood and must feed on the blood of vampires or other supernatural creatures. Do be aware of how blood bonds work.

Conspicuous Consumption [+400CP] (Incompatible with Aqua Vitae or Methuselah's Thirst): It is not enough for you to draw nourishment from the blood of mortals, you must also consume your victim's heart, liver and other blood rich tissue. This of course will kill all of your victims and make it much harder for you to sustain your feeding habits and remain unnoticed.

Hunters [+400CP]: A group of professional hunters know who and what you are and they will do whatever it takes to bring you down. They are only a small group, consisting of five to ten members but they are experienced, well supplied and well informed. If you manage to kill all of these hunters another, similar group will discover and target you within two years. If you kill the new group the same thing will happen again. Any survivors from the previous groups will join the new groups and share any information about you they have.

UV Weakness [+400CP] (may not be taken unless at least half of your jump duration takes place after 1970): For whatever reason you are extraordinarily sensitive to ultraviolet light. You are so sensitive to it that it has the same effect on you as the sun, any UV light is treated exactly as sunlight for you. This may not seem like a huge weakness, after all other than black lights, tanning beds and occasionally UV flashlights UV light isn't all that common, but what happens if your enemies realize they can disintegrate you with a specialized flashlight? Daywalker will not protect you from this. It will protect you from the UV light given off by the sun but not from any other source.

Sealed Warehouse [+400/600CP]: You lose access to your warehouse or any similar supplement for the duration of this jump, the only items you can bring into this jump are those that you had on your person. For [+500CP] You can't bring any items with you into this jump at all. If this is your first jump feel free to take this drawback anyway at the [+600CP] level to help you with beginning your chain in the World of Darkness.

Lord of the Night [+600CP]: In your presence lights dim, candles extinguish and shadows cling to you or move around you unnaturally. Your shadow is especially active and malicious. It can reach out to attack friend and foe alike as well as the scenery and may even snarl at passers-by.

Diablerie Addict [+600CP] (Incompatible with Vitae Intolerant): At some point you committed diablerie and enjoyed it greatly. You enjoyed it so much that you are now completely addicted. You must commit diablerie at least once a week or you will find it nearly impossible to resist attacking the first kindred you see and attempting to diablerize them regardless of the situation. Keep in mind the Camarilla and Anarchs completely forbid Diablerie except in the case of a blood hunt and even the Sabbat are wary of those who commit Diablerie. There's also the fact that you are literally addicted to drinking the souls of others.

The Red List [+600CP]: For whatever reason one of the factions wants you dead and now every vampire within that faction has permission to kill

and diablerize you. Maybe you were put on the Camarilla's red list or maybe the Sabbat's True Black Hand has called for your death, regardless quite a long of kindred want you dead. You can take this drawback twice, once for each of the factions you are not a part of but good luck surviving for any length of time if you do.

The Inquisition [+600CP]: Depending on the time period it could be the first inquisition, the second inquisition or maybe an inquisition directed only at you. The point is that a powerful group of humans (likely a major government) have learned who and what you are. They will send forces to kill you and those forces will be armed with anti-vampire weapons and some of them may be able to call on the true faith which is seriously bad news for you.

Enemy of the Garou [+600CP]: For one reason or another the garou have declared you a major enemy. You aren't their number one priority but you can expect to deal with at least one werewolf attempting to kill every three months or so. Keep in mind that garou usually vastly outclass kindred.

Powerless [+800CP]: You lose any powers and perks that are not from this jump except for your body-mod. If this is your first jump feel free to take this drawback anyway to help you with beginning your chain in the World of Darkness.

Gehenna [+1000CP] (Incompatible with Disaster Averted): Gehenna, the prophesied end of the world is happening in the last two years of your jump. The prophecy states that Thin-Bloods will become more common, the garou and other enemies of the kindred will become more violent and aggressive, the antediluvians will rise to consume their descendants, Caine will return to pass judgment on all vampires from Enoch, The dark father (presumably Caine) will duel the dark mother (presumably Lilith) which will lead to a thousand year reign from the city of Gehenna with "no love, no life, no pity. The mighty will be as slaves and the virtuous will be made foul" through the dark father's agency. Finally the Last Daughter of Eve will

arrive and decide the fate of all creatures. If you do not stop Gehenna your chain will end. I do not recommend taking on this endeavor.

Ending:

Your time here has come to an end and you are given a choice.

Stay: Perhaps you have come to enjoy this world of darkness and wish to remain here forever. With this option you will do so.

Go Home: Has this dark parody of your world made you home sick? This option will send you back home.

Continue: You have finished with this world and now it's time for the next one. This option will send you to the next jump in your chain.

Notes: I have many noteworthy notes to note. I apologize for the length of this section but I wanted to answer any questions that I could see someone asking and this is the best place to do it. If you have questions about any part of this jump please read the notes first, the answer is probably here, If not I will be happy to answer.

Thanks and General Notes:

- This jump was inspired by u/Pokebrat_J's Vampire the Masquerade Bloodlines Jump as well the Vampire The Masquerade 20th Anniversary Jumpchain by u/ClayMonkey1999 and u/Only-Cellist2989. Thank you for your hard work on your respective jumps. I tried not to rip off any other jumps but some things were inspired by the listed jumps and the Aqua Vitae and Diablerie perks as well as the Disaster Averted toggle and first five levels of the Potence, Celerity and Fortitude disciplines were written by

u/Pokebrat_J and copied directly from his Vampire the Masquerade Bloodlines Jump (or slightly paraphrased) with his permission, so a big shout out to him for that. Also thank you to Daemonflayer for pointing out that some Kiasyd have Necromancy instead of Dominate and some Malkavians have Dominate instead of Dementation, Glorbith who helped me figure out how to make the quick navigation work and to everyone who caught my numerous typos.

- I enjoy the Word of Darkness but I am by no means an expert. I apologize for any lore I may have gotten wrong and canon takes precedence if there is any conflict between lore stated in the jump and official canon, with the exception of disciplines purchased in the jump (as I have tweaked several of those powers to make them worth spending DP).

- I use the term vitae and blood interchangeably when referring to the blood of a vampire. Vitae is just blood that is inside a vampire or ghoul and can be used to fuel vampiric abilities. Blood that a vampire drinks becomes vitae almost immediately.

- While some clans usually stick to a particular faction such as how most Tzimisce and Lasombra are usually sabbat, it is not unusual for individual kindred to go against the norm and join a different faction, thus your clan does not limit your faction choice.

- All vampiric weaknesses are lifted from you once the jump is complete. This includes your weakness to the sun and fire, your clan weakness and any drawbacks you take. This also causes the beast to go dormant and only awaken if you use a discipline that requires it before immediately going dormant again. With your beast dormant you have no chance of frenzy.

- While your beast is made a non issue at the end of the jump the Caged Beast perk means you won't have to deal with it during this

jump and also provides some protections from other influences as well.

- Each “bracket” of generation (neonate, elder, methuselah) actually contains several generation of vampire each (methuselah is fourth and fifth generation for example) but you will always be the lowest possible generation for your purchased generation “bracket”, with the exception of methuselahs who purchase the sire companion.

- There are some vampires who are considered independent. Such a vampire would likely fit the Anarch faction best.

- There is nothing stopping you from leaving your current faction to join another except for the animosity of the faction you left and the willingness of another faction to accept you.

- Drop ins are new members of their faction. Even if no one knows who they are, local members of the faction will know that someone of your description has joined the faction and they know how to contact you. Drop ins will begin the jump with a piece of paper in their pocket that explains how to contact local members of their faction.

- Gargoyles created using the gargoyle creation manual are semi sentient. They are about as intelligent as robots that are designed to serve, such as some of the less independent droids from Star Wars (Think more standard battle and protocol droids and less C3PO and HK47).

- Garou is what werewolves call themselves, just like vampires call themselves kindred or cainites.

- You can still take the Thaumaturgy path of Technomancy even if you start before it would make sense but you would be the only kindred to know that path and it likely wouldn’t be too useful to you for a while.

- Any further abilities of the sword of Nul would have to be fanwanked. I got my information about it from the White Wolf wiki and no more details about other abilities were stated.

- You will have to fanwank the passive increases from Potence, Celerity and Fortitude. In VtM each dot of Potence gives an extra dot of strength, each dot of Celerity gives an extra dot of dexterity and each dot of Fortitude gives an extra dot of soak (for soaking damage) but it unclear what the value of a dot actually is because they are not linear. For example one dot of strength allows you to lift 40 pounds, two dots allows you to lift 100 pounds and three would allow you to lift 250 pounds. The extra dots given by the disciplines are added to the characters base abilities so it's impossible to know how the passive boost would affect each jumper, so all I can say is fanwank.

- Some discipline abilities cost willpower instead of blood points in V20. You would have to fanwank how that works. Maybe they would just cost vitae (blood points) instead or maybe they are mentally taxing to use. Willpower points are a strange gameplay mechanic in my opinion and don't translate to narrative very well. Powers that normally cost permanent willpower would not cost you anything permanently in jump (or post-jump).

- This jump mostly follows lore and rules from V20 but does incorporate the occasional thing from other editions. A lot of the drawbacks in this jump were flaws from V20 or V5.

- Disciplines were mostly taken from the v20 core rule book but a few were either padded out or taken entirely from other sources (namely the Lore of the Clans and Lore of the Bloodlines books as well as Vampire the Dark Ages 20th anniversary edition.)

- The VtM rulebooks occasionally list multiple options for each discipline under the same level, especially the levels above five. I only listed one ability for each level to save space because the

discipline section is already insanely long as it is. You can still learn or develop the powers that aren't listed, create new powers within the disciplines or improve on existing powers, and if you purchased at least the first level of that discipline with cp (or it is a clan discipline) you have no risk of failure or drawbacks from performing the discipline.

Diablerie Note:

- Diablerie is the act of drinking from a fellow kindred until you have drained them completely dry and then continued to drink their very soul. Committing diablerie without the Diablerie perk has several downsides and risks. Firstly diablerie can be detected via certain thaumaturgy rituals and leaves black streaks left on the aura of the one who commits diablerie which can be detected with auspex discipline using aura perception. These streaks on the aura last for a number of years equal to the difference between the victim's generation and the diablerist's original generation with a minimum of one year. For example if a twelfth generation kindred commits diablerie on a tenth generation kindred their aura is stained with black streaks for two years.

  Even without auspex of thaumaturgy a kindred who has committed diablerie gives off a sense of wrongness for months that more sensitive kindred can pick up on. Secondly due to drinking in the victims very soul the one commiting diablerie risk being influenced by the one their victim. Such influence may simply be taking on mannerisms of the victim to having their personality completely subsumed by the victim. In the event that you are completely subsumed by your victim you fail your chain. Willpower perks will help you to resist the influence of your victim and anti corruption perks may eliminate any possible personality changes all together.

The benefits of diablerie (with or without the perk) is that if the victim is of a lower generation that the diablerist then the diablerist lowers their generation by one and possibly lower their generation further than that (though no lower than the generation of the victim) the diablerist also gains any disciplines (or other magic or supernatural abilities if using the Diablerie perk on a vampire from another setting) the victim has at half the level of the victim (to a minimum of one). Once a discipline (or other supernatural ability or magic) has been gained this way the diablerist can improve them with time and training just as they could if they naturally had the ability or discipline.

What it means to be kindred (This section may be skipped if you are already familiar with WoD vampires, or aren't interested in the exact details.):

- In order to not have the kindred perk be pages long I kept it concise, but I still wanted to put all the details somewhere in the actual jump for people who may be unfamiliar with the exact details of VtM's vampires, so here it is. Feel free to skip this whole section if you are already familiar with VtM or just don't care.

  Inside a kindred blood condenses, takes on mystical properties, and replaces all other bodily fluids. This blood is known as vitae. Vitae is what gives kindred their power. Kindred use vitae to fuel their disciplines. Kindred can also use vitae to boost their physical attributes, becoming stronger, faster and more durable for a short time. Vitae can also be used to rapidly accelerate healing and most wounds can be healed with enough time and vitae, even regrowing limbs. Vitae can also be used to perform the blush of life.

  By spending a little vitae a kindred may appear to be human once again for a night. While under the effect of the blush of life a kindred can eat and drink regular food and drink (though they gain no sustenance from it and will vomit it up again around an hour later),

their skin becomes less pale and warms, their heart starts beating, their lungs breathe once more and other bodily fluids return. While using the blush of life a kindred can have sex and enjoy it though they may not reproduce.

Anyone who drinks the blood of a kindred will become enthralled by them to some extent. The first sip of blood from a kindred will cause the drinker to develop strong feelings for the kindred. A second sip within a short span of time will cause the drinker to view the kindred as someone very important to them and finds it very hard to act against the kindred. A third sip of blood in a short amount of time will cause the kindred to view the kindred as the most important person in their life and have a great deal of difficulty not doing anything the kindred asks of them, this is known as a blood bond. If no other blood is consumed the blood bond will fade after a long period but most who are blood bound are made to continue to drink from the kindred that bound them which maintains and reinforces the bond.

Vitae has a further effect on mortals and animals and causes them to become what is called a ghoul as long as the vitae remains in their system. Ghouls are mortals or animals who have drank kindred blood and been empowered by it. Ghouls heal much quicker than they did before and have their physical abilities greatly enhanced. Ghouls also stop aging and can use the vitae within their system to perform the disciplines of the kindred that made them into a ghoul. Vitae remains in the system of a ghoul for around a month unless used to perform disciplines. Ghouls can hold enough vitae in their body to allow them to remain a ghoul and still perform disciplines but there is a limit to how much vitae a ghoul can contain.

The level of discipline a ghoul can perform depends on the generation of the kindred that made them a ghoul. If the kindred that empowered a ghoul was of an eighth or higher generation, the ghoul can only use the first level of disciplines, with lower generations enabling their ghouls to use higher levels of disciplines up to a fourth

generation kindred allowing their ghouls to use up to level five disciplines. No matter how much vitae a ghoul has in their body it will leave their system after a month, thus they are required to drink vitae at least monthly to remain a ghoul, failure to do so will see them instantly lose all benefits of being a ghoul and instantly age for any time they spent as a ghoul, which can lead to death if the aging is enough to kill the former ghoul.

The final ability of Vitae is to turn other mortals into vampires. Unlike making a ghoul this cannot be performed on animals. Turning a mortal into a kindred is known as the embrace. To embrace another the kindred drains a mortal of all their blood and then bleeds a small amount (usually a single drop) into the mouth of the one they are embracing. The newly embraced vampire will rise after a few minutes and be extremely hungry. The new vampire is one generation below the vampire that embraced them. The vampire performing the embrace is referred to as a sire and the newly embraced vampire is their childe. The childe is almost always of the same clan as their sire but occasionally they become a caitiff instead. It is possible to embrace a freshly dead body but success is not guaranteed and the longer the body has been dead the greater chance of failure, with it being impossible to embrace someone that has been dead for longer than five minutes. Once embraced any wounds heal but the body is otherwise incapable of permanent changes.

When a kindred uses their vitae for any purpose it is expended and can only be replaced by feeding (without the Aqua Vitae perk anyway). A kindred feed by drinking the blood of others. Feeding on blood is simple for a kindred as once they are embraced their canines become retractable fangs. When a kindred bites some it does not hurt (except for those affected by the clan Giovanni weakness), rather it leaves the victim in a state of ecstasy for a short time and while the victim does not remember the exact details of what happened they remember feeling immense pleasure.

A kindred may slake their thirst and replenish their vitae by feeding on animals (unless they have the Ventrue clan weakness or the Methuselah's Thirst drawback.) but animal blood is not nearly as tasty or as filling as human or kindred blood and it takes a large amount to restore vitae. A kindred requires more blood as they expend more vitae but even if a kindred never expends any vitae they still expend vitae just to wake each night. Kindred rise each night and sleep during the daylight hours. Even if a kindred is indoors and not exposed to the sun at all they still feel incredibly tired during the day and it takes great effort for them to stay awake or wake up during daylight hours.

The sun is a major threat to kindred as it will burn them to ash very quickly. Sunlight directly on skin will cause it to turn to ash almost immediately and sunlight through clothes or other such coverings won't take that much longer. Damage caused by sunlight and fire heals very slowly and it may take several nights for a kindred to fully recover from such wounds, while kindred suffer no more damage from fire than a mortal the fact that it heals so slowly makes it a threat.

Kindred must also contend with the beast. The beast is the voice within each kindred that encourages them to act in a more aggressive and animalist way. When the beast takes control it is known as frenzy. A vampire in frenzy loses all capacity for rational thought and is driven only by what caused the frenzy. The beast may cause the vampire to frenzy if the vampire becomes extremely hungry, extremely angry or extremely panicked. A frenzy caused by hunger will cause the vampire to feed until they are full, regardless of who they feed on where they are. A frenzy caused by anger would have the vampire viciously attack whatever caused the anger, as well as anyone who gets in the way, a panic frenzy would have the vampire do whatever they have to do to escape their fear (such frenzies are usually caused by sunlight or open flame).

Animals are said to be able to sense the beast and tend to react poorly to kindred in a way that makes sense for the individual kindred. Kindred who have at least one level of the Animalism Discipline do not prove these reactions from animals and they react the same to those kindred as any mortal.

It is important for a vampire to maintain their humanity or find an alternate path to remain themselves, the more out of touch they become the less human their appearance becomes and the more extreme their weaknesses are. A kindred who loses themself entirely becomes permanently possessed by the beast and is known as a wight.

If a kindred runs completely out of vitae they enter a state known as torpor. While in torpor the vampire appears to be a completely dead shriveled corpse (though they do not decay further) and are impossible to wake. A vampire can be awakened from torpor by placing blood in their mouth. A vampire will eventually awaken from torpor on their own but they will be starving and enter a hunger frenzy immediately. A vampire may also enter torpor if they take an extreme amount of damage that they cannot heal quickly such as from sunlight or fire, in such cases they slowly heal while in torpor and awaken when completely healed, likely hungry enough to cause a hunger frenzy.

If a wooden stake is forced through the heart of a kindred, they are paralyzed. They do not go into torpor but they are completely incapable of movement, though they remain awake and alert while paralyzed. The vampire immediately recovers once the stake is removed if it is removed at night, or the following night if it is removed during the day.

Beyond the sun, fire, stakes and the beast vampires must remember that though they can heal quickly from wounds that aren’t caused by fire or the sun that isn't’ the only way they can be destroyed.

Decapitation will kill a vampire instantly as will any other large amount of damage such as being blown up. Garou claws and fangs also do a large amount of damage to kindred that take just as long to heal as damage done by fire or the sun. A vampire could even theoretically be beaten to death if one were to beat them to a literal pulp. A dead vampire's corpse immediately ages to the age it should be had it not been embraced, a more recently embraced vampire would turn into a rotting corpse when they die whereas an ancient one would turn entirely to dust.

Thank you so much for reading. I hope you enjoy the jump and have a wonderful day!