

CHARACTER CREATION AND CAMPAIGN RULES

THE CAMPAIGN/CHRONICLE

The theme of a campaign (or chronicle) set in the *World of Darkness* can be just about anything. Thanks to a wealth of background material and literature, characters can play a game of dark fantasy adventure one day and a personal story of tragedy or loss the next. Because of this flexibility within the genre, these stories can move far beyond the "hack n' slash" style of some game worlds. For my gaming group we've decided that as long as you do three things you can't go far wrong simulating the mood of the *World of Darkness*.

One: keep the paranoia up, but not excessive. Anyone anywhere is libel to stab you in the back. You are, after all, surrounded by predators jostling for the same food supply you are. The trick is to make yourself too useful to be betrayed outright.

Two: keep as many threats as possible in the shadows. Just like in *Call of Cthulhu*, so long as the horror doesn't stand out in the light it's that much scarier. Let the big bad things linger on the periphery until needed.

Three: emphasize personal relationships and the inevitable fall-out of ones gone bad. It's often the case in the vampire world that enemies are easy to make, friends are impossible to keep and allies are few and far between. The trick here is to allow relationships between players and NPCs to develop naturally and logically (even allowing it to go naturally bad). Don't just destroy every relationship the players make, this only frustrates your role-playing opportunities. Remember: there is no shame in borrowing relationship conflicts you are likely to find in an afternoon TV soap opera.

With these in mind, our group has played a very satisfying campaign that could only be described as *Dark-urban-fantasy-adventure*. We've pursued most every theme available in the world of darkness at one time or another. For us, the emphasis has been on having fun and working through the personal tragedy in the game as a character study, not a personal experience. Since our games have a more adventurous (and heroic) bent than implied by the parent game, we've used the Hero System for several years now. It holds up well to both large and small scale combats and its task resolution is far more intuitive for us than the White Wolf system. This here is the culmination of our efforts and inspiration.

CHARACTER CREATION

A beginning vampire character is worth a lot of points, 405 points to be exact. However, this does not create a Champion *Über-mensch*. Instead, you create a rather normal human with some extraordinary abilities. We use the following guidelines when creating our characters. We've found that vampires created within

these guidelines very closely resemble the competency of beginning vampires in the White Wolf system.

265 points are dedicated to buying the *Vampire Abilities* package; these are the basic powers that every vampire has. 50 points are spent on the vampire's characteristics only. Another 50 points are used to buy skills, virtues, backgrounds and talents. The final 40 points are used to buy at least three levels worth of Disciplines. Any points left over from buying Disciplines can be spent on skills or backgrounds/perquisites.

Vampires begin with 160 base points; the *Vampire Disadvantages* package gives 195 points that all vampires suffer (185 for Clan Nosferatu). Another 50 points worth of disadvantages must be selected; this includes the Clan Weakness (Nosferatu have a 60 point limit). Vampires can select 30 points maximum from any disadvantages category.

[Remember: when selecting vampire Disciplines, in-clan are -2 to the Real Cost of each level and out-of-clan are +1 to the Real Cost of each level. Caitiff purchase Disciplines at cost.]

CHARACTERISTICS

Vampires purchase their characteristics as normal except for Strength, which costs 2 points per point. All primary characteristics cannot be bought past 20; this is an absolute maximum that simulates the parent game *Vampire: the Masquerade* limits to characteristics. Only low generation vampires can purchase past this maximum.

SKILLS

Vampires may purchase any of the skills found in the Hero 5th rulebook, with the GMs permission. Here are some clarifications and additional skills available to characters in the *World of Darkness*.

Artist

This INT based skill covers your ability to make works of art with your hands. You can make lasting works of art, depending on the level of success you achieve. This can be in one field (such as painting, sculpting, pottery, musical composition, etc) for 2 points. Each additional field costs 1 point, but all receive a +1 to their roll for 2 points.

Empathy

With this INT based skill (3 points, +1 per 2 points) you have a *feeling* for people. When you first meet someone, or when you're reunited after a long absence, you may roll against your Empathy skill. When it works, this skill may help you to spot imposters, ghostly possession, etc., and determine the true loyalties of NPCs. You may also guess whether a person is lying...not what the truth really is, but whether they are being honest with you (skill roll vs. their Acting skill).

Intimidation

With this PRE based skill (3 points, +1 per 2 points) you understand the science of being overbearing and how to use it to get what you want. The art of Intimidation takes many forms, ranging from subtle suggestion to outright physical pain. When coupled with the Interrogation skill, the results can be incredible. People with a high Intimidation skill seem to radiate auras of authority.

This skill is often employed against NPCs and, in some cases, can be used instead of Persuasion to allow you to get your way with NPCs. Against PCs and NPCs; Intimidation can be used to add to your Presence Attacks. A successful roll will add 1D6, while a *critical roll* adds 2D6, when you wish to intimidate your opponent.

Leadership

With this PRE based skill (3 points, +1 per 2 points) you not only have the ability to coordinate a group in a stressful or dangerous situation, you can get people to follow your lead by exerting authority and by example. This is not so much the technique of getting people to follow, as it is being the type of person people will follow.

A successful roll will add 1D6 (+2D6 on a *critical roll*) to Presence Attacks used to lift the morale your own group. Also, a successful roll will counteract Presence Attacks made against your group (as long as you don't succumb to the Presence Attack as well) by -1D6 or -2D6 if a *critical roll*.

Performance

This skill governs your ability to perform artistic endeavors (such as singing, dancing, or playing a musical instrument). This skill not only represents your technical know-how, but the ability to work an audience and impress them with your show. Your primary field (or instrument) costs 2 points, each additional field thereafter costs 1 point and all skill levels are raised for 2 points.

Power Skill

This is used for the *Skill Roll* limitation on magic spells. The three most common are Koldun, Necromancy and Thaumaturgy. As per *Fantasy Hero* page 247, these skills are allowed to create trivial magical effects. When a vampire spends a Blood Pool point they may create these effects for up to an hour by simply making a skill roll. The effects caused are tied to the paths known by the caster. The following are a few examples:

Path of Blood (cause blood to well up on any spot on own body, cause small pools of blood to move with a wave of the hand)

Lure of Flames (cause candles to come to life or douse with a wave of one's hand. Skin is hot to the touch)

Necromancy (create deathly odors, skin becomes chillingly cold to the touch,)

Sweep/Rapid Fire Mastery

This combat skill changes the DCV penalty incurred when doing either a *Sweep* or *Rapid Fire* maneuver. For 10 points the DCV penalty is changed to -2 DCV instead of X1/2. For 15 points the penalty is removed entirely. This skill must be bought separately for melee and ranged combat.

(10 points = +4 DCV; Only with sweep (-1/2), Only with Melee or Ranged (-1/2), Only to reduce to -2 Penalty (-0))

(15 points = +6 DCV: Only with Sweep (-1/2), Only with Melee or Ranged (-1/2))

Vicissitude

This Power Skill is used to effectively manipulate flesh and bone with the Discipline Vicissitude. This skill is assumed to give a better than basic understanding of anatomy and the nervous system. Possible complimentary skills: Science Skill Anatomy and Interrogation.

Virtues

As described in the *Humanity and Enlightenment* section, there are four virtues available to vampires. Each acts as a bonus to the vampires EGO roll within a specific area of control. All are built with a +1 to EGO roll skill level and a (-0) limitation. A vampire cannot buy more than +4 with any one virtue.

Willpower gives a bonus to the character's normal EGO roll. This simulates a vampire with a high *willpower* characteristic in the parent game *Vampire: the Masquerade*. This bonus does not stack with the other virtues.

Conscience gives a bonus to the EGO roll made to keep from losing humanity.

Self Control gives a bonus to the EGO roll to resist and recover from the violence of *Frenzy!*

Courage gives a bonus to the EGO roll to resist the fear of Röttschreck.

PERQUISITES

Vampires can buy any Perquisites the GM allows. The money perq is the only exception; it is replaced by the *Resources* background/perq found in the *Backgrounds and Perquisites* section.

Followers/ Vehicles/ Bases

These perqs are much cheaper in a vampire game. The base cost is 10 points per point spent. If the follower is Blood Bonded to the vampire, reduce its total cost by half. Vehicles and bases that are "typical" technologically cost money, not points.

TALENTS

Vampires can buy any Talents the GM allows. The only exceptions are Danger Sense (this is in a Discipline) and Simulate Death (vampires have this already). The following are clarifications and new Talents available to vampires.

Animal Friendship (20 points)

This talent is appropriate for those on the path of Animalism or perhaps for those much closer to their inner beast. The vampire has an unconscious connection with animals she meets. The vampire need only make a PRE roll +3 to gain an animal's trust. With time animals can be trained to do tricks or to perform simple tasks.

[Bought as Animal Handler (all categories) PRE +3]

Deadly Aim (13 points)

After centuries of practice or a natural gift of grace, the vampire's hands are lethal when filled with a bow or throwing blade. All her attacks with bows or thrown weapons are +1D6 to damage.

[Bought as RKA +1D6; 0 END (+1/2), OIF (weapon of opportunity, -1/2), Bows or thrown blades only (-1/4)]

Deadly Shot (13 points)

This talent represents a vampire with several decades to perfect her aim, or perhaps she has a natural affinity with firearms. She has the ability to put the bullet where it will do the most damage. All of the vampires attacks with guns or rifles gain a +1D6 to damage. (Note: this does not enhance Autofire attacks)

[Bought as RKA +1D6; 0 END (+1/2), OIF (Weapon of opportunity, -1/2), Firearms only (-1/4)]

Lightsleep

This has the same effect for vampires that it does on humans. A resting vampire with this talent, even during the day, is very hard to sneak up on.

Swordmaster (11 points)

One of the oldest and most profound weapons of mankind is the sword. This talent can represent a vampire who has had centuries of practice with these weapons. Perhaps she created or learned these ancient techniques. Maybe she is merely a natural with a blade. Whatever the case, all attacks the vampire makes with a sword gain +1D6 base damage (also increasing the maximum done when adding Strength)

[Bought as HKA +1D6; 0 END (+1/2), OIF (weapon of opportunity, -1/2), Only with swords (-1/2)]

POWERS

Building Disciplines

When putting together this and previous write-ups of Vampire Disciplines there were a few things I kept in mind during their design. First, that Disciplines are

treated more as Talents than actual superpowers by the parent game *Vampire: the Masquerade*. Though they give a vampire a considerable advantage against humans and rivals, their overall effect individually was rarely any better than one might get from a Talent (not a full-blown superpower).

Because of this I was intent on keeping the real cost of Disciplines between 10 and 20 points when possible. Focusing on the bottom line meant I would often have to use all available limitations that did not unduly limit the Discipline's usefulness. For some powers (listed below) this also meant reducing their cost by as much as half in order to get them to fit into the 10 to 20 range. This also meant that some powers would not synch up exactly with their White Wolf counterpart. This was an evil I accepted in order to keep the game balanced against itself.

Disciplines are meant to be purchased in a progressive order and because of this, many later levels are built onto a power previously purchased. To preserve the feel of the parent game, vampires are allowed to use previous levels of a Discipline despite the fact it has been revised for a later level. This is a big rule breaker, but considering that vampires must buy many versions of the same power over and over again without benefit of a power framework, it's hoped that the discrepancy will balance out in the end.

Lastly, in *Fantasy Hero* pages 242-243 there is an option for prerequisite spells. Though I don't give a real cost bonus for buying Disciplines in order, I do allow in-clan Disciplines to be purchased at -2 to final cost while out-of-clan Disciplines are +1 to final cost (Caitiff buy Disciplines at cost). Consider this a variation of the Prerequisite bonus.

Most powers are only available in the form of Vampire Abilities, Disciplines or magic spells. To build these the following changes were made.

Duplication/ Multiform/ Summon

These powers give 10 character points per 1 character point spent.

Duplication and Multiform are allowed to have a "standard effect" where the cost is based on the vampire's beginning points, but not their subsequent experience points. The vampire will still be allowed access to any abilities and powers that are relevant to the new form.

Summon now costs 15 points plus character costs and gives 2x number of beings for 2.5 points.

Mental Illusions/ Mind Control/ Mind Scan/ Telepathy

These powers have the following available adders:

(+20 points) **Target is unaware of effect.** [Based on +8D6 of mental power (24-point standard effect), only to make target unaware of effect (-1)]

(+5 points per level) **Target is -1 to Breakout Roll.**
[Based on +2D6 of mental power (6-point standard effect), only to reduce Breakout Roll (-1)]

Telekinesis (Extra Limbs)

For +5 character points, Telekinesis is allowed the Extra Limbs power as an adder. The number of extra limbs allowed is up to the GM.

ADVANTAGES

Damage Shield (+1)

For non-persistent powers, Damage Shield is a +1 advantage, but the power is not required to have the Continuous advantage as well.

Reveal to Other (+1/4 or +1/2)

This advantage (used primarily on sense affecting powers like Invisibility, Shapeshift and Images) allows the player to use some or all of the abilities available in a power at anytime they choose, within the confines of the power's description and limitations. Also, the active or inactive components of the power can be sensed by all, some or one target able to perceive the powers' effects.

(example: Teufel, the Nosferatu, makes his way through a crowded club shapeshifted as a handsome club-hopper dressed in leather. He spots Charles, a known Toreador, across the dance floor. On his next action, Teufel drops the Sight affecting portion of his Shapeshift, but only allows Charles to see his true form. He walks off with a chuckle at the sight of Charles' horrified stare, everyone else in the club is oblivious to the hideous monster among them...)

If the power can be revealed against one person at a time it's a +1/4 advantage. If the power can be revealed against more than one it's a +1/2 advantage.

Telepathic (+0)

Mind Control is considered automatically telepathic; this is noted with the advantage *Telepathic (+0)*.

LIMITATIONS

Activation

You'll notice that Activation has some weird notations wherever it's written in this document. This is because my group uses an inverted die rolling system. The first number in notes is the inverted value. Next to it in brackets is the standard HERO value. It should look like this: Activation +3 [14-] (-1/2)

Costs one Blood Point to activate (-1/4)

This limitation is based on *Extra Endurance*. Even though the amount of Endurance is terribly small, the difficulty of replenishing the Endurance Reserve (and the effects of having it run low) is worthy of some cost.

Also note that if a spell or Discipline does not have this limitation present, then that power does not cost Blood Pool END to use.

Increased Endurance: 1½x END (-1/4)

This is an extrapolation of the Increased Endurance limitation (H5 page 185). A handy limitation for reducing the real cost of a power.

Generation Limit (-1/4)

This limitation is used for some of the vampire's powers such as *Blood Healing* and *Blood Enhanced Strength*. It simulates the inability of high generation vampires to fully access their Blood Pool. It's understood that any power in the game using blood to activate can only be done so one at a time, once per phase. However, only a vampire's beginning powers have this limit so that it can be bought off at 9th generation. Though vampires lower than 9th generation are still limited in the amount of blood usable per phase, this is a campaign limit and worth no points.

Single Activation

This adjustment to the *Activation* limitation allows it to work more similarly to *Requires a Skill Roll*. This allows for *constant* powers to only roll the Activation once, when the power is first used. This is a ½ reduction to the *Activation* limitation. This option for Activation is used most commonly to replace a Characteristic roll for constant powers.

DISADVANTAGES

Most new Disadvantages are detailed elsewhere in the *Vampire Disadvantages* section. The following four are considered to be possessed by all normal humans in the *World of Darkness*. Humans receive no points for these limitations, but exceptional humans may buy them off with character points (like a Talent).

Physical Limitation: "the Kiss"

When humans are bitten and fed from by vampires they experience an intense sense of ecstasy and euphoria. Unless the human can make an EGO roll at -5, they will become paralyzed with the sensation. This makes the vampires necessity to feed much easier. (Infrequently, Greatly; 10 points)

Physical Limitation: "the Delirium"

Because of the millennia's spent being hunted by the changing breeds, humans have a genetic, inborn fear of Were-beasts of all types. Any humans' witness to a Were-beast in Crinos form must make an EGO roll at -5 or they will flee in a blind panic. Afterwards, once the hysteria has passed, if the human fails another EGO roll -5 they will think of something (ANYTHING) rational to explain their fear and terror. (Infrequently, Greatly; 10 points)

Physical Limitation: “Reasonable Doubt”

Thanks to the recent centuries of *enlightenment* and *reason*, monsters have been reduced to the level of fairy tales and superstition. When confronted with a true supernatural scare, humans will act accordingly (flee, faint, etc). Afterwards, if they fail an EGO roll -5, they will find a way to reasonably explain the event to themselves or others. (i.e.: “That biker wearing those awful dental caps *must* have been high on PCP to break down the fire-door like that.”)

(Infrequently, Slightly; 5 points)

Vulnerability: Mental Powers 1½x effect

Though the denizens of the *World of Darkness* may find it hard to inflict their will on other supernaturals, it's laughably easy to manipulate the mortals that rule this planet. This disadvantage ensures that even the smallest of Kindred Disciplines, Garou Gifts and Magus Spheres have a greater effect on the minds of the cattle-like humans before them.

(Uncommon, 1½ x effect, 5 points)



VAMPIRE POWERS

Undead Toughness

50% Damage Reduction vs. Resistant Physical Attacks and Resistant Energy Attacks; Only vs. STUN (-1/2), Doesn't work when BODY is reduced to zero (-1/4)

Cost: 34

Immortal

[Regenerate 1 BODY/ Day] Healing 1D6, Resurrection [stopped by beheading or killing blow from Aggravated Damage], Heal Limbs; 0 END (+1/2), Persistent (+1/2), Self Only (-1/2), Extra Time: Full Day (-2 3/4)

Cost: 17

Undead

Life Support: Self Contained Breathing, Does not Eat/ Excrete, Safe Environment: Intense Heat/ Cold and High Radiation, Immune to Terrestrial Poisons/ Chemical Warfare Agents and Diseases/ Bio-Warfare Agents, Longevity: Immortal

Cost: 44

Undead Body

Does Not Bleed (see Automaton Rules in HERO System 5th Edition, page 311)

Cost: 15

Blood Pool

Endurance Reserve: 20 END, 5 REC; Reserve cannot hold more END than vampire has BODY [cost assumes a maximum BODY of 20] (-0), Recovery only activates when blood is imbibed or reserve is Aided (-1/2), Only to recover amount Aided or equal to potency of blood imbibed (-1/2)

Cost: 4

[Note: If a spell or Discipline does not have the limitation *Costs Blood Pool to activate*, then that power does not cost Blood Pool END to use.]

Feeding

#1 RKA 1/2D6; NND (defense is not having any blood, +1), Does Body (+1), Continuous (+1), 0 END (+1/2), No Range (-1/2), Requires Fangs to do BODY damage (-1/2), Extra Time: Full Phase (-1/2), Concentrate: 0 DCV (-1/2), Against other vampires, RKA reduces the others Blood Pool first (-1/4)

#2 Aid 1D6 to Blood Pool, +4 maximum effect [20 END total]; Linked to RKA (-1/2), Aid gives END equal to amount of BODY damage from RKA (-1/2), Self Only (-1/2), Restore Only (-1/2)

Cost: 18

Fangs

HKA 1 pip; Penetrating (+1/2); 0 END (+1/2)

Cost: 10

Lick Wounds

#1 Heal 1D6 BODY; Only to heal BODY done by Fang damage (-1), Extra Time: Full Phase (-1/2)

#2 Cosmetic Transform 1D6 (remove bite marks from corpse body); Extra Time: Full Phase (-1/2)

Cost: 7

Blood Scent

Enhanced Sense: +4 to Normal Smell; Only to detect blood (-1)

Cost: 2

Blood Enhanced Strength

Strength +10; No Figured (-1/2), Costs one Blood Point to Activate (-1/4), Only gain 5 Strength per activation (-1/4), Generation Limit (only one activation per phase, -1/4), Fade after 20 minutes (-0)

Cost: 4

Blood Enhanced Dexterity

Dexterity +10; No Figured (-1/2), Costs one Blood Point to Activate (-1/4), Only gain 5 Dexterity per activation (-1/4), Generation Limit (only one activation per phase, -1/4), Fade after 20 minutes (-0)

Cost: 13

Blood Enhanced Body

#1 BODY +10; No Figured (-1/2), Costs one Blood Point to Activate (-1/4), Only gain 5 BODY per activation (-1/4), Generation Limit (only one activation per phase, -1/4), Fade after 20 minutes (-0)

#2 Regenerate/Heal 1 BODY/Turn; 0 END (+1/2), Persistent (+1/2), Self Only (-1/2), Extra Time: Full Turn (-1 1/4), Only to heal Blood Enhanced BODY (-1/4), Only when Blood Enhanced BODY is inactive (-1/4)

Cost: 15

Blood Healing

Heal Body 4D6; Reset Interval: 1 hour (+1/2), Costs one Blood Point to Activate (-1/4), Does not heal Aggravated damage (-1/4), Generation Limit (only one activation per phase, -1/4)

Cost: 34

Extreme Healing

Heal Body 1D6; Reset Interval: 1 hour (+1/2), Self Only (-1/2), Costs 10 Blood Points to Activate (-3/4)

Cost: 7

Blood Bond

Major Transform 1D6 (this eventually imposes the Psychological Limitation: must obey wishes of vampire master (Com, Total), transform heals normally), Continuous (+1), Uncontrolled (+1/2), 0 END (+1/2), No Range (-1/2), Gradual Effect: one minute (-1/2), Extra Time: Full Turn (-1), Target must drink the vampire's blood (-1/4), Target must drink blood on 3 separate days: 1st drink gives the Psych Limit at the moderate level, the 2nd at Strong level, the last at Total level (-1/4), Costs one Blood Point to Activate (-1/4)

Cost: 12

Create Ghoul

Major Transform 1D6 (Grants a blood bound servant the powers of a ghoul, heals normally), Continuous (+1), Uncontrolled (+1/2), 0 END (+1/2), No Range (-1/2), Gradual Effect: one minute (-1/2), Extra Time: Full Turn (-1), Only usable on Blood bound servants (-1/4), Automatically Linked to Blood Bond power (-1/2)

Cost: 12

The Embrace

Major Transform 1D6 (Change blood drained human into vampire, only healed by achieving Golconda), Extra Time: Full Phase (-1/2), Concentrate: 0 DCV (-1/2), Also Costs Blood Pool Endurance (-1/2), No Range (-1/2)

Cost: 5

Voluntary Torpor
Simulate Death (H5 page 65)

Cost: 3

VAMPIRE POWERS TOTAL: 265



VAMPIRE DISADVANTAGES

Distinctive Feature: Vampire Appearance

To conceal her vampire nature (gaunt looks, cold skin, lack of heartbeat, etc) the vampire must spend one Blood Point. The *blush of health* they receive lasts for one hour. If a vampire has fed within the last hour they are assumed to already have this benefit. (Easily Concealed, Always Noticed)*

*Nosferatu do not take this disadvantage
Cost: -10

Distinctive Feature: "Dead Aura"

Concealable with Effort, Noticed by those with Aura Perception (Limited Group)

Cost: -5

Psychological Limitation: "Code of Ethics"

Most vampires must struggle with the inner beast over their humanity. Others have monstrously denied it altogether. If the vampire follows a Path of Enlightenment then, list its title. If the vampire wishes to violate her code of ethics, she must make an EGO roll +5 plus *Willpower* virtue to do so. Failing to follow their precepts means the vampire must make a *Conscience* or *Conviction* roll. (Common, Moderate)

Cost: -10

Psychological Limitation: "Rötschreck"

A vampire's nigh-uncontrollable fear of fire and sunlight (Very Common, Strong)

Cost: -20

Enraged/Berserk: "Frenzy!"

A vampire may go berserk when threatened, provoked, or when in the presence of blood when her Blood Pool is low (less than 5). The vampire may "*Ride the Wave*" instead of rolling, reducing the effect to Enraged. (Very Common, Berserk, Go and Recovery rolls are based on Vampire's *Self Control* [see *Humanity and Enlightenment*], Enraged if entered voluntarily [-5])

Cost: -20

Physical Limitation: "the Draining"

Vampires lose one Blood Point every evening before they rise. (Infrequent Slightly)

Cost: -5

Physical Limitation: "Unliving"

A vampire's REC does not recover lost BODY (Infrequent, Slightly)

Cost: -5

Physical Limitation: "Torpor"

Vampire enters into a coma-like state for at least a day when brought below negative BODY and knocked out. The length of torpor is modified by the vampire's Humanity. (Infrequent, Greatly)

Cost: -10

Physical Limitation: "Day Sleep"

Characters normally make a Perception roll -6 to wake from sleep when disturbed. The vampire must also succeed in an EGO roll to awake. The vampire must make an EGO roll every hour thereafter (modified by Humanity) to stay active during the daytime. (Frequently, Slightly)

Cost: -10

Physical Limitation: "Wooden Doom"

Wooden weapons that puncture and are left in the heart will paralyze a vampire until it is removed. The vampire cannot move or use her powers, but is aware of her surroundings. If vampire is "dead" resurrection healing will not work until the wood is removed. (Infrequent, Fully Impairing)

Cost: -15

Social Limitation: "the Masquerade"

Vampires must hide their monstrous natures from the outside world (Infrequent, Major repercussions)

Cost: -15

Susceptibility: "Sun-death"

1D6 BODY and 1D6 STUN per turn; Fortitude's Power Defense reduces this damage, Vampires must still take 1 BODY and 1 STUN damage per turn regardless (Very Common, Reduced Effect)

Cost: -20

Susceptibility: "Losing to the BEAST"

Whenever a vampire violates her code of ethics (Humanity or a Path of Enlightenment) and fails a *Conscience/Conviction* roll, she takes 4D6 of a non-healing Transform vs. EGO. Once EGOx2 is exceeded, the vampire gains a *Derangement* worth no points and is considered one step closer to *the Beast* [see *Humanity and Enlightenment*]. (4D6 Major Transform [60 Active Points], instant, vs. EGO, Uncommon, must buy off *Derangement* to heal)

Cost: -30

Vulnerability: "Fiery Doom"

1 ½ x BODY vs. Fire (common)

Cost: -10

Vulnerability: "Damned"

2x effect from *True Faith* powers (uncommon)

Cost: -10

VAMPIRE DISADVANTAGES TOTAL: **-195**

CLAN WEAKNESSES

Assamites

Dependence on Kindred Vitae
(Common, 1D6 STUN, -1 Skills & CV, -3 to Physical Attributes, every week, addiction)

Cost: -10

Brujah

Physical Limitation: -3 to base *Self Control* Roll, *Self Control* cannot be higher than +1

Cost: -10

Gangrel

Susceptibility to *Frenzy!*
(2D6 Major Transform to gain animal-like features (can only heal back with an opposing transform), Common, 15 active points, Instant effect)

Cost: -15

Giovanni

Physical Limitation: Bite does not cause ecstasy in victims and all blood imbibed is considered ½ as potent
(Frequently, Slightly)

Cost: -10

Lasombra

Distinctive Feature: Casts no reflection (Concealable, Causes Major Reaction)

Cost: -15

Malkavian

Choose any one PSYCHOTIC Psychological Limitation of Common occurrence and Strong intensity.

Cost: -15

Nosferatu

Distinctive Feature: *UGLY!*
(Concealable with Effort, Extreme Reaction)

Cost: -20

Ravnos

Choose any one criminal act as a Psychological Limitation of Common occurrence and Strong intensity.

Cost: -15

Setites

Vulnerability to Light based Flashes (x1½)
& More Sensitive to Sunlight (1d6 Body/phase)

Cost: -10

Toreador

Psychological Limitation: Enthralled when exposed to great art or beauty.
(Uncommon, Strong)

Cost: -10

Tremere

Psychological Limitation: Loyalty to Clan Tremere
(Common, Moderate)

Cost: -10

Tzimisce

Dependence: Must rest in unspoiled earth from ones own homeland every night.
(Common, 1D6 STUN, -1 Skills, -3 Physical Attributes, every day)

Cost: -10

Ventrue

Physical Limitation: Can only gain nourishing blood from one type of victim [chosen at character creation]
(Frequently, Greatly)

Cost: -15

Caitiff

Social Limitation: Clanless Vampire
(Frequently, Minor Restrictions, Limited Group: vampires)

Cost: -5



GENERATION

The separation from Caine and the purity of one's blood. The following chart shows the various generations available, their effects and their costs.

Generation	Cost	Effect
15 th	-25	-4 to Blood Pool, Blood Powers only Activate on a 14-
14 th	-4	-2 to Blood Pool
13 th	0	No effect
12 th	2	+1 to Blood Pool
11 th	4	+2 to Blood Pool
10 th	6	+3 to Blood Pool
9 th	20	+4 to Blood Pool, 2 Blood Point uses per phase.
8 th	22	+5 to Blood Pool, 3 Blood Point uses per phase
7 th	52	+10 to Blood Pool, 4 Blood Point uses per phase, Attribute Max: 23, Blood Enhanced Strength, BODY and Dexterity +5
6 th	92	+20 to Blood Pool, 6 Blood Point uses per phase, Attribute Max: 26, Blood Enhanced Strength, BODY and Dexterity +10
5 th	132	+30 to Blood Pool, 8 Blood Point uses per phase, Attribute Max: 30, Blood Enhanced Strength, BODY and Dexterity +15

Cost explanation

Each +1 to Blood Pool pays for the one point added to Blood Pool END and the one point added to *Feeding Aid* maximum effect (2 points). [Note: If a spell or Discipline does not have the limitation *Costs Blood Pool to activate*, then that power does not cost Blood Pool END to use.]

Extra Blood Point uses per phase buys off the *Generation Limit* on Blood Enhanced Strength, BODY, Dexterity and the power Blood Healing (12 points).

Attribute Maximum costs nothing, but raises the *absolute maximum* a vampire is able to purchase. The vampire must still pay double for characteristics higher than 20. This does not affect powers that increase characteristics past 20.

The vampire must pay the cost of raising her Blood Enhanced attributes by five points every level after 8th (20 points).

Diablerie

Some vampires will kill to get ahead. To actually drop a vampire's generation it's a necessity. The act of diablerie is a simple, yet very involved process. First, the vampire must successfully open a bleeding wound in her victim (if the victim has Fortitude this won't be easy). Next, the vampire's *Feeding* power drains the victim's Blood Pool as if it were BODY (roll 1D3 and reduce the Blood Pool accordingly), the victim takes no Stun damage from this stage of the attack. Once the Blood Pool is reduced to zero, the *Feeding* begins to do BODY and Stun damage normally. Once the vampire has reduced the victim to below negative BODY she must make a Willpower roll (with a negative modifier equal to the victim's Willpower *virtue*). This is the crucial moment when the vampire takes her victim's essence within herself to take their power, if she is violently disturbed or separated from her victim at this point the diablerie will fail.

If the vampire succeeds in her Willpower roll the diablerie was a complete success: the vampire's generation drops one level and her Blood Pool increases. For one week after a successful diablerie, the vampire will exhibit any strong Psych Disadvantages the victim had at the moderate level (and total Psych Disads at the strong level). Also, the vampire will have access to the victim's disciplines at -2 to the level (Potence 3 becomes Potence 1; Dominate 5 becomes Dominate 3, etc). If the victim had a discipline the vampire did not, the vampire may pay to keep the first level of that discipline. If the victim had a discipline at a higher level than the vampire, the vampire may pay experience to permanently raise her own by one level. Also, the vampire may retain skills the victim had that she did not as a familiarity (pay one point). If the victim was substantially more skilled, then allow a purchase of one more skill level. Also, it is considered that half of the cost of the new generation is free, given as experience points that only pay half the cost of lowering their generation. The rest of the cost is a debt that the vampire must eventually pay off. After the vampire has paid for any disciplines or skills she wants to retain, from then on any experience the vampire wishes to spend, an equal amount must be put into the generation debt. This will continue until the vampire has mastered her new abilities (ie: paid off the debt).

If, however, the vampire fails in her Willpower roll in the act of diablerie it is still a success, but she will gain a new derangement as she struggles with the remnants of her victims will. If the roll was a complete failure (rolled an 18), so was the diablerie.

HUMANITY AND ENLIGHTENMENT

The struggle to maintain a vampire's humanity reflects the struggle many GMs have faced trying to maintain the horror and usefulness of it in play. What follows is my attempt to systemize the struggle with the beast using the Hero System. My own style often neglects the very negative aspects associated with loss of humanity. Here I've made its effects more severe to provide the players more tactile incentive to avoid *Degeneration*.

Humanity Loss

During the course of play, players need to note how much Transform damage has been done to their EGO via the *Losing to the BEAST* disadvantage. This damage heals normally (REC/month), meaning that time can soften the actions that took a vampire to the precipice of losing humanity. When the Transform exceeds EGO x2 two things happen.

One: the vampire is now one step closer to *the Beast* and becoming an NPC. This step down is simulated using the same scale as the parent game *Vampire: the Masquerade*. Normal vampires start as Humanity level 7 and progress downwards until reaching zero. Each level brings with it negative effects that will plague the vampire.

Two: the vampire automatically gains a *Derangement*, which is a Psychological Limitation of one type or another built on no less than 15 points, but do not add to the character's total points. These derangements are the effect of a vampire's reason losing to the instincts of *the Beast*. The trauma of such a struggle causes the vampire to go mad.

Humanity Levels

Level 6

Self Control Maximum: +3 [14-]
Gain a Derangement
Distinctive Feature: *Unpleasant Vibe* (Concealable, noticed, mortals only)

Level 5

Self Control Maximum: +2 [13-]
Gain one Derangement

Level 4

Self Control Maximum: +1 [12-]
Gain one Derangement
Upgrade to Distinctive Feature: *Unpleasant Appearance* (Concealable, causes reaction)

Level 3

Self Control Maximum: +0 [11-]
Gain one Derangement

Level 2

Self Control Maximum: -1 [10-]
Gain one Derangement
Upgrade to Distinctive Feature: *Bestial Appearance* (Concealable, major reaction)

Level 1

Self Control Maximum: -2 [9-]
Gain one Derangement

Virtues

The use of *Virtues* is simulated with skill levels for an EGO roll. Each level costs two points but has a (-0) limit to only be used with a specific disadvantage. A vampire may buy a maximum of 4 levels in each virtue. Also I have added an extra virtue to the regular three from *Vampire: the Masquerade* to simulate a high Willpower character. They are as follows:

Willpower

This virtue adds to a character's regular EGO roll, but does not stack with other virtue values.

Conscience

This virtue adds to the EGO roll made when a vampire breaks her personal code of ethics.

Self Control

This virtue adds to the EGO roll made to resist *Frenzy!*

Courage

This virtue adds to the EGO roll made to resist *Rötschreck*.

Derangements

The following is a suggested list of derangements for the GM to select from. These should be chosen based on the personality of the vampire and the nature of its fall from grace. Of all these, the four most likely derangements for Camarilla vampires to pick up are: *Apathy*, *Casual Killer*, *Sadist*, and *Paranoid*. Two or more of these should be included as the vampire descends to *the Beast*.

Apathy

You really don't give a damn anymore what happens to anybody. You won't lift a finger to help an innocent, because no one is innocent. You may help friends but may not help a friend that asked for trouble. You must make an EGO roll to help someone whose fate has no bearing on your existence.
(Very Common, Strong)

Berserk

The vampire has tremendous difficulty controlling her feelings of anger and frustration. When confronted with stressful situations, a berserk individual often lashes out against her transgressors with blind rage. You cannot ever "Ride the Wave" with this Derangement and any attempts to resist *Frenzy!* are -2.
(Common, Strong)

Blood Sweats

The vampire becomes so jumpy and agitated now that she sweats, profusely. But, not regular sweat: bloody glistening sweat all over the body. You excrete an additional Blood Point worth of vitae every night due to blood sweats as well as being more twitchy and nervous than before. This is one of the few Derangements that is a Distinctive Feature and a Physical Flaw.

(Concealable with effort, causes reaction)

(Infrequently, Slightly)

Bulimia

A vampire with bulimia gets hungry much more quickly than other vampires do. When feeding, a bulimic vampire must make a *Conscience* roll or she will feed until her Blood Pool is full. Once full, the vampire must make an EGO roll or begin using the blood to heal or boost her attributes so she can feed further. (Common, Strong)

Casual Killer

Some people just have to die. Vampires with this limitation are fully in the thrall of *the Beast*. You must make an EGO roll to keep from killing anyone who is annoying you and whose fate has no bearing on your existence.

(Very Common, Strong)

Gluttony

The vampire has difficulty taking their sustenance in moderation. They lack the ability to control their hunger. You must make an EGO roll when feeding or drink until your Blood Pool is full. You automatically *Frenzy!* whenever you are confronted with the sight, smell or taste of blood when hungry (Blood Pool less than 5).

(Common, Strong)

Hysteria

Any stressful event can throw the vampire into *Frenzy!* You must make an EGO roll when stressed or under pressure. Failure means the vampire must make an immediate roll for *Frenzy!*

(Common, Strong)

Fugue

The vampire experiences “blackouts” and memory loss when exposed to stress. The character lapses into a trance-like state and begins a specific, rigid set of behaviors until the stress has passed. Once the environment returns to normalcy, the vampire snaps out of her trance with no memory of previous events. You must make an EGO roll to keep from lapsing into a trance during stressful times. This roll must be made every turn until the character succumbs or the stress passes.

(Common, Strong)

Manic-Depression

The vampire experiences violent mood swings when she fails any task. You must make an EGO roll or lapse into a depressive state whenever you fail at something. While depressed, the vampire cannot make any EGO rolls higher than +0 [11-] and cannot use her Blood Pool to boost her attributes. Upon emerging from the depression the vampire enters a manic state. While manic the vampire cannot resist *Frenzy!* With a *Self Control* roll larger than +0 [11-]. The GM will decide how long each state lasts, either by random roll or depending on the circumstances of the failure (Common, Strong)

Megalomaniac

The vampire is obsessed with accumulating power and wealth, becoming the most potent individual in their environment. You must make an EGO roll to pass up an opportunity to become more powerful, up to and including Diablerie. (Very Common, Strong)

Multiple Personality

The vampire's personality has become fractured and may lapse into one of many alternate identities when exposed to stress. You must make an EGO roll anytime you are exposed to stress to prevent a switchover in personality. The GM determines how long the other personality stays in control. (Common, Strong)

Nymphomania/Satyrasis

The vampire is always “on the prowl” and should attempt to consummate as many relationships as she can, according to her orientation. You must make an EGO roll anytime you are given an opportunity to have sex with a mortal or other vampire. Truly twisted vampires may extend this to the acts of bestiality, pedophilia or rape.

(Common, Strong)

Obsessive/Compulsive

The vampire must practice a single repetitive action or behavior when stressed (ie: keeping clean, objects aligned precisely, keeping an area quiet, feeding from a victim the same way every time). You must make an EGO roll to keep from practicing your compulsive ritual to the exclusion of all else during times of stress. Any vampire forcibly prevented from their ritual will fly into a *Frenzy* automatically.

(Common, Strong)

Paranoia

The vampire believes that everyone (or at least “Them”) is plotting against her. No one except old friends can be trusted (and you keep an eye on them too just incase). You must make an EGO roll to even interact normally with people you don't know or to keep from attacking anyone you think is “one of them”. (Very Common, Strong)

Phobia

The vampire suffers from an irrational and debilitating fear. The specific object, person or circumstance should be fairly common and likely to run into. You must make an EGO roll to keep from fleeing the presence of whatever causes the phobia. If there is no avenue of escape, the vampire will fall into a catatonic state until the cause passes.
(Common, Strong)

Sadist

The vampire delights in physical and/or mental cruelty. You must make an EGO roll whenever an opportunity to indulge your desires presents itself. Even, and especially, when you know you shouldn't
(Very Common, Strong)

Sanguinary Animism

The vampire believes that a victim's personality is consumed along with the blood. The vampire suffers the delusion of hearing the victims "voice" in their head and feels an assault of "memories". All of this is caused by the vampire's subconscious. You must make an EGO roll after feeding from a victim or begin acting as if "possessed" by the person fed from. (Common, Strong)

Schizophrenic

The vampire suffers at times from violent changes in behavior, hallucinations and a general withdrawal from reality. The player must determine a general list of behaviors and circumstances that can trigger a schizophrenic episode. You must make an EGO roll anytime a triggering circumstance is encountered or become partially or totally disconnected from reality. Actions taken by a schizophrenic vampire should be unpredictable, even dangerous, but always with an inner logic that works with the vampire's delusions.
(Common, Strong)

Regaining Humanity

Once a vampire has dropped a level they may only regain it in two ways. First, the player must be willing to role-play her vampire's dedication to fighting *the Beast*. This means taking every opportunity to fight *Frenzy!*, turning away from violence and avoid giving in to her new Derangement. Once the player has shown her character's sincerity, the GM may allow her to buy off her Derangement. This always costs 15 points, even if the Derangement value is higher. Once the Derangement is bought off, the vampire ascends one step up the Humanity scale.

Higher level Humanity

Some vampires may strive to become more humane and pious despite their curse. To raise Humanity above level 7, the player must be willing to role-play her character's dedication to fighting off the influence of *the Beast*. Once the player has proved her character's sincerity and devotion to the GM, she may buy her next

level of Humanity. This level always costs 15 points. These points are assumed to "buy off" the incidental limitations of a lower Humanity (Torpor length, Virtue Maximum, etc). However, if a character's actions cause her to lose a level of Humanity, these points are used to automatically buy off the Derangement that would have otherwise been incurred. Thus, the struggle continues and the price of failure isn't cheap.

Level 8

Reduced Torpor (one week)
+1 to *Day Sleep* roll

Level 9

Reduced Torpor (three days)
+2 to *Day Sleep* roll

Level 10

Reduced Torpor (one day)
+3 to *Day Sleep* roll
Virtue Maximum: 5 Levels

Paths of Enlightenment

Vampire's who have voluntarily abandoned Humanity must follow behavioral codes known as Paths of Enlightenment. Mechanically there is no difference between Humanity and PoE, but in a role-playing sense they are worlds apart in perspective. Often it's not so much a different set of ethics as it is an almost *alien* mind-set.

Considering that they have divorced their Humanity, certain Derangements are disallowed for PoE vampires. *Apathy*, *Casual Killer* and *Sadist* are far from being hindrances to these creatures.

Beginning Characters

Characters starting out with a Path of Enlightenment have the following changes applied to the Humanity rules:

- 1) Starting level in a path is 5. If a vampire falls to zero in their path they are automatically switched to the Humanity scale at level 3.
- 2) Path followers may have the Distinctive Feature: *Unpleasant Appearance*. This is optional.
- 3) Most Paths replace the Virtue terms *Conscience* and *Self Control* with the terms *Conviction* and *Instinct*, respectively.
- 4) Beginning Virtues cannot be higher than +3 [14-]
- 5) Path followers must have at least an EGO rating of 12.

Brief list of Paths of Enlightenment

Path of Blood (Assamites)

Encourages Diablerie, gaining knowledge and cultivating self-control.

Path of Bones (Giovanni)

Encourages the study of death in all its forms.

Path of Caine

Encourages the mastery of vampiric powers, Diablerie and knowledge of Caine.

Path of Cathari

Encourages the accumulation of wealth and the corruption of others.

Path of Death and the Soul

Encourages inflicting pain, the study of death, the occult and theology.

Path of Evil Revelations

Encourages service to evil, infernal powers, the corruption of others and destruction of those who strive for "honor" and "goodness".

Path of the Feral Heart

Encourages mastery of ones fear and striking a balance between instinct and intellect.

Path of Honorable Accord

Encourages strict adherence to honor and duty.

Path of Lilith

Encourages the study, participation and infliction of pain on oneself and others.

Path of Metamorphosis (Tzimisce)

Encourages the study of life and death and the nature of *the Beast*.

Path of Night (Lasombra)

Encourages self-reliance and inflicting terror on others.

Path of Paradox (Ravnos)

Encourages belief in Karma and final death for other vampires.

Path of Typhon (Followers of Set)

Encourages the pursuit of arcane knowledge, service to Set and the corruption of others.

Path of Power and the Inner Voice

Encourages the acquisition of power and effective leadership of others.

Golconda

This legendary condition is unlikely to come up, but it is worth of mentioning. If a vampire in your game (gods forbid one of your PCs) attains this saintly state they should have the following.

1) The *Susceptibility: Losing to the Beast* should be entirely bought off. It no longer affects the vampire.

2) The *Physical Limitation: the Draining* is changed to merely losing one Blood Point per week.

3) Vulnerability: "Damned" should also be bought off. Beings of true faith can still perform hurtful miracles against the vampire, but to a much lesser effect.

4) The vampire may purchase her Generation to a higher level without Diablerie. This *Virtual Generation* gives all the benefits it normally does.

If the vampire ever falls to below Humanity level 7 or her Conscience roll falls below +3 [12-], she loses all these benefits and the points spent to acquire them. Also remember that certain paths of enlightenment (Honorable Accord and Feral Heart in particular) are capable of attaining Golconda.



BACKGROUNDS AND PERQUISITES

Allies/Contacts

A basic Contact at +0 [11-] for 2 points is considered equivalent to one dot in either of these traits.

Depending on the nature and usefulness of these Allies or Contacts, the cost may be higher (as per Contact rules in Hero 5th page 55).

Alternate Identity

This is the same as the Hero Perq *Deep Cover* in Hero 5th, page 57.

Fame

Each dot in this background is equal to a point spent on an equivalent *Reputation* perq in Hero 5th, page 59.

Generation

All vampires begin the game at 13th generation at no cost. The actual benefits of a vampire's generation are listed elsewhere. The cost to have a generation above 13th are listed below:

12th (2 points)

11th (4 points)

10th (6 points)

9th (20 points)

8th (22 points)

Haven

Using the 1st edition *Dark Champions'* option for Bases called *Safehouses* (page 29), this perk allows a vampire to have a number of havens costing 1 point each. Havens are considered to be light proofed, out of the way and, sometimes, hidden entirely. Some havens may even be used as storehouses for extra supplies (blood, ammo and/or cash). Although, the GM may charge an extra point or two for a particularly well stocked, well defended or concealed haven. Usually the location of these havens is limited to the campaign city. However, many resourceful vampires keep havens in cities nationwide or across the globe.

Herd

This is an extremely limited version of the *Followers* Perq (Hero 5th page 58) that only allows the vampire safe access to its followers for the purpose of feeding. Useful members of ones herd should be bought as Allies/Contacts or Retainers.

Level 1: 4 vessels (3 points)

Level 2: 8 vessels (5 points)

Level 3: 16 vessels (7 points)

Level 4: 32 vessels (10 points)

Level 5: 64 vessels (12 points)

Influence

This is simulated with the *Fringe Benefit* Perq (Hero 5th page 58). It must be bought separately for each particular facet of Human society the character has power over. (i.e.: Law Enforcement, Corporate,

Criminal, etc). The vampire is expected to contribute at least part of her time and resources to keeping her influence maintained.

(2 points) *Moderately influential*; a factor in city politics

(3 points) *Well Connected*; a force in state politics

(5 points) *Position of Influence*; a factor in regional politics

(7 points) *Broad Personal Power* a force in national politics

(10 points) *Vastly Influential*; a factor in global politics

Mentor

This is a Contact perq bought with an older, and more powerful, vampire. The first dot in this background gives 3 points to spend on the contact. Each additional dot gives another point to spend on this one contact.

Resources

This uses the Money perq detailed in Hero 5th page 59. The following gives a scale comparable to the *V:TM* Background.

(0 points) *Middle Class*: \$15,000 with living space and vehicle.

(1 point) *Comfortable*: \$30,000 with nice house and vehicle.

(2 points) *Well Off*: \$100,000 with two or more houses and/or cars.

(3 points) *Wealthy*: \$300,000 with extensive property.

(7 points) *Filthy Rich*: \$1.5 million with vast holdings.

Retainers

This uses the *Followers* perq from Hero 5th page 58 [house rule: 10 points base/one point]. If the retainers are Blood Bonded to the vampire then halve the final cost.

Status

These are Fringe Benefits that are only applicable in Vampire society.

Camarilla

(1 point) Anarch

(1 point) Ancillae

(2 point) Sheriff

(2 point) Elder

(3 point) Primogen

(3 point) Archon

(4 point) Prince

(5 point) Justicar

Sabbat

(1 point) Preist

(2 point) Paladin

(3 point) Bishop

(4 point) Archbishop

(5 point) Cardinal

VAMPIRE CONVERSION

In trying to capture the overall feel of *Vampire: the Masquerade* it became necessary to have a comparable base line. This gave us the capability to convert back and forth between the Hero System and the Storyteller system. Use the following guidelines to bring over existing vampire characters into the Hero System.

Characteristics

Storyteller to HERO System

Strength = Strength

Dexterity = Dexterity

Stamina = Constitution and BODY

Charisma and Manipulation = Highest dictates Presence

Appearance = Comeliness

Perception and Intelligence = Highest dictates Intelligence

Wits = EGO

Figured characteristics are figured as normal, round Speed up and pay the difference, if any, for young vampires. Experienced vampires will usually buy up to 4 Speed.

Characteristic Rating

Storyteller to HERO System

Zero dots = 0 to 5

One dot = 6 to 8

Two dots = 9 to 11

Three dots = 12 to 14

Four dots = 15 to 17

Five dots = 18 to 20

Willpower to Willpower virtue

1 - 5 dots = +0

6 - 7 dots = +1

8 dots = +2

9 dots = +3

10 dots = +4

Virtue Rating to Virtue Bonus

One dot = +0

Two dots = +1

Three dots = +2

Four dots = +3

Five dots = +4

Skills

Storyteller to HERO System

Acting = Acting

Alertness = +1 to +3 Per roll

Athletics = Climbing, Breakfall, and Acrobatics, +1" Running per level after the first

Brawl = 3 points/ dot on unarmed Combat skills or Martial Art maneuvers

Dodge = 3 points/ dot to spend on Defensive combat skill levels

Empathy = Empathy [new skill]

Expression = Oratory

Intimidation = Intimidation [new skill]

Leadership = Leadership [new skill]

Streetwise = Streetwise

Subterfuge = Persuasion and Conversation

Animal Ken = Animal Handler

Crafts = Artist [new skill] or apropos Knowledge Skill

Drive = Combat Driving

Etiquette = High Society

Firearms = 3 points/ dot to spend on levels with Small Arms

Melee = 3 points/ dot to spend on levels with Melee weapons

Music = Apropos Knowledge Skill, may have Perfect Pitch Talent

Performance = Performance [new skill]

Repair = Mechanics and/or Electronics

Security = Security Systems and Lockpicking

Stealth = Stealth

Survival = Survival

Academics = Apropos Knowledge Skills

Bureaucracy = Bureaucratics

Computers = Computer Programming

Finance = Trading and K.S. Economics

Investigation = Criminology and Deduction

Law = K.S. Law, (optional) P.S. Lawyer

Linguistics = 2 points/ dot to spend on Language skills

Medicine = Paramedic, Forensic Medicine (optional) P.S. Physician

Occult = K.S. Occult

Politics = Bribery, K.S. Politics

Science = Apropos Science skills

Skill level to Skill roll

One dot = -3 [8-]

Two dots = Char/5 -2 or +0 [Char/5 +9 or 11-]

Three dots = +1 to base

Four dots = +2 to base

Five dots = +3 to base

Combat Skill Conversions

Brawl

- One dot = +1 w/ Strike and Grab
- Two dots = +2 w/ Strike and Grab
- Three dots = Martial Punch, Martial Grab, +1 OCV w/ Punch
- Four dots = Martial Punch, Martial Kick, Martial Grab
- Five dots = M Punch, M Kick, M Grab, +1 w/ Punch, Kick and Grab

Dodge

- One dot = +1 DCV, Dodge Only (-1)
- Two dots = +2 DCV, Dodge Only (-1)
- Three dots = Martial Dodge and Martial Block
- Four dots = M Dodge, M Block and Martial Escape
- Five dots = M Dodge, M Block, M Escape; +1 DCV, Dodge Only (-1)

Melee

- One dot = Weapon Familiarity: Common Melee
- Two dots = WF Common Melee, +1 w/ weapon group
- Three dots = WF Com Melee, +2 w/ weapon group
- Four dots = WF Com Melee, +3 w/ Weapon Group
- Five dots = WFCM, +3 w/ weapon group, +2 OCV w/ favorite weapon

Firearms

- One dot = Weapon Familiarity: Common Firearms
- Two dots = WF Small Arms, +1 w/ weapon group
- Three dots = WF Small Arms, +2 w/ weapon group
- Four dots = WF Small Arms, +3 w/ Weapon Group
- Five dots = WFSA, +3 w/ weapon group, +2 OCV w/ favorite weapon



MERITS AND FLAWS

PHYSICAL MERITS

Acute Sense (4 points)

+2 to Perception roll with one sense.

Ambidextrous (9 points)

As the Hero Talent in Hero 5th page 62.

Eat Food (3 points)

Circumvents part of the vampire's condition.

Catlike Balance (3 points)

Environmental Movement: Narrow Surfaces.

Blush of health (10 points)

Counters the Distinctive Feature: *Vampire Appearance*.

Enchanting Voice (3 points)

+5 to PRE; Only when speaking (-1/4), Not for defense or causing fear (-1/2)

Daredevil (10 points)

+2 Overall Skill Levels; Only when attempting something dangerous and daring (-1)

Effective Digestion (5 points)

+1D6 to Aid in *Feeding* power, replace the "Aid gives END equal to amount of BODY damage from RKA" limitation with "Aid gives 2x END equal to amount of BODY damage from RKA (-0)".

Huge Size (10 points)

+3 to Strength, +1 to BODY, Knockback Resistance:-1"

PHYSICAL FLAWS

Smell of the Grave (-10 points)

Distinctive Feature (Concealable w/ effort, noticed)

Short (-4 points)

+2 Concealment; Self Only (-1/2); +2 DCV; +2 to Stealth; -5 PRE, -3" Running, -5 STR, Physical Limitation: Small, down to half human size and/or mass. (Infrequently, Slightly)

Hard of Hearing (-4 points)

-2 to Hearing Perception roll

Infectious Bite (-7 points)

The vampire does not have the *Lick Wounds* power in her abilities.

Bad Sight (-4 points)

-2 to Sight Perception rolls

One Eye (-10 points)

Physical Limitation: Lacks depth perception (1/2 OCV with all ranged attacks), no peripheral vision on one side (Infrequently, Greatly)

Deformity* (-10 points)

Distinctive Feature (Concealable, reaction) [*Nosferatu cannot take this disadvantage]

Lame (-15 points)

Physical Limitation: Cannot run (non-combat movement) and Running inches are considered half value (Frequently, Greatly)

Monstrous* (-20 points)

Distinctive Feature (Concealable with Effort, causes major reaction) [*Nosferatu cannot take this disadvantage]

Permanent Wound (-5 points)

Physical Limitation: Lose an additional Blood Point each morning to heal the wound of your *Embrace*. (Infrequently, Slightly)

Slow Healing (-5 points)

Physical Limitation: Costs 2 Blood Points to activate *Blood Healing* power and *Immortal* Regeneration takes effect every five days instead. (Infrequently, Slightly)

Addiction (-10 points)

Dependence on a particular drug to be present in the blood imbibed (Common, -1 to Skills, every day, Addiction)

Mute (-10 points)

Physical Limitation (Frequently, Slightly)

Thin Blood (-10 points)

Physical Limitation: All Blood Point costs are doubled (Frequently, Slightly)

Disease Carrier (-5 points)

Physical Limitation: Lose an additional Blood Point each morning to heal the effects of the disease in your system. (Infrequently, Slightly)

Deaf (-20 points)

Physical Limitation (All the time, Greatly impairing)

Flesh of the Corpse (-15 points)

Distinctive Feature (Concealable with effort, causes major reaction)

Blind (-25 points)

Physical Limitation (All the time, Fully impairing)

MENTAL MERITS

Common Sense (5 points)

Anytime you start to do something that the GM feels is *STUPID*, he rolls against your Intelligence. A successful roll means he must warn you of that action's consequences

Concentration (10 points)

+3 Overall Skill Levels; Only to offset distracting or chaotic environment penalties (-2)

Time Sense (3 points)

As the Hero Talent in Hero 5th page 62

Code of Honor (10 points)

+10 to EGO; Only when the vampire acts in accordance with her code of honor or must keep from violating it [Should have a code of honor disadvantage as well] (-1)

Eidetic Memory (5 points)

As the Hero Talent in Hero 5th page 64

Light Sleeper (3 points)

As the Hero Talent in Hero 5th page 65

Natural Linguist (3 points)

As the Hero Skill Enhancer *Linguist* in Hero 5th page 53

Calm Heart* (4 points)

+2 to *Self Control* virtue, this does not count against the +4 maximum for virtues

*[Brujah cannot take this merit]

Iron Will (10 points)

Mental Defense (EGO/5) +10

Blasé (5 points)

Presence +10; Defense Only (-1)

MENTAL FLAWS

Deep Sleeper (-5 points)

The vampire receives an additional -3 to Hearing Perception to detect intruders when she is asleep. (Infrequent, Slightly)

Nightmares (-5 points)

Physical Limitation: Must make an EGO roll each night you awaken or be -1 to all Skills and combat rolls the rest of the night. (Infrequently, Slightly)

Phobias (-10 or -15 points)

Psychological Limitation (Uncommon or Common, Strong: resisted by Courage)

Prey Exclusion* (-15 points)

Psychological Limitation (Uncommon, Total) *[Ventrue cannot take this flaw]

Shy (-15 points)

Psychological Limitation: very uncomfortable around strangers and tends to be quiet even around friends. -3 to all PRE based skills. (Common, Strong)

Soft Hearted (-15 points)

Psychological Limitation: you cannot stand the sight of someone suffering and must make an EGO roll to do so. Humanity 6 or less vampires cannot take this. (Common, Strong)

Speech Impediment (-10 points)

Physical Limitation (Frequently, Slightly)

Short Fuse (-5 points)

Physical Limitation: -4 to *Self Control* virtue when angered. (Infrequently, Slightly)

Territorial (-10 points)

Psychological Limitation: reluctant to leave own hunting grounds and *Frenzies* when trespassing vampires enter into it. (Uncommon, Strong)

Vengeful (-10 points)

Psychological Limitation: Enmity with a particular person or group. Must make an EGO roll to not pursue their downfall for another night. (Uncommon, Strong)

Amnesia (-5 points)

Physical Limitation: you cannot remember anything about your past (Infrequently, Slightly)

Lunacy (-5 points)

Physical Limitation: You have a more difficult time resisting *Frenzy!* when the moon is out. -1 to -3 for *Self Control* virtue depending on the phase of the moon. (Infrequently, Slightly)

Weak Willed (-15 points)

Physical Limitation: character cannot buy points in *Willpower* virtue. (Infrequently, Slightly) and Vulnerability to Mind Control (Uncommon, 2x effect)

Conspicuous Consumption (-20 points)

Psychological Limitation: Must consume victims organs as well as blood (Common, Total) [must also have the *Eat Food* physical merit]

SOCIAL MERITS

Prestigious Sire (3 points)

Reputation Perquisite (all Camarilla vampires, +0 [11-], +3D6)

Natural Leader (4 points)

+2 to Leadership [must have PRE 13 or higher]

Debt of Gratitude (5 points)

Owed a *Favor* by a powerful elder (Useful skills, resources and contacts) +3 [14-]

SOCIAL FLAWS

Dark Secret (-10 points)

Social Limitation: a secret that will make the vampire a pariah to her community (Occasionally, Major repercussions)

Infamous Sire (-10 points)

Reputation: Because of your sire you are distrusted and disliked by other vampires in your community. (Almost always, Limited group)

Mistaken Identity (-10 points)

Social Limitation: Often gets mistaken for another, more troublesome vampire. (Occasionally, Major repercussions)

Sire's Resentment (-15 points)

Hunted by Sire (More Powerful, NCI, -3 [8-], Mild Punishment)

Enemy (varies points)

Variable Hunted

Hunted (-10 points)

Hunted by a Witch Hunter (As Powerful, -3 [8-])

Probationary Sect Member (-10 points)

Reputation: You defected from the other side and are not completely trusted yet (Almost Always, Limited group)

SUPERNATURAL MERITS

Medium (10 points)

Detect Spirits (Simulated Sense with Sight and Hearing)

Magic Resistance (11 points)

-2 Skill Levels to all Power Skills used for magic spells; Area Effect: one hex (+1/2), Meagascal (+1/4), 0 END (+1/2), Persistent (+1/2), Only verses magic spells cast on character (-1), Always on (-1/2) [you may never learn Thaumaturgy, Necromancy or Koldunic magic]

Ocular Ability (11 points)

Clairsentience with Sight, Precognition; Precognition only (-1), Vague and unclear (-1/2), Only when reading or interpreting prophetic materials (-1), Skill Roll: K.S. Occult (-1/4)

Spirit Mentor (5 points)

Contact built as a spirit, the exact nature of which is up to the GM (Useful skills and abilities, good relationship, +0 [11-])

Unbondable (4 points)

Power Defense: 6 points; Hardened vs. penetration (+1/4), Only vs. *Blood Bond* transform (-1)

Lucky (15 points)

Luck 3D6 [since there's no way to "re-roll" in the HERO system, this is the best substitute]

Nine Lives (20 points)

+45 BODY; Only to prevent final death (-1), 9 Charges, non-recoverable (-2 1/4), Each charge activates 5 points of BODY (-1/4)

True Faith (25 points per level)

Variable Power Pool: 20 active points (must purchase a "FAITH" skill); No Conscious Control (-1) [Must have a *Humanity* of 9 or better]

SUPERNATURAL FLAWS

Touch of Frost (-10 points)

Distinctive Feature: Plants wither at your touch and your skin feels as cold as ice (Concealable, Major Reaction)

Repulsed by Garlic (-10 points)

Psychological Limitation: you can't even be in the same room as garlic (Uncommon, Strong)

Cursed (variable points)

Any possible Disadvantage deemed appropriate by the GM

Cast no Reflection (-15 points)

Distinctive Feature (Concealable, Causes Major Reaction)

Eerie Presence (-15 points)

Distinctive Feature: Humans feel uneasy in your company (Not concealable, Causes major reaction, Limited Group: Humans)

Repelled by Crosses (-10 points)

Psychological Limitation: You can't stand to be near a cross or crucifix (Uncommon, Strong)

Can't Cross Running Water (-10 points)

Psychological Limitation: You cannot cross any large body of running water unless you are at least 50 feet above it (Uncommon, Strong)

Haunted (-15 points)

Unluck 3D6 (An angry spirit dogs your steps and makes life difficult for you)

Grip of the Damned (-10 points)

Physical Limitation: Humans do not experience ecstasy or euphoria when you bite them (Frequently, Slightly)

Dark Fate (-15 points)

Physical Limitation: Must make an EGO roll each night you awaken or be -1 to all Skills and combat rolls the rest of the night. (Infrequently, Slightly)
& Hunted by a horrible Death! (More Powerful, -6 [5-])

Light Sensitive (-10 points)

Vulnerability to Light based Flashes (x1 1/2)
& More Sensitive to Sunlight (1d6 Body/phase)

VAMPIRE DISCIPLINES

ANIMALISM



Feral Whispers

Mind Control 6D6 [Animal Class of Minds]; Telepathic (+0), Must have eye contact (-1/2), Extra Time: Full Phase (-1/2), Does not provide mental awareness (-1/4)
& Mind Link with any animal; Must have Eye contact (-1/2)

Cost: 20

Beckoning

Summon 200 point Animal, up to 32 Animals; Any Animal (+1/2), Friendly (+1/4), Arrives under own power (-1/2), Must inhabit local area (-1/2), Incantations (-1/4), Extra Time: Full Turn (-1), EGO roll (-1/4)

Cost: 24

Quell the Beast

Mind Control +6D6 to *Feral Whispers*, affects humans; Telepathic (+0), Must have eye contact (-1/2), Full Phase (-1/2), Only works against humans or animals (-1/4), Only to make target enraged or passive (-1/4)

Cost: 12

Subsume the Spirit

Duplicate: creates 400 point "projected consciousness" form that enters and controls an animal's body; Ranged recombination (+1/2), Altered Duplicate: 100% (+1), Original character is incapacitated and helpless while duplicate exists (-1), Feedback (-1) Extra Time: Full Turn (-1/4), EGO roll (-1/4), Original character's body must "stay awake" to maintain duplicate (-1/4)

Cost: 21

Drawing Out the Beast

Minor Transform 6D6 [gives target the *Frenzy!* disadvantage common to vampires, can be healed by the vampire willingly touching the target]; vs. EGO not Body (-0), All or Nothing (-1/2), EGO roll (-1/4) Full Phase (-1/2), Concentrate: 0 DCV (-1/2), Can only be activated when vampire is about to frenzy (-1/4), Side Effect: -5 to *Self Control* virtue (-1/2)
& +5 Skill levels to EGO Roll; only for *Self Control* (-1); Only stays active while target of transform is under effect (-1/2), Side Effect: *Willpower* virtue limited to +0 [11-] level & 1D6 EGO Drain per day [no recovery till transform is healed] (-1/4)

Cost: 21

AUSPEX



Heightened Senses

+3 to All Perception rolls; Costs END (-1/2), Side Effect: 2x effect from sight and sound Flashes (-1/2)
& Danger Sense, Any Danger, As a Sense

Cost: 31

Aura Perception

Detect Aura; Ranged, Discriminatory, Not usable when blinded (-1/4), Costs END (-1/2)

Cost: 9

The Spirit's Touch

Clairsentience with Sight and Sound, Retrocognition; Retrocognition only (-1), IAF: Object in question (-1/2), Vague Psychometry visions (-1/2), Feedback from visions (-1/2), Time Modifiers (-1/2)

Cost: 10

Telepathy

Telepathy 4D6, *Target Unaware*; Memories gleaned are vague Impressions (-1/4), Activation +3 [14-] vs. Supernatural minds (-1/4), 1½ x END (-1/4), Does not provide mental awareness (-1/4)

Cost: 20

Psychic Projection

Duplicate: creates 400 point "astral body" Ranged recombination (+1/2), Altered Duplicate: 100% (+1), Original character is incapacitated and helpless while duplicate exists (-1), Extra Time: Full Turn (-1/4), Feedback (-1)

Cost: 23

CELERITY



+1 to Speed; Costs one Blood Point to activate (-1/4)
& +2 to Lightening Reflexes; Linked to Speed (-1/2)

Cost: 10 per level

CHIMERSTRY



Ignus Fatuus

Images Affecting sight, hearing, touch, smell and taste, -2 to Perception roll; Creator must be able to sense image created (-1/4), Can only affect one sense at a time (-1/2), Image cannot move (-1/4)

Cost: 12

Fata Morgana

Remove *one sense at a time* limitation from preceding power. Add an additional -1 to Perception roll [-3 total], Double radius [2"] (+1/4)

Cost: 13

Apparition

Remove *Image cannot move* limitation, Add an additional -1 to Perception roll [-4 total], Double Radius x2 [4"] (+1/2)

Cost: 14

Permanency

Remove *Creator must sense image created* limitation, Add an additional -3 to Perception roll [-8 total], Uncontrolled (+1/2), 0 END (+1/2), Persistent (+1/2), Double Radius x3 [6"] (+3/4), Costs one Blood Pool to activate (-1/4), Extra Time: Full Turn (-1¼)

Cost: 17

Horrid Reality

Mental Illusions 12D6; Delayed Phase (-1/4), Not vs. Lower Generation Vampires (-1/4), Concentrate: ½ DCV (-1/4), 1½x END (-1/4), Does not provide mental awareness (-1/4), Stops working if vampire is stunned (-1/2)

Cost: 22

DEMENTATION



Passion

Mind Control 8D6; Telepathic (+0), Only amplifies or dulls emotions already present in target at the moment (-1/2), Delayed phase (-1/4), Not vs. Lower Generation Vampires (-1/4), No Mental Awareness (-1/4)

Cost: 18

The Haunting

Mental Illusion 8D6, -2 to Breakout roll; No Conscious Control [creates random & chaotic sights/sounds/smells all around target] (-1), Extra Time: Delayed Phase (-1/4), 1½x END (-1/4), No Mental Awareness (-1/4)

Cost: 18

Eyes of Chaos

Detect reasons and true nature in seemingly random events and behaviors, simulated sense: sight and hearing

Cost: 20

Voice of Madness

Add to *Passion* Mind Control: Area Effect Radius (+1), Continuous (+1), 0 END (+1/2), Targets must hear vampire's voice (-1/4), Incantations (-1/4), Costs one Blood Pool to activate (-1/4), Activate: +3 [14-] (-1/2), Side Effect: Caster must make *Frenzy!* roll (-1/4), Change command to *Only to invoke fear or Frenzy!*

Cost: 19

Total Insanity

Minor Transform 3D6 [victim manifests five new Derangements until succeeding in a Breakout roll]; BOECV (+1), Must Have Eye Contact (-1/2), Full Phase (-1/2), Not vs. Lower Generation Vampires (-1/4), Victim can attempt Breakout rolls every level of the time chart as per Mind Control (-1/4), Concentrate: ½ DCV (-1/4), 1½x END (-1/4)

Cost: 20

DOMINATE



Command

Mind Control 6D6; Telepathic (+0), Target must hear vampire's voice (-1/4) Must Have Eye Contact (-1/2), Only one word commands (-1/4), Not vs. Lower Generation Vampires (-1/4), No Mental Awareness (-1/4)

Cost: 12

Mesmerize

Mind Control +4D6 to *Command*; Add Trigger advantage (+1/2) and replace only *one word commands* and *Incantations* with Extra Time: Full Phase (-1/2)

Cost: 13

The Forgetful Mind

Major Transform 1D6 [change targets memories, healed by psychotherapy or opposing transform]; BOECV [Mental Defense Applies] (+1), Must have Eye Contact (-1/2), Full Turn (-1), Not vs. Lower Generation Vampires (-1/4)

Cost: 11

Conditioning

Major Transform 2D6 [Grants the target 10 points of Mental Defense vs. *Domination* attacks except the casters, target gains a Psych Lim of *loyalty to master*, heals over time]; BOECV [Mental Defense Applies] (+1), Partial Transform (+1/2), Must Have Eye Contact (-1/4), Not vs. Lower Generation Vampires (-1/4), Extra Time: One Week (-4½)

Cost: 13

Possession

Duplicate: creates 400 point "projected consciousness" form that enters and controls a human's body; Ranged recombination (+1/2), Altered Duplicate: 100% (+1), Original character is incapacitated and helpless while duplicate exists (-1), Feedback (-1) Extra Time: Full Turn (-1¼), EGO roll (-1/4), Original character's body must "stay awake" to maintain duplicate (-1/4)

Cost: 21

FORTITUDE



Armor +2 PD/ +2 ED; Hardened (vs. Armor Piercing and Penetration) (+1/2), Constitution Roll verses Aggravated Damage (-1/4) & Lack of Weakness: -1 to roll vs. Armor PD/ED & Power Defense: 1 point

Cost: 10 per level

NECROMANCY

The Sepulchre Path

Insight

Clairsentience with Sight, Retrocognition;
Retrocognition Only (-1), RSR: Necromancy (-1/2),
Extra Time: Full Turn (-1¼), Bulky IAF (Corpse with
intact head, -1), Only to see last images person saw
around time of death (-1/2)

Skill Roll: -4 Cost: 8

Summon Soul

Summon 400 point Wraith/Ghost [see Hero Bestiary
page 120] whose name is known to the vampire;
Specific Being (+1), RSR Necromancy [-1/ 20 AP]
(-1/4), OAF (Object associated with wraith when alive,
-1), Incantations (-1/4), 1½x END (-1/4), Gestures
(-1/4), Concentrate: ½ DCV (-1/4)

Skill Roll: -5 Cost: 24

Compel Soul

Mind Control 10D6; Telepathic (+0), Affects Wraiths
(+1/4), Limited Class of Mind: Wraiths (-1), RSR:
Necromancy (-1/2), No Mental Awareness (-1/4), Stops
Working if vampire is knocked out (-1/4), Normal
Range (-1/4), Concentrate: ½ DCV (-1/4)

Skill Roll: -7 Cost: 18

Haunting

RKA 1D6; Continuous (+1), 0 END (+1/2), Affects
Wraiths (+1/4), Trigger (Only when wraith attempts to
leave designated area, +1/4), Limited Target: Wraiths
(-1), RSR: Necromancy (-1/2), Incantations (-1/4),
Concentrate: ½ DCV (-1/4)

Skill Roll: -4 Cost: 15

Torment

HKA 1D6; Affects Wraiths (+1/4), Limited Target:
Wraiths (-1), RSR: Necromancy (-1/2)

Skill Roll: -2 Cost: 8

The Bone Path

Tremens

Telekinesis 8 STR, Fine Manipulation; Trigger (+1/2),
Only to manipulate a corpse body (-1), RSR:
Necromancy (-1/2), Costs one Blood Point to activate
(-1/4), Cannot be used to make an attack (-1/4), Extra
Time: Full Phase (-1/2), Concentrate: 0 DCV (-1/2)

Skill Roll: -3 Cost: 8

Apprentice Brooms

Summon 4 x 100 point animated corpses; Slavishly
devoted (+1), Corpses cannot attack or defend (-1/2),
Bulky and Expendable OAF: prepared corpse body
[bodies] (-1¾), Extra Time: Full Turn (-1¼),
RSR:Necromancy(-1/2)

Skill Roll: -6 Cost: 12

Shambling Hordes

Summon 8x 180 point zombies and/or skeletons [see
Hero Bestiary pages 123 and 127] ; Slavishly Devoted
(+1), Bulky and Expendable OAF: prepared corpse
body [bodies] (-1¾), Extra Time: Full Turn (-1¼), RSR:
Necromancy (-1/2)

Skill Roll: -8 Cost: 18

Soul Stealing

Major Transform 1D6 (pull target's soul out of its body
leaving body comatose, but alive); BOECV (+1),
Continuous (+1), RSR: Necromancy (-1/2), Transform
Heals Back at REC/6 hours (-3/4), Normal Range
(-1/4), Limited Target: Sentient Beings (-1/4),
Incantations (-1/4)

Skill Roll: -4 Cost: 15

Daemonic Possession

Major Transform 2D6 (Insert a spirit/wraith into a
vacant or dead body no older than 30 minutes);
Continuous (+1), Bulky and Expendable OAF: soul-
empty body or corpse no older than 30 minutes, -1¾),
Concentrate: ½ DCV throughout (-1/2), Extra Time:
Full Phase (-1/2), Limited Target: Free-Floating Spirit
or Wraith (-1/2), Incantations (-1/4), Target must be
willing (-1/2)

Skill Roll: -6 Cost: 13

The Ash Path

Shroudsight

Detect the Underworld with Normal Sight; RSR:
Necromancy (-1/2)

Skill Roll: -1 Cost: 7

Lifeless Tongues

Detect and Transmit sound in the Underworld; RSR:
Necromancy (-1/2)

Skill Roll: -1 Cost: 8

Dead Hand

Up to 30 Strength is granted Transdimensional:
Underworld (+1/2); RSR: Necromancy (-1/2), Side
Effect: Vampire is vulnerable to attacks from the
Underworld (-1)

Skill Roll: -1 Cost: 6

Ex Nihilo

Extra Dimensional Movement to the Underworld (any
location); RSR: Necromancy (-1/2), Costs 2 Blood Pool
to activate (-1/2), Extra Time: Full Phase (-1/2),
Gestures (Draw door with chalk or blood, -1/4)

Skill Roll: -2 Cost: 9

Shroud Mastery

Change Environment [control the strength of *the
Shroud* as a 5 point temp level that only affects
wraiths] +/- *Shroud Strength* in an 8" area, Long

Lasting: one hour; Variable [Lessen or increase the effects of *the Shroud*] (+1/4), RSR: Necromancy (-1/2), Extra Time: Full Phase (-1/2), Concentrate: 0 DCV (-1/2), Gestures (-1/4), Incantations (-1/4), 1½x END (-1/4)

Skill Roll: -5

Cost: 17

(Necromancy Rituals)

Just as with Thaumaturgy Rituals, each necromancy ritual costs 1 point to purchase (regardless of its level) and the practitioner must have the appropriate level of Necromancy. Follow the text in *Vampire: the Masquerade* for effects.

OBFUSCATE

Cloak of Shadows

Invisibility to Sight; 0 END (+1/2), Only behind cover or in deep shadows (-1/4), Must stay perfectly still and quiet (-1/2), Extra Time: Full Phase (-1/2)

Cost: 13

Unseen Presence

Replace *Cloak of Shadows* with Invisibility to Sight, Hearing and Scent, No Fringe; 0 END (+1/2), Only when not attacking (-1/2), Extra Time: Delayed Phase (-1/4)

Cost: 18

Mask of a Thousand Faces

Shapeshift vs. Sight, Hearing, Scent/Taste and Touch, Limited Group: humanoids; Only costs END to activate (+1/4), Extra Time: Full Phase (-1/2), Auspex Level 3 or better may perceive true form with a Perception roll (-1/4)

Cost: 21

Vanish From the Mind's Eye

Remove *Delayed Phase* from *Unseen Presence*. Add +10 Lightning Reflexes to activate Invisibility. & Mind Control 6D6; Telepathic (+0), Only to make target forget that vampire was there (-1/2), Single Activation +2 [13-] (-1/4), Not vs. other vampires (-1/4), Extra Time: Full Turn (-1¼), No Mental Awareness (-1/4)

Cost: 24

Cloak the Gathering

Add to *Unseen Presence*: Usable by eight others simultaneously with caster (+1½), Persistent (+1/2), Extra Time: Full Turn, can do nothing else (-1½), Concentrate: 0 DCV (-1/2), Single Activation +2 [13-] (-1/4) & Major Transform 3D6 (change object or portal into same object only invisible. Invisibility is dispelled by others actively searching for object with a Perception roll -5); Limited Target: Inanimate objects of 3,200 Kg of mass or less or portals/doors (-1/2), Extra Time: Full Turn (-1¼), Concentrate: ½ DCV (-1/4)

Cost: 18

OBTENEBRATION

Shadow Play

Images vs. Sight and Normal Hearing; 4" Radius (+1/2), Only to manipulate shadows (-1), Costs one Blood Point to activate (-1/4) & Energy Blast 1D6; NND (Not vs. LS Self Contained Breathing, +1), Does Body (+1), Area Effect (+1), 4x Area (+1/2), 0 END (+1/2), Linked to Images (-1/2) Extra Time: Delayed Phase (-1/4), Concentrate: 1/2 DCV (-1/4)

Cost: 22

Shroud of Night

Darkness vs. Sight Group and Normal Hearing within 3" radius; END only to activate (+1/4), Personal Immunity (+1/4), Single Activation +2 [13-] (-1/4), Extra Time: Delayed Phase (-1/4), Concentrate: 0 DCV (-1/2), 2x END (-1/2) & NND EB from *Shadow Play* now also linked to *Shroud of Night*. Reduce Limitation to (-1/4).

Cost: 22

Arms of the Abyss

Telekinesis STR 15, extra limbs [EGO/5 = number of limbs]; Costs END only to activate (+1/4), Limited Range: 4" (-1/4), Requires nearby source of deep shadow or darkness (-1/4), Each TK attack can be destroyed [assume 8 BODY per tendril and give DEF equal to vampire's Fortitude] (-1/4), cannot punch with tendrils (-1/4)

Cost: 17

Black Metamorphosis

Speed +1; Costs 2 Blood Pool to activate (-1/2), Single Activation +2 [13-] (-1/4), Extra Time: Full Phase (-1/2) Side Effect: RKA 1D6 aggravated damage (-1/4) & Extra Limbs [Shadow Tentacles] Linked to Speed (-1/2) & Drain 1D6 Physical Defense; Linked with Speed (-1/2), No Range (-1/2) & Nightvision; Linked with Speed (-1/2) & PRE +10; Only to invoke fear (-1/2), Linked with Speed (-1/2)

Cost: 20

Tenebrous Form

Desolidification [affected by fire and sunlight]; Costs END to activate (+1/4), Cannot pass through solid objects (-1/2), 3 Blood Pool to activate (-1/2), Extra Time: One Minute (-1½), Concentrate: 0 DCV (-1/2) & Flight 2"; 0 END (+1/2), Only in contact with a surface (-1/4), Linked to Desolidification (-1/2) & Nightvision now linked with Desolidification as well. Reduce limitation to (-1/4)

Cost: 17

POTENCE

Strength +5; 0 END (+1/2), No Figured Characteristics (-1/2)
& 1 DC of Hand Killing Attack

Cost: 10 per level

PRESENCE

Awe

Presence +15; Costs END (-1/2), Does not effect those who make an EGO -5 roll (-1/4), Cannot be used to cause fear or for defense (-1/2)

Cost: 7

Dread Gaze

Presence +20; Costs END (-1/2), Only to cause Fear (-1/2)

Cost: 10

Entrancement

Mind Control 8D6; Telepathic (+0), Mental Power based on Presence [use PRE/3 vs. PRE/3 instead of ECV] (-1/4), Extra Time: Delayed Phase (-1/4), 1½x END (-1/4), No Mental Awareness (-1/4)

Cost: 20

Summon

Mind Scan 8D6; +12 to Attack, Target Unaware of Attack; Mental Power based on Presence [use PRE/3 vs. PRE/3 instead of ECV] (-1/4), Extra Time: 5 minutes, can do nothing else (-2¼), Concentrate: 0 DCV (-1/2), Can Only use *Entrancement* through Mind Scan Connection (-1/4), No Mental Awareness (-1/4), 2X END (-1/2)

& Add to *Entrancement* = Only to order subject to come to vampire (-1/2)

& Add to *Entrancement* = Target Unaware of Attack; Linked to Mind scan (-1/2)

Cost: 20

Majesty

Presence +20; Costs END (-1/2)
& Comeliness +10; Linked to Presence (-1/2)

Cost: 17

PROTEAN

Eyes of the Beast

Nightvision; Visible (-1/4), Nonpersistent (-1/4)
& Sight Perception +2; visible (-1/4), Nonpersistent (-1/4)

Cost: 6

Feral Claws

HKA 1D6+1; 0 END (+1/2), Aggravated Damage (+0), Strength Minimum: 20 (-1)

Cost: 15

Earth Meld

Desolidification [affected by sunlight]; 0 END (+1/2), Persistent (+1/2), Only to meld into the earth (-1), Can only pass through bare earth (-1/4), Extra Time: Full Turn, can do nothing else (-1¼), Concentrate: ½ DCV (-1/4), Linked with Simulate Death (-1/4), Vampire becomes solid if dug out of earth (-1/2), Side Effect: Sight Flash 3D6 Explosion, 3D6 Stun Drain and 3D6 END Drain if vampire is dug out of ground (-1)

Cost: 14

Shape of the Beast

Multiform into 400 point wolf or bat; Costs END to change (-1/2), 2X END (-1/2), Cannot use certain Disciplines (-1/4)

Cost: 20

Mist Form

Desolidification [vulnerable to supernatural attacks, fire and sunlight]; Cost END only to activate (+1/4), Cannot pass through solid barriers (-1/2), 2x END (-1/2), Extra Time: Full Turn (-1¼), Costs one Blood Pool to activate (-1/4)

& Flight 6"; Linked to Desolidification (-1/2), Double Turn Mode (-1/2)

Cost: 20

QUIETUS

Silence of Death

Darkness vs. Hearing in 4" Radius; One Recoverable Continuous Charge: one hour (+1/4), No Range (-1/2), Sounds outside of Darkness can still be heard (-1/4), Costs one Blood Pool to activate (-1/4)

Cost: 12

Scorpion's Touch

Drain Constitution and Physical Defense 1D6; Two characteristics (+1/2), Return rate: 5 points per hour (+1), Continuous (+1), Uncontrolled (+1/2), END Only to activate (+1/4), Trigger: variable (+1/2), Costs one Blood Pool to activate (-1/4), 1½ x END (-1/4), Gestures (-1/4), Extra Time: Delayed Phase (-1/4), Not to Negative characteristic (-1/4), Attack lasts 2 Turns (-1/4)

Cost: 19

Dagon's Call

RKA 1D6; NND [defense is having no blood] (+1), Does Body (+1), Fully Invisible (+1), Continuous (+1); Onset Extra Time: one hour (-3), No Range (-1/2), Burnout Activation: +1 [12-] (-1/2)

Cost: 15

Baals' Caress

RKA 1D6; NND (+1), Does Body (+1), Aggravated Damage (+0), OIF: weapon of opportunity (-1/2), Only bladed or penetrating Weapons (-1/4), Weapon must do BODY damage (-1/4), Costs one Blood Point to activate each charge (-1/2) Up to 4 Easily Recoverable Charges (-1/2), Gestures (-1/4)

Cost: 15

Taste of Death

Remove all limitations from *Baal's Curse* and replace with = Costs one Blood Point to activate (-1/4), Range Based on Strength (-1/4)

Cost: 15

SERPENTIS

The Eyes of the Serpent

Entangle 3D6 / 3 DEF; BOECV (Mental Defense Applies, +1), Transparent to Damage (+1/4), Work Against EGO not STR (+1/4), Mental Defense adds to EGO (-1/2), Cannot form barriers (-1/4), Must maintain Eye Contact to maintain Entangle (-1) Activation Roll to affect supernatural creatures: +2 [13-] (-1/4), Not vs. Lower Generation vampires (-1/4), 1½ x END (-1/4)

Cost: 21

Tongue of the Asp

1" Stretching; Only with *Fangs* and *Feeding* (-1/2)
& +1 DC to Fangs: Linked to Stretching (-1/4)
& +2 to Sight Perception, Only to offset darkness penalties (-1/2), Linked to Stretching (-1/2)

Cost: 13

The Skin of the Adder

Armor +4 PD/ +4 ED; Costs one Blood Pool to activate (-1/4), Visible (-1/4), Lasts 20 minutes (-0)
& Contortionist Skill (or +2 to skill if already possessed), Linked to Armor (-1/2)
& The *Tongue of the Asp* +1 to DC to *Fangs* is now linked with Armor as well.

Cost: 11

The Form of the Cobra

Multiform into 400 point Snake; Costs END to change (-1/2), 2X END (-1/2), Cannot use certain Disciplines (-1/4), Costs one Blood Pool to activate (-1/4)

Cost: 16

Heart of Darkness

Replace the vampire's Physical Limitation "*Wooden Doom*" with a new one that says, "*If heart is burned, exposed to sunlight or otherwise destroyed the vampire dies*".

& +2 Skill levels to EGO roll; Only with *Self Control* virtue (-1), Only while vampire's heart is outside his body (-1/4)

& Major Transform 2D6 [remove a vampire's heart and give him the above changes]; Penetrating (+1/2), No Range (-1/2), Only during a new moon (-2), Gestures Throughout (-1/2), Procedure takes several hours, despite effect roll (-1/2)

Cost: 12

THAUMATURGY

The Blood Path

A Taste for Blood

Detect Blood Potency and variety, +1 to Perception roll, Discriminatory; Costs one Blood Pool to activate (-1/4), RSR: Thaumaturgy (-1/2)

Skill Roll: -1

Cost: 7

Blood Rage

Drain Blood Pool END 1D6; Costs one Blood Pool to activate (-1/4), RSR: Thaumaturgy (-1/2)

Skill Roll: -1

Cost: 6

Blood of Potency

Blood END Reserve +10 END; RSR: Thaumaturgy (-1/2), Costs one Blood END to activate (-1/4), Lasts 2 hours (-1/4)

& Aid to Strength, Dexterity and BODY 3D6, +12 to maximum effect; Simultaneously (+3/4), fade 5 points every 20 minutes (+3/4), Costs one Blood Pool to activate (-1/4), RSR: Thaumaturgy (-1/2), Linked to Blood END bonus (-1/4), Gestures (-1/4), Incantations (-1/4), Extra Time: Full Phase (-1/2), Concentrate: ½ DCV (-1/4), 1½x END (-1/4), Side Effect: 2D6 Stun Drain (-1/4), Strength and BODY can only be Aided up to 10 points (-1/4), Can only access Aid for 2 hours per day (-1/4)

Skill Roll: -1/-9 Cost: 21

Theft of Vitae

Remove the following disadvantages from the vampire power *Feeding* = *No Range*, *Requires fangs to do BODY damage*, *Concentrate: 0 DCV* and replace with:

Costs one Blood Pool to activate (-1/4), RSR:

Thaumaturgy (-1/2)

Skill Roll: -4

Cost: 5

Cauldron of Blood

Drain BODY 2D6; Return Rate: 5 points per week (+1¾), Continuous (+1), Aggravated Damage (+0), RSR: Thaumaturgy (-1/2), Costs one Blood Pool to activate (-1/4), Continuous requires constant contact with target (-1/2), Gestures (-1/4), Incantations (-1/4), Extra Time: Delayed Phase (-1/4), Against Vampires: Drain effects Blood Pool END as if it were BODY (-1/4), Only affects targets with blood (-1/4)

Skill Roll: -7

Cost: 21

Lure of Flames

Candle

RKA ½ D6; Costs one Blood Pool to activate (-1/4), RSR: Thaumaturgy (-1/2)

Skill Roll: -1

Cost: 6

Palm of Flame

Change *Candle* to RKA 1D6+1; Delayed Effect (+1/4), Costs one Blood Pool to activate (-1/4), RSR: Thaumaturgy (-1/2)
& Images vs. Sight 1" area; Only to create light (-1), Linked with Delayed Effect (-1/4)
Skill Roll: -2 Cost: 12

Campfire

Change *Palm of Flame* to RKA 2D6; AE: Accurate (+1/2), Costs one Blood Pool to activate (-1/4), RSR: Thaumaturgy (-1/2)
Skill Roll: -4 Cost: 12

Bonfire

Change *Campfire* to RKA 2D6+1; AE: one hex (+1/2), Continuous (+1), Costs END only to activate (+1/4), Costs one Blood Pool to activate (-1/4), RSR: Thaumaturgy (-1/2), Gestures (-1/4), Incantations (-1/4), Extra Time: Delayed Phase (-1/4)
Skill Roll: -9 Cost: 12

Inferno

Change *Bonfire* to RKA 2D6+1; AE: 11" Area (+1), Continuous (+1), Uncontrolled (+1/2), Sticky (+1/2), Costs END only to activate (+1/4), Costs one Blood Pool to activate (-1/4), RSR: Thaumaturgy (-1/2), Gestures (-1/4), Incantations (-1/4), Extra Time: Delayed Phase (-1/4), Those affected by Sticky advantage do not have the Area advantage applied to the effect (-1/4), Power lasts for only 20 minutes (-1/4)
Skill Roll: -14 Cost: 12

Movement of the Mind

Level one

Telekinesis Strength 1; Costs one Blood Pool to activate (-1/4), RSR: Thaumaturgy (-1/2)
Skill Roll: -0 Cost: 1

Level two

Change to Telekinesis Strength 5; Costs one Blood Pool to activate (-1/4), RSR: Thaumaturgy (-1/2)
Skill Roll: -1 Cost: 3

Level three

Change to Telekinesis Strength 10; Costs one Blood Pool to activate (-1/4), RSR: Thaumaturgy (-1/2)
& Flight 10"; Costs one Blood Pool to activate (-1/4), RSR: Thaumaturgy (-1/2)
Skill Roll: -1/ -2 Cost: 15

Level four

Change to Telekinesis 15; Costs one Blood Pool to activate (-1/4), RSR: Thaumaturgy (-1/2)
Skill Roll: -2 Cost: 5

Level five

Change to Telekinesis 23; Costs one Blood Pool to activate (-1/4), RSR: Thaumaturgy (-1/2)
Skill Roll: -3 Cost: 7

Path of Conjuring

Summon the Simple Form

Summon 50 point Object; Any simple object (+1/4), Slavishly Loyal (+1), Costs one Blood Pool to activate (-1/4), RSR: Thaumaturgy (-1/2), Gestures (-1/4), Incantations (-1/4), Extra Time: Delayed Phase (-1/4), Must pay END each turn to keep object in existence (-1/4)
Skill Roll: -4 Cost: 15

Permanency

Replace "END per turn" limitation with Costs three Blood Pool to activate (-1/4)
Skill Roll: -4 Cost: 1

Magic of the Smith

Change *Summon the Simple Form* to Summon 75 point Object; Any Object (+1/2), Slavishly Loyal (+1), Costs one Blood Pool to activate (-1/4), RSR: Thaumaturgy (-1/2), Gestures (-1/4)
Skill Roll: -5 Cost: 12

Reverse Conjuration

Dispel *Summon 5D6*; Continuous (+1), Cumulative 4x effect (+1), Costs one Blood Pool to activate (-1/4), RSR: Thaumaturgy (-1/2), Gestures (-1/4), Incantations (-1/4), Only vs. Summons made with Path of Conjuring magic (-1/2)
Skill Roll: -4 Cost: 16

Power over Life

Summon 200 point being; Any living thing (+1/2), Slavishly Loyal (+1), Costs ten Blood Pool to activate (-1/2), RSR: Thaumaturgy (-1/2), Gestures (-1/4), Incantations (-1/4), Extra Time: 5 minutes (-2), Summoned thing dissipates after one week (-1/4)
Skill Roll: -9 Cost: 18

Hands of Destruction

Decay

Major Transform 1D6 (Age object 10 years every BODYx2 reached); Continuous (+1), No Range (-1/2), Costs one Blood Pool to activate (-1/4), RSR: Thaumaturgy (-1/2), Limited Target: non-living objects (-1/2), Extra Time: Delay Phase (-1/4)
Skill Roll: -3 Cost: 10

Gnarl Wood

Minor Transform 3D6 (Warp wooden objects into another shape); AE: one hex (+1/2), Costs one Blood Pool to activate (-1/4), RSR: Thaumaturgy (-1/2), Limited Target: Wood Only (-1), All or Nothing (-1/2)
Skill Roll: -4 Cost: 14

Acidic Touch

RKA 1D6; Penetrating (+1/2), Uncontrolled (lasts 1D6 phases, +1/2), Continuous (+1), Indirect (Any body part, +1/4), Aggravated (+0), No Range (-1/2), Costs one Blood Pool to activate (-1/4), RSR: Thaumaturgy (-1/2), Extra Time: Delay Phase (-1/4)

Skill Roll: -4

Cost: 19

Atrophy

RKA 1D6; Fully Invisible (+1), AE: Accurate (+1/2), Costs one Blood Pool to activate (-1/4), RSR: Thaumaturgy (-1/2), Extra Time: Delay Phase (-1/4), 1½x END (-1/4), Only damages the target's arms and legs (-1/2)

Skill Roll: -4

Cost: 17

Turn to Dust

RKA 1D6; NND (not vs. L.S. Immortal, +1), Does Body (+1), Continuous (+1), Fully Invisible (+1), Costs END only to activate (+1/4), AE: Accurate (+1/2), Costs one Blood Pool to activate (-1/4), RSR: Thaumaturgy (-1/2), Extra Time: Delayed Phase (-1/4), 2x END (-1/2), Concentrate: 0 DCV (-1/2), Limited Target: Living Things (-1/4), Does no Stun (-1/4), Target takes no damage if it makes a Constitution Roll (-1/2)

Skill Roll: -8

Cost: 21

Rituals

In *Vampire: the Masquerade*, rituals do not cost a vampire any points to possess. The cost is an in-game combination of availability, study, time and the necessary component. In the HERO system, however, you must pay for what you get. So, to preserve the feel of the parent system I charge *next to nothing* to know a ritual. All rituals, no matter their level, **cost only one point each**.

There are no HERO rules write-ups for rituals either; GMs and players need only to refer to the text in vampire sourcebooks for their effects. Since all rituals require a Thaumaturgy roll, give a negative modifier equal to 2x the ritual's level whenever one is performed. If the text allows a target to resist the effects, allow an appropriate characteristic roll with a negative modifier equal to the level of the ritual. If a Dispel or some other form of *Countermagic* is used, assume a ritual's active points are equal to 20 times it's level.

GMs, remember to emphasize the limitations of a ritual in comparison to path magic. Strictly enforce the use of components and time necessary for the ritual.

Vicissitude



Malleable Visage

Shapeshift vs. Sight and Touch, Limited Group of Shapes (humanoid); 0 END (+1/2), Persistent (+1/2), RSR: Vicissitude (-1/2), Costs one Blood Point to activate (-1/4), Extra Time: at least one minute, can do nothing else (-1¾), Gestures throughout (-1/2) & Comeliness +/-20; Linked to Shapeshift (-1/2)

Cost: 18

Flesh Craft

Major Transform 1D6 [target into flesh manipulated target, healed by counter Transform or being equal or lower generation]; Partial Transform (+1/2) Continuous (+1), No Range (-1/2), Extra Time: Full Phase (-1/2), Gestures Throughout (-1/2), Must maintain touch to maintain Continuous (-1/2), RSR: Vicissitude (-1/2)

Skill Roll: -4

Cost: 11

Bone Craft

Major Transform 1D6 [target into bone crafted target, healed by counter Transform or being equal or lower generation]; Partial Transform (+1/2) Continuous (+1), No Range (-1/2), Extra Time: Full Phase (-1/2), Gestures Throughout (-1/2), Must maintain touch to maintain Continuous (-1/2), RSR: Vicissitude (-1/2) & RKA ½ D6; AVLD (power defense, +1½), Does BODY (+1), Penetrating (+1/2), No Range (-1/2), Linked with Transform (-1/2), Gestures Throughout (-1/2), Extra Time: Full Phase (-1/2)

Skill Roll: -4

Cost: 24

Horrid Form

2 Levels of Growth; 0 END (+1/2); Costs 2 Blood End to activate (-1/2), Single Activation +2 [13-] (-1/4), Extra Time: Full Phase (-1/2)

& HKA 1D6; Strength Minimum: 10 (-1/2), Linked to Growth (-1/2)

& Stretching 1"; Costs END only to activate (+1/4), Linked to Growth (-1/2)

& Dexterity +3; No Figured (-1/2), Linked to Growth (-1/2)

& Armor +2 PD/ +2 ED; Linked to Growth (-1/2)

Cost: 26

Bloody Form

Desolidification [affected by fire and sunlight]; Costs END to activate (+1/4), Cannot pass through solid objects (-1/2), Costs one Blood Pool to activate (-1/4), Extra Time: One Minute (-1½), Concentrate: 0 DCV (-1/2), Side Effect: 1D6 RKA if body segments are destroyed or imbibed (-1/4)

& Flight 2"; 0 END (+1/2), Only in contact with a surface (-1/4), Linked to Desolidification (-1/2)

Cost: 16

EXTRA DISCIPLINE ABILITIES

In many cases during the creation of the Discipline write-ups, I was unable to include all the abilities that were allowed or that I felt should be included. Here now is a list of additional abilities available to certain Disciplines. All of these become available after the vampire has attained the third level of her Discipline.

ANIMALISM

Animal Friendship

The vampire has an unconscious connection with animals she meets. The vampire need only make a PRE roll +3 to gain an animal's trust. With time animals can be trained to do tricks or to perform simple tasks. [Bought as Animal Handler (all categories) PRE +3]

Cost: 20

AUSPEX

Sight the Soul

Add Targeting to *Aura Perception*.

Cost: 5

Go Deeper

Telepathy +4D6 to *Telepathy*

Cost: 10

CELERITY

Acute Reaction

+3 to DCV; Linked with Speed (-1/2), Only vs. targets of Speed 4 or less (-1/4)

Cost: 9

Blinding Speed

Teleport 10", Position Shift; Linked to Speed (-1/2), Must pass through intervening space (-1/4), No non-combat multiple (-1/4), Limited to character's Running inches (-1/4)

Cost: 11

DOMINATE

Greater Will

Mind Control +2D6 to *Command* and *Mesmerize*.

Cost: 6

FORTITUDE

Rooted

Knockback Resistance: -6"; Only vs. attacks character is aware of (-1/2)

Cost: 8

OBVUSCATE

Seeing Things

Add *Reveal to Others* (+1/2) to *Unseen Presence*

Cost: 8

Drop the Façade

Add *Reveal to Others* (+1/2) to *Mask of a Thousand Faces*

Cost: 8

Blind the Seer

Add *Aura Perception* sense to *Unseen Presence*. (This assumes that *Aura Perception* is targeting sense)

Cost: 9

Touch of Shadow

Concealment +10; Only to hide items on own person (-3/4), Nonpersistent (-1/4)

Cost: 10

OBTENEBRATION

Terrifying Shadows

Drain 1D6 PRE; Ranged (+1/2), AE: Area (+1), 2x Area (+1/4), Personal Immunity (+1/4) Linked with *Images* and *Darkness* (-1/4), Does not affect vampires (-1/4), 1½x END (-1/4)

Cost: 17

Dark Might

Telekinetic STR +5 [two levels maximum]

Cost: 5 points/level

POTENCE

Bullet toss

1D6 RKA; OIF (object of opportunity, -1/2)

Cost: 10

Scaling Grip

Clinging; Only to climb (-1/2), Cannot resist Knockback (-1/4)

Cost: 6

PRESENCE

Impossible Allure

Mind Control +2D6 to *Entrancement*.

Cost: 5

VICISSITUDE

Bone Weapons

HKA 1D6; 0 END (+1/2), Indirect (variable origin, +1/4), Strength Minimum: 10 (-1/2), RSR: *Vicissitude* (-1/2)

Cost: 13

Bone Spiked Body

HKA ½D6; Damage Shield (+1), Costs END only to activate (+1/4), Strength Minimum: 10 (-1/2), RSR: Vicissitude (-1/2), No Knock Back (-1/4)
Cost: 10

Bone Armor Plates

Armor +4 PD/ +4 ED; Visible (-1/4), Costs END only to activate (-1/4), Extra Time: 5 minutes, can do nothing else (-2¼), OIF: Bone crafted plates, difficult to obtain (-3/4), Activation: +3 [14-] (-1/2)
Cost: 2

Skinning

Add Limitation to Shapeshift: OAF (Body of person to be imitated, -1), Only imitate those who have been carefully skinned alive with *Flesh Craft* (-1)
Cost: 3

Combined Disciplines

Although the ability to combine Discipline effects is usually reserved for Elder vampires, we allow it for those who have mastered the appropriate Disciplines (Fifth level or better). The following are some examples.

Indomitable Mind (Dominate 5, Fortitude 5)

Mental Defense (EGO/5) +10
Cost: 10

Impossible Parry (Celerity 5, Fortitude 5, Auspex 1)

Missile Deflection for Bullets and Shrapnel; Linked to Celerity (-1/2)
Cost: 10

Improved Impossible Parry (plus Potence 5)

Add Reflection to Missile Deflect; Linked to Celerity (-1/2)
Cost: 13

Mental Link (Presence 5, Auspex 5)

Mind Link with any willing target, no Line of Sight needed; Concentrate: ½ DCV (-1/4), Extra Time: Full Phase (-1/2)
Cost: 14

Solid Form (Protean 5, Obfuscate 5)

The fifth level of Protean has the *Invisible Power Effects (+1)* advantage. This means that the vampire appears completely solid even while insubstantial.
Cost: 12

Aspect of the Beast (Animalism 5, Obfuscate 5)

This power allows a vampire to, for a few moments, resemble a Werewolf in Crinos form. This triggers The Delirium disadvantage in any humans that see the vampire at that time. To do this requires calling up the vampire's connection to her own Beast and risks herself going into Frenzy.

Shapeshift vs. Sight and Spiritual Unconscious, Instant Change; Costs one Blood Point to activate (-1/4), Side Effect: vampire must make a *Frenzy!* roll (-1/4).
Cost: 12

Mirror Reflex (Auspex 5, Celerity 5)

+3 with All Combat; Non-persistent (-1/4), Costs one Blood Pool to activate (-1/4), Only works against opponents the vampire has successfully used Telepathy against within the last turn (-1/2)
Cost: 12

Earth Control (Protean 5, Potence 5)

Tunneling 3" through 5 DEF material, Fill in Behind; Limited Medium (soil and rock only, -1/2), Costs one Blood Pool to activate (-1/4), 1½x END (-1/4), Extra Time: Delay Phase (-1/4)
Cost: 15

Flesh of Marble (Protean 5, Fortitude 5)

Removes the *Stun Only* limitation from the basic vampire power *Undead Toughness*. Costs two Blood Pool to activate and lasts only 20 minutes. Does not resist damage from Fire or Sunlight (-0)
Cost: 14

Abject Terror (Presence 5, Dominate 5)

Drain Presence 2D6; BOECV (+1), Must have eye contact (-1/2), 1½ x END (-1/4), Not vs. vampires of lower Generation (-1/4), Activation +3 [14-] (-1/2)
Cost: 16

Soul Mask (Obfuscate 5, Auspex 5)

Shapeshift vs. *Aura Perception*, only one aura type; Costs END only to activate (+1/4)
Cost: 12

Shadow Armor (Obtenebration 5, Potence 5)

The vampire is able to wrap herself in shadow and strengthen it into a movable shell by sharing her Potence with it.
Force Field +6 PD/ +6 ED; Costs END only to activate (+1/4), Cannot use other Obtenebration abilities or disciplines requiring touch or eye contact to enact (-1/4), No fine manipulation possible while active (-1/4)
Cost: 10

Thunderclap (Potence 5, Celerity 5)

The vampire slaps her hands together causing a clash of thunder and knocking opponents off their feet.
Hearing Group Flash 8D6; Explode (-1D6/ 2", +3/4), Hole in the Middle (+1/4), Does Knockback (+1/4), No Range (-1/2), Extra Time: Full Phase (-1/2), Restrained (-1/2), Linked with Celerity (-1/4), Activation +3 [14-] (-1/2), 2x END (-1/2)
Cost: 14

Annihilating the Fall (Potence 5, Fortitude 5)

Leaping +40"; Only to counter falling (-1), Activation +3 [14-] (-1/2)
Cost: 16

ADDITIONAL MAGIC

COUNTERMAGIC

Level 1

Dispel 6D6; Works against any one Thaumaturgy spell at a time (+1/4), RSR: Thaumaturgy (-1/2), Costs one Blood Point to activate (-1/4), Gestures (-1/4), Incantations (-1/4)

Skill Roll: -2 Cost: 10

Level 2

Dispel +6D6; Same Advantages and Limitations

Skill Roll: -4 Cost: 10

Level 3

Dispel +4D6; Remove Gestures Limitation

Skill Roll: -6 Cost: 10

Level 4

Dispel +4D6; Remove Incantations Limitation

Skill Roll: -7 Cost: 13

Level 5

Suppress 8D6; Works against any one Thaumaturgy Spell (+1/4), Costs END only to activate (+1/4), RSR: Thaumaturgy (-1/2), Costs one Blood Point to activate (-1/4), Gestures (-1/4), Incantations (-1/4), Extra Time: Full Phase (-1/2), 2x END (-1/2), Concentrate: 1/2 DCV (-1/4)

Skill Roll: -6 Cost: 17

PATH OF FIRE

Hands of Helios

HKA 1/2 D6; Aggravated (+0), RSR: Thaumaturgy (-1/2), Costs one Blood Pool to activate (-1/4)

Skill Roll: -1 Cost: 6

Impotent Flames

Force Field +0 PD/ +12 ED; Invisible Effects (+1/2), 0 END (+1/2), Only vs. Fire/ Heat attacks (-1/2), RSR: Thaumaturgy (-1/2), Costs one Blood Pool to activate (-1/4)

Skill Roll: -2 Cost: 11

Blinding Corona

Multipower (Active: 30); RSR: Thaumaturgy (-1/2), Costs one Blood Point to activate (-1/4), Gestures (-1/4), Incantations (-1/4), 2x END (-1/2)

Ultra #1) Flash vs. Sight 6D6

Ultra #2) Flash vs. Sight 4D6; Explode (+1/2)

Skill Roll: -3 Cost: 13

Fire Ball

RKA 2D6; Explode (+1/2), RSR: Thaumaturgy (-1/2), Costs one Blood Point to activate (-1/4), Gestures (-1/4), Incantations (-1/4), 2x END (-1/2)

Skill Roll: -4 Cost: 16

Burning Touch

RKA 2D6; Damage Shield (+1), Costs END only to activate (+1/4), No Knockback (-1/4), RSR: Thaumaturgy (-1/2), Costs one Blood Point to activate (-1/4), Gestures (-1/4), Incantations (-1/4), Extra Time: Full Phase (-1/2), 2x END (-1/2)

Skill Roll: -7 Cost: 19

SPIRIT MANIPULATION

Hermetic Sight

Detect Spirit Realm with normal Sight; RSR: Thaumaturgy (-1/2), Costs one Blood Point to activate (-1/4)

Skill Roll: -0 Cost: 3

Astral Cant

Detect and Transmit in the Spirit Realm with Normal Hearing; RSR: Thaumaturgy (-1/2), Costs one Blood Point to activate (-1/4)

Skill Roll: -1 Cost: 4

Voice of Command

Mind Control 10D6; Telepathic (+0), Only vs. Spirits (-1/2), RSR: Thaumaturgy (-1/2), Costs one Blood Point to activate (-1/4), Gestures (-1/4), Incantations (-1/4), Concentrate: 1/2 DCV (-1/4), Does not give Mental Awareness (-1/4)

Skill Roll: -5 Cost: 15

Entrap Ephemera

Major Transform 1D6 (Spirit into fetish); BOECV (+1), Continuous (+1), Limited Target: Spirits (-1/2), RSR: Thaumaturgy (-1/2), Costs one Blood Point to activate (-1/4), Concentrate: 1/2 DCV (-1/4)

Skill Roll: -4 Cost: 14

Duality

Up to 30 Strength is granted Transdimensional (Spirit Realm +1/2), RSR: Thaumaturgy (-1/2), Costs one Blood Point to activate (-1/4), Side Effects: Vulnerable to Spirit Attacks (-1/4)

& Extra Dimensional Move to Spirit Realm, Any Location; Usable as Attack (+1), Transdimensional (Spirit Realm +1/2), Not vs. Living objects (-1), RSR: Thaumaturgy (-1/2), Extra Time: Full Phase (-1/2), 2x END (-1/2), Concentrate: 1/2 DCV (-1/4), Linked with Transdimensional Strength (-1/4)

Skill Roll: -1 / -6 Cost: 21

ELEMENTAL MASTERY

Elemental Strength

Strength +10; 0 END (+1/2), No Figured (-1/2), RSR: Thaumaturgy (-1/2), Costs one Blood Point to activate (-1/4), Lasts 20 minutes (-0)

& Armor +2 PD/ +2 ED; Linked with Strength (-1/2)

Skill Roll: -1

Cost: 11

Wooden Tongues

Clairentience with Normal Sight and normal Hearing, Retrocognition; Retrocognition Only (-1), RSR:

Thaumaturgy (-1/2), Costs one Blood Point to activate (-1/4), Extra Time: 5 minutes (-2), Time Modifiers (-1/2)

Skill Roll: -4

Cost: 8

Animate the Unmoving

Telekinesis 20 Strength; OIF (Object of opportunity -1/2), RSR: Thaumaturgy (-1/2), Costs one Blood Point to activate (-1/4), Gestures (-1/4), Incantations (-1/4)

Skill Roll: -4

Cost: 14

Elemental Form

Shapeshift vs. Sight and Touch, Limited shapes (human sized unliving objects); Cost END only to change (+1/4), RSR: Thaumaturgy (-1/2), Costs one Blood Point to activate (-1/4), 1½ x END (-1/4)

Skill Roll: -3

Cost: 14

Summon Elemental

Summon one Elemental of up to 485 points (Hero Bestiary pages 70–75); Expanded Class (elementals +1/2), Friendly to Summoner (+1/4), RSR:

Thaumaturgy (-1 per 20, -1/4), Costs one Blood Point to activate (-1/4), Gestures (-1/4), Incantations

(-1/4), OIF (pure sample of element to be summoned -1/2), Extra Time: Full Turn (-1/4), 2x END (-1/2),

Concentrate: 0 DCV (-1/2)

Skill Roll: -6

Cost: 23

WEATHER CONTROL

Fog

Change Environment 32", -2 to Sight Group, -1 to Hearing, long lasting; RSR: Thaumaturgy (-1/2), Costs one Blood Point to activate (-1/4), Gestures (-1/4), Incantations (-1/4), Extra Time: Full Phase (-1/2), 1½ x END (-1/4)

Skill Roll: -4

Cost: 15

Rain or Snow

Change Fog to Change Environment 4", -3 to Sight Group, -2 to Hearing, +/-1 temp level, long lasting; Megascala (1"= 1km, +1/4), Variable (+1/4), RSR: Thaumaturgy (-1/2), Costs one Blood Point to activate (-1/4), Extra Time: Full Phase (-1/2)

Skill Roll: -5

Cost: 14

High Winds

Change Environment 4", -1 to Ranged OCV, -1 to Hearing, TK 1 Strength, -1 to DEX rolls to move, long lasting; Megascala (1"= 1km, +1/4), RSR:

Thaumaturgy (-1/2), Costs one Blood Point to activate (-1/4), Gestures (-1/4), Incantations (-1/4), Extra Time: Full Phase (-1/2), 1½ x END (-1/4)

Skill Roll: -5

Cost: 17

Storm

Add +/-1 temp level to *Rain or Snow*

& Remove from *High Winds* the limitations: Gestures, Incantations, Extra Time: Full Phase, 1½ x END

Cost: 12

Lightning Strike

RKA 3D6; Indirect (+1/4), AE: one hex (+1/2), RSR:

Thaumaturgy (-1/2), Costs one Blood Point to activate (-1/4), Gestures (-1/4), Incantations (-1/4), Extra Time: Full Phase (-1/2), 1½ x END (-1/4), Only in appropriate weather conditions (-1/2), Concentrate: 1/2 DCV (-1/4)

Skill Roll: -8

Cost: 21

PATH OF MARS

War Cry

EGO +5; RSR: Thaumaturgy (-1/2), Costs one Blood Point to activate (-1/4), Lasts 20 minutes (-0)

& Presence +10; Defensive Only (-1), Linked to EGO boost (-1/2)

Skill Roll: -1

Cost: 10

Strike True

Add AE: Accurate to any melee attack of up to 60 active points (+1/2), RSR: Thaumaturgy (-1/2), Costs one Blood Point to activate (-1/4), Only one attack per activation (-1/4)

Skill Roll: -3

Cost: 15

Wind Dance

+3 DCV vs. all attacks; RSR: Thaumaturgy (-1/2), Costs one Blood Point to activate (-1/4), Lasts 20 minutes (-0)

Skill Roll: -1

Cost: 8

Fearless Heart

Aid to Strength, Dexterity, Constitution, and BODY 1D6; Simultaneously (+1), Fade Rate: 5/ 5 minutes (+1/2), RSR: Thaumaturgy (-1/2), Costs one Blood Point to activate (-1/4)

Skill Roll: -2

Cost: 14

Comrades at Arms

Add Usable by four others Simultaneously (+1) to any of the four above spells; RSR: Thaumaturgy (-1/2)

Skill Roll: -3

Cost: 20

KOLDUN SORCERY

Koldun Sorcery differs greatly from Thaumaturgy in that its practitioners do not use blood to power their abilities. Instead, *Koldun Sorcerers* manipulate the very elements through strength of will alone. Thus, all Koldun must make a Willpower roll in addition to their Skill roll (using the skill, *Koldun*). This seems a great boon until one considers that the Skill roll modifier also applies to the Willpower roll. A Koldun Sorcerer may increase her Willpower Roll to compensate, but she is limited to a maximum bonus of +4. Even with an Ego of 20, the best Willpower roll achievable is +6 [17-]. This means that even a Koldun of massive mental strength can only pull off the more powerful spells (-6 to roll, usually) about half the time. Thaumaturgy, by contrast, is much more reliable.

WAY OF EARTH

Soil Silhouette

Entangle 5D6, 5DEF; RSR: Koldun (-1/2), Willpower Roll (-1/4), Cannot form walls (-1/4), Leaves targets arms free (-1/4), Only vs. targets touching the ground (-1/4)

Skill Roll: -5

Cost: 20

Unearthly Stamina

Armor: +4 PD/ +4 ED; RSR: Koldun (-1/2), Willpower Roll (-1/4), Non-persistent (-1/4)

Skill Roll: -1

Cost: 6

Soil of Death

Add to *Soil Silhouette* AE: one hex (+1/2) and remove "leaves target's arms free" limitation & RKA 1 pip; NND (LS vs. High Pressure or Self Contained Breathing, +1), Does Body (+1), Continuous (+1), Uncontrolled (+1/2), Costs END only to activate (+1/4), Linked with Entangle (-1/2), Gradual Effect: every turn (-1/4), RSR: Koldun (-1/2), Willpower (-1/4)

Skill Roll: -7/ -2

Cost: 22

Root of Vitality

Healing 2D6; Continuous (+1), Uncontrolled (+1/2), Reset Interval: one hour (+1/2), Costs END only to activate (+1/4), RSR: Koldun (-1/2), Willpower (-1/4), Target must be buried in earth up to neck and must stay still entire time (-1/2), Extra Time: one hour (-2½), Gradual Effect: once each hour (-1)

Skill Roll: -6

Cost: 11

Dracula's Restless Soul

Change Environment 1" (create earthquake), -4 to DEX roll to move, 3 points of Killing Damage (AVLD vs. Fortitude or Supernatural Armor), Long Lasting: one turn; Megascale (1' = 1km, +1/4), Personal Immunity (+1/4), RSR: Koldun (-1/2), Willpower Roll (-1/4), Only effects targets on the

ground (-1/4), 1½ x END (-1/4), Extra Time: Full Phase (-1/2), Concentrate: 1/2 DCV (-1/4)

Skill Roll: -8

Cost: 21

WAY OF THE WIND

Winds of Guilt

Mental Illusions 3D6; Continuous (+1), Uncontrolled (+1/2), 0 END (+1/2), One Effect: "Menacing whispers" (-1), Only vs. ghouls or normal humans (-1/4), RSR: Koldun (-1/2), Willpower Roll (-1/4), Extra Time: Full Phase (-1/2)

Skill Roll: -4

Cost: 13

Biting Winds

Change Environment 8", -4 temp levels, -1 to Hearing, Permanent; Megascale (1" = 1km, +1/4), RSR: Koldun (-1/2), Willpower Roll (-1/4), Gestures throughout (-1/2), Incantations throughout (-1/2), Extra Time: 5 minutes, can do nothing else (-2¼), Concentrate: 0 DCV (-1/2), 2x END (-1/2)

Skill Roll: -6

Cost: 10

Winds of Lethargy

Suppress Strength, Dexterity, Recovery, and Running 2D6; Simultaneously (+1), Continuous (+1), Costs END only to activate (+1/4), AE: Area x8 [24"] (+1¾), Personal Immunity (+1/4), No Range (-1/2), RSR: Koldun (-1/2), Willpower Roll (-1/4), Extra Time: Delayed Phase (-1/4)

Skill Roll: -5

Cost: 21

Traveling Winds

Flight 5", 32x NCM [about 425mph]; NCM Flight Only (-1/2), RSR: Koldun (-1/2), Willpower Roll (-1/4), Only in an outdoor environment (-1/4)

Skill Roll: -3

Cost: 14

Body of Zephyr

Desolidification; Costs END only to activate (+1/4), Not through solid barriers (-1/2), RSR: Koldun (-1/2), Willpower Roll (-1/4), Extra Time: Full Turn, can do nothing else (-1½), Concentrate: 0 DCV (-1/2), 2x END (-1/2)

& Running 2x NCM; Linked with Desolidification (-1/2)

Skill Roll: -5

Cost: 14

WAY OF WATER

Pools of Illusion

Images vs. Sight and Hearing, 4" Area, -5 to Per Roll; Trigger (+1/2), RSR: Koldun (-1/2), Willpower Roll (-1/4), Only above bodies of water (-1/2), Gestures (-1/4), Incantations (-1/4), Extra Time: Full Turn (-1¼)

Skill Roll: -6

Cost: 14

Watery Solace

Desolidification: Costs END only to activate (+1/4), Persistent (+1/2), Only to meld with a body of water (-1), Can only pass through water (-1/4), Extra Time: Full Turn, can do nothing else (-1½), Concentrate: 1/2 DCV (-1/4), Linked with *Voluntary Torpor* (-1/4), RSR: Koldun (-1/2)

Skill Roll: -7

Cost: 15

Water Walk

Flight 10"; Only in contact with a surface (-1/4), RSR: Koldun (-1/2), Willpower Roll (-1/4), Limited to Running inches (-0)

Skill Roll: -2

Cost: 10

Watery Minions

Summon 4x 445 point Water Elementals (Hero Bestiary page 74); Friendly (+1/4), RSR: Koldun (-1/2), Willpower Roll (-1/4), Gestures (-1/4), Incantations (-1/4), Extra Time: Full Turn, can do nothing else (-1½), Concentrate: 1/2 DCV (-1/4), 2x END (-1/2), Elementals stay for only 24 hours (-0)

Skill Roll: -8

Cost: 18

Doom Tides

Telekinesis 30 Strength; AE: One Hex (+1/2), Megascale (1" = 1km, +1/4), END only to activate (+1/4), Only to pull objects or people underwater (-1), RSR: Koldun (-1/2), Willpower Roll (-1/4), Gestures (-1/4), Incantations (-1/4), Extra Time: Full Turn, can do nothing else (-1½), Concentrate: 0 DCV (-1/2)

Skill Roll: -9

Cost: 21

WAY OF FIRE

Shatter

Drain BODY 2D6; Continuous (+1), Costs END only to activate (+1/4), Only vs. inanimate objects smaller than a motorcycle (-1), RSR: Koldun (-1/2), Willpower (-1/4), Extra Time: Delayed Phase (-1/4)

Skill Roll: -4

Cost: 15

Rouse the Molten Rock

RKA ½D6; NND (+1), Does Body (+1), Continuous (+1), Uncontrolled (+1/2), A.E.: Line [10"] (+1), Costs END only to activate (+1/4), Gradual effect: fills one hex in line path every phase (-1/2), RSR: Koldun (-1/2), Willpower Roll (-1/4), Gestures (-1/4), Incantations (-1/4), Extra Time: Full Phase (-1/2), Lava lasts 20 minutes (-0)

Skill Roll: -6

Cost: 17

Gates of Magma

Change *Rouse the Molten Rock* to RKA ½D6; NND (+1), Does Body (+1), Continuous (+1), Uncontrolled (+1/2), A.E.: Area [5"], +1" height (+1/4), Hole in the middle [2"] (+1/4), RSR: Koldun (-1/2), Willpower (-1/4), Gestures (-1/4)

Skill Roll: -6

Cost: 14

Heat Wave

RKA 2D6; Only vs. targets on the ground (-1/4), Only vs. living targets (-1/4), RSR: Koldun (-1/2), Willpower Roll (-1/4), Gestures (-1/4) & Drain 1D6 Blood Pool END; Ranged (+1/2), Linked w/ RKA (-1/2), 2x END (-1/2)

Skill Roll: -3

Cost: 19

Volcanic Blast

Change *Gates of Magma* to RKA 1D6; NND (+1), Does Body (+1), Continuous (+1), Explode (-1 DC/ 2", +3/4), Uncontrolled (+1/2), Costs END only to activate (+1/4), Only vs. targets on the ground (-1/4), RSR: Koldun (-1/2), Willpower Roll (-1/4), Lava lasts 20 minutes (-0)

Skill Roll: -8

Cost: 10

WAY OF SPIRIT

One

Detect Minds and Spirits, Sense, Range, Discriminatory, 360 degree, Rapid x100; RSR: Koldun (-1/2), Willpower Roll (-1/4), Non-persistent (-1/4)

Skill Roll: -3

Cost: 15

Two

Add Telescopic +8

Skill Roll: -4

Cost: 4

Three

Add Targeting

Skill Roll: -5

Cost: 5

Four

Add Telescopic +6

Skill Roll: -5

Cost: 3

Five

Add Telescopic +6

Skill Roll: -6

Cost: 3



GHOULS

POWERS

When a human or animal has been Ghouled by a vampire, they will gain the following abilities:

Life Support

Immune to Terrestrial Diseases/ Bio-warfare,
Longevity: Immortal

Cost: 15

Blood Pool

Endurance Reserve: 20 END, 5 REC; Reserve cannot hold more END than ghoul has BODY [cost assumes a maximum BODY of 20] (-0), Recovery only activates when vampire blood is imbibed (-1/2), Only to recover amount of Blood imbibed (-1/2)

Cost: 4

Blood Enhanced Strength

Strength +10; No Figured (-1/2), Costs one Blood Point to Activate (-1/4), Only gain 5 Strength per activation (-1/4), Ghoul Limit (only one activation per phase, -1/4), Fade after 20 minutes (-0)

Cost: 4

Blood Enhanced Body

#1) BODY +10; No Figured (-1/2), Costs one Blood Point to Activate (-1/4), Only gain 5 BODY per activation (-1/4), Ghoul Limit (only one activation per phase, -1/4), Fade after 20 minutes (-0)
#2) Regenerate/Heal 1 BODY/Turn; 0 END (+1/2), Persistent (+1/2), Self Only (-1/2), Extra Time: Full Turn (-1 1/4), Only to heal extra BODY (-1/4), Only when extra BODY is inactive (-1/4)

Cost: 15

Blood Enhanced Dexterity

Dexterity +10; No Figured (-1/2), Costs one Blood Point to Activate (-1/4), Only gain 5 Dexterity per activation (-1/4), Ghoul Limit (only one activation per phase, -1/4), Fade after 20 minutes (-0)

Cost: 13

Blood Healing

Heal Body 4D6; Reset Interval: 1 hour (+1/2), Costs one Blood Point to Activate (-1/4), Does not heal Aggravated damage (-1/4), Ghoul Limit (only one activation per phase, -1/4)

Cost: 34

Potence Level One

Strength +5; 0 END (+1/2), No figured (-1/2)
& HKA 1pip

Cost: 10

GHOUL POWERS TOTAL: **95**

DISCIPLINES

From the very beginning, Ghouls receive the first level of Potence at cost (10 points). Additional levels of Potence, Fortitude and Celerity may be purchased at cost as well. All other disciplines, however, are an additional 5 points per level to learn. Also, ghouls require twice as much training time than vampires do to learn Disciplines.

DISADVANTAGES

Enraged: "Combat Frenzy!"

(Common, go and recover rolls based on EGO/Willpower roll)

Cost: 10

Psych Limitation: "Obey Vampire Master"

(Common, Total)

Cost: -20

Social Limitation: "Ghoul"

(Occasionally, Severe, Social)

Cost: -10

Physical Limitation: "The Consuming Blood"

Every point of Blood Pool END used below the amount in the Reserve equal to half the Ghoul's Body causes 2 points of Body damage. (Infrequently, Greatly)

Cost: -10

(Example: Suzie the Ghoul is forced to protect her mistress's honor and needs to boost her Strength. Suzie's Blood END is at 5 and her Body rating is 10. She uses 1 point of Blood Pool to boost her Strength by 5 points, but she takes 2 points damage because her Blood Pool rating fell 1 point below half her Body rating. Suzie better hope she doesn't get hurt in this fight.)

DISADVANTAGES TOTAL: **-50**

Character Creation

A typical beginning Ghoul is built on 145 points. 95 points are reserved for the Ghoul Powers package. 25 go to Characteristics and 25 go to Skills and Backgrounds/ Perqs. Ghouls have a base of 25 and select 25 points of disadvantages on top of the ghoul disadvantages. Ghouls also receive a 45 point bonus from their transformation. Any time a ghoul spends experience points, she must also spend an additional equal amount to pay off this bonus (part of why it's "so hard to find good help these days."). Willpower is the only *virtue* a ghoul may buy.

Szlachta

These "guardian ghouls" are seen so often in Sabbat war parties they deserve special mention. Through their Tzimisce masters Vicissitude they've gained one or more of the following abilities:

Bone Armor: Armor +1 PD/ +1 ED; Activation +3 [14-] (-1/2) [up to ten levels]

cost: 2pts/ Level

Fangs: HKA 1/2D6 (1D6+1 w/ Str); 0 END (+1/2)

cost: 15pts

Claws: HKA 1/2D6 (1D6+1 w/ Str); 0 END (+1/2)

cost: 15pts

Spines: HKA 1/2D6; Damage Shield (+1), 0 END (+1/2), Persistent (+1/2), Always On (-1/2), Activation +3 [14-] (-1/2)

cost: 15pts

Any of these require the ghoul to take the *Monstrous Appearance* disadvantage (-25pts). To further simulate *Szlachta* buy up its Strength, Body, Constitution and Stun. Reduce its Intelligence and Ego. When bought as followers, consider *Szlachta* to have a 75 point base. The Xenovore Warhound, found in Hero Bestiary page 213, is a good example of a human or animal that has been flesh crafted into a *Szlachta*. Use it's characteristics and powers as a guideline to designing your own.

Vozhd

God help the PCs who's GM has unleashed one of these Tzimisce monstrosities on them. If you just have to have one of these things, use the stats found in your Hero Bestiary on page 158. Add Potence level five, Fortitude level four, and *Enraged in Combat* and you've got a Vozhd. (But, what did the players do to make you hate them so?)



HONORABLE MENTIONS

GARGOYLES

Weakness: For all intents and purposes, the gargoyles have the same disadvantage as the Nosferatu. Gargoyles who were created by the Tremere also retain their human weakness against mental powers.

Disciplines: Fortitude, Potence, Visceratika and Flight.

FLIGHT

One

Gliding 10"; Restrainable (-1/2)

Cost: 7

Two

Flight 10"; Restrainable (-1/2)

Cost: +6

Three

Flight 10", 2x NCM; Restrainable (-1/2)

Cost: +4

Four

Flight 15", 2x NCM; Restrainable (-1/2)

Cost: +6

Five

Flight 20", 2x NCM; Restrainable (-1/2)

Cost: +7

Visceratika

Skin of the Chameleon

Stealth Skill +5; Non-persistent (-1/4), Costs one Blood Pool to activate (-1/4)

& Concealment Skill +5; Self Only (-1/2), Linked to Stealth bonus (-1/4)

Cost: 12

Scry the Hearthstone

Detect Minds, Ranged, Discriminatory, Rapid x100, Telescopic +6; Activate +3 [14-] (-1/2), Only to detect minds within a dwelling or building/structure the gargoyle is touching (-1/4), Extra Time: Full Phase (-1/2)

Cost: 14

Bond with the mountain

Desolidification; Costs END only to activate (+1/4), Persistent (+1/2), Only to meld with stonework (-1), Extra Time: Full Turn (-1¼), Costs two Blood Pool to activate (-1/4), Concentrate: 0 DCV (-1/2), Linked with *Voluntary Torpor* (-1/4), 2x END (-1/2)

Cost: 15

Armor of Terra

Armor +2 PD/ +2 ED

& Armor +0 PD/ +10 ED; Only vs. Fire/Heat (-1/2)

Cost: 16

Flow Within the Mountain

Desolidification; Only to pass through stone and stone-like materials (-1), Side Effect: All movement inches are halved while passing through stone (-1/4), Costs two Blood Pool to activate (-1/4)

Cost: 16

HARBINGERS OF SKULLS

Weakness: Same as for the Nosferatu.

Disciplines: Auspex, Fortitude, and Necromancy

The Martuus Path

Reaper's Shroud

Minor Transform 1D6 (gives target a serious corpse-like appearance, suffers -3 DEX due to stiff joints. Heals in 24 hours or by spending 2 Blood Pool); Continuous (+1), Uncontrolled (+1/2), Costs END only to activate (+1/4), No Range (-1/2), RSR: Necromancy (-1/2), Extra Time: Delayed Phase (-1/4), Costs one Blood Pool to activate (-1/4)

& Shapeshift vs Touch, limited shapes; Costs END only to activate (+1/4); Costs one Blood Pool to activate (-1/4), RSR: Necromancy (-1/2), Extra Time: Full Phase (-1/2)

Skill Roll: -3/ -1

Cost: 16

Blight

Major Transform 1D6 (inflicts the effects of advanced age on the target. Halve all the target's physical characteristics and Running inches. Heals in 24 hours or by spending 2 Blood Pool); Continuous (+1), Uncontrolled (+1/2), Costs END only to activate (+1/4), No Range (-1/2), RSR: Necromancy (-1/2), Extra Time: Delayed Phase (-1/4), Costs one Blood Pool to activate (-1/4)

Skill Roll: -4

Cost: 16

Resume Coil

+5 Skill Levels to EGO roll; Usable by Other (+1/4), Only to awaken from torpor (-1), RSR: Necromancy (-1/2)

& +6 to normal Hearing Perception; Linked to EGO levels (-1/2), Only to awaken from torpor (-1)

Skill Roll: -1

Cost: 10

True Death

Multiform to 400 point sentient corpse with no weakness to sunlight; Costs END (-1/2), 2x END (-1/2), Extra Time: Full Turn, can do nothing else (-1½), RSR: Necromancy (-1/2), Costs 2 Blood Pool to change back (-1/4)

Skill Roll: -4

Cost: 9

Mercy of Seth

Drain Body 1D6; Continuous (+1), Uncontrolled (+1/2), Costs END only to activate (+1/4), Recover 5 points per day (+1½), Gradual Effect: 1D6 each hour (-1¼), Extra Time: Full Turn (-1¼), RSR: Necromancy (-1/2), Costs one Blood Point to activate (-1/4), Lasts 24 hours (-0)

Skill Roll: -4

Cost: 10

SAMEDİ

Weakness: same as for the Nosferatu

Disciplines: Obfuscate, Necromancy, and Thanatosis

Thanatosis

Hag's Wrinkles

Shapeshift vs. Touch, Limited shapes; Costs END only to activate (+1/4), Costs one Blood Pool to activate (-1/4), Extra Time: Delayed Phase (-1/4) & +3 to Concealment Skill; Only to hide items on one's person (-1), Linked to Shapeshift (-1/2)

Cost: 10

Putrefaction

Minor Transform 1D6 (gives target a serious corpse-like appearance, suffers -10 COM due to rotting flesh. Heals back with a full days sleep); Partial Transform (+1/2), Continuous (+1), Uncontrolled (+1/2), Costs END only to activate (+1/4), Extra Time: Delayed Phase (-1/4), Costs one Blood Pool to activate (-1/4), Concentrate: ½ DCV (-1/4), Continuous effect only active if target continues to move (-1/4)

Cost: 16

Ashes to Ashes

Multiform to 400 point pile of sentient ash with no weaknesses to sunlight and immune to fire; Costs END (-1/2), 2x END (-1/2), Extra Time: Full Phase (-1/2), Concentrate: 0 DCV (-1/2), Costs two Blood Pool to activate (-1/4)

Cost: 12

Withering

Major Transform 2D6 (each BODY x2 mummifies one limb, including the head, rendering it useless.), Partial Transform (+1/2), No Range (-1/2), Must touch location to be withered, take hit location penalties (-1/4)

Cost: 17

Infection

From the vampire power *Blood Bond* remove the limitations: No Range, Extra Time and "must imbibe blood". Replace with "*Target must have open aggravated wound*" (-1/4)

Cost: 8



CAITIFF

Weakness: Social Limitation: Clanless Vampire (Frequently, Minor Restrictions, Limited Group: vampires)

Disciplines: Any at cost (Defaults to Fortitude, Potence, and Presence)

Suspension

(An original Discipline created by enterprising caitiff)

Bound

Leaping +10"

Cost: 10

Descend

Gliding 10"

Cost: 10

Adhere

Clinging

Cost: 10

Levitate

Flight 5"; 0 END (+1/2), Only for vertical movement (-1), Costs one Blood Pool to activate (-1/4)

Cost: 7

Aeron

Flight 10", 2x NCM; Costs one Blood Pool to activate (-1/4)

Cost: 20