

Chapter Five: Your Character

Making a Character

So you're going to play a familiar. Awesome. Here's how you do:

- Select the *role* your familiar fulfills for their undead bloodsucking monster of a patron. The ones on offer are *burglar*, *driver*, *expert*, *fixer*, *muscle*, *procurer*, and *trophy*.
- Write down a concept for your familiar (“artist laboring for an eternal muse,” “blood addict who’ll do anything for a fix,” “very, very strange club kid,” “petty drug dealer in *way* over his head,” etc).
- Come up with a name for your familiar.
- Write down a short, punchy description of your familiar, incorporating the three most striking features they have. Use two sentences, tops.
- Pick one of the Attribute arrays offered in the playbook for your chosen role.
- Note down your permanent *unholy strength* Condition.
- Pick one of the following values to start with: Day +0, Night +0 *or* Day +1, Night -1, *or* Day -1, Night +1.
- Select role moves as instructed by your playbook.
- Select two Shadow moves from among the lists provided by your patron.
- Select one of the other players. They get to start with an Edge on your character.

Now you're ready to play.

Playbooks

Burglar: Security, stealth, intrusion, and getting back out again with what's not yours. Well. It's yours *now*.

Driver: From point A to point B with speed and discretion, you know how to get around.

Expert: Translation, curation, and a doctorate in something unlikely. You know how to find information and what to do with it.

Fixer: The hookup chap. Guns? Drugs? Meetings? You can arrange it.

Muscle: Security, intimidation, legbreaking: that's your thing.

Procurer: When blood or suckers are needed, you scare them up.

Trophy: The master saw something in you. Maybe not something useful in any practical sense, but something.

Burglar

When a vampire decides it wants something, there's a good chance it already belongs to someone else. That's where you come in. You're kept on retainer because you can get things: information, maybe, or a coveted antique sold at auction. Maybe something really special, like a child snatched from her crib. Whatever the job, *silence* is your specialty: get in, get out, and no screaming until the next morning. Best of all, you don't need an invitation before you can lever open a window and crawl through.

Attributes

Pick one of the following sets of modifiers to describe your Attributes:

- Muscle +0, Will -1, Charm +0, Smarts +1
- Muscle -1, Will +0, Charm +0, Smarts +1

Advances

When you accumulate 10 experience, erase it all at the end of the session and take one of the following advances:

- Increase an Attribute of your choice by +1. You can only take this advance twice.
- Raise your day by +1 and lower your night by -1, or vice/versa. You can take this advance as many times as you want.
- Take a new Burglar move. You can take this advance as many times as you want.
- Take a move from a different role. You can take this advance up to three times in total, but never more than twice from the same role.
- Take a new Shadow move from any of the lists your Master's blood has opened to you. You can take this advance as many times as you want.

Burglar Moves

Start with Case the Joint and one other Burglar move.

Case the Joint: For each day you spend observing your mark—whether it's a house or a person—you gain one contingency plan, to a maximum of three plans. When you finally begin your heist, you can spend one contingency plan at any time to add +1 to a move before rolling.

Confidence Job: When you *fast talk* someone in pursuit of robbing them or getting past them to rob someone else, you can roll with smarts instead of charm.

I Anticipated This: At any point during a heist, you can spend one contingency plan to declare that you acquired and brought with you a piece of specialized equipment like thirty feet of nylon rope, a crowbar, a silenced gun, or a chloroform-soaked rag, and have had it all this time.

Think Fast: Once per heist, or once per session when pursuing a spur-of-the-moment opportunity, you can re-roll a missed attempt to *do something shady*.

I'm Supposed to Be Here: Carry +1 forward ongoing to *slow things down* during a heist that's going pear-shaped.

Tricks of the Trade: When you roll a 12+ on any move during a heist, you gain one contingency plan, based on general knowledge and experience of the kind of thing you're doing. This can take you above the usual maximum of three contingency plans.

Secured the Package: Once per session, when you roll a 7-9 to *cut and run*, you may forbid the Master from deciding that you lost something in the course of escaping.

Driver

Vampires have trouble with moving around: sometimes crossroads are a problem, sometimes churches or rivers, always the sun. That's where you come in. You're the A-to-Z man. You're the lady who specializes in here-to-there, and maybe back again. Usually it's your fellow familiars you're ferrying around, along with some kind of cargo: a precious antique, or something illegal, or a juicy blood-filled morsel who may or may not want to stay in the fucking car. Sometimes it's your patron. Try not to drive too crazy, then; they don't like being jostled.

Attributes

Pick one of the following sets of modifiers to describe your Attributes:

- Muscle +0, Will -1, Charm +0, Smarts +1
- Muscle +1, Will +0, Charm -1, Smarts +0

Advances

When you accumulate 10 experience, erase it all at the end of the session and take one of the following advances:

- Increase an Attribute of your choice by +1. You can only take this advance twice.
- Raise your day by +1 and lower your night by -1, or vice/versa. You can take this advance as many times as you want.
- Take a new Driver move. You can take this advance as many times as you want.
- Take a move from a different role. You can take this advance up to three times in total, but never more than twice from the same role.
- Take a new Shadow move from any of the lists your Master's blood has opened to you. You can take this advance as many times as you want.

Notes

As the Driver, you're probably going to be doing stuff behind the wheel pretty often. There's no special "drive" move; whatever you're doing is handled by the standard basic moves. Crazy-ass stunt driving and chasing another vehicle down in a car pursuit is covered under *flex*, while trying to kill somebody with your car is our good friend *fuck them up*. Attempting to escape pursuit or lose a tail is *cut and run*, while smuggling stuff along back roads without drawing attention and the like is our tried and true companion *do something shady*.

Driver Moves

Start with Signature Ride and one additional Driver move.

Signature Ride: You have a badass car of some kind. It can be customized, rare, unusual, whatever. It may be the reason your patron noticed you in the first place. Alternately, you can have something a little different, like a big rig truck, a speedboat, or even maybe a private plane, if the Master's cool with it. If anything happens to your signature ride, you'll get a new one somehow within a session or so at most; it's no fun playing the Driver without something to drive.

Wheelman: Holy shit, you're good behind the wheel. Carry +1 forward ongoing to make a move with a vehicle you're trained to operate.

Pathfinder: You have an incredible sense of direction and can always backtrack effectively, keep a heading in confusing circumstances, and generally know where you are. If the Master says “You’re lost,” you get to say “Nope, I have Pathfinder. Which way’s the interstate?”

Mechanic: You’re good with machines. If you’ve got at least marginally adequate tools and a little bit of time to work, you can get any kind of vehicle up and running again unless it’s *completely* fucked. If you note that you’re taking time for some special tune-ups, then later during the same session you can cash in your tune-up to add +1 to a move with the tuned-up vehicle *after* you roll.

Hang on!: When you or a passenger in a vehicle you’re operating takes harm, the harm is reduced by 1.

Fly Casual: Everyone fucks up, gets inspected, or straight up gets caught sooner or later, but why give up even then? Once per session, when you make a move with a vehicle and miss, you can say “hell no” and roll again.

Them Duke Boys are at it Again: When you roll a 12+ on a move with a vehicle, get 1 experience.

Expert

Some vampires simply drift from night to night on a sea of blood with no greater interest than counting from one to two, hunger and satiation, again and again. But many eventually develop hobbies, which in time become obsessions. Music, art, history—whatever it might be, a vampire’s collection will eventually require curation, caretaking, and expert development. That’s where you come in. You might be a dealer in rare books, an antiquarian, or a professor with a very obscure degree. Whatever it is, your expertise drew the notice of something old and dead and possessed of peculiar interests... interests that align with yours, unlike the rest of the world. Now you spend your nights translating ancient manuscripts tattooed into flayed human skins, or verifying the authenticity of 4th century BCE Phrygian blood-cult art from Derinkuyu, or attempting to run down a lost Monet rumored to be in the possession of a private collector, its contents... well, let’s say they’re of great interest to your patron and leave it at that, yes?

Attributes

Pick one of the following sets of modifiers to describe your Attributes:

- Muscle -1, Will +0, Charm +0, Smarts +1
- Muscle -1, Will +1, Charm +0, Smarts +0

Advances

When you accumulate 10 experience, erase it all at the end of the session and take one of the following advances:

- Increase an Attribute of your choice by +1. You can only take this advance twice.
- Raise your day by +1 and lower your night by -1, or vice/versa. You can take this advance as many times as you want.
- Take a new Expert move. You can take this advance as many times as you want.
- Take a move from a different role. You can take this advance up to three times in total, but never more than twice from the same role.
- Take a new Shadow move from any of the lists your Master’s blood has opened to you. You can take this advance as many times as you want.

Expert Moves

Start with Expertise and one additional Expert move.

Expertise: You’re an expert in your field, whatever it might be. Broadly define your area of expertise as something like “ancient blood-cults,” “art,” “music,” “Middle Eastern history,” or “world mythology.” Whenever it becomes relevant to the story, you can ask the Master to tell you something you know about your chosen field of expertise that’s helpful to move things forward. There’s no roll involved: you *always* know something useful to move things forward, if the matter at hand touches on your specialty.

Curated Connections: Carry +1 forward ongoing to *work a system* when engaging your area of specialty, such as battering through academic red tape or finding the right international art dealer.

Polyglot: You’ve mastered a number of languages relating to your field of study and bastions of global expertise in your field. Whenever you run into a linguistic roadblock, you can either

translate it yourself, or you know someone else who can. If it's something *really* weird and obscure, like a Phoenician cultic cipher, you can try to crack it in just a few days by *working a system*, rather than being forced to embark on years-long academic ordeal like the rest of the world's dullards.

My Precious: Once per session, when you are transporting some item or relic related to your field of expertise and you roll a 7-9 to *cut and run*, you may forbid the Master from deciding that you lost something in the course of escaping.

World-Renowned Expert: Choose a second area of expertise. Yes, you're that good. Your patron is quite lucky to have you.

Just the Thing for the Occasion: Part of being a good custodian and curator is anticipating the needs of your collection. Once per story, you may opt not to roll when you *work a system* relating to your area of expertise, and simply take a 10+ result instead.

Research Pays Off: You can study up on whatever ill-advised task your patron sets before you to improve your chances. For every two full days you spend researching the adventure you're about to embark on, you gain 1 prep, to a maximum of three. At any time during the ensuing story, you can spend 1 prep to add +1 to a roll before picking up the dice.

Fixer

Some vampires have a little black book that could burn a city—or a nation—to the ground. Others are... less personable. They've slept in the cold ground for seventy years and every breathing person they used to know is dead. Or they look like a worm-raddled corpse or something that crawled out of a murderer's worst nightmare. Or they just don't like going out. Whatever the case, they need someone like you: someone who knows people and knows how to get things. Because everyone needs something, right? Even if that someone is a blood-drinking corpse. And you, well, you specialize in a little bit of everything. Guns? You can get guns, even in a country that prides itself on making that next to impossible. Drugs? Child's play. Information? Meetings? You know a guy. And if you don't know a guy, then you know a guy who knows a guy. And that's why your patron has made *you* into the person *they* know. You're their point of contact, their *artery*, into the rest of the world and all the things they need.

Attributes

Pick one of the following sets of modifiers to describe your Attributes:

- Muscle -1, Will +0, Charm +1, Smarts +0
- Muscle +0, Will -1, Charm +0, Smarts +1

Advances

When you accumulate 10 experience, erase it all at the end of the session and take one of the following advances:

- Increase an Attribute of your choice by +1. You can only take this advance twice.
- Raise your day by +1 and lower your night by -1, or vice/versa. You can take this advance as many times as you want.
- Take a new Fixer move. You can take this advance as many times as you want.
- Take a move from a different role. You can take this advance up to three times in total, but never more than twice from the same role.
- Take a new Shadow move from any of the lists your Master's blood has opened to you. You can take this advance as many times as you want.

Fixer Moves

Start with Networking and one additional Fixer move.

Networking: When you go to shake the tree, something useful usually falls out. Carry +1 forward ongoing to *work a system*.

Shady Merchandise: Once per story, when the Master introduces a complication around something illegal you're trying to acquire, you can explain how you foresaw this complication and have already dealt with it in advance (such as by arranging to pay off the cops so that, actually, no, there *isn't* a patrol car in the area right now).

Got That in Stock: Select one of the following specialties: weapons, drugs, cash. Once per story, you can say "Actually, I know where I can lay my hands on that *right now*," and do so with no roll or other legwork required.

Friends in High Places: Select one of the following to have an influential contact in: Local government, high society, or law enforcement. If you leverage this contact to *work a system*, you can re-roll a failure.

Friends in Low Places: Select one of the following to have an influential contact in: Organized crime, labor unions, or counterculture. If you leverage this contact to *work a system*, you can re-roll a failure.

Friends High and Low: Choose a second option from *Friends in High Places* or from *Friends in Low Places*.

Favor for a Friend: Whenever you use your contacts and influence to get something for somebody *other* than your patron, get an Edge on them.

Muscle

Vampires *don't* tend to have too much difficulty defending themselves... at least, not at night, when they're awake and on the prowl. Even then, few monsters want to lurk in their lair, defending it from all comers for eternity. That's why you're in your present circumstances: something about you made an ageless monster think, "Yes, this person could keep an angry mob from breaking into my mansion and killing me while I sleep." Or perhaps you were brought into service to act as a bodyguard for one of your patron's *other*, less robust servants? Or maybe—very likely—a night-bound monster decided it needed someone capable of inflicting violence on its behalf during the day. Either way, that's what you're expected to do now: hurt people in furtherance of our patron's agenda.

Attributes

Pick one of the following sets of modifiers to describe your Attributes:

- Muscle +1, Will +0, Charm -1, Smarts +0
- Muscle +1, Will +0, Charm +0, Smarts -1

Advances

When you accumulate 10 experience, erase it all at the end of the session and take one of the following advances:

- Increase an Attribute of your choice by +1. You can only take this advance twice.
- Raise your day by +1 and lower your night by -1, or vice/versa. You can take this advance as many times as you want.
- Take a new Muscle move. You can take this advance as many times as you want.
- Take a move from a different role. You can take this advance up to three times in total, but never more than twice from the same role.
- Take a new Shadow move from any of the lists your Master's blood has opened to you. You can take this advance as many times as you want.

Muscle Moves

Start with two Muscle moves.

Buff: Maybe you've been working out diligently. Or hitting the juice on top of the vampire blood. Or, maybe, you're seven feet tall and your patron figured "Hey, I can teach someone how to protect me, but you can't teach being seven feet tall," and that's what got you this gig to start with. Regardless, you can suffer 1 more harm than other characters before you die.

Looming Presence: When you *bare your fangs* you can roll with muscle instead of will.

Bodyguard: Once per session, you can re-roll an attempt to *protect someone* and keep the better result.

Prepared for Violence: Once per session, you can retroactively declare that you were ready for this situation and have a small, concealable weapon of your choice within reach. Maybe you taped it to your leg, maybe you hid it behind the bookshelf in advance; whichever, it's there and now it's in your hand.

Exploit an Opening: When you spend an Edge against someone while attempting to *fuck them up*, you can add +1 to your move *and* increase the harm you inflict by 1.

Observation Under Fire: When you roll a 10+ to *protect someone*, get an Edge on them.

Violent Lessons: When you roll a 12+ to hurt someone in service of your patron, get 1 experience.

Procurer

Vampires drink blood, and they want to drink it on the regular. A vampire freshly returned from the silent land is rapacious, indiscriminate, drawn to the hunt. That's not your patron, though. Your patron has shit to do, and stalking a fresh source of the red night after night is exhausting. You, then, represent an investment: a small draught of blood given out to a specialist in bringing much greater quantities back to the lair. You're your patron's hookup. You know how to flash the right smile, or pad of bills, and lure prey into the monster's very lair. You might specialize in certain drugs, either to make your job easier or to spice the blood to your patron's demanding tastes. The rest of your fellows on this night-shift work, sometimes they have to do terrible things. You? Terrible things is your entire stock in trade. You're a procurer for a monster.

Attributes

Pick one of the following sets of modifiers to describe your Attributes:

- Muscle +0, Will -1, Charm +0, Smarts +1
- Muscle -1, Will +0, Charm +1, Smarts +0

Advances

When you accumulate 10 experience, erase it all at the end of the session and take one of the following advances:

- Increase an Attribute of your choice by +1. You can only take this advance twice.
- Raise your day by +1 and lower your night by -1, or vice/versa. You can take this advance as many times as you want.
- Take a new Procurer move. You can take this advance as many times as you want.
- Take a move from a different role. You can take this advance up to three times in total, but never more than twice from the same role.
- Take a new Shadow move from any of the lists your Master's blood has opened to you. You can take this advance as many times as you want.

Procurer Moves

Start with Cheap Charm and one additional Procurer move.

Cheap Charm: The first step is always getting through the door, and it's been a very long time since that was a problem for you. What do you need, fake id? Some names to drop? A bit of cash to grease the wheels? Never fear, you came prepared, and you can even get a couple-few friends in with you. This works whether you're trying to get into the hottest club in town, a drug den, or an exclusive Hollywood party.

Cold Reading: Let's be blunt: your skillset is also that of a con artist. The first time a person you met during the current scene gives you a piece of personal information about themselves (real name, where they live, or any sort of personal reminisce), you get an Edge on them.

Don't Be Like That: You are an expert in selling people things they don't need—like going back with you to a dilapidated mansion or old crypt on the edge of town. That can go wrong a million ways and you've learned to steer at least, oh, half a million of 'em back on course. Once

per session, when you try to *slow things down* you can re-roll your attempt and keep the better result.

Spiked: Sometimes all the fast-talk in the world won't get the job done by itself, and then it's chemistry to the rescue. When trying to *do something shady* in order to drug or poison someone, you can roll with Charm rather than Smarts.

Hard Sell: Carry +1 forward ongoing to *fast talk* someone into giving you their blood, or following you back to some sketchy location.

Snarling Not Smiling: If you have an Edge on someone, then you can *bare your fangs* at them without anyone watching the interaction realizing you're being anything but civil and social. The menace comes through loud and clear, but only to your target.

Master Manipulator: When you roll a 12+ to *fast talk* someone, get 1 experience.

Trophy

Familiars are useful for plenty of reasons. They can get things, they can go places, they can run interference, sure. But sometimes a vampire brings a mortal into their darkened world for more... personal reasons. That's you. You're not the driver, the fixer, the muscle, any of that. Maybe you're the vampire's lover. Maybe you're an artist, and a monster has developed a fixation on your work. Maybe you're in trouble, and once upon a time, back when it still breathed, your patron swore to your great-grandfather that it would always look out for him and his, and this is its idea of upholding that promise. Hell: maybe back when it had a pulse, the vampire *was* your great-grandfather. Maybe you're the high priest of your patron's blood cult. Whatever it is, a vampire values you for sentimental rather than practical reasons. On the one hand, this might (*might!*) mean less onerous and gruesome duties. On the other, it also means that your position is only as secure as a fickle heart that no longer beats.

Attributes

Pick one of the following sets of modifiers to describe your Attributes:

- Muscle +0, Will +0, Charm +1, Smarts -1
- Muscle +0, Will +1, Charm -1, Smarts +0

Advances

When you accumulate 10 experience, erase it all at the end of the session and take one of the following advances:

- Increase an Attribute of your choice by +1. You can only take this advance twice.
- Raise your day by +1 and lower your night by -1, or vice/versa. You can take this advance as many times as you want.
- Take a new Trophy move. You can take this advance as many times as you want.
- Take a move from a different role. You can take this advance up to three times in total, but never more than twice from the same role.
- Take a new Shadow move from any of the lists your Master's blood has opened to you. You can take this advance as many times as you want.

Trophy Moves

Start with two Trophy moves.

Indulgence: Once per story, when you break night, you can opt not to alter your day/night balance.

Dark Dreams: The shadow of the blood always looms over your life. Carry +1 forward ongoing when you roll with night.

Friend of the Night: Maybe you understand your patron better than anyone else, or maybe they're just giving you the best portion of their blood. Once per story, by taking just a moment to catch your breath and close your eyes, you can force the Dark to retreat two steps.

I Can't Promise Your Safety If You Harm Me: Carry +1 forward ongoing when you invoke your patron while trying to *stand your ground* or *bare your fangs*.

Stilled Hearts are Still Hearts: When you gain an Edge on your patron, get 1 experience.

Lucky Number: Whenever your patron dispatches you to accompany your fellow familiars on a mission you're unsuited to (which is probably most missions), gain 1 hold. Spend your hold at any point during the mission to add +1 to another familiar's roll.

Intercessor: You can spend an Edge on another familiar to talk them out of the shadows, causing the Dark to recede by 1 step for them.

The Shadows of Dark Miracles

Vampires wield powerful, disturbing dark miracles. You don't get those powers, but you don't get *nothing*, either. As a familiar, you can learn to call forth... let's say the mere shadow of those terrible powers. Still, that's a shadow cast from the other side of the grave, and it's more occult power than anyone else among the living is packing. It gives you a big edge.

The Power of the Blood

Vampiric power isn't universal, and different lineages carry different gifts in their blood. Your patron's lineage dictates what kind of Shadow moves you can learn and use. Here's who gets what:

Carpathian: Authority, Beast, Power, Speed

Corse: Authority, Insight, Horror, Power

Lamia: Authority, Divinity, Glory, Speed

Penanggalan: Flesh, Glory, Power, Speed

Pisacha: Abyss, Glory, Insight, Speed

Sasabonsam: Death, Insight, Power, Speed

Switching Patrons

Headhunting happens in the world of the undead. Maybe you got a better deal. Maybe something happened to your patron and you're desperate for a new hookup. Maybe you've been stuck in Morocco for six months and you'll take *anything* you can scrounge up on the occult black market, as long as it came out of a vampire's veins. So: What happens when, after spending two years lapping at a Penanggalan's wrist, you start drinking from a Lamia?

A short, emergency renewal from another bloodline doesn't do anything unusual other than disable the ability to buy Shadow moves until you're back on your familiar brand of the blood. If you switch to a new kind of blood and stick with it for at least three months, the changes are more drastic. You regain the ability to buy Shadow moves, though you're limited to your new patron's list. Moreover, you start to lose any Shadow moves corresponding to dark miracles your new patron doesn't have at a rate of one move at the beginning of each session, starting with any moves from their lineage-unique miracle (Abyss, Beast, Death, Divinity, Flesh, and Horror). A replacement move from your new patron's lists appears at the end of the session. While the old power is burning itself out of your body, you have the Condition *turmoil of the blood*, which leaves you alternately wracked by chills and fevers, and causes you to become lost in the Dark after only three advances rather than the usual five.

Blood Potency

A few powerful shadow moves require you to spend your *Blood Potency*. This is a special charge of supernatural power you take in when you drink your master's blood, renewing your covenant for another month. Once you use up your Blood Potency charge, it's gone until the next time you drink vampire blood (and no, you can't save up a bunch of charges from month-to-month,

although it *is* possible to consume an extra draught of blood to power up temporarily; see page XX).

The Shadow of Glory

Vampires use dark miracles of Glory to focus their natural predatory intensity into a supernatural allure. The Lamia, Penanggalan, and Pisacha lineages can win anyone to their side with little more than a smile and a come-here gesture, frighten mortals to death with a focused concentration of rage and malice, summon their familiars from anywhere in the world with a psychic beckoning, or, with prolonged contact, crush a person's will and personality until they're little more than a fawning lackey. The shadow of Glory is less impressive, but still formidable, encompassing the following moves:

First Impression: You gain the Condition *trustworthy*, but can only tag it against someone during the first scene in which you meet them.

Own the Room: While lost in the Dark, you can roll with night. 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. You can spend your Blood Potency to use this move while not lost in the Dark.

Personal Magnetism: When you're in a one-on-one social situation and have someone's undivided attention, you can advance the Dark to carry +1 forward ongoing for the rest of the scene to *fast talk* or *slow things down*.

Predatory Charisma: Advance the Dark to give yourself one of the following Conditions for the rest of the scene: *imposing* or *important*.

Smooth Recovery: Flaring out a burst of concentrated charisma, you can attempt to smooth over minor social gaffes and missteps. Advance the Dark to re-roll when you fail to *fast talk* or *slow things down*.

Splinter in the Mind: While interacting with someone, you can advance the Dark to create a powerful and lasting impression. For at least the rest of the current story, they simply won't be able to get you out of their head, and will gain the Condition *thinking of (your familiar)*.

Untamed Glare: Advance the Dark to add +1 to an attempt to *bare your fangs*, calling the predatory aura of the blood into your gaze and demeanor.

The Shadow of Power

Vampires use dark miracles of Power to perform superhuman feats of strength and toughness. Although found among the Carpathian, Corse, Penanggalan, and Sasabonsam bloodlines, the ratio of power-to-durability differs significantly. Carpathians, while sturdy, lean mostly toward sheer muscle power; by contrast, while a Sasabonsam is easily strong enough to drag a man off of his feet and up the side of a building, the toughness of their flesh is far more remarkable, being thick enough to turn knives and even sometimes stop bullets. Penanggalan balance the two aspects, while a Corse's body is "merely" as tough as cured leather, but its strength is the stuff of legends. The shadow of Power lifts a familiar above and beyond the enhanced strength and toughness common to all of their kind, and encompasses the following moves:

Beyond Human: When you *flex* and it's a feat of strength, you can suffer 1 harm to attempt a feat of strength that should be just beyond the limits of human possibility, like climbing a brick wall by gouging your fingertips into the bricks, kicking a steel door hard enough to shear off the deadbolt, or ripping the door clean off of a car. Ostentatious feats such as *throwing* a car remain the province of the undead.

Fast Clotting: Your blood clots quickly, minimizing your risk of bleeding out from small wounds such as bullet holes. Small-caliber firearms inflict only 1 harm to you, rather than the usual 2 harm.

Killing Hands: When you inflict harm with your bare hands or a melee weapon, if you're lost in the Dark, the harm you inflict is 1 greater than normal. You can spend your Blood Potency to use this move for a scene without being lost in the Dark.

Shock Resistant: Your bones and frame are preternaturally tough. When you suffer harm from falling, the harm is reduced by 1.

Uncanny Power: When you perform a move that relies on raw physical strength and you miss, you may advance the Dark to roll again.

Unholy Toughness: When you suffer harm, you can spend your Blood Potency to suffer no harm at all instead.

Unnatural Resilience: You can take 1 additional harm before you die.

The Shadow of Speed

Vampires use dark miracles of Speed to accelerate their body in impossible, terrifying ways. All lineages save for Corses exhibit superhuman swiftness, but it tends to manifest differently for each. Carpathians snap from place to place in spasms of movement too fast for the eye to follow, while a Lamia aroused to exercise its terrible speed is like a black wind, rampaging without hesitation or cease until it reaches its destination or everything before it is dead. Penanggalan move with the swiftness and certainty of a jungle cat, covering an impossible amount of ground with each step or leap. Pisachas jump from place to place like a stuttering video, seeming to disappear from the world or to skip part of what should be the necessary motion for them to move about or strike. Sasabonsam strike and scurry with a revolting suddenness, changing from stillness to rushing motion with no warning in the fashion of a wolf spider. The shadow of Speed is not so extreme as any of these, but still allows superhuman feats of movement and reaction, and encompasses the following moves:

Don't Blink: You can perform a snap-motion too fast for the eye to follow, interjecting into the middle of an action another player or the Master has already described to interrupt it. Doing so inflicts 1 harm on you.

Killing Speed: When you make a move which would benefit from great speed, such as *cut and run* or *fuck them up* with a close-quarters weapon, you carry +1 forward ongoing if you're lost in the Dark. Alternately, you can spend your Blood Potency to access this move for a scene even while not lost in the Dark.

Nerve Snap: Once per session, you can advance the Dark when you take harm to convulsively twist away at the moment you begin to feel pain, reducing the harm suffered by 1.

Predator's Pace: You can run at frightening speed in short sprints, easily able to overtake a man on a bicycle. If you spend your Blood Potency, you can accelerate fast enough to catch a car, at least for a block or two.

Uncanny Precision: You can advance the Dark to re-roll a move requiring physical precision such as shooting a gun or picking a lock.