

DICIPLINES

Gary: Shattered Souls



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DISCLAIMER

All rules and clarifications are subject to change at any time per Storyteller discretion. The following is the most current interpretation of rules known to staff and the Storyteller is the final arbiter of decisions during game.

Any Discipline Not included in this or the Blood Magic packet are allowed for play at Storyteller discretion.

GENERAL RULES

EDITIONS AND LARP

Gary: Shattered Souls uses Revised edition LARP books. If you have the Dark Ages version of a Discipline and it exists within Faith and Fire, use the version presented there.

BLOOD MAGIC

All systems for sorcery their paths and their rarities are included in a separate packet than this one. If you are looking for Rules on Koldunism, Necromancy, Wanga, or Assamite Sorcery please consult that packet.

CLASH OF WILLS

Auspex can be used to overcome both Chimestry and Obfuscate but your proficiency with it also factors in the determination. Thus, on a tie you may add a bonus trait for every two levels of a discipline rounded down for a maximum of three traits. So, someone with Aura Perception may add one to ties against Obfuscate or Chimestry and a person with Cloak the Gathering or Horrid Reality may add three on the tie.

CHIMESTRY AND THE FAE

The Discipline of Chimerstry briefly shapes dreaming energy into chimerical constructs and pulls them into a pseudo-Wyrd state where onlookers can experience them. Such creations are fully effective against changelings, who are always aware of these dream-fantasies. Thus, a chimerical knife (created with only low levels of Chimerstry and thus unable to injure people) can and does inflict chimerical damage on changelings. Furthermore, since these illusions are fueled by the power of the caster's blood, they cannot be dismissed with simple Banality; active resistance must disbelieve them

ABOMBWE

ANIMALISM

For a vampiric predator, mastery over animals is a simple task; the vampire's Beast is more dangerous than any animal's nature. By drawing on this feral connection, vampires can communicate with and control animals. Indeed, vampires who develop a communion with their animal side often seem attractive or at least masterful to most animals. This Discipline is practiced by the Gangrel, Nosferatu, Ravnos and Tzimisce clans; the Gangrel and Nosferatu often establish equitable or friendly relationships with natural creatures, while the Tzimisce show their mastery over lesser life forms through this power. Ravnos find animals to be useful scouts, spies and meals in their nomadic travels.

Use the *Animal Ken* Ability for retests with the *Animalism* Discipline.

● *FERAL WHISPERS*

By looking into the eyes of an animal and perhaps making some related sound (like growling or hissing), you are capable of communicating with the creature. Your predatory nature allows you to understand and cow natural creatures. Depending on your predilections, you may deal with the animal equitably, or you may demand obedience. The animal may not wish to obey, but this Discipline's power ensures that the animal is at least favorably disposed toward you. Even if the animal is intractable, you may be able to force it into submission.

System:

Using this power requires that you look into the eyes of the creature with which you desire to communicate; if this gaze is lost, then you must attempt to re-establish contact if you wish to continue communicating. Most animals will continue to attend your gaze while you are communicating with them, though. Animals without eyes, or very simple in nature, do not have enough of a mind or Beast to connect with easily. This power works best with predatory creatures and larger birds, reptiles and mammals. You may communicate with animals without any test. However, to issue commands, you must defeat the animal in a Social Challenge — generally, the animal will have the equivalent of six to eight Traits for this challenge, as determined by a Narrator. If you succeed, you can count on the animal following your orders for the remainder of the evening. Most animals lack the intelligence necessary to carry out complex or conditional commands, but they can perform simple tasks like fetching, following people or guarding locations.

●● *BECKONING*

By uttering a howl or other animal noise, you can summon animals to your side. Depending on how you couch your call, you can summon all animals of a particular type within the area, or just a few. The creatures hasten to your *Beckoning*, ready to aid or simply to provide nourishment. Though animals called by this power do not fall under your control automatically, they are at least favorably inclined toward you.

System:

You must expend a Social Trait for each animal that you summon. Only animals that can hear the summons respond, you cannot call a bird from across a city, nor could you call an animal that cannot hear. You may be as specific as you desire within the category of summoned animals. For instance, you may choose to summon all the rats in an area, or just the white ones, or even a specific rat that you know about. Animals summoned with this power may take some time to arrive. Your Storyteller can issue cards for your animals or swarms, as appropriate. Animals summoned with this power remain as long as they are not attacked or threatened (within their conception — a rat would certainly feel threatened by the movements of several people in the area), or until the scene ends. You can use other *Animalism* powers normally to command or control the animals called. **This may be used to get 1 Blood Trait per Social Trait spent during play.**

●●● *QUELL THE BEAST*

Touching (from surprise or with a Physical Challenge) or gazing into the eyes of a victim, you can project the fearsome predatory aspect of your vampiric nature. Your Beast serves to show your ultimate mastery over your prey, cowing humans and animals alike into submission. Without the inner fire of powerful emotions, the subject is apathetic. Different vampires evoke this power in different ways. Nosferatu most commonly soothe the Beasts of their subjects, drawing them into lassitude, while Tzimisce and Gangrel often assert their mastery over lesser subjects and terrify the victims into submission. Regardless of the means, the results are similar; any vampire using this Discipline can choose her particular style. No speech or vocalization is necessary — only the physical or eye contact.

System

You must engage in a Social Challenge with your victim in order to use this power. ~~Once you have intimidated or soothed the subject, he may no longer use Willpower Traits for the remainder of the evening.~~ **Quell instead doubles all willpower expenditures for the evening.** Such a subject also gains the Negative Traits *Submissive* x 2, for the same duration. Multiple uses of this power are not cumulative; once affected, the victim cannot receive additional *Submissive* Traits through further uses of this Discipline.

Cowing the Beast of a vampire is much more difficult. You must expend a Willpower Trait to make the attempt (before engaging in the Social Challenge). If successful, the vampire suffers from the normal effects of this power. Alternately, you may use this power on a vampire in frenzy, causing the Cainite to snap back into lucidity. In such a case, you expend the Willpower Trait and make the Social Challenge as usual, but if you succeed, the vampire merely returns to lucidity instead of suffering the other effects of this Discipline. You may not use this Discipline on yourself.

If performed on a Lupine, this prevents the expenditure of Rage, rather than Willpower. If applied to a creature in Frenzy, it removes them from Frenzy without any other effects. All other effects apply normally. The effects of this power last for 1 hour or until the end of the scene, whichever comes first.

●●●● *SUBSUME THE SPIRIT*

Locking eyes with an animal, you can now move your consciousness into its body, dominating it completely. Your soul pushes aside the animal's weaker spirit, and your own body falls into a comatose state, while your spirit uses the animal as a vessel. Though influenced by the animal's bestial nature, you can still exercise your intellect and even some of your supernatural capabilities. You are limited by the physical constraints of any animal that you possess — your physical Disciplines do not augment the creature, nor do you have the ability to speak or manipulate objects if that is normally outside of the animal's physical capabilities. However, you can use the animal's natural abilities, such as claws, wings, poison and gills.

System:

There is no functional limit to the distance at which you can exercise this Discipline once you have possessed an animal — you may move freely in the animal's body, even in sunlight (subject to the normal restrictions for remaining awake during the day), without concern for your vampiric form. However, you are not automatically aware of what transpires around your comatose body. If your animal form suffers injury, your vampiric body suffers equal sympathetic injury; if the animal body is slain, your soul returns to your body and you enter torpor. Should you choose to leave the animal's body for your own, this happens regardless of distance as long as you are conscious. However, you must declare this intent at the beginning of the turn and survive until the end of the turn (if you are in combat or other dangerous situations). Fleeing the animal body does not require an action; you may still act normally in the turn that you intend to return to your body. If you are injured (without being knocked unconscious) while attempting to return to your own body, you must make a Simple Test — a tie indicates that you remain in the grip of animalistic behavior for the rest of the scene, and a failure causes you to immediately enter frenzy, though in both cases you return to your Cainite form automatically.

Traits	
1 Trait	Simple Possession
2 Traits	Can use <i>Auspex</i>
3 Traits	Can also use <i>Presence</i> , <i>Animalism</i> and <i>Obfuscate</i> .
4 Traits	Can also use <i>Dementation</i> , and <i>Dominate</i> .
5 Traits	Can also use <i>Chimerstry</i> , <i>Necromancy</i> and <i>Thaumaturgy</i> .

If your vampiric body dies while you inhabit an animal's form, you can try to remain in the animal body. Each sunrise, you must make a Simple Test (win or tie). If you lose, your spirit plunges into the astral realms, gone forever. Thus, you have only a short time to survive. Exercising this power requires that you gaze into the eyes of the beast that you intend to possess (if the animal has no eyes, you may not possess it). You must then expend Social Traits to move into the animal's body. The more Social Traits you choose to expend, the more complete your connection to the animal form. With simple possession, you direct the body as you choose; more complete dominance allows you to use some of your own Disciplines while in the body. Once

you have used this power, you suffer from some of the animal's habits and instincts. For each Social Trait expended on the possession, you suffer from one Negative Trait of *Feral*. These Traits remain until you overcome the animal's behavior patterns by expending Willpower Traits — one Willpower Trait for each Negative Trait removed. You should roleplay the animal's mannerisms, even after returning to your own body, until you have managed to remove these Negative Traits, although you can slowly overcome them by spending Willpower Traits over time (you need not try to overcome all of the *Feral* habits at once).

••••• *DRAWING OUT THE BEAST*

Your mastery over the Beast Within is superb. Through your keen understanding of predatory nature and the ability to influence other creatures, you can draw out your own Beast, pushing your frenzy on others. Animals and ghouls are favored targets for this power, turning them into killing machines, but you can attempt to exert your Beast on anyone.

System:

You must be on the verge of frenzy to use this Discipline. You exert this power in lieu of making any Virtue Test to control your frenzy. Instead, you make a *Social Challenge* against any individual within your line of sight. Doing so does not cost an action; you may attempt this feat any time that you are about to frenzy. If you win, your frenzy is transferred to the victim. The hapless recipient immediately enters frenzy and even manifests some of your personality, habits and speech patterns (which should be roleplayed — typically, characters with the *Investigation Ability* may recognize your mannerisms in the victim). The victim remains in a normal frenzy, while you are unaffected and unable to frenzy for the duration. Should the victim die while frenzied, though, the screaming Beast immediately returns to you, requiring you to make a *Virtue Test* or to exercise this power again. If you lose, you instead frenzy immediately with no Virtue Test, and you are unable to fight against your frenzy with Willpower Traits. While the Beast is loosed in a victim, you remain complacent and placid. However, if the victim leaves your sight before the frenzy is over, you lose your Beast, suffering as if subjected to *Quell the Beast* — **double all willpower expenditures** and you gain the Negative Traits *Submissive* x 2. You must find the recipient of your Beast and “convince” the Beast to return by acting in a monstrous fashion, or else kill the victim so that the Beast returns automatically. **The Beast always comes home at dawn, if not sooner.**

AUSPEX

A predator's senses must be fearfully acute, so many vampires hone their sensory talents to incredible sharpness. This improved awareness starts merely by expanding physical senses, but as a vampire's powers of perception grow, consciousness itself becomes fleeting and sublime. Such a heightened awareness encompasses subtle textures and emotional states, transcending the physical limitations of the body while developing sharpness of the mind.

The powers of *Auspex* grant the ability to see through supernatural deception. With such focused attention, *Auspex* can even pierce the veils of *Chimerstry* and *Obfuscate*. Whenever *Auspex* is active (a conscious choice on the vampire's part), a Mental Challenge may be made with an opponent to try to see through the illusions of *Chimerstry* or the misdirection of *Obfuscate*. Winning this challenge with *Auspex* penetrates the deceptive powers. Losing, though, indicates that the vampire is affected normally.

Auspex powers retest with the *Investigation* Ability. Willpower may be used for a single retest when attempting to spot an *Obfuscated* or otherwise hidden individual — in such a case, the vampire focuses his senses and concentrates fiercely, redoubling his searching efforts.

● *HEIGHTENED SENSES*

At will, you can extend your senses beyond human norms. Your eyesight and hearing sharpen to twice your mortal limits, while your touch, smell and taste are acute enough to pick out tiny details and features with ease. You can sharpen any or all of your senses, as desired. Furthermore, you sometimes have flashes of insight, preternatural awareness of danger or future events.

System:

Any senses augmented by this Discipline function at twice normal effectiveness, allowing you to spot hidden foes, hear the rustle of leaves outside, taste a bit of poison in vitae, read a hand-written note by touch and smell incense burned hours ago. Should your senses be overwhelmed, though, you may be stunned temporarily. A loud gunshot, a flash of light or other overwhelming factor can incapacitate one of your senses for a time, causing you to lose the benefits of this Discipline. Furthermore you remain completely stunned for one turn, and you lose the sharpened sense in question for the duration of the scene, unless you expend a Willpower Trait to keep your wits about you.

●● *AURA PERCEPTION*

By watching a subject carefully, you can pick out the glowing halo or aura that surrounds all creatures. The interplay of colors in this aura gives you insight into the subject's emotions, motives and true nature. This Discipline is noticeable, though, as you stare at the subject with intense concentration..

System:

You must be able to see your target in order to use *Aura Perception*. You then spend a turn in concentration and make a Static Mental Challenge with a difficulty of the target's number of Mental Traits (more complex targets are harder to read). Since using this power is a Static Test, the target may not relent or retest. If you succeed, you may ask any one of the following questions, which the subject must answer truthfully: What is your current mood/emotional state? What sort of creature are you (human, vampire, werewolf, etc., subject to your knowledge of such beings and their auras)? Are you under the effects of any form of magic? Have you committed diablerie (see the section on diablerie, p. 216, for how long this form of detection is viable)? ~~Was the last thing you said a lie?~~ **You must have the appropriate Lore to determine creature-type other than Kindred or Mortal or must have seen a similar aura on a prior occasion. Ghouls without the Merit: Pale Aura show up as "Mortal. Aura Perception is not a lie-detector in Gary by Night. Additionally, you must declare what you expect the result to be before throwing an Aura Perception challenge; if you fail, you see what you expected, regardless of the truth.**

Aura Perception also allows you to sense ghosts and astral forms. If you suspect the presence of a ghost in an area, you may expend a Mental Trait to make a normal challenge to sense its aura, as described previously. If you succeed, you are aware of the ghost's aura as a pale, flickering and amorphous light, though this is not sufficient for you to identify specific individual ghosts

●●● *THE SPIRITS TOUCH*

Every being leaves traces of its thoughts and emotions wherever it goes. With this Discipline, you can read these psychic impressions from objects that others have handled, or that have strong emotional events tied to them. A simple touch and a moment of concentration unlocks a flood of images and sensations, possibly giving insight into the past of the item. Note that you may only use this power on objects or places, not on people, vampires, animals or other living creatures.

System:

By touching an item and expending a Mental Trait for a turn of concentration, you gain a brief flash of insight into any powerfully emotional events surrounding the object in question. Each use of this power on an object allows you to ask a Narrator one of the following questions, requiring a truthful answer: Who last touched this object (before me)? Was this object used in any emotionally stressful events, like a murder, a passionate romance or a maniacal rage? What strong emotions drove a particular subject holding this object? Answers to these questions generally come in the form of images and impressions; you may not get exact names or lists of information, but instead distorted pictures, flashes of sudden passion and repeating sounds and voices. It is up to you to interpret such information.

Using this power on objects charged with particularly powerful emotions (a knife used to kill someone, a blanket clutched during childbirth, a bizarre puzzle that drove someone to insanity) may cause you to be temporarily overcome with emotions that are not your own. At the discretion of a Narrator or Storyteller, you may temporarily suffer from a derangement for the rest of the scene.

•••• *TELEPATHY*

Projecting your senses outward, you can pierce the shroud of reason in the minds of others, drawing forth their very thoughts. You can link your consciousness to anyone you can see, sending or receiving concepts that you and the target “hear” in your respective minds.

System:

In order to use *Telepathy*, you must make a Mental Challenge against your subject. A willing subject may relent to this mental contact, but there is no way to identify the originator of a given telepathic missive short of making contact (or you choose to identify yourself). You must also spend a full turn in concentration, focusing on your subject. If you succeed, you establish a brief link, allowing you to send or scan thoughts as long as you maintain the contact. You may issue a stream of thoughts that the subject “hears” as a single concept, or you can pluck a thought from the victim, asking a single question and demanding a truthful answer. Legitimate secrets that can be uncovered are anything that could be discerned with *Aura Perception*, as well as such questions as: What is the appearance of a person, place or item about which you are speaking? What is the name of a person, place or item about which you are speaking? What element have you omitted from your answer to a question, if any? What is the true answer to a question that you have lied about? What memories do you have of one topic (querent’s choice) of current conversation? If you choose to interrogate an unwilling victim, you must make a Mental Challenge for each question asked; if simply communicating normally, no additional challenges are required. With effort, you can probe deep into the consciousness of an open mind, drawing out hidden secrets or buried memories. Doing so allows you to ask more detailed questions than the cursory ones usually employed with *Telepathy*. By expending a Mental Trait after establishing a successful telepathic link, you may ask and expect a truthful response to: What is one of your Flaws or Negative Traits, if any (subject’s choice)? What is one of your derangements, if any (subject’s choice)? Each question asked requires a Static Mental Challenge against the subject’s Mental Traits, and the subject may not relent (you are delving deep into the mind, which reacts automatically to defend against intrusion.)

At Storyteller discretion, *Telepathy* may discern clumsy uses of *Dominate*, particularly of *Forgetful Mind*, but with a great deal of effort. The most common means of doing so is to establish a link and begin asking questions, as described in the paragraph above. A second Static Mental Challenge against the subject’s Mental Traits may allow you to spot gaps in a memory or where a memory has been poorly reconstructed. Modern vampires compare such gaps to be like watching a badly spliced film.

Communication with *Telepathy* proceeds in impulses, images and feelings, and it does not rely on the use of a common language, so even people who do not speak the same language may make themselves understood. Individuals unused to the sudden onslaught of *Telepathy* may be momentarily stunned or disoriented by projected thoughts, at the Narrator’s discretion. *Telepathy* may also be used simply to

eavesdrop; scanning someone telepathically is invisible and largely undetectable, unless another character with *Telepathy* tries to “listen in” on the link (using a Static Mental Challenge against the scanner). Such eavesdropping can only be used on surface thoughts. Beware, though if you force your way into someone’s mind without permission, the target may make a Willpower Challenge to force you to break off your link.

You may only use your *Telepathy* on one subject at a time, but this limit does not preclude someone else from using her own *Telepathy* on you. If you contact a subject and then use your *Telepathy* on someone else, your link to the first subject collapses and must be re-established later.

Using *Telepathy* on a supernatural creature is a taxing exercise, and it requires the expenditure of a Mental Trait. This Trait is expended before the Mental Challenge is made to establish the link. *Telepathy* only functions on beings with conscious thought. The Discipline has no effect on constructs that are not self-aware or on normal animals. **You must have line of sight to establish and maintain Telepathy. You must identify yourself outside of Telepathy in order for the subject to willingly lower their defenses. There is no "mental knock" in Gary by Night. It always requires a Mental Trait to establish Telepathy with a supernatural creature, even if they willingly lower their defenses.**

●●●●● *ASTRAL PROJECTION*

No longer confined to the physical plane, you can project your senses and awareness outside of your own body. Thus untethered, your consciousness roams various planes of thought, allowing you to spy on areas all over the world as an incorporeal spirit. Without the concerns of mass and matter, you easily pass through any physical barrier and move at the speed of thought to any place on Earth, under the orbit of the moon.

While your senses are projected, your body lies in a comatose state, unaware of its surroundings. Your psychic form does not tire from travel, nor is it hindered or injured by the material world. Indeed, you are completely invisible and intangible, unable to affect anything physically. However, your spirit-form can still sense its surroundings normally, even using your other powers of *Auspex*. Your immaterial form is tied to your material corpse through a silver cord, a sort of psychic tether that keeps you from becoming lost in the realms of spirit.

System:

Sending your senses out in this fashion requires the expenditure of a Willpower Trait. You may remain out of your body as long as you like, though the rise of the sun over your physical form may force you into slumber. Furthermore, by expending an additional Willpower Trait, you can manifest for a single turn as an intangible apparition, allowing you to be seen and to speak audibly. While materialized, you can use any of your Mental or Social Disciplines simply by expending a Mental Trait before making the appropriate additional expenditures or challenges. While visible, you appear as an idealized form of yourself, complete with projected trappings,

though your real-world physical possessions do not come with you in spirit form. Even while visible, you remain intangible and thus immune to injury from conventional sources like claws, fire, sunlight and mundane weapons (although your comatose body can still be harmed). While in astral form, you may not possess other bodies, even if you have that talent in *Dominate*.

You may deal normally with other astral forms that you encounter, conversing and using Mental or Social Disciplines. You may even attempt to injure other astral travelers by attacking their silver cord. Such astral combat uses Mental Challenges, with damage causing the opponent to lose Willpower Traits. Once an astral combatant runs out of Willpower Traits, his silver cord snaps, stranding him in the spirit realms. From there, the spirit may accidentally wander deeper into other worlds (such as the Dark Umbra in **Oblivion** or the Realms described in **Laws of the Wild**), or he may stumble about until he finds a way to return to his body. Some spirits thus trapped never return, captured or devoured by monstrous entities that dwell in the astral plane.

While astral, your consciousness exists in a mental projection of the material world. You cannot directly interact with or see wraiths, Umbral spirits or Garou (see **Oblivion** and **Laws of the Wild**), unless you find a means to travel to or sense the other spirit worlds. Similarly, your astral form is invisible and intangible to them unless you manifest in the physical world.

BARDO

CELERITY

As one of the physical augmenting Disciplines of vampires, *Celerity* represents preternatural speed and reflexes. When angered, stressed or consumed with need, a Cainite can use the power inherent in the blood to fuel her actions, moving with startling quickness.

If attacked by surprise (see p.200), the victim may not use *Celerity* in the initial challenge — she must respond with her normal reflexes and can only draw on her vampiric speed once she has reacted to the surprise. The *Celerity* Discipline is most common among the Assamite, Brujah and Toreador clans. The former two tend to use the powers of *Celerity* in battle, while the latter engages in feats of dance, rapid completion of artwork or to flee from danger.

Since *Celerity* simply grants additional actions or modifiers to speed, it does not draw retests from any Ability. Actions performed with *Celerity* can still be retested appropriately (if shooting a gun twice, for instance, *Firearms* is used normally for a retest on each shot). Additional actions with *Celerity* can only be used for physical feats; one cannot use rapid fire *Dominare* or *Thaumaturgy* with *Celerity*, for instance. As a rule, Mental and Social Disciplines may not be activated during *Celerity*, except during *Alacrity*.

Use of *Celerity* at the speed of *Swiftness* or above is generally considered a breach of the Masquerade. Note that a vampire need not use her full level of *Celerity*; a vampire with Advanced *Celerity* could simply rely on the Basic levels if desired.

● *ALACRITY*

Your reflexes are finely honed. Even as you watch others act, you can spring into action, completing your movements before they can respond.

System:

By expending a Blood Trait, you gain the ability to preempt any physical actions taken in the same turn, as long as you are aware of them (a face-to-face mugging, yes a sniper attack, no). Thus, if someone declares an attempt to pull out a hidden weapon and shoot at you, you can preempt that action to pull out your own gun and fire back (instead of being relegated to dodging). Similarly, if someone attacks an ally, you can preempt the action to get in the way and fight against the aggressor instead. If you attempt to preempt someone using *Celerity* or a similar speed-enhancing power, the character with the highest degree of *Celerity* acts first. *Alacrity* allows you to add your *Celerity* rating to your initiative. Combination Disciplines that have *Celerity* as a requirement also add on per Combo.

●● *SWIFTNES*

With shocking speed, you move faster than humanly possible. Even as others are recovering from events, you are making your next move.

System:

Expend a single Blood Trait to gain one additional action in your turn, in addition to your preemptive *Alacrity* (the costs are not cumulative). This additional action is taken at the end of the turn, after everyone has resolved single basic actions. If multiple people have additional actions like this, they are all resolved at the same

time, after basic actions. You can thus swing a sword twice, run twice as far as normal in a turn, fire a gun, and then duck behind cover, or otherwise perform multiple feats.

●●● *RAPIDITY*

Even other Cainites are dazzled by your superhuman speed. You routinely catch dropped objects, and the speed of your passing whips clothes and loose debris about.

System:

Invoking all your *Celerity*, at the cost of a single Blood Trait, enables you to use the Bomb in challenges of speed and agility. When performing an action where speed is of the essence, such as dodging an attack, throwing a knife, or grabbing something out of someone's hand, you can declare that you have *Rapidity*. Once thus declared, you may choose to use the Bomb, a fist with the thumb pointing upward; the Bomb defeats Rock and Paper but loses to Scissors (the fuse is cut) and ties with other Bombs. This symbol is usable in any challenges of speed throughout the turn.

However, you are not required to use the Bomb — it is simply another option. You may use *Rapidity* in any challenge where you rely on your own speed, even if your opponent attempts to use strength or stamina. Thus, if you try to use your *Rapidity* to dodge out of the way of someone grabbing at you, you can still use the Bomb. If the opponent possessed *Might*, you could still use the Bomb for speed, but the opponent would be able to use his *Might* retest for grappling. **Rapidity may only be used in combat on dodge and Throwing Challenges.**

●●●● *LEGERITY*

Moving faster than the human eye can track, you blur across the landscape with the speed of a cheetah. Compared to you, bystanders are statues.

System:

You may activate your *Legerity* and all other *Celerity* levels for the turn at the cost of one Blood Trait. Your *Legerity* grants you one additional normal action at the end of the turn, in addition to your action from *Swiftness* (thus, you have at least three actions, a preempt and the Bomb in challenges of speed). Actions gained from *Legerity* come after basic and *Swiftness* actions, at the end of the turn.

●●●●● *FLEETNESS*

When you call on your blood, you burst into a whirlwind of motion. Your passing extinguishes small flames, whips up flurries of debris and sows confusion among slower-moving entities.

System:

With a single Blood Trait, you activate all of your *Celerity* powers. ~~You now win all ties in challenges of speed, regardless of Traits. If some other consideration would cause you to lose on ties (such as wounds or an enemy's Potence), you compare Traits normally instead of losing automatically. This benefit lasts for the duration of the entire turn in which you use your Celerity. Your Fleetness functions in all challenges~~

~~where you rely on speed, even if your opponent tries to use strength or stamina. Thus, if you use the speed of *Fleetness* to challenge an opponent who uses the strength of *Puissance*, ties are determined normally (since you both have powers that would win all ties). If the opponent only had *Might*, you would win all ties but still be vulnerable to a *Might* retest.~~ In *Gary Shattered Souls* you add 5 to all challenges related to throwing or dodging in combat.

CHIMERSTRY

The Ravnos tricksters of India live in a world of illusions and dreams. According to their philosophies, the material world itself is only a passing fantasy. Consequently, they wield power over perceptions, shaping their own illusions and crafting dream stuff to their liking. With the *Chimerstry* Discipline, the Ravnos call on the energy of dreams and imagination, giving it form and phantasmic substance. This Discipline's powers can conjure almost any shade that springs to mind, though plausible effects or duplications of things that the conjurer has experienced are much more likely to fool viewers and victims. With enough mastery, the vampire can even give such illusions shadow-substance, causing injury to others. These illusions vanish only if dispelled by the creator, if the illusionist ceases concentrating on her creations or if they are banished by a disbelieving opponent who exerts enough presence of mind to prove the illusion's nonexistence (say, by shoving a hand through an illusory wall).

Chimerical illusions can only create, not remove thus, they may add elements to a scene, but cannot cause something to become invisible. *Chimerstry* could cover up something's features but not remove selected parts. Furthermore, each illusion is a single object; one use of *Chimerstry* cannot create an entire host of illusory sensations or items. Chimerical creations must be free-standing items or sensory effects a chimerical piece of clothing could conceal someone's real appearance, but a chimerical stake could not suddenly materialize inside of someone's chest (though it could later seem to be thrust there).

Retests with *Chimerstry* use the *Subterfuge* Ability, as they attempt to trick, deceive, and mislead.

● *IGNIS FATUUS*

You generate a brief, static illusion that affects a single sense. You could cause the appearance of a rose in your hand or make someone hear a low wind or feel the grating touch of sandpaper. This illusion has no real substance (and it cannot confine or injure your victims), but it can confound or mislead. The illusion cannot move in any fashion, although you can hold and move an illusion that you create. Thus, an illusion of a person cannot walk or fidget, but you can pick up and brandish an illusory knife.

System:

You must expend a Willpower Trait and best your subjects in a Social Challenge to create this illusion. The illusion persists until you leave the area or until someone manages to disbelieve the effect (by passing a hand through the illusory rose, testing the air and feeling no wind, etc.). You may also dispel the illusion at your desire; doing so is immediate and requires no action.

●● *FATA MORGANA*

Your illusions appeal to all the senses. Though you still cannot harm or affect others physically with your phantasms, you can generate static constructs that seem real to any senses that you choose to affect. Thus, you can make a wall that appears solid, has a texture to the touch and smells of old dust and paint, but which has no real

substance and can be passed through. Alternately, you could create a phantasm that lacks certain characteristics you could cause a person to believe that you were holding a rose and brushing it against her cheek, provoking the feeling of the flower against the skin and the scent of the rose, when in fact you do not have a rose. These illusions are still incapable of independent movement.

System:

You must expend a Willpower Trait and a Blood Trait to create an illusion of this nature, and you must best your subjects in a Social Challenge. These illusions remain viable under the same conditions as phantasms created with *Ignis Fatuus*.

●●● *APPARITION*

No longer confined to mere static images, you can create an illusion that appeals to many senses and has its own capabilities. You must first create an illusion using one of the lesser powers of this Discipline. Then, you can give it a semblance of life. People can be made to move, water to drip and lights to shine in complex patterns. You can even create blatantly strange moving effects, like a knife that flies about threateningly or a human who comes apart and back together again.

System:

You need only spend a single Blood Trait to give animation to an illusion. Once so imbued, you cause the phantasm to move in one specific pattern that you desire. If you spend a complete turn in concentration, you can change this pattern at no extra cost. You must be present for your illusion to sustain itself.

●●●● *PERMANENCY*

You no longer need to be present to sustain your illusory creations. Any illusion that you make with *Chimerstry* can be imbued with *Permanency*, allowing it to persist even if you leave the area.

System:

Once you have created an illusion, the expenditure of a single Blood Trait grants *Permanency*. The phantasm remains until you dissolve it or until someone sees through the illusion in some fashion. Thus, you can cast an illusion over an area and then leave, allowing the illusion to persist.

●●●●● *HORRID REALITY*

Your terrifying powers of deception extend directly into the mind of your victim. By focusing your efforts on one individual, you can create terrifyingly realistic phantasms. These illusions can affect the senses and move about in any fashion that you desire, but they affect only one victim. Because of the absolute realism of these phantasms, they can convince the victim that he has been injured or affected physically. An illusory fire created with this power burns its target, a phantom wall bars passage and a chimerical stake paralyzes a vampire if thrust through the heart.

System:

You must expend a Willpower Trait and defeat your victim in a Social Challenge to use this power effectively. Once active, the nightmarish creation of this power remains for the entire scene, and its effects can last even longer if you create a gun with this power, it remains for the scene, but wounds inflicted with it score damage that lasts until disbelieved. Since the illusion is completely under your control, it can affect the victim without recourse to additional tests, meaning that you can make a chimerical gun that always hits or a chimerical stake that seems to bend and twist toward the heart. Illusory wounds of this sort cannot kill, though they can certainly drive the victim into a comatose state. These wounds only disappear when the victim is convinced either of the illusory nature of the effect or when he is convinced that he is “healed.”

DAIMOINON

In the blackest temples of prehistory, ancient priest-kings made sacrifice to their dark masters and as the sibyls spoke, their lives fleeing with their breath, the arts of Daimoinon were writ on parchment of skin and bound up in flesh. Wielded by the faithful, passed from sire to childe, the arts of Daimoinon are subtle, potent and wholly evil.

This power retests with the Occult Ability.

● *SENSE THE SIN*

Like calls to like, and the first lesson of the Baali is to hear with the ears of one's darkness. Invoking the power of their masters, the Demons may hear the call of the secret evils that hide in all souls: the doubts, the fears, the petty envies.

System:

To use Sense the Sin, the Baali must engage her target in a Mental Challenge, bidding Traits in accordance with the depth of knowledge sought. By risking a single Trait, the Demon may learn some small transgression or weakness: a lack of resolve (low Willpower); cowardice, callousness or poor control (low Virtues); or even some small personal failings (a Negative Trait). At two Mental Traits, the Demon may learn more intimate knowledge: a dangerous secret or undiscovered crime. With three traits, the Baali opens the door to her target's soul, exposing derangements or similar flaws, past diablerie (though not necessarily the identity of the victim) or other deeply hidden sin.

Note: Just what exactly is learned is always the decision of the Storyteller and should be couched in subjective terms. For example: "Anabelle is always the first to run when words come to blows" rather than "Anabelle has just one Courage Trait."

●● *FEAR OF THE VOID BELOW*

At this stage, the disciple has begun to wield the power of his masters. With the footholds of sin as his guide, he may invoke the horror of those beyond and inflict it on his target.

System:

Before invoking the Fear of the Void Below, the Demon must first perform Sense the Sin on his target, ferreting out what might cut a path to the victim's heart. For every Trait beyond the first successfully risked in Sense the Sin, the Baali gains one Trait to use to invoke the Fear of the Void Below. (This challenge may occur at any time, up to one night prior to the use of Fear of the Void Below. If the sun rises before Fear of the Void Below is used, the Baali must start again from the beginning.) When the target's secret is known, the Demon then engages her in a Social Challenge, and should roleplay the verbal assault on her target's hidden sin. By playing on the fear and shame of the secret, explaining the unavoidable consequences of the target's crimes, the inevitable retribution to be exacted, the Baali inspires abject terror in his victim. For a one-Trait risk on Sense the Sin, the target stands trembling before the Baali until she ceases her verbal assault. If two Traits were used for Sense the Sin, the target

flees as though taken by Rotschreck. For three Traits, the target faints dead away and remains unconscious until disturbed.

The target may avert Fear of the Void Below with a Courage Test.

●●● *CONFLAGRATION*

At this level of mastery, the Baali may call forth a portion of what lies Beyond, channeling some of the power of her masters as an eerie flame. For the brief time it burns in this world, the flame may take any number of forms from a barely visible shimmer in the air to a ripple of jet-black fire. Conflagration's destructive power is never in dispute and often reminds its viewers of traditional tales of the infernal.

System:

With the expenditure of a Blood Trait, the Baali calls into being a bolt of black flame which can then be hurled at her enemies as a Physical Challenge. Typically, if the bolt strikes its target, it inflicts a single aggravated wound and gutters out immediately. The Baali may elect to maintain the flame by spending a Blood Trait each turn for as long as she wishes it to remain. The target must remain in sight and the Baali must maintain full concentration or the flame will vanish, but for every turn the Baali maintains the flame, the target suffers another aggravated wound.

Kindred confronted with this mystical fire must make Courage tests to prevent Rotschreck just as if facing a normal flame of similar size. Targets may dodge as per any other ranged attack.

●●●● *PSYCHOMACHIA*

After mastering the ability to draw power from beyond, the Baali now learns to shape that power into a living nightmare. Striking deep into his victim's psyche, the Demon may draw out her deepest fears and give them physical form.

System:

After performing Sense the Sin on her intended target, the Baali spends a Willpower Trait and forces the victim to make a Virtue Test against her weakest Virtue with a difficulty equal to the number of Traits the Baali successfully risked in Sense the Sin. If the target fails, an apparition from the darkest hours of her past (perhaps a childhood boogeyman or a lost lover) takes shape, visible and material to her alone. The victim must immediately make a Courage Test or fall into frenzy. Even if she succeeds in the Courage Test, the victim must then face terror given flesh. Most often, this nightmare construct will have Traits identical or slightly inferior to the victim herself. The final state of the entity is fully at the Storyteller's discretion and all damage suffered in the subsequent struggle should always be completely illusory. At worst, the victim may suffer unconsciousness or a brief torpor for dying at the hands of fear. For purposes of combat with the victim, the psychomachia should be treated as a normal, material being. If the Baali stops concentrating, the spectre vanishes.

..... *CONDEMNATION*

Since the first of the Baali crept into the wilderness and made an abominable pact with forces beyond this world, their childer have forged a litany of contracts and bargains with infernal powers longer than can be counted in the lives of even the Methuselahs. The Baali can call upon these ancient pacts to lay a curse on his enemies with all the power and hatred of the infernal legions.

System:

To invoke the curse, the Demon must first give voice to the deed, enunciating his condemnation in detail before engaging in a Static Willpower Challenge against a difficulty of the target's Willpower traits. If successful, the Baali must then sacrifice a number of permanent Mental Traits, reducing his permanent total by that number for the duration of the curse. For every Trait sacrificed, the Baali may reduce one of his victim's Attributes, Virtues or Willpower by a single Trait to a minimum of one. The Baali may end the curse whenever she chooses, although it is unlikely. **The Curse lasts for at maximum the rest of the session.**

Abuse of this ability may well result in the Baali herself feeling the curse as Those-Who-Wait do not take lightly to the frivolous use of their gifts.

DEMENTATION

The twisted psyches of Clan Malkavian house a passion and insight unmatched among the other lines of Cainites. Through their bizarre powers of *Dementation*, the Malkavians spread their madness, catalyzing insanity among mortal and vampire alike. Though this power was found only among the deranged Freaks of the Sabbat, a recent wave of instability has spread its nightmarish bubbles through Malkavians across the globe.

The Malkavians do not consider the secrets of *Dementation* “proprietary”; indeed, many seem almost eager to spread them. Curiously, other Cainite students of this Discipline need not be insane to use its powers. The Discipline does not seem to spread insanity, but rather, unlocks the doors of the psyche, exciting the madness that festers in every mind.

Some Lunatics do not use *Dementation* consciously. These few instead catalyze the passions of their victims; such advisors and seers spread their insight to unsuspecting vampires, who in turn find themselves spiraling slowly out of control. Other Malkavians recognize, categorize, and use the powers of *Dementation* like the other regimented Disciplines. Strangely, the most stable and sane-appearing Lunatics are typically the ones who exert their *Dementation* with the least awareness.

Dementation powers use the *Empathy* Ability for retests.

● *PASSION*

You can bring emotion to a fever pitch, accentuating any and all drives or fears that may occupy the mind of your subject. Alternately, you can diminish passions to whispers, quelling the fiercest emotional fires.

System:

You must engage your victim in a Social Challenge to use *Passion*. If you succeed, you enhance or dull the subject’s emotions, at your choice. If you heighten the target’s sensitivity, then the subject suffers from the Negative Mental Trait *Impatient*. If you dim the subject’s emotions, then the victim suffers the Negative Mental Trait *Submissive*. In either case, the target should roleplay the new condition. The incited *Passion* lasts for the remainder of the scene or for a full hour, whichever comes first. Successive uses of this Discipline on the same individual are not cumulative. The source of this affliction is not immediately obvious, though some elder vampires are aware of the mind tricks of the Malkavians, and they may deduce the source correctly if someone suddenly becomes manic or listless.

●● *THE HAUNTING*

Freakish, fleeting nightmares follow your target. The surreal world seems to come alive in barely heard noises and brief glimpses of motion. Victims find themselves distracted by inexplicable sensations, often stemming from their own hidden fears and guilt. Though you have no control over these images, you can choose what sense is affected. With continuous prolonged exposure, your subject may fall to madness as these apparitions afflict his consciousness.

System:

You must expend a Blood Trait and engage in a Social Challenge with your victim in order to use this power. If successful, the subject suffers from fleeting nightmares, often plucked from his own subconscious. For the remainder of the evening, the victim suffers from the derangement *Schizophrenia* (see p. 214). Your use of this power is not immediately evident, although the victim should roleplay the effects of his new terrors.

●●● *EYES OF CHAOS*

Scrutinizing patterns, you can find wisdom in the cracks of reality. Your insight extends to seemingly random patterns and bizarre manifestations of chance. Watching the interplay of events around you, you can sometimes discern complex patterns in them; observing people in action, you uncover their motives and secrets.

System:

You can delve into someone's innermost motives by watching his simple actions. You must watch the target for a full turn, concentrating on his actions and motions. Then, you must engage in a Mental Challenge with the target. If you succeed, you learn the subject's Nature.

By watching the fall of random events around you, you may gain insight into your current situation. If you spend a full turn in contemplation of circumstances and expend a Mental Trait, you can predict (to some degree) the possible course of events. For the remainder of the scene, or for the next hour (whichever comes first), you cannot be surprised.

Losing a challenge in *Eyes of Chaos* causes you to become entranced with the patterns around you. Consider this entrancement identical to the Toreador Clan Disadvantage.

●●●● *VOICE OF MADNESS*

Simply by speaking aloud to your victims, you can reduce them to howling fear or anger. You address your targets in a reasonable tone, encouraging them to succumb to their inner demons. Those terrors then come to the fore, driving your victims to blind, uncontrolled panic.

System:

You must expend a Blood Trait to use this power. Then, by speaking to your victims for a full turn, you can attempt to drive them into frenzy. You may affect multiple people at once, as long as they can all hear you. You then make a Social Challenge against your targets; any who lose to you are brought to the verge of frenzy. Mortals immediately flee in terror, as if affected by Röttschreck. Vampires, Lupines and other creatures capable of frenzy make *Self-Control/Instinct* Tests immediately, with a difficulty of four Traits, or else fall into a similar state. However, you must also test for Röttschreck, with a difficulty of three Traits. This frenzy lasts for an entire scene unless curbed with Willpower or other capabilities, and mortals do not remember their actions during this period of terror.

..... *total insanity*

Madness lies around the nearest corner of every mind. Pulling insanity from the recesses of your target's deepest memories and beliefs, you cause the hapless victim to succumb to a wash of overpowering lunacy.

System:

You must gain your target's total attention for a full turn; many Malkavians do so with sudden tricks, non-sequiturs, and bizarre actions. You must then expend a Blood Trait and engage your target in a Social Challenge. If you win, your victim begins to suffer from five derangements, chosen by a Storyteller or Narrator, for the remainder of the evening. This Discipline is not cumulative you cannot pile up more derangements with successive uses. **The effects of this power last for 1 hour or until the end of the scene, whichever comes first.**

For ease of use of *Total Insanity*, it may be handy to make up several cards with derangements listed on them and allow your subject to choose five randomly.

DOMINATE

Many Cainites are willful creatures, casting about their ambitions and bending mortals to their desires. For some, though, the strength of will channels into the power to bend minds and control actions. With a piercing gaze and a forceful word, *Dominate* can cause even the strongest mortal mind to crumble and push even other vampires to accede to one's desires.

Most *Dominate* powers require the victim to meet the Cainite's gaze and to hear his commands. Simple sunglasses do not protect against this power; if the subject can see the dominator's eyes, he can be affected. Furthermore, commands may be issued silently with *Telepathy*, if the victim meets the dominator's gaze.

Dominate is most common among the Giovanni, Lasombra, Tremere and Ventrue clans, who all exercise their authority unflinchingly.

Retests with *Dominate* use the *Intimidation* Ability, as the vampire exercises his powerful will against your subject. A subject may attempt a retest by expending a single Willpower Trait and may only make one retest per challenge. A vampire of lower generation is always immune to a weaker vampire's *Dominate* powers (although canny elders may feign otherwise).

● *COMMAND*

Exerting your will against a single individual, you can give a simple command and demand obedience. A single word, even one embedded in a sentence and stressed slightly, becomes an imperative command to your victim. You need only meet your victim's gaze. As long as your victim sees your eyes and hears your voice, your command carries the authority of your blood.

System:

You must meet the gaze of your subject and speak a single word, emphasized for control. This command must be simple and easily understood: "Stop," "Run," "Sleep," "Scream," "Follow," and "Silence!" are all acceptable examples. The command cannot be blatantly harmful or self-destructive. You then engage in a Mental Challenge with your opponent. If you win, your victim must follow the order directly and immediately. The command cannot last more than 10 minutes.

●● *MESMERISM*

Like a hypnotist, you can impart commands to your subjects, even keying them on specific trigger events. If you can meet your subject's gaze and speak aloud your commands, you can force the subject to obey your will. Unsuspecting victims can even be given commands that they must carry out later.

System:

By making a Mental Challenge against your subject, you can impart more complex or subconscious commands. You may give your subject any sort of command as long as it is not self-destructive. This command can either be triggered immediately ("Go and fetch me a mortal vessel") or implanted with a particular trigger event ("When the prince ends court, sneeze loudly"). Only one such command may be implanted in

a victim at a time, and unless other powers are used, the victim may well remember the process. Placing an order in your victim requires only as much time as it takes to speak the entirety of your order. Both the trigger and the suggestion must be clear and easily understandable.

●●● *FORGETFUL MIND*

Your considerable powers of mental manipulation allow you to exert your influence in the very memories of your victims. By meeting your target's gaze, you can draw out answers to questions and even alter the subject's memory. You can erase entire blocks of the victim's past or replace recollections subtly with your own dictated constructions.

System:

To uncover, alter or erase memories, you must make a Mental Challenge against your victim. With success, you can change up to 15 minutes of your victim's memories; additional blocks of time may be altered with additional challenges. You can simply erase areas of the past, leaving the victim with a "hole" in his recollections, or you can specify new memories to overwrite your victim's experiences. By questioning your victim, you can also prompt him to elucidate his memories, repeating back his own experiences. As long as you gaze into the victim's eyes, and the subject is unthreatened, you keep the target pacified and unable to move or resist your hypnotic powers. Implanting additional commands with other *Dominate* powers still requires additional challenges, though. When altering someone's memories, you should record the number of Mental Traits that you possess at the time of the alteration — later uses of *Forgetful Mind* may be able to overcome your powers.

Although you can remove, add or change memories, you cannot destroy a subject's actual capabilities. That is, you may remove all memory of a subject learning a particular Ability or Discipline, but the victim will still retain the capability in question — he may simply be unable to recall how and when he learned it. *Forgetful Mind* is most useful in changing someone's memories of an event (causing someone to forget your feeding, for instance) or to cover traces of other powers (removing someone's recollection of the use of *Mesmerism*, leaving an implanted command buried in the subconscious mind). The more detailed your description, the more realistic the memory seems to your victim.

Use of *Forgetful Mind* can also determine if a particular set of memories is fake, by causing the subject to recall his overwritten experiences. By winning a Static Mental Challenge against the Mental Traits of the previous dominator, you can determine if certain memories are falsely implanted or changed, and you can then restore the original memories or alter the false ones as you see fit. You cannot use this power on your own memories.

Please write the following information on an index card stamped by the ST staff to be carried by the targeted person: *Person Performing the Forgetful Mind, Number of*

Current Mental Traits of the Person Performing the Forgetful Mind, Summary of the Scene being covered, Summary of the Scene that replaces it

•••• *conditioning*

The depths of your mental influence are frightful and pervasive. With time, you can strip away the defenses of the most determined mind, even removing your victim's personality and free will. You must have unrestricted access to your subject for several full nights. Should you manage to tear down the victim's resistance, her will is shattered and her mind becomes completely pliant to your whims.

System:

Each night that you attempt to exercise *Conditioning*, you must make a Mental Challenge against your victim. If you manage to accumulate as many successes as your subject's *Self-Control/ Instinct* Traits (or Willpower Traits for victims without vampiric Virtues), you tear down the victim's mind and turn her into a virtual slave. The victim loses creativity and self-direction, instead following your orders to the letter automatically. You need not make tests to *Dominare* such a victim; the subject follows your commands even if you cannot make eye contact. Furthermore, the subject gains one free retest against the *Dominare* powers of any other Cainites.

A victim of *Conditioning* has little free will or motivation, and he has trouble reacting to stimuli. As a result, such pawns cannot produce artistic works or engage in teaching; they lack the drive and flexibility to perform these sorts of tasks.

If an enslaved subject manages to avoid all contact with her master for six game sessions, minus one session for each Willpower Trait spent (minimum of one full session), then the *Conditioning* is shaken off and the subject reasserts her individuality. A drone may also be deprogrammed by the successful use of this Discipline again, just as if trying to enslave the subject. The subject resists automatically, but if enough successes are accumulated to perform proper *Conditioning* again, then the target's original persona can be restored.

Conditioning may also be used to implant relatively permanent Mesmerism effects, using the same system as the standard rules for Conditioning. You may implant one Mesmerism per level that you possess of Dominate. These may be overcome similar to permanent Derangements.

••••• *possession*

No mortal mind can resist the power of your will. With but a touch, you can move your consciousness into a mortal body, taking complete control of the shell and suppressing the victim's mind. For the duration of this *Possession*, your own body lies comatose, while the mortal's mind is unconscious and unaware of what transpires.

System:

Once you have touched a likely mortal subject (possibly requiring a Physical Challenge to get a firm grip), you may expend a Willpower Trait immediately and

make a Mental Challenge to exercise *Possession*. If you win the challenge, you take control of the mortal body, while your own body collapses without volition. You must expend a Mental Trait to finish the possession; additional Traits allow you to use some of your Mental and Social Disciplines while in the host body, as shown on the table.

During the course of *Possession*, you experience everything that happens to the mortal body, as you guide its actions. Your Cainite form also suffers any damage sustained by the mortal body; if the mortal body dies before your consciousness can flee, you immediately collapse into torpor. If you wish to flee the mortal body for your own corpse, you must announce your intent at the beginning of the turn, and your spirit does not leave until the end of the turn (although you may still perform actions as normal). As soon as you leave, the mortal resumes control over his body (assuming that he's still alive).

While in the mortal body, you may travel any distance from your unconscious Cainite form. You have all the capabilities of the living body; you can even survive daylight if you manage to stay awake (see p. 111). The body is as vulnerable as any other mortal's, though. For this reason, most vampires use ghouls for *Possession*, relying on the inherent strength in such creatures.

If your vampiric body is slain while your consciousness resides in another body, you can try to hang onto the form. However, you must make a Simple Test (win or tie) at each sunrise. If you lose, your spirit tumbles into the astral plane, lost forever. A possessed body also cannot be Embraced; your spirit prevents the transfer of the Curse, and the body simply dies. This power is ineffective on vampires and other supernatural creatures their wills are too strong to be so completely overcome.

You must have a card on file with ST Staff detailing where your real body is and the number of Mental Traits spent on *Possession*, or you are not possessing. If you are killed and undercut yourself by not bidding Traits correctly, it is your fault, and the scene will not be redlined. Additionally: Your body must be in a location under the jurisdiction of the Gary Shattered Souls Storytelling Staff. Mental and Supernatural Flaws will follow you into your *Possession* body, and some Social Flaws may follow at ST discretion. If you have Humanity at 4(8) or higher, you must make a Simple Challenge (win or tie at Humanity 4(8), win at Humanity 5(10) to Possess the body, as you are intentionally using that mortal as a shield in one way or another. The Body possessed uses Gary Shattered Souls Retainer rules

Traits	
1 Trait	Simple Possession
2 Traits	Can use <i>Auspex</i>
3 Traits	Can also use <i>Dominate</i> , <i>Presence</i> and <i>Obfuscate</i> .
4 Traits	Can also use <i>Animalism</i> , <i>Chimerstry</i> , and <i>Dementation</i>
5 Traits	Can also use <i>Necromancy</i> and <i>Thaumaturgy</i> .

FLIGHT†

Gargoyles may have wings, but just glancing at one makes it painfully obvious that they aren't actually supposed to be able to fly. A humanoid form with wings has all the aerodynamics of a rock, and Gargoyles' enormous weight doesn't improve things much - the heaviest Gargoyles have been reported to weigh over 800 pounds. Yet, like the bumblebee, they fly, thanks to their Tremere creators. When the Gargoyles were originally created, the Tremere used a complicated thaumaturgical ritual to make a variant of Movement of the Mind an essential part of all Gargoyles' being. Sadly, the Tremere scholar responsible for this met his end during the Gargoyle Revolt, and it seems that the secret of Gargoyle flight has been lost forever.

Only Gargoyles can learn Flight; it's their special ability, and it cannot ever be learned by others. All Gargoyles start out with Level 1 Flight in addition to other clan Disciplines and can increase it with experience points as they would increase a normal clan Discipline. Note that under no circumstances can Celerity be used to increase flight speed.

It should be stressed that Gargoyles do not think of Flight as a Discipline; for them, it's merely something every Gargoyle can do indeed, flight is as natural to them as walking is for a normal human. Therefore, different levels of Flight don't have specific names; the levels merely exist as a game mechanic to measure different degrees of skill.

If your character is flying, you should hold your arms out straight to the side, as if forming a cross. (Your group may want to agree on a different method of indicating flying characters, such as a sash of a certain color, as some characters may want to stay up in the air for quite a while, and holding your arms like that can become rather tiring.)

● LEVEL ONE

You cannot actually fly, but you can glide and soar as if you were *hang-gliding*. However, you cannot carry anything larger than your clothes and personal effects. Maximum speed equals 15 miles an hour.

●● LEVEL TWO

You can now attain flight under your own power, though a running takeoff is required. You can carry a maximum payload of 20 pounds. Maximum speed equals 30 miles an hour.

●●● LEVEL THREE

You can now take off from the very spot you're standing on if unencumbered. With a running takeoff, you can carry up to 50 pounds. Maximum speed equals 45 miles an hour.

●●●● LEVEL FOUR

You can now vertically take off carrying up to 50 pounds of baggage. With a running takeoff, up to 100 pounds can be carried. Maximum speed equals 60 miles an hour.

●●●●● LEVEL FIVE

You can vertically take off with up to 200 pounds. In practice, this means that it's enough to carry most Kindred or prey. Maximum speed equals 75 miles an hour.

FLIGHT† AND FAIR ESCAPE

Obviously, it's a bit hard to knock someone's teeth in if he's a quickly receding dot in the sky. While Gargoyles make fearsome warriors, they are certainly smart enough to leave if things get too dicey and having a pair of wings is a big help.

A gargoyle with level three *Flight* can always declare fair escape when outdoors or next to an unobstructed window that is large enough to fit through.

A gargoyle with basic *Celerity* can declare Fair Escape with only level two *Flight* as he can achieve a speedy running takeoff.

If the Gargoyle is well above ground level (in a skyscraper, on top of a high and steep hill, in an apartment three or more floors above the ground) even a single level of *Flight* is sufficient for Fair Escape, as the Gargoyle can glide to safety.

In all cases characters with ranged attacks get to make a single attack while the Gargoyle is flying away.

Characters with an equal or higher *Flight* score may attack the escaping character normally and may continue fighting as long as they continue to pursue the escaping character.

Note that Fair Escape may also be applied indoors if the characters are in a room that is clearly large enough for someone to fly in: Large ballrooms, warehouses and similar buildings are certainly acceptable. However, the character will be easy pickings to anyone with a ranged weapon, unless the room is exceptionally large and has enough space to allow maneuvering or a window or skylight the Gargoyle can escape through.

FLIGHT† MANEUVERS

Obviously, the ability to fly comes with a tremendous tactical advantage. To represent this, Gargoyles can perform special aerial maneuvers in combat. All maneuvers have minimum requirements of skills or Disciplines to be performed. If you can't meet those requirements, you are unable to perform the maneuver properly, and you crash if you attempt them. Maneuvers cost ~~one Free Trait at character creation, or two experience points after character creation.~~

If you have not learned the maneuver but do meet the minimum requirements for the maneuver, you can still attempt to perform it, but you must bid three extra Physical Traits. If the challenge fails, you immediately crash into the ground and suffer one health level of damage, unless you have Fortitude or other suitable protection. Moreover, you must spend the next turn getting back to your feet and cannot attack anyone. (You can defend yourself but must bid an extra Physical Trait when doing so.)

POUNCE

You leap at an opponent and cover a surprisingly large distance by spreading your wings. This maneuver cannot be performed in cramped places, such as tight corridors - assume that you require at least two feet of unobstructed space on both sides. However, most rooms offer enough space for you to pounce on an opponent, even if this requirement isn't strictly met. This maneuver can also be used to increase the distance you can jump normally for example, to cross a chasm on the ground, or

to leap from the roof of one building to another. In practice, this means that you can attack an opponent who is out of your normal reach. You may also pounce directly upward if need be but cannot achieve vertical takeoff without *Flight* 3.

When pouncing, you can cover six yards of ground per level of *Flight*. A normal Physical Challenge is required.

Damage: Normal

Minimum requirements: Flight 1, Brawl 1

SWOOP

You swoop down from the sky, attacking an opponent while adding your own momentum to the blow, be it with a fist or with a melee weapon, and then swoop back up. On a successful attack, you reach the safety of the sky again, and cannot be attacked except by long-range weapons. Even if the attack fails, you can get back up to safety. However, Kindred with Intermediate *Celerity* can attack you once normally when you're swooping down; Kindred with Advanced *Celerity* get two attacks. Superior *Celerity* grants one extra attack per Superior level, as characters who move with truly supernatural speed have all the time in the world to punch the attacking Gargoyle once or twice.

Targets who are covered, obscured or out of reach (underneath trees, pressed against a doorway, lying in a gutter) cannot be successfully swooped at. For obvious reasons, Swoop cannot be used indoors unless the room is clearly large enough for such a maneuver. ~~Note that unlike normal attacks, you swoop down at such speed that a character with Alacrity or a suitable weapon cannot pre-empt the attack.~~ **A Gargoyle adds their levels of Flight to initiative when using this maneuver.**

To Swoop, you bid an extra Physical Trait, or two Traits if your opponent is actively trying to avoid you. You then perform a normal Physical Challenge against the opponent.

Damage: One health level of bashing or lethal damage, depending on weapon used.

Minimum requirements: Flight 2 and Brawl 2 or Melee 2, depending on the attack type.

SLAM

You swoop down as before, but instead of hitting the opponent and swooping back up, you slam into your opponent at full speed. Considering a Gargoyle's enormous weight, this is an extremely serious attack. This grounds you and thus allows you to be attacked but is likely to hurt the opponent quite a bit. Your opponent is knocked down but may attack you normally during this turn, as you aren't swooping back up. He must bid two extra Physical Traits for his next action as he struggles back to his feet. If you lose the challenge, you're still grounded, but you manage to land on your feet. Note that as this maneuver depends on your body mass: Melee weapons cannot be used in this attack.

As with Swoop, a character with ~~Alacrity or a suitable weapon~~ cannot preempt the attack, and targets who are well in cover (as described under Swoop) cannot be slammed. **Characters using this maneuver may add their levels of Flight to Initiative.**

You bid an extra Physical Trait, or two Traits if the opponent is actively trying to avoid him, then perform a normal Physical Challenge against the opponent.

Damage: Three health levels of bashing damage. If you have Flight 5, you can optionally inflict an additional health level of damage; however, if you do not have at least Endurance, you will also suffer one health level of bashing damage. If you have Armor of Terra, you inflict yet another additional health level of bashing damage, cumulative with Flight 5. If you have Armor of Terra, you need no Fortitude: Your skin is so tough that you suffer no damage from the impact.

Minimum requirements: Flight 2, Brawl 2

FORTITUDE

All vampires are supernaturally resilient, capable of surviving blows, sashes, bullet wounds and falls with impunity. Some few, however, are even more powerfully resilient, able to shrug off the most severe wounds and even resist the powers of fire and sunlight for a short time. The Discipline of *Fortitude* represents such resilience, and its mastery allows survival of situations that would otherwise cause Final Death in lesser Cainites.

The nomadic Gangrel and Ravnos clans, who must survive the rigors of the wilderness and travel, most commonly possess *Fortitude*. The Ventrue also exhibit this Discipline, often leading their charges into battle while shrugging off terrible attacks.

Retests on *Fortitude* powers use the *Survival* Ability.

● *ENDURANCE*

While most Kindred still suffer the fatigue and pain of their injuries, you shrug off such hardships. Even the searing injuries of fire and sunlight can barely slow you.

System:

You do not suffer any wound penalties from anything past the Bruised health level, until you are struck into torpor or Final Death. When most vampires lose all ties due to being Wounded, or remain insensible and Incapacitated, you simply suffer the usual penalties of being Bruised

●● *METTLE*

Wounds that would slow other vampires mean nothing to you. You can shrug off damage from most sources, ignoring pain and damage alike. Your body resists harm with incredible strength.

System:

On achieving this Discipline, you gain one additional health level, which functions just like an extra Healthy line on your health level chart. This health level can be lost and healed like any other.

●●● *RESILIENCE*

You can endure punishment that would reduce other Cainites to ash, albeit for a brief time.

System:

When you suffer aggravated damage, you may immediately make a Simple Test to try to reduce the severity of the damage. If you succeed, you reduce the injury to lethal damage. Before making the test, you may choose to expend a stamina-related Physical Trait, allowing you to reduce injury on a win or a tie. Otherwise, you must win the test outright. Use of *Resilience* is reflexive; it does not count as an action. **This may not be used to test down damage from fire or Sunlight.**

You may only attempt to use this Discipline once on any given attack. Thus, if you suffer two or more levels of aggravated damage from a particular attack, you may test to reduce only one level to lethal damage.

●●●● *RESISTANCE*

Your vampiric endurance far surpasses that of any mortal, or even most other Cainites. You shrug off injury without noticeable effect. Blows that would stagger or kill a mortal may not even scratch you.

System:

When you suffer lethal or bashing damage, you may make a Simple Test immediately to avoid some of the damage. If you succeed, you remove one level of the damage from the amount suffered. Before making the test, you may choose to expend a stamina-related Physical Trait, allowing you to avoid a level of damage on a win or tie. Otherwise, you must win the test outright. Use of *Resistance* is reflexive; it does not count as an action.

You may use this Discipline after reducing aggravated damage with *Resilience*, attempting to negate or reduce the damage entirely. Thus, if you suffer two health levels of aggravated damage from sunlight, you can test to reduce one to lethal damage with *Resilience*, and if successful, you may then attempt to remove that lethal damage with *Resistance*. You may only attempt this Discipline once on any given source of damage, so if you suffer two or more levels of damage from a single attack, you may only attempt to reduce a single level of damage from that attack

●●●●● *AEGIS*

Like a bar of steel, a mountain, an immutable constant, you resist all damage and survive any attack. Only truly monumental and persistent force can ever destroy you completely. Indeed, once the storm of fire and destruction has passed, you rise out of the chaos unscathed

System:

~~At any point during a turn, you may declare the use of Aegis. You must expend a permanent Willpower Trait or three permanent Physical Traits to activate this Discipline (though these Traits may be re-purchased later with Experience Traits). When you declare Aegis, you immediately revoke any damage that you suffered in the turn, and you take no damage for the remainder of the turn. You may even declare Aegis after you have been “killed,” ignoring the damage that killed you and any other injury suffered in the same turn. If you are “killed,” you must use Aegis in the same turn — once a new turn begins, you cannot revoke any previous damage. Use of Aegis is reflexive; it does not count as an action.~~ Characters in *Gary Shattered Souls* with Aegis may expend a Temporary Willpower Trait to take half damage from all sources (Including Fire and Sunlight) for the remainder of the round; round up, to a minimum of one. Additionally Resilience and Resistance challenges are now automatic wins.

Aegis only stops static effects if used before the challenge begins.

The exception to this rule is any test that requires puncturing the skin, such as staking. In the event of staking, Aegis may be activated after the attack, but must be used before the Simple Tests are applied. Aegis may not be used in conjunction with other powers that reduce the damage of fire or sunlight.

MELPOMINEE

With this Discipline, the very voice of a Cainite is a powerful tool. Inspiring emotion or projecting sound through speech and song, the *Melpominee* Discipline reflects the incredible mastery possessed by the Daughters of Cacophony. The Greek Muse of tragedy surely reflects in this power, as it can be used both to soothe the mind and to inspire insanity. Some Cainites attribute these siren-like gifts to a hint of fey madness in the Daughters' bloodline.

The powers of *Melpominee* function on the very soul, not merely on the flesh. Deaf subjects, or individuals otherwise unable to hear the vampire, can still be affected as long as the singer's voice reaches to the area of the target. These effects extend from the will of the siren, so they only affect those who are in the hearing range of the singer's natural voice or *Melpominee*-projected effects engineered recordings, microphones, bullhorns, or electronic or mechanical copies cannot.

The Daughters of Cacophony consider *Melpominee* to be their highest art and calling, a reflection of the inward music that moves them. As a result, they do not teach its secrets to outsiders, and indeed other Cainites, who do not hear the cosmic music of the spheres, find development of this Discipline difficult in the extreme.

All *Melpominee* effects use *Performance Ability* for retests.

● *THE MISSING VOICE*

Like a ventriloquist, you can throw your voice to any place within your line of sight. However, you do not cause your voice to seem to emanate from there with *The Missing Voice*, you cause your speech or song to generate from thin air. You can even carry on two conversations simultaneously, for *The Missing Voice* functions independently of your normal voice.

System:

You may use *The Missing Voice* at any time, as desired. However, if you use *The Missing Voice* while performing other actions, you suffer a two-Trait penalty on the resolution of challenges due to your split concentration.

●● *PHANTOM SPEAKER*

No longer limited to sending your voice to a place you can see; you can project speech or song to anyone you know. If it is night at the subject's location, you make your voice heard to your target.

System:

The words and music of *Phantom Speaker* are audible only to your target unless an eavesdropper with at least the Intermediate level of *Auspex* manages to listen in by defeating you in a Mental Challenge. You must expend one Blood Trait to project your voice for a single turn.

●●● *MADRIGAL*

The crashing waves of your song carry the force of your own emotions. With inspiring verses, you raise others to the heights of passion; black melancholy afflicts the victims of your works of despair.

System:

You must make a Social Challenge against every target that you wish to affect with your *Madrigal* you can affect anyone within hearing range, at your discretion. Willpower can be used to retest in defense against this power, as usual for Social Challenges. If you choose to affect multiple people, use a mass challenge as described in mob combat. Anyone who succumbs suffers the effects of an overwhelming surge of emotion, directed by your choice of song. The subjects should roleplay this wave of emotion if you perform no action other than singing.

You must sing for a full turn for *Madrigal* to take effect. The player need not actually sing to invoke this Discipline, though players so talented are certainly encouraged to do so.

●●●● *SIREN'S BECKONING*

Pulling out the roots of turmoil and despair in a subject, you awaken insanity from the soul. Like the legends of faerie singers and mermaids, you can drive your target into desperation with your melodies.

System:

You must make a Social Challenge against your target to use the *Siren's Beckoning*. If you win, the victim suffers from one randomly chosen derangement. You may carry about a stack of cards with various derangements and allow the victim to choose one at random, or you may have the derangement relate to the song you sang (such as regression for a children's song or megalomania for a national anthem). This derangement lasts for the rest of the night.

●●●●● *VIRTUOSA*

Though most Daughters of Cacophony are limited to affecting a single target with hidden speech or insanity, your performance carries your music to as many listeners as you desire. You can extend your powers of *Phantom Speaker* or *Siren's Beckoning* to multiple subjects.

System:

You need only expend one Blood Trait to use *Phantom Speaker* or *Siren's Beckoning* on up to five targets at once. If you use *Phantom Speaker*, every subject hears the same words or music that you project. If you use *Siren's Beckoning*, you make a mass Social Challenge against all of the victims at once. In either case, you can only use one power at a time you cannot use *Virtuosa* to project speech to some people while singing to others simultaneously.

MYTHERCERIA

The reclusive Kiasyd care little for the affairs of other Kindred, so reliable knowledge of their bastardized faerie powers is difficult to come by. Those few Sabbat who have dealt with Kiasyd characterize their Discipline, Mytherria, as a path of twisted perceptions - whether those perceptions be of the Kiasyd or of her unfortunate victims. In some ways, Mytherceria is like *Auspex* for its ability to reveal insights about the world; in others, it resembles *Dementation* in its ability to bring the sturdiest mind crashing down in madness. Few, if any, Kiasyd are willing to teach this Discipline to outsiders. They value the power that it gives them and fear that, were their abilities too well-known, the Sabbat's regard for their might could turn to mindless hunger.

Mytherceria users retest with the Awareness Ability. ~~At the Storyteller's discretion, the specialized Ability Faerie Lore may augment or replace Awareness for this purpose.~~

● *FOLDERAL*

The first shroud of reality through which you see is that of untruth. This power's precise manifestation varies with each practitioner. You may weep or sweat blood, see the liar's tongue assume unnatural shapes or colors, or experience a crawling sensation on your hands or neck. Regardless of the trappings, the result is the same: you know a lie when you hear one.

System:

When someone makes a statement that you want to assess, make a Static Mental Challenge with a difficulty of the subject's number of Social Traits, plus one for every *Subterfuge* Ability Trait he has. Success indicates that you know with absolute certainty whether or not the statement was true. You must be able to hear the statement as it is spoken (or read the speaker's lips if you are deaf), and you must make this challenge for each statement that you want to analyze.

●● *FAE SIGHT*

Your ability to view multiple levels of reality at once has advanced to the point that you can perceive all things fae as they truly are. With a small amount of effort, you can also scrutinize an area to determine if faerie magic was recently used there or if faerie beings were present.

System:

The first part of this power is always in effect. No challenge is needed. You instantly recognize all fae beings as such. If you are viewing a faerie in a mortal body, you see their true form with a ghostly superimposed silhouette of its "human" appearance.

To determine if an area held fae creatures or was subjected to fae magic within the past three nights, concentrate for a turn and expend a Mental Trait. Traces of faerie presence appear to you as faintly glowing footprints, runes, or scorch marks. Interpretation of these signs may require one or more Static Mental Challenges, as determined by the Storyteller, but you can always tell whether or not the signs are actually there.

••• *AURA ABSORPTION*

This power is virtually identical to the first Intermediate Auspex power, *Spirit's Touch*, and the same rules should be applied. However, when you examine an object with Aura Absorption, you devour the psychic traces on it. Anyone who attempts to examine the same object with The Spirit's Touch or Aura Absorption after you have finished with it must win a Static Mental Challenge against your permanent Mental Traits to glean any impressions.

•••• *CHANJELIN WARD*

You may create arcane glyphs that reveal your own altered perceptions to others. However, most individuals do not handle seeing reality the way you see it. While not directly threatening, these wards are sufficiently distracting that most characters who see them become disoriented, which may lead to other unpleasant complications. These wards may guard a single object, affect an individual who wears the clothing on which they are inscribed or fill an entire room with their effects.

System:

To inscribe a Chanjelin Ward, spend one turn tracing the ward on the target object with your fingertip (if warding an entire room, spend 10 minutes tracing the ward on the floor) and make a Static Mental Challenge with a difficulty of seven traits. Success means that anyone touching the object or entering the room is down two Traits on all Mental Challenges for as long as she is in contact with the item or in the room. Additionally, she must win a Static Mental Challenge against a difficulty of nine Traits or become lost until someone leads her to familiar surroundings.

If the object you are warding is currently worn by another individual, make a Mental Challenge against her instead. Success inflicts the above effects on her, but no one else is affected by the wards unless they don the afflicted item.

A Chanjelin Ward lasts for one night. You may extend this at the time of creation by spending one Blood Trait per extra night. A victim is only affected by one Chanjelin Ward at a time. Any character who has Chanjelin Ward is immune to all Chanjelin Wards.

••••• *RIDDLE PHANTASTIQUE*

Your study of "reality" has now progressed to the point that you have an innate knowledge of the underpinnings of the universe - though, to anyone who does not share your altered perceptions, this knowledge is closer to madness. You may share your unique insights with any one subject who can hear you ask your penetrating philosophical questions (and, of course, understand the language in which you are speaking). The Riddle Phantastique is so arcane that it can drive its victims to madness, even self-inflicted injury, until they solve it. Insanity is neither a sure solution nor a certain doom where the Riddle Phantastique is concerned. Some deranged minds can unravel it with ease while others are driven even farther into incoherence.

System:

To inflict the Riddle Phantastique, speak to your victim and make a challenge that pits your Social Traits against her Mental Traits. If you win, the subject falls into a trance state as the complexities of your twisted logic ensnare her mind. She may take no actions while so entranced as all her concentration is devoted to solving the riddle.

Once per half-hour, the victim makes a Static Mental Challenge against a difficulty of your Mental Traits (retest with Occult, and she gains a number of free Occult Ability Traits, usable only for these retests, equal to the number of Dementation powers she has). Once she wins three such tests, she solves the riddle and breaks the trance.

Every time she fails a retest, she tears at herself in spasms of raging frustration, inflicting one level of lethal damage upon herself. At any time, you may tell her the answer to the Riddle Phuntastique and end the trance. The same individual may be the target of Riddle Phuntastique on multiple occasions as you have a virtually limitless supply of questions. For roleplaying purposes, you may want to have a supply of Zen riddles or advanced calculus problems on hand so that you can issue your enigma as an in-character statement.

OBEAH

Though modern Cainites know the Salubri as soul-stealing demonologists, the powers of *Obeah* are a strange mixture of defense and healing. Indeed, powerful Salubri can apparently repair the very scars of the Beast on a Cainite's psyche. Of course, few would trust the Cyclops enough to undergo such treatment. As these powers irrevocably mark the user as a Salubri or ally of such, they are almost never seen or heard of by other vampires — no Salubri would give away his position to Cainites who might betray him to the Tremere, nor would he teach such fatal secrets to another.

Once a vampire learns the Basic power of *Anesthetic Touch*, he develops a third eye in the middle of his forehead. This eye opens any time an *Obeah* power of *Anesthetic Touch* or higher is used. Cainite scholars speculate that the eye may, in some way, relate to the mystical (or demonic) insight that grants this Discipline.

Retests of *Obeah* use the *Medicine* Ability.

● *SENSE VITALITY*

The ebb and flow of life is obvious all around you. You can feel the pulse of life force with a touch, even sensing the energies of people or Cainites with whom you come in contact.

System:

You must touch your subject to use *Sense Vitality*. With a successful touch, you can unearth information about the subject's life force by spending Mental Traits. Expending one Mental Trait tells you if the subject is a mortal, vampire, ghoul or other creature. Two Mental Traits tell how much damage the victim has suffered. Three Mental Traits reveal the amount of blood in the subject's system, while four Mental Traits reveal any diseases. These expenditures are cumulative; that is, any expenditure of Mental Traits includes the information for a lesser expenditure automatically.

Sense Vitality may also be used for medical diagnosis, determining the source of injuries or diseases afflicting a victim. Anything that could be learned with a medical examination the source of the injury, the wound's severity, the reason behind unnatural mental states or death can be learned with a touch. Each condition examined in this fashion requires the expenditure of a Mental Trait. Thus, determining that a subject was injured with a poisoned knife would cost two Mental Traits one to recognize the wound as a knife wound, and one to recognize the poison.

●● *ANESTHETIC TOUCH*

Pain flees at your caress, and a peaceful stillness falls on those under your care. Any voluntary subject touched (other than yourself) can be rendered immune to pain. You can also cause mortals to descend into a natural, healing sleep.

System:

You must touch your subject to use *Anesthetic Touch*, but as it only works on willing subjects, doing so generally requires no challenge. Expending one Blood Trait

causes the subject to suffer no penalties from wounds for the next full turn. If you also expend a Willpower Trait, the pain-numbing effects last for the rest of the scene, or for an hour, whichever ends first.

Alternately, you can cause a willing mortal to sleep. You must expend a single Blood Trait. The mortal immediately enters a deep, peaceful slumber, suffering no nightmares or derangements. The subject can be awakened normally. If the mortal sleeps for an entire natural sleep cycle (which will happen automatically if uninterrupted), then the mortal's Attribute Traits are refreshed, and one Willpower Trait is restored on awakening.

Anesthetic Touch has no effect on vampires

●●● *CORPORE SANO*

The power of your blood carries healing vitality. Touching the injuries of a subject, you cause them to close and heal immediately.

System:

You must touch an area on or near an injury to invoke *Corpore Sano*, possibly requiring a Physical Challenge if the victim is for some reason unwilling (a vampire who does not trust the assurances of a diabolical Salubri, for instance). Each Blood Trait that you expend heals one health level of lethal damage on the subject immediately and completely; aggravated damage requires two Blood Traits per level healed. If your generation precludes you from spending enough Blood Traits to heal the target completely, you can maintain your contact over the course of several turns in order to heal severe injuries. You are not required to heal all damage that a target suffers you can spend as much or as little blood as you like over the course of the healing.

●●●● *MENS SANA*

Soothing words and supplicating paeans calm the mind of your subject, gifting mental peace to the disturbed. Whether by psychological discourse or religious exorcism, your words carry away the worries and problems of disturbed individuals.

System:

Using *Mens Sana* requires you to spend about 10 minutes in uninterrupted, quiet conversation with the subject. You must expend two Blood Traits and make a Static Mental Challenge with a difficulty of the subject's Mental Traits more complex minds are harder to cure. If you succeed, you alleviate one of the target's derangements. Although a Malkavian can never be cured of his core problem permanently, this power can affect even such madness, temporarily removing the derangement for the rest of the scene or the next hour (whichever comes first). Other subjects are relieved of the burden of insanity permanently.

Mens Sana cannot be used to cure your own derangements.

..... *UNBURDENING THE BESTIAL SOUL*

Perhaps the most incredible power of *Obeah*, *Unburdening the Bestial Soul* allows you to lift the terrible stains of the vampiric Curse from the soul of a target. You literally take the subject's soul into communion with your own, soothing the psychic scars and trauma that afflicts the victim. Though you cannot remove the Curse of Caine from a subject, you can heal the most terrible emotional trauma that weighs down most vampires.

System:

When you remove a soul for healing with *Unburdening the Bestial Soul*, the subject's body is devoid of consciousness. As a result, the empty shell cannot be affected by Mental or Social Disciplines, as there is no personality to affect. However, it does make a perfect host for wandering spirits or ghosts. Unless possessed

by an outside consciousness, the body automatically follows your simple verbal commands as long as you hold the soul. Without free will, though, the body cannot perform any task but autonomic functions unless you direct it specifically.

Unburdening the Bestial Soul functions only on a willing subject, and you must make eye contact with the target. Then, you make a Static Physical Challenge against the subject the difficulty is Two - Ten Traits dependent on the subjects Humanity/ Path rating. Two for a subject with Five Humanity/Path Traits, Ten for a subject with One Humanity/Path Traits. This power only functions on vampires with Humanity Traits, or on the Paths of Harmony or Honorable Accord, and it cannot affect a subject who has no remaining Humanity/ Path Traits.

Once you remove a subject's soul, you can expend permanent Willpower Traits to restore Humanity/ Path Traits on a Trait-for-Trait basis. You can restore the subject up to the normal maximum of five Traits.

If you fail to care for the subject's body while holding the soul, or try to hold the soul after the subject wants to return to his body, you risk losing your own Humanity (make a *Conscience/ Conviction* Virtue Test, difficulty four Traits). The soul can make a Mental Challenge against you once per night to break free in such a case.

You cannot use *Unburdening the Bestial Soul* to restore your own Humanity/Path Traits.

OBFUSCATE

As creatures of cunning, intrigue and misdirection, Cainites possess an uncanny knack for deception and stealth. For some, though, this ability goes far beyond normal subterfuge. Such vampires actually cloud the minds of people around them, dulling notice and directing attention elsewhere. As a result, these vampires can remain obscured from observation, perhaps even extending their concealing powers to other objects and people.

The powers of *Obfuscate* are often employed by the Assamites in their assassination work, and by the Followers of Set, who surreptitiously ferret out secrets and watch over their quarry. Malkavians use this power to escape notice when engaged in their insane activities. The undisputed masters of this Discipline, though, are the Nosferatu, who use its mind-numbing powers to gather secrets and hide their fearful countenances.

Because *Obfuscate* clouds the awareness of its targets, they avoid notice of a concealed individual and to rationalize away such attention unless it is forced on them. Thus, if a vampire is concealed with this Discipline while wandering about a room, people avoid her subconsciously. If she sits in a chair while hidden, others ignore the chair, taking other seats or standing but failing to notice her innocuous presence or the “mysteriously empty” seat. This concealment is generally broken if the hidden individual deliberately interacts with the environment, by picking up or dropping something, speaking to someone, touching a person or manipulating an object — the amount of concealable activity varies with this Discipline’s power, as shown in the individual levels. The concealment of *Obfuscate* functions against all of the senses, because it actually forces attention away from the hidden individual. Thus, the presence of a Nosferatu wandering about with *Unseen Presence* is not betrayed by any telltale odor of the sewers.

Obfuscate powers last as long as they are maintained, and they generally require no particular effort. These powers conceal the user, and everything worn or carried. The *Stealth* Ability is used for retests by augmenting the Discipline with natural shadows and concealment. Hidden individuals cannot use Willpower to defend against *Auspex* challenges to *Obfuscate* (they cannot “will” themselves into a more hidden state).

● CLOAK OF SHADOWS

By remaining still and relying on natural cover, you can blur the apparent lines of your form and make it difficult for people to notice you.

System:

While nobody is watching, you can use cover to fade from view. As long as you remain completely silent and unmoving in a shadowed place or behind some sort of cover, you may cross your arms in front of your chest to represent the use of *Obfuscate*. While thus hidden, nobody but a Cainite using *Auspex* (or another supernatural creature with similar sensory acuity) can spot you. This concealment vanishes immediately if you move, speak or interact with your environment in any fashion.

●● *UNSEEN PRESENCE*

Your powers of concealment allow you to fade from view, and then to wander about while remaining unnoticed.

System:

Any time that you are hidden from sight, you may invoke this Discipline, crossing your arms in front of your chest to represent *Obfuscate*. Once concealed, you may move about at a walk and remain unnoticed. This concealment remains as long as you do not speak, make any loud noises or interact with your environment — you can wander about unnoticed, but you automatically become visible if you open a door, attack a person, exert the *Presence* Discipline or knock over a vase, for instance.

Attacking from this power reduces the Surprise Count by 1.

●●● *MASH OF A THOUSAND FACES*

By twisting perceptions around you, you cause others to see you not as you really are but as someone different from your actual physical appearance. Generally, this power causes people to ignore your features, making you unassuming and average. However, with concentration, you can assume a specific hallucinatory visage, or even copy the features of another individual.

System:

While using the *Mask of a Thousand Faces*, your features seem bland and unremarkable. Most often, people will describe you in vague, general terms relating to your normal appearance, but without any specifics, unique features or details. (Nosferatu and Samedi in particular find this power useful for assuming a semblance of their mortal countenances.) If you expend a Mental Trait, you may assume a specific set of features instead, causing those who look on you and who do not pierce your disguise to see, hear and smell the form that you choose. Thus, you can make your hair seem to be of a different color, change your apparent facial features, or seem to exude the smell of a specific perfume (or no smell at all). Note, though, that this power does not change the appearance of anything that you wear or carry only your physical features are obscured. A *Mask of a Thousand Faces* remains until you fall asleep, are knocked unconscious or torpid, or are killed.

You still use your normal Social Traits while using the *Mask of a Thousand Faces*. You can copy an image of fewer Traits deliberately, but if you hope to masquerade as someone with more Social Traits, you must expend Blood Traits to match that person's total Social Traits. Otherwise, your appearance and mannerisms mysteriously fail to convey the person's countenance properly. You cannot use the *Mask of a Thousand Faces* to assume more Social Traits than your generation would allow you to possess, so you may have difficulty duplicating the incredible grace of an elder. In either case, you still use your normal Social Traits; the assumption of the *Mask of a Thousand Faces* merely causes you to appear like someone of more or less social acumen and appearance. The user may change their clothes to conceal small items (up to the conceal-ability of "jacket") without expending a Mental Trait. For

specific clothes, or to cover larger items, the user must expend a Mental Trait (or more at Storyteller discretion).

•••• *VANISH FROM THE MIND'S EYE*

The incredible powers of your stealth allow you to remain hidden even while speaking or moving about. You can even fade from plain sight, disappearing from the view of any onlookers.

System:

When using *Vanish from the Mind's Eye*, you gain all the benefits of *Unseen Presence*, but with some additional power. You may vanish from view at any time, without having to seek cover. To do so, you simply declare your intent, and then make a mass Mental Challenge against any onlookers (regardless of *Auspex*) who care to challenge your powers you bid one Mental Trait for each onlooker, and throw one symbol against all of them. If you succeed, you fade away, unnoticed by anyone. Even if some people notice you, you can attempt to fade from their view again on consecutive turns. Fading away with *Vanish from the Mind's Eye* does not count as an action, but it happens only at the end of a turn. Thus, if you strike someone and then attempt to disappear, you must wait until the end of the turn.

Additionally, you may speak aloud while using this Discipline, and still attempt to remain hidden. Again, if you speak, you must make a mass Mental Challenge against everyone trying to detect your position, regardless of *Auspex*. Anyone losing to you fails to locate you, simply hearing a disembodied voice; those who best you manage to pierce the veil of your *Obfuscate*. You still cannot remain invisible while interacting physically with your environment, screaming, exerting *Presence* or attacking, but you could take such an action and then try to fade away, as described previously. **Attacking from this power reduces the Surprise Count by 1. This does not stack with Unseen Presence.**

••••• *CLOAK THE GATHERING*

Your powers of concealment extend beyond your own form. With an effort, you can throw your disguising powers over several people, hiding them all from view or masking them with hallucinatory guises.

System:

To use *Cloak the Gathering*, you must spend one Mental Trait for each subject cloaked. You can then exert any *Obfuscate* power that you possess over the targets. Thus, you could choose to spread several *Masks of a Thousand Faces* over your allies, making them all look like different people (or even making some look like clones), or you could shroud a group with *Vanish from the Mind's Eye*, causing them all to fade from view. When you exert this power, you must meet all of the normal conditions for the *Obfuscate* that you extend — you cannot cast *Cloak of Shadows* over someone who is not hidden behind cover or shadows, for instance. If you cause a group of people to *Vanish from the Mind's Eye*, you need only make one Mental Challenge to

extend the effect over your entire group. Anyone who bests you sees through the cloak, while anyone who loses to you fails to notice anyone under the cloak. You can only cast out a power that you are using, and you can only extend one power at a time.

Individuals under the effects of *Cloak the Gathering* still sense one another normally. Of course, a cloaked individual could use his own *Obfuscate* powers to remain unnoticed to other people under the cloak. If an individual under *Cloak the Gathering* violates the provisions of his loaned *Obfuscate* in some way (say, by launching an attack), then he immediately loses the benefits, but the cloak itself remains intact. Only if you violate your *Obfuscate* does the cloak fail. Similarly, if a character with *Auspex* attempts to breach your concealment, individuals noticed under the cloak do not compromise the protection for everyone else, but if you are noticed, then the entire cloak fails.

Cloak the Gathering only throws your *Obfuscate* over other creatures or entities. You cannot use *Cloak the Gathering* to shroud a house, for instance, but you can certainly conceal a small group of vampires and all that they wear or carry.

OBTENEBRATION

The bailiwick of the Lasombra clan, the *Obtenebration* Discipline summons forth and shapes a strange, cloying darkness. This darkness is wholly unnatural. It mutes sound, absorbs light and sometimes seems to have a tangible substance. Some Cainites claim that this darkness is a reflection of the primordial void before Creation, while others hold that it stems from the vampire's blotted soul. Whatever the source, this shadowstuff is certainly terrifying to those unused to its manifestations.

Any given vampire can see through her own *Obtenebration* darkness automatically without penalty, unless otherwise noted. Creations of other users of the Discipline are just as impenetrable to other Cainites with the power, though.

Occult retests are appropriate for the *Obtenebration* Discipline's powers, though shades used in a more mundane fashion (like attacking or grappling) should use the appropriate Abilities (like *Brawl* or *Melee*).

● *SHADOW PLAY*

You can exert a limited degree of control over existing shadows and darkness. At your mental command, darkness can be made to deepen or retreat, lengthen, move, flicker or undulate disturbingly. Though you can only affect a limited area of shadow, the stuff takes on a hellishly cloying quality and bends to your supernatural will.

System:

You must expend a Blood Trait to use *Shadow Play*; once activated, it lasts for the duration of the scene or for an hour. You can affect one individual with the flapping, disconcerting shades of this power. If you choose to conceal yourself, you gain one bonus Trait in all challenges of stealth and ranged combat. By pulling shadows around you into a terrifying mantle, you may alternately gain one bonus Trait in all challenges of intimidation. If you decide to afflict a victim with flapping, twisting shadows, the subject suffers from the Negative Trait *Clumsy* due to the distraction, and is disconcerted and asphyxiated by the darkness. A mortal enveloped in this fashion may even be strangled; a mortal with three or fewer current Physical Traits loses one Physical Trait every turn, and then loses one health level per turn as long as the morass continues to attach to her. Should the mortal lose all of her health levels in this fashion, she chokes to death.

Directing the shades of this power to conceal or surround you is automatic but attacking an individual with the strangling shadows requires a successful challenge of your Mental Traits versus the target's Physical Traits.

●● *SHROUD OF NIGHT*

You can evoke a cloud of inky blackness, a blob that absorbs all light and distorts sound. Hovering preternaturally in the air, this globe feels like a heavy morass to all those engulfed within.

System:

You need only expend a Blood Trait to create a sphere of blackness roughly 10 feet in diameter. You can even create the cloud in a location outside of your line-of-sight, at the cost of one Blood Trait, as long as it is within 50 feet of your location. Victims enveloped in this globe suffer the Negative Physical Trait *Clumsy* while they are engulfed, and mortals with five or fewer current Physical Traits may be strangled, like the power of *Shadow Play*. (The Trait penalties and strangling damage from this power are not cumulative with *Shadow Play*, though.) You can even cause the tenebrous cloud to move at a speed roughly equal to a walk, as long as you concentrate fully on such motion.

Inside the *Shroud of Night*, all light sources other than fire are extinguished and sound is muffled. All victims of the cloud (except yourself and those with some means of seeing through *Obtenebration*) suffer the penalties of total darkness: They lose two Traits in resolution of challenges, and they are forced to make a single retest on any successful challenge because of the darkness. Even those with *Heightened Senses* and *Eyes of the Beast* are affected; each removes one penalty Trait from the effects of the cloud (the forced retest is not removed).

Your *Shroud of Night*, once created, lasts for the entire scene or hour, or until you dispel the darkness to whatever nether region from which it came.

Shroud of Night has 4 health levels for the purposes of taking damage from fire or sunlight.

●●● *ARMS OF THE ABYSS*

From the shadowy corners of a room or the blackness of night itself, you can summon forth tentacle limbs that flail about, ensnaring or attacking as you desire. These black shadow tentacles animate as you direct, even while you take other actions. You can pull many tentacles from a single source or generate shades from several locations at once.

System:

You must expend a Blood Trait to create the shadow tentacles; every tentacle created costs one Social Trait. The tentacles are six feet long and they possess three Physical Traits and four health levels. Each additional Blood Trait spent in the creation can gift one tentacle with an extra Physical Trait or increase one's length by an additional six feet.

Once created, your shadowy tentacles remain for the duration of the scene, unless you dispel them or fall into unconsciousness or torpor. You can control the actions of the tentacles even while performing other actions. The tentacles can grab, whip, hold items and perform other tasks with precision. The tentacles take damage normally from attacks, and they suffer from fire and sunlight just like a vampire, though they are considered to have any *Fortitude* that you may possess. You can add your *Potence* to the might of the tentacles as well, though not at the same time as you are adding your *Fortitude*. You may not combine the effects of *Obtenebration* with the powers of any other Disciplines. **A player must declare whether they are adding their levels of *Potence* or *Fortitude* on the creation of the Tentacles and may not be changed without dismissing them and summoning them again.**

●●●● *BLACK METAMORPHOSIS*

Spewing forth your own stained inner spirit, you meld your corpselike body with the very stuff of tangible darkness. Your head and limbs seem to fade into shadow, while bands of blackness striate your body and shadowy tentacles sprout from your torso.

System:

You must expend two Blood Traits and a Social Trait to evoke this power. You immediately sprout four tentacles just like those of the *Arms of the Abyss* power, though they are considered extensions of yourself and they use your Traits. The chilling darkness about your body and infusing the tentacles afflicts anyone you touch with the Negative Trait *Clumsy* as their limbs are numbed with supernatural cold. You may make one additional attack at the end of each turn by using the tentacles, in addition to any strikes that you normally gain or make with *Celerity* (this extra attack is added to your attack sequence, not multiplied if you have extra actions). You gain the bonus Traits *Intimidating* x 3 while taking on this demonic aspect. Lastly, you suffer no penalties from any sorts of mundane darkness.

The *Black Metamorphosis* lasts for one scene or one hour.

●●●●● *TENEBOUS FORM*

At this level of skill, you no longer summon forth the darkness within yourself you *become* it. Your form collapses into a shadowy outline, a pseudo-liquid humanoid shape of utter blackness. While in this form, you can slither about through tiny holes and cracks, and you may see through any normal darkness.

System:

You must expend three Blood Traits and spend three full turns in concentration, doing nothing else, in order to make this transformation. While in *Tenebrous Form*, you cannot be harmed by physical attacks, although you still take damage from magic, fire and sunlight. You also cannot affect your surroundings physically, as you have no real solid substance. By enveloping a victim, though (with your Mental Traits challenging his Physical Traits as an attack), you can perform the same functions as the *Shroud of Night* power, causing disorientation, darkness and smothering. You are unaffected by gravity, and you can slither along any surface or move like a blob of ambulatory liquid. You can even use mental Disciplines while in this state, though within the limitations of your form you have no eyes and thus cannot use *Dominate*, but you could hide your shadowy form with *Obfuscate*. In this shadow form, your Blood Traits are the same sort of inky darkness, and thus, they are unaffected by the powers of *Thaumaturgy*.

While in *Tenebrous Form*, fire and sunlight are exceedingly painful to you; thus, you suffer a one-Trait penalty on resolution of *Courage* Tests.

POTENCE

All vampires are capable of preternatural strength by human standards, simply through the use of blood. With *Potence*, though, this strength extends far beyond such measures. The inhuman might of *Potence* is sufficient to allow a vampire to break bones, shatter stone, even heft and destroy heavy or resilient objects. Vampires using *Potence* in battle are fearsome indeed, delivering telling blows that fell even their undead adversaries.

Most uses of *Potence* above the Basic levels are considered a breach of the Masquerade among Camarilla Kindred.

The *Potence* Discipline is most commonly known by the Brujah, Giovanni, Lasombra and Nosferatu clans, all of whom prize physical strength and prowess. As *Potence* is a highly useful capability and requires little effort on the part of the vampire in question, many Cainites seek out tutors in this Discipline.

The *Potence* Discipline, as a physically augmenting Discipline, does not use any Ability for retests other than the Ability commonly associated with whatever task is at hand. That is, when striking someone while using *Potence*, one should use the normal *Brawl* Ability for retesting.

● PROWESS

You have unearthed a level of strength unusual in vampires. Where others would flag and fail, you redouble your efforts. Your mighty blows land with a force that kills even the hardest mortals.

System:

With *Prowess*, all of your unarmed or clubbing attacks inflict lethal damage instead of bashing damage, if you so desire. Furthermore, once per game session, you may recoup your lost strength, restoring all used Physical Traits of *Brawny*, *Ferocious*, *Stalwart*, *Tough* and *Wiry*. You must restore all of them at once if you have some Traits of the appropriate type unused when you invoke *Prowess*, you cannot restore them later. Using *Prowess* costs nothing, and it does not count as an action; it may be done at any time.

●● MIGHT

Your strength daunts even other Cainites. Few would dare to cross you in a test of physical power. You are far more likely than the average vampire to succeed in challenges of strength.

System:

With *Might*, you may make a single retest on any challenge of sheer physical strength. Thus, if you are grappling, picking up a heavy object or breaking something, you can use *Might* as a retest. Once you invoke *Might*, it is the last test of the challenge; no further retests are allowed. *Might* costs nothing to use.

You may use *Might* even if your opponent attempts to evade your strength. Your power is so startling that even an opponent who attempts to outlast you with stamina

or to dodge you with quickness can be overcome, as long as you rely solely on your strength. Doing so generally requires you to bid a strength-related Trait, such as the types of Traits restorable with *Prowess*. Obviously, if you cannot exert your *Might*, you cannot make this retest thus, you cannot use *Might* at range, with a thrown object (requiring speed and accuracy). You could use *Might* while trying to grab at a dodging opponent, but not when picking up and throwing a heavy object.

●●● *VIGOR*

Your vampiric strength is truly monumental. You can heft hundreds of pounds with ease, deliver enough force to crush bones in a single blow and hammer down any opponent of lesser strength.

System:

When you possess *Vigor*, you may use the Bomb in challenges of strength. The Bomb is a closed fist with the thumb sticking up. The Bomb defeats Rock and Paper, ties with other Bombs and loses to Scissors (the fuse is cut). You are not required to use the Bomb, but you must always state before a Physical Challenge that you are capable of doing so. Using *Vigor* costs nothing. Your use of *Vigor* requires you to use only your strength; your opponent may try to defend with stamina or speed, but his doing so does not prevent you from using the Bomb. **The Bomb may only be used on Offensive Challenges involving Strength.**

●●●● *INTENSITY*

Your titanic strength never fails you. Unless sorely pressed or wounded, you can continue incredible feats indefinitely.

System:

Whenever you enter a challenge of strength, you may use *Potence* as your bid Trait. This Trait does not count toward totals when resolving ties or overbids, but it can never be lost; thus, you may continually use *Potence* in successive tests of strength. Only if you are forced to risk multiple Traits such as due to wounds or Negative Traits do you risk losing any of your other Physical Traits.

If you run out of Physical Traits, you cannot use this Discipline. Once you have been completely exhausted, you can no longer enter challenges.

●●●●● *PUISSANCE*

No mortal can match you, and even vampires tremble at your touch. The strength of your dead limbs is truly monumental, crushing anything that stands before you.

System:

~~With *Puissance*, you win all ties in tests of strength automatically. You need not compare Traits at all, unless some other factor would cause you to lose ties (such as wounds) or give the opponent the ability to win all ties as well (such as *Fleetness*).~~
In Gary Shattered Souls you may add 5 to all Offensive Brawl and Melee Challenges.

Furthermore, your incredible strikes inflict an additional health level of damage in combat. This bonus applies to any attack in which your strength is a factor unarmed combat or combat with melee weapons. However, use of this incredible strength almost certainly breaks weapons that are not specially designed to stand it.

PRESENCE

To many, vampires seem to exude an air of command, sensuality or intimidation. For a master of *Presence*, emotions are playthings to be manipulated and stimulated. When many Cainites survive through careful manipulation of mortal society, the ability to sway emotions and control passions is a powerful capability indeed. More than simply using intrigue or carefully rehearsed acting to influence others, vampires with *Presence* literally project auras of power or dread.

The *Presence* Discipline is most common among vampires of the Brujah, Follower of Set, Toreador and Ventrue clans. Brujah often use *Presence* to whip mobs into righteous anger, while Followers of Set influence their “customers” subtly. Toreador cultivate an air of artistic beauty, and Ventrue rely on their control of emotions to influence and rule their “subjects.”

Unlike *Dominare*, which affects the rational mind directly, *Presence* affects emotions. Thus, it is a more subtle form of control. However, subjects of *Presence* are less predictable than *Dominare* victims. Also, whereas *Dominare* requires that the victim see the user’s eyes, *Presence* usually requires only that the user’s face be visible some *Presence* powers do not even require that much exposure.

Retests with *Presence* use the *Leadership Ability*.

● *AWE*

The sight of you turns heads. When you let your charisma shine, you draw attention naturally. People try to be close to you, and even those disinclined to listen to you give some consideration to anything you say or do.

System:

When you are involved in a Social Challenge, you may expend one Social Trait to invoke *Awe*, gaining an automatic retest. You may only use this power once per Social Challenge. You may use *Awe* in a mass challenge, but you must expend one Social Trait for each person retested against. **This may override the Rule of Five. You must be in the presence of the person that you are attempting to effect with *Awe*. You cannot use *Awe* in Summons challenges.**

●● *DREAD GAZE*

By hissing, baring your fangs and allowing your vampiric features to rise to the fore, you can terrify mortals and even shake the resolve of other vampires. Though few would risk the wrath of an angry Cainite, your fearsome visage goes beyond that, driving supernatural terror into the hearts of your victims.

System:

By making a Social Challenge against your foe, you strike terror into your victim. If you succeed, the subject flees your presence and tries to avoid you for the rest of the scene or hour. If cornered, the victim will still defend himself, but he will do his best to escape you. The subject defends himself normally, but he must risk an additional Trait if he wishes to attack or act against you, just as if he were wounded.

Using this Discipline actually requires you (in character) to hiss, bare your fangs and otherwise make your vampiric countenance known, so it is a rather obvious breach of the Masquerade.

●●● *ENTRANCEMENT*

When you bring your charm to bear on an individual, you are almost hypnotically magnetic. Individuals affected by your *Presence* find your manner irresistible.

System:

You must make a Social Challenge against a target to exercise Entrancement. If you succeed, the target is favorably disposed toward you, and she will not insult or attack you for the rest of the scene (or for an hour). Indeed, a formerly neutral subject wants to aid you and act as your friend; even a previously hostile target is rendered neutral. If you take a hostile action against the subject, of course, the Entrancement is broken immediately, and it may not be used against the subject again in the same scene.

●●●● *SUMMONING*

Extending your incredible manipulative powers, you can draw others to your location. Your victim need not see you, or even be seen by you as long as the subject is known to you, you can *Summon* him to your side. Once called, the subject tries to get to you by whatever means possible, completely unaware of the supernatural nature of the desire and avoiding situations that would prevent fulfilling the compulsion (like locked rooms and overprotective allies). The compulsion lasts until the victim manages to arrive and make his presence known to you.

System:

To *Summon* someone, you must ask for a Narrator's assistance. Inform the Narrator of the person that you wish to *Summon*, as well as your number of Social Traits and whether you are using the *Leadership* Ability. The Narrator then finds the subject, performing a Social Challenge in your stead and using the *Leadership* Ability for a retest if necessary. If the challenge succeeds, the subject comes to you as previously described. If the challenge fails, the subject manages to resist the *Summon*. In either case, you have no knowledge of the outcome, so there is no guarantee of success. Of course, if the subject does not appear, you can wait five minutes and then attempt to *Summon* the victim again.

You can only *Summon* someone that you know at bare minimum, someone that you have had the chance to talk with for a few minutes, or someone who has been a target of your *Presence* powers before. If another individual then uses *Summon* on your subject, the victim heads to the summoner of the most powerful generation; if multiple summoners are of the same generation, the victim goes to the first one to exert the power. Should two vampires of equal generation simultaneously *Summon* the same victim, then the Narrator should make a Social Challenge between the two, with the victim heading to the victor.

In the unusual case that *Summon* is used on a false identity (an identity created with *Mask of a Thousand Faces*, for instance), the *Summon* still brings the appropriate individual. If multiple individuals use the same false identity, then the first *Summon*

calls whichever is nearest (generally, whichever one a Narrator finds first), and any further *Summons* then call the same individual. Thus, if three Malkavians using *Mask of a Thousand Faces* all pretend to be the same imaginary person, a *Summon* of that person brings whichever of the Malkavians is nearest and then calls that Malkavian for any future uses of *Summon*.

A person who has been summoned does not instinctively know that a Discipline has been used on them. To answer a *Summons*, you must make your presence known to the Summoner. You must go to that person, not as an Astral Projection, or through a phone call. You will utilize abilities within reason, as you would to get to an important meeting. You may be summoned to be killed, but you may not be summoned into obvious danger or through dangerous terrain. Either circumstance will break the summons. Additionally, if a person whom you know is actively attempting to harm you employs *Summon*, this is considered obvious danger.

●●●●● *MAJESTY*

The force of your personality makes even the most stalwart tremble. When you exert your *Majesty*, heads bow, hearts break and spines quiver. None would dare to challenge you or risk your ire, for your *ambiance* is without peer.

System:

By expending a Willpower Trait, you exert your *Majesty* for the duration of a scene or a full hour. You can represent this power's effect by holding your arms out from your sides, or with a special card or ribbon. As long as you have *Majesty*, nobody may insult you or attack you as long as they are within 10 feet of you and able to see you. **the scene and are aware of your presence.** A subject may attempt to break through your *Majesty* by making a Social Challenge against you but must spend a Willpower Trait to make the attempt. Failure means that the subject cannot challenge your *Majesty* again in the same scene.

If you attack someone or undertake a hostile action while using your *Majesty*, the aura fades automatically and immediately as your onlookers are startled or outraged. You may still use your Social and Mental Disciplines as long as they do not inflict direct harm you may still *Entrance* or *Dominate* a subject, but a deliberate attack disrupts your *Majesty*.

When attempting to penetrate *Majesty*, a Willpower Trait may be used for a retest. This is an exception to the normal rule that Willpower is used only to defend against Mental and Social Challenges.

PROTEAN

Survival in the wilds is difficult indeed for vampires, who must find means to avoid sunlight, hunt, and evade marauding Lupines. The shapeshifting Gangrel, though, have mastered this craft, and their *Protean* Discipline is thought to be a large factor in their success. With *Protean*, the vampire can alter parts of her body to draw on the strength of natural forces.

Retests for *Protean*, if applicable, should use the *Survival* Ability.

● *EYES OF THE BEAST*

With a moment's pause, you can make your eyes able to see in absolute darkness. An eerie red glow emanates from your eyes, and you can see perfectly well in pitch-blackness.

System:

You need only declare your intent to use *Eyes of the Beast*, and at the end of the turn, the change is complete. You suffer no penalties at all for natural darkness while using this Discipline. However, you do suffer the Negative Trait *Bestial* due to your red, glowing eyes, unless you take steps to conceal them (most commonly, with sunglasses). Using this power is also a rather obvious breach of the Masquerade.

●● *FERAL CLAWS*

Like a wolf or bear, you have powerful claws capable of rending flesh. You can grow these claws at will with a simple effort; they sprout mystically from your otherwise normal hands, and similarly retract when you desire.

System:

By expending a Blood Trait, you cause *Feral Claws* to extend from your hand (and feet, if you so desire) at the end of the turn. These claws have the bonus Trait *Sharp*, useable in combat or in climbing, and they inflict **an additional level of damage that damage is** aggravated damage.

●●● *EARTH MELD*

For a traveler in the wilds, *Earth Meld* is an invaluable power. With this Discipline, you sink into the bosom of the earth, able to sleep mystically undisturbed within the soil.

System:

You must be touching raw soil to *Earth Meld*; you cannot sink through stone, wood, concrete or other substances. You immediately begin sinking eerily into the earth itself, taking with you only your clothing and small personal possessions that you carry (such as a cellular phone or a small pistol). Using the power protects you completely from daylight and allows you to sleep undisturbed. You remain unaware of what transpires around you, and indeed, you are not fully of the material world at all. While in this state, you cannot move, except to rise at will.

While bonded with the earth, you remain in a semi-tangible state, partially diffused into spirit by your connection to the soil. Thus, you cannot be readily detected either physically or with spirits. If you patch of soil is disrupted in any fashion, you immediately return to physical form and complete wakefulness, shooting up to the surface and showering dirt in all directions. You cannot act during the first turn that you rise from the soil in this fashion, though if you rise up of your own accord (which you may do at any time), you are fully aware and able to act normally.

You must expend a Blood Trait to Earth Meld. Sinking into the ground requires a full turn, during which time you can do nothing else (because you are descending slowly into the ground).

●●●● *SHAPE OF THE BEAST*

Ancient tales of vampires tell that they assume the forms of wolves and bats. Though most vampires consider this nonsense, elder Gangrel sometimes possess the transmutive power to change into animal forms. With *Shape of the Beast*, you can shift your physical body into that of an undead beast, mimicking a normal animal. Most vampires change into wolves or bats, though some possess different forms dependent on their cultural and geographic ties jackals in Africa, dingoes in Australia or giant rats in major cities have all been reported.

System:

Shifting into animal form costs one Blood Trait and takes three full turns (each additional Blood Trait spent lowers the transformation time by one turn, to a minimum of one turn with three Blood Traits). You remain in beast form until the next dawn, or until you decide to change back. Clothing and small personal possessions change with you.

In animal form, you can use any of your normal Disciplines except *Necromancy*, *Serpentis*, *Thaumaturgy*, *Vicissitude*, **and any other transformative power** (the inability to speak may make *Dominate* difficult, of course). Wolf form grants you the bonus Mental Traits *Alert* and *Attentive*, as well as the effects of *Feral Claws* and improved running speed. Bat form grants you flight capability and the benefits of the Merit: *Acute Hearing*, though you possess a maximum of three Physical Traits in that form.

The animal forms granted by this power are in all ways physically identical to normal animals, though of course they are dead, animated corpses as befits a vampire. **Gangrel may select/design their Fight/Flight forms, with Storyteller approval, as per their Revised Clan Book (p. 69). These must be noted (with corresponding Trait adjustments) in the Notes section of their Character Sheet. All other PCs are restricted to the wolf and bat forms provided in Laws of the Night, Revised.**

●●●●● *MIST FORM*

Your control over your physical form is so complete that you can dissolve into a fine cloud of mist. You disperse into a floating cloud, still able to sense your surroundings and able to move about as you desire. This cloud form can slip through tiny cracks and holes, and it cannot be dispersed by the mightiest of natural winds.

System:

Assuming *Mist Form* costs one Blood Trait and takes three full turns (additional Blood Traits reduce this time at a one-for-one cost, with a minimum of one full turn at three Blood Traits). You may change back instantly at any time. You are immune to mundane physical attacks in this form, and you take one less level of damage from fire and sunlight automatically. You are still affected normally by mystical attacks, though of course you have no blood in this form, so much of *Thaumaturgy* is useless against you. Though you cannot affect the world physically, you can still use Disciplines that do not require a physical form (you cannot use *Dominate*, for instance, because you have no eyes, but you could exert *Presence*). While in *Mist Form*, you may move as desired at the pace of a brisk walk, although you can be pushed about by strong winds. **Damage from sources of Fire inflict one less damage. This does not stack with Aegis. You cannot spend blood in Mist Form.**

QUIETUS

The deadly assassins of the Assamite clan study the *Quietus* Discipline. By transmuting their blood into poison, they deliver death to their targets in terrible silence and agony. This Discipline has become significantly altered since the report of the broken blood curse, and those Kindred familiar with the clan

whisper that such powers have not been seen in centuries.

Though many uses of *Quietus* may involve striking with a blood-covered hand or spitting vitae at one's foes, this transformed blood is more of an alchemical poison than a form of vitae. Thus, blood used with this Discipline cannot later be gathered and used to form blood bonds or as a focus for *Thaumaturgy*.

Most *Quietus* powers are not directly opposed, so they do not use retests. Using *Quietus* with a physical attack, for instance, simply involves the normal uses of *Brawl*, *Melee* and similar Abilities in the attack. If spitting blood at an opponent (a function of several different powers), use *Athletics* for a retest.

● *SILENCE OF DEATH*

The first skill learned by a true assassin is the ability to travel in complete stealth. The mystical *Silence of Death* permits you to extend a field of silence about yourself, blocking all screams, gunshots, explosions and so on.

System:

When you use *Silence of Death*, you muffle all sound within 10 feet of yourself. Although sound from outside can still come into this radius and be heard, no sound emanates from anything or anyone close to you. Using this power costs one Blood Trait to invoke, and the effect lasts for a scene or an hour.

●● *SCORPION'S TOUCH*

With the deadly venom and toxins of your studies, you can transmute your blood into a substance that weakens and poisons your victims. You can then coat weapons with this foul ichor, spit it at your foes or simply bring it to the surface of your skin to affect your victim by touch. Unwary foes may drink such tainted vitae.

System:

Each Blood Trait that you spend on this power is converted into a dangerous poison. If this tainted vitae touches a victim or is otherwise ingested into her system, she loses one Physical Trait automatically. Thus, you can strike someone with your hand (and a Physical Challenge) and cause the victim to lose an additional Trait due to your venom. You can coat weapons of dagger-size or larger with this poisonous blood, or even kiss your opponent. You can even make a Physical Challenge against anyone within 10 feet to spit this blood at a victim. (Do not actually spit at your foe, of course — simply make your intentions known before making the challenge.)

Mortals who lose all of their Physical Traits in this fashion become deathly ill by the next night, and they do not heal normally. See the effects of severe illness in **Laws of the Hunt**. Otherwise, all lost Physical Traits return at the next game session, as usual.

Any given attack may only use one Trait of blood with this power, though multiple attackers with poisoned weapons could wreak deadly havoc on a single victim. Similarly, you can only spit a single Trait of this tainted vitae or strike unarmed with a single Blood Trait in each action. Altering your blood in this fashion does not require an action on your part you can strike an opponent with your hand, for instance, and then declare the use of *Scorpion's Touch* with a single Blood Trait. You can concentrate multiple Blood Traits onto a single weapon, though each strike uses only one Trait of blood (and thus reduces only one Physical Trait from the victim). Of course, preparing yourself thus is a legitimate tactic if you think you will be in a protracted fight and you want a weapon sufficient for several strikes. **This power cannot be used defensively versus a grapple.**

●●● *DAAGON'S CALL*

With a touch, you can infect a victim with a small quantity of your own vitae; later, with a bit of concentration, you cause that very blood to burst forth from the victim, tearing her apart from the inside.

System:

You must touch your target physically before using this power (which may require a Physical Challenge). Thereafter, at any point in the same scene or within the next hour, you can issue *Dagon's Call* you need not even be able to see the target. You expend at least one Willpower Trait and call for the aid of a Narrator. Each Willpower Trait that you spend at that point then forces the target to make one Static Physical Challenge; the Narrator will take note of your Physical Traits and go to perform the tests against your subject. Each test that the victim fails indicates one level of lethal damage as her very blood tears its way through her vessels and organs. You must declare all Willpower Traits that you expend at once; once you have activated this power, you cannot invoke it again on the same subject until you manage to touch her again. **A ST must be informed of the activation touch for this power's usage. If you are or have been within the range of your target's active Majesty, you must break their Majesty before activating Dagon's Call.**

●●●● *BAAL'S CARESS*

The toxins in your vitae are sufficient to burn through any flesh, living or undead. This poison melts through flesh once it encounters the bloodstream, leaving other materials unharmed. Indeed, even Cainites without blood in their systems can be affected if the poison enters through a wound.

System:

To use *Baal's Caress*, you must spend a turn to transform your vitae into poison and then put that blood on an object or weapon of dagger-size or larger. Each Trait of blood so placed on a bladed or piercing weapon causes that weapon to inflict

aggravated damage with one strike. Thus, if you place three Traits of blood on a knife with this power, then the next three successful strikes with the knife inflict aggravated wounds. The weapon in question must penetrate the victim's flesh with a successful blow; blunt weapons or unarmed strikes, for instance, cannot use this vitae with any appreciable effect. Blood cannot be placed on bullets; not enough can be applied for appreciable damage, and most of it will be lost during the flight and initial impact.

Note that you must actually place this blood on something, and it must enter the target's system in order to have any effect. You cannot randomly bleed on a subject and inflict damage

••••• *TASTE OF DEATH*

Your concentrated blood is so powerfully toxic that you can merely spit it at a foe and watch it burn through her skin. The ichor evoked with this power does not affect metal or stone, but melts through flesh and bone, reducing it to smoking sludge.

System:

You can spit a single Blood Trait at a victim with this power (this counts as a single action). If you successfully strike with a Physical Challenge, the victim takes ~~one level of aggravated damage~~. You must directly spew this blood out; if it misses the victim or is placed on an object, it loses its toxicity within the turn. Note that the blood must be deliberately converted into a poison in this fashion your own blood can still be drained from your body without poisoning the drinker. **This power deals 3 levels of Aggravated damage, rather than 1.**

SANGUINUS

The unique Discipline of the Blood Brothers is a product of Tremere rituals and Tzimisce applications of Vicissitude that created the bloodline. Sanguinus allows a Blood Brother to share various parts of his body with any other member of his circle. This Discipline is grotesque, to say the least. Many of its powers evoke mindless terror in mortals. Any human who witnesses the effects of Octopod or Coagulated Entity must make a Courage Virtue Test against a two-Trait difficulty or flee in nauseated terror.

Sanguinus uses Empathy for retests as it requires the Blood Brother to have a certain degree of rapport with his circle mates to function at maximum efficiency. ~~Outsiders attempting to acquire the secrets of Sanguinus often find themselves at a disadvantage; many of the powers do not function as well without circle mates.~~ Outsiders may not learn Sanguinus.

● BROTHER'S BLOOD

The bond that each circle of Blood Brothers shares gives that circle a unique physical, spiritual, and mental link. The blood of one is the blood of all. You may exploit this link to heal the wounds that your brothers sustain, regardless of distance.

System:

To use Brother's Blood, spend a Blood Trait as if you were healing one of own wounds and declare which member of your circle you are healing. You may spend five Blood Traits over the course of several turns to heal a circle mate's aggravated wound. This Blood Trait expenditure counts against your per turn limit, not your target's.

●● OCTOPOD

Expanding on the lessons of Brother's Blood, you may now lend limbs or external organs to your circle mates. This power is horrifying to watch, not only for the effects on the recipient but for the effects on the donor. Experienced Blood Brother circles often leave their weaker members a safe distance outside combat, and these individuals quickly come to resemble quadruple amputees as they pass their limbs to comrades in need. Octopod takes effect instantly and over any distance within line of sight; donated parts simply vanish from the donor and appear attached to the recipient.

System:

To lend a limb, eye, or ear to a circle mate, spend a Blood Trait. The loaned organ appears at the end of the turn, manifesting wherever the recipient wants it to appear. This power imparts no means of additional attack. However, an extra ear or eye gives two bonus Traits for resolving perception-based challenges for the appropriate sense; an extra arm gives two bonus Traits in close combat, and an extra leg gives one bonus Trait for close combat and two bonus Traits for any balance-related challenge. You may call the limb back whenever you wish. This power may only be used to lend external parts - you may not give away your brain or your heart. Any supernatural enhancements your limb has, such as Feral Claws or Fleshcrafted hooves, travel with it, as do any ornaments or jewelry, but clothing stays with you.

●●● *GESTALT*

Though you normally share a low-level mental bond with your circle mates, Gestalt allows you to intensify this bond, giving your circle the equivalent of a temporary hive mind. While this power is in effect, you do not actually become one, though you share thoughts and your will is strengthened by those of your comrades.

System:

To activate Gestalt, every member of your circle must spend a Blood Trait. A member who does not possess Gestalt himself must also succeed in a Static Mental Challenge against five Traits to join the link. If one member is unable or unwilling to spend the Blood Trait, the power does not take effect, though individuals who fail the Mental Challenge do not destroy the entire link, just their own connection to it. Gestalt lasts for the rest of the scene, even if you or another circle member are killed or rendered unconscious.

While this power is in effect, you enjoy several benefits. First and foremost, you are all in telepathic communication, requiring no effort and no Trait expenditure. Second, any circle member may sacrifice his action for the next turn in order to expend an Ability Trait, “giving” it to any other circle member who can use it for a retest on a challenge taking place during the current turn. Third, any attempt to use any mind-altering Discipline on any circle member is resisted by the highest number of the appropriate Trait that any individual in the circle possesses, though the individual target must still bid his own Traits to resist. For example, if Leon has three Mental Traits and is the target of a *Dominare* attempt, he must bid one of his own Mental Traits, but ties and overbids resolve against the 14 Mental Traits that Leon’s circle mate Rick has.

●●●● *WALK OF CAINE*

Drawing on your circle’s link at both the sanguine and the spiritual levels, you may now increase the potency of your own vitae at the expense of a circle mate. Most circles use this power when only one member is embattled, donating the strength of their blood to him in order to allow him to perform fearsome physical feats or to heal massive wounds in a matter of moments.

System:

To borrow a Generation Background Trait from a willing circle mate, make a Static Mental Challenge against a difficulty of five Traits. If your target is unwilling to give up this Trait, this power fails. If he is willing but does not know Walk of Caine himself, he must succeed in the same challenge. Walk of Caine lasts for the scene.

You may only borrow one Generation Trait from any one member of your circle, and you may not reduce your own generation past fourth. If you borrow a generation from a 13th-generation circle mate, he gains the Flaw: Fourteenth Generation until the power wears off. You may not borrow a generation from a circle mate who is already 14th generation. Any effects of your circle’s blood that last past the end of the scene, including Embraces you perform or diablerie that you commit or that is

committed upon you, use your normal generation rather than your altered one. For example, if you are usually 10th generation but reduce your generation to seventh and Embrace a childe, she will be 11th generation, not eighth.

••••• *COAGULATED ENTITY*

Stepping beyond mere sharing of blood, flesh, and minds, you and your circle mates may now combine your very forms into one monstrous conglomeration of writhing muscle and jagged bone. While this makes you a likely target for any enemy attacks, you more than likely have the combined strength to shrug off most assaults as you shamle over any opposition. This power should be overseen by a Narrator as its effects on the surrounding scenery and mortals are rather severe. It is recommended that you work out a Coagulated Entity's Traits before play begins.

System:

Every member of the circle who wishes to join the Coagulated Entity must be in physical contact with one another and spend three Blood Traits, taking no other action for three turns, though only one participating member must know this power in order to initiate the merge. At the end of the third turn, the unholy melding is complete. The component character with the lowest generation controls the entity's actions, though its actual generation is equal to that of the highest-generation member.

A *Coagulated Entity* enjoys the combined Physical Traits and Mental Traits of all its members. However, it gains a number of *Clumsy* Negative Physical Traits and *Witless* Negative Mental Traits each equal to half its total number of component characters, rounded up. Normal Social Traits are submerged, replaced by a number of *Fearsome* Social Traits equal to three times the number of members. The entity's Blood Pool holds 10 Blood Traits per member, though per turn expenditure is determined by the entity's generation. Its Disciplines are the highest level of any given Discipline that any circle member has attained, so if one member has Advanced Potence, a second has Advanced Fortitude and a third has Advanced Auspex, the Coagulated Entity has Advanced Auspex, Fortitude and Potence.

A *Coagulated Entity* may not be staked as it has too many hearts in inaccessible places. It has a normal range of health levels, plus two additional Bruised health levels per component vampire past the first. This power's effects last until the end of the scene or until the entity is destroyed.

SERPENTUS

The Followers of Set use *Serpentis*, a power connected with the snakes that are the hallmark of Set's worship. The uncanny capabilities of this Discipline are disturbing indeed, marking the Follower as something far different from human or even from other vampires. Despite the cold, reptilian features of this Discipline, many of its manifestations are strangely alluring. Followers of Set attribute this facet to their capacity to sway the emotions of their victims, digging out buried secrets and bringing hidden vices to the surface.

Most *Serpentis* powers involve no challenge to use or are simply used with combat. Any power used for a direct challenge should use *Subterfuge* for a retest.

● *EYES OF THE SERPENT*

The legendary hypnotic gaze of the serpent is yours. When you meet the gaze of a victim (who need only be able to see your eyes), your eyes become gold with large black irises, capturing the attentions of your subject. As long as you hold the gaze of the target, he remains completely immobilized

System:

You must make a Social Challenge to affect your target with this power. If you succeed, the target is paralyzed as long as you hold his gaze with your own. Of course, if the target is attacked or injured, the hypnotic spell breaks.

●● *THE TONGUE OF THE ASP*

At will, you can cause your tongue to shift in shape to that of a snake. The supernatural razor-edge on the forked tongue inflicts terrible wounds, striking up to a foot and a half away, and it even lets you drink blood from your victims.

System:

You need only decide to use *The Tongue of the Asp* in order to gain the benefits of this power. Your tongue inflicts one aggravated wound with a successful strike (requiring a Physical Challenge); furthermore, on successive turns you can drain blood from the victim as if drinking directly. This draining even causes the Kiss, paralyzing mortal victims with helpless fright and ecstasy. *The Tongue of the Asp* is overly sensitive to vibrations. Using this Discipline while in darkness allows you to reduce the penalty Traits for natural darkness by one.

●●● *THE SKIN OF THE ADDER*

The power of your reptilian blood allows you to erupt into a serpentine form of protective scales and snakelike flexibility. You can thus transform into a monstrous hybrid of humanoid and snake, an effective engine of war or a terrible slithering beast of intimidation.

System:

You need only spend a Blood Trait and a Willpower Trait to invoke this power. At the end of the turn, *The Skin of the Adder* overtakes you, covering you in a mottled scaly hide and lending a whip like flexibility to your limbs. You gain the bonus Traits *Lithe* and *Tough*. Your mouth also distends like a snake's, so that your bite causes an additional wound if you win (not tie) a Simple Test after biting (though you can still feed without causing any extra damage, if desired). Your cartilaginous body can also fit through any opening wide enough to accommodate your head. Due to the hideous nature of your snake-form, you gain the Negative Social Traits *Bestial* and *Repugnant* while in this form. Obviously, being in this form rips the Masquerade wide open if you are spotted by mortals.

The Skin of the Adder remains in effect until you decide to transform back, or until the next sunrise.

●●●● *FORM OF THE COBRA*

No longer limited to steps between man and snake, you can literally turn into a giant cobra. This reptile form grants a venomous bite and the ability to slip through small passages, while still allowing you to use any Disciplines that do not require hands or speech. In this form, you retain your normal weight, so you are a tremendous, black-and-gold nightmare serpent.

System:

You must expend one Blood Trait to transform into *The Form of the Cobra*. The change takes a full three turns, and the rate cannot be accelerated. Clothing and small personal effects change with you. You remain in Serpent form until the next sunrise unless you decide to change back earlier. Additionally, the venom of your bite is poisonous to mortals. **This power gives you the benefits of bite damage from Skin of the Adder. The Venom does one lethal a round for the scene.**

●●●●● *THE HEART OF DARKNESS*

Egyptian legend tells that the hearts of the dead are weighed against a feather in the afterlife; those found wanting are devoured, while those found worthy move on to eternal paradise. As you have already cheated death with your immortality, you can now cheat this judgment as well. On the new moon, you can pull your very heart from your unliving body; with several hours of surgery (out of play), you can even do the same to another vampire.

System:

No test is necessary to remove the heart, but the subject must be willing. While most vampiric flesh rots and decays in a single turn after being separated from the body, the withered heart coaxed forth with this power remains intact. Anyone whose heart is removed in this fashion is therefore immune to staking. Most often, the Setite carefully places the heart in a guarded clay urn, perhaps surrounded by other false hearts to avoid discovery.

As the heart is considered the seat of emotion, you gain a bonus Trait in Virtue Tests to resist frenzy. However, you also lose any *Empathy* Abilities, plus any Social Traits relating to warm interactions with people, such *Friendly*, *Empathetic* or *Genial*.

If a separated heart is staked, then its vampiric owner (the vampire that the heart originally came from) is immediately paralyzed. Should the heart be exposed to fire or sunlight (even a single health level's worth), it is destroyed, and its owner erupts into flame, reduced to ash (and Final Death) in a single turn.

Use of *The Heart of Darkness* can also return a stolen heart to its former body. Obviously, trying to use this power on a mortal, even a ghoul, is messily fatal.

SPIRITUS

TEMPORIS

Once touted as certain proof of the True Brujah's claim to sole descent from the legitimate founder of their clan, *Temporis* has become in these late nights less a badge of honor and more the last bastion of survival for the true blood of Brujah. As with their former allies and associates the Nagaraja, many Elois were destroyed as Enoch fell and with them the greatest of those ever to wield *Temporis*. Of the handful that remain, only a fraction knows more than a smattering of the Discipline. The highest arts may well be lost forever with the passing of their eldest, and what is left is hardly better than folklore and rumor. Even the imperturbable Elois are stirred to rage at the slightest whisper that one not of the blood seeks the secret of *Temporis*. They do not part with it they must not, they will not. Those that claim to have stolen the secret rarely live long enough to enjoy it as the cold vengeance of a desperate bloodline is borne out against them with cruel expedience. To the Elois, it's academic. No better way, they say, to make an enemy than to put a knife in the hands of a friend.

At the moment of the Embrace, all of Caine's childer are frozen in time, their flesh made immutable and unchanging, their bodies suspended precariously on the cusp of life and death. It is this selective stasis that is the source of all the power of *Temporis*. Even the most trivial exercise in power is like doing a soft-shoe on the brink of oblivion. Each time she wields *Temporis*, an Elois takes her immortality in her hands. Failure in the use of any *Temporis* power from the Advanced level on up inflicts an aggravated wound for each consecutive failure after the first. This count resets as soon as the vampire succeeds in one use of *Temporis*, allowing her two failures before taking damage again. If the sun rises before, she succeeds in using *Temporis*, the count is also reset.

Because of the nature of *Temporis* (each use is like stopping your own heart so you can use the electricity to jump-start your car) and because Fortitude is just another extension of the very same power, wounds gained from one cannot be resisted or reduced by the other. Powers that reduce wound penalties after the wound has been inflicted (Endurance, for instance) however, are still effective. Thus, Resilience and Resistance are ineffective against wounds garnered due to *Temporis* failures. In the case of Aegis, if the killing wound is caused by a *Temporis* failure AND it is the only wound taken in the round, Aegis cannot be used to negate the damage and the character dies. If wounds other than those gained from *Temporis* failures are taken in the same round before death, Aegis can be used to negate all damage other than that gained from *Temporis* there by letting the vampire live to fight again (at least for another round, anyway).

By its very nature, the use of *Temporis* is profoundly linked to the hardiness of the wielder. For that reason, all Traits bid in challenges to invoke the powers of *Temporis* must be Stamina-related. In rare cases, the Storyteller may allow the use of non-Stamina-related Traits, but this is not suggested. In the case of over-bidding, only the total of the wielder's Stamina Traits may be bid except in those rare cases mentioned above, at the Storyteller's discretion.

This power retests using the Occult Ability.

- *time attunement*

The first step toward controlling time is learning to perceive it. If time is a river, Time Attunement is the equivalent of putting a hand in the water.

System:

In addition to granting an extremely accurate time sense (allowing him to keep track of the exact time before the next sunset, down to the second, among other things), this level of *Temporis* also gifts the vampire with a unique sensitivity to disturbances in the flow of time around him. Whether caused by another of the Elois, a mortal magician or something even less common, the vampire may sense the disturbance by succeeding in a Simple Test. The range of this sensitivity is wholly dependent on the intensity of the disturbance: minor powers (Basic and Intermediate) can be sensed up to a mile away. Advanced and Master-level powers can be perceived from as far as 10 miles away, and use of even more potent abilities can be detected from a hundred to as far as a thousand miles away. Also, any attempt to alter the vampire's internal clock must first succeed in a Static Mental Challenge at a difficulty of the target's level of *Temporis*, in Traits. (This is only true of powers intended to change the character's perception of time. Abilities that speed or slow the character's body through time affect the character as it would any other.)

Time Attunement also allows its practitioners to detect Celerity when used in their immediate vicinity. By succeeding in a Static Mental Challenge with a difficulty equal to seven minus the level of the power being detected, the character may sense the use of Celerity in the round it's activated up to 10 yards for each level of *Temporis* the character possesses.

Time Attunement is always in effect. Characters possessing it can always tell the exact amount of time that has passed between two events, to the second. When given an amount of time, a practitioner of *Temporis* can count it down as precisely as any clock known to man. Those using Time Attunement can always tell the hour exactly, night or day.

- *INTERNAL RECURSION*

With a deft flex of his temporal power, the vampire who's mastered Internal Recursion can knit his victim into a loop of time, forcing the target to relive some small, simple segment of life over and over again. Only the victim's mind is actually affected, body and surroundings chug on through normal time immobilized for lack of intelligent motivation.

System:

To initiate the Internal Recursion, the vampire spends a Blood Point and engages the target in a Social Challenge. If successful, the target's mind is trapped in a looping replay of some harmless, commonplace event. Unless the wielder is capable of invasive psychic probing, the event to be replayed must have been physically witnessed by the wielder (and likely will have occurred only shortly before the power was activated). As described above, the event to be relived must be relatively

uneventful or commonplace and must require no interaction on the part of the victim. Thus, a patrol of familiar, empty corridors would be a viable subject for replay while a conversation (no matter how banal or boring) would not. Some of the less humane members of the Kindred population may be tempted to inflict painful or horrific recursions on unwitting victims. This simply will not work as the emotional placidity required of the event and target is destroyed by the intensity of such a situation.

Once snared in the Internal Recursion, the victim remains motionless and insensible for one minute. Each Blood Trait spent by the wielder after the first will extend this duration by 10 minutes. The victim will be totally unaware of his surroundings and incapable of taking action for the full duration unless disturbed in some way.

Anything causing loss of health levels, even if the victim feels no pain, will end the recursion and bring him to his senses. Quiet speech will not rouse the target, but a shout or gunshot, or even a gentle nudge, will break the trance.

●●● *LAPSE*

At this level, the vampire's mastery over time has progressed far enough that she may physically alter a subject's passage through time, slowing her target's progress by half for a brief moment. Just the feeling of being afflicted by this power can be unsettling to fragile minds as the world rushes past at twice speed, leaving the victim straining to keep up.

System:

To invoke Lapse, the vampire first spends two Blood Traits and engages in a Static Physical Challenge with a difficulty equal to the target's Willpower. Each trait successfully risked in this challenge enforces Lapse for one round in combat. In non-combat situations, the duration is one minute per Trait successfully risked. Successive uses of Lapse are cumulative and extend the duration of the effect appropriately. Lapse takes effect in the round immediately following successful application.

Those under the sway of Lapse must bid twice the usual Traits in any challenge involving speed of motion or thought. Thus, a Lapsed character must bid at least two Traits to hit an opponent in combat, though a Physical Challenge made to lift a heavy object would be unaffected. Challenges intended to reflect quick thinking (as determined by the Storyteller) are similarly affected.

Characters using Celerity for additional actions may sacrifice one half of their actions (round down) to eliminate the penalty for all remaining actions. Thus, a character with five total actions in a turn may sacrifice two of those actions to eliminate the penalty in the remaining three or take five actions and bid at least twice the usual number of Traits for each.

This power in no way affects the damage inflicted by attacks. Bullets and arrows, though slowed, retain the full force of their impact.

•••• *SUBJECTIVE SUSPENSION*

At this stage in her development, the vampire may actually remove inanimate objects from the flow of time, suspending them for a little while as the rest of the world is carried past in the current. As with Lapse, the benefits of this power are not restricted to combat alone. Subjective suspension could be used to halt a falling object in its descent, suspend a sudden conflagration long enough for a hasty escape, or preserve a fragile artifact from decay. When Subjective Suspension is activated, all processes, whether mechanical, electrical, or chemical, are frozen for the duration of the effect. Bullets hang motionless in mid-air; fires appear as no more than charred logs, falling objects freeze in mid-tumble.

System:

To invoke Subjective Suspension, the vampire must first be able to perceive it. In most cases this is automatic, with particularly difficult observations requiring a Static Mental Test at a difficulty determined by the Storyteller. For objects moving too quickly to be seen by mortal eyes, some means of enhancing the senses beyond mortal means is necessary. Most often, the *Auspex* power of Heightened Senses is sufficient, though the Storyteller may still require a successful Mental challenge to make best use of the power. Once the object is perceived, the vampire must spend two Blood Traits and succeed in a Static Physical Challenge (retest with Occult). Each Physical Trait spent increases the duration of the Suspension as indicated on the table below. Suspension of an object includes the suspension of all its energy and any chemical processes occurring within it. Thus, a suspended bullet has no kinetic energy with regards to the world around it, chemical reactions are held in stasis, and fires cease to emit heat, light, or smoke until such time as the power's duration expires. At the end of Subjective Suspension's duration, all processes, energies, and reactions resume activity as though no time had passed. Fires roar to life, chemical reactions run their course, and objects in motion continue their original trajectory at the speed they had originally been traveling.

Subjective Suspension may never be used on an object larger than the vampire herself and cannot be used to suspend living or unliving thing more complex than a dog.

Blood	Duration
0 traits	One Round
1 Trait	One Minute
2 Traits	Ten Minutes
3 Traits	One Hour
4 Traits	One Day
5 Traits	One Week

..... *CLOTHO'S GIFT*

By speeding the flow of time through himself, the vampire gains the ability to perform acts of speed normally reserved to uses of Celerity. Unlike Celerity, Clotho's Gift does not simply enhance the user's physical speed and reactions but accelerates him through time, thus allowing the use of Disciplines normally requiring full conscious thought to invoke. There is a price to pay, however, as using vampiric powers while Clotho's Gift is in effect taxes the force that maintains the vampire's immortality to its limits and beyond. Vampires choosing to exercise other Disciplines while under the influence of this power find their bodies withering with the strain as the force that maintains them is consumed by their exertions. True Brujah tell their childer horror stories of unwise vampires made ash-heaps by accelerated use of Dominate.

System:

To use Clotho's Gift, the vampire spends three Blood Traits and must succeed in a Static Physical Challenge (retest with Occult). For a number of turns equal to his levels in *Temporis* divided by two (round down), the vampire gains one extra action for each trait successfully risked in the Physical Challenge. These actions may be used in any way the player wishes, including the use of Disciplines normally forbidden from multiple uses per turn (Dominate and Thaumaturgy, for instance). As said before, however, there is a price. Each use of a Discipline within the duration of Clotho's Gift inflicts one health level of unsoakable lethal damage on the vampire.

Uses of accelerated powers occur at normal speed, relative to the victim. Victims of Dominate hear commands as if spoken at normal speed and *Temporis* in no way eliminates the need for eye contact.

Use of lesser *Temporis* powers is also permitted under the same strictures as those of other Disciplines as listed above. Greater Powers (Elder-level and greater), however, cause the immediate destruction of the vampire using them. Similarly, any vampire attempting multiple use of Clotho's Gift immediately collapses in a pile of ash, the force of his unlife instantly dispersed.

THANATOSIS

The corpselike bodies of vampires are innately tied to death. No Discipline reflects this process of arrested decay so clearly as *Thanatosis*. The Samedi bloodline practices this nightmare Discipline, using its powers to control the very steps of death and decay. Indeed, fearful Cainites whisper that *Thanatosis* grants some control over the Curse itself, suspending the immortality of vampires and even reducing them to rotting masses.

The Stiffs do not share their secrets of death, though mercenary Samedi are more than willing to visit the discomfort of *Thanatosis* briefly on too-curious subjects. This Discipline seems to be a natural outgrowth of the Samedi fascination with death and decay. Strangely, other Cainites who unearth this Discipline do not suffer from the rotting affliction of the Stiffs, leading to some speculation that the bloodline suffers its peculiar curse for other, more sinister, reasons.

Retests of *Thanatosis* involve the *Occult Ability*. Optionally, Storytellers may choose to use the more specialized *Thanatology Ability* for *Thanatosis* retests.

● *HAGS' WRINKLES*

You can contract or expand your skin, sending it into baggy, rippling waves or pulling it taut over your undead flesh. *Hags' Wrinkles* obviously can mask your appearance, but you can also use little pockets of flesh to conceal small objects about your person, although such bulges or depressions may be visible if your skin is not already marred (say, by the signature deformities of the Nosferatu and Samedi) or found during a pat-down search.

System:

Reshaping your flesh with *Hags' Wrinkles* takes a full turn of effort and the expenditure of a Blood Trait. For the rest of the scene or for the next full hour, your features are unrecognizable, and you can conceal up to two objects of jacket or smaller concealment class within the folds of your withered flesh.

●● *PUTRIFACTION*

The Samedi are feared for their control over decay, and *Putrefaction* is the first manifestation of such power. Supernatural decomposition afflicts any flesh that you touch if you so will it. Pustulent, festering decay spreads from your point of contact, even rotting the preserved flesh of vampires.

System:

Putrefaction requires you to best your victim in a Physical Challenge while expending a Blood Trait. Should you succeed, the victim suffers one health level of lethal damage and gains the Negative Trait *Repugnant* until the damage is healed. This sort of wound is accompanied by rotting flesh, decaying teeth and bones, festering sores, and fungus-ridden patches. You can strike a victim multiple times with this power, spreading the rot. You can even affect vampires and plants in addition to other living creatures, withering and decaying them.

●●● *ASHES TO ASHES*

Tearing apart the bonds that hold your physical form together, you collapse suddenly into a desiccated heap of ash. The power of *Ashes to Ashes* allows you to retain your consciousness, though, keeping you in a pile of fine detritus that can reform later into your original vampiric body.

System:

You must expend two Blood Traits while concentrating for a full turn to use *Ashes to Ashes*. When you take your action, you transform into a pile of thick, sticky ash. You can vaguely sense your surroundings (about 10 feet in all directions) at this time, and you are completely immune to physical attacks, fire, and sunlight. If the ashes are separated, though (a tedious and disgusting task, requiring deliberate effort), you reform missing some parts of your body the largest remaining pile reforms as yourself, but you take lethal health levels of damage depending on how much of your substance was removed. Should you reform while contained in some object, you burst forth, shattering the object as you resume your usual size.

●●●● *WITHERING*

By gripping an enemy and channeling your own dead energy into his limbs, you can cause him to twist into an aged, withered, and decrepit form. Terrifying pain results as limbs shrink and snap from *Withering*.

System:

You need only touch or strike a victim with a Physical Challenge and expend a Willpower Trait to use *Withering*. The subject immediately suffers the Negative Traits *Clumsy* and *Lame*, as the shrunken limb is rendered completely useless, and he suffers one health level of bashing damage (in addition to any damage from the blow). Vampires and other supernatural creatures heal the effects of *Withering* at the end of the night, but mortals and living animals are afflicted permanently.

By making two successful Simple Tests (win only) after striking with *Withering*, you can strike the head instead of a limb. Doing so kills mortals instantly and causes vampires to suffer the Negative Traits *Oblivious* and *Witless* in addition to rendering them unable to use the powers from *Celerity*, *Fortitude* and *Potence*. If the head is withered, the victim may not initiate Mental or Social Challenges, nor may the expend Mental or Social Traits, except in defense. They may still use *Celerity*, *Potence*, and *Fortitude*, but no other Disciplines may be used.

Withering is not cumulative on the same limb, but successive strikes can certainly afflict other limbs. Victims with multiple limbs affected suffer all the Negative Traits appropriately. With no functional arms, a victim cannot attack physically; with no legs, the subject cannot move.

●●●●● *AEGIS*

The hideous decomposition induced with *Necrosis* disgusts and revolts even the hardiest constitution. Accelerating the forces of decay, you cause the target's skin to rot away and slough off, exposing internal organs in a terrifying panoply of pain.

System:

Necrosis requires you to touch the victim and expend ~~two Blood Traits~~ **one Blood Trait**. The subject immediately suffers **two levels** of lethal damage as his skin rots and sloughs off in pieces. Furthermore, the victim takes the Negative Traits *Decrepit* and *Repugnant* because of the attack; these Negative Traits remain until the damage heals. Multiple strikes can inflict additional damage and Negative Traits in a cumulative fashion, rendering the victim a pool of putrescent liquid.

VALEREN

The Salubri antitriibu claim that Valeren is one of their former clan's oldest secrets, a Discipline of mystic martial prowess that the non-Sabbat Salubri perverted into a weakling's healing tool. Saulot, they claim, was a holy warrior, and they remain true to his heritage by practicing Valeren.

While this Discipline has some features in common with Obeah, the Discipline of the Salubri, it is its own distinct series of lessons, and its practitioners tend to regard it as one of their foremost weapons for their sacred battles. Like Obeah, Valeren does have a physical manifestation in the form of a third eye, which appears on any Valeren practitioner's forehead when he learns the first Intermediate level of the Discipline. This eye's exact purpose is unclear. Some believe it is a mark of favor or disfavor from various infernal or divine powers, while others (including most of the Salubri antihibu) say it gives Valeren's practitioners sight beyond sight.

Valeren uses the *Awareness Ability* for retests.

● *SENSE VITALITY*

The ebb and flow of life is obvious all around you. You can feel the pulse of life force with a touch, even sensing the energies of people or Cainites with whom you come in contact.

System:

You must touch your subject to use *Sense Vitality*. With a successful touch, you can unearth information about the subject's life force by spending Mental Traits. Expending one Mental Trait tells you if the subject is a mortal, vampire, ghoul or other creature. Two Mental Traits tell how much damage the victim has suffered. Three Mental Traits reveal the amount of blood in the subject's system, while four Mental Traits reveal any diseases. These expenditures are cumulative; that is, any expenditure of Mental Traits includes the information for a lesser expenditure automatically.

Sense Vitality may also be used for medical diagnosis, determining the source of injuries or diseases afflicting a victim. Anything that could be learned with a medical examination the source of the injury, the wound's severity, the reason behind unnatural mental states or death can be learned with a touch. Each condition examined in this fashion requires the expenditure of a Mental Trait. Thus, determining that a subject was injured with a poisoned knife would cost two Mental Traits one to recognize the wound as a knife wound, and one to recognize the poison.

●● *ANESTHETIC TOUCH*

Pain flees at your caress, and a peaceful stillness falls on those under your care. Any voluntary subject touched (other than yourself) can be rendered immune to pain. You can also cause mortals to descend into a natural, healing sleep.

System:

You must touch your subject to use *Anesthetic Touch*, but as it only works on willing subjects, doing so generally requires no challenge. Expending one Blood Trait causes the subject to suffer no penalties from wounds for the next full turn. If you also expend a Willpower Trait, the pain-numbing effects last for the rest of the scene, or for an hour, whichever ends first.

Alternately, you can cause a willing mortal to sleep. You must expend a single Blood Trait. The mortal immediately enters a deep, peaceful slumber, suffering no nightmares or derangements. The subject can be awakened normally. If the mortal sleeps for an entire natural sleep cycle (which will happen automatically if uninterrupted), then the mortal's Attribute Traits are refreshed, and one Willpower Trait is restored on awakening.

Anesthetic Touch has no effect on vampires

●●● *BURNING TOUCH*

In a grim parody of the legends of saints' healing touches, you may lay hands on an individual to inflict excruciating pain. This power does no actual damage, but the subject feels as if he is being burned, flayed, impaled, eviscerated, dissolved or experiencing whatever other sensation you care to inflict. Some Salubri antitribu use Burning Touch as an interrogation tool while others simply apply it out of sadism. When you apply Burning Touch, your third eye glows with a dim, flickering red-orange light.

System:

To apply Burning Touch, simply touch your victim and expend a Blood Trait. If you apply this power in combat, your victim suffers the penalties for being at the Wounded state of health for the rest of the turn. If he is already Wounded, he must defeat you in a Mental Challenge or suffer the effects of being Incapacitated for the rest of the turn.

If you use Burning Touch as an interrogation tool, you or your fellow interrogators gain one free retest on the next interrogation- or torture-related challenge you make against that individual. Recreational applications of this power are best left to roleplaying.

●●● *ENDING THE WATCH*

This power allows you to visit euthanasia upon a willing mortal. By simply laying your hand over your subject's heart, you may release her from the trials and turmoil of earthly existence.

System:

To End the Watch, touch your victim and spend a Willpower Trait. The mortal must actively want to die; if she has any doubts about this desire, the power fails to work. However, if death is truly what she yearns for, her soul instantly flees her body. A mortal killed with this power may not be Embraced, become a wraith after death or have any form of Necromancy work on her soul or body. Medical or mystic

examination will reveal the cause of her death to be sudden heart failure. Ending the Watch will only kill an ordinary mortal with no supernatural qualities - it has no effect on werewolves, changelings, wizards, ghosts, ghouls, mummies or any other supernatural being.

••••• *VENGEANCE OF SAMIEL*

By invoking the legacy of your line's distant progenitor, the legendary holy warrior Samiel, you may strike with the devastating precision that he developed over centuries of battle. Vengeance of Samiel is an exhausting power to invoke, but its effects are unparalleled. Your third eye flares wide open when you invoke this power, emitting a hellish red glare, and you may close your normal eyes with no penalty to this attack.

System:

You may only use Vengeance of Samiel when you are making an attack with your bare hands or a melee weapon and it is your only action for the turn. Spend three Blood Traits to activate this power. You may not use Vengeance of Samiel to augment an attack you make with another Discipline (such as combat Bonecrafting), though you may still use it with another attack-enhancing Discipline power that does not generate the attack in and of itself (such as Feral Claws or Prowess). Add your Mental Traits to your Physical Traits for the attack challenge, including bidding, tie resolution and overbidding. Your opponent may not evade this attack by declaring a retest with the Dodge Ability. If the attack succeeds, it inflicts an additional two health levels of the appropriate type of damage. If you use Vengeance of Samiel in an attempt to stake an opponent, you must win or tie only one Simple Test after the successful attack, as opposed to the two that staking usually requires

VICISSITUDE

The Fiends of Eastern Europe harbor twisted secrets that make other vampires' shudder. *Vicissitude*, the signature Discipline of the Tzimisce clan, reflects the inner nature of the most alien of vampires. Through *Vicissitude*, the wielder can reshape flesh under his very touch, whether into gross deformity or unearthly beauty.

When used on mortals, ghouls, revenants, and vampires of weaker generation than the user, *Vicissitude*'s effects are permanent. Vampires of equal or more potent generations can heal back each *Vicissitude*-inflicted scar as an aggravated wound. Of course, a user of this Discipline can always shape his own flesh as desired.

Nosferatu, Samedi and vampires with similar deformities in their blood always heal back alterations of *Vicissitude* that attempt to improve their appearances. The Curse of Caine is not so easily circumvented.

Vicissitude uses the *Crafts: Body Crafts* Ability for retests. Most *Vicissitude* effects require physical contact and a Physical Challenge as the vampire tears into the flesh of the opponent. Such strikes use *Crafts: Body Crafts* for retests, instead of *Brawl* since the aim is to mutate the flesh. For certain surgical effects, the Storyteller may require some level of *Medicine* Ability as well.

● *MALLEABLE VISAGE*

Bending your flesh under your hands, you can change your own appearance. *Malleable Visage* allows you to duplicate others or simply make your own surface skin different from your natural forms. Cosmetic changes like alterations of voice or skin tone and build are all possible, though you must sculpt the desired changes into your flesh.

System:

Changing yourself with *Malleable Visage* costs one Blood Trait, and it requires you to spend time reshaping yourself appropriately. If you hope to copy someone else, you must make a Static Mental Challenge, difficulty of the subject's Social Traits, to pull off the disguise, and you still use your own Social Traits in any challenge you are simply duplicating the person's appearance. You can also afflict yourself with a hideous visage, taking on *Repugnant* Negative Traits (up to three such additional Traits maximum).

●● *FLESHCRAFT*

Your hands can turn flesh to putty, shaping it like potter's clay. You can perform drastic alterations to the flesh and organs of any creature that you touch.

System:

You must touch your victim to use *Fleshcraft*, pulling or shaping the flesh to your whims. You can reshape flesh on yourself or others within the limits described in *Malleable Visage*, or you can move around clumps of tissue or simply reduce someone to scarred deformity. These attacks do not inflict damage, but each such strike causes the victim to suffer a Negative Trait of *Repugnant* (to a maximum of

three such Traits from this power). If you alter the distribution of skin, fat and muscle, you can remove one (and only one) of the subject's Physical Traits and replace it with an extra health level or reverse such an operation. **Please see the House Rules document, for applications of Vicissitude.**

●●● *BONECRAFT*

Just as you shape flesh with your touch, you can grasp and twist bone, turning it into any desired shape or moving, lengthening, bending, or compressing it. *Bonecraft* lets you literally pull the bone through a subject's flesh, or you can use it with *Fleshcraft* to completely restructure a victim or yourself.

System:

Using *Bonecraft* allows you to remake appearances just like *Fleshcraft*, but you can also change someone's height or body structure, reshape bone into unusual or spectacular forms, and even make bone spurs and weapons. You must grab the victim, and then twist, pull, or bend the bones appropriately. If you do so without exercising *Fleshcraft*, each such strike causes one level of lethal damage as bones warp and tear their way through flesh. Used in conjunction with *Fleshcraft*, you can rebuild someone's visage completely, or you can create defensive spines or offensive bone weapons. Such alterations allow the subject to inflict lethal damage with otherwise unarmed attacks. **Please see the House Rules document, for applications of Vicissitude.**

●●●● *HORRID FORM*

Your own body warps and grows into a hideous monstrosity with *Horrid Form*. Your skin becomes black, rubbery, and slimy, while sharp bony spikes protrude from your hands and back. You grow to a full eight feet in height, and you shift into something from a nightmare vision. Those unused to such sights may need to make a *Courage* test.

System:

Awakening the *Horrid Form* costs two Blood Traits. You gain the Negative Social Traits *Bestial*, *Feral* and *Repugnant* in this form, but you also gain the Physical Traits *Brawny*, *Dexterous*, *Enduring*, *Ferocious*, *Quick* and *Stalwart* for the duration of the power. You may also not initiate Social Challenges except for the purposes of intimidation. You inflict lethal damage in brawling combat, and you score an extra health level of damage on all such attacks. You may remain in *Horrid Form* until you decide to change back. **A Tzimitsce who activates this power may design their Horrid Form by selecting three Vicissitude mods from the House Rules document. All others gain the benefits listed above.**

●●●●● *BLOODFORM*

Deliquescing into a puddle of vitae is within your power. You need only concentrate briefly, and you can reduce any of your limbs or body parts into a puddle of your own pure blood.

System:

Each limb (arm, leg, head) that you transform becomes one Blood Trait: your body forms the remainder of your Blood Traits, up to your maximum size. You can change part or all of yourself, as desired. This blood functions in all ways as your own blood, but you retain a level of autonomic control over it. In *Bloodform*, you can move at a slow walking pace as a puddle of blood, oozing over things and through cracks. Changing body parts back requires only that you be in contact with the blood, or that you regrow your part by expending Blood Traits appropriate to the part (a single Trait to regrow a limb, for instance), in which case the blood that previously formed the piece becomes inert. While fully in *Bloodform*, you can use mental Disciplines, and you are immune to all physical dangers except fire or sunlight. If all the blood is imbibed or destroyed while you are in this form, though, you meet Final Death. **This transformation takes an action.**

USCERATIKA

All Gargoyles have a natural affinity for stone and earth, and this Discipline is an extension of that. The popular belief is that possession of Visceratika causes its user to start looking like a Gargoyle -complete with the hideously ugly, rocklike appearance and wings. The Tremere have recently released a report that states otherwise, but most Kindred do not feel like taking the risk of learning Visceratika and finding out that the Tremere were wrong or lied. In any case, the point is rather moot as the Gargoyles do not feel inclined to teach one of their primary survival tools to outsiders.

No Gargoyle has ever demonstrated Visceratika beyond Advanced level. If higher levels of this power exist, it is either an extremely well-kept secret, or no one who has reached such a level of mastery has lived to spread his knowledge.

Retests of Visceratika use the *Survival* ability. Visceratika is bought the same way as all other clan Disciplines.

● *SKIN OF THE CHAMELEON*

When activated, your skin takes on the color and texture of the surrounding environment, allowing you to blend in with your surroundings. The illusion moves as you move, as long as you don't move any faster than a normal walking pace. Faster movement causes your body to become a blur of colors and textures. It offers no camouflage, but anyone trying to identify you may find it difficult. If this power is used when in flight, your skin blends in with the night sky almost perfectly. You'll still show up rather obviously against skyscrapers or other similar structures as a dark, winged humanoid shape.

System:

When using *Skin of the Chameleon*, you should cross your arms over your chest as if using *Obfuscate* but place your hands over your shoulders to show the difference.

Spend a Blood Trait to activate this power. For the rest of the scene anyone who to detect you must succeed in a Mental Challenge. Unless the person attempting to detect you has *Auspex*, you gain four extra Traits to use in the challenge or five Traits if you are in Flight under the night sky.

●● *SCRY THE HEARTHSTONE*

Gargoyles were created to act as guardians of chantries and havens. This power allows you to maintain watch over an entire building without needing to scout around all the time. All you need do is touch the building, and you gain an innate sense of where things are located inside. Furthermore, you receive accurate information about the building's layout where everything is, if there are secret passages, and so forth. You also learn the location, approximate size and physical condition of all living (and unliving) beings within.

System:

Spend a Willpower Trait to activate this power. You may move around slowly, but maintaining the power requires constant active concentration, and you must keep

touching the building (skin contact is required). The building may be as large as a multiplex theater, a parking garage or a castle, but there must be a sizable quantity of stone or concrete in its construction.

There is a limit to how much detail you can discern; Scry the Hearthstone cannot be used to listen in on conversations or to see what people are holding in their hands. The Storyteller has final say on what kind of things you can detect.

You may attempt to detect Obfuscated Kindred within; such creatures register to your senses as something of a blur. You know there's something in that particular location, but you're not quite sure who or what. Challenges, if you can otherwise see someone Obfuscated, work as per the rules detailed under *Auspex*.

●●● *BOND WITH THE MOUNTAIN*

Similar to the Protean power of *Earth Meld*, *Bond with the Mountain* allows you to meld with stone or concrete. However, unlike with *Earth Meld*, you don't disappear completely; the sharp-eyed may still spot a faint outline of your form. You cannot move within the substance you have bonded with unless you also possess *Flow Within the Mountain*, nor are you automatically aware of your surroundings (but you may use *Scry the Hearthstone* to be aware of events in the area, if you are Bonded with a man-made structure).

System:

To activate the power, spend a Blood Trait and touch a suitable substance (rock, concrete, cement). Whatever you are touching must be large enough for your hulking form to fit in a wall will do fine, but a head-sized rock will not. It takes two turns to complete the merge. Once merged, you are immune to sunlight and all aggravated damage applied against you automatically becomes lethal damage, while lethal damage becomes bashing damage. Normal bashing damage has no effect unless the attack inflicts at least two health levels of damage; anything less is just the equivalent of beating on a stone wall. However, if you suffer three health levels of any kind of damage from a single attack, you are forcibly ejected from the wall and cannot act for an entire turn as you struggle to get your bearings.

Those wishing to spot a Gargoyle who has bonded must bid three extra Traits and make a Mental Challenge. Characters using *Auspex* do not need to bid the extra Traits.

●●●● *ARMOR OF TERRA*

Gargoyles are known as fearsome warriors who can defend themselves against staggering attacks. This power is largely the reason for that; combined with *Fortitude*, it allows you to withstand attacks that would reduce lesser Kindred to small piles of ash. With *Armor of Terra*, your skin becomes tough, truly rock-like and incredibly resistant to harm. Your pain threshold becomes far higher, and even fire may not hurt you (though you still retain your natural fear of it).

System:

Armor of Terra is always active and requires no expenditure for maintenance or activation. *Armor of Terra* subtracts one level of bashing damage after halving it normally; however, a minimum of one health level is still inflicted. Furthermore, you may convert **an incoming level** lethal damage into bashing damage by winning a Simple Test. If you are exposed to fire, you take half damage **rounded up**, but it is still aggravated. You will need to make a test to resist Rotschreck.

Armor of Terra can be used with Fortitude; however, when used in such a fashion, it can only be used once per attack. ~~For example, if you're under a fire attack that does aggravated damage, you may use *Armor of Terra* to try and halve the damage, and then use Resilience to try to convert the aggravated damage to lethal damage. But you cannot test that lethal damage down to bashing with *Armor of Terra* after that, as you've already used *Armor of Terra* on this attack. *Armor of Terra* must always be used before Fortitude comes into play.~~ **Fire cannot be halved further with Aegis.**

••••• *Flow Within the Mountain*

At this level of Visceratika, you are truly at home on stone constructs. *Flow Within the Mountain* allows you to move freely within solid rock. Obviously, while this means that you can easily enter any area in the domain you are guarding, it also has its uses as an offensive power; after all, if you can walk through the walls, gaining access to high-security areas isn't very hard. During these days of steel construction, the power is not quite as useful as it once was, but most buildings can still be penetrated with *Flow Within the Mountain*.

System:

To use the power, you must first use *Bond With the Mountain*. After that, spend a Blood Trait. This activates *Flow Within the Mountain* for the duration of the scene. During that time, you may move freely through solid rock or concrete. The mode of movement is like swimming, and you move about at a brisk walking pace.

You can also walk directly through stone walls without first using *Bond With the Mountain* by spending a Blood Trait, but the wall in question can be no thicker than two feet. You may attempt to walk through thicker walls by making a Physical Challenge, but you must bid an extra Physical Trait for every additional two feet. If you have *Potence*, each **level category** of *Potence* grants you two feet Basic *Potence* gives two free feet, Intermediate *Potence* four, and Advanced *Potence* six. Should you have Superior *Potence*, you can move through any wall, regardless of its thickness (but must still perform the Physical Challenge). It should be noted that you can stop while within the wall, but cannot deviate from your course without using *Flow Within the Mountain*. Should you lose a challenge, you become stuck in the wall until you are chiseled out or use *Flow Within the Mountain* to escape.

COMBINATION DISCIPLINES

All Combination Disciplines listed in White Wolf Clanbooks are restricted to that Clan, unless otherwise stated. Case-by-case exceptions may be made. Please contact the storyteller staff with questions.