



The Warriors Mark



A OWBOW Packet for Assamite Warriors



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New Warrior Background

Warriors Mark -

This background is reserved for Warrior Caste Assamites and requires Cord Approval to take. A scene is always had with the Cord's office to both apply the tattoo and activate it. This background costs 1 XP and may be purchased to the normal cap of 5. A single PC may never have more than 5 dots of this background on their sheet. Once a PC has purchased 1 dot of this background, they may not petition for a second dot for the duration of 1 month from time of completion.

The NPC who applies this power is also responsible for maintaining it. If that NPC dies or decides to revoke the magic, say due to the Warrior losing a rank, the tattoo loses all magical properties. This can be earned back, or re-enchanted by a new NPC if one exists, or if the Warrior is able to appease the keeper of the magic once more. No XP Refunds are advised for losing a rank/challenge and thus losing access to a tattoo they previously had earned.

There are a total of 18 Choices. 12 General and 2 for each of the Loyalists, Unconquered, and Schismatics. A single PC can not have more than 1 of the unique faction specific tattoos and can not have a tattoo that does not belong to their current faction. Dispossessed may only draw their 5 tattoos from the General pool. The Sect Specific tattoos are seen as crowning achievements and are only handed out as apart of the individuals attain top of their caste accolades and achievements. (Advised to use Rank Ups as requirements, but final arbitration is up to the Cord Staff.) The final design is narrative in nature but should be recognizable as the named tattoo by those in the know.

Mechanics: Any activation times, costs, or associated requirements are listed in the specific powers. Unless otherwise listed the tattoo does not require any cost to activate and can be done so as apart of the characters normal action. If scrutinized with a power that identifies or detects magic, this tattoos show up as an old form of DAK magic but are faint in much the same way a ward would appear if observed on a weapon. As always it is up to ST's to interpret what is available and reasonable for their game. The process of creating, inking, and empowering one of these Marks can take several nights worth of work and is a unique experience for each individual receiving a mark.

General Tattoos

- ***Tattoo of the Bloodhound:*** Costs 1 blood to activate, requires a physical challenge against your target where you spill your blood on them, and the tattoo transfers from you to them. Until the next Sunrise you are able to track your prey instinctively with a magnetic sense of direction and win on all ties for mundane tracking efforts.
- ***Tattoo of the Oasis:*** This tattoo may store up to five additional blood traits. This blood comes from the vampires normal blood pool, refreshing at 1 blood trait per evening when the vampire awakens. Once the tattoo is full it no longer takes from its owner, and gains a slight reddish hue and slick blood like quality to it.
- ***Tattoo of the Hidden Fang:*** After spending 5 minutes in meditation you may submerge one weapon, no greater than the rough size and shape of the appendage the tattoo was placed on into your body. The weapon is undetectable by mundane or technological means. At the same cost as drawing a weapon, you may remove the weapon from your body and have it ready in your hand. To access the weapon you must be able to touch the tattoo, and placing it back into yourself requires the same 5 minutes of meditation. You may hold no more than one weapon per appendage.
- ***Tattoo of the Stalker:*** This Tattoo is unique to every individual who has it. And to craft it, 1 trait of blood from 5 different subjects of the same clan must be provided to the crafter of the tattoo. At the completion of the tattoo, the wearer utters a vow to make that clan their enemy. Benefits: The wearer of this tattoo is up +2 traits in all challenges where they are directly opposing a member of the chosen clan. Once a night they are granted a free retest against such a foe. Negatives: Gain the flaw Hatred: Your chosen Clan, for as long as you hold this tattoo. Those who wear this tattoo have no supernatural power to identify members of their chosen clan, and simply believe that they have an advantage through whatever means make sense until they know.

General Tattoos Continued

- ***Tattoo of the Eagle's Eye:*** This tattoo has found its way to many sharpshooters of the Warrior caste. To those so skilled they gain the following benefits when making attacks with ranged weapons. If the Assamite aims for the entire turn before firing, they gain a single might like retest on that attack.
- ***Tattoo of the Promised Pain:*** This Tattoo is unique to every individual who has it. And to craft it, 3 traits of blood from 1 or more subjects of the same creature type as the type you choose must be provided to the crafter of the tattoo. At the completion of the tattoo, the wearer utters a vow to make that creature type their enemy. Benefits: When making attacks against creatures of the chosen type, the wearer deals +1 damage with any attacks made in brawling or melee combat. Further, this additional damage can not be tested down to 0, though it can be negated entirely through powers such as Aegis and similar powers that would render the attack ineffective. Negatives: Gain the Flaw Enemy (3pts) of the chosen creature type you have selected.
- ***Tattoo of the Hare:*** This tattoo empowers the wearer with impressive agility and the ability to cover distance in rapid succession. Once per night they may call upon the power of this tattoo and double their move speed both in and out of combat for one hour.
- ***Tattoo of the Shadows:*** This tattoo calls upon the idea of Assamites as warriors of the shadows and assassins without equal. As long as the wearer is at least partially obscured by shadows or has access to heavy shadows in their immediate area, they have access to a might like free retest on any dodge related actions once per round.
- ***Tattoo of the Mirrored Mask:*** This Tattoo allows one to blend in with the world they have chosen to be apart of. This Tattoo lets the user know when they are the subject of aura perception or a power that perceives their aura, though not who is performing it. As a reflexive action to being observed, up to three times per night the wearer of this tattoo may spend 1 temporary Willpower to change what their aura looks like to the viewer.

General Tattoos Continued

- **Tattoo of the Viper:** This tattoo empowers the blood of the Assamite using it. When he uses a weapon that is benefitting from a poison (including Baal's Caress and Scorpions Touch), the weapon itself has one additional bonus trait. This trait goes away once all traits or uses of the poison are gone from the weapon.
- **Tattoo of Horned Lizard:** By expending blood traits the user is capable of creating a weapon using the table below. The weapon lasts for a scene and can be further empowered by Scorpions Touch or Baals Caress as normal. If the user so chooses, after a successful strike with the weapon, they may sacrifice the blade, ending the power and causing the strike to count as a successful touch for the purposes of employing Dagon's Call. The user may employ multiple uses of this power at a time, weapons appear when the blood is expended.

Weapons created in this process are craft 0 and use Dark Epics stat blocks-

- 1 Blood: Dagger/Shortsword/Club
- 2 Blood: Broadsword/Spear/Mace/Small Axe
- 3 Blood: Large Axe/Greatsword/Polearm/Scythe

- **Tattoo of the Severed Tongue:** By expending one blood and transferring it through the Tattoo itself, the blood takes on alchemical properties and transfers to the skin of a willing target. Until the next Sunrise the recipient and the user of this tattoo may communicate using symbols, images, text, or code. Regardless of the chosen method the user/recipient is aware when it is happening, it is always silent, it always appears on the skin where the tattoo is or the mark was transferred, and must be read by the user/recipient to be understood. This power may be invoked any number of times per night once applied, but may only be applied to one person at a time. Using this power on a new recipient ends the effect on the other. Messages are conveyed at roughly the same speed as it would take to say the message itself, the symbolic nature of it however can allow savvy users to transvey longer messages quickly. When the power ends the blood dries up and falls to inert unuseable dust resembling dried ink.

Loyalist Tattoos

A Single PC may have no more than 1 of these at a time. Sect specific tattoos are given out as crowning achievements and can only be purchased as the final 5th dot in the background.

- ***Tattoo of the Wounded Eye:*** Master of obfuscation and misdirection the Loyalists created this particular tattoo and adapted it for the modern nights. By expending one blood, the Assamite is able to alter his obfuscate to affect any and all recording devices and those viewing them through said devices for one hour. Via this power the Loyalist could appear as anyone he wanted, or not appear at all on the Camera as long as he continues to employ the Obfuscate power that he enhanced this way. Each time he drops Obfuscate or decides he wants to change his Mask of 1K, he will need to reactivate this Tattoo to apply its effects.
- ***Tattoo of the Unforgiving Eye:*** The Assassination techniques used today by the Assamites were founded in the Mountain. As such their eye for weaknesses is second to none. Using this power does not cost an action, but may only be done once per round on the users normal/alacrity turn and may only target one person. The Loyalist expends 1 Mental and engages their target in a static mental challenge with a difficulty vs the targets current mental traits. If successful the Loyalist is now aware of all physical and social negative traits currently affecting the target. If such traits were hidden behind supernatural powers such as obfuscate, this power is considered to have seen through those powers as long as the Loyalist using this power actually possesses Auspex or a similar power at ST discretion. While the knowledge gained can be retained, this quick insight only lasts for the turn in which the power was used.

Schismatic Tattoos

A Single PC may have no more than 1 of these at a time. Sect specific tattoos are given out as crowning achievements and can only be purchased as the final 5th dot in the background.

- ***Tattoo of the Blessed Brand:*** The Schismatic Assamites have had one defining feature that is both the basis for their flight and the basis for their strength. A strong, unwavering faith in either themselves, each-other, or whichever god they have decided to serve. The faction has its roots heavily in the Muslim religion and this tattoo was designed to bring fourth that faith in a noticeable way to the world around them. To maintain the benefits of this tattoo the bearer of the mark must maintain a Humanity Rating (or relevant Path per ST) of 4+ or they lose access to the benefit of this mark. When marked and with the appropriate morality rating, the Assamite gives off a sense of ease and faith that is noticeable to entities and practitioners of faith. Hunters, Imbued, and other like creatures will give pause before outright attacking such an individual, powers that sense sin, taint, or other related corruption may at ST discretion appear lesser than a standard Vampire. Demonic and Infernal entities are weary of such individuals at first meet, never quite sure what to expect from them. Finally, those such marked and maintaining the appropriate morality to receive the benefits of this mark may walk upon consecrated or holy ground and ignore the passive effects/nature of such areas. This power does not confer immunity or resistance to any other True Faith based effects, attacks, or powers.
- ***Tattoo of the Wellspring:*** Persecuted, forced to flee, and determined to make a life for themselves, the Assamites of the Schism have had to endure a great deal. In this persecution they have discovered a type of resolve within themselves, a resolve to be true to their beliefs, ideals, and to hold true to one another. This Tattoo calls upon that inner well and can temporarily bring it forth. This power may be activated once a night reflexively, and lasts for one hour. Once activated the bearer of the mark is considered +1 in all challenges including willpower and virtues challenges. They are not granted named traits but their totals do adjust accordingly.

Unconquered Tattoos

A Single PC may have no more than 1 of these at a time. Sect specific tattoos are given out as crowning achievements and can only be purchased as the final 5th dot in the background.

- ***Tattoo of the Unconquered Blood:*** The Unconquered do not bow to anyone, and their refusal is in the blood. Those so marked may call upon the power of this tattoo once per night and in doing so completely end one mind or emotion manipulating effect that they are currently under the effects of. This does not provide immunity to such powers, however in most cases the person using the power will be none the wiser. In the case of powers with an extended effect such as Majesty or Blood Bond, you may instead ignore the effect for one full turn. When that turn is up, you return to the control of any permanent effects, but temporary effects will require a new series of tests to re-apply.
- ***Tattoo of the Stolen Life:*** The Unconquered have learned to truly embrace their origins as those who claim and consume. From the Path of Blood to the Path of Caine they have accepted that committing the gravest of Sins is something to be relished. When the bearer of this mark commits Diablerie, they may opt to forgo the usual power struggle and abandon the normal listed benefits for diablerie. If they do, they instead draw the soul into their mark and hold it there in suspended agony. The tattoo will narratively adjust and adopt qualities of the claimed soul appearing chained or bound. From then on the Assamite need only call upon this soul, and when they do they may be granted a one time only, supernatural retest to avoid mortal danger or death. (See the Nine Lives Merit for scope and range) Once consumed in this manner the tattoo reverts to normal and the Assamite may hunt once again. Only one such soul can be claimed in this manner and held at a time.

Dispossessed

What the Dispossessed lack in structure they gain in freedom. Unbound by any clan Rank or system they will often perfect their craft on their own times, seeing the world differently than most. To those Dispossessed who manage to identify or interact with one of these keepers of the magic, for whom the structure of the Clan has been set aside, they will have their work cut out for them to request such a gift.

Keepers do not hand their magic out lightly, as every tattoo they ink and empower, is one more bit of burden they must then keep track of. While mechanically there is no difference between the tattoo's done by a Dispossessed keeper versus a Schismatic keeper, the Dispossessed tend to be a bit stingier about handing out such gifts.

Finding such a keeper is always the first task, and once complete, appeasing them is the next. Those requesting a mark will often be sent on a mission, given a task, or assigned a feat befitting the keepers time and attention. If they accomplish such they will often be rewarded with the prize they covet. Keepers honor this task even separated from the clan politics, and no one keeper is more lenient than another, or more willing to override another's works. They understand that each mark is an achievement and a triumph and as such each successive mark will require a more difficult ask.

If a dispossessed possessing one of these tattoos ever decides to abandon the ways and join with a clan political group, the keeper will end the gift of the tattoos, and allow the individual to find their own way from there on in. Such is the way of the dispossessed to allow those to find their path and remain true to their own.

Thank You

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