

POWERED BY THE DARK

Vampire: The Dark Ages



This is a PbtA hack for **Vampire: the Dark Ages**. Read **Apocalypse World** or **Monsterhearts** for the fundamentals of *World games, particularly the philosophy of how to run them. Short version: be a fan of the PCs, fuck with them relentlessly to keep the story hopping, don't sweat the piddly shit, treat NPCs like stolen cars (you can have fun with them but you can't keep 'em), who really gives all that much of a shit about combat turn order, and when PCs miss a roll, either fuck them with harm or a Condition or give someone an Edge for seeing them screw up, or do something to kick the story into a higher gear. There are more details in Storyteller's section, below.

This isn't a stand-alone product. You need a **Vampire: the Dark Ages** or **Dark Ages: Vampire** corebook, preferably **V20 Dark Ages**, to use this, because it doesn't reproduce things like the Aura color chart or hierarchies of sin for Roads, nor does it actually give you a setting rundown.

CREDITS

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**POWERED BY THE
APOCALYPSE**

Powered by the Apocalypse World engine, by D. Vincent Baker and Meguey Baker.

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ROLLING DICE

You only ever roll dice when someone says something to trigger a move. Then you pick up 2d6, roll them, add them together, add an Attribute modifier, and that's your result. If it's 6 or under, it's a miss. 7-9 is a success, but with some kind of complication. 10+, you get what you're after.

Players roll dice. The Storyteller never rolls dice.

EXPERIENCE

At the end of each session of play, get 2 experience.

When you *botch a move* (see below) get 1 experience.

Certain moves can give you experience.

Finally, at the beginning of each session, each player takes the sheet of the player on their left and puts a little mark on an Attribute of their choice, as long as it isn't the character's highest Attribute. Mark an Attribute that you'd like to see that character demonstrate during the coming session. The first time during the session that you make a move with your marked Attribute, get 1 experience and then erase the mark. Erase the mark at the end of the session if it isn't already erased.

When you accumulate 6 experience, you can take an *advance* at the end of the session, and then erase all experience.

ADVANCES

When you take an advance, you can choose one of the following to enhance your character:

- Add +1 to an Attribute. You can only take this advance twice.
- Get a new Background, but only if the story supports it. You can take this advance more than once.
- Gain pull with a faction you've made some inroads into infiltrating, befriending, blackmailing, or otherwise getting some influence over in the story. Your pull with a new faction starts at +0.
- Add +1 to your pull with a faction you've got pull with, but only if the story supports it. You can take this advance more than once.
- Get a new move from one of your Clan Disciplines. You can take this advance as many times as you want.

- Get a new move from a Discipline your Clan doesn't specialize in, but only with guidance from a teacher who knows that Discipline. If what they're teaching you isn't one of their Clan Disciplines, you can't learn any moves from them that require you to have already learned a certain number of moves in that Discipline. You can take this advance as many times as you want.
- Stabilize *turmoil of the spirit* to regain lost Road. See the section on Road loss for more on this.
- Begin or complete *seeking greater enlightenment*. See the section on raising Road for more on this.

BOTCHES

When you miss on a move, you can tell the Storyteller you want to convert the miss into a *botch*, and get 1 experience. How exactly a botch manifests is entirely up to the Storyteller, but something *bad* is going to happen.

Be aware that the Storyteller can make a miss hurt as bad as they want to even if you don't ask for a botch; they're under *no* obligation not to open up with both barrels any time they think it would push the story somewhere interesting. All converting to a botch does take away the Storyteller's option of letting you off light.

ATTRIBUTES

You have three Attributes, which you combine with the results of 2d6 to find the outcome of rolls.

When you make your vampire, pick one Attribute to be rated at +1, one to be rated at +0, and one to be rated at -1. Attributes cannot *ever* be higher than +3.

The Attributes are:

PHYSICAL: Strong, fast, tough, fit. Governs the following moves: *Fuck them up, do something athletic, run for it.*

SOCIAL: Smooth, sophisticated, insightful, sexy. Governs the following moves: *Manipulate someone, stand your ground, show your teeth.*

MENTAL: Clever, cunning, sharp, quick-witted. Governs the following moves: *Navigate a system, do something shady, read their eyes.*

PULL

Pull is a kind of "extra Attribute" you can have, representing political, hierarchical, monetary, or personal sway over an organization, group, or network of people. Pull

represents your ability to get things done in your region of influence. Pull cannot be rated higher than +3 or lower than -3.

Pull is mostly there for “standard” Long Night political games, where an important element of play is accumulating influence over mortal assets and institutions within a city or territory, and where amassing pull with a group some other vampire thinks of as “their territory” is a great way to make enemies.

This hack comes with a ready-to-run list of example groups you might develop pull with in a typical setting, but be aware *this list is not exhaustive*. You can clip out groups that don’t make sense or aren’t interesting in the place you’ve set your game. You can add new groups that seem compelling or relevant to your setting, too, like “sailors” or “Christians” in Moorish Spain, “the Jewish quarter,” or “the Vatican.” You can also break factions apart into independent groups if schisms or turf wars or competition within a niche are interesting, like splitting “trade guilds” into four or five specific guilds.

You can also, of course, dispense with pull completely if it’s just not relevant to the kind of game you’re running. A nomadic coterie selling its services as mercenaries to the highest-bidding Prince isn’t going to be a game that has a lot of use for this mechanic, for example.

Ready-to-run/example groups include:

THE CHURCH: Opiate of the masses, the church is an institution unto itself, as well as a mighty voice to guide the opinions and outlooks of all Christendom. And, of course, priests know where all the bodies are buried.

CRIMINALS: Bandits, pirates, poachers—those who make a living defying the King’s law. This is where you can find a quick blade, willing muscle, and a place to hide for a day or two when you really need them.

THE MEAGER: At the bottom rung of the domain you’ll find people hanging on by their fingernails: lepers, prostitutes, urchins, madmen, beggars. In a world where your next meal is never assured, you end up with a favor economy, and if you can’t always quite assume loyalty, well, fear usually works for a while. This is a good place to disappear when things get hot, and a good place to cultivate truly invisible spies.

MYSTICS: Most domains have a hidden underworld of those who deal in knowledge and, occasionally, even true power, you dig diligently enough.

NOBILITY: The upper crust of medieval society hold all the power of both law and patronage, but are at least as well-schooled in the ways of scheming and deceit as the Kindred themselves.

PEASANTRY: Those who toil. These meager folk have little more than their lives and livelihoods, but they exist in great numbers, understand loyalty, and know the land as no one else does.

SERVANTS: Scullery maids, cooks, grooms, and all the other small folk who ensure the candles are replaced and the sheets turned down: a castle, keep, or estate can't function without them. Formally, they're powerless. Practically, they can open doors and keep an eye and ear open, and that's usually plenty.

TRADE GUILDS: Blacksmiths, silversmiths, carpenters, weavers, tanners: the backbone of industry. The affairs of a domain pass through the hands of these freemen, along with much of its coin.

MODIFIERS

You can never put a bigger modifier than +3 or -3 on a roll.

When a move says to *carry +1 forward*, that's PbtA slang for "add a +1 bonus to your next move." When it says to *carry +1 forward ongoing* it means to add a +1 bonus until whatever's adding the bonus stops doing that.

STANDARD MOVES

Every character can do all the basic moves.

You *must* use a move whenever the conversation around the table dictates it. What that means is that when the Prince's ghouléd knights are smashing down the door and you say "fuck this, I bail out the window and make a run for it," you are now using the *run for it* move because that's what you've made the story say.

You *can't* use a move if the events in the narrative don't support it. If you're dragged before the Prince in chains, you can't just announce "I *run for it*." The Storyteller's proper response there is to go "How, exactly? Seems like you need to deal with those chains and the two ghouls dragging you before you can think about making a break for it."

PHYSICAL MOVES

These moves add your physical modifier to their roll.

FUCK THEM UP

When you try to hurt or kill someone, roll with physical. On a 10+, you inflict harm as established, and pick one: the harm is great (add 1 harm); you gain an Edge on your enemy; you inflict a Condition on your enemy. On a 7-9, you harm them but the Storyteller chooses one: they gain an Edge on you; they deal you harm in return; the Beast stirs.

DO SOMETHING ATHLETIC

When you perform some feat of strength, agility, or toughness with serious consequences for failure, roll with physical. On a 10+, you succeed at the action and choose one: clear a Condition; carry +1 forward on your next move. On a 7-9, you succeed, but choose one: You take 1 harm; your success is incomplete or flawed in some way; the Beast stirs.

RUN FOR IT

When you try to escape from danger, roll with physical. On a 10+, you get away and end up in a safe place. On a 7-9, you get away, but choose one: you cause a big scene; the scariest person present gets an Edge on you; you lose something along the way; the Beast stirs.

SOCIAL MOVES

These moves add your social modifier to their roll.

MANIPULATE SOMEONE

When you manipulate or seduce someone, roll with social. If you succeed, NPCs will do what you ask if you give them a bribe, a threat, or a motive; PCs get a point of experience for

doing what you want. On a 10+, you also choose one: you gain an Edge on them; you give them a Condition. On a 7-9, you overplay your hand just a bit and they get an Edge on you.

STAND YOUR GROUND

When you stand your ground in the face of intimidation, hardship, pain, pressure, fear, or overwhelming despair, roll with social. On a 10+, you stand your ground and choose one: remove a Condition; carry +1 forward to your next move in the scene. On a 7-9, you remain resolute, but the Beast stirs.

SHOW YOUR TEETH

When you attempt to shut someone down, get them to back off their current course of action, or intimidate them, roll with social. On a 10+, PCs have to *stand their ground* and NPCs freeze up. Additionally, choose one: give them a Condition; they lose an Edge on you; you gain an Edge on them; you quell the Beast. On a 7-9, choose one: they have to *stand their ground* (PCs) or freeze up (NPCs); give them a Condition.

MENTAL MOVES

These moves add your mental modifier to their roll.

NAVIGATE A SYSTEM

Whether searching a library to find a particular tome, working out which palms to grease to get your wagon through the gates without being inspected, or working out which route from Paris to London is least likely to take you through domains hostile to your Clan, whenever you *navigate a system* you roll with mental. On a 10+, you achieve your goal, and choose two: you achieve your goal in a timely fashion; you get everything you're after; you carry +1 forward; you quell the Beast. On a 7-9, you achieve your goal, and choose one from the 10+ list.

DO SOMETHING SHADY

Whether stealing a priceless painting, sneaking into a guarded manor, or slipping your blood into a bishop's drink, when you *do something shady*, you roll with mental. On a 10+, you succeed and choose two: your activity goes completely unnoticed, leaving behind no incriminating traces; you carry +1 forward; you quell the Beast. On a 7-9, you succeed and choose one: your activity goes completely unnoticed, leaving behind no incriminating traces; the Beast doesn't stir.

READ THEIR EYES

Whether by extended observation or leading conversation, whenever you try to figure out what makes someone tick, roll with mental. On a 10+, gain an Edge. On a 7-9, you gain an Edge on them, but they also get an Edge on you.

SPECIAL MOVES

Every vampire can do all the special moves as well, but they're a little more particular or situational than the standard moves.

CALL IN A FAVOR

When you call in favors with a faction, roll with your pull with that faction. On a 10+ you get the favor and choose two. On a 7-9, you get the favor and choose one: There are no complications; they don't demand something in return; your pull isn't reduced by 1.

MAKE PREPARATIONS

When you spend time training, practicing, studying, or preparing to do something, define what you're preparing for and gain Prep. You gain 1 Prep for every 2 nights spent preparing. When that training and preparation pays off, you can spend 1 Prep to get +1 to any roll. You can only spend 1 Prep per roll.

AWAKEN DURING THE DAY

When you need to awaken during the day in response to some disturbance, or remain awake after the sun rises, roll with Road. On a 10+, you can stay awake for an hour or two. On a 7-9, you can stay awake for ten or fifteen minutes. On a miss, you fall into deathly slumber or fail to awaken until you're disturbed again.

DRINK BLOOD

When you drink someone's blood, roll with Road. You get 1 blood and they're *drained* until they get a few days of rest and recovery, or something along the lines of a transfusion. On a 10+, choose 3. On a 7-9, choose 2. On a miss, choose 1:

- You gain 1 extra blood.
- You gain 1 extra blood.
- When the Kiss wears off, they don't realize what you did to them.
- You quell the Beast.
- They definitely don't die. You can't pick this if they're *drained*.

SPECIAL SYSTEMS

If you're playing, you'll need to track the following resources on your record sheet. The Storyteller also needs to track Edges, Conditions, and harm for NPCs.

EDGES

Edges represent insights into what makes another character tick, which can be leveraged against them. In order to spend an Edge, you have to declare that you're doing so and say how, exactly, you're exploiting your insight. Edge can be spent to (choose one):

- Add +1 to your roll.
- Subtract -1 from someone's roll against you. (An NPC can do this against a player, as well.)
- Force an NPC to falter, freeze up, or hesitate.
- Force an NPC to act at Disadvantage.
- Add 1 extra harm to whatever harm you're dealing someone. (NPCs can do this to players, as well.)
- An NPC can spend an Edge to gain Advantage.

CONDITIONS

Characters can gain Conditions over the course of play. Conditions describe something currently significant about the character, such as *happy*, *enraged*, *frightened*, *poisoned*, *exhausted*, *drunk*, *distracted*, *blinded*, or *blinded by greed*.

Conditions describe a thing that *must be true in the story*; nothing can happen if it contradicts a Condition. For example, a character with *broken legs* cannot run, and one who is *terrified* cannot display extravagant courage until they've gotten rid of *terrified*.

Characters lose a condition when it makes sense in the story for them to do so, or when a move allows them to. Characters can tag a Condition on themselves or on someone else when they make a move, allowing them to add 1 to their move, but they must describe how they exploit the Condition to their advantage. NPCs can tag a Condition on themselves or someone else to gain Advantage.

If the Storyteller thinks a Condition ought to make something difficult for you but not stop you from doing it altogether, she can tag it against you to give you -1 on your move.

STAKED!

Getting your heart pierced by a stake or an arrow or a busted-off broom handle is a Condition: *staked*. Being *staked* paralyzes you completely until someone pulls the stake out. It sucks. It sucks so bad, in fact, that if you want to do it to someone when you *fuck them up*, you need to roll a 12+ rather than a 10+, since “give them a Condition” isn’t usually supposed to be an “I win” maneuver.

INFLECTING HARM

When you hurt someone, you *inflict harm as established by the narrative*. In narrative terms, 1 harm represents transitory but meaningful injury, such as being kicked in the head, slammed through a table, or running full speed through a thorny hedge. 2 harm represents serious injury, like being shot with a bow, stabbed with a knife, or bitten by a vampire’s fangs when the vampire is looking to do serious damage. Most attacks with weapons inflict 2 harm. 3 harm represents likely fatal injury: being crushed under a collapsing roof, getting tossed off the ramparts of a castle, that sort of thing.

Vampires suffer 1 less harm than they otherwise would from arrows, since they’re not really in danger of bleeding out or doing anything important with most of the organs getting perforated.

SUFFERING HARM

Mortals can suffer 3-4 harm before they go down for the count, depending on how tough they are. Vampires are a lot sturdier, since they don’t need most of their internal organs, and can withstand 6 harm before getting taken out; certain Disciplines can potentially widen this window. When you suffer your sixth point of harm, you die the Final Death. You can choose not to die by:

- Entering uncontrolled frenzy and erasing all non-aggravated harm. You can’t make this choice if you’re already in frenzy.
- Losing all blood, erasing all non-aggravated harm, and entering torpor.
- Giving the fate of your character into the hands of the Storyteller, with *carte blanche* to inflict some sort of interesting tragedy or suffering on them, and then erasing all non-aggravated harm. This is guaranteed not to kill your character, or to make them no fun to play, but these are the only guarantees. You can only make this decision if one of the two above it is also potentially possible.

RECOVERING FROM HARM

You can spend 1 blood to erase 1 harm whenever you have at least a moment to stop and concentrate on pulling yourself together. While sleeping during the day, you can spend 2

blood to erase all harm; alternately, while sleeping during the day, you can spend 2 blood to erase 1 aggravated harm.

BANES (AGGRAVATED HARM)

When you're harmed by fire or sunlight, the harm is *aggravated*. If you die because you can't take any more harm, and all of your harm is aggravated, you suffer Final Death and cannot choose not to die.

HARM FROM FIRE: Getting scorched or singed inflicts 1 aggravated harm. Being seriously burned, like by having someone jam a torch in your face or having your clothing catch on fire, inflicts 2 aggravated harm. Immolation such as being engulfed in flames or hurled into a bonfire inflicts 3 aggravated harm.

HARM FROM SUNLIGHT: Weak exposure to sunlight through some combination of heavy clothes, heavy curtains, and heavy cloud cover, or only having a small part of your body (say, a hand) exposed to direct sunlight inflicts 1 aggravated harm. Brief, partial exposure to direct sunlight (dashing past a window with sunlight streaming through it) or brief but full-body exposure to weak sunlight (running unprotected from a wagon to a cottage's front door through sunlight filtered by heavy cloud cover) inflicts 2 aggravated harm. Full-body exposure to direct sunlight inflicts 3 aggravated harm.

Harm from fire and sunlight reoccur after a few moments if you don't do something about them.

TORPOR

When you enter torpor, roll with your Road modifier. On a 10+, you'll recover within a couple of nights, or as early as the next scene if you're fed blood. On a 7-9, you remain in torpor for weeks or months, but can be fed blood and roused early once the next session starts. On a miss, you're stuck in torpor for years or decades, but can be fed blood and roused early once the next session starts. However, it takes at least 3 blood to jump-start you.

ROADS

Every vampire must stave off the Beast by clinging to something: either your dwindling Humanity, or an inhuman code of rigid ethics. Either way, this is the Road you walk through eternity. Your Road score is rated from 1-10. If it falls to 0, you are forever lost to the Beast.

Whatever Road you follow, it begins rated at 6.

ROAD MODIFIER

You will sometimes be asked to roll with your Road modifier. Like all modifiers, this can be anywhere from -3 to +3. It's based on your Road score, as follows:

10: +3

9: +2

8: +2

7: +1

6: +1

5: +0

4: +0

3: -1

2: -2

1: -3

LOSING ROAD

When you **violate your current Road rating's hierarchy of sins**, you lose a point of Road and fall into *turmoil of the spirit*. You remain in a state of spiritual turmoil until your next advance. When you reach your next advance, you must make a choice: either spend it on something else as normal, or spend the advance to stabilize your Road, restoring the last point that you lost. If you opt to spend your advance on anything else, the Road simply remains lost. Likewise, if you lose more than one point of Road before reaching your next advance, only the last point of lost Road can be salvaged.

RAISING ROAD

To raise Road, you must spend an entire period between advances behaving as though you have at least one higher point of Road than you actually possess. At that point, you can spend your advance to enter a state of *seeking greater enlightenment*. You remain in this seeking state until your next advance. If you manage to behave in accordance with a higher standard of Road than your current value, you may spend that next advance to add a dot of Road to your total.

WASSAIL

If your Road falls to 0, you are *in the jaws of the Beast*. Your Beast is considered to be permanently *awake* (see below) so long as you remain at Road 0. You *must* use your next advance to restore your lost Road, or you lose your mind and descend into a feral, endless frenzy as the Beast claims your soul for its own. If you commit a Road violation capable of dropping you from 1 to 0 again while *in the jaws of the Beast*, you forfeit the ability to spend an advance to stabilize, and enter the final frenzy by the end of the current scene.

THE BEAST

The Beast is always lurking within, waiting to be roused to wakefulness and to take over your vampire. Certain events may cause the *beast to stir*, including but definitely not limited to partial successes on a number of standard moves. When the beast stirs, make a mark on your record sheet to indicate it. If the beast stirs three times in a single night, then *the Beast is awake* and you must immediately resist either frenzy or *rötschreck*, depending on the circumstances which provoked its awakening. Any further goads to the Beast will necessitate additional frenzy or *rötschreck* rolls, but won't add further marks.

In addition to the goads present in the basic moves, the Storyteller may declare that the Beast stirs as a result of any other criteria that make sense, such as:

- Rolling a miss on a move (especially *stand your ground*).
- Being exposed to uncontrolled fire.
- Being exposed to sunlight.
- Seeing or smelling blood while you have no blood remaining in your pool.
- Realizing that a loved one is in pain or danger.
- Being awakened by danger during the day.

Just as the Beast can stir to wakefulness, it can also be quelled back into slumber. When you *quell the Beast*, erase one mark indicating that it has stirred toward wakefulness. The basic moves provide a number of ways to quell the beast, and when you go to sleep for the day, remove all marks of the Beast from your sheet.

FRENZY

The Beast attempts to enter frenzy when goaded by hunger or anger. When you enter frenzy, gain the Condition *frenzied* and ignore all other Conditions. You will lash out violently at anyone and anything nearby without regard for friend or foe, although the first and foremost target of your frenzy will generally be whoever or whatever touched the frenzy off. After that, you prefer hostile targets over passive or fleeing ones, and those nearby over those far away. The Condition doesn't end until there's nobody else present for you to tear to pieces.

When frenzy looms, how you handle it depends on your Road of choice. If you follow the Road of Heaven, Humanity, or Kings you seek to resist the frenzy. If you follow the Road of the Beast, Lilith, Metamorphosis, or Sins, you cannot resist your frenzy and instead seek to ride the wave.

When you resist your frenzy, roll with your Road modifier. On a 10+, you don't succumb to frenzy, and you quell the Beast. On a 7-9, you don't succumb to frenzy. On a miss, you enter frenzy.

When you seek to ride the wave, roll with your Road modifier. On a 10+, you enter frenzy, but you also gain the Condition *riding the wave*, and you can end the frenzy after drinking your fill of blood or killing something. If you choose not to end your frenzy prematurely, you quell the Beast when the frenzy ends. On a 7-9, you *ride the wave* as above, but can't end your frenzy prematurely. On a miss, you fail to *ride the wave* and enter an uncontrolled frenzy. When *riding the wave* you are still restricted to actions of bloodthirsty destruction, but can decide who to attack in which order, and can even spend a few moments, *once per frenzy*, smashing furniture and otherwise venting your rage upon the scenery to give your allies a few precious moments to escape (they take +1 forward or gain Advantage to *run for it* during this brief window).

RÖTSCHRECK

The Beast attempts to enter *rötschreck* when goaded by fear. When you enter *rötschreck*, gain the Condition *rötschreck* and ignore all other Conditions. You will attempt to escape from whatever provoked *rötschreck* at all costs, and the Condition doesn't end until you can no longer detect any sign of whatever triggered the condition.

When *rötschreck* looms, you must roll with your Road modifier. On a 10+, you don't succumb to *rötschreck*, and you quell the beast. On a 7-9, you don't succumb to *rötschreck*. On a miss, you enter *rötschreck*.

OTHER ROADS

So you want to follow a sub-Path of a major Road, or some odd minor Road. Do you resist frenzy, or ride the wave? Easy answer: If the Road or Path you're using has Self-Control as a Virtue in the book you found it in, you resist frenzy. If it has Instinct as a Virtue, you ride the wave.

BLOOD

Vampires run on blood. You get blood by drinking it from people, and can hold up to 5 blood (more if you're of lower Generation). You begin the game with as much blood as you can hold.

You can "over-feed" to hold up to 2 points of blood above your maximum, but doing so causes the Beast to stir for each point you over-feed, and any excess blood vanishes at the end of the scene.

You lose 1 blood when you wake up every night. If you have no blood to spend in order to wake up, you wake up anyway, but suffer 1 harm and the Beast stirs.

WHAT IF I DRINK...

AN ANIMAL'S BLOOD: You only gain 1 blood, or 2 if it's a *big* animal like a cow or deer. The animal dies. You can't raise your blood above 4 by doing this. After a hundred years or so, you stop being able to get blood from animals at all.

A FRESHLY-DEAD CORPSE: You get 1 blood, but this can't take you above 3 blood.

A VAMPIRE'S BLOOD: Don't use the *drink blood* move. If they consent, you get as much blood as they're willing to give. If you're taking it by force, then use the *fuck them up* move and trade out harm for stealing blood when you attack with your fangs.

A WEREWOLF'S BLOOD: If they're into it or knocked out or something, use the *drink blood* move but you stir the beast for each blood you drink. If they're not into it, uh, good fuckin luck with that, honestly.

SOME OTHER WEIRD FUCKING THING: If it's undead-ish but not a vampire you probably can't get blood and probably get a Condition like *sickened* for a while. If it's a faerie or something you can probably drink its blood but it likely comes with some oddball Condition.

BLOOD BUFF

At any time, you can spend 1 blood to add +1 to a physical move.

BLOOD BOND

After someone drinks your blood once, you get an Edge on them.

After someone drinks your blood twice, they gain the Condition *warm regard* toward you, which lasts for at least a year, or until you form a blood bond to someone else.

After someone drinks your blood three times, a blood bond forms and they gain the Condition *in love with you*. This will persist until years have gone by without drinking your blood. If you're of low Generation, the Condition might take years or even centuries to fade.

A character can only have one blood bond at a time. Once the blood bond forms, drinking the blood of other vampires doesn't grant Edges or cause *warm regard* any more.

BLUSH OF LIFE

If you want to fake the fine details of life for a scene—flushing your skin with living warmth, breathing, presenting a heartbeat, all that—roll with your Road modifier. On a 10+, you invoke the blush of life. On a 7-9, you can invoke the blush of life but you have to spend 1 blood to do it. On a miss, you can't remember what it was like to be alive well enough to fake it, and can't use this move again during the scene.

If you walk the Road of Humanity, treat a miss as a 7-9 and a 7-9 as a 10+.

GENERATION

Your character is 12th Generation. You can only increase your Generation through diablerie. Lower Generation brings with it certain advantages:

11th Generation: You can “over-feed” to hold up to 3 extra blood.

10th Generation: You can hold 6 blood.

9th Generation: You can “over-feed” to hold up to 4 extra blood.

8th Generation: You can hold 7 blood.

7th Generation: You can hold 8 blood. Get an extra +1 to an Attribute of your choice.

6th Generation: You can hold 9 blood. Get an extra +1 to an Attribute of your choice.

5th Generation: You can hold 10 blood. Get an extra +1 to an Attribute of your choice.

4th Generation: You can hold 12 blood. Get an extra +1 to an Attribute of your choice.

DIABLERIE

When you commit diablerie on a vampire of at least equal Generation to your own, you get a free advance. If the vampire you diablerized was of lower Generation, your Generation drops by 1. This *doesn't* reset your experience or count as an advance for the purpose of retaining or restoring Road. It *does* automatically cost you a point of Road if your rating is above 1, and unless your Road explicitly demands or permits diablerie.

You also gain the Condition *soul-stained* for a year and a day, which can be detected through Auspex.

GHOULS

When you spend 1 blood and feed it to a mortal, they gain the Condition *ghoul* for a month. Ghouls are tough, strong, and don't age so long as they keep the Condition, which they can tag in appropriate circumstances.

BACKGROUND MOVES

When you create your character, select one Background for them.

ALTERNATE IDENTITY

You have an alternate identity that you can slip into when needed, complete with faked credentials, history, and so forth, which will stand up to reasonable scrutiny. This might be a false mortal identity, or you could be convincingly posing as a member of a different Clan.

CONTACTS

You permanently have the Condition *I know a guy*, which cannot be removed save through *major* story events. This can be tapped when you exercise your pull on “low-prestige” groups such as criminals, the meager, mystics, peasantry, servants, and trade guilds.

DOMAIN

You have control over a useful feeding ground or chunk of real estate, and this control is recognized by other local vampires.

FAME

You permanently have the Condition *famous*, which cannot be removed save through *major* story events. This can be tapped when you exercise your pull on culture-focused groups such as the church, nobility, high society, and peasantry.

HERD

You have established a group of mortal vessels to alleviate some of your feeding needs. Once each story, you may declare that you’re drawing upon your herd during a scene of downtime to gain 3 blood for free.

INFLUENCE

You permanently have the Condition *friends in high places*, which cannot be removed save through *major* story events. This can be tapped when you exercise your pull on upper-crust groups such as the church, nobility, and trade guilds.

RESOURCES

You permanently have the Condition *wealthy*, which cannot be removed save through *major* story events.

STATUS

You occupy some formal position of prestige and influence within your clan or home region. What is it?

MERITS AND FLAWS

Merits and flaws are *optional* features to customize your character. If you wish, you can take one merit, but if you do so, you must also take a flaw.

MERITS

BRUISER: When you intimidate someone through sheer size and strength, you can roll with physical to *show your teeth*.

IRON WILL: You can roll with mental to *stand your ground*.

SMOOTH TALKER: When you apply charm, schmaltz, and fast-talk rather than knowledge, you can roll with social to *navigate a system*.

TRUE FAITH (ROAD OF HUMANITY OR HEAVEN ONLY): Your faith in a higher power has survived even your fall into damnation. You can roll with your Road modifier to *show your teeth* to other vampires when using your faith as a weapon.

EAT FOOD: You can hold down mortal food for at least an entire scene before you need to start making rolls to *stand your ground* once per scene to avoid bringing it all back up.

GENERATION: Make a roll with the modifier indicated below. On a 10+, you start at 9th generation. On a 7-9, you start at 10th generation. On a miss, you start at 11th generation.

Roll at +3 if you are: an Old Clan Tzimisce, Niktuku, or True Brujah

Roll at +2 if you are: a Nagaraja or Tremere

Roll at +1 if you are: a Giovanni, Lamiae, Salubri (any bloodline), Warrior of Glycon, or Witch of Echidna

Roll at +0 if you are: an Assamite (any bloodline), Brujah, Cappadocian, Gangrel, Malkavian, Lasombra, Nosferatu, Ravnos, Setite, Toreador, Tzimisce, Ventrue, Anda, Baali, Bonsam, Danava, or Ramanga

Roll at -1 if you are: an Ahrimane, Caitiff, Gargoyle, Impundulu, Kiasyd, or Lhiannan,

FLAWS

TYPHOID MARY: You are an asymptotic carrier for some serious sickness. Add the following to the list of choices when you *drink blood*: They don't gain the Condition: *sick*.

THIN BLOOD: You are of the 13th, 14th or 15th generation (pick one). This works the same as being 12th generation, but you cannot (choose two): sire childer; create ghouls; create a blood bond; over-feed. If you're 15th generation, "sire childer" has to be one of your picks.

BRUTAL FANGS: You can't lick wounds made by your fangs closed. When you *drink blood*, you have to spend two of your picks to choose "they definitely don't die."

VULNERABILITY TO SILVER: Touching silver harms you as if you were touching flames. Harm inflicted by silver is aggravated harm.

FOLKLORIC VULNERABILITY: You have the Condition *susceptible to* [*insert vampiric bane here*]. If this is a compulsion such as counting grains of rice or not crossing running water, you must *stand your ground* to deny the compulsion. If it is an aversion, such as repulsion by garlic or church bells, you must *stand your ground* or retreat in the face of your bane.

DARK FATE: There's no good ending waiting down the line for you. When you die, you can't choose to enter Frenzy or give your fate into the hands of the Storyteller to save yourself. You have to either enter torpor or die.

SPOOKY: Some odd supernatural phenomenon trails in your wake, like a cold wind, the smell of a fresh-turned grave, a slow infestation of flies, or a frost that kills plants you touch. You have the Condition *spooky*, but can't tag it in your own favor. You can't take this Flaw if you already have some manner of weird, hideous, or unearthly Condition as a Clan Weakness.

LINGERING WOUNDS: When you spend blood to erase harm, you gain the Condition *lingering wounds* as livid traces of your injuries remain manifest on your body. They don't impair you, but they're certainly alarming to anyone who sees you walking around with a half-clotted hole through your chest. You must spend 1 blood while sleeping through the day to get rid of your *lingering wounds*.

CHARACTER CREATION

To make a vampire, go through the following steps:

- Write down a concept for your character (“painter searching for a muse,” “lady of the night,” “friar with unholy appetites,” “leper-knight,” etc).
- Come up with a name for your character.
- Write down a short, punchy description of your character, incorporating the three most striking features they have. Use two sentences, tops.
- Pick one Attribute to be rated at +1, one at +0, and one at -1.
- Select a Clan. Note your Clan Disciplines and Weakness.
- Decide what Road you’re following. Mark it down as being rated at 6.
- Select one Background. Alternately, select no Backgrounds, and get the Generation Merit without having to take a Flaw.
- If you want to, select one merit and one flaw. This step is optional.
- Note your Generation.
- Select four moves from among your Clan Disciplines.
- Select one of the other players. They get to start with an Edge on your character.

Now you’re ready to play.

STORYTELLER RULES

Here are the rules that only the Storyteller needs to worry about: NPCs, and hard moves. If you're playing, you can skip these sections, you don't need to know about them.

NPC RULES

Two primary design objectives here. 1: You can run NPCs largely by just saying what they do, and that's what happens, up to and including conflict with PCs. 2: You can take any NPC out of any book from any edition and just drop them into this framework, crudely eyeball a Move or two, and you're ready to go, with 0 prep time.

The Storyteller doesn't ever touch the dice. NPCs do what the Storyteller says they do. If they're important NPCs, they can track Edges and they can have Conditions, but that's about it. They don't keep track of blood or any other resources other than harm.

Sometimes NPCs have special moves. Generally these are going to amount to giving the NPC Advantage, or letting the NPC do something special like mind control people or run super fast or set things on fire or transform into a bat, but you can get fancy with an NPC move if you want. If it would be annoying for the NPC to do the move a lot, then it gives them *exhausted* after they use it and they can't use it again while they're *exhausted*.

When an NPC takes all the harm it can withstand, it usually dies (or enters torpor if it's a vampire).

NPCs have three special rules: Scale, Advantage, and Disadvantage.

SCALE

NPCs come in three varieties: Civilian, Dangerous, and Supernatural.

CIVILIAN NPCs are peasants, merchants, innkeepers, and other run of the mill folks. They might have one interesting move, if any. They usually die after taking 3 harm. Usually they can only harm a vampire by spending an Edge, exploiting a Condition, or as part of a move.

DANGEROUS NPCs are potential threats: bandits, guards, knights, ghouls, weak ghosts, other neonate vampires, that sort of thing. They're likely to have a unique move or two. Dangerous NPCs die after taking 4 to 6 harm. Dangerous NPCs can inflict 1-2 harm to PCs without needing to do anything special, and could get higher than that with a move or Advantage.

SUPERNATURAL NPCs are potent supernatural beings: ancillae and elders, werewolves, major poltergeists, strange spirits, that sort of thing. Supernatural NPCs definitely have at least a couple of special moves, quite possibly more. They die after taking 5 to 10 harm.

Overwhelming NPCs can inflict 2-3 harm to PCs without needing to do anything special, and can easily get higher than that with special moves or Advantage.

ADVANTAGE

When an NPC gains Advantage, it indicates that something has given them a significant edge in the fiction of the story. This means one of two things: either the Storyteller should *heavily* lean toward having them succeed at whatever they're trying to do, or, if they're fighting PCs, temporarily bump them up from Civilian to Dangerous or Dangerous to Supernatural, at least for a move or so.

DISADVANTAGE

This is the opposite of Advantage. It means an NPC is up shit's creek. Either the Storyteller should lean *heavily* toward having them fail at whatever they're trying to do, or else bump them down a scale level in terms of effectiveness for a move or so.

HARD MOVES

Hard moves are moves the Storyteller plays. You still don't ever touch the dice, these are all conceptual, and are mostly there to let you know you're doing things right.

Here are the rules governing playing a hard move:

- The move you play has to make sense in the story. Since you control most of the story that's usually not hard.
- The move has to make the story more fun, more interesting, or more tense. It can't make the story more boring, less fun, or less tense. Resolving tension is the goal of the PCs, not the Storyteller.
- The move shouldn't outright negate victory if the PCs earned victory. Use victory as a springboard for fresh complications, yes. Undo their win, no.
- Don't announce that you're playing a hard move, just do it. The more invisible hard moves are to players, the more they'll just assume their Storyteller is some kind of genius.

Here are the rules for when to play a hard move:

- When someone misses on a move.
- When it makes sense. ("Well, Myca just decided to grab that key out of the patch of sunlight. Better *inflict harm as established.*")
- When everyone's looking around the table like "what happens next?"

Here are some hard moves. You can surely come up with more on your own:

- Reveal a secret that someone would really rather not have revealed.
- Introduce new danger.
- Hint at future danger.
- Make them pay a price or force them to make a tough decision.
- Split up the party.
- Put the party back together.
- Drive them to a new location.
- Have an NPC show up.
- Dangle an opportunity in front of them: to get an Edge, resolve a Condition, or get something they want.
- Pose an uncomfortable question.

- Complicate their plans.
- Turn their move back on them after they fuck it up.
- Threaten their domain.
- Threaten their blood supply.
- Threaten their prestige.
- Threaten their allies.
- Threaten their haven.
- Threaten the Silence of the Blood.
- Inflict harm, as established. (This is mostly here to say: you can inflict harm when it makes sense in the story. You don't need a special rule for it.)
- Grant an NPC an Edge. (This is mostly here to say: you can grant your NPCs Insight when it makes sense. You don't need a special rule for it.)
- Grant someone a Condition. (This is mostly here to say: you can stick Conditions on people when it makes sense. You don't need a special rule for it.)
- Have the Beast stir. (This is mostly here to say: you can have the Beast stir if it makes sense. You don't need a special rule for it.)

After playing a hard move, look at the players and ask: What do you do?

CLANS

ASSAMITE

Clan Disciplines: Celerity, Obfuscate, Quietus Cruscitus

Clan Weakness: You always have the Condition *soul-stained*, whether you are a diablerist or not. Additionally, the sight or smell of vampire blood causes the Beast to stir.

BRUJAH

Clan Disciplines: Celerity, Potence, Presence

Clan Weakness: The Beast only has to stir twice in a night before it's awake.

CAPPADOCIANS

Clan Disciplines: Auspex, Fortitude, Necromancy

Clan Weakness: You permanently have the Condition *pale as a corpse*. Additionally, you cannot use the blush of life.

FOLLOWERS OF SET

Clan Disciplines: Obfuscate, Presence, Serpents

Clan Weakness: When you suffer harm from sunlight, you suffer twice as much harm as normal.

GANGREL

Clan Disciplines: Animalism, Fortitude, Protean

Clan Weakness: Each time you frenzy, you develop a bestial trait, physical or mental, drawn from either vampire mythology or predatory/scavenging animals that dwell in the region. This trait forces you to carry -1 forward ongoing for one of the basic moves, and persists until you voluntarily accept a miss while using that move without ever touching the dice.

MALKAVIAN

Clan Disciplines: Auspex, Dementation, Obfuscate

Clan Weakness: You are afflicted by a permanent Condition most would describe as some form of madness. It's important to note that this is a mystic derangement of the blood, *not* necessarily an actual mental illness; as such, while its symptoms *might* mimic or replicate the

behavior of a real-world mental illness, they also might not. Your derangement could manifest in the form of incurable post-traumatic stress disorder revolving around the night of your Embrace, but it also might appear as a broad approximation of some classical or pop-culture form of “insanity,” such as multiple personalities or phantasmagoric hallucinations. It could even be some very particular aberration such as being haunted by a ghost that is only real to you.

LASOMBRA

Clan Disciplines: Dominate, Potence, Obtenebration

Clan Weakness: You have no reflection and cannot be photographed. When you suffer harm from sunlight, take 1 additional harm.

NOSFERATU

Clan Disciplines: Animalism, Obfuscate, Potence

Clan Weakness: Your appearance is twisted and hideous. You permanently have the Condition *monstrous visage*. You cannot roll a 10+ result to *manipulate someone* if they can see or know of your true appearance, no matter what the dice say.

RAVNOS

Clan Disciplines: Animalism, Chimerstry, Fortitude

Clan Weakness: You must choose one of your personality traits and take it as a permanent Condition. You can attempt to *stand your ground* to suppress this Condition for a scene, once per session.

TOREADOR

Clan Disciplines: Auspex, Celerity, Presence

Clan Weakness: When exposed to unexpected beauty, you must *stand your ground* or become enraptured until something stirs you from your reverie. The beast doesn't stir on a 7-9 result, though.

TREMERE

Clan Disciplines: Auspex, Dominate, Thaumaturgy

Clan Weakness: The first time you drink another vampire's blood, skip straight to developing *warm regard*. Additionally, carry -1 forward ongoing to *stand your ground* against senior Tremere in the Clan's internal hierarchy.

TZIMISCE

Clan Disciplines: Animalism, Auspex, Vicissitude

Clan Weakness: If you sleep without being surrounded by at least two handfuls of the soil of your grave or of some place important to you in life, suffer -1 ongoing to all moves until you do so.

VENTRUE

Clan Disciplines: Dominate, Fortitude, Presence

Clan Weakness: You can only sate yourself with blood from a certain type of human vessel. Any other source of human blood cannot raise you above 1 blood, and animal blood cannot sustain you at all. You may drink vampire blood freely.

CAITIFF

Clan Disciplines: Any three

Clan Weakness: You can't start with the Status Background, and must take a Flaw with no corresponding Merit.

BLOODLINES

ASSAMITE VIZIER

Clan Disciplines: Auspex, Presence, Quietus Hematus

Clan Weakness: You permanently have the Condition *Obsessed with X* where X is an area of academic or artistic interest.

Starting pull: You get +1 to one of the following groups (pick one): Academia, bohemians, business, the courts, high society, media, unions

ASSAMITE SORCERER

Clan Disciplines: Assamite Sorcery, Auspex, Celerity

Clan Weakness: You permanently have the Condition *Uncanny*.

Starting pull: You get +1 to one of the following groups (pick one): Academia, church, high society, medicine, occult underground

GIOVANNI

Clan Disciplines: Dominate, Potence, Necromancy

Clan Weakness: Your bite conveys incapacitating agony rather than pleasure. When you *drink blood*, you cannot choose the “When the Kiss wears off, they don’t realize what you did to them” option.

Starting pull: You get +1 to one of the following groups (pick one): Business, city hall, church, the courts, high society, occult underground, organized crime

OLD CLAN TZIMISCE

Clan Disciplines: Animalism, Auspex, Dominate

Clan Weakness: If you sleep without being surrounded by at least two handfuls of the soil of your grave or of some place important to you in life, suffer -1 ongoing to all moves until you do so.

WARRIORS OF GLYCON

Clan Disciplines: Obfuscate, Potence, Serpents

Clan Weakness: You must *stand your ground* to refuse a clear opportunity to gain power, or to refuse an opponent’s surrender.

WITCHES OF ECHIDNA

Clan Disciplines: Animalism, Presence, Setite Sorcery

Clan Weakness: Whenever your Beast is awake, you gain the Condition *demonic appearance*. Additionally, the mother of monsters tithes 1 blood when you lay down to sleep for the day. If you cannot pay this tithe, you suffer 1 harm.

AHRIMANES

Clan Disciplines: Animalism, Potence, Spiritus

Clan Weakness: You cannot create ghouls or a blood bond.

ANDA

Clan Disciplines: Animalism, Fortitude, Protean

Clan Weakness: Carry -1 forward ongoing for the first hour after sunset and the last hour before sunrise.

BAALI

Clan Disciplines: Daimoinon, Obfuscate, Presence

Clan Weakness: You cannot look upon icons of faith. If presented against you, you must *stand your ground* or retreat. Touching such an icon burns you like fire.

BONSAM

Clan Disciplines: Abombwe, Obfuscate, Potence

Clan Weakness: Mortals who behold you must *stand their ground* or else flee, or attack you in a panic (if their numbers are great). Once a mortal has overcome this instinctive terror through a stout heart or acclimation, they need no longer struggle with it.

Starting pull: You get +1 to one of the following groups (pick one): Bohemians, church, high society, media

DANAVA

Clan Disciplines: Dominate, Fortitude, Sadhana

Clan Weakness: You cannot gain sustenance from animal blood. If you *drink blood* without at least a brief prayer ritually offering your victim to the gods beforehand, you do not automatically gain 1 blood.

GARGOYLES

Clan Disciplines: Fortitude, Potence, Visceratika

Clan Weakness: You cannot pass for human. Additionally, you are weak-willed and take -1 forward ongoing to *stand your ground*.

IMPUNDULU

Clan Disciplines: Necromancy, Fortitude, Presence

Clan Weakness: You can only gain blood from the Bomkazi.

KIASYD

Clan Disciplines: Dominate, Mytherceria, Obtenebration

Clan Weakness: You have the Condition *fey appearance*. Additionally, when you take harm from cold iron, it is aggravated harm.

LAMIAE

Clan Disciplines: Fortitude, Necromancy, Potence

Clan Weakness: When you *drink blood*, you afflict your mortal victim with the Condition *seed of Lilith*, a wasting illness that slowly kills those not of truly stout constitution over a week or so.

LHIANNAN

Clan Disciplines: Animalism, Ogham, Presence

Clan Weakness: Once you've spent a week away from the wilderness, you carry -1 forward ongoing until you spend a day sleeping in the wilds. Additionally, when you Embrace, your Generation rises by 1.

NAGARAJA

Clan Disciplines: Auspex, Dominate, Necromancy

Clan Weakness: In addition to drinking blood, you must consume human flesh. If you go a night without consuming flesh, suffer -1 ongoing to all moves until you do so. A single human cadaver has enough flesh on it to sustain you for 10 nights.

NIKTUKU

Clan Disciplines: Auspex, Celerity, Potence

Clan Weakness: When you *drink blood* from a mortal, you don't gain 1 blood automatically. Additionally, once you've been dead for several centuries, you gain the permanent Conditions *ancient appearance* and *unholy strength, speed, and toughness*.

RAMANGA

Clan Disciplines: Obfuscate, Obtenebration, Presence

Clan Weakness: When you use Obfuscate or Presence against someone, the effect is always in some way weak, flawed, or incomplete, unless you possess a physical piece of that person.

SALUBRI (HEALER CASTE)

Clan Disciplines: Auspex, Presence, Valeren

Clan Weakness: You have a third eye upon your forehead, though you may close it while not using Valeren. If you *drink blood* from a vessel that has not given their consent, take -1 ongoing for the rest of the night.

SALUBRI (WARRIOR CASTE)

Clan Disciplines: Auspex, Fortitude, Valeren

Clan Weakness: You have a third eye upon your forehead, though you may close it while not using Valeren. If you *drink blood* from a vessel you have never bested in battle, take -1 ongoing for the rest of the night.

SALUBRI (WATCHER CASTE)

Clan Disciplines: Auspex, Obfuscate, Valeren

Clan Weakness: You have a third eye upon your forehead, though you may close it while not using Valeren. You have a particular area of research that is your focal obsession. You must *stand your ground* to pass up an opportunity to pursue knowledge about this subject.

TRUE BRUJAH

Clan Disciplines: Potence, Presence, Temporis

Clan Weakness: You have the Condition *dispassionate*. Raising your Road requires two "empty" advances spent *seeking greater enlightenment*, rather than one.

MAJOR DISCIPLINES

Disciplines are supernatural tricks gained through mastery of power of the blood. They are broken down into specific moves. If a move has a number after its name, then you must have already gotten at least that number of other moves from within the Discipline before you can take it.

What follows are the Disciplines commonly practiced by the 13 major Clans, with the exception of the “blood sorcery” Disciplines such as Thaumaturgy and Necromancy; those are in their own section.

ANIMALISM

The art of commanding animals and influencing the Beast. Animalism encompasses the following moves:

FERAL WHISPERS: You can speak to and understand the speech of animals. Animals no longer grow agitated in your presence.

BECKONING (1): You can call out in the voice of a type of animal—unleashing the rusty croak of a raven, the howl of a wolf, the chittering of a rat—and to summon animals of that sort. Roll with social. On a 10+, as many animals as are able flock to you from a mile or more around. On a 7-9, a few animals show up. On a miss, your call goes unanswered.

WHISPERS TO THE WILD (1): Add +2 to *manipulate someone* or *show your teeth* when speaking to an animal.

QUELL THE BEAST (1): You can focus your will upon a mortal or vampire, diminishing their inner fire with the intensity of your own. Mortals freeze up. Vampires can't be intimidated, but they *do* get the chance to *stand their ground* to snap out of a frenzy prematurely. Using this Discipline causes the Beast to stir.

SUBSUME THE SPIRIT (2): You can lock eyes with an animal and send your spirit in to possess its body. Roll with mental. On a 10+, you possess the animal for as long as you like or until you catch sight of the sun, and are clear-headed and may use mental Disciplines such as Auspex, Presence, Dementation, and various forms of blood sorcery through the animal. On a 7-9, you possess the animal, but if you suffer any significant shock or distraction, you must *stand your ground* or lose control and snap back to your body. Additionally, on a 7-9 you must choose one: you can use mental Disciplines while riding the animal; when you return to your body you don't gain the Condition *muddled by animal instincts* until sunrise.

UNLEASH THE BEAST (3): You can hurl your Beast into someone else, sending them into a wild frenzy. Spend 1 blood to give your *the Beast stirs* marks to someone else; if you need to generate more marks to trip the Beast into wakefulness, you may do so by spending more

blood at a rate of 1 per mark. You carry -1 forward ongoing while your Beast is elsewhere driving someone else's frenzy; your Beast returns when the frenzy ends, still awake, but you don't have to resist frenzy unless something else goads in later in the night.

ANIMAL SUCCULENCE (3): You can raise yourself up to 5 blood by drinking animal blood, or up to 3 blood if you're Ventrue or too old to normally gain sustenance from animal blood.

CONQUER THE BEAST (4): Add +2 to rolls to resist frenzy or ride the wave.

AUSPEX

The trick of heightened senses and spiritual sensitivity. Auspex encompasses the following moves:

HEIGHTENED SENSES: By concentrating, you can sharpen your senses to a preternatural degree, allowing you to do things such as track like a bloodhound, listen to conversations many rooms away, read a letter from across a room, and so forth.

AURA PERCEPTION: You can glimpse the spiritual aura of an individual's soul, scanning it for meaning. Roll with mental. On a 10+, you read the subject's aura and get an Edge. On a 7-9, you read the subject's aura. On a miss, you can't read their aura for the rest of the scene. See page 136 of **V20** for the aura chart. If looking up a chart is too much of a pain in the ass, you can tell what their current emotions are; if they're a vampire; if they're something else that's weird; and if they've committed diablerie in the last year.

PREMONITIONS: If the beast has stirred at all tonight, even if you've since quelled it, nobody can get the drop on you; sudden omens warn you at the last moment.

THE SPIRIT'S TOUCH (1): You touch an object and read the psychic impressions left on it. Roll with mental. On a 10+, ask 3. On a 7-9, ask 2:

- What did the last person who used this look like?
- What was this object last used to do?
- How old is this object?
- How was did the last person who used this object feel as they used it?
- How long was this object in the possession of the last person who used it?

TELEPATHY (2): You can project your thoughts into the mind of anyone you can see or anyone who is blood bound to you. They're aware the thoughts are not their own, but don't recognize them as coming from you unless you want them to or they have an Edge on you.

INVADE THE MIND (2): You can read the thoughts of anyone you can see or anyone who is blood bound to you. You *can't* normally read another vampire's thoughts, but can forcibly snatch a few moments of surface thoughts by making eye contact and stirring your Beast.

PSYCHIC PROJECTION (3): You can spend 1 blood to project your spirit out of your body and drift ephemerally through the world. Your spirit-projection can use other Auspex moves, but cannot interact with the physical world; at best, you can spend another 1 blood to appear as a ghostly presence to communicate with others.

CELERITY

The art of superhuman speed and grace. Celerity encompasses the following moves:

SPEED: You can move with preternatural swiftness—able to cross a room in the blink of an eye, or to run down a horse on a long stretch.

UNCANNY QUICKNESS: When you make a move which would benefit from great speed, such as *run for it* or *fuck them up* with a close-quarters weapon, add +1.

PRECISION: When you perform a move requiring physical precision such as shooting a bow or picking a lock and you miss, you may spend 1 blood to roll again.

SILENT LIGHTNING (1): You can move with even greater preternatural swiftness—able to cross a lobby in the blink of an eye, or run down a car on a long stretch. You must already have *speed*.

SWIFT AS A SCREAM (2): You can move with yet further preternatural swiftness—able to cross a grand ballroom in the blink of an eye, or run down a race car on a long stretch. You must already have *silent lightning*.

CELERITY MASTERY (3): You can spend 1 blood when you perform some feat of supernatural speed with Celerity to double its benefits. Swift as a Scream would give you a few moments of jet fighter speed; Uncanny Quickness would add +2; Precision would let you re-roll again if the first re-roll didn't pan out.

CHIMERSTRY

The art of drawing illusions forth from the dreams of the blood. Chimerstry encompasses the following moves:

IGNIS FATUUS: You can create a modest, static illusion encompassing a single sense—an image, a sound, a smell, even a texture or taste. The illusion lasts as long as you stick around, or until you choose to end it.

FATA MORGANA (1): You can spend 1 blood to make the static illusion created by Ignis Fatuus encompass as many senses as you desire.

APPARITION (1): You can imbue movement onto the illusions created by Ignis Fatuus.

SHARED NIGHTMARE (2): You can spend 1 blood to create a *large* illusion, or several independent illusions (such as filling a ballroom with illusory dancers) with Ignis Fatuus.

PERMANENCY (3): You can spend 1 blood to make an Ignis Fatuus illusion permanent: it endures until you choose to end it, even after you've left the area.

HORRID REALITY (3): You can spend 1 blood to make a single illusion 'real' to a specific individual: it is so convincing that it is able to stop them from walking through it, or even to inflict harm. Others remain capable of treating the illusion as fake, and so can drag their friend out of an illusory cage, or pat his 'broken' leg without causing pain. Without such proof, however, the victim must treat the illusion as real. Someone slain by illusory harm is merely rendered unconscious or enters torpor; your illusion cannot truly kill.

DEMENTATION

This terrifying Discipline finds wisdom by staring at the world through a cracked kaleidoscope, and inflicts terrible madness on others. Dementation encompasses the following moves:

PASSION: While speaking to someone, you can inflame or dampen the emotions they're feeling. Roll with mental. On a 10+, their current emotion is either smothered to nothingness or inflamed to manic heights. On a 7-9, the same thing happens but choose one: the inflammation or dampening is modest; the beast stirs. On a miss, you can't use Passion again during this scene.

EYES OF CHAOS: When you *read their eyes*, on a 10+ the Storyteller will also tell you something about their secret inner nature—especially if something about them is cracked, festering, unhealthy, or deeply suppressed.

THE HAUNTING (1): While speaking to someone, you can seed their mind with terrible hallucinations which will manifest when they're alone or under stress. You can't control what the hallucinations are, but you can decide which senses they affect. Spend 1 blood and roll with mental. On a 10+, you can decide how long they persist, up to a full month. On a 7-9, they last no more than a few days.

VOICE OF MADNESS (3): You can unchain the howling madness that lurks within all souls. Voice of Madness causes its target to immediately roll to resist frenzy or *rötschreck* (player's choice, or Storyteller's in case of NPCs). Spend 1 blood and roll with mental. On a 10+, you can affect as many targets within your immediate presence as you want. On a 7-9, you can only affect one target. Upon using this Discipline, you must also resist frenzy or *rötschreck*—on a 7+, you decide which; on a miss, the Storyteller decides.

TOTAL INSANITY (4): You can smash someone's psyche like a mirror with the force of your will. When you roll 10+ to *show your teeth*, you can also spend 1+ blood to give someone the Condition *mad*. This Condition persists for three nights per blood spent.

DOMINATE

The art of smothering lesser wills and suborning them. All Dominate moves require eye contact. Dominate doesn't work on vampires of lower Generation. Dominate encompasses the following moves:

COMMAND: You can speak a single word, and roll with mental. On a 10+, your victim obeys immediately. On a 7-9, they obey hesitantly.

MESMERIZE (1): You can implant a false thought or hypnotic suggestion in the subject's mind. Roll with mental. On a 10+, the suggestion can be as elaborate as you like. On a 7-9, it must be relatively straightforward, of limited duration, and to be carried out soon.

THE FORGETFUL MIND (1): You can remove or rewrite memories by telling someone what to remember or what to forget. Roll with mental. On a 10+, you can replace a real memories with a false memory. On a 7-9, you can only make them forget a memory outright.

CONDITIONING (3): You can spend an Edge on someone to carry +1 forward ongoing to Dominate them.

POSSESSION (4): You can lock eyes with a mortal or ghoul and send your spirit in to possess their body, but only if they have a Condition of mental fatigue such as *drained*, *exhausted*, and so on. Roll with mental. On a 10+, you possess them for as long as you like, and are clear-headed and may use mental Disciplines such as *Auspex*, *Presence*, *Dementation*, and various forms of blood sorcery through them. On a 7-9, you possess them, but if you suffer any significant shock or distraction, you must *stand your ground* or lose control and snap back to your body. Additionally, on a 7-9 you must choose one: you can use mental Disciplines while riding the person; you don't suffer the same harm as that taken by the person you're possessing.

FORTITUDE

Fortitude is superhuman toughness and durability, as well as resistance to the great banes of the undead. Fortitude encompasses the following moves:

UNHOLY MANTLE: When you take aggravated harm, convert the first aggravated harm taken into normal rather than aggravated harm. For example, if burned by sunlight inflicting 3 aggravated harm, you take 1 harm and 2 aggravated harm instead.

CORPSE BODY: When you suffer harm, the harm is reduced by 1. This doesn't apply to aggravated harm.

UNDYING: You can take 1 additional harm before you die.

BLASPHEMOUS MANTLE (1): When you take aggravated harm, convert up to 2 aggravated harm to normal harm. You must already have Unholy Mantle.

MOUNTAIN HIDE (1): When you suffer aggravated harm, the aggravated harm is reduced by 1, to a minimum of 1 aggravated harm taken.

UNKILLABLE (2): You can take 1 additional harm before you die.

UNBREAKABLE (2): When you take harm, you can spend 1 blood to reduce the harm taken by 2.

OBFUSCATE

The art of vanishing from perception and being someone else. Obfuscate encompasses the following moves:

CLOAK OF SHADOWS: When you stand still and quiet in darkness or shadows, you cannot be seen. Moving, making noise, or falling under direct light breaks this concealment.

THE SILENCE OF DEATH: You can spend 1 blood to mute all sounds in your immediate surroundings for the rest of the scene. You can still hear things from outside of your zone of silence, dimly, but nothing around you can make any sort of noise at all. This nimbus of silence moves with you, but you can spend 1 additional blood to pin your silence to a room. This silence will last for as long as you wish, although if it persists after the sun next rises, you carry -1 forward ongoing while you maintain it.

CONCEALMENT: When you *do something shady* and attempt to conceal a small item on your person, you can't roll less than 7 no matter what the dice say.

MASK OF A THOUSAND FACES (1): You can cast a veil of shadows over yourself to appear as someone you are not. Roll with social. On a 10+ you can appear to be anyone you want and the disguise is perfect. On a 7-9 you can only seem to be someone of similar height, build, and general body shape, and the disguise isn't good enough to impersonate a specific real individual. This disguise lasts until you next sleep.

UNSEEN PRESENCE (2): When nobody's actively aware of your presence, you can erase yourself from notice. So long as you don't bump into anyone, speak, or make loud noises, nobody can see you. Active awareness means taking note of you specifically, so you can often use this move in a crowd, for example, where although plenty of people can *see* you, it's unlikely anyone's taken note of you in particular.

VANISH FROM THE MIND'S EYE (3): When you use an Obfuscate move to become unseen, you can spend 1 blood to do so even if people are looking right at you. If you vanish in front of a mortal, they experience a shock of fear or confusion and then forget that you were present in the first place.

CLOAK THE GATHERING (3): When you use an Obfuscate move to become unseen or concealed, you may hide nearby allies as well by spending 1 blood for every 2 allies brought with you into concealment. If they do something to draw attention to themselves, or wander more than a room or two away from you, they fall out of the protection of your cloak.

SOUL MASK (4): You can conceal your very soul in a cloak of obscurity. Those using Auspex or similar magic to take your measure see as you would wish to be seen, were you aware of their scrutiny (so the Prince might see you displaying emotions to match your outward attitude, but without any marks of diablerie in your aura, while a vampire-hunting mystic

would detect you as an ordinary human being). This doesn't *make you aware* of mystic scrutiny, it just allows you to instinctively present the lie most beneficial in the moment.

OBTENEBRATION

The art of command over shadows and the power of the Abyss. Obtenebration encompasses the following moves:

SHADOW PLAY: You can bend, warp, beckon, and manipulate shadows, so long as there are already shadows present to work with. This is particularly useful for concealment and intimidation. Spend 1 blood. For the rest of the scene, carry 1 forward ongoing to *show your teeth* and *do something shady* if shadow-manipulation could possibly help.

SHROUD OF NIGHT (1): Spend 1 blood to summon a cloud of writhing darkness that extinguishes flame, muffles sound, is completely opaque, and smothers those within it with a clammy darkness. Anyone inside the cloud takes -1 forward ongoing or suffers Disadvantage. The cloud lasts as long as you concentrate on it.

ARMS OF THE ABYSS (1): Spend 1 blood to summon forth powerful tendrils of solidified darkness from nearby shadows, which you may direct to attack as weapons which inflict 2 harm. You can roll to *fuck them up* with mental when attacking with Arms of the Abyss.

BLACK METAMORPHOSIS (3): Spend 2 blood to become a terrible hybrid of flesh and shadow for the rest of the scene. Writhing Arms of the Abyss emerge from your body, and you can roll with mental or physical when you *fuck them up* with these tentacles. You also carry +1 forward ongoing to *fuck them up* with the tentacles and to *show your teeth* while Black Metamorphosis is active.

SHADOWSTEP (3): You can step into one shadow and emerge from another. Roll with mental. On a 10+, you can emerge from any shadow within 50 feet or so. On a 7-9, you can only emerge from another shadow that you can see. On a miss, carry -1 forward as the Abyss attempts to draw you into its depths.

TENEBOUS FORM (4): Spend 2 blood to become a living, amorphous shadow for the rest of the scene. You can't physically act upon anything in this form, but can't be harmed either, save by fire and sunlight. You can adopt whatever shape you like, slide across walls and ceilings, even 'drip' upwards in defiance of gravity. If unexpected fire or sunlight causes the beast to stir while using this move, it stirs twice.

POTENCE

The manifestation of sheer, inhuman power. Potence encompasses the following moves:

UNSTOPPABLE FORCE: Carry +1 forward ongoing when you *do something athletic* that is an expression of raw strength, or *fuck them up* with your bare hands or a melee weapon.

STRENGTH OF THE DAMNED: When you perform a move that relies on raw physical strength and you miss, you may spend 1 blood to roll again.

STRONGER THAN DEATH (1): When you inflict harm with your bare hands or a melee weapon, the harm is 1 greater than normal.

INESCAPABLE (1): If you spend 1 blood, you can leap far enough to make it all the way across a street in a single bound—say, from rooftop to rooftop; or from the ground to a second-story balcony straight up.

IMPOSSIBLE MIGHT (2): When you *do something athletic* and it's a feat of strength, you can spend 1 blood to enable feats of strength that should be simply impossible for a human being, like flipping a car, kicking a reinforced fire door clean off its hinges, or punching through a brick wall. If you're using Impossible Might to enhance a lesser feat of strength, then you can't roll less than 7 when you *do something athletic*, no matter what the dice say.

POTENCE MASTERY (3): You can spend 1 blood when you perform some feat of supernatural strength with Potence to double its benefits. Impossible Might would let you *throw* a car; Unstoppable Force would carry +2 forward for one move; Stronger than Death would add +2 harm.

PRESENCE

Presence focuses predatory intensity into a supernatural allure. Presence encompasses the following moves:

AWE: Spend 1 blood to carry +1 forward ongoing for the rest of the scene to *manipulate someone*.

IMPACT: Spend 1 blood to give off a powerful, distinct impression to all those you encounter. Give yourself a Condition for the rest of the scene of your own choosing, such as *imposing*, *dangerous*, or *trustworthy*.

ATTRACTION: Roll with social. On a 10+, you become the center of attention—nobody can help but hang on your every word, track your every movement. On a 7-9, you draw the undivided attention of those you directly approach or interact with, but will not seize the attention of an entire ballroom simply for walking through the door. On a miss, you can't use this move again for the rest of the night.

DREAD GAZE (1): When you quite literally *show your teeth* by baring your fangs and menacing someone, you can spend 1 blood before rolling to turn a miss into a 7-9, a 7-9 into a 10+, and a 10+ ensures that the target carries -1 forward ongoing for the rest of the scene, or suffers Disadvantage if an NPC.

ENTRANCEMENT (2): You can smash the will of another with the force of your presence, turning them into your fawning servant. Spend 1 blood and roll with social. If you succeed, they gain the Condition [*your*] *obedient servant*. On a 10+, this Condition persists for somewhere between a week and a month, depending on the strength of their will. On a 7-9, it will fade much sooner—possibly at the end of the night, possibly after a few days; again, it depends on the strength of the target's will. On a miss, you can't use this move against the same target again during the current story.

SUMMON (2): You can summon anyone you've ever met, from anywhere in the world. They will seek to come to you, instinctively picking the right paths to do so (even in the case of such sophisticated 'pathfinding' as buying plane tickets), although they don't know your precise location in advance of their arrival. Spend 1 blood and roll with social. On a 10+, the compulsion persists until they reach you, if the target is mortal, or for two nights, if the target is a vampire. On a 7-9, the compulsion vanishes at sunrise.

MAJESTY (4): Your presence becomes a hammer, terrible as the sun, cold as the moon, and the mere act of invoking your displeasure becomes terrible to contemplate. Spend 2 blood. For the rest of the scene, anyone who wishes to oppose you, or even to be discourteous to you, must first *stand their ground* or act with Disadvantage.

PROTEAN

The art of calling the Beast into the flesh to transform it. Protean encompasses the following moves:

EYES OF THE BEAST: At will, you can gain the Condition *glowing eyes* and can see perfectly in the dark.

FERAL CLAWS: You can grow terrible claws at will, either by spending 1 blood or allowing the Beast to stir. These act as weapons inflicting 2 harm. If you want, you can have these natural weapons manifest in some other way, such as foot-claws, beds of teeth springing from your palms, or even stabbing tusks erupting from your mouth. Most vampires manifest this move as claws, though.

EARTH MELD: You can spend 1 blood to sink into the earth, sleeping there until the sun next sets.

SHAPE OF THE BEAST (2): You can spend 1 blood to assume the form of a wolf or a bat. This gives you the Condition *wolf* or *bat* and enables you to do anything a wolf or bat ought to be able to do, such as track by scent, fly, or echolocate.

MIST FORM (3): Spend 1 blood to disperse into a living mist. You can't physically act upon anything in this form, but can't be harmed either, save by fire and sunlight. Even then, when you suffer harm from those sources, the harm is reduced by 1. You can remain in this form for as long as you wish.

SOUL OF THE BEAST (3): If you have Shape of the Beast, you can also use it to assume an animal form iconic to yourself—a large rat, perhaps, or a jackal, vulture, panther, something else. The animal must be a predator or scavenger of some sort.

PREY'S SKIN (4): If you have Shape of the Beast, you can also transform into the likeness of the last creature or person you fed upon, whoever or whatever that might be. Doing so costs 1 extra blood.

POWER OF THE BEAST (4): During frenzy, your Feral Claws deal aggravated harm.

QUIETUS CRUSCITUS

Its name means *the settling of debts through the science of murder through blood*. This variant of the Quietus Discipline is practiced by Assamite warriors. It encompasses the following moves:

BLOOD ESSENCE: You can extract the heart of a freshly-slain mortal or torpid vampire, drip a single drop of your blood upon it, and transform it into a leathery, imperishable trophy of your victory. Anyone peering into the chambers of this ageless heart can see the victim's soul fluttering within. A Kindred who pierces the heart with their fangs may drink the entrapped soul, committing diablerie if it belonged to a vampire. Fire and sunlight will both destroy the heart, setting the trapped soul free.

SCORPION'S TOUCH: You can spend 1 blood to coat a weapon with your blood, converting it in the process to a numbing poison. If the weapon inflicts harm, then the one harmed carries -1 forward ongoing for the rest of the scene, or suffers Disadvantage.

SCORPION'S BLOOD: You can envenom your blood as it leaves your body, if you so choose. Anyone drinking it directly from your veins carries -1 forward ongoing for the rest of the scene, or suffers Disadvantage.

DAGON'S CALL (1): You can spend 1 blood to transform a portion of your blood that has entered someone else's body within the current scene into a transcendent poison. They suffer 2 harm and are *wracked with agony* for the rest of the scene.

BAAL'S CARESS (2): If you so choose, when using Scorpion's Touch or Scorpion's Blood you can opt to transform your blood into a caustic, flesh-burning acid rather than a debilitating poison. Anyone drinking your blood suffers 2 harm, while anyone harmed by a blooded weapon suffers 1 additional harm.

TASTE OF DEATH (3): If you know Baal's Caress then you can spend 1 blood and *fuck them up* by spitting or vomiting your acidic blood at a target within about 30 feet. This attack inflicts 3 harm.

QUICKEN THE MORTAL'S BLOOD (4): You approach mastery of processing the blood you imbibe. After *drinking blood* from a mortal, you can roll with mental. On a 10+, get 1 extra blood. On a 7-9, get 1 extra blood, but the Beast stirs.

QUIETUS HEMATUS

Its name means *the settling of debts by an offering of blood*. This variant of the Quietus Discipline is practiced by Assamite viziers. It encompasses the following moves:

BLOOD TEMPERING: You coat an object in a thin layer of your blood, rendering it immune to the ravages of time and resistant to damage: attempts to break it by *doing something athletic* suffer -1 or Disadvantage. The object becomes susceptible to destruction by fire or sunlight, however. Small objects cost 1 blood; large objects, like an entire door or piece of furniture, cost 2 blood.

BLOOD AWAKENING: When you *drink blood*, add the following to your list of options: You relive one of their memories, of the Storyteller's choosing.

TRUTH OF BLOOD (1): So long as you are touching a subject's blood, you know whether or not they believe the words they speak. The blood you touch smolders away as red smoke when you use this move, and so a supply of preserved blood will eventually be consumed as this move is used.

CLEANSSED IN BLOOD (1): Spend 1 blood and mark someone's forehead. They must then spend several hours in silent meditation as the power of your blood burns away all competing supernatural influences over their mind and spirit (such as from Dominate, Presence, Dementation, etc). You can't use this move on yourself.

RIPPLES OF THE HEART (1): When you drink someone's blood, you can imprint an emotion upon their blood. Anyone who drinks the subject's blood gains a specific emotional Condition that you choose when using this move. Roll with social. On a 10+, this emotional impression lasts for a week. On a 7-9, it lasts for only one or two nights. The more of the subject's blood someone drinks, the stronger the emotional Condition they gain; thus, 1 blood might make them *fearful* while 3 blood could fill them with *abject terror*. You can use this move on yourself.

BLOOD SWEAT (2): When you *show your fangs* by rebuking someone for their misdeeds or weakness, you can force them to break out into a blood sweat. They gain the Condition *blood sweat* and mortals suffer 2 harm on a 10+ or 1 harm on a 7-9, while Kindred lose 2 or 1 blood. (NPC vampires don't track exact blood ratings, but will be alarmed as their precious blood begins to vanish, and the Storyteller will be aware their reserves of power are depleted and will treat them accordingly.)

BLOOD MEMORY (3): When you drink someone to death, if you have Blood Awakening, then you can ask the Storyteller for one of their specific memories.

SERPENTIS

This art of monstrous transformation is held to be the gift of Set to his children. Serpentis encompasses the following moves:

EYES OF THE SERPENT: You can bring the power of the serpent into your gaze, paralyzing anyone who meets your stare for so long as eye contact is maintained. Your eyes become in some way visibly inhuman while using this move.

TASTE THE AIR: By allowing your tongue to flicker in and out of your mouth, you can scent the air in the manner of a serpent, allowing you to operate without difficulty even in complete darkness.

TONGUE OF THE ASP (1): You can lengthen your tongue into a forked razor as long as your arm, extending it at will. Used as a weapon, it inflicts 2 harm, and can be used to *drink blood*.

TYPHONIC MAW (1): You can spend 1 blood to warp your mouth in almost any sort of horrific fashion you desire for the rest of the scene: lengthening your teeth into murderous daggers, distending your jaw down to your chest, expanding your throat until you can swallow anything you can get your mouth around—all of these blasphemies are possible. Your mouth becomes a weapon capable of inflicting 2 harm, and if you *drink blood* you can take 1 extra blood in addition to whatever else you pick, as long as you don't choose to ensure they don't die.

SKIN OF THE ADDER (2): Spend 1 blood to transform your flesh into some manner of mottled, scaly, slimy, or otherwise monstrous hide for the rest of the scene. Your body becomes both tough as well as flexible and malleable. When you suffer harm, the harm is reduced by 1. You can squeeze through any space you can fit your head into. You can slither out of most sorts of bindings.

ECHIDNA'S VENOM (3): Your bite becomes poisonous. When you bite someone, you can spend 1 blood to inflict 2 harm (or 1 additional harm if you're attacking with your fangs).

THE FORM OF THE COBRA (3): Spend 1 blood to assume the form of an enormous, man-sized cobra. You gain the *giant cobra* Condition, and your bite is so poisonous it kills mortals instantly. This transformation lasts until dawn, or until you will it to end.

TYPHONIC AVATAR (4): Spend 1 blood to assume the god-form: a human-serpent hybrid with a long, powerful tail instead of legs. You gain the *monstrous form* Condition. Carry +1 forward ongoing whenever you roll with physical. This transformation lasts for one scene. Each time you kill something while wearing this form, it quells the Beast.

MOTHER OF MONSTERS (4): You can bud tiny, monstrous creatures from your body. They rip free of your flesh and slavishly do your bidding. Suffer 1 harm to birth a monster. You

cannot erase this harm while the monster lives, though you can return the monster to your flesh whenever you wish.

THE HEART OF DARKNESS (5): You can draw your own heart forth from your chest. While your heart is outside of your body, you carry +1 forward ongoing to resist or ride the wave of frenzy. Hide your heart well! It can be destroyed by fire or sunlight, or staked by anyone who finds it, paralyzing you.

VICISSITUDE

The hideous power to craft flesh and bone like clay. Vicissitude encompasses the following moves:

MALLEABLE VISAGE (1): You can transform your own appearance, literally sculpting in alterations to your features: different cheeks, hair length, a different voice thanks to a restructured larynx, or transformations of eye, hair, or skin color. This costs only the time taken to painstakingly mold the changes by hand.

FLESHCRAFT (1): You can now sculpt the flesh of others by spending 1 blood and reweaving skin, meat, and muscle. This can produce much more extreme modifications than Malleable Visage. If you use this when you *fuck them up* with your bare hands, add 1 harm or a debilitating Condition. If your subject is cooperative or restrained (or you're working on yourself), roll with mental. On a 10+, you create exactly the alterations you desire, and can give them a Condition if you wish. On a 7-9, well, you can still give them a Condition, but things don't turn out... quite the way you envisioned them. On a miss... oh. Oh dear.

BONECRAFT (1): You can now sculpt bone by spending 1 blood and bending, flexing, shaping, and coaxing osseous matter into a new shape or configuration. This can be used to create natural weaponry capable of inflicting 2 harm, such as body spikes, knuckle spurs, or bone claws. If you use this when you *fuck them up* with your bare hands, add 1 harm or a debilitating Condition. If your subject is cooperative or restrained (or you're working on yourself), roll with mental. On a 10+, you create exactly the alterations you desire, and can give them a Condition if you wish. On a 7-9, well, you can still give them a Condition, but things don't turn out... quite the way you envisioned them. On a miss... hm. Where's the mop?

HORRID FORM (3): Spend 2 blood to assume an enormous, monstrous form in which your teeth erupt like daggers, your hands sprout massive claws, and your ribs and spine become deadly spikes protruding through your flesh. For the rest of the scene, take +1 forward ongoing to all moves that roll with physical, you can roll with physical to *show your teeth*, and when you suffer harm, the harm is reduced by 1.

BLOODFORM (4): Spend 1 blood to dissolve yourself into living blood for the rest of the scene. You can't physically act upon anything in this form, but can't be harmed either, save by fire and sunlight. You can flow as you like, including oozing up walls or even across ceilings.

THE BODY IMPOLITIC (4): You can spend 1 blood to independently animate a part of your body that you then detach from yourself. A severed arm can crawl, grab, and even kill, for example. A roving body part will obey your will to the best of its ability, but possesses only the capabilities and senses inherent to its anatomy. This is less of a barrier than it might

seem, given Fleshcraft's potential to add eyes or ears to just about anything, or even a functional mouth and tongue for speaking.

CHIROPTERAN MARAUDER (4): Your horrid form now also manifests wings and is capable of flight.

BLOOD SORCERY DISCIPLINES

The following Disciplines encompass the complex arts of sorcery evoked from study of the blood. Blood sorcery is broken down into paths of particular study, which work in much the same fashion as other Disciplines, as well as rituals, which are singular rites of distinct purpose. Learning a path move requires spending an advance, as with any other Discipline. Spending an advance to learn a ritual grants *two* ritual moves. However, when a ritual has a number after its name, it requires mastery of that number of *path moves* from its parent Art, not other rituals.

All blood sorcerers must choose a *primary path* when they begin learning a sorcerous Discipline. They cannot begin taking moves from a second path until they have taken at least three moves in their primary Path.

The first time you take a path move from a blood sorcery Discipline, you also get a free Ritual.

NECROMANCY PATHS

Necromancy is the sorcerous art of commanding the power of death and the spirits of the dead.

FETTERS

Ghosts are bound to the living world by people, places, or objects of great importance to them, known as Fetters. If you have a ghost's Fetter when enacting Necromancy upon that spirit, you have great power over them: you can either take +1 forward to your Necromancy move, waive 1 blood in cost, they resist you with Disadvantage, or the move lasts a bit longer than usual, whichever seems most appropriate.

THE CORPSE IN THE MONSTER

One of the oldest and most widespread paths of Necromancy, this is the art of conjuring deathly features into the vampiric frame. It is commonly used as a primary path by Cappadocians.

MASQUE OF DEATH: Spend 1 blood to bestow the appearance of a long-dead corpse on yourself or another vampire that you have just touched. Useful for hiding in crypts and mausoleums, or for leveling a minor curse, Masque of Death draws flesh and skin tight across bones: take -1 forward ongoing to all physical moves, but take +1 forward ongoing to *show your teeth*. This transformation lasts until the next sunset or until you dismiss it.

COLD OF THE GRAVE: When you wish it, you can become as cold and unfeeling as a corpse. You grow pale, cold to the touch, and when you speak, frost plumes out from your lips. While using this move, ignore any Conditions based around physical or emotional pain, take +1 forward ongoing to *stand your ground*, and take -1 forward ongoing to *manipulate someone*.

CURSE OF LIFE (1): By touching another vampire, you can bedevil them with unpleasant sensation (and *only* the unpleasant sensations) of life, such as sweating, itching, hunger, thirst, and fatigue. They gain the Condition *lively discomfort* until the sun rises. They also cannot use blood buff while *lively discomfort* persists.

GIFT OF THE CORPSE (3): Spend 1 blood to become an animated cadaver rather than a vampire for one minute. During this time you may ignore all vampiric banes—you are immune to the thrashings of the Beast and the power of True Faith, fire does normal rather than aggravated harm, being staked doesn't immobilize you, and sunlight inflicts 2 less harm than normal, and the harm is not aggravated.

GIFT OF LIFE (4): You can suppress most aspects of your vampiric curse until the clock next strikes midnight: fire inflicts merely normal harm, while the sun inflicts 2 less harm than normal. You can eat, drink, make love, and walk about in the day. You carry +1 forward ongoing to resist frenzy and *rötschreck*. This move comes at a steep cost: You must spend 6 blood to use it, and once it ends, the beast awakens fully, and remains awake for the next six nights.

THE GRAVE'S DECAY

One of the oldest and most widespread paths of Necromancy, this is the art of decay and entropy. It is commonly used as a primary path by Cappadocians.

ASHES TO ASHES: You can drip your blood onto a dead body to render it into a pile of featureless ashes over the span of a few minutes.

RIGOR MORTIS (1): Spend 1 blood, focus your necromantic will upon someone, and roll with mental. On a 10+, their muscles lock up and they're frozen in place for a minute. On a 7-9, they're frozen in place for a few moments.

WITHER (2): Touch someone and spend 1 blood. A body part of your choosing becomes withered, atrophied, ancient, and almost useless. Give them the Condition *withered* (*body part*). Kindred can heal this by spending 2 blood while sleeping during the day. Mortals can't ever get rid of this Condition.

CORRUPT THE FLESH (3): Spend 1 blood to inflict a wasting disease on someone you can see, living or undead. They gain the Condition *lethargic illness*; in mortals, this disease is highly contagious, while Kindred can spread it by feeding. It lasts for about a week.

DUST TO DUST (4): The power of Ashes to Ashes may now be expanded to vampiric flesh. Spend 1 blood. For the rest of the scene, you can *fuck them up* by flinging droplets of your cursed vitae at another vampire. This attack inflicts 1 aggravated harm.

THE SEPULCHRE PATH

The path of summoning and compelling the spirits of the dead is also usually the primary path of the Giovanni family; indeed, the development of this Path is the greatest achievement of the nascent bloodline.

WITNESS OF DEATH: Roll with mental. On a 10+, you can see the translucent spirits of the dead as they move about in the world, and hear their words and laments. On a 7-9, you can see and hear the dead, but choose one: your eyes glow with unearthly blue flames visible only to the dead, who become aware you are spying on them; you can *only* see and hear the dead, and the living world becomes a muffled pall of indistinguishable shadows. This move lasts for a scene.

SUMMON SOUL (1): You can spend 1 blood to summon a ghost to your location so long as you meet at least two of the following conditions:

- You know their name.
- You've seen their face since they died.
- You have something they interacted with in life, or a bit of their corpse.

COMPEL SOUL (2): You can break a ghost's will and force it to do your bidding. Spend 1 blood and roll with mental. On a 10+, choose one: the ghost performs a task of any level of complexity you desire, which can place it in severe risk of destruction or even make it betray loved ones; the ghost becomes your servant and will carry out simple tasks you give it for a month. On a 7-9, choose one: the ghost will carry out a task of significant complexity so long as it doesn't place the ghost in great danger or force it to betray that which it cherishes; the ghost will carry out five simple tasks so long as you issue them within the next fortnight, and lingers about in your vicinity until you issue the last of these demands or the fortnight ends.

HAUNTING (2): Spend 1 blood to bind a ghost within your sight to either the current location or an object within the location. The ghost cannot stray from this location (or from the presence of the object) without being destroyed. This binding lasts for a week; or, if you spend 5 blood rather than 1 blood, for a year and a day.

TORMENT (4): You can *fuck ghosts up* without leaving the lands of the living, inflicting harm as though the ghost were corporeal; you don't become equally tangible to ghosts in return. Most ghosts tend to "die" after 3-4 harm, like mortals, though some are much tougher. A "slain" ghost vanishes into a howling pit of darkness and usually can't be found again for a month—if they ever return again at all.

THE ASH PATH

This is the most dangerous of all known paths of Necromancy, for it is the art of piercing the Shroud and traveling into the Underworld. Much power and knowledge may be found in the land of the dead, but the necromancer also makes herself vulnerable to the wrath of the dead when she passes among them. Save for a few bold or foolhardy Nagaraja, no sane necromancer studies the Ash Path as a primary path.

The Giovanni are generally thought to have innovated the Ash Path, but an older version of it may exist in the libraries of the Nagaraja.

SHROUDSIGHT: With a moment's concentration, you can see through the veil of the Shroud into the Shadowlands of the Underworld: a place of ghostly buildings, omnipresent decay, and the lingering shades of the dead.

LIFELESS TONGUES (1): When you speak, you may will your words to echo clearly across the Shroud, and may hear any words spoken by the dead in response.

DEAD HAND (1): Spend 1 blood to become physically present in both the land of the living and the Underworld at the same time. You can climb about on ghostly architecture ("levitating" to living eyes), interact with ghosts, even fight them as with the Sepulchre Path move Torment... although in this case, they can fight back just as easily.

EX NIHILO (3): After drawing a doorway on a surface in chalk or blood, you may spend 1 blood to step through and enter the Underworld, where you appear as a particularly solid 'ghost.' Leaving again requires only a few moments of concentration, but may become impossible if you venture too far from the shadowed reflection of the living world.

SHROUD MASTERY (4): Spend 1 blood and declare whether you are strengthening or weakening the Shroud around you. If you strengthen it, ghosts attempting to use their occult powers to cross into the living world or act upon people and things in the living world do so with Disadvantage. If you weaken it, they get Advantage instead.

THE BONE PATH

Another Giovanni creation, the Bone path deals in corpses and the restoration of vitality and souls to such vessels. Those Giovanni who bypass the Sepulchre Path as their primary path of study often choose the Bone Path instead.

AWAKENED GRISTLE: Spend 1 blood to animate a small body part to serve you whenever you stand within the same building or general vicinity as the gruesome homunculus. Most necromancers prefer scuttling hands, but rolling eyeballs and hopping heads are equally possible.

TREMENS: By concentrating for a moment, you can cause a corpse within your line of sight to twitch, flop, gasp, sit up, raise an arm, or perform some other crude motor function.

APPRENTICE'S BROOM (1): You can spend 1 blood to reanimate a cadaver to act as your servant. The servant is slow, placid, and incapable of initiative or value judgments. As such, it can complete simple tasks like “load those boxes into the truck” or “dust this room” or “transcribe this manuscript,” but not “translate this manuscript” or “research the Prince’s family history.” Zombie servants rot away over time.

SHAMBLING HORDES (2): Spend 1 blood and roll with mental. On a 10+, you can animate up to half a dozen corpses. On a 7-9, you can animate up to 2 corpses. These corpses can be given *only* two sorts of commands: “attack those people” and “guard this area from anyone except (myself and those accompanying me / people carrying this symbol / etc).” They can perform no non-violent labor. Zombies raised with this move remain animate indefinitely, and can wait centuries to carry out their commands, even as their flesh rots away to bare bone or mummifies into cracked paper.

SOUL STEALING (3): You can rip a living mortal’s soul out of his body, leaving his flesh comatose while his spirit wanders as a wraith. Spend 1 blood and roll with mental. On a 10+, the mortal’s flesh and soul remain separate until sunrise. On a 7-9, they only remain separate for a few hours.

DAEMONIC POSSESSION (4): You can invite a bodiless spirit (usually a wraith, but maybe a vampire projecting his spirit with *Auspex*) to inhabit a freshly-dead body. The spirit must consent to the invitation; they cannot be compelled. This is rarely an obstacle, as most wraiths lust for access to the living world and will perform significant favors to gain access to this service. A body piloted in this fashion remains an animated corpse, and will rot away to nothing over the course of a week.

THE CENOTAPH PATH

This path deals in discovering and forging links between the worlds of the living and the dead. It is practiced as a primary path by the Impundulu.

A TOUCH OF DEATH: By touching a person or object and concentrating for a few moments, you may tell whether or not they've been acted upon by a ghost within the last few days, and may even catch a brief glimpse of the ghost's face if the interaction was intrusive or happened within the last day.

REVEAL THE CATENE (1): If you touch an object that acts as a ghost's anchor to the living world, you know it for a Fetter immediately.

TREAD UPON THE GRAVE (1): You know when you stand within a *haunt*—a place where the Shroud is thin and the dead frequently reach across the barrier between worlds.

DEATH KNELL (2): When a freshly dead soul resists the call of the Great Beyond and lands upon the dim shores of the Underworld as a ghost, its arrival pricks your awareness. You can sense such ghostly arrivals within about a half a mile, though this move doesn't tell you their exact location.

EPHEMERAL BINDING (3): Spend 1 blood by rubbing it onto an object or feeding it to a living person. You can transform this person or object into a Fetter for a ghost that you have an Edge on for the next week or so. Spending 5 blood instead of 1 makes them a Fetter for a year and a day instead.

THE PATH OF HAUNTING

This Path deals in the power the dead hold over the living. It is sometimes studied as a primary path by the Impundulu.

SONG OF THE DEAD: Issuing an eerie chant, you afflict someone with the Condition *morbid fixation*, which leaves them depressed and drawn to places of death, decay, and darkness. Spend 1 blood and roll with social. On a 10+, this Condition lasts for a fortnight. On a 7-9, it abates after a few days. On a miss, the blood is wasted.

SUMMON WISP (1): You can spend 1 blood to create a floating wisp of light for the rest of the scene. The light is under your control, and exercises a fascination over any mortal with a Condition which reflects a weakened will, which causes them to aimlessly follow the light with little awareness of their surroundings so long as they're not sharply roused.

HARROWING (1): By looking into someone's eyes and spending 1 blood, you can poison their mind with terrible visions of their own death, which manifest as nightmares when they next sleep. After awakening, they carry -1 forward ongoing or suffer Disadvantage until they can get a good day (or night's) sleep.

PHANTASMS (2): Spend 1 blood to create grotesque illusions such as crawling shadows, a swelling bubble of blood that bursts into an eruption of flies when someone draws near, or spiders erupting out of a roast goose just as someone cuts into it.

SPECTRAL MENACING (3): You can make someone into easy prey for malicious spirits by casting a curse upon them. Spend 1 blood and roll with mental. On a 10+, ghosts gain Advantage to torment the target for the next several nights. On a 7-9, the haunting lasts for only a night. On a miss, the blood is wasted.

THE PATH OF THE TWILIGHT GARDEN

Known by outsiders as the Path of Four Humors, this monstrous art deals in imbalances of the energies and fluids within living and undead forms. It is the exclusive possession of the Lamiae.

WHISPERS TO THE SOUL: Once per session, you can whisper one of the secret names of Lilith, and it will carry to the ear of a target you can see. The target is afflicted with the Condition *nightmares and hallucinations*. Roll with physical. On a 10+, the Condition lasts for several days. On a 7-9, it abates after a few hours. On a miss, the Dark Mother's name is wasted upon the air.

KISS OF THE DARK MOTHER (1): Spend 1 blood to fill your mouth with blood and caustic black bile. The next time this night that you attack someone with your fangs, they inflict 3 harm rather than the usual 2.

DARK HUMORS (2): You can imbue a measure of your blood with one of the four humors, affecting others who ingest or simply come into contact with these fluids. Shed and spend 1 blood. *Phlegmatic* humors inflict the Condition *lethargic* for the rest of the scene. *Melancholy* humors inflict the Condition *despair* for the rest of the scene. *Sanguine* humors cause the next harm the target suffers to be 1 greater than normal. *Bilious* humors poison the target for 2 harm.

CAUL OF THE NEVERBORN (3): You may drink the blood of a cold corpse and channel it into assuming a shadow of the Dark Mother's glory. For the rest of the scene, your eyes become solid black, you gain the Condition *cold and distant*, and when you suffer harm, that harm is reduced by 1. Additionally, you can see into the Shadowlands and speak with ghosts there, as well as see diseases as putrid auras drifting around the living.

LAMENT OF D'HAINU (4): Spend 3 blood and unleash a howl of primal agony that brings black tendrils erupting up out of the earth for 10 yards around you. Those touched by these tendrils fall into the nadir of despair and must *stand their ground*. If they fail, the living seek to end their own lives in the most expedient manner possible until the end of the scene, while other vampires fall into torpor.

THE VITREOUS PATH

This horrifying art harnesses the power of the Underworld and Oblivion itself. It is the creation and closely-guarded secret of the Nagaraja bloodline, who often study it as a primary Path.

EYES OF THE DEAD: With a moment's concentration, you can see as the dead do: in all things, you behold the potential decay and incipient death. You can tell where an object is weak, and if the living are sick, ailing, or afflicted by curses or baleful magic.

AURA OF DECAY (1): Spend 1 blood to surround yourself in a terrible, invisible mantle of entropy. This doesn't affect your clothes and other personal belongings, but anything inanimate within a few feet of your body suffers the accelerated ravages of time: rust, decay, corrosion, and rot quickly set in, as a year passes with each second within your entropic mantle. This mantle lasts for a scene.

SOUL FEAST (2): You can feed on the energies of death. Once per night, while standing in a place of death such as a morgue, graveyard, or murder scene, you can absorb the latent energies of the grave. You get 1 blood, or 2 blood if it's an active haunt. If you have some way to physically interact with ghosts, you can *drink blood* from them, converting their ephemeral plasm into sustenance. However, the beast stirs twice if you awaken having supped on only the energies of death the previous night.

CURSE OF THE MAELSTROM (3): Spend 1 blood and breathe out an invisible cloud of entropic energy. If you taint an area with this move, mad and wicked ghosts flock to the tainted site to wreak havoc. If you taint an individual, they suffer 1 aggravated harm as their veins blacken with viscous sludge, and suffer the Condition *obviously, visibly cursed* until sunrise.

NIGHT CRY (4): You unleash a piercing scream that echoes on both sides of the Shroud, either banishing entropy or condensing it. Spend 1 blood and target a small group of allies or enemies. If you target allies, they carry +1 forward on their next move. If you target enemies, they all suffer 1 aggravated harm.

NECROMANCY RITUALS

While Necromancy paths may be intuited once a student has taken her first steps upon them, necromantic rituals must always be learned through study with either a text or a mentor.

PRESERVE CORPSE (1): Mixing together several unholy ingredients, you can make an elixir that will preserve a corpse's freshness indefinitely.

ELDRITCH BEACON (1): Burn a green candle and roll its melted wax into a ball. Whoever carries the ball that same night shines as a beacon to the dead; ghosts gain Advantage to use their powers upon him.

INSIGHT (2): Stare into a corpse's eyes for five minutes to glimpse the very last thing it ever saw.

CALL OF THE HUNGRY DEAD (2): If you burn a bit of someone's hair, they can hear the voices of the dead for the rest of the night.

MINISTRA DI MORTE (2): Stew a bit of a corpse in vampire blood and herbs. Eat the stew to learn if the corpse's spirit became a ghost.

EYES OF THE GRAVE (3): Perform a two-hour ritual over grave dirt. The target, whom you must have an Edge on, suffers visions of their death periodically over the next week.

KNOWING STONE (3): Write a name on a sacred stone in blood. Lose an Edge on that name's owner. When you dance around the stone, eventually the spirits will tell you where that person's spirit is. The stone loses its power on All Saints Day.

TWO CENTIMES (3): Lay a mortal down on a slab and place a penny over each eye. For the rest of the night their soul may venture into the Underworld to observe, but not interact—they are a "ghost among ghosts."

DEATH'S HEAD (3): You can decorate a mask with the blood, bones, flesh, or ash of a slain foe. When you wear the mask, you appear to be a wraith (translucent in the living world, just another dead guy in the Underworld). The mask crumbles to ash after being removed.

BLOOD DANCE (3): Creating a sigil in sand and salt over two hours, you can invite a ghost to appear in the sigil to speak with a living relative.

DIN OF THE DAMNED (4): By warding a room with crematorium ash, you ensure that for the rest of the night, anyone trying to eavesdrop on the room instead only hears the wailing and laments of the dead.

PUPPET (4): Over the course of an hour, smear grave dirt across someone's eyes, lips, and forehead. Any ghost that attempts to possess them that night finds the process effortless.

TEMPESTA SCUDO (5): Performing a quick dance, you bite your lip and spit blood in a tiny circle around you. All ghosts acting within the circle do so at Disadvantage.

NIGHTMARE DRUMS (5): You coat an object in blood and burn it before a set of ritual drums. The drums thunder ceaselessly in the realm of the dead until ghosts agree to turn the dreams of the object's owner into nightmares for a month.

DIVINE SIGN (5): You can spend an Edge on a person or ghost to learn what action they are about to take.

CADAVER'S TOUCH (5): Melt a wax doll in the likeness of a living person. As the doll melts, so too does the target's features until they resemble a walking corpse. They keep the condition *looks like a corpse* until the wax is allowed to harden again.

BALEFUL DOLL (6): You craft a doll, paint it in your blood, and dress it in the victim-to-be's clothes. You can hurt the doll to cause the victim to be *wracked with pain*, or destroy the doll, inflicting 3 harm on the victim.

RITUAL OF THE UNEARTHED FETTER (6): If you have a ghost's name and fingerbone, you can use the fingerbone, suspended on a string, to dowse for the location of the ghost's fetters.

BASTONE DIABOLICO (6): You remove a living person's femur, coat it in lead, inscribe it with runes, and then use it to beat the donor to death. Afterwards, this club acts as a weapon inflicting 3 harm when you *fuck up* ghosts and zombies.

CHILL OF OBLIVION (6): You can melt a block of ice on your chest or someone else's over the course of 12 hours. For the next week, harm from fire is not aggravated, and the ritual subject has the Condition *radiating palpable cold*.

PEEK PAST THE SHROUD (7): An hour-long ritual enchants a bit of toxic mold, suspending its poisonous properties. Whoever eats the mold gains the Ash Path move Shroudsight for several hours, but benefitting from this ritual more than once within a month restores the mold's toxic properties, killing mortals and sending vampires into torpor.

THE HAND OF GLORY (7): Spend a month ritually preserving the hand of a murderer and making the fingers into fat-coated candles. When you light the fingers upon a building's doorstep, one mortal within falls asleep for each lit finger. They stay asleep for a scene. You can reuse the Hand indefinitely.

DEAD MAN'S HAND (8): You can wrap a rag soaked in the blood, sweat, or tears of the victim-to-be around a freshly severed hand (living or dead, both work fine). As the hand decomposes, so does the victim, suffering 1 harm every day as they rot away into death or torpor. Only removing the hand from the rag will end this curse.

ESILIO (8): Holding a ghost in your arms, you speak five words in the forgotten language from before Babel—the words Adam spoke to Cain as he went into exile. A hideous vortex

opens in your chest and the ghost is shredded into nothingness. If you ascribe to the Road of Humanity or Heaven, you lose a point.

GRASP THE GHOSTLY (8): Over the course of a three hour ritual, you bring an object out of the Underworld in exchange for a similarly-sized object from the land of the living. This spectral object will evaporate after about a year in the living world.

THAUMATURGY PATHS

Thaumaturgy is the great and codified art of blood sorcery: the most versatile of all Disciplines ever known to the Damned, and one of the most fearsome. The Tremere are the undisputed masters of Thaumaturgy, and guard its secrets jealously.

THE PATH OF BLOOD

The first and most foundational of all Thaumaturgic studies, the Path of Blood concerns itself with gleaning knowledge from the blood, and then exercising power over it. It is traditionally assigned as the primary path for neophyte blood magicians, though some sires may emphasize other paths for their own reasons, and some students may reject it in favor of some specialized field of study.

A TASTE FOR BLOOD: Touch someone's blood and roll with mental. On a 10+, ask 2. On a 7-9, ask 1:

- How healthy is their blood?
- When did they last drink blood?
- What is their Generation?
- How much blood do they have remaining?
- Have they committed diablerie in the last year? (10+ only)

BLOOD RAGE (1): You can touch someone and spend 1 blood to force them to spend their own blood in a manner that you desire (healing, blood buffing, activating a Discipline, etc); additionally, their Beast stirs.

BLOOD OF POTENCY (2): Spend 1 blood and roll with mental. On a 7-9, your Generation lowers by 1 for the next several hours. On a 10+, your Generation lowers and choose one: it remains lowered until sunrise; it lowers by 2.

THEFT OF VITAE (3): You can roll with mental to *fuck them up*. This counts as attacking with your fangs, but it can be done from up to 50 feet away; their blood erupts out of their body and streams into your open mouth. If they're not resisting, you can also *drink blood* this way.

CAULDRON OF BLOOD (4): You can *fuck them up* by boiling their blood inside of their body with a touch. This costs 1 blood and inflicts 3 aggravated harm.

THE LURE OF FLAMES

This fearsome path lets its practitioners call up a sorcerous inferno—some claim from the depths of Hell itself. A very few Tremere study it as a primary path for its sheer combat potential, but for the most part, the Clan prefers ghouls and sorcerous minions when it finds itself in need of muscle.

CANDLE OF FLAME: Spend 1 blood to create flames. At this point, the best you can do is to conjure a dancing candleflame on your fingertip.

PALM OF FLAME (1): You can conjure a palm's worth of flame rather than a candle's—enough to deal 1 aggravated harm.

CAST THE FLAME (1): When you create flames, you can roll with mental to conjure flames somewhere other than into your hand. On a 10+, the flames appear exactly where you want within 30 feet. On a 7-9, the flames appear more or less where you want within 30 feet.

ROARING FLAME (3): You can summon a hot, bright, fierce flame, like a campfire, capable of inflicting 2 aggravated harm.

INFERNO (4): You can summon a roaring inferno capable of inflicting 3 aggravated harm.

MOVEMENT OF THE MIND

A simple but powerful path of study, Movement of the Mind grants the vampire something resembling telekinesis: the ability to move objects (and eventually even herself) within the world through the focused power of the Blood.

A STIRRING IN THE WORLD: Spend 1 blood. For the next few moments, you can act upon anything you can see, so long as it weighs no more than a pound.

GATHERING INVISIBLE POWER (1): You can lift up to the weight of a small child or large dog.

INVISIBLE ARMS OF THE JOURNEYMAN (1): You can manipulate things for several minutes after using A Stirring in the World.

THE SORCERER'S BOOTSTRAPS (2): You can lift yourself with the power of the Blood.

THE WEIGHT OF A MAN (2): You can lift up to the weight of a piece of heavy furniture, and can hurl people around as a form of attack. You must already have Gathering Invisible Power.

ATLAS ROARS (3): You can lift up to the weight of a car. You must already have The Weight of a Man.

INVISIBLE ARMS OF THE MASTER (3): You can manipulate things for the rest of the scene. You must already have Invisible Arms of the Journeyman.

ELEMENTAL MASTERY

This path grants limited control over and communion with inanimate objects. It has no power over living things, such as trees.

ELEMENTAL STRENGTH: Spend 1 blood to carry 1 forward to your next Physical roll.

WOODEN TONGUES (1): You can speak with inanimate objects, though they tend to be fairly limited conversationalists.

ANIMATE THE UNMOVING (2): Spend 1 blood to animate an object for as long as it remains within your line of sight.

ELEMENTAL FORM (3): Spend 1 blood to become an inanimate object of roughly similar mass to your own (such as a motorcycle or desk) for the rest of the night or until you dismiss this power.

SUMMON ELEMENTAL (4): Spend 2 blood to conjure up a spirit of the classical elements: a sylph, undine, gnome, or salamander. The exact powers of the elemental are up to the Storyteller, but will generally include influence over or creation of its element. You may demand one favor of the elemental, which must be completed before sunrise, when the elemental vanishes.

THE GREEN PATH

The Green Path deals in the manipulation of living plants. Though it has fallen out of favor in the modern nights of urban chantries, it remains a powerful path of blood magic in the right circumstances.

HERBAL WISDOM: You can speak with plants.

SPEED THE SEASON'S PASSING (1): Touch a plant and spend 1 blood to cause it to grow 10 years in a matter of moments, or to wither and decay.

DANCE OF VINES (2): You can spend 1 blood to animate vines, creepers, and roots to grasp and ensnare others as weapons which inflict 1 harm. You can roll to *fuck them up* with mental when attacking with Dance of Vines.

VERDANT HAVEN (2): Spend 1 blood to cause nearby plants to grow and weave around you, encasing you in a sarcophagus of wood and leaves so densely-woven that it can block out sunlight, until the sun next sets. The Verdant Haven is durable enough to resist all but the most determined attempts to breach it.

AWAKEN THE FOREST GIANTS (3): Spend 1 blood to animate a tree for several minutes. The Forest Giant is capable of uprooting itself to slowly 'walk' and may smash and thrash with its enormously powerful limbs for 3 harm.

PATH OF CONJURING

This ancient art conjures things forth from the raw power of the Blood. An art of significant utility, its power is much based in the expertise of its practitioner: the Path of Conjuring can't create anything the blood magician isn't familiar with the properties of.

Objects created by the Path of Conjuring are always “generic” renditions of themselves: a generic knife, or crossbow, or portrait of the Prince; specific existing objects can't be perfectly replicated with this Path.

SUMMON THE SIMPLE FORM: Spend 1 blood and roll with mental. On a 10+, you conjure the exact thing you want. On a 7-9, you conjure the thing you want, but it's flawed in some way. You can only conjure a simple object with no moving parts, made of a single substance, and it only lasts for a few minutes before it disappears again.

PERMANENCY (1): You may spend 1 extra blood to make the objects you conjure are real and permanent.

MAGIC OF THE SMITH (1): You can spend 1 extra blood to conjure complex objects made of multiple substances, with moving parts, such as crossbows and armor.

REVERSE CONJURATION (2): You can spend 1 blood to banish anything you conjured back into nonexistence, or 2 blood to banish someone else's conjuration.

POWER OVER LIFE (3): Spend 2 additional blood to create a simulacra of a living being. This creature lacks free will and will obey your commands. Its blood lacks in vital essence and cannot nourish you. If enchanted with Permanency, it still unravels back into unreality after a week or so.

WEATHER CONTROL

This potent path draws on the power of the blood to bend the natural world to the thaumaturge's will. It is rarely ever taught as a primary path, owing to the sheer power of the forces unleashed.

To use this path, spend 1 blood and roll with mental. On a 10+, you conjure the weather you desire for as long as you wish (up until the following sunset). On a 7-9, you conjure the weather you desire, but the Storyteller chooses one: the effects are stronger than you desire; the effects are weaker than you desire; the weather lasts longer or shorter than the duration you wanted.

STIRRING THE WORLD: You can conjure fog, a light breeze, or a slight temperature shift.

RAIN (1): You can summon rain.

SNOW (1): You can summon snow.

HIGH WINDS (2): You can summon high winds.

SIGNIFICANT TEMPERATURE CHANGE (3): You can raise or lower the temperature by up to 20 degrees Fahrenheit or 10 degrees Celsius.

STORM (4): You can summon a violent thunderstorm.

LIGHTNING STRIKE (5): Spend 1 blood and roll with mental to *fuck them up*. This attack inflicts 3 harm, and they must be under a stormy sky.

THAUMATURGY RITUALS

While Thaumaturgy paths may be intuited once a student has taken her first steps upon them, thaumaturgic rituals must always be learned through study with either a text or a mentor.

BLOOD RUSH (1): Pierce yourself with the fang of a predatory beast, inflicting 1 harm, to feel a simulated rush as though you were drinking blood. This quells the Beast once per night.

DOMINO OF LIFE (1): Keep an enchanted vial of blood on your person. While you do so, you may convincingly fake one sign of life (breathing, body temperature, ability to eat, etc).

COMMUNICATE WITH KINDRED SIRE (1): Meditate upon an object owned by your sire for 30 minutes to communicate with them telepathically for 10 minutes.

BIND THE ACCUSING TONGUE (2): Wind a black silk cord around a lock of the target's hair and a photograph or effigy of them. The next time they attempt to speak ill of you, they are unable to do so for one scene.

DEFENSE OF THE SACRED HAVEN (2): Spend 1 blood and spend an hour painting a small room with bloody glyphs. Sunlight cannot enter the room so long as you remain within.

DEVIL'S TOUCH (2): Place an unlucky coin in a mortal's pocket. They gain the Condition *loathsome* until the sun rises.

PURITY OF FLESH (2): Meditate for an hour in a circle of 13 sharp stones to purge all impurities from your body: poisons, diseases, bullets, tattoo ink, etc.

DEFLECTION OF WOODEN DOOM (3): Surround yourself with a circle of wood for an hour, then keep a splinter under your tongue. You cannot be staked until the sun next sets.

ILLUMINATE THE TRAIL OF PREY (3): Burn a white ribbon while envisioning your prey or speaking their name. Afterwards, you see the path they have taken blazing as a trail of light, until they pass through water or reach their destination.

INCANTATION OF THE SHEPHERD (3): Turn widdershins while holding up a glass vessel before each eye, and learn where all members of your herd are currently located.

WAKE WITH EVENING'S FRESHNESS (3): Scatter the ashes of burned feathers around your resting place before sleeping, and awaken at the first hint of danger.

BLOOD WALK (3): Perform a three hour ritual over a blood sample to learn its owner's lineage and any blood bonds with which they're involved.

ENGAGING THE VESSEL OF TRANSFERENCE (4): Spend 3 hours enchanting a vessel and filling it with 1 blood (it doesn't have to be yours), then seal it. Afterwards, whoever holds it with their bare hand exchanges their own blood for the blood within the vessel.

BURNING BLADE (4): Cut your hand with an edged weapon, suffering 1 harm and spending 1 blood. Its next attack inflicts aggravated harm.

PRINCIPAL FOCUS OF VITAE INFUSION (4): Perform a 1-hour ritual to imbue a small object with 1 blood. Speak a word of command to dissolve the object into blood for your consumption.

RECURE OF THE HOMELAND (5): Mix 2 blood with soil from your homeland to create a healing paste capable of erasing 1 aggravated harm. You can only use this ritual once per night.

WARD VERSUS GHOULS (5): Spend 1 blood and 10 minutes painting a glyph on any object. If a ghoul touches this object, she suffers 2 harm.

CLINGING OF THE INSECT (5): Keep a live spider under your tongue. For the rest of the scene, you may climb upon and cling to walls and ceilings.

MIRROR OF SECOND SIGHT (5): Bathe a mirror in 3 blood. Forever after, the mirror will reflect the true nature of whatever is shown in it (such as the beastly form of a Lupine, or the enchanted visage of a faerie).

WARD VERSUS LUPINES (6): Spend 1 blood and 10 minutes painting a glyph on any object. If a Lupine touches this object, she suffers 2 harm.

INCORPOREAL PASSAGE (6): Perform a two hour ritual and carry a shard of broken mirror. For one scene you are incorporeal and may pass through walls and objects like a ghost.

PAVIS OF FOUL PRESENCE (6): Perform a three hour ritual and wind a blue silk cord around your neck. The next time someone targets you with a Presence move during the same night, its effects rebound back upon them.

WARD VERSUS KINDRED (7): Spend 1 blood and 10 minutes painting a glyph on any object. If a vampire touches this object, she suffers 2 harm.

BONE OF LIES (7): Drench a 200 year old human bone in 5 blood. Afterwards, whoever holds the bone is compelled to tell the truth. The bone darkens each time it 'absorbs' an attempt to lie, becoming pitch black and losing all power after negating 5 lies.

HEART OF STONE (7): Burn a candle over your heart for seven hours. Your heart turns to stone, becoming impervious to staking, but you also gain the Condition *heartless*, losing all empathy. This ritual lasts until you speak a magic command to end it.

WARD VERSUS GHOSTS (8): Spend 1 blood and 10 minutes painting a glyph on any object. If a ghost touches this object, she suffers 2 harm.

WARD VERSUS SPIRITS (8): Spend 1 blood and 10 minutes painting a glyph on any object. If a spirit touches this object, she suffers 2 harm.

WARD VERSUS DEMONS (8): Spend 1 blood and 10 minutes painting a glyph on any object. If a demon touches this object, she suffers 2 harm.

BLOOD CONTRACT (8): Spend 2 blood and three nights drawing up a contract in blood; its signatories must sign it in their own blood. Whosoever breaks this contract will be punished by horrible supernatural curses devised by the Storyteller, up to and including excruciation by demons called up from Hell by the power of the blood.

ENCHANT TALISMAN (8): Perform a ritual requiring six hours per night over 28 nights to create a blood wizard's tool such as a magic staff or amulet. While you wield your talisman, attempts to direct blood magic against you carry -1 forward or suffer Disadvantage, and your own blood sorcery carries +1 forward.

ESCAPE TO A TRUE FRIEND (8): Build a ritual circle, laboring for six hours on six consecutive nights, spending 1 blood per night. Afterwards, you may step into the circle and speak the name of someone you trust implicitly, and will be whisked to their side. You can take one other person with you.

ASSAMITE SORCERY

From a functionalist perspective, Assamite sorcery is much like the Thaumaturgy practiced by Clan Tremere. In practice, the two are worlds apart. Where the Tremere have spent centuries refining their magic down to a codified, repeatable science, the sorcery of the Children of Haqim is a fluid, personal art that might never be evoked the same way twice.

Assamite sorcery effectively reproduced the following Thaumaturgy Paths: The Path of Blood, the Lure of Flames, Movement of the Mind, and the Path of Conjuring. The Lure of Flames and Movement of the Mind are often taught as primary paths.

AWAKENING OF THE STEEL

This is the path of communion with an edged weapon, until sword and sorcerer become as one.

CONFER WITH THE BLADE: Spend 1 blood to enter a dream-trance in which you learn the history and characteristics of a blade you hold in your hand.

GRASP OF THE MOUNTAIN (1): You can never be disarmed or otherwise unwillingly divested of a blade in your hand.

PIERCE STEEL'S SKIN (1): Spend 1 blood when you strike with an edged weapon to ignore all effects that would reduce the harm inflicted.

RAZOR'S SHIELD (2): Spend 1 blood. For the next several seconds, your body and blade move as one with preternatural speed, perfectly striking any projectiles targeted at you from the air.

STRIKE AT THE TRUE FLESH (3): Once per scene, you can spend 1 blood when you miss an attack with a bladed weapon to turn the miss into a 7-9.

ASSAMITE SORCERY RITUALS

You don't buy rituals like other blood sorcerers. Instead, you can produce the effects of the following ritual (names in parentheses are the Assamite equivalents): Defense of the Sacred Haven (Curtain of Will); Wake with Evening's Freshness (Black Sunrise); Communicate with Kindred Sire (Speak with Sire); Deflection of Wooden Doom (Turn the Impaling Shaft); Ward versus Ghouls; Principal Focus of Vitae Infusion (Draught of the Pebble); Incorporeal Passage (Passage of the Ghul); Bone of Lies (Stain of Guilt).

To use any of these rituals, *describe your ritual efforts until the Storyteller is satisfied*, then spend 2 blood and roll with mental. On a 10+, the ritual succeeds, and choose two: the benefit sticks around for an unusually long time; there are no unforeseen complications or side-effects; you get 1 blood back. On a 7-9, the effects are the same but you only get to choose one.

KOLDUNIC SORCERY

This ancient form of primitive blood sorcery is a jealously guarded secret of Clan Tzimisce. It draws upon the Fiends' ancient connection to the bloody soil of their ancestral homelands, and the dark spirits sleeping within the earth.

Koldunic sorcery features only paths; there are no rituals.

THE WAY OF EARTH

Perhaps the oldest of all Koldunic paths, this art awakens the spirits who have fed so well on a hundred generations of blood spilled upon the thirsty earth to serve the Koldun's will.

GRASPING SOIL: Spend 1 blood to cause the earth to rise up and clutch at someone's legs and feet, giving them the Condition *immobilized* until they break free.

ENDURANCE OF STONE (1): Spend 1 blood to summon the essence of earth into yourself. Ignore the next 1 harm you suffer during the scene.

HUNGRY EARTH (1): When you draw someone into the earth's embrace with Grasping Soil, the pressure of grinding stone abrades their flesh and cracks their bones, inflicting 2 harm.

ROOT OF VITALITY (3): Spend 3 blood to draw someone (including yourself) into the womb of the earth, where they are bathed in fresh air and the earth's vitality. An hour later they emerge, all harm erased.

KUPALA'S FURY (4): Spend 5 blood and strike the earth with your fist to cause an earthquake to ravage an area around you about the size of a city block.

THE WAY OF WIND

This blood sorcery harnesses the tidal power of the breath of life and the last gasp of the dying.

BREATH OF WHISPERS: Spend 1 blood. For the rest of the scene, the wind will carry your whispers to whoever you like within a mile, and also carry back their replies.

BITING GALE (1): You can exhale a freezing wind ahead of you for so long as you concentrate. Whosoever is caught in this gale without cover suffers 1 harm every few moments they remain in the open.

BREEZE OF LETHARGY (2): Spend 1 blood to weigh down the air in your vicinity with a great lassitude. Everyone moving through the leaden air gains the Condition *lethargic* so long as they remain within it.

RIDE THE TEMPEST (3): Spend 1 blood to become swept up as part of a raging gale that carries you away at 250 miles per hour to wherever you wish to go. You can ride the wind for about an hour before you must land.

TEMPEST (4): Spend 3 blood. Over the next three hours, a powerful but short-lived hurricane builds in the sky above your location.

THE WAY OF WATER

This path grants power over the source of all life, and the rivers that carry away the dead.

POOL OF LIES: You can cast three-dimensional illusions upon the surface of water, complete with motion and sound. They unravel into mist and fog after a few minutes.

WATERY HAVEN (1): Spend 1 blood to merge with a body of water to safely slumber away the day. You become as one with the water, but may still be glimpsed at odd angles.

FOG OVER SEA (1): Spend 1 blood to walk on water for an hour.

MINIONS OF THE DEEP (3): Drip 1 blood into a body of water to summon a water elemental to attend to your needs for the rest of the night.

DOOM TIDE (4): Spill 3 blood into the water to create a powerful whirlpool that lasts for the rest of the scene.

THE WAY OF FIRE

This path dredges up the molten blood of the Earth and binds it to the Koldun's will.

FIERY COURAGE: Carry +1 forward ongoing to resist *rötschreck* provoked by fire. The beast never stirs in response to your own summoned fire or lava from this Path.

COMBUST (1): Spend 1 blood to cause a target to combust into flames, inflicting 2 aggravated harm.

WALL OF MAGMA (2): Spend 1 blood to create a circle or line of magma, which erupts to form both a trench and a wall of flames about ten feet high.

HEAT WAVE (3): Spend 1 blood to blast a jet of superheated steam from your mouth or hand, inflicting 3 harm and evaporating any liquids struck.

VOLCANIC BLAST (4): Spend 4 blood to conjure a volcanic geyser anywhere within your line of sight, which continues pumping out hot magma for the rest of the scene.

SADHANA

The blood sorcery of the Danava channels the powers of gods and demons into the practitioner's blood. From a functionalist perspective, Sadhana is much like the Thaumaturgy practiced by Clan Tremere. In practice, the two are very different.

Sadhana effectively reproduced the following Thaumaturgy Paths: The Path of Elemental Mastery, Movement of the Mind, and the Path of Conjuring. The Path of Conjuring and Movement of the Mind are often taught as primary paths.

THE PATH OF BLOOD NECTAR

This is the path of imbuing vampiric power into blood potions.

NECTAR OF HEAVEN AND HELL: Spend 1 blood to create a potion. Whoever drinks this potion may use one of your Discipline moves (chosen by you at the time of the potion's creation) for a scene. If they don't possess blood to spend to activate the moves, they can suffer 1 harm instead.

REFINEMENT OF HEAVEN AND HELL (I): You can spend 1 additional blood to imbue an additional move into the Nectar of Heaven and Hell. You can take this move up to 4 times.

BLOODLINE DISCIPLINES

What follows are the Disciplines unique to those oddities of the blood derided by the 13 major Clans as mere “bloodlines.” But for all that the Kindred of the major lineages of Caine dismiss the works of their stranger siblings as mere passing aberrations, these strange arts give the rarer vampires of the Long Night a significant edge in the never-ending cut and thrust of the Jyhad.

ABOMBWE

An art of primal darkness and predatory prowess. Abombwe encompasses the following moves:

PREDATOR’S COMMUNION: Whenever a rival predator enters your territory, you become aware of it and can slowly close in on them, if you wish to. Predators include predatory animals, but also other supernatural beings, as well as mortals of depraved and murderous character.

INVOKING THE PREDATOR: You can grow the features of predatory animals into your flesh by spending 1 blood. These act as weapons inflicting 2 harm and/or grant you an appropriate Condition such as *balancing tail* or *bone-cracking jaws*. You can’t defy physics by growing wings strong enough to fly with, or producing webbing strong enough to support you, though. These changes last until you will them to go away.

UNSEEN HIBERNATION (1): You can spend 1 blood to sink into the earth, a tree, or some other natural formation that has not been shaped by man, sleeping there until the sun next sets.

POWER FROM DARKNESS (2): You can spend 1 blood to expel a clotted, liquid darkness that engulfs part of your body for one scene. Engulfing your *hands* makes them inflict 1 additional harm. Engulfing your *head* lets you see in the dark. Engulfing your *torso* gives you the Condition *spider legs*. Engulfing your *legs* lets you leap tremendous distances. Engulfing your *throat* gives you a terrifying voice and you carry +1 forward ongoing to *show your teeth*. However it manifests, you carry -1 forward ongoing to resist *rötschreck* while using this move.

PREDATOR’S TRANSFORMATION (3): Upon killing a predator, human, or other supernatural being, you can consume one of its organs and spend 1 blood to assume its form until sunrise or until you voluntarily end this move. You can also assume the form of something you killed and consumed in the past, but doing so costs 2 blood.

INCARNATE DARKNESS (4): Spend 3 blood to assume the killing form of primal darkness. Your blood erupts out and transforms you into an amorphous, black, murderous thing for the

rest of the scene. You are either a *flying thing* capable of flight, an *insectoid thing* capable of tunneling in the earth or climbing across walls and ceilings, or a *brutish thing* inflicting 3 harm with unarmed attacks. Your physical moves all carry +1 forward ongoing, while your social moves (save to *show your teeth*) carry -1 forward ongoing. Your attacks inflict 2 harm (unless you're the brutish thing), and you carry +1 forward ongoing to *do something sneaky* when you sneak up on victims.

DAIMOINON

The art of dredging up sin and commanding otherworldly forces. It encompasses the following moves:

SENSE THE SIN: When you *read their eyes*, you can spend 1 blood to turn a miss into a 7-9, or a 7-9 into a 10+.

FEAR THE VOID BELOW (1): You can spend an Edge on someone when you *show your teeth* and keep the Edge rather than losing it.

UNHOLY CONFLAGRATION (1): Spend 1 blood to conjure black flames, hideous tentacles, black lightning, or some other deadly power of the abyss to strike at your foes. You can roll with social to *fuck them up* and this attack inflicts 3 aggravated harm.

PSYCHOMACHIA (2): You can spend an Edge on someone to torment them for the rest of the scene with images and hallucinations summoned up from the most repressed depths of their own psyche.

CONDEMNATION (3): Spend 1 blood and roll with social to level a curse against someone. You must specify a set of circumstances in which the curse dogs their steps and confounds them; in those circumstances, they carry -1 forward ongoing or suffer Disadvantage. On a 10+, they are cursed for a fortnight and you choose one: the curse can be *very* broadly encompassing; the curse lasts for an entire month instead of a fortnight. On a 7-9, they are cursed for a fortnight.

UNLEASH THE BEAST (3): You can hurl your Beast into someone else, sending them into a wild frenzy. Spend 1 blood to give your *the Beast stirs* marks to someone else; if you need to generate more marks to trip the Beast into wakefulness, you may do so by spending more blood at a rate of 1 per mark. You carry -1 forward ongoing while your Beast is elsewhere driving someone else's frenzy; your Beast returns when the frenzy ends, still awake, but you don't have to resist frenzy unless something else goads in later in the night.

INFERNAL WINGS (4): You permanently grow scaled or leathery wings, and are capable of flight.

THE DEMONIC FORM (4): Your body becomes twisted and demonic, sporting claws capable of inflicting 2 harm.

HELLBORN IMMUNITY (5): You become totally immune to flame, but your skin gleams like burnished bronze.

MYTHERCERIA

A bizarre art which commingles the power of the blood with the trickery of the fae. It encompasses the following moves:

FAE SIGHT (1): You see the children of the Dreaming for what they truly are, as though you were one of them.

FOLDEROL (1): Your eyes bleed, your ears ring, or you experience some other odd reaction when someone intentionally lies to you.

AURA ABSORPTION (1): You touch an object and consume the psychic impressions left on it. Roll with social. On a 10+, ask 3. On a 7-9, ask 2:

- What did the last person who used this look like?
- What was this object last used to do?
- How old is this object?
- How was did the last person who used this object feel as they used it?
- How long was this object in the possession of the last person who used it?

After using this move, no other psychic readings can be performed on the object: it has been wiped clean of such impressions.

THE RIDDLE PHANTASTIQUE (1): You can roll with mental to *show your teeth*, shutting someone down by posing them a mind-bending riddle.

CHANGELING WARD (3): Spend 1 blood and draw a ward upon a surface or object. Those who touch or remain close to the warded object, or who stare at the warding glyphs, suffer the Condition *confused* for so long as they continue to do so.

STEAL THE MIND (4): You can spend 1 blood when you *do something shady* to steal a person's memories.

OGHAM

This aberrant and limited blood-sorcery can be practiced *only* by the Lhiannan bloodline. The cost of any of its moves may be negated by performing a human sacrifice at the roots of a mighty tree. Ogham encompasses the following moves:

CONSECRATE THE GROVE: Spend 1 blood and walk a path through a thicket, garden, or other place of dense plant life, bleeding as you go. The plant life along the path you walked becomes animated, aggressive, and will lash out to defend you for the rest of the scene.

CRIMSON WOAD (1): Spend 1 blood and paint your body with bloody markings. For the rest of the scene carry +1 forward ongoing to resist or control all impulses of the Beast. The first two times you suffer harm, that harm is reduced by 1. The first time you inflict harm, that harm is increased by 1.

INSCRIBE THE CURSE (2): You can spend 1 blood and inscribe an enemy's name upon yourself in vitae. When your enemy sees his name writ upon your skin, a curse takes effect, depending on where you inscribed his name. *Head:* They suffer the Condition *confused*. *Body:* They suffer the Condition *weakened*. *Throat:* They suffer the Condition *mute*. This curse persists until their name is struck/washed/defaced from your skin.

WOAD OF TARANIS (3): You can spend 3 blood and paint a sigil of the sun upon your flesh in vitae. So long as this mark remains, you are immune to *rötschreck* and the harm you take from fire and sunlight is not aggravated.

DRINK DRY THE EARTH (4): You can spend an hour and 2 blood to mark a place of spiritual or geomantic power with your vitae, opening it to your predations. Once the site has been opened, you can roll with your Road modifier whenever you are present. On a 10+, get 3 power. On a 7-9, get 2 power. On a miss, get 1 power. You can spend your power whenever you like to add +2 to a roll. Only 10 power can be drawn from a site before it is completely defiled and powerless. When you refrain from feeding from a site for a year, it replenishes 2 hold, but if rendered powerless, the site is ruined forever.

SPIRITUS

The art of touching the world of spirits. It encompasses the following moves:

AID FROM SPIRITS: Spend 1 blood to rouse the spirit sleeping within an object and force it to aid you. Carry +1 forward ongoing for the rest of the scene to use the awakened object.

SUMMON SPIRIT BEAST (1): Spend 1 blood to summon the spirit of an animal native to the region. The spirit materializes and serves you for the next several hours.

ASPECT OF THE BEAST (2): Spend 1 blood to conjure an animal-spirit into your flesh, granting yourself the power of that animal for a scene. This expresses itself as a Condition. Example Conditions include *beaver's bite*, *chameleon's colors*, *falcon's eye*, *ears of the hare*, *leapfrog*, *nose of the hound*, or *serpent's venom*.

BEASTLY HUNGER (2): Once per night in any given location, you can snatch a spirit from the air and devour it. This lets you carry +1 forward.

THE WILD BEAST (3): Spend 2 blood to assume a predatory, feline aspect, with wicked claws on your hands and feet. For the rest of the scene, take +1 forward ongoing to all moves that roll with physical, you can see in the dark, and the first time you suffer harm after transforming, the harm is reduced by 1.

TEMPORIS

The art of manipulating the timeless stasis of immortality. It encompasses the following moves:

RECURRING CONTEMPLATION: Spend 1 blood to catch someone who is not currently in a highly agitated state in a “memory loop” through several repetitive seconds of memory (such as watching TV or waiting for a friend to show up) for the next several minutes, oblivious to the world around them.

HOURLASS OF THE MIND (1): You gain perfect awareness of the passage of time, and can detect tampering with its flow.

LEADEN MOMENT (1): Spend 1 blood to slow time around a person or object for a few ‘seconds.’

PATIENCE OF THE NORNS (2): Spend 1 additional blood when you use Leaden Moment to slow time for a *group* of objects or people.

FROZEN MOMENT (3): Spend 1 additional blood when using Leaden Moment to *freeze* a person in time for up to a minute, or to freeze an object in time until it is next disturbed.

CLOTHO’S GIFT (4): Spend 2 blood to step outside of time for about a minute. You can interact with inanimate objects as much as you like while outside of time, but touching another being returns you to the flow of time immediately.

VALEREN (HEALER)

Valeren is a trio of interconnected Disciplines shared by the bloodlines that once made up Clan Salubri. If a move is shared between multiple ‘paths’ of Valeren, then it need not be re-purchased when moving between branches of the Discipline. Healer Valeren encompasses the following moves:

SENSE VITALITY: With a moment’s concentration, you can perfectly diagnose the state of someone’s health and any problems with it.

GIFT OF SLEEP: Touch someone and spend 1 blood to send them into a deep, painless sleep for 8 hours. Vampires are immune to this move.

HEALER’S TOUCH (1): Touch someone and spend blood to health their wounds, as though you were spending the blood to heal yourself.

SHEPHERD’S WATCH (2): Spend 1 blood to encompass yourself and those under your care in a barrier of light stretching about 10 feet around you. This lasts for a few minutes, and no one can cross the edge of the barrier, though they can still attack across it. Such attacks inflict 1 less harm than normal, however.

UNBURDENING THE BESTIAL SOUL (3): You can lock eyes with someone and draw out their soul to heal it. While you hold their soul, they carry -1 forward ongoing or suffer Disadvantage. You can spend 3 blood to remove a mental Condition or restore a lost point of Road, so long as they’re still in *turmoil of the spirit*. When you release the mended soul, it flies back to its owner. A captive soul will eventually fight to escape, inflicting 1 aggravated damage during each day that you sleep with it inside you. You can only hold one soul at a time.

VALEREN (WARRIOR)

Valeren is a trio of interconnected Disciplines shared by the bloodlines that once made up Clan Salubri. If a move is shared between multiple ‘paths’ of Valeren, then it need not be re-purchased when moving between branches of the Discipline. Warrior Valeren encompasses the following moves:

SENSE VITALITY: With a moment’s concentration, you can perfectly diagnose the state of someone’s health and any problems with it.

GIFT OF SLEEP: Touch someone and spend 1 blood to send them into a deep, painless sleep for 8 hours. Vampires are immune to this move.

BURNING TOUCH (1): Touch someone and spend 1 blood to give them the Condition *burning agony* so long as you maintain contact.

ARMOR OF CAINE’S FURY (2): Spend 1 blood to fortify yourself with the power of the blood. Reduce all harm suffered by 1 for the rest of the scene.

VENGEANCE OF SAMIEL (3): When you attack someone who has harmed you during the current scene and you miss, you can spend 1 blood to change the miss into a 7-9.

VALEREN (WATCHER)

Valeren is a trio of interconnected Disciplines shared by the bloodlines that once made up Clan Salubri. If a move is shared between multiple ‘paths’ of Valeren, then it need not be re-purchased when moving between branches of the Discipline. Watcher Valeren encompasses the following moves:

SENSE CYCLE: You instinctively know when you are in the presence of a person, place, or thing of great significance to your future.

PEACEFUL TOUCH: Touch someone and spend 1 blood to give them the Condition *calm* for the rest of the scene.

PARIAH’S CARESS (1): Touch someone and spend 1 blood to give them the Condition *seems suspicious* for the next several nights.

PEACEMAKER (2): Spend 1 blood to fill the space around you with an aura that temporarily gives everyone caught in its nimbus the Condition *level-headed*. This lasts for the rest of the scene.

SOUL’S BREATH (3): You can sustain yourself on the vital essence of someone’s breath in place of their blood, so long as you’re in physical contact and within a few inches of one of their orifices (usually but not always the mouth or nostrils). When you drink someone’s breath, roll with your Road modifier. You get 1 blood and they suffer 1 harm. On a 10+, choose 3. On a 7-9, choose 2. On a miss, choose 1:

- You gain 1 extra blood.
- You gain 1 extra blood.
- They don’t notice the theft of vital essence.
- You quell the Beast.
- You learn something of the flavor of their spirit, and get an Edge on them.
- You can’t raise your blood above 3 with this form of feeding, however.

VISCERATIKA

This Discipline expresses the Gargoyles' affinity for the stone and earth their grotesque forms so powerfully resemble. Visceratika encompasses the following moves:

FLIGHT: You permanently grow enormous wings capable of flight.

SKIN OF THE CHAMELEON: Spend 1 blood. For the rest of the scene, so long as you maintain a walking pace or slower, your flesh blends into your surroundings.

SCRY THE HEARTHSTONE (1): Spend 1 blood to bond to a structure. For the rest of the night, you maintain an awareness of where everyone is within that structure.

BOND WITH THE MOUNTAIN (1): Spend 1 blood to merge yourself into an earthen, stone, or concrete surface. You are immune to fire and sunlight while so merged.

ARMOR OF TERRA (2): Your skin permanently becomes gray and hard as stone, reducing all harm suffered by 1.

FLOW WITHIN THE MOUNTAIN (3): You can spend 1 blood after using Bond with the Mountain to move through earth and stone as though it were water for the rest of the scene.