

Vampire: the Masquerade

In the beginning of history, Caine was cursed by God for the murder of his brother Abel. Caine became the first vampire and spread his curse to a Second Generation of Vampires. These sired a Third Generation and under Caine they ruled the city of Enoch. Then the Biblical flood came, and in the ensuing chaos the Third Generation murdered the Second. For this treachery Caine cursed each one. Now these Antediluvian vampires sleep in hidden sanctuaries, psychically manipulating the vampires of their respective bloodlines in far reaching and subtle conflicts against one another.

But all that is seemingly far removed from the night to night existence of the modern vampire. For them, modern vampire politics dates back to the Inquisition of the 15th century. The vampires of Europe began to embrace rampantly to create cannon fodder against the witch hunters' fires. The younger vampires, realizing that they were nothing but sacrificial pawns, started the Anarch Revolt. They began hunting down their own elders to claim their blood and mystical power. Order was finally restored with the formation of a grand vampiric conspiracy, the Camarilla.

The Camarilla defend vampires' parasitical relationship with the kine (mortals). They work to uphold the Masquerade, the great secret of the existence of vampires, on a global level. Individual cities are controlled by a Prince, an autocrat who parcels out feeding territory, approves the transformation of mortals into vampires to prevent overcrowding, and organizes responses to breaches of the Masquerade and encroachment by rival conspiracies. They support the path of Humanitas, clinging to their former human natures to contain the Beast that lies at each vampire's heart. They call themselves Kindred and explain the paradox of their nightly existence as predators as "A beast I am, lest a beast I become." They downplay the truth about Caine and the earliest vampires to prevent the younger vampires from noticing that the sect is secretly controlled by the Antediluvians.

The Anarchs were granted membership and protection by the Camarilla. They live primarily in Camarilla cities, where they are allowed to criticize the Camarilla leadership and protect the rights of younger vampires. Occasionally they will claim a city themselves, especially in the Anarch Free State of the western USA. Anarch cities are ruled by Barons, who act much like Princes but with perhaps less arbitrary tyranny.

Those vampires who refused to hide themselves away and wished to continue their reign as dark lords of the night formed the Sabbat. The Sabbat live as packs bound to each other through a ritual of blood sharing called the Vaulderie which binds members of these anarchic gangs to one another. They proclaim that they are free from mortal weakness and run their cities as gang ridden hellholes full of death and chaos, but they also quietly enforce the same conspiracy of secrecy as the Camarilla does, as they know that humans would kill them all if they were exposed. They retain the old name for vampires, Cainites, as they are a cult to Caine, believing that they are serving his will in fighting the Camarilla and its Antediluvian masters. They claim to have killed two of the Antediluvians already. In truth, those two faked their deaths and the Sabbat are as much the pawns of their elders as everyone else.

A minor fourth sect of elders called the Inconnu seek Golconda, a mythical state of grace in which a vampire weakens the curses that afflict them through attaining a saintlike state of morality. They are small, having at most as single Monitor in a city, and largely unconcerned with other vampires.

These sects fill unlife for the average vampire, giving them something to strive for and a reason to politic against each other. Four independent clans maintain their own territories, while sub-Saharan Africa never experienced the witch hunts that led to the Camarilla's founding, leaving the native Laibon to continue more traditional lifestyles. East Asia is almost entirely held by the Kuie-jin, a rival type of blood drinking corpse who resist Kindred encroachment. In India the two kinds of vampire are in an ancestral blood war.

But to the recently embraced neonate, what matters is surviving. Dealing with your curse, getting your nightly fix of blood, making sure that you don't surrender to the Beast or leave behind any evidence of your existence, and dodging the Sabbat, vampire hunters, and the plots of your elders. These are the Final Nights, and soon the Antediluvian blood gods will rise from their ancient tombs to devour their get and conquer the Earth.

You have 1000 CP to help you dance through this Masquerade.

Starting Location

Roll 1d8 or spend 50CP to choose.

1) **Chicago-** By all appearances, Chicago is a Camarilla city that has been dominated by the struggle between the forces of Prince Lodin and his allies (which include Al Capone) and his various rivals, such as Prince Modius of nearby Gary. Unknown even to himself, Lodin is the pawn of the ancient vampire Helena, who has been feuding with another vampire, Menelus, since she betrayed Carthage to Rome. She followed Menelus to the new world and the Native American tribe he was hiding amongst. They drove each other into torpor in battle before Chicago was ever founded and have been gathering pawns against each other ever since, with Menelus being behind every enemy Prince Lodin ever had. Helena has recently awakened and is secretly pretending to be a Neonate name Portia. And within all those plots, several Sabbat scouts are hiding in the city, plotting to bring the Camarilla down with the help of Lupine pawns.

2) **Berlin-** The reunification of East and West Germany has led to the fall of the Berlin wall. Now the Camarilla watches the conflict between the Princes of former East Berlin and West Berlin and considers intervening. The Prince of the east is Gustav, a Ventrue Elder who was instrumental in the founding of the Camarilla. He was the Prince of Berlin for centuries but lost power until he was a mere figurehead for his child Wilhelm. He regained rule of the east with the help of the Russian Brujah communists and enforces order brutally. Wilhelm himself rules the west far more liberally, which has led to the rise of the neo-nazi Anarchs of the Final Reich, who ironically support Gustav. The other Clans try to manipulate both sides to prevent either one from gaining control. Meanwhile, Heinrich Himmler leads a secret coterie of Sabbat Cainites while pretending to be a loyal member of Clan Tremere and the Gangrel work to prevent other Kindred from interfering with the Grunewald where a sept of Get of Fenris Lupines hold territory.

3) **Los Angeles-** Heart of the Anarch Free State, Los Angeles saw the destruction of its Prince and Primogen council by the Anarch in the 40s. The revolt's leader, Jeremy MacNeil, refused to take control and the area is now carved up by various rival gangs whose leaders are referred to as Barons. One of the Barons, Mohammed al-Muthlim of the Crypts' Son, is secretly loyal to the Sabbat and merely awaiting orders to aid them in another siege of the city, though he has also accidentally caused the creation of a gang of mortal vampire hunters, the Blood, that oppose his gang.

4) **Montreal-** A Sabbat city ruled by monstrous packs of Cainites who torture humans for fun, Montreal is controlled by Archbishop Sangris. Sangris is secretly an Infernalist who hopes to cause chaos by using his proximity to Metathiax to make him contest Sangris's own demonic master for Sangris's soul, allowing him to swap bodies with someone nearby when he finally dies. Metathiax is a

demon bound in nearby Mount Royal by the sacrifice of the Hochelaga Huron tribe. He is responsible for a variety of occult phenomena around Montreal and controls both an entire Cainites biker gang and a subterranean horde of insane mutant vampires.

5) **New York-** A stronghold of the Sabbat, New York is large enough that other players have taken their own slices: the Camarilla is ensconced in Manhattan to control Wall Street, Harlem is Settite territory, and Clan Giovanni controls the Mob. Deep in the sewers, the Nosferatu fear a giant fleshy growth that absorbs other life forms, believing it is one of the legendary Nictuku which are said to hunt their Clan. In truth, it is the Antediluvian of Clan Tzimisce, slowly awakening in preparation for Gehenna.

6) **Cairo-** Nominally a Camarilla city, the Prince Mukhtar Bey rules mostly through respect from the other Kindred leaders who have their own domains in the city. These include a Lasombra line of whom many are openly Sabbat and secretly the ancient Cappadocian Angelique, thanks to whom the area west of the Nile is considered off limits and Clan Giovanni is banned from the city. Mukhtar is the world's first Caitiff Prince and has announced his protection for his fellow clanless, giving them prime feeding territory in his own domain and drawing them in from all over the world. This is all part of a plan to sacrifice the other Caitiff to the Antediluvians once Gehenna comes in hopes of being spared himself.

7) **Mexico City-** This is the Sabbat's headquarters, a city full of roving packs of Cainites who torture mortals for fun. Here the Regent, Melinda Galbraith sets policy for the entire Jyhad against the elders and their Camarilla pawns. Unfortunately, she is secretly an Infernalist in service to the Baali Methuselah Huitzilopochtli who sleeps in torpor beneath the city. She works alongside the Nosferatu Antitribu, Lupines, and mages of the Wyrms worshipping cult beneath the city sewers and plans to help awaken Huitzilopochtli within the next several years.

8) **Free Choice-** You can start anywhere you want in the World of Darkness.

Races

Kindred(Free)- You were once a regular human, but then you were embraced. A vampire, your sire, drained you completely of blood and fed you some of their own. Your new undead body is hardy, especially against blunt force trauma. However, the same undeath that makes you difficult to harm prevents you from naturally healing any wounds. You must spend Vitae, your very blood, to heal yourself, though doing so cures wounds with near-instant supernatural speed. Certain kinds of attacks, fire, sunlight, the fangs and claws of other supernatural creatures, or massive amounts of electricity are "aggravated." Healing these requires massive amounts of blood and entire days of rest. Piercing your heart with wood is not aggravated damage, but it will paralyze you until it is removed. Your body also looks and feels dead: pale, cold, and not breathing, and age will only make your skin even paler. Spending Vitae can reverse this and make you appear alive for a short while.

Vitae can also be used to enhance yourself. You can increase your strength, dexterity, or stamina (separately) to just over peak human for around a half hour, though the greater the distance from your baseline the more blood this costs. You can push them even higher from there, but this is less efficient, lasting only a few moments for the same cost.

The Kindred have access to occult powers fueled by blood beyond these basics. Powers are arranged according to a certain theme and developed in sequence, with more powerful abilities requiring weaker ones be learned first. Three of these Disciplines come naturally to you based on your Clan or Bloodline. Others may only be learned from a vampire who already knows them in a process that starts with drinking the tutor's blood. Once a Discipline's most basic level is learned, you may continue developing its more advanced skills without outside aid, but even that one drink carries the price of the blood bond.

Each drink of your blood will advance a blood bond through its three stages, but only if taken at least

one night after the previous one. At the first stage, they will often think about you and will subconsciously seek out places they expect you to be. In the second stage, it becomes difficult to go through with harming you and you are an important emotional figure in their life and can more easily manipulate them. A person may only be subject to a single blood bond of the third level at once. At this stage, they feel true love for you and find your mind control powers more difficult to resist. It takes many months without contact with you (and certainly without drinking more of your blood) for a regular person to regress one stage down. Someone with peak human willpower could do the same in only two months, while someone with even more could break it nearly instantly.

Feeding your blood to a mortal (human or animal) will also make them into a Ghoul. Ghouls can learn the weakest powers of the vampiric Disciplines. They all start with super strength and can develop any Discipline you know as well as super speed or super toughness, though they have no way to pay for these other than through the Vitae you feed them. Going a month without drinking Vitae will revert them to human. Ghouls do not age, though if they vastly exceed their normal lifespan they will quickly age to death if they lose their supply of Vitae. Ghouls can only hold a fifth as much Vitae as even the weakest vampire, though they can potentially be force fed more at the cost of hallucinations, but they can heal damage like one of the Kindred, potentially even regrowing limbs. They may Frenzy like vampires, but it is much easier for them to control.

Vitae may be useful, but there comes the small matter of obtaining it. Kindred have fangs but they are retractable, allowing you to appear human. Drinking someone's blood is intensely pleasurable, enough to paralyze your victims or even make them seek out the sensation again. You can lick fang wounds closed to prevent your vessels from bleeding out, but the blood loss itself can be dangerous. A weak vampire would need to drain a human completely dry to fully refill their own stores of Vitae. They could get the same amount by hospitalizing two or safely drinking from five. Animal blood is less mystically potent, with two cows or twenty birds providing the same amount of Vitae as a human. Supernatural creatures can vary even more greatly. A Changeling's blood can cause hallucinations and a lupine's is twice as efficient as a mortal's at the cost of making it harder to resist Frenzy for as long as it's in your system. Who can say what strange reactions the blood of creatures from other universes may have on your Kindred biology? However, somewhere between 1000 and 2000 years after being embraced you will become unable to gain sustenance from anyone other than another Kindred.

It costs a bit of Vitae to rise at the start of each night. If you have no Vitae at all, your body will begin to cannibalize itself. When your body is significantly damaged, either through starvation or other damage, you fall into a comatose state called torpor. While in torpor you no longer spend any nightly blood. If you entered torpor through starvation, you will awaken when someone feeds you blood. If you were sent into torpor through damage it will take time before you can awaken. Further "aggravated" damage while in torpor will kill you.

Over and above the regular need for blood or the pleasure of feeding, each vampire has a Beast inside them. This is the animal side of the curse, the part of the Kindred which wants nothing more than food and safety. The presence of blood, fire, or sunlight, being provoked, or you or a loved one being threatened has the chance to provoke a Frenzy. The state of Frenzy also allows you to ignore pain and even improves your ability to resist mind control, but it is no boon. A Frenzy lasts for around half an hour and places you in pure fight or flight mode, unable to focus on any higher goal than destroying what has enraged you or escaping from whatever your Beast thinks is a danger.

Opposing the Beast is your Humanity. Committing evil acts can weaken your Humanity, loosening your grip on your Beast. High Humanity makes it cost less Vitae to appear alive and allows you to rise

earlier each night. It also determines the lengths of your torpor: two weeks for someone of average humanity, down to days for those of the greatest Humanity or up to centuries if it is low. You are weakened in all ways during the day, especially if you were already superhuman, but less so the greater your Humanity. Losing Humanity can cause mental illness and losing it completely will make you into a mindless Beast.

Abomination(400-500CP)- The Curse of Caine does not combine well with other sources of supernatural power. Most attempts to embrace anything but a mundane human either strips them of their other powers or fails. Garou (werewolves) and Gurahl (werebears) are the exception. Sometimes, the embrace succeeds and they are transformed into what is called an Abomination. An Abomination has all the powers of a regular Kindred plus most of those of their base species.

You have five forms: human, near human, anthropomorphic animal, dire animal, and animal. You can attempt to change shape, with it getting easier the more you train or the harder your body is and more difficult the less similar the new form is to your current one. You can transform only part of your body with an exertion of willpower, ease scaling with dexterity. You were born with a human or animal form. Silver ignores your defenses and counts as “aggravated” damage when not in your original form and you always succeed at changing into it. The anthropomorphic form causes Delirium, a type of supernatural fear that causes mundane humans to react with panic, berserk rage, or by begging for their lives. Afterwards, they will rationalize what they saw as a bear or a madman in a fur coat, even in photos of you. Only those with the greatest of willpower are immune to the Delirium.

While Kindred have only Vitae, Abominations have two other pools of supernatural power: Gnosis and Rage. Unlike Vitae, an Abomination can increase the amount of Gnosis and Rage they may hold through spiritual development. The three energies do not combine. Once you have used any one of them, you may only use that type of energy for a moment. The exception is certain Gifts which cost both Gnosis and Rage. This only applies to an Abomination’s powers, and not to other sources of, say, chi powers you might have.

Rage is used to change form without a chance for failure. You gain Rage from seeing the moon for the first time each night or the night sky on the night of the new moon. The fuller the moon, the more Rage acquired. Threats, such as the beginning of combat, also restore a bit of Rage. If your Rage is great, people and animals without equally great willpower will instinctively fear and try to avoid you. Rage also makes it more difficult to resist Frenzy.

Gnosis is spiritual energy, also called “chi”, and it is used to power Gifts, magic powers taught by spirits, and Fetishes, magic items made from binding spirits. Carrying items made of silver weakens your Gnosis for a day. Meditating for hours restores your Gnosis, though it becomes less useful the more often you have meditated in the current week. By looking into a reflective surface, you can move between the physical world and the spirit world. This may take five minutes, or as fast as instantly or as slowly as hours depending on luck and how great your Gnosis is. For each full lunar cycle you spend in one world, the harder this gets until you finally step sideways again.

Garou can spend Rage to act with extreme quickness and can regain Rage through failure or humiliation. Garou can be born as metis, the children of two werewolves. These can always succeed at transforming into their anthropomorphic form without delay, but are always vulnerable to silver.

Gurahl can use Rage to make themselves stronger or harder for a few moments, but become lethargic during winter. The Delirium they cause is weaker than normal.

All this comes with a terrible price: Gaia's chosen do not take well to an unnatural state like vampirism. You will permanently be overcome with a crippling depression which will hamper everything you do. Only by a great exertion of willpower will you be able to act normally for a time.

Other kinds of Fera cannot be embraced or suffer the final death very quickly. But Sobek the Settite Mokole proves that powerful blood sorcery can allow the curse to spread even to one blessed by Helios. For another 100 CP, you may be a different breed of shape changer: Ajaba (werehyena), Ananasi (werespider), Bastet (nine different types of werecat), Corax (wereraven), Kitsune (werefox), Mokole (werelizard), Nagah (weresnake), Nuwisha (werecoyote), Ratkin (wererat), or Rokea (wereshark). If you possess Ancient, you may even be the last member of an otherwise extinct breed. At the 400CP level, you can be the last Camazotz (werebat). If you instead possess the 600CP level, you may also choose the Apis (wereaurochs) or Grondr (wereboars). Each have their own eccentricities that mark them as different than the Garou and Gurahl.

Backgrounds

Your background will determine your Clan or Bloodline, if any. Clans are lineages of Kindred who descend from a single Antediluvian. Members of a Clan share a specific weakness and talent with three Disciplines which come more easily to them and for which they need no tutor. Bloodlines are lineages that diverged from the Clans but are otherwise identical. You may choose to be a member of the base Clan for your background or alternatively any of the listed bloodlines.

You can change your sex for 50CP. Any background may optionally be a drop-in.

Assamite(Free)- Calling themselves the Children of Haqim (Assam being a corruption of Haqim's name) and growing darker as they age until their skin is pitch black, the Assamites are an organized clan independent of any sect. They were openly if sporadically ruled by their Antediluvian until nearly the beginning of the Christian Era. They believe that they are charged with judging other Cainites, which essentially led to them claiming territory, driving out rivals, and fighting infernalists much like any other Clan, albeit with a desire to commit Diablerie on other vampires to become mystically closer to Haqim. Moderates, who wish to judge and kill Cainites as individuals, generally stay in the Middle East. Outsiders only meet the hardliners who believe all other Clans have proven themselves inherently evil and deserving of death, who sometimes work as hired killers for other Cainites. In 1998, the ancient Ur-Shulgi will rise, driving out all moderates and followers of any religion but the worship of Haqim, causing many schismatics to flee and attempt to join the Camarilla. Assamites favor the Disciplines of Celerity (super speed), Obfuscate (clouding minds for stealth), and Quietus (control of silence, poison, and blood). The Assamite Clan curse was twisted by the Tremere when the Camarilla was founded. Currently Kindred blood from any other Clan is deadly poison to the Assamites. When Ur-Shulgi awakens he will break the curse, making Assamites identical to the Assamite Antitribu bloodline below.

- **Assamite Antitribu:** When the Assamites found a Nosferatu spy who had infiltrated Alamut, they surrendered to the Tremere blood curse in a panic. Some refused this humiliation and went on an expedition to the destroyed Baali stronghold of Chorazin to try to find a way to reverse it. Whatever they found there, it worked, as the survivors retained the previous version of their curse. These Assamites joined the Sabbat to oppose the Camarilla who had so shamed them. Assamite Antitribu have a different curse: once they taste Kindred Vitae, they become addicted to it and may Frenzy whenever exposed to it, attempting to drink all they can.

- **Assamite Sorcerers:** Haqim personally sired three different bloodlines. The core of what are called the Assamites are truly the Assamite Warriors, the most numerous and politically powerful of the three. Assamite Sorcerers are the caste of the clan devoted to magic. For the past 500 years they've devoted themselves to seeking a way to undo the Tremere blood curse on the warriors. They trade Celerity for Dur-An-Ki (ritual blood magic). Their curse makes them easier to notice with supernatural powers of detection and weakens their own supernatural powers of concealment.
- **Assamite Viziers:** The third caste of the Clan, the viziers collect information and manage mortal concerns so the other castes can tend to their own duties. Instead of Obfuscate they have Auspex (supernatural senses). Their curse is that they suffer from an obsessive-compulsive desire to perfect their greatest skill.
- **Courtiers:** A small number of Viziers in Byzantium diverged, creating this obscure bloodline. They only share Quietus with the main clan. Their other two Disciplines are Auspex (supernatural senses) and Presence (control of emotions). They share the obsessive perfectionism of the Viziers.
- **Shango:** This bloodline serve as guardians of tradition, judges of law breakers, and advisors to vampiric rulers in Africa. They are often ethnic Yorubas and worshipers of the god Shango. They trade Quietus for Dur-An-Ki (ritual blood magic). The Shango's curse is the Assamite Antitribu's propensity for addiction to Kindred Vitae.

Brujah(Free)- The Antediluvian Ilyes was a cold and analytical philosopher, but his childe Troile was a hot blooded rebel who ascended to the third generation through Diablerie and founded Clan Brujah. Brujah are a clan of hot blooded rebels. Carthage was their shining utopia of cooperation between Kindred and kine, and though it fell to depravity and demon worship the Brujah blame Rome's Malkavians and Ventrue masters to this night. Their recent center of power has been the Revolutionary Council in the USSR, which has recently but secretly been destroyed by the Nosferatu Methuselah Baba Yaga. They are part of the Camarilla, but are strongly associated with the Anarch Movement and many exist in the Sabbat as well. Modern Brujah are often punks, while older ones tend to hew closer to the ideal of philosopher-politicians. Their Disciplines are Celerity (super speed), Potence (super strength) and Presence (control of emotions). Their curse gives them terrible tempers, making Frenzy more difficult to avoid.

- **Osebo:** This wild African bloodline of wandering warriors have difficulty controlling their Beasts and often become serial killers and kidnappers. They have Auspex (supernatural senses) instead of Presence.
- **True Brujah:** Ilyes's own Discipline was Temporis and some of Troile's get showed themselves to be throwbacks to the original Brujah. These True Brujah are stoic scholars and believe they are descended directly from Ilyes. They are largely a part of the Tal'mahe'Ra cult based in the Underworld, which has infiltrated the Sabbat's Black Hand. Temporis (control of time) replaces Celerity for them, and their curse deadens their emotions, making it harder to maintain their Humanity.

Caitiff(Free)- When one of the Kindred embraces a mortal, there is a chance that their Clan's lineage does not take. This chance increases vastly the further removed from Caine a vampire is, but it could happen to anyone. These clanless Kindred are looked down upon or even killed by normal vampires to

a frankly irrational degree, almost as if the other Cainites were being instinctively pushed to eliminate loose ends who are not under the control of one of the Ancients. In the Sabbat, they are called Panders but are still disrespected by “real” Cainites. Caitiff have no curse nor native Discipline. However, they learn foreign Disciplines more easily than members of Clans do.

- **Blood Brothers:** The Tremere Antitribu and Tzimisce of the Sabbat have created a sort of artificial Cainite shock troops with their blood magic. A ritual is performed to make an entire group of kine into a hivemind of obedient stooges. Elena Vasquez is currently experimenting with improving the things, and it seems she or someone else has produced an aberration like you: an intelligent and independent Blood Brother who can sire more of your kind. Their Disciplines are Fortitude (super durability), Potence (super strength), and Sanguinus (combining with other members of your circle). Their curse is that they forget their mortal lives and that it takes them three to ten nights of constant back and forth feeding on a mortal to embrace them. An embraced mortal will come to resemble you perfectly and join your hivemind.

Followers of Set(Free)- The clan descending from Set do not consider their founder a mere grandchild of Caine. They are a quasi-gnostic cult who believe Set is a dark god who wants to free humanity from the tyranny of the Aeons, gods of order. Only through sanity shattering suffering and degradation can people learn to shed society’s rules and achieve divinity as the creators of new worlds. They run cults and vice rings the world over to spread their god’s dark enlightenment. They are independent from any Sect, believing the other Clans are descended from traitorous childer of Set. Their central temples are located in their ancestral homeland of Egypt, though India and western Africa reject their theology and authority. The attacks of the ultra-orthodox Cohort of Wepwawet several decades ago drove the voodoo-based Haitian branch of the clan, the Serpents of Light, to join the Sabbat. Their Disciplines are Presence (control of emotions), Obfuscate (clouding minds for stealth), and Serpentinis (serpentine transformations). Their curse makes sunlight even more deadly than for other vampires and distracts them in any kind of bright light.

- **Tlacique:** An offshoot of the Settites who worshiped the Aztec gods with bloody offerings was found by the conquistadors. They were all but wiped out by the Sabbat and exist only as a few scattered and bitter remnants on the outskirts of Cainite society. Instead of Serpentinis, they have a variant of Protean (vampiric shapeshifting) that provides a jaguar form in place of the standard wolf.
- **Warrior Settite:** A non-standard bloodline, Warrior Settites are created when a normal Follower of Set is trained as a soldier in the first nights after their embrace. A Warrior Settite’s childer will otherwise be normal Followers of Set, while any member of the main Clan may choose to produce a Warrior Settite via the proper training. Warrior Settites trade Obfuscate for Potence (super strength).

Gangrel(Free)- The Gangrel are vampiric loners and travelers with strong ties to nature and the Beast. In former nights, they rode alongside barbarian hordes to sack the cities of civilization. Now they live in parks and the countrysides where they learn to hide from Lupines. They are members of the Camarilla, but many have joined the Sabbat. Their Disciplines are Animalism (control over animals and the Beast), Fortitude (super toughness), and Protean (vampiric shapechanging). They and their bloodlines have a special affinity for Protean, allowing them to select two animals other than the bat and the wolf as their animal forms. Their curse causes them to temporarily mutate every time they Frenzy, gaining some animal trait that may be physical or psychological. Rarely, this trait will be permanent.

- **Ahrimanes:** The Ahrimanes are an artificial bloodline. They were created when a Sabbat Gangrel named Muricia sought out a shamanistic ritual to renounce her Clan and began to live in isolation with her new brood. She offered the same ritual to any female Gangrel she came across, though if you are male she made an exception despite her belief that men are the source of all conflict. Ahrimanes only share the Discipline of Animalism with their parent Clan. Their other two Disciplines are Presence (control of emotions) and Spiritus (invoking of spirits for power). Their curse is that their blood is impotent, not able to create blood bonds, ghouls, or new vampires.
- **Akunanse:** The African branch of the Gangrel are wandering collectors of stories. They trade Protean for Abombwe (invoking the power of the Beast). Their curse causes them to slowly develop permanent animal mutations the more they learn and grow.
- **City Gangrel:** The Sabbat Gangrel have developed a bloodline specializing in survival in urban environments. They trade Animalism for Obfuscate (clouding minds for stealth) to better blend in among the human herds.
- **Gargoyle:** The early Tremere needed muscle in the establishment of their original territories. They turned to their sorcery to twist Gangrel, Nosferatu, and Tzimisce neonates into monstrous slaves. Many Gargoyles have since escaped and joined the Camarilla. Gargoyles have four Disciplines: Flight (supernatural flight), Fortitude (super durability), Potence (super strength), and Visceratika (control over stone, including the Gargoyle's stone skin). They have several curses: they forget their mortal lives upon embrace, they have hideous and monstrous forms with stone bodies and wings, and they are weak to mind control.

Giovanni(Free)- Once, there was Clan Cappodocius, a clan of thanatologists and necromancers. Their Antediluvian embraced Augustus Giovanni, the leader of a necromancer family, and was eventually Diablerized by him. Now the Giovanni are a wealthy, powerful, decadent, and even incestuous family of financiers, who grow up knowing that there is some secret to their success and that they must prove themselves exceptional if they are to be brought into it. They have spread their blood to other, similar families as well., and are organized as an independent Clan outside of any sect. Together, they are famous among the Kindred for using ghosts as spies, but their secret ambition is to gather a huge number of souls for a ritual to merge the worlds of the living and the dead, which they believe will give them unlimited power. Their Disciplines are Dominate (mind control), Necromancy (sorcery dealing with ghosts and deathly energies), and Potence (super strength). Their curse is that their bite is painful and damaging to those they feed from.

- **Harbingers of Skulls:** The bloodline of survivors of the Cappodocians, these Cainites are currently part of the Tal'mahe'Ra cult in the Underworld. Some time in the late 90s, they will emerge back into the living world and join the Sabbat out of a desire for vengeance against the Giovanni. They have only Necromancy in common with the Giovanni. Their other two Disciplines are Auspex (supernatural senses) and Fortitude (super durability). Their curse gives them pale and skeletally thin bodies with faces that have drawn skin like skulls.
- **Mla Watu:** Another surviving group of Cappodocians, though this one hides in Africa pursuing necromantic studies and have not developed a different curse the way the Harbingers have. They too have Auspex (supernatural senses), Fortitude (super durability), and Necromancy as their Disciplines. Their curse is that their skin is always deathly pale, making them uglier than

they otherwise would be.

- **Nagaraja:** A bloodline with an obscure history which may have started as a middle eastern cannibal cult. It is currently split between the Tal'mahe'Ra cult in the Underworld and independents who work as freelance necromancers for other vampires. They have Auspex (supernatural senses) instead of Potence. Their curse is that their mouths are filled with fangs. They must eat human flesh nightly, a whole corpse every week, or else their bodies will weaken.
- **Samedi:** A Caribbean bloodline of rotting corpses whose presumed founder claims to be Baron Samedi, the Samedi work as killers for hire. They have a mutual grudge with the Giovanni for unknown reasons. Their Disciplines are Fortitude (super durability), Obfuscate (clouding minds for stealth), and Thanatosis (infliction of decay). Their curse makes them look and smell like rotting corpses.

Lasombra(Free)- The Lasombra were always a Clan who preferred to rule from the shadows via manipulation. They were strongly invested in the Church of the Middle Ages for that reason. Their Antediluvian was active at the time of the Anarch Revolt, and he was allegedly Diablerized, though in truth he allowed his physical body to be destroyed so that he could merge with the Abyss, the shadowy realm that is the source of Obtenebration. They are members of the Sabbat and serve as its primary leaders. Only a small number of antitribu exist in the Camarilla, so few that most have not even heard of them, who are always hunted by the loyal members of the Sabbat. Their Disciplines are Dominate (mind control), Obtenebration (control of darkness), and Potence (super strength). Their curse prevents them from casting reflections.

- **Angellis Ater:** A bloodline associated with the Baali, these Cainites believe vampires are the servants of Satan and worship darkness and sin. They have the Discipline Daimoinon (power over sin and summoning things from Hell) in place of Obtenebration. Some also have either Obfuscate (clouding minds for stealth) or Presence (control of emotions) instead of Potence.
- **Kiasyd:** This strange bloodline was born from the embrace of humans with faerie blood. They are nominally members of the Sabbat but spend their nights in staid scholarship. They have the Discipline of Mytherceria (fae themed powers) instead of Potence. They are all tall, with pointed ears, blue skin that glows in moonlight, and pure black or purple eyes. Their curse is that touching iron can cause them to Frenzy. Weapons made from cold iron are just as deadly to them as fire is.
- **Xi Dundu:** A highly organized bloodline from the Congo who were banished from their homeland due to the backlash of a grand ritual they had meant to use to empower themselves. They now seek to gain control of vampire politics across central and eastern Africa. Their curse is that they cast no shadow and if the soil of their native land touches them while they sleep, their strength will be halved for the next night.

Malkavian(Free)- Each Malkavian is touched by insane insight. Their Antediluvian is believed to be bodily killed, surviving mentally in the subconscious of each of his descendants as part of the Malkavian Madness Network, the subconscious shared insanity of the Clan. The Malkavians are part of the Camarilla, though some were selected by the elders of the Clan to join the Sabbat instead based on their particular madness. They do not accomplish much, spending their lives in the thrall of the delusions and occasionally pulling "pranks" on the other Kindred in an attempt to spread their vision of

enlightenment. Their Disciplines are Auspex (supernatural senses), Dominate (mind control), and Obfuscate (clouding minds for stealth). They naturally have Dementation (infliction of madness), but a ritual by the clan elders has currently blocked it for the members of the Camarilla. If things proceed unopposed, they will lose Dominate for Dementation in 1997. Their curse is that they are all insane. You may hallucinate, suffer from the delusion that you are an under cover police officer who only hides from the sun and drinks blood to “maintain your cover,” or be obsessively germaphobic. Your madness may eventually change, but regardless you will never have one which renders you completely unable to function as a vampire the way some unfortunates do.

- **Ananke:** Ancient Malkavians in Greece saw the future in the entrails of sacrifices. They start with Dementation instead of Dominate and have Presence (control of emotions) instead of Obfuscate. They must maintain a collection of grisly trophies from their murder victims and cannot function well if they lose it.
- **Dominate Malkavian:** Some Malkavians belong to a bloodline with slightly more staid strains of insanity and naturally do have Dominate rather than Dementation. “Revised edition”? “Retcon”? What kind of Malkavian nonsense are you babbling?
- **Malkavian Antitribu:** Malkavians outside of the Camarilla maintain Dementation instead of Dominate even from the start of the jump.

Nosferatu(Free)- The Nosferatur were once the monsters in the dark wilderness beyond the frontiers. As civilization spread, they were forced into hiding in the sewers of cities to prevent the kine from seeing their inhuman forms. They work as spies and brokers of information, aided by the fact that though they are members of the Camarilla, the entire clan is closely affiliated with their fellow freaks, even the antitribu in the Sabbat. They collectively fear the Nictuku, the 4th Generation Methuselahs who hunt them down and kill them, which drives their need to keep well informed in order to stay abreast of possible Nictuku attacks. Their Disciplines are Animalism (control of animals and the Beast), Obfuscate (clouding minds for stealth), and Potence (super strength).

- **Gargoyle:** The early Tremere needed muscle in the establishment of their original territories. They turned to their sorcery to twist Gangrel, Nosferatu, and Tzimisce neonates into monstrous slaves. Many Gargoyles have since escaped and joined the Camarilla. Gargoyles have four Disciplines: Flight (supernatural flight), Fortitude (super durability), Potence (super strength), and Visceratika (control over stone, including the Gargoyle’s stone skin). They have several curses: they forget their mortal lives upon embrace, they have hideous and monstrous forms with stone bodies and wings, and they are weak to mind control.
- **Guruhi:** In Africa, the Nosferatu do not skulk in sewers. They were the first vampires to arrive to the continent, and they are its princes, ruling its nights nearly unopposed. This bloodline has Presence (control of emotions) instead of Obfuscate. Their curse is that when their Humanity or other path is low, they may possess an otherworldly beauty and when it is high they may appear inhuman and mutated.

Ravnos(Free)- The Ravnos are native to India, where despite being an independent Clan they rule over the other Cainites much like the Ventrue do over the Camarilla. They believe they were created by the Hindu gods to punish the asuratizayya, the Indian name for the Cathayan vampires, and believe in an individualistic religious ethos called mayaparisatya which encourages them to find their svadharma, the new purpose of their undead incarnations. Outside of India, they spread mainly alongside traveling

caravans of Romani who they secretly lived alongside of as parts of their family groups. These heretics believe that the other Antediluvians are a pantheon of evil gods who wish to utterly remove freedom from the world and that their own Antediluvian is a champion of chaos sent to stop them, though there has been a recent push to proselytize the “truth” of mayaparisatya to the westerners. Regardless, these traveling Kindred are considered ill omens by other vampires who barely tolerate their wanderings, though some have joined the Sabbat as antitribu. Their Disciplines are Animalism (control of animals and the Beast), Chimestry (illusion), and Fortitude (super durability). Their curse is that they are vulnerable to a certain vice (theft, lying, cruelty, etc) and have trouble stopping themselves from indulging when given a chance.

- **Brahman/Phuri Dae:** The Ravnos of the Brahman jati in India, and their descendants elsewhere, act as seers thanks to their special bloodline. They possess Auspex (supernatural senses) rather than Fortitude.
- **Kinyoni:** This African bloodline serve as traveling mercenaries who aid other vampires in interfacing with mortal society. Their curse causes them to be tempted to reveal a disruptive secret about a local, true or otherwise, if they stay in the same area for at least two weeks, with the temptation growing the longer they stay.

Toreador(Free)- The Toreador are a Clan of artists or at least appreciators of art. They are strong proponents of maintaining ties to humanity and thus are a pillar of the Camarilla and strong supporters of the sect’s support of Humanitas. They are considered fops and gossipmongers by other Clans for this. Their Disciplines are Auspex (supernatural senses), Celerity (super speed), and Presence (control of emotions). Their curse drives them to potentially be fascinated by true beauty to the point they can do nothing but interacting with it, potentially even if they are harmed.

- **Daughters of Cacophony:** A bloodline of singers who are largely considered harmless distractions by all other vampires. Scholars of Kindred history say that they may be descended from the Malkavians or even Ventrue instead, but they share the Toreador’s obsession with art. They also share Presence with the Toreador, though their other two Disciplines are Fortitude (super durability) and Melpominee (controlling and empowering one’s own voice).
- **Ishtarri:** An African bloodline who operate as merchants and procurers for the other Laibon. Their curse is that all have an addiction.
- **Toreador Antitribu:** The Toreador of the Sabbat have grown to appreciate art that is extreme, bloody, and painful. Their curse is that if they have trouble resisting any opportunity to cause pain, emotional or physical.

Tremere(Free)- Once there was the House of Tremere, a collection of magicians and part of the Order of Hermes. The Tremere feared the way magic seemed to be declining, especially the life extending alchemy that granted them immortality. In the 11th century, they stole Vitae from an elder of Clan Tzimisce and used a magic ritual to transform themselves into Cainites. Unaware of the intricacies of Cainite society and surrounded by enemies, Tremere himself diablerized Saulot, the Antediluvian of Clan Salubri, for power and legitimacy. The Tremere then slandered the Salubri, calling them devil worshipers, and hunted them down to cement their new status as a full Clan. Now they are a very organized Clan, every member having a place in the clans’ mystical Pyramid. Most members are apprentices, who work for a city’s regent, who operates the chantry where the clan stores its mystical knowledge. Service to one’s superiors earns ever greater instruction in Tremere’s jealously guarded

blood magic. They are a cornerstone of the Camarilla, but some have joined the Sabbat. Their Disciplines are Auspex (supernatural senses), Dominate (mind control), and Thaumaturgy (blood sorcery). Their weakness is that a single drink of another Kindred's Vitae brings them straight to the second stage of the blood bond.

- **Baali:** A bloodline of demon worshipers or maybe guardians of demons called the Children who they placate so that they stay asleep rather than waking and destroying the world. Or maybe the demons are secretly the slumbering forms of the Antediluvians. Different sects of the bloodline might pursue different goals. They secretly descend from Saulot. Their Disciplines are Daimoinon (power over sin and summoning things from Hell), Obfuscate (clouding minds for stealth), and Presence (control of emotions). Their curse prevents them from looking at religious symbols and touching them causes damage. The power of True Faith is also twice as effective on them.
- **Salubri:** The remaining Salubri of the main branch (also called the healer caste) are devoted to achieving Golconda just as they were when they were a clan. Only a small number are left, with childer Diablerizing their sires once the sire believes they have either achieved Golconda or given up. Others accuse them of being soul eaters and demon worshipers thanks to the ancient slanders of the Tremere. They have Auspex like the Tremere, along with Fortitude (super durability) and Obeah (healing and protection). Their curse is that they can only feed from willing vessels and they also possess a third eye on their foreheads.
- **Salubri Antitribu:** The Salubri had a warrior bloodline alongside its healers. In modern nights, they are members of the Sabbat, though only as a way to kill the hated Tremere. They share Auspex with the Tremere and also have Fortitude (super durability) and Valeren (powers of combat). Their curse is that they can only take sustenance from blood taken from someone they have defeated or fought directly before feeding and they have a third eye on their foreheads.
- **Wu Zao:** When Saulot traveled to the east, he embraced two mortals to aid him in gathering that distant land's lore. A few of their descendants still eke out an existence in the Cathayans' lands. They are divided into two bloodlines: the scholars (who have the same Disciplines as the Salubri) and thieves (who share Disciplines with the Salubri Antitribu). Their curse is that they are all obsessed with gathering a particular kind of knowledge and all have a third eye on their foreheads.

Tzimisce(Free)- The history of Clan Tzimisce is inextricably linked to Transylvania, to the land between the Alps and the Carpatians in which the evil spirit Kupala is bound. After the flood, the Eldest, the Clan's Antediluvian, came into contact with Kupala and learned dark magic at its feet. Nearly all of the Clan lived in the Kupala's territory up until the Anarch Revolt. Indeed, it was the Koldunic Sorcery of Clan Tzimisce that created the Vaulderie which broke the Anarchs' Blood Bonds and allowed them to rebel against their tyrannical elders in the first place. Clan Tzimisce believe they diablerized the Eldest and tonight they serve as one of the two controlling factions of the Sabbat, most often acting as priests and spiritual guides opposite Clan Lasombra's political positions. Some elders still hold their traditional domains in eastern Europe, forming the independent Ordea League and ruling over villages of peasants the same way they did in the Dark Ages. Their Disciplines are Animalism (control of animals and the Beast), Auspex (supernatural senses), and Vicissitude (flesh warping). Their curse is that they must rest near to their native soil, soil from the land where they were born or died or otherwise had a great emotional importance to them. For you, any place you have been born or started a jump as a drop in counts as native, or the nearest place that has soil if soil does not exist in a

jump's starting location. If they do not, they will weaken in all ways by half, cumulative, every day. Only by resting near native soil for a full day can they restore themselves.

- **Gargoyle:** The early Tremere needed muscle in the establishment of their original territories. They turned to their sorcery to twist Gangrel, Nosferatu, and Tzimisce neonates into monstrous slaves. Many Gargoyles have since escaped and joined the Camarilla. Gargoyles have four Disciplines: Flight (supernatural flight), Fortitude (super durability), Potence (super strength), and Visceratika (control over stone, including the Gargoyle's stone skin). They have several curses: they forget their mortal lives upon embrace, they have hideous and monstrous forms with stone bodies and wings, and they are weak to mind control.
- **Naglopers:** An African bloodline who live as psychotic animals devoted to murder and torture. Their curse is that they must rest buried directly inside soil each day. If not, they will weaken in all ways by half, cumulative, every day. Only by resting in soil for a full day can they restore themselves.
- **Old Clan Tzimisce:** One bloodline of the Clan fear the practice of Vicissitude. They believe it represents corruption by either their Clan's Antediluvian or a plague from the spirit world. They are split between members of the Tal'mahe'Ra cult in the Underworld and lords of Romania who still live like medieval Cainite princes, ruling and protecting villages of peasants in exchange for tithes of blood. They trade Vicissitude for the Discipline of Dominate (mind control).

Ventru (Free)- Clan Ventru claim to have been the leaders of the other Kindred since the nights of the First City. They more than any other Clan insinuate themselves in the power structures of mortals and work to keep the Masquerade going. They were the architects of the Camarilla and are the Clan that holds most of the power within it. They are quite organized, forming city wide Boards that discuss Clan business and manage the internal ranks that distinguish their members in their Clanwide system of prestige. Their Disciplines are Dominate (mind control), Fortitude (super durability), and Presence (control of emotions). Their curse is that only one kind of blood can feed them: only children, or only younger sisters, or only Vietnam vets. An extreme act of will, especially while starving, can force this criteria to change randomly. The blood of other Kindred is always edible.

- **Ventru Antitribu:** The Ventru of the Sabbat view the Ventru of the Camarilla as soft, while they themselves are knights with the strength and martial skill necessary to rule. Some of them belong to a bloodline which has Auspex (supernatural senses) instead of Presence.

Perks

Ancient(200-600CP)- What's the difference between some freshly embraced neonate and the hoary elders on the Primogen council? First is simply age and experience. A lick who barely knows how to hunt each night will, through long decades and centuries, learn to fight, play politics, and commit and hide their crimes. The second, and far weightier, source of power is your distance from Caine. The number of generations of Kindred from which you can trace your curse determines how mighty your blood is. By default, you would have been in one of the higher Generations, from 13th to 8th or even one of the thin-bloods of the 14th or 15th Generation, past which the blood is too weak to create more. But for a price you can be a monster from out of an older age.

For 200CP you were embraced around 100 years ago and are established and moderately respected as an Ancilla in vampiric society. You are of the 8th Generation. Your blood is especially thick, able to hold

half again as much Vitae as a member of the 13th Generation and able to spend it thrice as quickly to activate more of your powers at once.

For 400CP you were embraced 600 years ago. You are a powerful, experienced, and well connected Elder within your Sect and/or Clan, at a local level at the very least. You are a member of the 6th Generation. Compared to an 8th Generation Kindred, you can hold twice as much Vitae and use twice as much at once. You may, and almost certainly already have, train yourself to superhuman levels. Your strength, your agility, your intelligence and skills, even your beauty can be raised to a level higher than any mere mortal could hope to match. The heights of Disciplines also open to you, permitting you to develop special elder powers beyond the reach of your lessers. Your rarefied blood even empowers your Ghouls, allowing them to advance their study of Disciplines beyond the basics, until they match the weakened powers of 15th Generation Kindred.

For 600CP you were embraced 4000 years ago. This is especially impressive if you are of the Giovanni or Tremere, as it means you are significantly older than your own Clan. An unlucky run in with a willworker and their Time Magick is likely to blame. You are probably an important leading figure in your Clan on a global level, the sort of Methuselah that even other vampires fear. You were embraced directly by an Antediluvian and are of the 4th Generation. You may develop yourself to even more superhuman heights than above and both hold and spend just shy of twice as much Vitae as a “mere” 6th Generation Cainite. Your mastery over your cursed powers is nearly complete, able to fully develop Disciplines to a level that only the Antediluvian blood gods and Caine himself could surpass. A Ghoul who fed exclusively on your blood could develop Disciplines to the same heights as a regular vampire. Unfortunately, you have been afflicted with the Thirst of Ages. The blood of the kine can no longer sate your thirst. Only the rich blood of another Kindred can provide you with Vitae.

Golconda(400CP)- Some Kindred whisper of a mystical state of enlightenment, a way to transcend the curses of unlife. Scoffed at by the Camarilla and scorned by the Sabbat, it offers hope to a few seekers of a way out of the curse of Caine. You have obtained this mystical state. Through meditation, remorse, and a keen clinging to your Humanity, you have partially shrugged off the effects of the vampiric condition. You are no longer subject to Frenzy and need only one seventh as much Vitae to sustain your nightly existence. You may also train yourself to superhuman heights and master Disciplines like a member of the 4th Generation, though these do not stack as they are merely separate methods of unlocking the blood’s power. While normally decaying Humanity could force you out of this state, your enlightenment is assured regardless of your morality.

Assassin(100CP, free Assamite)- Assamites are primarily known outside of their own territories as contract killers, willing to murder other Cainites in exchange for a payment of blood. You do that tradition proud, being an expert assassin of vampires. You have the well practiced skills needed to track down a Kindred’s havens, identify or engineer a time of weakness, and slip in unnoticed for the death blow. And of course you’re a fair hand at battle itself in case that first strike fails.

Young Man of the Mountain(200CP, discount Assamite)- The Assamite Clan headquarters, a secret fortress said to have been carved directly from the mountainside by Haqim’s powers, is a wonder of the world. It is enchanted so that only those loyal to Haqim can find it. You know rituals to repeat that great blessing, turning an area into a home that only you and your loyal servants can find. Though perhaps those spells are not as inviolate as one might think, since on one famous occasion a Nosferatu of the Camarilla was found wandering Alamut’s halls...

Un-curseable(400CP, discount Assamite)- The Assamites seem to have terrible luck when it comes to

getting cursed. The Tremere curse that prevents them from drinking Vitae overtook the Baali curse that gave them an addiction to diablerie which in turn replaced whatever their original curse from Caine was. Perhaps you have been cursed so many times there is simply no more room for more or perhaps you are a shining throwback to the days when Caine cursed every clan except the Children of Haqim. (And never mind the several other Clans who claim they were the only ones who weren't cursed. They are all lying.) Regardless, you are immune to any further curses, no matter how great or small. This does not remove any existing curses however, such as the ones that make you a vampire.

Endless Path of Blood(600CP, discount Assamite)- Haqim teaches that the rest of the Cainites are evil and their cursed power should be taken from them and concentrated in the hands of one who can handle it responsibly, such as yours. But even if you could drink another Clan's Antediluvian dry, would that be enough? Even Haqim is not strong enough to simply kill all the other vampires on his own, after all. What if you could truly take all of the power of the cursed blood you drank into yourself? Now you can. When you diablerize another vampire, you gain their powers. Drinking down a member of another Clan would give you that Clan's affinity for Disciplines. But there's no need to stop there. You can diablerize anything that can rightly be called a vampire. Diablerize one of the Cathayans to learn not only their strange powers but take the advantages of their strain of vampirism into yourself, such as their ability to ignore stakes through the heart by maintaining an internal balance of Yin and Yang energies. Of course, just as a Thin-blood cannot rise to the 4th Generation with a single act of diablerie, devouring a single vampire of a kind much stronger than your own vampire strain will give you only a fraction of their power. Good thing there's a simple solution to the problem of killing only one of those accursed monsters, eh?

Bash the Fasc'(100CP, free Brujah)- The stereotypical Brujah is a leather bike jacket wearing thug with a mohawk, as quick to smash your face in as to look at you. Yeah, well no one's complaining about having a few heavies around when the Sabbat or the Lupines ride into town, are they? You're quite fit and an able fighter, having experienced quite a few scraps in your time and (un)lived to tell the tale. It seems like getting into a dust up even takes the edge off any anger issues you may have, even supernatural ones like the Beast, just like the "fight clubs" Clan Brujah sets up.

Philosopher King(200CP, discount Brujah)- While the young Iconoclasts make up the majority of the Clan, the intellectual Idealists skew towards old age and try to provide a philosophical rallying point for the rest of their Clanmates. Elder or no, you are highly intelligent and well read on a variety of topics from the airy and theoretical to the highly practical. Now if only someone would give you political power so you could put that knowledge into action.

Seize the Means of Blood Production(400CP, discount Brujah)- You are the elders' worst nightmare: a competent revolutionary. You know how to rabble rouse with the best of them, stirring the spark of rebellion in the young and disenfranchised. You know how to accrue weapons caches and intelligence on the enemy, even while you keep the Prince believing that the Anarchs are nothing but a bunch of disorganized complainers. And when it's finally time to strike, you have a great tactical mind to direct your rebels in combat to cut off the snake's head before anyone knows the revolution has started and then mop up the rest of the bootlickers.

Carthage Rebuilt(600CP, discount Brujah)- Kindred can live through many mortal ages, enough to see new ideas crop up, struggle for acceptance, and eventually become the new orthodoxy that rebels of later nights will rail against. You understand how kine society works, having had time to study the forces that shape it and the patterns it naturally forms. You are a master at shepherding and creating fads, ideologies, religions, and even governments, guiding the mortals from the shadows. Given enough

time, you could even restore the halcyon nights of ancient Carthage, where kine and Kindred could walk openly side by side in the night. Considering how the media loves to push the idea of the tragic, romantic, heroic vampire, maybe you've already started...

Unlife Support Group(100CP, free Caitiff)- Come on, you don't really believe they're going to keep this Masquerade bullshit going in 30 years, when everyone owns a cell phone camera and the goth trend has had time to die, do you? You've got to be prepared for when it inevitably happens, ready to stand up as a model citizen for Hemovorous Americans' rights. If nothing else, if vampire society won't accept you, you need to at least fit in with humans. You are quite skilled at explaining your condition to mortals and talking them into accepting it. Just because you've got a condition that means you can't go to your son's soccer games any more, that's no reason you can't keep living a normal-ish life and keeping the truth hidden from nosy suburban neighbors.

Unbound(200CP, discount Caitiff)- Outcasts need to stick together, like the Unbound, the movement of Caitiffs who have come together for mutual protection and to try to learn about the vampiric society that spurns them. It seems that your fellow outcasts just find you naturally friendly and are uncommonly willing to ally themselves with you. Even the bottom rungs of other supernatural groups' hierarchies may serve as sources of allies if you put in the effort to track them down. The elders might tell you it's unwise, but it's not like you're welcome in Elysium anyway, so fuck 'em.

Insight(400CP, discount Caitiff)- Certain Thin-blooded Kindred are known to have visions of the doings, past, present, and even future, of elder vampires and the Jyhad. These are often the ones who spent a long stretch of time dead during their embrace, rising as vampires only after a day as a mundane seeming corpse. Your Insight is particularly powerful, exposing secrets and plots of important movers and shakers with startling regularity. But you go further than any other, because your Insight is not specific to the fate of the Cainites, revealing the truth about powerful spirits, mages, even mortals just as readily.

Inceptor(600CP, discount Caitiff)- Some few people, those with enough grounding in multiple secret societies to even understand the theory, wonder at the astonishing variety of the Kindred's powers and Caine's mythical tutelage in the arts of the blood under Lillith, from whom the Verbena Mages also claim descent. Could the power of the Blood be a twisted version of the true Magick that is every human's birthright? It would certainly explain some of the odd powers that vampires have developed over the years, from control over stone to the invocation of spirits to mastery of time itself.

The title of Inceptor goes to those Cainites who have innovated a new Discipline. The ranks of the Inceptors include the Antediluvians, ancient founders of Bloodlines... and the Thin-blooded, who have a flexibility of thought that allows them to invent new powers that would be beyond the reach of their "betters." You have invented a new Discipline yourself. Perhaps you have learned to improve your mind in the same way that Disciplines like Potence improve the body. Maybe you watched too much vampire fiction when trying to figure out what you are and developed the power to bend your home to your will like a movie monster controlling a haunted castle. You could have even learned to bend pure kinetic energy like a superhero. Hell, try to turn yourself into a vampire magical girl if you want.

Regardless of the specifics, you have created a new Discipline and mastered it to the limits your Generation allows. If your limits were to increase, through diablerie for instance, you would instantly learn a new level of this Discipline as well. Or you could be boring and choose an existing Discipline to have mastered to the same degree. Either way, this doesn't "use up" the free custom Discipline a Thin-blood can develop if you happen to be one.

You may buy this multiple times, always discounted regardless of Background, but any additional purchases can only teach you an existing Discipline.

Fork-Tongued(100CP, free Followers of Set)- Vampires and serpents are both symbols of temptation, and you don't do a disservice to that reputation. You're quite good at manipulating others or making "friends" with them, or just talking them into seeing things your way.

Revelations of the Void(200CP, discount Followers of Set)- In the depths of suffering and depravity, Settite doctrine teaches that one can connect to their true divine nature instead of the illusion the Aeons have trapped us in. You are adept at bringing people to that state, because you are an expert at ferreting out their secret sins and hidden desires, as well as knowing how to find (or create) the underworld services needed to get them drugs, sex, or victims.

High Priest of Set(400CP, discount Followers of Set)- Not that you really hold that title, but they don't need to know that, do they? You're skilled at forming and managing cults. Even before accounting for the Blood Bond, you can identify and recruit potential members, slowly corrupting them to your point of view and dangling ever greater occult secrets in front of them until they are fanatics willing to die for your cause. Spread the word of Set or if it suites you better make yourself their blood stained idol, though that last may make more orthodox Settites angry with you.

Corrupted Spell of Life(600CP, discount Followers of Set)- Set was able to steal only an incomplete and imperfect version of the Spell of Life which created the Shemsu-heru, but it was enough to birth the seven Apepnu, the Bane Mummies, that stalk the shadows even tonight. The Methuselah Kemintiri has sought its secrets for thousands of years, but now this dark ritual has fallen into your hands. By performing it on a mortal, you may transform them into a new Apepnu, even in future worlds where there are no Bane spirits to merge with them.

The Whole "Being Dead" Thing(100CP, free Gangrel)- The Gangrel traditionally leave their childer alone after the embrace, allowing them to sink or swim on their own and only approaching them to explain what the hell's going on once they've proven able to survive on their own. You've honed the art of brute survival as a Kindred down to a science. You are quite secure in your ability to get blood even in a strange city, whether it be through seducing someone at a club, stealing from a blood bank, breaking into someone's home to feed on them while they sleep, assaulting someone in a dark alley, or even hunting down animals to drink from. You're equally adept at finding secure shelter from the sun in a place people are unlikely to disturb, even when you're caught far from your haven near dawn.

Wanderer of the Wilds(200CP, discount Gangrel)- The Gangrel are more comfortable in the wilds than any other Kindred. You are an expert at traversing the wilderness, experienced with even relatively exotic pursuits like caving and rock climbing. You have trained with animals enough to calm and control them. And your skill at both tracking and avoiding hunters is good enough to even allow you to roam (mostly) safely through Lupine infested woods.

I'm Out(400CP, discount Gangrel)- In 1999 Justicar Xavier de Calais will withdraw Clan Gangrel from the Camarilla and the Inner Circle will just... let him go. They won't try to tell him he doesn't have the authority to do that, or stop word from his declaration from spreading, or try to punish Gangrel who drop out from Camarilla society. Like him, when you declare that you're abandoning an organization or cause, your former allies will simply allow it. They won't bear you any ill will or try to murder you to stop you from talking. Note this only covers leaving. Joining their enemies or striking

against them will draw down heat like normal.

The Beast Unleashed(600CP, discount Gangrel)- As the Gangrel succumb more and more to Frenzy over the years, they accrue more and more bestial mutations. Rarely, very rarely, one of these may actually prove useful rather than being merely disfiguring. For you however, any effect that mutates your body will only do so in helpful ways. Instead of growing fur on your hand, you will grow a claw; instead of useless fins, gills. This applies no matter if the change comes from your Clan's curse, an enemy using Vicissitude, hostile Life Magick, or some similar effect from beyond the world.

Keeping It In The Family(100CP, free Giovanni)- The Giovanni learn to keep secrets even in their mortal lives. Whether it's the incestuous relationships common among the true Giovanni or the Dursim family's penchant for cannibalism, they learn how to do their dirty business without catching the public eyes. And that's to say nothing of the dread secret of the Clan's plan to tear down the sudario, which would bring all the rest of the Kindred down on their heads if it were to be exposed. Needless to say, you know how to keep your and everyone else's lips shut.

Family Fortune(200CP, discount Giovanni)- The Giovanni have been heavily involved in finance and trade for centuries even before they became vampires. You know not only how to make money through trade, but how to manage your bloodline, in both senses of the word, to grow the family franchise. You know which of your descendants would make the best embraces to aid your efforts with their mastery of new technologies and how to masterfully play different sides of the family off each other to keep your own position as the head of the house.

Ripping the Shroud(400CP, discount Giovanni)- The Giovanni's great plan is to sacrifice ten million souls to destroy the sudario. You have learned a much smaller but arguably more practical version of this ritual, allowing you to sacrifice fewer ghosts in order to open a gateway to an afterlife or spirit world or even merge them with the real world. As little as a single soul would be enough to fully merge the grounds of a building in the lands of the living with the Underworld. In addition to this special ritual, you have fully mastered all the Paths and Rituals of Clan Giovanni's signature Necromancy, allowing you to do such things as control ghosts, raise corpses as zombies, or force someone to reveal their darkest secrets.

The Bite(600CP, discount Giovanni)- Diablerie has always lurked in the heart of this Clan, even before Augustus Giovanni usurped its founder. Cappodocius's original plan was to diablerize the source of Cain's curse, God, in order to become a god himself. Augustus for his part was less ambitious, "merely" diablerizing an Antediluvian and usurping its clan. And while he didn't manage to fully drink Cappadocius's soul, he managed a better job of it than Tremere or the Lasombra and Tzimisce did. As for yourself, you never have to worry about side effects from absorbing someone else's soul. They will always meekly surrender their power with no chance to usurp your body afterwards. Perhaps you should follow in your founder's footsteps and seek out a member of the 3rd Generation yourself.

Call of the Sea(100CP, free Lasombra)- Clan Lasombra have always felt a call towards the sea. The age of Cainite pirates ravaging the Mediterranean is over, there's still some use for sailing. And you are an absolute master of sailing, able to fulfill any position on a ship from captain to navigator to engineer. You're good at naval combat too.

Ambition(200CP, discount Lasombra)- The Lasombra are the traditional leaders of the Sabbat. You have all the manipulativeness and cutthroat political savvy needed to claim an Archbishop's position and are skilled enough at herding cats to be able to manage the teeming masses of psychopaths and

fanatics that make up the packs of a Sabbat city.

True Faith(400CP, discount Lasombra)- The Lasombra once strongly infiltrated the Catholic church, back in the nights when it wielded incredible political power of course. Regardless of what you believe in, you possess True Faith in it, the mystical quality that allows even a mortal to ward away vampires and exorcise demons. Correspondingly, you yourself are immune to True Faith and other hostile powers of belief or divine power which would target you due to your unholy nature.

Shadowed(600CP, discount Lasombra)- Obtenebration is more than a simple Discipline, it is the basis of an entire system of blood magic called Abyss Mysticism, masters of which are known as the Shadowed. Abyss Mysticism draws on the Abyss, the shadowy dimension that serves as the source of Obtenebration. Abyss Mysticism can enhance the practitioner's body with shadow-stuff, summon monsters, and lay curses among other uses. At its heights, it can even blot out the sun. You have learned all known Rituals of Abyss Mysticism and possess mastery of Obtenebration up to your Generational limit. As you lower your Generation through diablerie, you will grow in your skill at Obtenebration correspondingly.

But whereas the rest of the Shadowed are dependent on the Abyss that has been merged with the Lasombra Antediluvian's soul, you seem to have your own dark pocket dimension to draw from. You move through it when teleporting between shadows and instead of summoning the denizens of the Abyss, you shape bodies from your world's darkness and imbue a fragment of your own soul in them, making them secondary bodies for yourself rather than potentially hostile foreign spirits.

Court Jester(100CP, free Malkavian)- Everyone knows that the Malkavians are mad! Mad I tell you! I ought to know, because I'm Napoleon HAHAAHA! *Slaps you with a fish.* And therefore their doings are quite inconsequential. Nobody needs to pay attention to what the Malkavians are up to, because it's obviously some insane nonsense. When you play the fool or pretend to be insane, people not only tend to believe you but are also quite happy to write off your actions as irrelevant, even when they might otherwise start to notice a worrisome pattern developing.

Method to the Madness(200CP, discount Malkavian)- Clan Malkavian have an uncanny sense of patterns, of the threads that make up reality that no one else looks closely enough to see. Many Malkavian elders were drawn to the founding of an otherwise unremarkable religious building in medieval London. No one knew why until many centuries later when it was repurchased as the greatest mental hospital of the age, the infamous Bedlam House. You too gain this strange kind of oracular insight, intuitively grasping secrets of the future that you have no other way of knowing.

The Jumper Madness Network(400CP, discount Malkavian)- Malkav died physically, but lived on in the subconscious connections his Clan. Each Malkavian is connected to this vast network of insanity. It's how they set out the Call for Clan gatherings and have everyone show up. You too are hooked into this network and able to send messages with far more control than anyone but Malkav himself. You can subconsciously urge the Malkavians to support certain agendas, gather at a given place, or take actions you suggest. They'll have a hard time differentiating your control from the whims of their normal insanity. And why stop there? Your "network" connects to even the humans with mental illness, so you'll never run out of friends to play with.

The Great Prank(600CP, discount Malkavian)- In order to prove to the other Clans of the Camarilla that the Malkavians were stable enough to be trusted, six Malkavian Methuselahs performed a great ritual to swap the Clan's mastery of Dementation for Dominate. Like them, you can perform a ritual to

alter the parameters of a supernatural type you belong to, like your Clan or Bloodline here or the strain of lycanthropy you contract in another jump. You'll need to at least a few dozen of them to help, and your changes are never purely positive or negative. Rather, you swap things around like changing which Disciplines they favor or removing a vampire's weakness to fire to replace it with a weakness to electricity. And when you get tired of it, you can instantly make it snap back. Just imagine the looks on their faces when all the rules change half way through a fight!

Creeper(100CP, free Nosferatu)- The Nosferatu are famous for their skill at stealth. They have to be, when their very faces are violations of the Masquerade. You are an expert not only at remaining unseen but also at breaking and entering.

Hacker(200CP, discount Nosferatu)- You're ugly and you live underground just like every other heavy internet user, you may as well learn how to program. You're a true expert at computers, able to hack databases with the best of them.

Sewer Alligators(400CP, discount Nosferatu)- In their underground lairs, the Nosferatu keep great breeding pools of Vitae in which rats and other vermin feed and become ghouls. It seems your blood is especially potent when it comes to ghouling animals. Those who feed on your blood will develop the intelligence of monkeys, begin to learn all of your Disciplines which they instinctively use to great effect, and even grow in size until rats are the size of dogs should you will it. And for the same amount of Vitae that could feed a human ghoul, you could provide for a whole swarm of animals.

Information Broker(600CP, discount Nosferatu)- Clan Nosferatu is famous for its information networks, and you are a master of them. You know not only how to manage agents to collect all the juiciest secrets and collate it all until you understand the big picture, you also know how to find buyers for it all. And more than that, you know how to arrange the disclosure to each of those buyers to make them think what you want them to until they're all puppets dancing on your strings and paying you for the privilege.

Gehenna Survivor(100CP, free Ravnos)- Your mind is sacrosanct from any indirect attempt to control it. Long range mind control rays and attempts to target you through your bloodline fail. Only someone close enough to look you in the eye can control your mind. So, for example, if your Antediluvian died and set off an orgy of cannibalism among its offspring with its death cry, you'd be completely unaffected.

Vagabond(200CP, discount Ravnos)- Traveling as a vampire can be quite complex. You wouldn't want someone to open up the wrong crate in daylight. You're quite experienced at it though, knowing all the ins and outs of safely getting from point A to point B while dodging the sun and keeping yourself supplied with blood.

Smooth Criminal(400CP, discount Ravnos)- Thanks to their curse, nearly all Ravnos are criminals. So you may as well be good at it if you hope to survive. You're an extremely experienced criminal in every field of crime. Arson, theft, blackmail, kidnapping, murder, drug dealing, tax evasion, making fake IDs, counterfeiting, forgery, you know how to do it all and get away with it.

Vengeance of Heaven(600CP, discount Ravnos)- The stories the Ravnos tell themselves about being divine champions sent to punish evil may not be true, but you've gotten quite good at it regardless. Your attacks and powers are far more powerful when used against those who have been cursed by heavenly powers, such as vampires. You find it quite easy to send most asuratizayya back to hell even

as a neonate, and you'll be just as effective against accursed and demonic beings from other worlds.

Artiste(100CP, free Toreador)- Clan Toreador exists to create and celebrate beauty, so why not start with your own body? You possess incredible, model level looks. And you aren't just a pretty face, being a master of some artistic skill at well.

Hosting the Masquerade(200CP, discount Toreador)- The Ventrue think that they're so clever when they mind control the kine into thinking that a display of supernatural powers was just a movie being filmed. But who popularized movies in the first place? You are quite adept at covering up breaches of the Masquerade and convincing everyone that there's nothing to see.

Harpy(400CP, discount Toreador)- Harpies are those Kindred who are famous in a city for collecting and spreading gossip, and you certainly belong among their ranks. You know how to ingratiate yourself to the proper set of "popular" vampires and how to gather rumors, but your true art is manipulating public perceptions. In the insular and paranoid society of the Kindred reputation is everything and the right insinuation in the right ear can kill, and you take to an environment like that like a shark to water.

Humanitas(600CP, discount Toreador)- No Clan clings to humanity like the Toreador. They may be mocked as fops, but no matter how much other Kindred may disdain humanity, it offers undeniable benefits in resisting the Beast. The spark of Humanity never withers in you unless you will it so. You can still feel and think like a human no matter how long you live, what kind of creature you become, or what strange experiences you have or lifestyle you lead. You always have the full supernatural benefits of the heights of Humanity no matter what your actual morality is like, and you count as similarly pure hearted for other litmus tests of morality, sanity, or stability.

Unsympathetic(100CP, free Tremere)- Clan Tremere keep a vial of each member's blood, obtained through the Transubstantiation of the Seven ritual each member undergoes. Allowing a conspiracy of blood sorcerers access to your blood could have horrifying consequences, as could merely having a blood relationship such as between vampires of the same Clan. You can freely manage how you may be targeted through sympathetic magic. You may cut whatever mystical connection exists between you and your blood (or only certain samples of it), your possessions, or familial or supernatural relationships, preventing anyone from exploiting those sympathetic connections with their magic so long as you suppress them.

Pyramid Power(200CP, discount Tremere)- Clan Tremere is more organized than any other Clan, formed into a Pyramid of both political power and mystical importance. The Inner Council of Seven are each served by seven Pontifices, each controlling seven Lords, who oversee seven Regents, who lead seven Apprentices, each rank divided into seven degrees of mastery. Each one serves their superior in hopes of ever greater power and mystical secrets. You know how to keep your subordinates loyal and motivated, even in a dangerous and secretive society like that of the Kindred.

Thaumaturgic Master(400CP, discount Tremere)- Thaumaturgy, the secret sorcery of the Tremere which they hang over the heads of the other Kindred, is a vast and complex field. It allows manipulation of Vitae, control over the elements and the weather, teleportation, alchemy, and much more. You are a master of all of Thaumaturgy's Paths and Rituals.

But perhaps you'd like a different kind of blood sorcery instead? You can instead choose to have mastered the Settites' Egyptian themed Akhu, the demonic Dark Thaumaturgy of the Baali, the Dur-An-Ki practiced by the Assamites and the Laibon, the Hacktivist Thaumaturgy that will be innovated by

tech savvy Tremere in the coming decade, New Age sorcery, the hodge-podge of various cultures' traditions among the Anarchs' Old Skool sorcery, the Celtic Ogham of the vanished Lhiannan, the chaos magic based Punk Sorcery, the Indian Sadhana, Islamic Sihr, Sielanic Thamaturgy as practiced by the medieval Telyavelic Tremere, or the Wanga practiced by the Serpents of the Light.

You may repurchase this, with a discount regardless of Background, to learn additional magic styles.

Dread Curses(600CP, discount Tremere)- When the Assassmites refused to join the Camarilla after having aided the Anarch Revolt, Clan Tremere cursed all of them to be unable to drink Kindred Vitae. When Saulot finishes banishing Tremere's soul from his body, he will try to regain the power of an Antediluvian by sacrificing all of the Tremere Antitribu at once. You know how to conduct grand rituals like these in order to wreak great devastation on large groups of people all at once.

Path of the Jumper(100CP, free Tzimisce)- Clan Tzimisce are generally the priests of the Sabbat, the ones who spread the inhuman ideologies of the Paths of Enlightenment. By reforging their entire moral systems around the teaching of these Paths, Cainites can learn to stave off the Beast without clinging to their humanity. However, not all moral systems are equally effective in caging the Beast, leaving many insane Cainites fallen to wassail in their attempts to innovate new moralities. Unfortunately, neither Humanity nor most Paths are possible to follow well while living your peculiar lifestyle. With this perk, you have the chance to define a truly custom Path of Enlightenment which will work regardless of whether it normally could.

The Path of Death and the Soul, devoted to the study of death, considers preventing death a horrible abomination, postponing feeding when hungry to be a moderate sin on the order of theft, and showing fear of death the equivalent of having selfish thoughts. The Path of Caine concerns itself with understanding the Curse of vampirism and its history. It teaches that denying your vampiric needs is the worst kind of crime, showing disrespect to other students of Noddist lore a more minor sin, and researching vampirism every single night a nearly impossible ideal. Your will need to define your Path of the Jumper similarly, placing moral limits on your behavior so that you can properly define yourself in defiance to the wild impulses of the Beast. You will have a chance to totally redefine the Path with each new jump or every 10 years, so that your Path will never diverge too far from your needs as ages pass.

Master of Ghouls(200CP, discount Tzimisce)- For most Cainites, the blood bond only causes devotion. But certain members of Clan Tzimisce have learned to exercise more delicate control over it, issuing instructions through it or warping the precise nature of the subject's feelings towards their regnant. You too have learned this skill.

Koldun(400CP, discount Tzimisce)- You have mastered the old ways of Transylvania, the Koldunic Sorcery taught by the evil spirit Kupala. You fully know every Way, Kraina, and Ritual of it, allowing you to twist the elements to your whims. And since Koldunic Sorcery was the basis of the Sabbat Ritae, which Tzimisce regularly perform in their position as priests to the Sword of Caine, you have mastered all of these as well. And on top of all that, you have also learned the ancient lore of breeding families of Reverent by breeding Ghouls, yet another innovation once made by ancient Tzimisce.

All Hail the New Flesh(600CP, discount Tzimisce)- The Eldest, the Tzimisce Antediluvian, has a fragment of itself in each of its descendants, waiting to devour them on the day it finally awakens. Like it, you leave a part of yourself in all the childer you embrace. Should you ever die, one of them will shudder and mutate under a wave of Vicissitude, transforming into you. Only by killing all those who

lack the strength of will to prevent you from overtaking them can you finally be destroyed. And of course, you yourself are immune to any similar parasites, such as the Eldest itself.

Blood Gourmand(100CP, free Ventrue)- The Ventrue claim that they are not cursed to enjoy only one kind of blood but rather their refined taste allows them to enjoy certain “vintages” to a greater extent than other Kindred. In your case, this is true, as you are able to identify certain characteristics of a person and their life history merely by tasting their blood.

Dignitas(200CP, discount Ventrue)- The Ventrue strive to achieve the ancient Roman concept of Dignitas, maintaining a reputation for power, competence, and control. You are not only versed in etiquette and organization of meetings, but you have the steely emotional control needed to keep your Beast under control and prevent Frenzy.

Blue Blood(400CP, discount Ventrue)- A member of Clan Ventrue who is not rich within 20 years of the embrace is considered a failure. You have the skills to make a fortune quickly and manage your wealth over the ages, all before you consider the extra powers you have as one of the Kindred, which you have also learned how to exploit for financial gain. And you are no less able when it comes to manipulating politics from the shadows.

Prince(600CP, discount Ventrue)- Whether you are actually the Prince of your city or not, you are certainly skilled enough for the job. You are a master of the quasi-occult organized crime ring that is Camarilla society. You know how to keep the various Clans at peace, how to sniff out crimes against your laws, how to keep spies everywhere so that you learn about conspiracies against you, how to mix tyranny with magnanimity so that your citizens show you the proper mixture of fear and respect, and how to cover up breaches of the Masquerade. And when external enemies come to call, you know how to wage secret gang wars as well as the greatest of Clan Ventrue’s Strategoi. The forthcoming conquest of New York is the sort of battle plan you could come up with on your own, leaving your enemies defeated before they even understand a battle is going on.

Items

You may take one 100CP item for free and gain a discount on one item of your choice for each other price tier.

Coffin (100CP)- This coffin is quite comfortable to lie in. It’s also completely air tight, bulletproof, fireproof, and locks from the inside. It’s also so incredibly gaudy and gothic that no one could mistake it for a real coffin. It has to be a Halloween decoration or some kind of movie prop, certainly not a real coffin with a real body inside that anyone would need to investigate.

Game Books (100CP)- Black Dog Game Factory is a controversial RPG developer, responsible for such game as *Zombie: The Putrescence* and *Lycanthrope: The Rapture*, the books of which are secretly possessed by evil spirits that corrupt those who read them. These books seem to be some off brand knockoff called *Vampire: The Masquerade*. You have a full collection of them, and they fully describe not only the workings of the Kindred but biographical information about many of them. You could use these books to play a game about your own life, or you could use the terrible secrets inside to blackmail many prominent figures. Or just hand the *Gehenna* sourcebook to a local Malkavian and dare her to read it out loud in Elysium.

Wardrobe (100CP)- You have an extensive wardrobe of suitable goth-punk clothing. Everything from black leather biker outfits, slutty goth clubwear, tasteful business suites, creepy old robes, to

historically accurate outfits from centuries past.

Weapons (100CP)- Caine made vampires, but Winchester made vampires equal. In these final nights even hoary old elders may tremble in fear at what men armed with modern weapons may do to them. You have two weapons of your own, melee or ranged. Any ranged weapon comes with a cache of ammo which refills each night.

Arsenal (200CP)- Are you planning a gang war or an armed insurrection? You have a massive arsenal of guns and body armor, enough to arm several different coteries of Kindred, ghouls, and mortal pawns beside. The ammo respawns each night too.

Blood Dolls (200CP)- These 15 attractive goths love to bask in the dark glory of associating with “vampires.” Many claim (falsely) to be vampires themselves. You’re the leader of the little clique, and none of them mind feeding you their blood. You choose the gender ratio, but they aren’t good for much but looking pretty, providing blood, and producing truly execrable poetry. They count as followers and will respawn with each new jump in case there are any feeding accidents.

Deserted Domain (200CP)- You have claimed this deserted stretch of road. It might be a lonely country road or a city street that sees little traffic during the night. Yet you reliably find lone travelers slowly making their way down it, with no witnesses likely to be around. You’ll find a similar street with these properties nearby in future jumps.

Haven (200CP)- Every Kindred needs somewhere to sleep during the day. You have a regular house with a windowless basement, the kind that isn’t going to raise suspicion or make people assume that a vampire would live there. Indeed, it seems to generate an aura that makes people believe that it’s simply the home of a private person who works the night shift unless they actually see something unambiguously strange happening there or track you home after realizing something is up with you.

Cult (400CP)- A popular practice among the Followers of Set, sometimes other Cainites also gather cults around themselves by revealing their mystical powers. You have a few dozen cultists, all devoted to you. Some are regular people, while others are wealthy or skilled. They all respawn each jump if they die.

Mobile Haven (400CP)- This RV, pleasure boat, or big rig truck has all the amenities a Kindred would need. It’s got at least one section that is never exposed to sunlight and the whole thing is subtly armored to be bulletproof.

Night Club (400CP)- This goth nightclub is hugely popular and packed with naive dancers every night. It’s a wonderful place to hunt and popular with the local Kindred besides. You are respected as its owner and many will be willing to do you favors in exchange for your permission to feed here.

Stretch of Sewers (400CP)- You know this large section of sewers (storm drain tunnels, so no having to smell shit all night) like the back of your hand. It has exits in discrete locations all over the city, including built into the corners basements of various interesting buildings, perfect to let you sneak around. In future jumps, you’ll find a similar sewer system in a nearby city.

Gypsy Caravan (600CP)- Clan Ravnos often travel with their mortal kinsmen, though not always comfortably. If you are not Ravnos yourself, you have won the loyalty of these Rom in some other way, perhaps even by saving them from their own tyrannical or mad shimulo relative. Either way, you have a

loyal Kumpania of eight gypsies in your service. The Blood of Daenna runs strong in them and all are of high Blood Purity, giving them several Blood Affinities, the hedge magic of their bloodline, apiece. You may choose to have them be followers, in which case they respawn with each new jump if they die, or Companions. If they are Companions, you may import into them to give an existing Companion Romani blood and its attendant magic. You may also choose their gender ratio.

Retainers (600CP)- Ghouls are powerful allies to the Kindred, thanks to their ability to walk abroad in daylight, even before accounting for their other potential powers. You have a dozen loyal Ghouls blood bound to you. They are all skilled in various fields of your choice and have made great progress in learning what Disciplines they can. They count as followers and will respawn with each new jump in case they die due to use as emergency rations.

Skyscraper (600CP)- This giant, gargoyle encrusted skyscraper has your penthouse apartment at the top. It's the perfect place to brood down over your city with a glass of blood in hand. As for the other floors, they're occupied by the offices of one or more large corporations you own, granting you immense wealth. In future jumps, it can accompany you as a warehouse attachment or be placed in the new setting.

The Rack (600CP)- The Rack is the name for the prime feeding grounds in a city, the place where nightlife is booming and blood is easy to find. You have been granted Domain over your city's Rack, allowing you and your allies to feed freely. In future jumps, you will find another such area quickly springing up near to you should you will it, and any predators in the shadows will likewise acknowledge your lordship over it.

Companions

Companion Import (50-300CP)- You can import or create one companion per 50 CP spent, up to 300 where you may import/create 8 instead. Each companion gets a background and 600CP to spend.

Canon Companion (100CP)- You can choose one mortal without supernatural powers or a vampire, dhamphir, or ghoul as a companion. Or you can choose to have an opportunity to make any single person a companion if they agree to join you on your chain. You can buy this multiple times.

Drawbacks

You can take up to +1800CP worth of Drawbacks.

A History of Darkness(0CP)- Have you been to the World of Darkness before? In that case, you may find yourself in the same world as before, ready to restart your adventures where they left off if you have already lived through the 90s.

20th Anniversary Edition(0CP)- This jump starts in 1991, allowing you to leave three years before the world ends in 2004. But what if you took the above Drawback and Gehenna is creeping up on you? Or what if fear your entrance may bring about the end of the world early? Worry not. By taking this, you ensure that none of the looming apocalypses will occur during this jump unless you make extreme waves or go poking at things you really shouldn't. The sole exception to this is Ends of Empire for Wraith: the Oblivion, which is necessary to kick off the events of Hunter, Mummy, and Demon and which won't harm you anyway unless you're so foolish as to travel to the Shadowlands.

Blackmailed(+100CP)- It seems you've been very naughty. A powerful vampire has uncovered one of

your indiscretions and is holding the knowledge over your head. Should they reveal it, you will make powerful enemies or be hunted down by the authorities for breaking vampiric law.

Child Vampire(+100CP)- You were embraced early in your life, around 12. You are stuck in this form, and while it does not prevent you from developing your powers or even your body, it makes it very difficult to interact with mortal society.

Clan Curse(+100CP)- You can't escape Caine's judgment just by switching alt forms. You now experience your Clan Curse with the strength of fiat behind it, including any prerequisites of the Cainite condition it worsens. If you are a Brujah for example, you would be subject to Frenzy regardless of what any perk says or what alt form you are in. Caitiff, lacking a curse, find it harder to learn other supernatural powers to the same extent that their training in Disciplines lags behind a Kindred studying their Clan's Disciplines. Ahrimanes and Blood Brothers, whose curse revolves around the Embrace, find they are unable to mystically transform others in any way.

Goff(+100CP)- You take this goth thing a bit too seriously for a real vampire. You dress in fancy but somewhat ridiculous clothing not to fit in with your prey, but because you think it's genuinely cool. You also like to wax poetic about your suffering and how accursed and lonely you are because no one can understand you.

Masquerade Breacher(+100CP)- Somehow you just cannot keep a lid on your condition. Whether from incompetence or bad luck, you keep getting caught feeding or displaying your powers, especially by the press and the authorities who are likely to do something with that knowledge.

Typhoid Mary(+100CP)- You've been exposed to a rare and deadly disease. The good news is that it won't hurt you as a Kindred. The bad news is that you risk spreading it to any vessel you feed from. That not only makes feeding dangerous, but if someone notices an outbreak of a rare disease the CDC may well start investigating your actions.

Blood Bonded(+200CP)- You've been fully blood bound to another vampire. This is commonly done as a punishment or simply by the power hungry taking advantage of the naive. You truly love your Regnant, who will coldly exploit you for their own ends. This Blood Bond will not weaken with time and should your Regnant die you will continue to carry out their last orders and agendas.

Idealist(+200CP)- You've really drunk your sect's Kool-Aid. If you're a member of the Camarilla, you'll be an incorrigible boot-lick totally devoted to the Traditions no matter how much your elders abuse you. If you're an Anarch, you'll be obsessed with bringing down the tyranny of the elders no matter what chaos might follow. And if you're in the Sabbat, you'll be completely devoted to the fight against the Antediluvians, never questioning the hypocrisy of your own elders. And if you're part of an independent Clan, you're totally devoted to their particular ideology/religion/conspiracy.

Ghoul(+200CP)- It turns out you weren't a Kindred after all. You are a Ghoul, without many of the advantages the Kindred enjoy, reliant on finding Vitae from one of them to maintain what Disciplines you've learned. And should you have taken Ancient, you'll need Vitae at least once a month or else you'll crumble to dust, though on the other hand you'll have drunk potent Vitae and developed your Disciplines more greatly than a regular Ghoul would be able to.

GMPC(+200CP)- Don't you just love all these powerful NPCs? Don't you enjoy getting to sit and watch them do things? You'll find that many of the more famous movers and shakers of Kindred

society have plot armor out the wazoo. You'll have to work double hard if you want to actually influence events they involve themselves in, much less if you want to fight one.

No One Expects the Inquisition(+200CP)- Which is just as well, as the Society of Leopold is no longer the only organization of monster hunters the Kindred need to fear. You'll keep running into not only them but the occult scholars of the Arcanum, agents of the government, and potentially other mortals. And after the Week of Nightmares in 1999, you'll find that the strange new Imbued hunters have a tendency to pop up around you as well.

Real Vampire(+200CP)- You're going to live the real Kindred experience, without other forms or powers interrupting it. You will need to drink blood, be burned by sunlight, and Frenzy at appropriate stimuli. Plus you'll look as pale as a corpse unless you spend Vitae or use another power to mimic the living.

Fang Vs Fur(+300CP)- Did you know that it was Vampire: The Masquerade that introduced the idea of vampires and werewolves as racial enemies? Did you know that Lupines have infiltrated the cities to a greater extent than the Kindred know? You're about to become very familiar with these things, because the Lupines have been told that if you are sacrificed to their "Worm" it will bring about the Apocalypse. By the time you learn to tell the difference between a Bone Gnawer and a Glass Walker, they'll be crawling out of the woodwork in droves to kill you and therefore prevent you from being sacrificed. As a small mercy, the Black Spiral Dancers will want to take you alive so that they can perform said sacrifice.

Gehenna(+300CP)- The end is here. You will stay until 2004 when Gehenna will start, at which point The Crucible of God, the most deadly version of Gehenna, will begin. Ennoia will merge with the entire planet. The Lasombra Antediluvian will blot out the sun. Both will be killed off screen by even worse Antediluvians. You will have to live through the defeat of all of them before you can leave.

Generational Conflict(+300CP)- The elders are insane, paranoid, and manipulative. Every interaction with them will see them try to turn you into a pawn at best, if they don't murder you in a fit of paranoia first. That is, unless you bought Ancient at the 400+ level. Then you'll be on the other side, with every neonate and fledgling being an incomprehensible fool, ready to rebel against tradition and common sense at a moment's notice when they aren't drooling at the thought of drinking you dry for your ancient Vitae. And if you bought the 200 level of Ancient you'll suffer from both, though thankfully only at half strength.

Here Comes the Sun(+300CP)- 700 points of light have emerged from nowhere, alongside a few odd spheres of strange metal that have rained from the sky. The Exalted from Exalted vs World of Darkness have appeared, and for some reason the "fate" the Sidereal Exalted consult keeps telling them to assemble circles of Exalts and kill you with them. The Exalted are no joke and one of the strongest types with the proper Charms could defeat even a Methuselah.

The Red List(+300CP)- The Red List is the FBI's Most Wanted, but for the Camarilla. The ancient Follower of Set Methuselah Kemintiri has occupied its number one spot for its entire history, as it was originally made specifically for her. But now that illustrious honor has been given to you, as the Camarilla believes that you have done something wrong on such a scale that your death is a major priority for the sect. Prepare to be hounded by Archons and Alastors at every step.

The Withering(+300CP)- The final sign that Gehenna has come is the Withering. Vampires will

gradually lose their strength. Their Disciplines will randomly fail them. Only by diablerizing other Kindred will they be able to temporarily reverse its effects... and a newly embraced neonate will only suffice for a single night. The Withering has come early to you, and worse it applies to all your out of jump powers as well. You must hunt and devour other Cainites or else you will weaken into a mere mortal.

Time of Judgment(+300CP, requires Gehenna, does not count towards Drawback limit)- It's not just the vampires' apocalypse that is coming. The most dangerous version of each Old World of Darkness game line's end will come to pass during your stay.

YOU FUCKING LOSE(+300CP, does not count towards Drawback limit)- Caine, the first and strongest of all vampires, was said to be able to invent new Disciplines on the spot and to be the source of all the Clans' curses. Caine has had an epiphany: God may have spurned his sacrifice of animals, driving him to kill his brother Abel, but what if he sacrificed the Jumper to God instead? Then the almighty would have to admit that Caine was right and apologize to him. As faulty as the logic may be, Caine is convinced of it and will spare no effort in hunting you down and killing you. Fun fact: this drawback's name is the entirety of Caine's character sheet.

End Choice

Go Home

Stay

Continue Jumping

Notes

You do not have to worry about you, your Companions or followers, or items you bring with you being forced out of the Consensus by people not believing in you. Just as the Kindred have God and the Garou have Gaia backing up their existence regardless of what humanity decides to believe, your benefactor's power affirms your reality and will prevent you from being banished to the Umbra.

Notionally make a build for Vampire to represent your background. You may take merits and flaws to define your supernatural qualities and social status, but no fair trying to get points for being blind or declaring yourself ambidextrous by taking the right merit. I highly suggest taking the Unbondable merit to make yourself immune to blood bonds, especially if you are a Tremere or in the Sabbat. Ancient adds the following amounts of XP to that build:

200CP: 150 XP

400CP: 600 XP

600CP: 4000 XP

Spirits in future jumps will find they are able to teach Abominations new Gifts. In the World of Darkness, only Banes would ever consent to do so for a corrupted Fera, but spirits from other settings likely care less.

As normal, your Kindred/Abomination race becomes an alt form after the jump, isolating the curse of Cain in it.

A Generic Jump by Generic Anon.