

VtM Brujah NSFW Jump

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“Throw off the Elder's shackles of the mind, reach into thyself and see the truth revealed. The Truth, as truth is seen, will illuminate your soul and heal your wounds. Know who you are, first, and be true to yourself. You are my children, all, but I would sooner shatter you like flawed pottery than have your weakness be that you are but a flawed copy out of my mold..”

— Brujah

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

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

Locations:

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

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

2) Dresden: The large city in eastern Germany and has the best bratwursts I have ever had. Why does this matter? It doesn't just want to share.

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) Dallas: Debbie does Dallas! Oh and it's also a place in Texas. It's a Camarilla city far enough from the board that you would have trouble getting back-up form the Sabbat of Mexico will be difficult. On a lighter note, there are a lot of underground places to gamble and whore houses.

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.

Origin:

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

Dinwit: I am not going to lie, I have a VERY low opinion of the Brujah clan. I may not like some of the other Clan's I am looking at you Tzimisce, but at least they aren't all played by wannabe punks. This origin is that in a nutshell.

Champagne Socialist: People who grow up rich in a democratic capitalist country and wishing the country was a communist utopia. Not understanding what communism, capitalism, or socialism even really are or why all three are flawed in different ways.

Philosopher King: Fuck your not like the shit heads above are you even a Brujah?

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:

Brujah [0 CP, Mandatory]: You are no longer counted amongst the living, now one of the supernatural predators of humanity that share the blood of Troile, The cunt that diablerized their own dad. 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.

Why Not [1,600 CP]: I normally have a drawback at the end that really hurts, but fuck the Brujah I am just charging you CP to kill there current cannabil king and take his place. You became a 3rd generation Kindred now removing the 5 dot cap and setting all your Attributes at 7 dots, except for Strength, Dexterity, & Stamina 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.

Dinwit Perks, Items, & Drawback

Blue Steel [100 CP, Fee Dinwit]: The signature, intensely smoldering facial expression of a legendary male model that bears a strong resemblance to Ben Stiller. You're great at striking poses like some kind of poser. Outside of selfies and maybe picking up someone into hitting themself with a hammer (it's a real think Google looksmaxing and laugh).

Blonde [200 CP, Discount Dinwit]: Have you ever seen a bunch of horny fools hit on a dumb blonde and notice by the end of the night all of them are acting stupider than her? You have the same effect on everyone within 15 meters (about 50 feet) slowly draining their IQ points (temporarily). This works on mortals easily with supernaturals having a passive resistance taking much longer to take effect. After an hour or two you would be the smartest person in the room. This gets a toggle post jump.

Positivity [400 CP, Discount Dinwit]: This place drains the hope out of everyone then adding monsters are real is a massive kick to the willpower. You are immune to depression and can always find the bright side of unlife. If this was the DC universe I would say you could make a perfect Blue Lantern, but it's not so I am adding **Chimerstry** as an in-clan Discipline with the first dot free. Go forth and so a bunch of Kindred a fake sunrise that doesn't burn just makes them cry.

Zen [600 CP, Discount Dinwit]: Wait what? Your brainless bliss has done something to your beast. It quit and left? What do you mean it quit? Your beast leaving has you, with no more worries about every Frenzing. In future jumps this perk removes any unwanted side effects of your supernatural powers on your mind and just the mind not the body. So you can use your visored mask (Bleach) without fear of unwanted hollowfication.



Orange Mocha Frappuccino [100 CP, Free Dinwit]: A 1967 Ford Bronco that never runs out of gas or needs maintenance. *"If there is anything that this horrible tragedy can teach us, it's that a male model's life is a precious, precious commodity. Just because we have chiseled abs and stunning features, it doesn't mean that we too can't not die in a freak gasoline fight accident."*

Tiny Call [200 CP, Discount Dinwit]: Where did you find this phone? It's only 46.7mm tall, 21mm wide, and 13 grams. It's so needlessly small and yet constantly updates itself with the newest technology. Did a mage make it or something? The best part is no one can ever wiretap this phone.

The Last Round [400 CP, Discount Dinwit]: Not the original but a biker bar modeled after it to look tough. Not that one in Downtown Los Angeles is really all that tough, but it's all about looking, not being. Not a half bad hunting ground if you like the taste of bikers and doubles as a haven if needed. You're the legal owner just don't expect anyone to give a shit.

Zoolander [+200 CP, Mandatory Dinwit for +0 CP]: *Where in all of God's green goodness am I gonna find someone that…BEEF-HEADED?!* Your intelligence score is set to 1 dot and it can't be raised. NO not one but a ½ dot! Your IQ would make most people laugh and others just shake their heads.

Champagne Socialist Perks, Items, & Drawback

Involved [100 CP, Fee Champagne Socialist]: Do you know what Asmongold and Hasan Piker have in common? They both don't know shit about actual politics! Right or Left wing it's not about knowing what you're talking about, it's about being the loudest craziest jackass around. Like them you are able to be a loud piece of shit and still get people to listen even if you have zero idea what you're talking about. A charisma perk for fools that don't understand listening and believing are two different things.



Privilege Check [200 CP, Discount Champagne Socialist]: You may not have any self-awareness, but you are shockingly good at spotting the problematic behavior of others. It's

always good to attack someone with a perceived microaggression like some kind of lunatic. All that crazy brings out the rage and the rage, brings out the crazy. What yes, it does sound like a 4th in-clan Discipline **Dementation** with the first dot free.

Sovereign Citizen [400 CP, Discount Champagne Socialist]: Pick one law or rule of society and just break it consequences free. This can be mortal or Kindred society; the authorities will still detain you, but will just have to let you go. This perk recharges once a year or at the start of a new Jump whichever comes first.

Revolution [600 CP, Discount Champagne Socialist]: If you can't get people to agree with you on politics why not just brainwash them. When someone consumes your blood three times they don't just fall in love with you they become part of your hivemind. Think of the Borg queen for your role in the ~~dictatorship~~ collective commune. You can choose how much of the original person remains and how much of their sense you experience. Like the blood bond you will have to keep this connection up once a month. Now you can finally change the world for the better or just rule it I guess.

HOA [100 CP, Free Champagne Socialist]: A bunch of soulless busybody that do everything they can to police bullshit rules that some assholes made up. For whatever reasons the local home owners association has you listed as their head. This group of mortal monsters will count as followers for Jumpchain purposes and as retainers as World of Darkness goes. You start with 10 evil minions.

HR [200 CP, Discount Champagne Socialist]: In the internet age the world never sleeps and neither do multinational companies. In order to bring them into your vision of Diversity, Equity, and Inclusion you formed an organization Night Human Resource. Helping to police the culture of 24 hour operating companies. You could actually use this group for good and change the system for the better or abuse your power to have the companies hire only unqualified people just because of some raciest sexiest bullshit you feel. The 40 misguided minions count as followers/retainers.

Commune [400 CP, Discount Champagne Socialist]: An old hippy collective farm community. All the families moved here in the late 60s and early 70s resulting in a bunch of dirty drug addicts and their conspiracy theory loving geriatric parents. If you enjoy feeding on substance abusers then you will really enjoy having access to 80 blood dolls of that type just wandering around. With the correct use of Disciplines or perks you could even turn the roughly 200 residents into followers as well.



Pointless Rage [+200 CP, Mandatory Champagne Socialist for +0 CP]: The self-control of an initiated toddler raging without thinking. You will find yourself anger frenzing more often than not. You're the reason people use say Karen and social justice warrior as slurs.

Philosopher King Perks, Items, & Drawback

True Brujah [100 CP, Fee Philosopher King]: The original descendants of the Antediluvian founder no not the little cannibal bitch Troile. Go ahead and swap **Celerity** for **Temporis** as the in-clan Discipline.

Sage [200 CP, Discount Philosopher King]: With knowledge we can overcome the murk and mire of ignorance. To that end you need to know as much as you can. Academic knowledge of European, African, & Asian history, ancient Greek & ancient Chinese philosophy, English & Japanese literature, theology, human & garou astrology, parapsychology, chemistry, and Kindred lore all at the equivalent of 3 dots.

Solomon [400 CP, Discount Philosopher King]: The wisdom of Solomon is something to be proud of if it wasn't for the fact the wise look down on pride. He was still a mortal so set your Wisdom attribute to 5 dots equivalent. This is the world of Darkness and this may not be as useful as it would in others. Hmm **Auspex** as a 4th in-clan Discipline with the first 3 dots free.

Rewind [600 CP, Discount Philosopher King]: Once every Jump if you face the final death. Time stops and your mind rewinds back to your body when you first entered the Jump. This is a get out of death free card that works once each Jump. Lucky for you time you spend in that world already counts to your 10 years timer.



Old Scrolls [100 CP, Free Philosopher King]: Ten ancient untranslated scrolls written by Solomon the wise. Take your time and unlock greater wisdom.

New Scrolls [200 CP, Discount Philosopher King]: Even someone with great knowledge and wisdom just needs to turn off their brain to enjoy themselves. You have a collection of every Elder Scrolls game ever made and the hardware to play them.

Shadow Doors [400 CP, Discount Philosopher King]: Two doors just standing in the middle of the room. One leads to the Biblioteca Iskandrina, which exists in the Vulgate of the High Umbra and the Great Library of Stygia exists in the Shadowlands. Both are

the last echoes of the Library of Alexandria with knowledge and wisdom of ages long past into darkness. These are places of learning so no hunting unless you want the creatures that reside there to take umbrage with your presence.

Died Inside [+200 CP, Mandatory Philosopher King for +0 CP]: You're cold, detached, morose, and passionless at all times. You're going to find it very hard to connect with humanity.

Drop-In Perks, Items, & Drawback

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

Tattoo Taboo [200 CP, Discount Drop-In]: I don't know about you. I love a cool looking tattoo but hate seeing them on a member of the opposite sex. Why deface a beautiful form with graffiti? Is this a sexist double standard maybe and I don't give a fuck! If you want to remove a tramp stamp from an otherwise perfect behind, you are going to need this 4th in-clan Discipline **Vicissitude** with the first dot free.

Big Gulp [400 CP, Discount Drop-In]: *If one drop of semen contains more life than a drop of blood, why don’t vampires suck cock?-* Adam Roos. Now instead of taking one life you may take many lives in one Load. Along with blood you can consume fresh from the source's semen Load to refill all your lost Vitae. You could even swap blood and dick juice for only warm white cum if you feel like giving a hell of a lot of head every night. Lucky anyone dying for a blowjob can almost sense your hunger at a subconscious level and what you are willing to do to feed it. *This I stole from an older Jump that wasn't technically NSFW funny that.*

Shuangxiu [600 CP, Discount Drop-In]: A concept in Daoist internal alchemy and East Asian fantasy tropes where a man and a woman balance. Dual Cultivators refine the energies that are generated through sexual activity between men and women. That's chi shit is all fake anyways, but having tons unprotected sex can somehow generate Vitae for both partners. Two kindred spending at least thirty minutes screwing and at the end both have their Vitae pools filled. A Kindred and a mortal will generate it the second the mortal cums. Don't forget the mortal gets some Vitae also. This technically makes them a temporary revenant as it's self generated Vitae.



Bug [100 CP, Free Drop-In]: A classic 1964 Volkswagen Beetle that never runs out of gas or needs maintenance. I am going to level with you. I just want one. The little German cars aren't even that great, I just like them.

Brit Bar [200 CP, Discount Drop-In]: You have a brand new Wetherspoons staff by a great group of mortals all with the thickest Yorkshire accent you have ever heard. The bar serves authentic British pub food and drink. Generating a decent profit even if you never set foot in the place as the manager is crazy good at her job.

Bordello of Blood [400 CP, Discount Drop-In]: You own a well-established club-style brothel in the city you arrive in. Comfortable accommodations, about 40 attractive and skilled workers, and most importantly, it generates substantial income for you. It doesn't need to be managed by you as it has a skilled Madame, and your employees are shockingly loyal. *This time it wasn't laziness, but I really wanted to reuse it.*

Murder Boner [+200 CP, Mandatory Drop-In for +0 CP]: Where committing acts of brutal violence or embracing primal instincts of the Beast leads to a literal physical arousal. Yes, when you rage Frenzy you are so rock hard/gushing wet that you have to fuck someone just to fully come down from the Frenzy. If you like having your higher brain functions cloud, then I guess to don't have sex.

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.

> **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! This discipline is discounted for **[Brujah]**

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Dominate: You can overwhelm another person's mind with the power of your blood, a little eye contact, and a spoken word.

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

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

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

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

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

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

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

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

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

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

Fortitude: The power to protect your body from damage.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Presence: The subtlety gift of supernatural allure and emotional manipulation. This discipline is discounted for **[Brujah]**

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.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Items:

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

Companions:

Normal rules apply to max 8 companions.

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

case it wasn't clear, one costs 50 CP, up to four costs 100 CP, and up to eight costs 200 CP.

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

BTGG [100 CP]: A Big titty goth girl that just so happens to also be a massive nerd! She is that weird mix of dark gloomy Weggy Board summoning and My Hero Academia watch party. She has a kink list a mile long with incest, futanar, and hentai being high on the list and one hyper fetch vampires lucky you. Maybe sire or ghoul this one before she does a masquerade breach trying to get your attention. If you're not into the ladies how about a BCGB, yes, a big, cocked goth boy. *Yes she is also back, because I wanted to.*



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!!!

Ending:

Did you know that "Brujah" means "witch" in Spanish." Yep that has nothing to do with the Clan it's just a fun fact nothing else. Err...I mean good job not meeting the final death now pick a thing.....

Stay: Staying in this trash fire of a world?

Go Home: Probably a good idea after all this.

Continue: Sounds like fun.

Notes:

- Gelidus https://www.v5homebrew.com/wiki/Gelidus
- Hentia pics from CherryMouse, Ayanakitori, SleepyGimp, Andava, Master69m, DoubleDeck, Fellatrix, Tarakanovich, DevilHS, Yellowroom, Flook, zunta, Aelion, Arthur-Asa, Incase, Gaiidraws, xpress, dindin, MLeeLunsford
- Small Discipline list: yes I know there are a lot more out there. I have listed all the ones you are likely to learn from the Camerilla clans (20th anniversary edition) and from perks. If you want something I haven't listed, I am not stopping you.
- Post Jump removes the sunlight weakness from you and your companions. Doesn't work on anyone your sire in the future sadly, but they get your origins flavor of clan weakness automatically so that could be fun.
- This is all in good fun as I don't give a shit about American politics.