

VtM Tremere NSFW Jump
V1.0 By u/Only-Cellist2989

“If you master magic, you can master others. If you master your mind, you can master yourself.”

— Tremere

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

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

Locations:

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

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

2) Hogwarts: Alnwick Castle in Northumberland, England. This Castle was used for exterior shots in Philosopher's Stone and Chamber of Secrets. Why here? Because you're a fake vampire wizard Mister Pothead.

3) Athens: Is the capital and largest city of Greece and had a strong presence a long time ago. Nowadays this place is known for its rocking nude beaches.

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

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

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



Origin:

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

Incel: Or femcel I guess. You're the kind of nerd that gives other nerds a bad name. Mortal background researcher.

Booky: My personal favorite is the naughty librarian archetype. Mortal background librarian.

Experiment: Experiment 57C you were an unwilling part of a crazy elders project to make their own bloodline. Mortal background Goth? I know an Otaku who would love to meet you if you're into Malkavians that is.

Drop-In: No new memories, no new whispers in the back of your mind, no friends or enemies. You are alone in the world of darkness, for better or worse, with a beast running in your veins. Hopefully you find a place to rest before dawn in the next ten hours.

Perks & Stuff:

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

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

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

Neocorvinus [1,000 CP]: Looks like Saulot finished breaking free from Tremere earlier than in the original timeline. Offered to swap with you? You became a 3rd generation Kindred and he became mortal again. You're not sure what happened after that, but you awaken to find yourself much more powerful. Now removing the 5 dot cap and setting all your Attributes 7 dots, except for Stamina, Perception, & Wits that go up to 10 dots. You will receive extra 500 Discipline Points to spend and can purchase above Rank 5, but I am not listing shit. If you want it read the wiki or fanwank there is just too much to list for each Discipline. As an added price you must take Eye Boner for zero CP.

Incel Perks, Items, & Drawback

Trivia [100 CP, Fee Incel]: You know a lot of random crap. One dot of fortune telling, haggling, panhandling, boating, demolitions, herbalism, hypnotism, lip reading, meditation, snake charming, speed reading, tightrope walking, cryptography, thieves can't, and hobo signs to keep you well rounded?

Timey Wimey Stuff [200 CP, Discount Incel]: After trying to help some techbro Venture see the future. You got yourself **Temporis** as an in-clan Discipline and one dot for free out of it. Last time you ever leave the haven just to do someone a favor.

4chan researcher [400 CP, Discount Incel]: When it comes to finding information about someone if it's on the internet you can and will find it. If you have ever seen the Internet Historian Capture the He Will Not Divide Us video's then you have an understanding of what I am talking about.

Jealous Little Shit [600 CP, Discount Incel]: Do you really think the world owes you anything just because you died a virgin? Fun fact it doesn't. If you find yourselves unable to attract women sexually doesn't give you the right to be openly hostile to them, or does it? Just like that you have power born from your sexual frustration and jealousy. Any damage you deal to a member of the opposite sex deals two times the damage it should. Whether that is from a gun, Discipline, perk, or even a cutting word that deals emotional damage it gets doubled. I think it's very unlikely you will ever get a boyfriend or girlfriend, but just in case you don't want your comments to hit twice as hard every time so this comes with a toggle.



Accounts [100 CP, Free Incel]: Got yourself moderator accounts on Reddit, 4chan, Twitch, and Onlyfans. What a pathetic life you must have led.

Scope [200 CP, Discount Incel]: It's shocking the number of incels that have shot up a school in their impotent rage. Hmm why do you own a lot of sniper rifles and a shotgun with a box of 200 dragon breath ammo?

Banker [400 CP, Discount Incel]: Oh, also a doomsday prepper I see. An underground shelter designed for long-term survival during catastrophic events like nuclear war, pandemics, or climate disasters. Makes one hell of a haven as it's buried two stories down and has a steel door with lead lining. The inside a large studio apartment fully furnished (by an incels standers) and has supplies to keep a mortal alive for a year.

Pyramid [+200 CP, Mandatory Incel for +0 CP]: As part of your initiation, which requires all neonates to drink from the blood of the seven elders of the clan when they are created. This means you are at least one step toward being Blood Bound to the clan and therefore must watch their step very carefully when around their leaders.

Booky Perks, Items, & Drawback

Naughty [100 CP, Fee Booky]: The naughty librarian isn't just a thing in erotic fiction. You practically ooze professionalism and sexy authority with every movement and speech. As long as your acting the part people feel a respect for your authority and want to fuck you at the same time. Got yourself 4 dots of Manipulation, 3 dots of Etiquette (library), 3 dots of Academics (Dewey Decimal system).



Peek [200 CP, Discount Booky]: Want to know something about librarians, their all peeping Tom's. Indeed you love to watch people have sex, whether that's hiding the bushes, a live streamer jerking it, or just a couple in the back of the library having a quickie among the stacks. It will make it a hell of a lot easier if people can't see you right? Time for invisibility **Obfuscate** is in-clan and the first dot free.

Knowledge is Power [400 CP, Discount Booky]: All that book learning has paid off hasn't it. Extra 800 CP for the Discipline section only and yes this perk reset at the beginning of each Jump. I know with a CP converted into DP at a rate of 1:2 why does this matter? Because you get to use it again in the next Jump …..if it has Disciplines.

Cuckold [600 CP, Discount Booky]: Just kidding this may be what you're into but it has jack shit to do with this perk. Your mind has overcome the biggest threats to Kindred, no not werewolves other Kindred. Finding yourself immune to any form of mind control, mind reading, and mental manipulation from an outside force. Not having to worry about half of the other Kindreds arsenal is a hell of a thing, just don't forget I said "outside" the beast is still a part of you and will try to control and manipulate you.



Professional Outfit [100 CP, Free Booky]: Seven sets of professional work clothing and a set of sexy librarian costumes for the bedroom.

Quite Workplace [200 CP, Discount Booky]: Can't be a naughty librarian without a library. It looks just like the New York Public Library (Stephen A. Schwarzman Building) on 5th Avenue in Manhattan you know the one from the good Ghostbusters movie.

Grimoire [400 CP, Discount Booky]: A book filled with every single Thaumaturgy ritual ever made, yes even the Rank 8 rituals. Just to be a completionist it also has Blood Sorcery rituals you know Thaumaturgy for 5th edition. If this book is stolen or destroyed it will reappear in your Warehouse after a week.

Easy [+200 CP, Mandatory Booky for +0 CP]: You are blood bound by only two draughts of another Kindred's vitae. The first draft is treated as if you had two.

Experiment Perks, Items, & Drawback

Getting Ready [100 CP, Fee Experiment]: Nowadays it's hard to find a place that sells goth clothing, make-up, and accessories even Hot Topic rarely carries even half of your sub-culture needs. Get yourself a sixth sense for wear to find and how to apply them to get the most bang for your buck. So boys, who have never put on eyeliner you just

know the best way to put it on to make the pale look good. What did you do for a living to afford all this stuff when you were alive?



Marble [200 CP, Discount Experiment]: Was that crazy asshole just mixing Gargoyle blood with his when he sired you? At will you can make your skin look and be as hard (yet retain its flexibility) as marble, granite, or stone. Combine with the ability to lock down your body preventing it from moving making you look like a statue. Is this useful up to you really, but you have **Visceratika** as in-clan Discipline first dot free.

Nekomimi [400 CP, Discount Experiment]: The Gargoyle were made from Gangrel blood so I guess this makes sense, but why can you grow kitty ears and a tail at will? **Protean** gained *Eyes of the angry kitty*, *Squirm*, and *Fluffy Bomb* along with **Fortitude** gaining *Unswayable Mind* and *Fortify the Inner Façade*. Not getting in-clan or anything, just these powers. New dream girl unlocked Huge Titty Gothic Cat Girl!

Dream Girl [600 CP, Discount Experiment]: You were always told that most perverts on the internet go for Big Titty Goth Girl from their dreams. Maybe that's how you got the power to control dreams? More likely the asshole turning people into vampires to show off how smart they are. Granted you all 5 Ranks of **Thaumaturgy XII** with both the willpower cost of using the Discipline on supernaturals and the fatal weakness of being possibly fatal removed.

Goth Family Car [100 CP, Free Experiment]: Black Pontiac 1938 Silver Streak custom limousine that yes looks just like the one from Wednesday Addams TV show. The

vehicle never needs any maintenance, has unlimited fuel, and if destroyed it will reappear fixed in a week.

Hidden Funds [200 CP, Discount Experiment]: No really where did you get a Swiss bank account with 3 billion dollars in it? Where did you work, is this family money, is it stolen or something, and why if anyone looks into it: it all looks legal? The amount resets at the beginning of each Jump.

Stone Tools [400 CP, Discount Experiment]: Books, blood vials, and tools used by Virstania the mother of Gargoyles herself when she made the Gargoyle Creation Ritual. Along with samples of her blood, of the Scouts (Gangrel-Nosferatu), Warriors (Gangrel-Tzimisce), and Sentinels (Nosferatu-Tzimisce) Gargoyles for you to play with.

Deficient Blood [+200 CP, Mandatory Experiment for +0 CP]: Too bad you're no longer able to create Blood Bonds with other Kindred through normal means. Yes, you can still bind mortals and ghouls, though the corrupted vitae must be drunk twice as much. Yep, six drinks over six different nights.

Drop-In Perks, Items, & Drawback

Auto-Spank [100 CP, Free Drop-In]: After carving thaumaturgical rituals into your flesh you have awakened something sexy. Whenever presented with the opportunity to have sex you "blush of life" automatically activates to try and seize the opportunity. Want to know the best part: it's free? Yes, trying to talk a mortal into your bed you will look, act like a living mortal, and actually have sex the blush will continue until you finish. The freebie only works for sex and sex adjacency interactions with mortals (and Kindred) so no auto if you're just trying to talk your way around your problems. Too bad this doesn't work for snuggling as that's post sex.



Warm & Cozy [200 CP, Discount Drop-In]: When you slumber your body doesn't become a cold corpse but warms to just below the normal body temperature of a human. Anyone taking a close look would still notice you're not breathing and didn't have a heartbeat. Oddly the warmth of your sleep has given you something cold when awake. I guess you're a Discipline inceptor now **Gelidus** is an in-clan and the first dot is free. Maybe stop carving runes into your flesh while you're ahead and good luck with the cold hands.

Bussy [400 CP, Discount Drop-In]: Legends of the so-called boy pussy. How did you even carve that ritual on your butt? Your anus is now an erogenous zone comparable to that of a vagina, producing twice the lubrication of a vagina when aroused. You can even pass the "gift" to a mortal that has consumed your blood. As mortals also need that end for waste expelling, mortals have their digestive system begin to work like a Kindred's does to blood used to fuel their Disciplines. Yep, the waste is magically burned away somehow so they never need or can shit again it just disappears in their intestines. Post Jump if you want this part of the perk can also apply to you. Maybe you like shitting?

Perfectly Normal [600 CP, Discount Drop-In]: Oh, MiserableOne6189 freeuse is also my favorite sub-kink in the mind control kink factory! Your perverted mind passively generates a perception filter that normalizes what you do/say to be seen as common sense/normal. As long as it's sexual, perverted, or involves nudity and doesn't result in great violence (a spanking is fine, a gunshot not so much) then everyone will fail to notice. Get on the train naked ok, jerk off into someone's food fine, public raw dogging who cares, even feeding in public is no problem (as long as they don't faint from blood loss), but slap someone hard enough across the face for them to cry and now everyone is looking at you with the field dropping. Yes, this is like *Blithe Acceptance*, but only for sex stuff. Fucking other people's wives in front of them without them even batting a eye is great and all, but maybe you want them to be mad about it? If so post Jump this comes with a toggle.

Beach House [100 CP, Free Drop-In]: A little on the small size, Hawaiian themed furniture, and completely paid off. Why would you want a place full of windows that point right to the dawn. It's simple this place is enchanted to have everyone inside to have the Auto-Spank perk as long as they are inside. Boy will your Kindred guest be super confused when you make a pass at them and you both suddenly "blush of life" without spending any blood.

RMS Poseidon's Throbbing [200 CP, Discount Drop-In]: Luxury yacht that's not actually a Royal Mail Ship (ship prefix), but a floating party boat made to help you get laid. It comes with a small crew of mortals that can sail your new haven around. Their

pay comes from a secret account of a now dead member of the Pyramid. So no need to worry about them quitting because you don't have any money. The boat never needs any maintenance, has unlimited fuel, and if destroyed it will reappear fixed in a week.

Blood Tech [400 CP, Discount Drop-In]: A drone that floats around above you recording whenever you have sex. It doesn't make sound and has its own passively perception filter preventing people from noticing it. If you had sex last night you will wake at dusk with a new thumb drive filled with a video (that somehow looks professionally shot) of your conquest. The drone never needs any maintenance, has unlimited charge, and if destroyed it will reappear fixed in a week. You don't know if there is Nosfratu somewhere piloting it, if it has a pervy A.I., or if your Tremere magic just makes it work, but do you even care really?

No New Magic [+200 CP, Mandatory Drop-In for +0 CP]: You're not here for all this magic shit no no no you're here for pussy (and or cock)! Your sex drive has steadily overcome any ability to learn any new Disciplines even in-clan that you haven't paid CP for. As you're not going to learn anything new in the next ten years you may as well go find someone to warm your bed, right?

Disciplines

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

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

> **Rank 1:** *Feral Speech* - Speak telepathically with an animal that you can make eye contact with.
>
> **Rank 2:** *Beckoning* - Summon one type of animal to you.
>
> **Rank 3:** *Song of Serenity* - Soothe a creature, making them docile, sleepy, and even help bring a Kindred out of Frenzy.
>
> **Rank 4:** *Subsume the Spirit* - Possess the body of an animal for spying or as a long ranged weapon.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Dominate: You can overwhelm another person's mind with the power of your blood, a little eye contact, and a spoken word. This discipline is discounted for **[Tremere]**

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

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

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

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

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

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

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

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

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

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

Fortitude: The power to protect your body from damage.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Potence: Hulk Smash!!!

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Temporis: Manipulate the flow of time itself.

Rank 1: *Time Attunement* - You have a perfect internal clock sensing the passage of time exactly as well as any temporal distortions.

Rank 2: *Internal Recursion* - Cause a target to unknowingly repeat a set of actions over and over.

Rank 3: *Lapse* - Cause a target to move slower in time like something out of a Bugs Bunny cartoon.

Rank 4: *Cowalker* - Stop time for a moment in order to appear in two places at once. Wait like a flash step from Bleach.

Rank 5: *Clotho's Gift* - Accelerate your time frame in order to take several actions a round. To an outside observer it looks like super speed.

Thaumaturgy I: The Path of Blood is usually the first kind of sorcery warlocks learn. This discipline is discounted for **[Tremere]**

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Thaumaturgy VI: Path of Technomancy control over modern technology. Prerequisite for each level you must have purchased the same or more Ranks of Thaumaturgy I.

Rank 1: *Analyze* - Learn how a device works.

Rank 2: *Burnout* - Cause a machine to malfunction with a look.

Rank 3: *Encrypt/Decrypt* - Cause a device to only work for you.

Rank 4: *Remote Access* - Operate a machine remotely is a ghost using your PC

Rank 5: *Telecommute* - Project your mind into the global telecommunication network. Yes it's time to join the Superhuman Samurai Syber-Squad and protect all your favorite porn sites.

Thaumaturgy VII: The so-called Sielanic Thaumaturgy Path of the Shadow World. Prerequisite for each level you must have purchased the same or more Ranks of Thaumaturgy I.

Rank 1: *See the Dead* - See the spirits of the dead and gain some knowledge of their attitude ... .as they're dead, probably in a bad mood.

Rank 2: *Repel the Angry Dead* - Ward wraiths away from specific locations ghosts, ghosts, ghost go away bother me another day.

Rank 3: *Command the Freshly Dead* - Command ghosts to serve your will.

Rank 4: *Army of Souls* - Summon ghostly warriors to serve as defenders or messengers and totally not for ghostly strippers.

Rank 5: *Walk the Road of Shadows* - Cross physically into the Underworld wait as you have a body in the land of ghosts does that mean you have spectral form there? Come on, have you not seen Danny Phantom living people in the ghost land as like ghosts in the living lands. Shit wait your undead never mind.

Thaumaturgy VIII: Path of Warding so just protect then? Prerequisite for each level you must have purchased the same or more Ranks of Thaumaturgy I.

Rank 1: *Bar the Common Passage* - Block a door and get alerted if something breaks the ward.

Rank 2: *Glyph of Scrying* - Create a glyph to monitor its surrounding area, the so-called magic spy camera.

Rank 3: *Runes of Power* - Ward an object with a rune that deals aggravated damage to everyone who touches it.

Rank 4: *Glyph of Enlightenment* - Create a glyph for scrying, communication and transmitting thaumaturgical powers.

Rank 5: *Secure the Sacred Domain* - Seal off an entire castle for one night or just the bathroom at a night club to be a dick.

Thaumaturgy IX: Vine of Dionysus the true power of drunk. Prerequisite for each level you must have purchased the same or more Ranks of Thaumaturgy I.

Rank 1: *Methyskein* - Make a victim slightly drunk.

Rank 2: *Omophagy* - Cause a victim to be ravenously hungry for Cheetos.

Rank 3: *Hamartia* - Give a target feelings of euphoria so doing MDMA.

Rank 4: *Enthousiasmos* - Cause multiple victims to enter a passive state of happiness. Great for parties.

Rank 5: *Oinos Aimatos* - Imbue your vitae with the effect of Enthousiasmos

Thaumaturgy X: Weather Control just like Storm from the X-men. Prerequisite for each level you must have purchased the same or more Ranks of Thaumaturgy I.

Rank 1: - Control fog so a party trick.

Rank 2: - Control rain just like that weird dude with feathers on his head dancing.

Rank 3: - Control wind finally getting good maybe.

Rank 4: - Control storm now were talking.

Rank 5: - Control lightning kinda like Thaumaturgy II?

Thaumaturgy XI: The much better Bloodlines version has more combat-relevant powers. Prerequisite for each level you must have purchased the same or more Ranks of Thaumaturgy I.

Rank 1: *Blood Strike* - A projectile will strike your victim. If you remain still and the victim lives, the blood shot will return with stolen blood from your victim.

Rank 2: *Purge* - Enemies near you will become violently ill, vomiting blood. Damaging to both normal and supernatural foes.

Rank 3: *Blood Shield* - A shield of blood envelopes you, absorbing a portion of all damage inflicted. The blood shield will dissipate only after it has absorbed enough damage.

Rank 4: *Blood Salvo* - Blood projectiles will strike several enemies. If you remain still for the duration, the shots will return with stolen blood from your victims.

Rank 5: *Blood Boil* - The target's blood is instantly heated to boiling, causing him to explode violently. Others nearby take blast damage from the explosion. This is *Cauldron of Blood* with an area effect damage added on.

Thaumaturgy XII: Gift of Morpheus finally magic that helps me get some sleep. Prerequisite for each level you must have purchased the same or more Ranks of Thaumaturgy I.

Rank 1: *Cause Sleep* - Force a single target to become drowsy or sleep, opposed to the target's Willpower. Added cost of willpower to affect supernaturals like vampires.

Rank 2: *Mass Slumber* - Affect multiple targets with Cause Sleep.

Rank 3: *Enchanted Slumber* - Force a target to sleep until a trigger event. Multiple successes extend sleep up to a year's best nap of my life. Added cost of willpower to affect supernaturals.

Rank 4: *Dreamscape* - Project your image into a dream, but has no control over the dream other than by her own actions within it. You either must have a belonging of the victim to use this power or are touching them.

Rank 5: *Master of Dreams* - In your dreams you can also be the master of sex. What oh yes, may start changing the target’s dreams, once she has entered them by using Dreamscape. If the target is a vampire, a Willpower point must also be spent. Once this power has been used, the target may also change her dreams with resistance rolls, and both may act in the dream as if they were awake. If either of you dies in this dream, also dies for real. Added cost of willpower to affect supernaturals. Freddy Krueger is going to sue your ass off.

Visceratika: This was exclusive possession of the Gargoyle bloodline until now.

Rank 1: *Skin of the Chameleon* - As long as you're not moving you can blend into natural and earthen surroundings. Things like stone walls, concrete buildings, dirty roads, & non-painted wood panels are all good for blending.

Rank 2: *Scry the Hearthstone* - Know where people are located within a structure made of mostly stone, concrete, mud, or break.

Rank 3: *Armor of Terra* - Harden your skin past solid stone allowing you to absorb damage much more easily, pain is deadened, and fire damage is halved.

Rank 4: *Flow Within the Mountain* - Pass through stone or cement like stepping through a doorway or rest inside like sinking onto the bottom of a river.

Rank 5: *Dark Statue* - You are physically unaffected by sunlight as long as you do not move, but still are affected by Rötschreck so good luck.

Items:

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



Wizards Tower [600]: Your own personal chantry filled with all the crazy protections born of a bunch of evil as shit vampire wizards. The stronghold has both a mundane electronic surveillance system and mystical wards throughout its structure. A library filled to the brim with ancient rituals, magical lore, occult secrets, and even mundane knowledge you would find in a mortal library. The outside of the building looks like a gothic stone tower with the inside up to your preference. So yes you can have the inside look like the insides of the USS Enterprise (NCC-1701-D) go for it. This tower has a minimum of four stories and a max of twelve stories with as many rooms inside as you want. You can change the size and floor plan at the beginning of each jump.

Companions:

Normal rules apply to max 8 companions.

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

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

Drawbacks:

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

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

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

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

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

Eye Boner [+800 CP]: Got yourself a third eye and shit load of problems. Your unable to feed on an unwilling vessel without dire complications, such as losing one Health Level per Blood Point slaked, the new eye eye weeps vitae when you use Disciplines that drives Kindred crazy with hunger, you are overwhelmed with empathy for a personal problem of mortals, and you really like winking at people.

Ending:

Did you know that “Tremere" means "to tremble" in Latin." Err...I mean good job not meeting the final death now pick a thing.....

Stay: Staying in this trash fire of a world?

Go Home: Probably a good idea after all this.

Continue: Sounds like fun.

Notes:

- Neocorvinus I said I would.
- Bussy transformation takes 10 minutes and is painless.
- Gelidus https://www.v5homebrew.com/wiki/Gelidus
- If you want your Marble make just make your skin look like it and still be soft to the touch like really good make-up.
- Hentia pics from CherryMouse, Ayanakitori, SleepyGimp, Andava, Master69m, DoubleDeck, Fellatrix, Tarakanovich, DevilHS, Yellowroom, Flook, zunta, Aelion, Arthur-Asa, Incase, Gaiidraws,
- Small Discipline list: yes I know there are a lot more out there. I have listed all the ones you are likely to learn from the Camerilla clans (20th anniversary edition) and from perks. If you want something I haven't listed, I am not stopping you.
- Post Jump removes the sunlight weakness from you and your companions. Doesn't work on anyone your sire in the future sadly, but they get your origins flavor of rich dicked automatically so that could be fun.
- Internet Historian Capture the He Will Not Divide Us
  He Will Not Divide Us Complete

