



Caitiff & Pander Genre
OWbN
2020



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This packet provides the guidelines for storytellers and players who wish to portray Caitiff and/or Pander in OWbN. It provides the mechanics and rules for content that falls under the purview of the Anarch and Sabbat office, respectively.

The Clanless

Notify/Approval/Disallow List

NOTIFY

PCs and NPCs must Notify the appropriate sect coordinator's office for the following:

- Inceptor Discipline Creation

PCs and NPCs must Notify the Sabbat Coordinator office for the following:

- Joining the Pander Movement

APPROVAL:

PCs and NPCs must obtain Approval from the Anarch Coordinator's office for the following:

- Learning the Inceptor Discipline: Technica

PCs and NPCs must obtain Approval from the Camarilla Coordinator's office for the following:

- Learning the Inceptor Discipline: Puff Up
- Learning the Combination Discipline: Topsy-Turvy

PCs and NPCs must obtain Approval from the Sabbat Coordinator's office for the following:

- Learning the Inceptor Discipline: Kineticism

DISALLOW:

- Non-Dhamphir with the Merit: Perceive Vampires
- Kindred of 13th Generation or stronger or any other supernatural creature with the Background: Insight
 - Exception: Malkavians may take this background up to 3 at any generation.

History of the Clanless

“Beware those who walk without a Clan, or they will be our undoing. Pity them! Adopt the orphans where you can. But watch them. In them is the bad seed of their Sire.”

~ The Book of Nod



Caitiff are mentioned as far back as memory serves. But a history of the Clanless is hard to come by, simply because... there is no history, at least not written down by scholars or the great minds of the Caitiff themselves. Often seen as little more than “Trash” - a nickname used in modern nights - the Caitiff have had a rough time of eking out any sort of comfortable living amongst the undead. The Ivory Tower itself looks down on

them with disdain, despite claiming that all Kindred are protected under their banner.

Even as the unwanted and abandoned of Kindred society, the Caitiff have swelled in number over the last few decades. They are the result of frenzies, crimes of passion, and regrettable un-life choices. Many are lucky to even know their sires or remember the night of their embrace, while most are confined to a miserable existence they hardly understand... let alone know the rules of. Those that find a way to survive are the exception instead of the rule, and have grown to become notorious Kindred in their own right.

One of the only things that Caitiff have in common is what they lack - markings that identify a Kindred as one of the major clans. Kindred scholars theorize that some sort of connection between sire and childe occurs after the Embrace, an “imprinting” that gives the childe in question hallmarks of the clan from which their sire hails. For whatever reason, though, Caitiff do not develop these traits. They may be angry, ugly, or prefer darkness, but they are not more than a pale shadow of their sire’s clan. While this keeps them from finding peace in clan hierarchies, it also grants a sort of freedom. Learning the intricate art of dominating a mortals mind comes just as easily to a Caitiff as overwhelming strength, or manipulating wildlife.

Source - V20: Companion - Pg 34

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An Army of Nobodies:

There is a clear lack of notable Caitiff until the end of World War II, though there are some mentions of Clanless like the Stoneman here and there across the annals of time. They are not but rumors. If you believe such things, the Stoneman was a Caitiff of great power, possessing many unique - even novel - abilities. It is said he defends and educates wayward Caitiff, but none know of his true goals. Those who have been interviewed claim to have learned from him, or even that he sired them. But the truth is difficult to know.

Legends and urban myth, stories of special abilities, a trail of bloodlines, the ability to take new forms instantly. For all anyone knows, the Stoneman is part of a Malkavian prank, some grand Ravnos con, or worse yet the plan of some Autarkis Tzimisce. With the absence of written history, rumors like this spread like wildfire. Giving something for Caitiff to cling too in times of strife.

The Second World War. It was around this time that there was a bit of a boom in the Kindred population, with the majority being Caitiff. Most, if not all of these Caitiff were casualties of the war, young men and women alike who were given second chances, but who were not so lucky, as their sires were lost to the violence and chaos of war before being able to impart knowledge of their Clan and heritage.

Source - V20: Lore of the Clans - Pg 265-266



The Rise of the Clanless:

The next major event in Caitiff history is in the late '50s, when Joseph Pander decided to change the political landscape of the Sabbat forever, gaining legitimacy for the Clanless in the Sabbat. While less a Clan and more of a rank: cannon fodder if you ask others, it goes to prove that political entities might take the Caitiff seriously with the right leader behind them.

Other movements have been met with less success, such as an attempt in 1973 by a group of eight Caitiff led by one Alexi Darba. They managed to infiltrate a Conclave in Venice, demanding that they be made a legitimate Clan in the Camarilla. This was their great mistake. As formidable as this group of Caitiff were, they proved no match for the seven Justicars and their Archons. They were never heard from again.

Source - Outcasts: A Players Guide to Pariahs - Pg 24-25

Legends are the lifeblood of hope for the hopeless, and there are few so bereft of hope as the Caitiff. One such legend is that of Caine, the first of us, who sired the great progenitors of the thirteen Clans. They are well documented, but there is speculation that Caine sired more than just the thirteen. Some Caitiff who have uncovered such rumors believe that they are descendants of these "lost Clans," or even that they are closer to Caine than any vampire with a Clan. This is based off the fact that all Caitiff are inclined towards all the preternatural gifts Kindred exhibit and display no trademark weaknesses, much like Caine.

Present day, the Clanless population is on the rise and those tasked to control them are working overtime. As powerful as the Camarilla is, they can only exile us so much. A slowly growing legion of Masquerade violations waiting to happen, or fresh recruits for the Sabbat, where they at least have legitimacy. What's the Tower to do?

Source - V20: Lore of the Clans - Pg 266-267



Camps of the Clanless:

“What is important is not to fight, but to fight the right enemy.”

~Bangambiki Habyarimana



The Camarilla:

“What can be said about the Ivory Tower? The GREAT Camarilla? Other than, “It’s a hard-knock life for us!” They go on-and-on about equality for all Kindred under their banner. But mutter the magic word ‘Caitiff’ and BOOM! Second. Class. Citizen. Is it fair? Hell no! But what choice do we have? The Sabbat? The Anarchs? Those freaky Independents? Shit... well hang on kid. It’s going to be one hell of a ride.”

~ The Reverend, Jacob Barrows

Certainly Caitiff have it rough in the Camarilla but most are left with no other choice when it comes to picking a side plus, it’s not all that bad. Most of the Clanless will find out quickly that as long as their heads are kept down and their noses clean, their existence in the Ivory Tower will be relatively easy; taht is if you don’t mind the prying eyes of paranoid elders keeping a constant tab on you, that is.

Some Caitiff would rather join the Anarchs so they can ‘live free.’ Or even the Sabbat, especially since ‘Panders’ there have gained legitimacy as a Clan. However, neither of those options offer the one thing the Camarilla can: safety. Despite being seen as a second-class citizen, all the influence and power the Camarilla has gathered over the years still casts a wide net for anyone who chooses to call it home, Caitiff or not.

It’s not all fun and games in the end though, as old prejudices keep advancement for Caitiff to a minimum. But, with enough time and effort, some Caitiff have managed minor positions in the Camarilla. While other Clanless, if they are lucky enough to know their parent Clan, will Masquerade as that Clan in hopes of being treated with respect, or reaching loftier positions. Those Clanless often find the error in this a little too late...

Attempts have been made to organize the Caitiff within the Camarilla. The most recent, and tragic, was that of Alexi Darba in 1973. A fairly potent Caitiff, Alexi was passionate about obtaining legitimacy for the Caitiff as a Clan in their own right. His greatest folly was attempting to force his way into the Conclave in Venice. He, along with eight other Caitiff disappeared that night.... never to be heard from again.

There are certainly more bands of Caitiff actively recruiting others among the Clanless for another attempt. Could you be the one to succeed where Alexi and others have failed?

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Puff- Up: A Camarilla Caitiff Inceptor Discipline



Rumors of this unorthodox Discipline and its mysterious creator run rampant in the halls of the Ivory Tower. Few who've felt its unique sting wish to admit it. After all, who would admit defeat in any social situation where Caitiff are concerned?

But to the Caitiff of the Camarilla, it serves as a shining beacon of hope. Created by Jacob "the Reverend" Barrows -- a Caitiff who claims to hail from the prestigious Toreador Clan -- Puff-Up's roots are rumored to stem from deimatic behavior, the bluffing behaviors in animals, often by attempting to appear more dangerous than they are.

Perfect for dealing with the Camarilla, or at least the Reverend seems to think. And while none can confirm for certain the existence of any childer or students lucky enough to earn the right to learn this unique Discipline, rumors among Camarilla Caitiff have spread

like wildfire. They whisper of "the Peacocks," a Bloodline spawned from the Reverend himself. If asked about such things, the Reverend only tips his hat and gives a wry smile -- perhaps wishing to leave mystery alive in these nights where information... is everything.

Appropriate retests depend on the level being used. Awe may be used as normal for any Social retest.

Note: Puff-Up powers may only be used on Kindred of a lower Generation.

- Level One: Animal Ken
- Level Two: Animal Ken
- Level Three: N/A
- Level Four: Subterfuge
- Level Five: Intimidation

Basic Puff-Up:

Level One: Bigger! Bigger!

Many animals attempt to protect themselves by appearing larger than the predator (or competitor) out to get them. The first level of Puff-Up does exactly that. When confronted by a Kindred of a lower Generation, your Beast rears up in defense. Your aura flares until it is just barely perceptible to Kindred senses -- even if they are not using Auspex -- making you appear as more of a threat than you are.

System: To activate this power you must expend one of the following Social Traits: Commanding, Intimidating, Intense, or Threatening and make a Social Challenge against your foe. Your Beast bursts forth, cowing your opponent as they witness unbridled savagery flare in your aura. This causes your aura to become perceptible to the finely tuned predatory senses of Kindred even without the aid of Auspex. If successful, your opponent is down 1 Social Trait against you, and you get a free "Cowed" retest on either the next Social Challenge you initiate against your opponent or the next Social Challenge they initiate against you. You may not use both.

This effect lasts for the remainder of the scene or an hour, whichever comes first. Any Kindred using Level Two Auspex: Aura Perception on you when you activate this power must also throw against you as they witness the momentary rage of your Beast. However, no further expenditure on your part is needed. If the Kindred using Aura Perception is not a lower Generation than you, they are mechanically unaffected (but may still be scarred by the experience). This power is not cumulative and may only be used once (successfully) on any given Kindred in a scene. This power is only to be used on vampires, Kine and Ghouls are unaffected. This power is not Masquerade breaking.

Level Two: Prey Sensation

Feel that? Those pin-pricks of ice creeping along your spine? That tingling sensation at the back of your lizard brain? That's what prey feels constantly. But the members of the Ivory Tower and the Sword of Caine have escaped the regularity of that feeling. Most have forgotten what it's like to live night-to-night, eking out a pitiful life. Many never knew in the first place. This power remedies that. It sends a clear reminder of what it is to be prey, something Caitiff in the Camarilla deal with on a nightly basis. Payback's a bitch!

System: You must expend a Blood Trait and engage in a Social Challenge with your victim in order to activate this power. If successful, your target starts suffering immediately from a sense of creeping paranoia as though they were being hunted. For the remainder of the scene or hour, whichever comes first, your target is considered to possess the Negative Social Traits: Tactless and Feral.

While the Negative Traits only persist through the scene (or hour), the feeling -- albeit diminished -- persists until Sunrise. This power is not cumulative and may only be used once (successfully) on any given target in a scene. This power is not Masquerade breaking.

Intermediate Puff-Up:

Level Three: All the King's Me... Horses?

Who doesn't want to be king? Ambitious Caitiff – like the Reverend – have designs for their unlife, whether they chose it or not. Sometimes this comes from necessity. Other times, it's because they were a leader in their life before the Embrace. Every once in a while, though, it's only because they want to see the world burn in rebellion. No matter the cause, you'll need friends brave enough to stand with you – or carry you. That's where this level of Puff-Up comes in handy.

System: Select a number of targets up to your dots in the Leadership ability that you can see within 50 feet (to a maximum of 5 targets including yourself). Once targets are selected, expend 1 Leadership per targeted individual and 1 Temporary Willpower Trait. Use of this power imparts one extra Courage Virtue Trait and the Social Traits: Intense and Beguiling, to each target.

This effect lasts for the remainder of the scene or an hour, whichever comes first. This power is not cumulative. You may only target an individual Kindred with this power once per scene, and multiple uses of this power from separate users do not stack. This power is not an exception from the rule stating Puff-Up powers may only be used on Kindred of a lower Generation. This power is not Masquerade breaking.

Level Four: Peacock's Plume

It's amazing that with all their gifts even Kindred can have their attention drawn away from real concerns by sleight of hand. But since those concerns are often times Caitiff, like ourselves, we won't complain too much. When shit really hits the fan, it's always nice to have something to draw attention away from us – at least long enough to let us run the hell away.

System: To activate this power you must expend 1 or more (to a maximum of 5) of the following Social Traits: Alluring, Expressive, Magnetic, or Seductive. You must also spend 1 Temporary Willpower Trait. You then throw a Social Challenge with all targets inside the room with you or within 15 feet, if outdoors. Doing so flares your aura, much like "Bigger! Bigger!." However, instead of suffering a staggering glimpse of the Beast's fury, losing to this Challenge blinds them with a dazzling display of pure, artistic will.

Targets who lost are considered to be in the fugue state brought about by the Toreador Clan flaw. Instead of spending a Mental Trait to remove themselves from this state, affected targets must spend Social Traits equal to the number spent to activate the power (to a maximum of 5). If they fail to do so, they will be stuck in the fugue state for one round per Social Trait spent activating this power. Traits may be spent on any turn, and characters may act on the turn they spend enough Traits to break free. This power is Masquerade breaking. At Storyteller discretion, the Caitiff may claim "Fair Escape" if they meet the criteria for such.

Advanced Puff-Up:

Level Five: Primeval Fear

Many in the Camarilla fear Caitiff. Several prophecies call us “Harbingers of Gehenna.” So we’ll use that fear against them, pull it out of them, multiply it, then throw it right back at em.’ After all, fear is the great equalizer.

System: Activating this power requires a staggering Permanent Willpower Trait expenditure. Once activated you must throw a Social Challenge with your foe. If you succeed, they suffer from a bout of crippling fear so intense it scars them. Immediately they fall into uncontrollable Röttschreck and are unable to attack you or take other action against you until the next night, regardless of defenses against such things. This includes powers and merits that grant resistance/immunity to Frenzy, such as Perfect Clarity and Armor of Diamond Serenity. They also gain the Temporary Negative Social Traits: Bestial, Dull, and Feral.

Like Aegis, you may use this power as many times as you have Permanent Willpower Traits, though it is not cumulative. Only one successful use of this Discipline is allowed on any individual target per night.



Puff- Up Combination Discipline:

Topsy-Turvy

Prerequisite: (Auspex ●●●●, Obfuscate ●●●, Puff-Up ●●●)

Retest: Subterfuge

Notes: As this Combination Discipline uses Puff-Up, it is subject to the rule of only working on Kindred of a lower Generation than yourself.

Created by “The Reverend” Jacob Barrows as a supplement to his unique Inceptor Discipline, few are privy to its existence, and those few who have been lucky enough to acquire it rarely spread the knowledge. It is a lifeline for Caitiff, tricking would be investigators into seeing what the Caitiff wants them to see through subtle manipulation.

System: Activating this power requires the Caitiff to spend 1 Blood Trait and a number of Mental Traits (to a maximum of 5). For every Mental Trait spent in this fashion, the power will be active for one hour (to a maximum of 5) even if the character is staked or put into Torpor.

While the power is active, any test against the Caitiff used to determine the truth of a situation becomes Opposed. If you succeed against your opponent, Topsy-Turvy allows you to manipulate your answers in such a way that whatever power is being used against you is fooled into giving its user an answer you desire them to receive.

Examples:

Level Two Auspex - Aura Perception is no longer a Static Challenge. It becomes an Opposed Challenge between you and the person trying to read your aura. If you win, the person reading your aura sees whatever you want them to see.

Level Four Auspex - When Telepathy is used to interrogate an individual with this Combination Discipline active, questions asked can bear false truths.

Level One Mytherceria - The Challenge is no longer Static, it becomes Opposed. The target of Folderol still adds their level of the Subterfuge ability to their Mental Traits for the Challenge. If you win the Challenge, the user of Folderol is tricked into believing with absolute certainty that whatever answer you give him is either true or false, your choice.

This power costs 15 experience points to learn.



The Anarch Movement:

"It's the good life little lost girl. No more running, no more hiding. You're home now! ONE OF US! ONE OF US! An Anarch. Relax, take a load off, rest those weary feet. The big bad Scourge won't be looking for your here... will he? Ah, I'm just fuckin' with ya! It might not be the ritzy high-life of the Camarilla, or the baby-blood spittle crazed fanatics of the Sabbat, no. It's something better. It's freedom!" ~ Smiling Jack

Since a little before the World Wars, Caitiff have been appearing in greater-and-greater numbers. Now, in modern times, they are the second largest group of Kindred in the Anarch movement - next to the Brujah of course. The Clanless find unlife more bearable within the ranks of the Anarchs than anywhere else. Anarchs as a group tend to be more accepting than the Elders of the Camarilla while also being far less sociopathic than most in the Sabbat, it's a rare sweet-spot for the often downtrodden Caitiff to call home.

Still... things aren't perfect. Anarch Caitiff are very... well, Clannish. They're quick to stand up for each other and quick to take offense on each other's behalf. They point proudly to their tradition of bravery in the cause, and only fools dispute them. In recent years Caitiff-only gangs have even started springing up across the country. Still, most Anarch Caitiff balk at the notion of making a faux-Clan or formal body of themselves, like the Panders of the Sabbat, insisting that their very strength is in their variation and their freedom from being chained to Antediluvian legend.

And there appears to be merit to their argument. The Clanless have historically risen to great prominence and reputation within the Anarch Movement. It is not uncommon to find a number



of Caitiff in any given territory. Overall, the Clanless have a niche in the Movement that they couldn't dare hope for in any other faction of the Kindred.

Source - V20: Anarchs Unbound - Pg 39-40

Technica: The Anarch Caitiff Inceptor Discipline

Basic Technica

Level One: Interface

System: To activate this power you need only spend 1 Mental Trait and touch the device in question. Of course, the device must have power available to it. You cannot turn on a computer that is unplugged or a car without a battery. If your hand is removed from the object at any time the power ends. This power does not give the user an understanding of how to use a device they are not familiar with, nor does it give knowledge of any passwords or other security measures needed to access the device if it is locked.

Level Two: Technical Touch

System: To activate this power you must expend 1 Blood Trait and as many Mental Traits (to a maximum of 5) as you desire. For every Mental Trait expended in this way, any Tests made to modify the object in question are reduced in difficulty equal to the Mental Traits spent. In addition, the Kindred using the power gains an understanding of the item, learning how to operate it safely and efficiently for a number of minutes equal to half their Mental Traits.

Intermediate Technica

Level Three: Empower Device

System: Activating this power requires the expenditure of 1 Temporary Willpower Trait. With this power, the Kindred can run flashlights without batteries, tablets that aren't charged, and most other machines or vehicles that aren't somehow powered. This effect lasts for a scene.



Level Four: Remote Touch

System: Remote Touch allows the Kindred using Technica may use any of the above powers on any technological item within a 50 feet. line of sight. No additional cost is required for this effect.

Advanced Technica

Level Five: Spiritus Ex Machina

System: Engaging this power requires the Caitiff to touch a machine and expend a number of Mental Traits (to a maximum of 5). Remote Touch does not work in conjunction with this power. After laying a hand on the machine, you need only spend Mental Traits to activate the power. The number of Mental Traits spent determines your connection to the spirit of the machine.

1 Trait: General ideas can come across

2 Traits: Simple sentences

3 Traits: Basic communication with responses to straightforward questions

4 Traits: Complete communication is possible

5 Traits: As above, but the machine will not mislead the Caitiff

Elder Technica

Level Six: Ghost in the Machine

System: To activate this power, the Caitiff must expend 1 Temporary Willpower Trait and 1 Mental Trait every time they wish to jump unless they are returning to their body. If the body should take any damage while the Caitiff is inhabiting a machine, they have the option to return to it immediately.

If your vampiric body dies while you inhabit a machine, you can try to remain in the machine. Each sunrise, you must make a Simple Test (win or tie). When you lose, your spirit plunges into the Astral realms, gone forever.

Source World of Future Darkness - Pg 19-20



Whispered Words of the Caitiff

Clan Lore: Caitiff

Caitiff Lore 1:

Caitiff are often referred to as “Clanless”, “Thin-Blooded,” and “Trash”

Caitiff are generally looked down upon by the major Sects

You may have heard the above might be different for Pander

Caitiff can manifest any of the commonly shared Disciplines

Elders hate you for reasons unknown. You are an affront to their sensibilities

Caitiff Lore 2:

‘Panders’ are Caitiff in the Sabbat that are officially recognized as a Clan. They earned it during the Third Sabbat Civil-War, and are led by Joseph Pander

Brujah and Gangrel are the Clans generally blamed for siring the most Caitiff

Caitiff have some sort of prophecy surrounding them

‘Thin-Blooded’ doesn’t necessarily mean Caitiff

Caitiff can sometimes manifest Clan-Specific Discipline

Caitiff Lore 3:

You know of Mukhtar Bey as the infamous Caitiff Prince of Cairo, Egypt. He has ruled for the last six centuries, and during that time has kept Cairo free of the influence of all major Sects, allowing any Clans into the city, except the Giovanni

You have unearthed Noddist lore about the Caitiff being the Harbingers of Gehenna. Quoting, “And you will know these last times by the Time of Thin Blood, which will mark vampires that cannot Beget, you will know them by the Clanless”

Elders hating you makes more sense

You have heard about Alexi Darba and his failed attempt to gain legitimacy for the Caitiff who call the Camarilla home in 1973, during the Conclave in Venice

You know there was a second attempt to legitimize the Caitiff in the Camarilla during the late 90s. However it never gained traction. Its leaders and supporters have faded away (OWbN specific lore)

You have heard rumors of some Caitiff who have visions concerning something called the “Jyhad”

You know that some Kindred who have been forced from their Clan claim to be Caitiff

You have heard rumors of the next Generation of Caitiff being embraced: the 16th Generation

Caitiff Lore 4:

You have heard rumors of a legendary Caitiff named The Stoneman, a mysterious figure who is said to help Caitiff in their time of need

Certain Caitiff have been rumored to manifest unique Disciplines never seen before. They are

referred to as "Inceptors." The most documented case being of Joseph Pander, and his Discipline Kineticism. However, "The Reverend," an up-and-coming Camarilla Caitiff is also documented as having his own Inceptor Discipline, as has a Caitiff named Eryn, an Anarch famous for his technological prowess (OWbN specific lore).

You have heard rumors that some of the 15th and the newer 16th Generation of Caitiff have succeeded in bearing children. They are called "Dhampir"

You have uncovered the truth of Caitiff visions. Referred to as "Insight," you have learned that it is a unique look into the ebb and flow of the Jyhad and it's players. Whispers tell of something called "Mass Insight" as well

It's perfectly clear why Elders hate you now

You are aware that "Thin-Bloods" are not always Caitiff. They can, in fact, be of a much lower Generation than any Caitiff, and show all the associated trademarks of their parent Clan. Rumors contrary to this have been spread on purpose to promote false information and fear mongering among Camarilla courts

Caitiff Lore 5:

You have heard rumors circulating about Caine being the first Caitiff. A not so popular opinion in certain Noddist groups, and certainly something the Camarilla doesn't want to believe is true

You have heard rumors that The Stoneman isn't just a normal Caitiff. He is supposedly a direct childer of Caine, one of the 2nd Generation, who woke somewhere in Eastern lands long after Caine disappeared. There are whispers that multiple Inceptor Disciplines and Bloodlines have been created by The Stoneman,

You know of Mukhtar Bey's betrayal to all Caitiff invited to Cairo. Though details of what he truly had planned are scarce, you know it had something to do with the prophecy surrounding Gehenna, Caitiff, and sacrifice

You've learned that "Mass Insight" is real. It requires multiple Caitiff possessing Insight to perform, and can sometimes cause "Insight Shock," placing one or more of the practitioners into Torpor from the overload of information gleaned

You've learned that the children of the 15th, and 16th Generations - "Dhampirs" - have been around for the last 30-ish years or so. They all have very basic mastery over the commonly shared Disciplines. They can walk during the day. And some few are said to be able to pierce through any attempt at concealment a Kindred makes, spotting them with ease

You are now aware that "The Reverend" and Eryn do have their own Inceptor Disciplines. Puff-Up from "The Reverend" and Technica from Eryn. With a little effort, you may be able to find them and learn these unique Disciplines

Source - OWbN specific lore



The Sabbat:

"Didn't choose this, did ya? Too bad. It doesn't matter anymore, you're one of us now, one of the Pander. Joseph made sure we had a place in this freakish carnival they call the Sabbat. Made sure that even the most holier-than-thou Lasombra wouldn't sneer down his nose at us. Not like those assholes in the 'Camarilla.' Now, be a good lad... add a little blood into the cup, and drink up my son. We've got work to do."

~ Monty the Butcher

In 1952, Joseph Pander succeeded in uniting the Clanless of the Sabbat into a political force. United by a shared history of abuse at the hands of their fellows (but also united in the belief that what the Sabbat was doing was right), the Clanless gathered to make themselves more effective in pursuing the goals of the Sect, as well as for mutual protection.

In the early days, many influential Tzimisce and Lasombra supported Pander's followers, this newly formed group used to their political advantage in a time of political strife. However, as the "Pander Movement" grew, these Tzimisce and Lasombra quickly lost control. Too many of the now-called "Panders" had faced cruel treatment at the hands of the Sabbat's most prominent Clans and strong feelings on both sides forced the Panders to go their own way.

It was not until 1957, at the end of the Sabbat Civil War, that the Panders were given official Clan status. Their efforts in the war had both kept the Sect together in the time of crisis and prevented many territories from falling to the Camarilla. While many had tried to curry their favor during the war, the group proved to be too diverse and most negotiations failed. The Panders, with no clear allies in the war and no real motivation to aid any side, continued doing what members of the respectable Clans did not: defend the domains of the Sabbat.

Called "Mutts" and "Caitiff" by many in the Sabbat, the Panders have long had to endure unfair treatment and outright abuse. As the members of Clan Pander increased, both in number and prestige, members of other Clans looked on. Many believed that they understood what it felt like to be a second class citizen to the Lasombra and Tzimisce, to never be considered quite as loyal or quite as accomplished, despite a long history of distinguished service. It was these sentiments that drove the first non-Pander to join the Movement back in 1985, which started the shifting of the goals of the Movement from Pander Equality to Clan Equality.

Not everyone in the Movement was happy with this decision, however. Several Panders remembered their life before the Clan was fully established and they remembered the abuses heaped upon them by not only the Lasombra and the Tzimisce, but the Antitribu as well. To suddenly unite with Antitribu seemed distasteful, and some Panders just could not accept it. Several of the older Panders mostly joined the Ultra-Conservatives; the younger panders, with the Loyalists. Those



who left insisted that not supporting the new ideals of the Movement was not the same as not supporting their Clan. As such, several of the Panders outside the Movement often continue to work very closely with the members of their Clan, to help them towards advancement within the Sect.

Source - Daughters and Sons of Caine: An OWbN Guide to Sabbat Factions - Pg 41-42

Beliefs

Thoughts and Minds of the Pander:

These groups are not separate Clans or even a true division in the Pander, they are simply different opinions and mind sets practiced by Panders. Sometimes one of these will fit a character, other times a character will be a mix of several or none of these views.

Pander Supremacists:

Common Political Affiliations: Loyalist, Ultra-Conservatives, Moderates

Common Paths: Path of Caine, Power and the Inner Voice

Core Belief: Pander are the true heirs of Caine

Common Role: Politicians, Preachers, and Teachers

While most Clans believe in their own superiority, these Pander take it a step farther claiming that Pander are in fact the true heirs of Caine, and that only they will lead the sword to salvation when the Antediluvians stir. Their arguments that Caine was a Caitiff, and that the only their blood has been purged of the curses of Caine lends them enough credibility that even some Noddists are listening. The Supremacists teach the history of the Clan to any Pander at least willing to pay lip service to their views.

Clanless:

Common Political Affiliations: Any except the Pander Movement

Common Paths: Humanity, Path of Caine

Core Belief: There is no such thing as Clan Pander.

From those who hate what they have become, to those that have taken the interpretations of the Book of Nod to heart, these people may identify themselves as Pander for convenience or safety, but they most certainly don't believe it. This belief most often crops up in those Pander not raised around other Pander. Those who are particularly vocal about this belief tend to have their blood reclaimed by the Pander Supremacists.

**Champions:**

Common Political Affiliations: Pander Movement, Ultra-Conservatives, Loyalists

Common Paths: Humanity, Honorable Accord, Power and the Inner Voice, Evil Revelations.

Core Belief: Pander owe their life to the Sabbat for all the Sabbat has given them

By far the most commonly held belief in the clan, young Panders are raised to believe that they owe everything they have, and everything they are, to the Sabbat. The deep loyalty brought about by and the prevalence of this belief is what shapes the outside view of the Panders as a whole. This loyalty makes them fiercer in battle, and allows them to claim a place of honor for themselves within the Sabbat. Those who hold this belief often sacrifice their standing in the sect by standing up to ineffective and corrupt leaders; these acts often cost the Pander their life.

Champions are the most common type of Pander to become Infernalists, having sold their souls "for all the right reasons." Few outside of Clan Pander have the loyalty and devotion to so fully sacrifice themselves for the Sect. The Inquisition, of course, shows these individuals no mercy.

The Pander Movement:

The Pander Movement sits outside the normal political spectrum of the Sabbat. They do not focus on how their goals should be achieved, only that they should be. This allows them to be a sort of “wild card,” wheeling and dealing with all of the factions and keeping alliances only so long as a better offer does not come along. The Ultra-Conservatives and the Loyalists tend to be the traditional allies of the Pander Movement. The Ultra-Conservatives because the Movement is so focused on loyalty to the Sabbat before personal ideals. The Loyalists because the Movement is pushing for increased equality.

Prerequisites to Join:

While some might believe any and all can join the Movement, members are specifically chosen for combat prowess, loyalty to the Sect, and proven courage in the face of dire circumstances. As such, not everyone who applies immediately gets “initiated” into the Faction, though the Movement does support all those who wish to join their ranks.

The requirements for PCs to join the Pander Movement as a Blood Hound, aka Locally Important, are as follows:

Storyteller Approval and Pander Movement Sub-Coordinator Notification

The Positional Status Trait of Initiated

Source - Daughters and Sons of Caine: An OWbN Guide to Sabbat Factions - Pg 42

For further information please refer to the OWbN, Sabbat Factions Guide

Pander Specific Flaw:

Pander (2 pt Social Flaw, OWbN): Either you were embraced from the vaulderie cup and were incorrectly labeled as a Pander, or you made the active choice to forsake your Clan ties and join the Pander. Either way, you are now a member of Clan Pander. You still retain your original Clan’s flaw, but lose any advantage gained from your former Clan. Those with Clan-Specific Disciplines or Clan-Specific Combination Disciplines who take this flaw will be hunted by their former Clan should their true nature come to light. Storytellers are encouraged to show the PC no mercy. This flaw cannot be bought off normally, but may be replaced with Clan Enmity: Pander should the individual forsake Clan Pander. This flaw is appropriate for both converts and infiltrators. Clanless may not take this flaw.

Source - Mutts: An OWbN Guide to the Clanless of the Sabbat - Pg 11

Pander Specific Inceptor Discipline: Kineticism

Created by Joseph Pander

Adapted from - Outcasts: A Player's Guide to Pariahs - Pg 37

Source - Daughters and Sons of Caine: An OWbN Guide to Sabbat Factions -Pg 44

Basic Kineticism:

Level One: Dampening

System: The character spends 1 Blood Trait, reducing the damage of the next successful attack (against him/her) by 1 level. This damage reduction happens before Fortitude. This power does not stack with itself, so spending a blood to activate this power while it is already active does nothing.

Level Two: Redirection

System: When spending an action to dodge a projectile, a character may decide to use Redirection instead. The character performs a Physical Challenge to dodge, exactly as if he wasn't using Redirection. If he is successful, the projectile misses and a Simple Test is thrown. On a win of the Simple Test, the projectile hits the original attacker instead.

Intermediate Kineticism:

Level Three: Vengeful-Strike

System: Spend 1 Blood Trait and the next time you take damage you gain 1 additional damage on your next melee or brawl attack. This attack must take place the same round you took damage, or in the round immediately following it. This power does not stack with itself, so spending a blood to activate this power while it is already active does nothing.

Level Four: Discharge

System: Spend 1 Blood Trait and 1 Temporary Willpower before you attack with a ranged weapon to add 1 damage to the attack (if the attack is successful). This power does not stack with itself, so spending the aforementioned tempers to activate to activate this power while it is already active does nothing.

Advanced Kineticism:

Level Five: Kinetic-Shield

System: Spend 1 Blood Trait and one action to summon a (6 feet by 4 feet, 5 Health Level) transparent barrier directly in front of you. When summoning the Kinetic Shield, you may spend any number of Physical Traits. For each 2 Traits that you spend, to a maximum of 6 Traits, you may increase the Health levels of the barrier by 1 or increase its size by three foot increments. This power does not stack with itself, so spending blood to activate this power while it is already active does nothing.



Pander Specific Combination Disciplines

While developed by members of the Pander Clan, these powers can be learned by others. Doing so requires Pander lore x3 and a Pander teacher to learn. Unless otherwise stated, these powers are Coordinator Approval for non-members of the Pander Movement.

Draw Fire:

Prerequisites: Presence ●●●●●, Obfuscate ●●●

System: Costs 1 Temporary Willpower Trait to activate. You may perform a Social Challenge, retested with Leadership, to draw someone's attention in combat. If you succeed, you must immediately spend any number of social Traits (to a maximum of 5), each Social Trait spent is how many actions the victim must direct all his actions at you and you alone. You may use this power multiple times in a scene, however should you fail to use this power, the victim becomes immune to all further attempts for the remainder of the scene. The user may not use the power Majesty while this power is active.

This power costs 12 experience points to learn.

Emerge Unscathed:

Prerequisites: Fortitude ●●●●, Celerity ●●●●

System: This power costs 1 Blood Trait and 1 Temporary Willpower Trait and lasts a scene. This power gives you a defensive retest for either stamina or speed related Challenges in which a Trait is bid, you must choose which when you activate the power. This retest may be used once a round and is the last retest you may use in any Challenge.

This power is Storyteller approval and costs 15 experience points to learn.

Caine's Curse:

Prerequisites: Dominate ●●, Animalism ●●●●●

System: This power enhances the various clan curses laid down by Caine himself. To first use this power, the Pander must spend 1 Temporary Willpower Trait and use Drawing Out the Beast successfully on a target. If the target is a Tremere, Caitiff, Pander or of lower generation than the Pander, this power has no effect. This effect is largely left for the Storyteller to decide.

Some examples are:

Brujah: -2 Self Control instead of -1

Toreador: Cannot be brought out of the trance early by anything less than an obviously life threatening circumstance

Ventrue: Feeding Restriction extended to include Vampiric Vitae

This power ends when the use of Drawing Out the Beast ends.

Note: This power is never discussed outside of Clan Pander and the Pander Movement.

This power costs 15 experience points to learn.

Source - Mutts an OWbN Guide to Panders - Pg 8-9

Dogs of Vitae:

Prerequisites: Animalism ●●●, Fortitude ●●

As many members of the Pander Movement are Mutts themselves, they are familiar with their stray dog brethren after which they are named. Using the arts of Animalism combined with the strength of resilience Fortitude provides, a member of the Pander Movement with this art can infuse a dog with an ability to seek out and store vitae for their masters.

Firstly the vampire must gain command over a dog before he sends him on a hunt. Once unleashed the dog will seek out the nearest source of vitae and attack violently, seeking to devour it. Once they have had their fill, the dog will always return to its master to give to them what they have stolen. This vitae mystically transfer from the dog to the vampire when in his presence.

System: The vampire must first make the target dog submissive to them, either through blood bond or with the use of Quell the Beast, before this power can be used on the dog. Once this control has

been established, the vampire may expend 1 Temporary Willpower Trait to infuse the dog with the ability to hunt for blood, store it in their system, and return to their master for feeding. The dog must attack a target and drink their blood, and can store up to 3 Blood Traits within themselves before they must return to their master. Once the dog has returned to the vampire master, the vampire may immediately take this blood into their own blood pool.

This power costs 8 experience points to learn.



Undiminished Fury:

Prerequisites: Animalism ●●●●●, Fortitude ●●

During the Third Sabbat Civil War, members of the Pander Movement quickly had to learn an ability to not run from battle. Fire, sunlight, and other banes of vampires cause their Beasts to compel them to flee. A members of the Pander Movement need not fear such a fate once they have mastered this art. Using their mastery of the Beast, a member of the Pander Movement with this power turns their failed Röttschreck into anger frenzy instead.

System: This Combination Discipline is activated whenever the character fails a Röttschreck Challenge. If the character has failed this Challenge, they may spend 1 Temporary Willpower Trait and instead immediately frenzy instead of Röttschreck. If the character is on an Instinct Path, this does allow them to test to ride the wave of frenzy as usual, in lieu of a Röttschreck.

This power costs 8 experience points to learn.

Lore: Pander

Below is a list of Pander Lore, and what information each level grants access to. This list is presented as a guideline only, and not a binding part of this packet. It does not dictate role-play but offers insight and perspective. Players and Storytellers are free to use as little or as much of this guideline as they like.

Pander Lore 1:

Caitiff are generally looked down upon by the major Sects. Pander in the Sabbat, however, are grudgingly given respect and are acknowledged as a Clan within the ranks of the Sabbat

Clan Pander is named after its founder, Joseph Pander

You know various ways Caitiff are created (embrace via vaulderie, cast out of Clan young, etc.)

Caitiff can manifest any of the commonly shared Disciplines

You are aware of the prejudices against Caitiff/Pander that most others harbor

Pander Lore 2:

Knowledge of the workings of Clan Pander ('Prestige,' common views within the Clan, and the Pander Movement)

Knowledge of prominent Pander haters

Knowledge of varying philosophies about Caitiff not commonly spoken among the Clans (Caitiff Superiority, Caine was a Caitiff, etc.)

Knowledge of the role of Clan Pander in the Third Sabbat Civil War

Caitiff have some sort of prophecy surrounding them

Caitiff can sometimes manifest Clan-Specific Disciplines

Pander Lore 3:

Knowledge of recent Caitiff history (the Alexi Darba revolt), how they were treated, prominent Caitiff in the past

Knowledge of Ignobilis Ritae and Discipline techniques (Combination Disciplines) common amongst Clan Pander

You have heard of or possibly met a Pander who learned a Clan Specific Discipline without a teacher

You fully understand the Caitiff Superiority philosophy, and may agree with it

Pander Lore 4:

You have heard of or possibly met a Pander who inherited his Sire's Disciplines

You have heard of legendary Caitiff such as The Stoneman

In-depth understanding of the interpretation of the Gehenna prophecies about Caitiff

You have knowledge of many of the Pander Combination Disciplines and if you are a Pander you can find a teacher for them

You have been well indoctrinated with the stories of Pander sacrifices and victories on behalf of the Sabbat, and may respect them for their dedication and bravery

Pander Lore 5:

You know that Joseph Pander is rumored to be The Stoneman's childer, though Pander denies this

You have heard of or possibly met a Pander who has created their own Discipline; you know that some call people like them Inceptors. It is said that Caine could be considered the first Inceptor

Know the origin of some blood-Caitiff elders

You strongly suspect that some Antitribu elders are actually Pander by blood, and that a conspiracy may have helped Clan Pander gain its acceptance within the Sabbat

You know many have been utterly brainwashed into believing in Pander Superiority, and you yourself might be one of them

Source - Mutts a Guide to Panders OWbN - Pg 9-10

What's a Caitiff To Do?

What's next?

This is a question that vexes most, if not all, Clanless as eternity starts to stretch out before them. Sure, they aren't the only ones who feel this, your average Toreador or Ventrue might even ask themselves the same question. But they have the guidance of their Clans, and Sect to help with whatever decision they make. You don't. Luckily the Clanless are nothing, if not resourceful.



City Trash:

Vampires have long been suited to cities. Easy prey, numerous locations for havens, privacy, and the company of others, even if they are duplicitous and dangerous by nature. So what happens to the unwanted? Many Sheriff's fill a quiet night by keeping track of Caitiff, or pushing them around. It is common for Caitiff to fill a critical role in the social ecology of every night Kindred life. They serve as scapegoats for the machinations and mistakes 'legitimate' Kindred make. While also serving as possible examples to prove the strength and dominance of powerful Kindred.

Banding together to stave off this horrible existence is a natural move. A coterie of Caitiff will watch over each other, stand up to defend one another, and most importantly offer companion-

ship and solace when the inevitable betrayal from other Kindred befalls them. At times they even manage to carve out a detritus filled shithole portion of the city to call their own, usually places no other Kindred would bother with.

Others like a more masochistic approach to unlife. Opting to climb the Tower itself by doing the dirty jobs no one else wants. No one sees the need to recognize a Caitiff's hard work past throwing them scraps at the political table, with scarce instruction, pitiful resources, or fulfilling a task so menial other Kindred would scoff at it. A cunning Kindred can make use of these desperate Caitiff, and as the years pass, those who don't die horribly from an ill thought out plan gain some mote of reputation, if not respect, for getting things done.

There are alternatives, of course. One such being the Anarchs, who admittedly will still look down on Caitiff for the most part, but place less of a handicap on them. Being self-admitted outcasts, Anarchs seem to appreciate the freedom of a Caitiff's very nature. They still have to step up to prove themselves, but it seems that Anarch States are far more accommodating than the Ivory Tower, and certainly safer than the Sabbat.

Legitimate Kindred often times least expect the power in perceived weakness. Caitiff can use those perceptions to take them by surprise. The ability to master a variety of common disciplines without the limits of a Clan make Caitiff unpredictable, particularly in combat. While the belief that no Caitiff can be more cunning, or clever by those who play the games of power can sow unexpected reward with no one the wiser.

Source - V20: Lore of the Clans - Pg 267-268



Small Town Prince:

So big city life doesn't appeal. Who can blame you? People making problems for you, using you as a scapegoat, with no domain or Clan to fall back to. Prey is scarce, safe places for havens even more so. The wilderness is werewolf country, and you're going to need humans anyway. So it's off to small towns and suburbs, places well outside the domain of a Prince or Bishop, and being the only vampire around you can claim whatever hidey hole you find. It's not glamorous. Compared to the ritzy parties and late-night thrills of the metropolitan area, but for a lone Caitiff, or coterie of them, who are tired of others making their lives a living hell, it can be a real relief to be calling the shots.

So why don't more Caitiff do it? Because, big cities offer a different kind of protection. Little towns rest in the midst of werewolf country, and wolves will happily kill a lone Kindred who has little to no protection. The Sabbat also have nomad packs who might stop off for rest, refreshment, and even recruitment. A lone Caitiff makes great cannon fodder. The least expected thing? Mortal hunters. Small towns are often times close-knit communities, and the wandering watchers from the church, or a paranoid, conspiracy theory slinging old coot could spot the signs of vampiric manipulation.



The most common, and indeed predictable, end of Caitiff's reign often comes from their own carelessness. Not many Caitiff are given proper instruction in the use of their powers, restraining their Beast, or how to properly maintain the all-important Masquerade. Let alone managing ghouls or mortal politics. Some of these Caitiff will develop strange needs, like Elders who have lived too long, and in a small town it is easy for word of these alien behaviours to get around fast. There are no shadows to hide in, no crowds to vanish into, and no help from a Clan or sect to fall back on. Once the true nature of a lone Kindred is revealed, human action can be the end of them.

However, there are those Caitiff who learn how to do it right. Keeping their heads down, ruling a small community can be peaceful. Building a base of power, learning to harness vampiric disciplines, and gaining an understanding of how to balance out the Masquerade for their own safety becomes second nature. They can be a formidable foe able to defend their territory with ease. Or a friend, capable of offering shelter against even the worst storms.

Source - V20: Lore of the Clans - Pg 268

Exile/Nomad:

Back in large cities, Caitiff find out quickly enough that not all Princes are accommodating enough to allow them in their cities. They often execute the Caitiff outright, while more benevolent individuals immediately kick them out of the city. Time after time, Caitiff are told to leave, escorted by Sheriffs more than willing to end them should they resist. Exile is more than likely a death sentence. With Caitiff meeting their ends by werewolf, starvation, frenzy... or being recruited into the Sabbat.

There are only two ways survival is accomplished in these dangerous situations. The first, you go nomad. Kindred by nature are creatures of habit, preferring cities and all the protection they bring. A Caitiff who has to go nomad has none of these things, taking his un-life into his own hands wherever he goes. Some ride the rails of America. Others get a shitty camper, Breaking Bad style and roam as they please while recruiting the help of a ghoul to drive them during the day. Some become truckers, taking up shipping to make a little money on the side. Being on the go constantly offers a small bit of security, as mortal and Kindred authorities can't keep track, or catch up before the Caitiff is gone.

The only option left would be the wilds. Caitiff, let alone other Kindred, rarely survive in this situation. Hunted on all sides by wolves or even more exotic dangers. Food is difficult to find, usually consisting of animal blood, and there is no company to keep the last tatters of humanity from slipping away. Only the most adaptable of Caitiff survive this existence. A majority, however, find the descent into madness and feral hunger a quick ride to final death.

Source - V20: Lore of the Clans - Pg 268-269

Merits and Flaws

“Better to be a strong man with a weak point, than to be a weak man without a strong point.”

~ William J. H. Boetcker

Physical Merits/Flaws:

Dulled Bite (2pt. Physical Flaw)

Source - Mind's Eye Theater: Laws of the Night: Camarilla Guide - Pg 24-25



Fangless (2pt. Physical Flaw)

Source - Mind's Eye Theater: Laws of the Night: Anarch Guide - Pg 115

Fourteenth Generation (2pt. Physical Flaw)

Source - Mind's Eye Theater: Laws of the Night: Anarch Guide - Pg 113

Fixed Generation (3pt. Physical Flaw)

Note: Only Kindred of the 12th Generation and thinner may have this Flaw.

Source - Kindred of the Ebony Kingdom - Pg 89-90

Fifteenth Generation (4pt. Physical Flaw)

Source - Mind's Eye Theater: Laws of the Night: Anarch Guide - Pg 113

Thin Blood (4pt. Physical Flaw)

Source - Mind's Eye Theater: Laws of the Night: Anarch Guide - Pg 113

Sixteenth Generation (5 pt. Physical Flaw)

Source - Becketts Jyhad Diary - Pg 143

Social Merits/Flaws:

Supernatural Contact (3pt. Social Merit)

Source - Time of Thin Blood - Pg 81



Personal Masquerade (3pt. Social Merit)

Source - Mind's Eye Theater: Laws of the Night: Anarch Guide - Pg 114

Ignorance (2pt. Social Flaw)

Source - V20: Lore of the Clans - Pg 270

Mental Merits/Flaws:

Face the Flames (3pt. Mental Merit)

Source - Time of Thin Blood - Pg 81

Feeding Fetish (1pt. Mental Flaw)

You feel compelled to bite only a specific part of the body to feed. Attempting to bite a victim anywhere else forces a Willpower Challenge (Difficulty 3). The neck, of course, is most traditional, but the legendary Armenian vampire Dakhanavar bit only the soles of his victim's feet.

Source - Time of Thin Blood - Pg 79

Compulsive Counter (2pt. Mental Flaw)

If you see collections of small, identical objects (such as a scattered handful of rice or marbles), you feel compelled to pick them up and count them. You can resist the obsession if you make a successful Willpower Challenge. The difficulty depends on how much you must count: A scattered handful of rice (hundreds of grains) gives a difficulty of only 3, but a handful of marbles (only a dozen or so) would force a difficulty of 5.

Source - Time of Thin Blood - Pg 79

Bulimia (4pt. Mental Flaw)

You hunger for blood, and like all vampires, you will eventually feed, but the thought of it still makes you sick. Maybe you're just not cut out for an eternity of bloodsucking, or you had an eating disorder in life that has followed you to the other side of mortality. Whatever the reason, you can't hold your blood. Whenever you feed, make a Physical Challenge with a difficulty 8. If you fail, you vomit out the fresh blood before it can be absorbed into your body, spraying it everywhere (embarrassing at best, a breach of the Masquerade at worst). Note that blood taken in frenzy is absorbed normally, though this carries its own risks.

Source - V20: Lore of the Clans - Pg 270

Hemetic (4pt. Mental Flaw)

Source - Mind's Eye Theater: Laws of the Night: Anarch Guide - Pg 114

Supernatural Merits/Flaws:

Seer (4pt. Supernatural Merit)

You have flashes of insight that allow you to see patterns and portents of the Jyhad. Whilst other Kindred live their unlives in ignorant bliss, you feel the full weight of the Ancients bear down on



you. You see patterns in the lines of someone's face, currents of air, or dreams you have during the day. Whilst these patterns are ever present, they are couched in symbolism, and interpreting them requires a Static Mental Challenge. The difficulty of this varies from 6 to 10, depending on the complexity of the pattern. Seeing the immediate future is difficulty 6, whilst unraveling diffuse manipulations is difficulty 10. Close familiarity with the people involved, or a recurrence of the same pattern, lowers the difficulty by 1. If the test is successful, the player asks the Storyteller a question about the omens observed. Outright success yields more information (i.e. "That man is your enemy" versus "That man is your enemy, because he hates your sire"). Ties yield no information, while failure yields perfectly believable yet false information. This merit grants insight into vampiric affairs only, though these are widespread indeed. Your Storyteller is encouraged to use this merit to foreshadow events, reveal plot threads, or simply reiterate missed clues. Alternatively, you can ask the Storyteller if you see a pattern around a subject. You must be 14th, 15th, 16th Generation, or Thin Blood to possess this merit.

Source - Beckett's Jihad Diary - Pg 142-143

Inceptor (5pt. Supernatural Merit)

Source - Mind's Eye Theater: Laws of the Night: Anarch Guide - Pg 112

New Bloodline (7pt. Supernatural Merit)

Source - Outcasts: A Players Guide to Pariahs - pg 36

Repulsed by Wild Rose (1pt. Supernatural Flaw)

Source - Time of Thin Blood - Pg 79

Power Fetish (3pt. Supernatural Flaw)

You believe that much of your supernatural power depends on carrying a specific object (the Alp, a German vampire-spirit, needed its hat). Without that unique object, you must succeed at a Willpower Challenge (difficulty 4) to activate any Discipline power.

Source - Time of Thin Blood - Pg 79

Superstition (Variable Supernatural Flaw)

Many of those who make up the Last Generations have no other means of learning what it means to be a vampire apart from books, movies and television. That includes the things that can cause them harm. The supernatural effects of the Embrace can give such delusions the power to hurt or even kill those who suffer from them. A vampire who expects to be repelled by crosses because that's what happens to all the vampires in the movies may suffer real damage from touching a crucifix. Can't Cross Running Water, Cast No Reflection, and Repulsed by Garlic are good examples of such flaws. Others include compulsively counting objects thrown in your path, being repulsed by wild rose, only feeding from a particular area of the body, or even believing that all your vampiric powers depend

on carrying or wielding a particular item. Storytellers should use the existing flaws as guidelines for determining the point value of a particular superstition, and as a rule, a Kindred confronted by his superstitious weakness must spend 1 Temporary Willpower Trait to actively overcome his debility. Note: PCs with this flaw do not actually have the example flaws, they *believe* they have it.

Source - Mind's Eye Theater: Laws of the Night: Anarch Guide - Pg 115

Good Superstition Flaws include: Can't Cross Running Water (3), Cast No Reflection (1), Compulsive Counter (2), Feeding Fetish (1), Power Fetish (3), Repulsed by Garlic (1), Repulsed by Wild Rose (1), and Smell of the Grave (1).

Source - Mind's Eye Theater: Laws of the Night: Revised - Pg. 114, 121

Source - Time of Thin Blood - Pg. 79

Ravaging Years (2pt. Supernatural Flaw)

Source - Mind's Eye Theater: Laws of the Night: Anarch Guide - Pg 114

Decrepitude (3pt. Supernatural Flaw)

Source - Mind's Eye Theater: Laws of the Night: Anarch Guide - Pg 114-115

Harbinger of Gehenna (5pt. Supernatural Flaw)

Source - Victorian Age: Vampire - Pg 127



Dhampir:

Children of the Undead

“Resilience is all about being able to overcome the unexpected. Sustainability is about survival. The goal of resilience is to thrive.” ~ Jamais Cascio

A dhampir is something that should not be, something that the Kindred and Cainites of the world believed could not exist: the offspring of a mortal and a vampire. It shouldn't be possible, but it is... very, very rarely. A 15th or 16th Generation vampire of either gender can conceive half-mortal offspring, which develop and are born in the normal fashion. Romani folklore calls such creatures “dhampirs,” and the term is rapidly becoming known in the circles of scholarly Kindred everywhere.

By their very nature, all dhampir are young, the oldest no more than twenty. The thin-blooded vampires are very much a product of the Final Nights, and so the dhampirs postdate the youngest Generations. They spend most of their lifetimes among normal, contemporary mortals, mostly unaware of their unusual heritage. The truth, when and if it comes, is almost always a shattering revelation. Most vampires have never heard of dhampirs, and those few who have are ready to scoff at the ludicrousness of the notion (“Vampires impregnating mortals? Impossible!”). But already a few of these walking contradictions have found their way into the Anarch Movement. They number barely a handful, but the Anarch Movement regards dhampirs as the ultimate wild card: they're not supposed to exist, but they do, and therefore they should be welcomed. Predictably, some anarchs



desire only to exploit this valuable new resource. Others, particularly the more studiously inclined, see the dhampirs as proof that the Final Nights have not only arrived but have parked their cycles at the curb. These Cainites often react with awe and hope when they encounter a dhampir, and try to make them welcome within the ranks of the Movement.

Source - Mind's Eye Theater: Laws of the Night: Anarch Guide - Pg 116

Dhampir Character Creation:

Attributes

Dhampir starting Traits work on the following scale: 6 Primary, 4 Secondary and 3 Tertiary. They may only be raised to a maximum of 9.

Disciplines

Like Ghouls, dhampirs begin play with Prowess, the first Basic Potence power. But they have no Clan Disciplines, and therefore they may also have one additional Basic power in any of the following Disciplines: Animalism, Auspex, Celerity, Dominate, Fortitude, Obfuscate, Potence, or Presence. Dhampirs always pay out-of-Clan costs for Disciplines and can never raise any Discipline above the Basic level (even if a dhampir becomes a Ghoul).

Virtues

All dhampirs, without exception, follow the Path of Humanity, and assign Virtue Traits just like any other mortal character. It is theoretically possible that a dhampir could learn to embrace one of the Paths, but that would require prolonged exposure to individuals and events that would almost certainly guarantee the dhampir's destruction.

Willpower

Dhampirs start with 2 Willpower Traits.

Merits and Flaws

The full range of merits and flaws is available to dhampirs. However, they cannot have merits and flaws that apply only to vampires. For example, a dhampir cannot have the Fangless Flaw, because dhampirs do not have fangs. Dhampirs also have access to two exclusive Merits and Flaws (see below).

Blood Traits

Dhampirs actually create their own (albeit weak) vitae. They have 10 Blood Traits, and regenerate 1 per day. A dhampir can also drink vampiric vitae and regain lost Blood Traits more quickly, but ingesting just 1 such Trait means that the dhampir is one-third of her way toward a full Blood Bond, and they do not gain any additional powers from being a Ghoul.

Freebie Traits

Dhampirs receive 8 Freebie Traits to spend on additional Traits or merits, plus whatever other Free Traits they may gain from Flaws or Negative Traits.

Dhampir Characteristics

Dhampirs and Ghouls share the same standard abilities and limitations, except as noted in this chapter. They can use Blood Traits to raise their Physical Traits, for example, and expend a Willpower Trait to refresh any Attribute Trait category.

Source - Mind's Eye Theater: Laws of the Night: Anarch Guide - Pg 116-117

Dhampir Only Merits and Flaws:

Physical Merits/Flaws: Dhampir Only

Fragile Bones (5pt. Physical Flaw)

Source - Mind's Eye Theater: Laws of the Night: Anarch Guide - Pg 118

Supernatural Merits/Flaws: Dhampir Only

Perceive Vampires (2-5pt. Supernatural Merit)

Source - Mind's Eye Theater: Laws of the Night: Anarch Guide - Pg 118

Combination Disciplines

Caitiff Specific

Bagman's Shelter

Obtenebration ••, Fortitude •••

MET System: (Use as Printed) The Caitiff spends 1 Blood Trait and 1 Temporary Willpower Trait before resting for the day. All around them, the shadows darken and reinforce cover in such a fashion that improves an otherwise flimsy shelter for the purpose of blocking sunlight. What light does penetrate the space seems not to reflect from whatever surface it hits. As long as none of the exposure is direct, the vampire can sleep safely in a small space, such as the back of a truck cab under a heavy blanket or a basement stairway in the alley covered in trash. For some reason, this ability doesn't work if the Caitiff is awake.

This power costs 8 experience points to learn.

Source - V20: Lore of the Clans - Pg 270



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Beneath Contempt

Obfuscate ••, Presence •••

MET System: The character spends a Willpower point to activate this power. For the remainder of the scene, anyone who looks at a Caitiff as potential threat must make a static Willpower Challenge against a difficulty equal to Double the Caitiff's Humanity score, or 4 if the Caitiff is on a Path of Enlightenment. If the Caitiff is on the path of Humanity they may add their rating in the path to their defensive traits in this challenge. If they fail the challenge, they dismiss the Caitiff as being unworthy of hostility. The Caitiff is not invisible or forgotten, and they might still take them prisoner if they have been defeated and are begging for mercy.

This power costs 8 experience points to learn.

Source - V20: Lore of the Clans - Pg 271

Mover and Shaker

(Auspex ••, Presence •••)

MET System: (Use as printed, replace 'Social rolls' with 'Social Challenges') The Caitiff must spend time meeting and getting to know all of the people of the town they want included in this effect. By spending 1 Temporary Willpower Trait for each night they spend mingling, they can gain the lasting trust of the citizens in a passive, undetectable fashion. This does not have as obvious an effect as Presence, nor does it give you control over them. What it does do is create a sense of basic goodwill and a positive impression. They trust the Caitiff, and anyone who starts asking suspicious questions or making accusations will find doors closing to them – all Social Challenges regarding the Caitiff are at +2 difficulty for a number of weeks equal to the number of Temporary Willpower Traits spent. This can help shake off would-be hunters and even some Kindred. Werewolves and other supernaturals will have their own ways to find the Clanless.

This power costs 8 experience points to learn.

Source - V20: Lore of the Clans - Pg 271



Background: Insight

"A moment's insight is sometimes worth a life's experience." ~ Oliver Wendell Holmes, Sr.

Insight Note:

Only the thin-blooded can have the prophetic power called Insight. What's more, if a Seer - a character with Insight - lowers her Generation at all through Diablerie, she loses her Insight. Whatever strange power links the thin-blooded to the Great Beyond, Diablerie breaks the connection. Only vampires of the 14th, 15th, and 16th Generations may possess Insight.

Source - Time of Thin Blood - Pg 33

Insight:

Some vampires of the 14th, 15th, and 16th Generations have an uncanny, well, insight into the plots and intrigues of elder vampires. They get strange hunches and prophetic dreams, blurt out names they should not know and sometimes see waking visions of Gehenna. Insight is only the most popular name for this knack. Other names range from the pretentiously pseudo-scholarly, such as "Prognostication," to the casual and slangy, such as "pickin' up the vibes." Vampires with Insight are called seers (less often, oracles, Delphics or Cumaeans; also dreamers, psychics, snoops, and tattletales).



Insight has its origin in the near-death experience of the Embrace. Thin-blooded vampires often spend a long time caught at the brink of Final Death and oblivion. As they struggle back to the lands of the (un)living, some new

vampires see visions of the past and future of the Kindred and learn secrets of the Jyhad. When they wake up they forget most of what they saw, just as mortals forget most of their dreams, but the knowledge may return in visions or spontaneous hunches. If they ever realize what's going on, such seers can try to reconnect to the source and deliberately provoke such visions.

Like all Backgrounds, Insight operates on a scale of one to five dots.

- - The occasional odd feeling
- - Intuitive
- - Visionary
- - Uncanny
- - You see more of the Jyhad's movements than anyone but the Ancients themselves

Note, however, that Insight is not an All-Purpose Magic Answer Machine. Most of the time, Insight is vague, or the visions are obscure and symbolic. The more powerful the vampires involved, the less direct Insight will be. Even the most successful Insight only refers to Antediluvians through symbol and metaphor.

Example:

While kneeling before the prince, Tisha the Caitiff has a powerful flash of Insight. She sees the prince's throat ripped open by another vampire and blurts out, "Caesar, beware the ides of March!" She doesn't know that the prince's grandsire is named Brutus. She has seen the prince's death in Gehenna, at the fangs of his own Methuselah grandsire.

What's more, Insight reveals only information about plots and conflicts driven by vampires. This doesn't necessarily involve the lead-up to Gehenna... at least, not directly. The Methuselchs and Antediluvians don't control every vampire, or even every elder. Most conflicts between vampires have no wider significance.

On the other hand, the petty wars between the Elders ensure that the Kindred will not mount a unified resistance when the Ancients awaken to devour their descendants. While the Ancients do not cause every scheme and squabble, they benefit from these little Jyhads. Insight detects such minor plots too (and causes just as much resentment among the elders whose secrets are revealed).

The spontaneous dreams, hunches and visions occur at the Storyteller's discretion. The Storyteller can use spontaneous Insight to feed information to the character and lead her into trouble (er, stories). The Storyteller decides when spontaneous Insight occurs.

Source - Time of Thin Blood - Pg 74-75



Insight Mechanics:

Note - These rules are a more in-depth option made available to the players of OWbN. Rules for Insight can be found in Source - Mind's Eye Theater: Laws of the Night: Anarch Guide Pg 110-112, talk with your Storyteller to see which set of rules they would like to run.

When using Insight, the player throws Static Mental Challenges against a Storyteller, difficulty 11. There are no retests for Insight, other than Luck (and luck-like) retests and Oracular Ability (and portent-based) retests.

Insight Result Table:

Lost all Challenges

Convincing but completely false information.

1 Success

A vague sense of hidden significance.

2 Successes

Knowledge that a person, object or even is important. A name, face or symbolic image of a person, but without explanation.

3 Successes

Hints to hidden plots, but in puzzling symbols and riddles. At least one significant detail is clearly revealed.

4 Successes

Significant information clearly revealed - but not completely. Perhaps one short scene about an Ancient's activities, or someone's fate when Gehenna comes.

5 Successes

Dangerous detail. One person's motives revealed in full. Major participants in a conflict identified, but without explanation.

Someone with Insight can also deliberately try to provoke a hunch or vision about a person or situation. This usually provides less detailed information and may well fail completely.

The player may make an Insight Challenge, as described above. If they fail, the player may not throw again to gain Insight into their victims' plots for the rest of the evening.

A seer's player can make deliberate Insight throws for as many subjects as they have dots of Insight. However, if a character completely fails two separate Insight Challenges in the same night, she becomes exhausted and unable to call upon the powers of Insight for the remainder of the night.

Only vampires of the 14th, 15th, and 16th Generations may possess Insight. (Malkavians may take this background up to 3 at any generation.)

Group Insight:

A group of seers can try for deliberate Insight together in order to get more information.

Group Insight Mechanics:

First the seers must agree on some sort of ritual to guide their attempt at Insight. Real occult beliefs provide many examples of divinatory rituals, from Ouija boards and Tarot cards to reading the entrails of slaughtered animals. Without some such ritual framework, the seers will get nothing.

The ritual is by no means any genuine magic power. Any agreed-upon ritual will do. The ritual merely has to put the participants in a special frame of mind, in which they accept that they can pull knowledge from the void.

Any character who wishes to participate must first expend 1 Temporary Willpower Trait. Then, each seer makes 1 Insight Challenge against a Static Mental Challenge, difficulty 11. When complete, they pool their collective successes for a result from the table above.

Drawback: Insight Shock

One can see entirely too much through Group Insight. The seers may get so much information, of such a shocking nature and perceived so intensely, that their minds shut down from the overload. If Group Insight results in 6 or more successes, all the participants must make a Willpower Challenge, difficulty equaling the number of Group Insight successes (minimum 6). If a participant succeeds the Challenge, they are shaken but unharmed. If they fail, they enter Torpor. At Storyteller discretion, based upon the number of successes, the rewards may be great. The participants may well discover one of the great secrets of the Jyhad, such as the true goal of a particular Methuselah. Failure is a Beast all its own, and Storytellers should prepare something particularly interesting if all seers fail the Challenge. A shared derangement, perhaps? Get interesting with it.

Its important to keep in mind that at first, characters should have no idea how Group Insight works. It is not a widely known skill. When they hear it may be possible, or speculate about it themselves, the Storyteller can build more stories about how group Insight works. Characters can search for other seers who have successfully performed group Insight (or think they have...), consult occultists and magicians, or read arcane texts for guidance.

If the characters decide that obtaining a group vision requires that they offer up one of their number as a sacrifice in the deepest chamber of the Great Pyramid, you as Storyteller are under no obligation to tell them they'd do just as well sitting around a Ouija board.

Source - Time of Thin Blood - Pg 75

Insight and Disciplines:

The mixture of certain Disciplines may aid a vampire with Insight.

Auspex:

Heightened Senses (Auspex Level One):

Heightened Senses sometimes warns its possessor of danger, from immediate threats (such as a gun pointed at the character) to subtle threats (such as an enemy's plot to murder him). If a threat connects to the schemes of local elders, sensing the threat through Auspex may also trigger spontaneous Insight about the motivations behind the threat.

The Spirit's Touch (Auspex Level Three):

Complimenting Insight if the object scanned has some significance in a Jyhad. Most simply, a flash of spontaneous Insight can tell a character that an object is worth examining.

A character can also use deliberate Insight with Spirit's Touch to get more information about people who have interacted with an object in the past. Normally, Spirit's Touch provides only basic information about a person who used an object, emotional state at the time of use, etc. Instead, perhaps the Auspex user envisions a "snapshot" of a scene in the past - but without explanation. Deliberate Insight can add details of motivation that Spirit's Touch cannot detect.

Best of all, the Mental Trait spent using Spirit's Touch reduces the difficulty of deliberate Insight by 2 (from 11 to 9, for that Spirit's Touch related Insight Challenge only).

All these results assume that the object does in fact have some connection to a Jyhad. Most objects do not - not even when their owner is hip-deep in intrigue.

Dementation:

Eyes of Chaos (Dementation Level Three):

Eyes of Chaos can reveal hidden information in much the same way as Insight (although Eyes of Chaos is not limited to the doings of the Jyhad). Eyes of Chaos can compliment Insight much as Auspex can. For every success at deliberate Insight, add 1 to your Mental Traits for the next Eyes of Chaos Challenge you make to determine a subject's Nature (to a maximum of 5). Or, if Eyes of Chaos was used (successfully) against your target instead, reduce the difficulty of a deliberate Insight against your subject by 1 (from 11 to 10) for the next deliberate Insight Challenge against them (only one deliberate Insight Challenge gains the benefit of this).

Insight and Torpor:

Every time a vampire with Insight enters an involuntary Torpor (including through Insight Shock) they may experience spontaneous Insight. Once more, their soul walks the boundary of oblivion and eternity, with the past and future spread before them. Just as they did in their Embrace, they forget most of what they see in their death-dreams... but not all of it. They may awaken with a valuable new clue to the Great Jyhad.

A seer's player might think of inducing a bout of Insight by having the character wound or starve themselves into Torpor. This rarely works; the Great Beyond is not so easily fooled. Because the Torpor comes about through the character's own desire, it is not really involuntary. The Storyteller



should use the rules for deliberate Insight here instead.

After a Torpor-induced episode of Insight, the Storyteller may want to award the character another dot of Insight (to the maximum of 5, assuming they survive the Torpor). The character's repeated sojourn at the border of death has strengthened their connection to the source of Insight.

Source - Time of Thin Blood - Pg 75-76

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Creating Disciplines: Inceptors

"The most dangerous creation of any society is the man who has nothing to lose."

~ James Baldwin

So how does a Caitiff create a new Discipline and become an Inceptor? Speaking strictly in mechanical terms, the player in question merely has to buy the 7 pt. Merit: Inceptor, then spends the requisite experience to buy points in the created Discipline. This however, is only the last stage in the process. First, the player and Storyteller must agree on what the new Discipline can do. Though these custom Disciplines do not need any specific Coordinator approval, the correct Coordinator's office should be notified and they do need to be registered in the Custom Content Database.

The Custom Content Database Can be accessed **HERE:**

<http://www.OWbN.net/resources/custom-content/>

Creation: The Easy Way

The easy way to invent a new Discipline is to give an old Discipline a facelift. Such Disciplines already exist. For example, Serpentis has undeniable similarities to Protean. It's not hard to design other variations upon familiar Disciplines.



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Creation: The Hard Way

If nothing else seems quite right, the player and Storyteller can create a whole new Discipline from scratch. Below are guidelines - but no examples.

Defining the Discipline:

First, the player needs some idea about what the Discipline will do. Each Discipline has a theme (Strength, Controlling Emotions, etc.). A collection of powers with no underlying logic to connect them does not make a very good Discipline.

Do try to keep balance with the “standard” Disciplines. In fact, personal Disciplines should be weaker than the “old favorites.” Vampires have spent thousands of years refining the standard Disciplines to make them as powerful as they can be. Additionally, the value of a new Discipline lies in its ability to surprise, not to crush all opposition.

Next, the player and Storyteller must agree upon the specific powers gained at each level of the Discipline. You need only two or three powers to begin with. After all, a thin-blooded character might never get the chance to master it completely.

The first level of a Discipline is never powerful, though it may be useful. Consider the traditional Discipline set, such as talking to animals and seeing in the dark. These effects won't exactly make other characters fall down in reverence, but a clever vampire can achieve a lot with them. Higher levels become progressively more powerful, though exact comparisons of power level become difficult. Fortunately, one doesn't need to agonize over the order of powers within a Discipline. It's enough that the first-level power is the weakest and the fifth-level power is the strongest.

Finally, the Storyteller must decide upon the game mechanics for each power. What retests apply, if any, does each power need? Should the power cost Blood Traits? Temporary Willpower Traits? Most of the standard Disciplines, familiar to vampires of many Clans, do not cost Blood Traits. The more exotic Disciplines practiced by only one Clan each, such as Vicissitude or Obtenebration, generally do cost blood points. Only the most lethal or outlandish powers, or powers that never fail to have full effect, cost Willpower.

Learning the Discipline:

Now that the player has defined the new Discipline, the character still needs to learn it. Even the highest Generations don't just blow new Disciplines out of their noses. Discovering a Discipline can become an important part of the character's story, whether in the prelude or later on in the chronicle. The player should give some reason why the Discipline appeared. Did the character deliberately try to invent a new power? If so, what made him think he could do this? Did she study the occult? Or did he just get in a situation where he needed a certain power a whole lot and, hey presto, he had it?

Spending the Points:

At long last, the player can pay the experience points for the first level in the character's new Discipline. Alternatively, they can purchase that first dot through freebie points at character creation. A character should not begin with more than one dot in their personal Discipline. Later on, characters increase unique Disciplines just like any other out-of-Clan or Caitiff Discipline.

Source - Time of the Thin Blood - Pg 33-34



Standard Tables for Disciplines

As a convenience for Storytellers, here are some common guidelines for Discipline powers. Following this chart should help an inceptor's new Discipline stay roughly equal to the old standard.

Source - Time of the Thin Blood - Pg 35

Directly Damaging Effects

Disciplines that cause actual health levels of damage don't need a table. Typically, they do 1 health level of damage. Second-level powers or higher may inflict aggravated damage. While fifth-level powers can inflict two health levels of damage.

Indirectly Damaging Effects

These powers do not actually inflict health levels of damage on the victim. Instead, they reduce his combat abilities in some other way. Scorpion's Touch (Quietus Level Two), which reduces the victim's Physical Traits, is an example of indirectly damaging effects.

The severity of the effect is often based on the character's level of Discipline mastery. Severity may also be fixed - for instance, an attack that always reduces a Trait by two, no more or less.

Severity Chart

Basic Powers - 1 Trait Lost

Intermediate Powers - 2 Traits Lost (Possible Blood Cost)

Advanced Power - 2/3+ Traits Lost - (Possibly Permanent)

(Willpower/Blood Cost Almost Certainly Required, or the willingness of a recipient of your power)

Duration

Standard durations should apply. Either the end of a scene, or hour, whichever comes first. Or until Sunrise.

Note that no handicap is truly permanent - at least not for vampires. If nothing else, victims can raise lost Traits again with experience points. Not all indirect effects are combat focused. For instance, The Heart of Darkness (Serpentis Level Five) serves as a prime example of permanently lost Traits that come with great reward. But also the ability to re-purchase new Traits, or the same lost Traits if the power is reversed.

Non-Damaging Effects

This might be some power that affects the vampire herself, changes the surroundings in some way, or that affects another person in a non-damaging way. (Dementation and Presence are examples of such effects. They do not harm the victim, they merely change his actions and opinions. Non-damaging effects are most likely terribly inconvenient for the victim.)

Duration

Standard durations should apply. Either the end of a scene, or hour, whichever comes first. Or until Sunrise.

Note: Consider the cost of 1 Temporary Willpower Trait to increase the duration of such powers at higher levels.

Temporary Willpower Chart

1 Temporary Willpower - Three Nights

2 Temporary Willpower - One Week

3 Temporary Willpower - Two Weeks

4 Temporary Willpower - One Month

Area Effects

Some Discipline powers affect an area rather than a person or object. For instance, a Thaumaturgical curse could infest an area with roaches, or a Presence effect might awe everyone within an area.

Line of Sight: Generally 50 feet.

Radius: Everything within an area. Some powers state a circle within 10 feet., or the room you're in. Use your best judgement.

Multiple-Target Effects

Some powers might affect a number of people or other targets - potentially as many as there are within range. In this case, the number of Traits spent determines the number of targets affected. Much like Beckoning (Animalism Level Two).

Prominent Caitiff NPCs:

"Never throughout history has a man who lived a life of ease left a name worth remembering." ~ Theodore Roosevelt

Jenny MacNeil:

Jenny was embraced Caitiff sometime during the late 80s or early 90s. She joined a group of Biloxi Caitiff soon after her embrace and continued to survive. After several years of abuse by the Camarilla she began planning an overthrow of the Biloxi court. Given her natural leading skills, and seemingly endless luck, she saw final victory with the death of Prince O'Neal, and the establishment of the Barony of Biloxi/Gulfport. In 2011 she signed the Treaty of Fire.

Source - The Anarch Movement: Anarch Genre: OWbN 2018 - Appendix E, viii

"The Reverend", Jacob Barrows:

Jacob was embraced sometime during the second Anarch Revolution. It is unsure which side is responsible, no Anarch claims him as their own, but no Camarilla are left who know if he was embraced as fodder to fight against the tide of Anarchs in a last ditch effort for defense, or otherwise. Which probably explains why he is a Caitiff. Either way, since his embrace, "The Reverend" - as he's since branded himself - has made his way into the Camarilla to fight for equality for all Caitiff and seeking to legitimize them as a proper Clan. Rumors spread about his crusade, drawing all manner of Clanless to his banner. It is also rumored that he has a unique Inceptor Discipline and a Bloodline which he is responsible for.

Eryn, of the Netrunners:

Where Eryn came from is a mystery. There are rumors floating around that he is a rare Caitiff, who was embraced by a Tremere in a fit of passion. However, no solid evidence exists to support these claims. Eryn shows great expertise in manipulating modern technology, some say this is thanks to the Tremere themselves, who denied Eryn's claim to the Clan, and subsequent access to Thaumaturgy - specifically The Path of Technomancy. After the Clans denial, Eryn created his own Discipline out of spite, learning to manipulate machines through will and blood instead of sorcerous means. Most of this cannot be confirmed.

The Stoneman:

The Stoneman's past is shrouded in mystery, and all attempts to get answers about his age or history from him are met with an enigmatic smile. Just the same, there is little doubt that The Stoneman has been wandering the earth for several centuries. His knowledge of Carthage, up to and including the incidents that occurred directly before and after its fall, is amazingly accurate, and his participation in the Anarch War is well documented. The Stoneman has allegedly created several new Disciplines on his own, and is willing to teach the powers he has developed to other Caitiff - if they meet his standards.

Many among the Clans claim that he is a myth created by the Clanless, a twisted version of Santa Claus and Superman all rolled into one. The Caitiff know better. Some claim he is actually a member of the Inconnu, above the concerns of both the Camarilla and the Sabbat, but no evidence exists to substantiate these rumors. Joseph Pander is alleged to have claimed the Stoneman as his sire, but if he ever made that claim, he denies it now.

The Stoneman is an example to all Caitiff of what can be done to overcome the lack of a Clan. Rumors continue that he has founded several Bloodlines, though none are ever named. Some few have even made the claim that he has Diablerized one of the Antediluvians or that he is actually a child of Caine returned from the East. Few believe the rumor, but all fear him just the same.

While it is true that he no longer involves himself in Kindred affairs, he does watch over other Caitiff, coming to their aid when they are attacked and brutalized by the Clans. No one can say for certain just what the Stoneman looks like, for he apparently can change his shape at will, and he is almost never described the same way twice.

Source - Outcasts: A Players Guide to Pariahs - Pg 39

Joseph Pander:

There can be no doubt that Joseph Pander had a significant impact on the Sabbat Kindred. His unflagging passion for equality allowed him to accomplish what no other Caitiff rebellion has accomplished before or since. The Pander Rebellion of the 1950s gained Caitiff of the Sabbat the same status of the true Clans and earned Pander the title of Priscus, a rank never before achieved by any of the Clanless. Even non-Sabbat Caitiff have heard of him, and several groups of Caitiff mention his name with awe and even religious reverence. The attempt by Alexi Darba to force similar actions in the Camarilla failed, but there are many groups of Caitiff actively recruiting others among the Clanless for another attempt.

Pander is still active today, leading his Clan with savage efficiency and ensuring that all of the Panders are treated with the respect they deserve. His loyalty to the Sabbat is unquestioned, and his dedication to the Caitiff and to a vision of equality is an inspiration to many of the unbound.

Source - Outcasts: A Players Guide to Pariahs - Pg 39

Mukhtar Bey, Prince of Cairo:

Mukhtar Bey has ruled Cairo as a free city for six centuries, without pledging allegiance to one of the great Sects of the undead, allowing Kindred of every Clan and heritage within its boundaries except for the Giovanni. Despite various doomsayers that called for his destruction, he has nonetheless been able to rein in the disparate factions of Cairo, and has earned respect. His rule is steady in spite of the many changes in political winds. A shrewd and skilled negotiator, he has made good relations with the Assamites, and has been able to keep the Followers of Set at arm's length.

Source - Cairo by Night / White Wolf Wiki - Pg 90-91

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