

CLAN

A Kindred's clan is his lineage, the vampiric "family" into which he was Embraced. Choose one:

Assamite: The mysterious "Saracens" of the Middle East have perfected the art of the silent kill. Disciplines: Celerity, Obfuscate, Quietus

→ **Weakness:** *Clan loyalty above all else.*

Brujah: Spirited fighters, critical thinkers, radicals and anarchists with a cause. Disciplines: Celerity, Potence, Presence

→ **Weakness:** *Frenzy easily (roll with disadvantage)*

Cappadocians: Seeking the wisdom of the grave, the necromancers call on the spirits of the dead for enlightenment. Disciplines: Auspex, Fortitude, Mortis

→ **Weakness:** *Skin is always pale and cold.*

Followers of Set: Ancient Egyptians, the "serpents" spread corruption and vice in their path as they await the return of their dead god. Disciplines: Obfuscate, Presence, Serpents

→ **Weakness:** *Sunlight is highly dangerous, causing 2 conditions each turn.*

Gangrel: Wanderers and rustics, the "animals" are closer to the beasts of the forests than to any of their Cainite kin. Disciplines: Animalism, Fortitude, Protean

→ **Weakness:** *Every Frenzy leaves a permanent animal feature.*

Lasombra: Masters of darkness and shadows, the "magisters" seek to control mortal and vampiric society alike. Disciplines: Dominate, Obtenebration, Potence

→ **Weakness:** *No reflections.*

Malkavians: Cursed with insanity, the "madmen" enjoy a surreal and disturbing insight. Disciplines: Auspex, Dementation, Obfuscate

→ **Weakness:** *Begin play with a permanent supernatural derangement.*

Nosferatu: Hideous beyond words, the ostracized "lepers" are spies and informants without equal. Disciplines: Animalism, Obfuscate, Potence

→ **Weakness:** *Begin play with a monstrous physical deformity.*

Ravnos: Wandering vagabonds and hucksters, the "charlatans" gleefully practice their arts of deception and theft. Disciplines: Animalism, Chimerstry, Fortitude

→ **Weakness:** *Choose a deception: Lying, Theft, gambling, cheating (You are unable to resist indulging in it when presented with the opportunity)*

Toreador: Lovers of art and beauty, the "artists" freely indulge their tastes for the aesthetic. Disciplines: Auspex, Celerity, Presence

→ **Weakness:** *Indulge in your obsession with beauty whenever possible.*

Tremere: A recent and insular clan, the sorcerous "usurpers" are struggling to establish themselves. Disciplines: Auspex, Dominate, Thaumaturgy

→ **Weakness:** *Closely watched by the clan to deter betrayal*

Tzimisce: Terrible slavic fleshcrafters, the "fiends" mercilessly rule over their mortal subjects. Disciplines: Animalism, Auspex, Vicissitude

→ **Weakness:** *Must rest in at least two handfuls of native soil.*

Ventruue: Imperious and commanding, the "patricians" consider it their duty to lead vampiric society. Disciplines: Dominate, Fortitude, Presence

→ **Weakness:** *Can only feed from one particular type of prey.*

VAMPIRE

FRENZY

Vampires have a primitive fear response to that which can destroy them.

Fire and sunlight both trigger **Frenzy** rolls, as well as **hunger**.

Roll+Mental to resist **Frenzy** when faced with **Fire or Sunlight**. If the **Frenzy** is instead brought on by **hunger**, **Roll+Blood**:

On a success: You resist the Beast. Describe how it manifests before you shove it back down

On a failure: The Beast takes you until you feed again. Choose:

- You mark 1 **Corruption**
- You lash out, inflicting a Condition (GM chooses who)
- You flee the scene to feed elsewhere and don't return

Frenzy is not without its benefits however. Frenzied vampires may ignore penalties from all Conditions until the Frenzy ends, take +1 Ongoing on all attempts to resist domination or control, and their will modifier is considered 0. Vampires in Frenzy cannot activate **Disciplines**.

STAKING

Contrary to popular myth, a stake through the heart does not kill a vampire. Instead, it totally paralyzes her, making it impossible for her to move, spend Blood or activate Disciplines. The character remains conscious, however, and is fully aware of her surroundings. When the stake is removed, the player must immediately check for **Frenzy**. While staked, a vampire still must spend 1 Blood/day.

FIRE & SUNLIGHT

Fire is one of the few things vampires fear. Sunlight is even worse for the Cainite. Both sources cause a physical condition for each turn spent touching it directly. Conditions from both fire and sunlight can only be healed at a rate of 1/day of rest, and upon taking the "Beaten" condition, the vampire is completely engulfed in flames and will burn to ash without intervention. What's worse, being burned by either will cause a **Frenzy check**. Only the toughest vampires can resist the damage from either source, relying solely on the Discipline of **Fortitude**.

TRUE FAITH

A rare and potent belief held by certain individuals, their faith is so pure and unshakeable it has a tangible impact on the supernatural, including vampires. Individuals with True Faith are able to repel vampires, protect locations, or even harm undead creatures with their convictions.

Sanctuary: Areas consecrated by an individual with True Faith act as barriers to vampires. Vampires cannot enter such an area without an invitation or suffering harm.

Repulsion: Individuals with True Faith can repel vampires. When confronted by True Faith, a vampire must resist its effects with a

Roll+nothing: On a critical, the vampire resists the force of the faith. Success: the vampire is repelled but takes no harm. Failure: the vampire is unable to act.



VAMPIRE: Will vs Blood (Dark Ages)

Character Creation:

Name (Choose a name for your character)

Look (Decide what your character looks like: Gender, Race, clothing style, etc.)

Starting Character Stats (Add 1 to one of these)

Physical 0, Social 1, Mental -1

Generation(This is how far removed from Caine, the first Vampire you are.)

Starts at +1. Your Blood track can not move further right than your Generation. This typically only changes via the story act of **Diablerie** (killing a vampire of a more powerful Generation and drinking him dry). This is, of course, highly frowned upon in vampire society..

Intro

- » Who are you?
- » How long have you been kindred?
- » Who turned you?
- » Why were you turned?

Gear

- » A bag with your personal belongings
- » A stylish weapon (choose 1)
 - Sword (lethal, hand, messy)
 - Bow or Crossbow and quiver (lethal, far)
 - Staff (hand)
- » Finely made clothing (choose 1)
 - Light armor (1 armor) and a shield (1 armor)
 - Cloak and Light armor (1 armor)
 - Silk robes or dress

NOTES

Name:

Generation:

+1	+2	+3
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Experience:

Blood: (Will Die modifier for all rolls)

-3	-2	-1	0	+1	+1	+2	+3
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STATS

Physical	Social	Mental
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ADVANCES

Gain 1 Experience at the end of any session that you failed a roll or received a condition.

Gain 1 Experience at the end of every session.

Spend 5 Experience to Advance.

Mark one with each Advance:

- +1 to **Social**, or **Mental** (max +3)
- New Skill/Specialty
- A new **Vampire** move
- A new **Vampire** move
- A new **Vampire** move

Every 3 advances instead:

- Choose another Aspect in one of your Disciplines
- Then choose:
 - Erase a **Scar**
 - A new **Vampire** move
 - A new **Vampire** move
 - A new **Vampire** move

VAMPIRE MOVES

You get these:

- Eternal Hunger:** You hunger for human blood. When you feed, **Roll+Blood (use your current Blood modifier):** If the **Will Die** rolls higher: You move your Blood to your Generation max, they die, then Choose 2
 - They don't remember
 - You leave no trace (wounds, evidence, or witnesses)
 - You take only what you need (the target is weak but survives)

On a Failure you check for **Frenzy**.

Vitae: Spend 1 Blood when you awaken each night. At any time, you may spend 1 Blood and choose:

- You heal 1 Condition
- Deal additional damage in **Melee/Brawl**
- Activate a **Discipline**
- Add your **Blood** to any Physical roll

Choose two more:

Irresistible: When you **Interrogate someone** using promises or seduction, treat any success as a critical success.

On a failure, your machinations succeed as a normal success, but attract unwanted attention. (Cannot be taken by Nosferatu)

Haven: You have a safe place, secure from outside dangers. It has emergency rations, a few ghouls, and an escape vector. You are always aware when someone enters your haven.

Cold-Blooded: When you roll to avoid Frenzy, always roll with Blood instead of Mental (Cannot be taken by Brujah)

Blush of Health: Your skin retains the color of a living mortal and feels only slightly cool to the touch. (Cannot be taken by Cappadocians or Nosferatu)

Adaptable Palate: You can feed on any creature, not just humans. Feeding on something wildly different than a human may have unexpected side effects. (Cannot be taken by Ventruue)

Dead-Eye: Take advantage on any ranged attack 1/scene.

Sire's Legacy: Your sire bestowed upon you more than just eternal life; they passed on unique knowledge or abilities. Choose one of your disciplines; when using that discipline, you may roll with +1. If you fail, your sire may somehow become aware of your struggles.

Lucky: Reroll 3 rolls per session. Only 1 reroll for any given roll, and the second roll always stands.

Blood of the Damned: Your cursed blood holds untold power. When you share your blood with a mortal, **Roll + Blood.**

On a success, they become a ghoul, bound to serve you.

On a failure, you check for **Frenzy**

Heightened Senses: Extend your senses supernaturally for a Scene.

Animal Magnetism: Animals aren't spooked by your presence. (This move is required to own a horse).

SKILLS

These are abilities that your character has trained. Choose 2, and underline one specialty per skill.

When your *specialty* comes into play in the story, you may roll with **Advantage**.

- Brawl**: hand-to-hand combat training: *Disarming, Multiple Opponents, Acrobatics, Dodge*
- Riding**: talented riding under pressure: *Jumping, Speed, Mounted Combat, Forest*
- Archery**: training with a bow: *Quick-shot, Fletching, Trick Shots, Hunting*
- Melee**: training with hand-held weapons: *Improvised weapons, Throwing, Smithing, Blocking*
- Stealth**: sneaking and hiding: *Hide, Move Silently, Shadowing, Vanish in Crowds*
- Larceny**: Lawless practices: *Lock-Picking, Street slang, Counterfeit, Sleight of hand (pickpocketing, card tricks)*
- Medicine**: training in health and first aid measures: *Herbalism, Battle Wounds, Disease, Toxins*
- Occult**: understanding of Supernatural Lore: *Omens, Folk-Tales, Rituals, Infernalism*
- Social**: social intrigue and manipulation: *Subterfuge, Animal Kinship, Interrogation, Etiquette*
- Performance**: Entertaining others: *Music (instruments and/or singing), Dance, Acting, Poetry*

END MOVE (Final Hunger)

You can't stop feeding. You kill recklessly, leaving a trail of corpses. The city hunts you, both human and Kindred. You are now a monstrous plot element the GM escalates with each scene.

TAGS

- **Lethal**: Kills bystanders and NPCs without defenses (armor, cover), players hit with lethal damage cannot select the **Bruised** condition for this attack
- **Close**: Any range within throwing distance
- **Magick**: Type of effect that can only be resisted with supernatural resistance (magick armor, regeneration etc)
- **Area**: Effect covers the immediate area in a scene
- **Slow**: Takes up a player's turn, no other action can be performed
- **Suppression (firearms)**: Roll **Firearms** each turn. Targets become **Reluctant Aggressors** until you fail a roll (then reload) or take any other action besides firing.
- **Loud**: Attracts attention, disperses bystanders

BACKGROUNDS

Traits your character has acquired through history and story. At character creation, choose two, others may be added based on story actions and outcomes as determined by the GM.

- Allies**: people or other beings that are willing to help your character (Describe to the GM).
- Generation**: Your lineage and distance from the blood of Caine. Add one to your Generation track. (w/GM approval)
- Herd**: A group of mortals that you can feed from (willingly?) without fear.
- Retainers**: Guards or servants in your employ. They must be paid in some way.
- Resources**: significant financial assets and income (wealthy)
- Influence**: Sway over mortal society.
- Gargoyle Retainer (Tremere Only)**: Your clan has gifted you a Gargoyle to protect you (or watch you?) Gargoyles can fly as fast as they can run and can carry a weight of up to 50lbs while airborne. They can be further enhanced with the Thaumaturgy Discipline.

CORRUPTION



Vampires can tap into **Corruption Moves** at any time. The GM may also award **Corruption** for particularly heinous acts, or as a result of a tainted story element.

When using a **Corruption Move**, mark the corruption track. Once the track is full mark the following in order:

- Check for Frenzy (disadvantage)**, +1 to **Physical** (max +3)
- Check for Frenzy (disadvantage)**, Choose a new Aspect in a Discipline you possess.
- Check for Frenzy (disadvantage)**, Your **Blood** is 2x as potent (spend **Blood** twice before moving your track down)
- Check for Frenzy (disadvantage)**, Choose a new Aspect in a Discipline you possess. Mortals instinctively fear you.
- Retire your character. They may return as a Threat. Trigger your **End Move**.

CORRUPTION MOVES

Corruption moves always require a **Frenzy Check**.

Beastial Frenzy: Mark corruption to immediately act with inhuman speed and strength. Treat your next physical action as if it had **Advantage**. You must describe the monstrous, uncontrolled nature of the attack.

Unholy Resilience: Mark corruption to shrug off harm. Cancel one incoming Condition immediately (Physical, Social, or Mental)

Crimson Revelation: Mark corruption to sense blood, secrets, or sins in everyone around you. Ask the GM one question about a person present and gain a truthful answer. The person feels exposed or hunted, even if they don't know why.

CONDITIONS

When you are injured, choose and mark a Condition according to the type of harm you've taken. Conditions do not need to be marked in any kind of order. If you're wearing **Armor**, you may choose to mark it instead of a Condition. **Armor** typically only works to prevent one type of harm (Physical), though you may discover or create other types of armor. Once **Armor** is marked, it must be repaired before it can be marked again. Conditions are removed with their corresponding **Resolution**, or, for Physical Conditions, by **spending Blood**. Also, it should be noted that events in the Story can inflict Conditions directly, without giving the player the choice of which to mark. The GM decides how to cancel or resolve Story-based Conditions as appropriate.

Note on Physical Conditions: Combat is messy and not always straightforward. Though the "**Bruised**" Condition has no immediate effect, it cannot be chosen again as a Condition until it's been **Resolved**. A character can be bruised several times in combat (taking Disadvantage on their next roll to quickly Resolve the Condition), but ultimately, multiple injuries will stack up in a single devastating attack or instance, forcing another choice.

Physical:

- Bruised/Flesh Wound** - You are dazed, and unable to think straight. **Resolution:** Take **Disadvantage** on your next roll.
- Bleeding** - You are bleeding profusely from an open wound. You are unable to spend **Blood** on anything other than healing this wound. **Resolution:** Spend an extra **Blood** to heal this wound.
- Injured** - You have suffered a significant physical injury. Your movement is restricted (+slow) unless assisted and suffer -1 to all physical rolls. **Resolution:** Remains until the end of the Scene.
- Beaten** - You are immobilized and unable to take further physical action. You can't walk or stand. You may still talk until... **Resolution:** Take a **Scar** and gain 1XP or retire your character and trigger your **End Move**.

Social:

- Broken** - You can barely muster up the will to do your job anymore. Emotionally intense situations make you flinch and back down. **Disadvantage** on **Social** rolls. **Resolution:** Backing down from a confrontation resolves this Condition.
- Leveraged** - Your character has been blackmailed, tricked, or convinced into doing what someone else wishes. **Disadvantage** on **Social** rolls that do NOT involve the subject of the Leverage. **Resolution:** Complete the requested task, or turn the tables on the inflictor.
- Reluctant Aggressor** - You're pinned down or don't want to hurt your opponent, but you're going to anyway. **Disadvantage** on all combat rolls that do not involve the opponent directly. **Resolution:** Defeat the opponent or succeed in a roll with **Disadvantage** against the opponent.

Mental:

- Shaken** - Something has frightened your character extensively. **Disadvantage** on any rolls involving the subject of what has frightened you. **Resolution:** Opt to fail a roll involving the subject of your fear, or succeed at the roll despite the **Disadvantage**.
- Spooked** - You've witnessed something that captivates you and demands your attention. **Disadvantage** on Mental rolls. **Resolution:** Opt to do something that hinders the group or complicates things while pursuing your fascination.
- Fugue** - Your mind has shut down. You are prone to blackouts and lost time. Failing any Mental roll means you blackout and lose control of your character for the scene. **Resolution:** Critical on any applicable Mental roll removes the condition as you finally regain yourself.

SCARS

When **Beaten**, a player may instead choose to turn any Physical wound into a **Scar** by making it permanent. Doing this means the character is not killed as a result of the beating and instead some other fiction is chosen by the player and GM. Flesh Wounds and bruises leave permanent damage or aches and pains that persist even after healing. Arm Wracks or Leg Wracks cause the loss of the Arm or Leg entirely (amputation). Bleeding **Scars** instead leave permanent Mental Conditions as the character tries to cope with the aftermath of combat. **Scars** can be removed on every 3rd Advance, or possibly by some other story driven event (Magic?).

CLAN SECRETS

Disciplines are potent manifestations of the power of Blood, and vampires do not tend to share them. To learn a Discipline outside of a vampire's Clan Disciplines, the vampire must partake of the blood of another vampire with that Discipline. This forces vampires who wish to learn the secrets of other clans, to interact with members of that clan. Feeding like this gives grants access to one Aspect they possess, in a Discipline they possess. But feeding from another vampire binds you to them. All of your actions against them are at **Disadvantage**. A vampire may only have 1 sire at a time. Feeding from a second sire, forfeits access to any Aspect gained from a previous sire.

DISCIPLINES

Legendary vampiric powers gifted to you through the blood of your clan. Disciplines **Roll+Blood first then spend 1 Blood to use any Discipline**. At character creation, mark your clan disciplines, then choose 4 total Aspects from among them:

Animalism: Supernatural affinity with and control of animals.

➤ Aspects:

Feral Speech: The vampire can communicate with animals, wild or domestic.

Noah's Call: Summon animals within earshot by calling out to them.

Roll + Blood: On a success as many animals in the area of the chosen type as the player wishes responds, or a specific animal responds.

On a failure: A random animal responds, and Choose 1

- They're only hostile to the player's enemies
- More than one arrives.

Ride the Wild Mind: Stare into the eyes of an animal to possess it

Roll + Blood: On a success: The Cainite fully possesses the animal and is able to use all of his own abilities.

On a failure: While possessing the animal, the Cainite is unable to use any Disciplines.

Auspex: Extrasensory perception, awareness and premonitions.

➤ Aspects:

Read Mind: Pull useful information from a subject's mind.

Roll + Blood: On a critical: Ask the subject any two questions, they must answer honestly.

On a success: Ask the subject any one question, they must answer honestly, but they also may ask you any one question which you must answer honestly.

On a failure: You get no useful information out of the subject and you may not try again until you've rested.

Read Aura: You can perceive the dominant emotion of your target. Their feelings such as fear, joy, anger, or suspicion appear as colors in their aura. You can identify other supernatural creatures. Different types of beings (vampires, werewolves, ghosts, etc.) emit distinct auras.

Far Sight: By concentrating on a given place, thing or person, the Cainite may hear or see everything around it as if she were there herself. The Cainite must be familiar with the place or person. Hearing and seeing remotely at the same time is possible by decreasing your Blood Track by a second point.

Celerity: Supernatural quickness and reflexes.

➤ Aspects:

Act First: The vampire can sense when things get tense and can react before anyone else. She always acts first in any combat.

Traversal: With blurring speed, the vampire can run or climb along any surface, including vertical and even liquid mediums for a short time. At this rank, the vampire can spend 1 blood to place herself anywhere in the scene as long as it is physically possible for her to be there.

Mist Dance: The vampire can move so swiftly that they can dodge projectiles (arrows, bolts, thrown weapons etc). Ranged attacks just miss her. The effect lasts for 1 scene.

Chimerstry: The ability to create illusions and hallucinations.

➤ Aspects

Ignus Fatuus: The vampire can create a minor, static illusion that affects only one sense except touch (as it is not really there). The illusion remains as long as the vampire takes no other action but concentration on the illusion.

Apparition: The vampire creates an illusion with a full range of motion, that can affect any or all senses (except touch). The illusion remains as long as the player is in the vicinity.

Horrid Reality: This power is only effective against one person at a time. **Roll +Blood:**

On a hit: The victim believes completely and totally that the illusion exists. A fake fire burns him, a fake wall bars him from passage and fake arrows wound him. The victim cannot actually be killed in this manner.

On a success: Choose 2

On a failure: Choose 1

- All injuries last until the victim is truly convinced that the illusion was not real, and inflict 1 Physical Condition.
- The illusionist doesn't have to concentrate to maintain the illusion.
- A number of victims up to the illusionist's **Mental** may be affected.

Dementation: The ability to pass madness to a victim.

Roll + Social

➤ Aspects:

- Haunt the Soul: The vampire stimulates the mind of the victim, haunting it with intense visions. The images appear fully real, but can only be seen for a second or out of the corner of the eye. The vampire has no control over what the victim sees. The visions last for 1 night/**Social (or Mental)** bonus.
- Confusion: The vampire may cloud the victim's mind by making eye contact and conversation. The target loses all sense of time, cannot recall memories, and generally wanders aimlessly. The Confusion lasts for 1 hour/**Social (or Mental)** bonus.
- Howling Lunacy: The vampire drives his victim mad, causing the vampire's choice of Mental Condition on the target. This lasts until resolved, and the vampire must have the victim's undivided attention to root the condition.

Dominate: Mind control practiced through the piercing gaze. The use of Dominate requires that the vampire capture his victim's eye, and can only be used against one person at a time.

Note: It is impossible to Dominate another vampire who is of stronger Generation

To activate Dominate, **Roll + Blood**

On a success: The victim succumbs to the vampire's will. Choose 2

On a failure: Choose 1

- The effect is permanent, until the Vampire uses the ability again (otherwise the effect lasts for 1 Scene)
- The victim will not remember being Dominated.
- You maintain the ability to sense what the victim senses while they are under your influence.

➤ Aspects:

- Observance of the Spoken Word: The vampire can impose a one-word command which must be instantly obeyed. The command must be clear and unambiguous.
- Reveler's Memory: The vampire can steal or recreate the memories of the victim.
- Puppeteer's Strings: The vampire can control the physical actions of the victim, moving them like a puppet. During the control, the vampire cannot take any other actions and must remain focused on the target.

Fortitude: Unearthly toughness, resisting fire and sunlight.

➤ Aspects:

- Stone's Resilience: Upon taking damage from a physical weapon, the weapon used to make the attack shatters against the vampire's flesh. A hand-to-hand attack causes the attacker to take harm. The damage to the vampire is negated by this Aspect.
- Resist the Flame: The vampire can resist the damaging effects of fire and sunlight for a short time. This is required to resist Fire or Sunlight at all. She must spend 1 **Blood** for each turn she is exposed to either, but takes no harm. She takes damage as normal if her Blood track reaches its end.
- Invincible Might: The vampire becomes almost invincible, shrugging off attacks that would harm other vampires. This does not protect against damage caused by Fire or Sunlight.
When you are subject to harm, **Roll + Blood:**
On a critical, you take no harm, and can't be harmed by that type of damage (Physical, Social, Mental) for the rest of the scene.
On a success, you take no harm, and can't be harmed by that specific type of attack (claws, bullets, arrows, etc) for the rest of the scene.
On a failure, take harm as normal.
No matter what the result, she takes damage as normal if her Blood track reaches its end.

Mortis: The supernatural power to control the process of death.

➤ Aspects:

- Dark Communion: When you consume a part of a dead body to glean memories from its life, **Roll +Blood.**
On a success, you gain clear and useful visions of the deceased's experiences.
On a failure, the visions are incomplete or confusing.

- Call of the Grave:** When you attempt to raise the dead to perform a simple task, **Roll +Blood**. The vampire may only raise a number of dead equal to her **Mental bonus**.
 - On a success, they perform the task to the best of their ability.
 - On a failure, they perform the task, but not without issues or drawing unwanted attention.
- Eyes of the Dead:** When you see through the eyes of your undead minions, **Roll +Blood**.
 - On a success, you get a clear and detailed vision of what they see.
 - On a failure, your vision is blurry or confusing.

Obfuscate: The ability to remain obscure and unseen, even in crowds.

➤ Aspects:

- Cloak of Shadows:** The vampire can hide herself in shadows, making her effectively invisible.
- Mask of a Thousand Faces:** The vampire can change her appearance to look like another person.
 - Roll +Blood** to change your appearance.
 - On a success, your disguise is flawless.
 - On a failure, your mimicry succeeds — but an uncanny detail could betray you
- Vanish from the Mind's Eye:** **Roll +Blood** when you wish to vanish from memory.
 - On a success, they cannot recall your face or presence.
 - On a failure, fragments remain — a scent, a sound, a suspicion.

Obtenebration: The unearthly control over shadows.

➤ Aspects:

- Shadow Play:** The vampire can manipulate shadows to create illusions or hide themselves.
- Arms of the Abyss:** The vampire can create tendrils of darkness that act under her control.
- Night's Passage:** When touching a shadow the vampire can teleport to any other shadow she can see.

Potence: The Discipline of physical vigor and strength.

➤ Aspects:

- Iron Grip:** After a successful attack, if you attempt to hold someone or something immovable or deliver a devastating blow, **Roll + Blood**.
 - On a success, choose 2.
 - On a failure, choose 1..
 - You maintain your hold even if your target attempts to break free.
 - Your strike lands with additional, devastating force. Inflict +1 Wound.
 - Your grip or strike is so strong, it imposes fear or awe in others.
 - Your grip or strike does not leave you vulnerable to a counterattack..
- Leap of the Stag:** When you attempt to leap a great distance or to a high place, **Roll + Blood**.
 - On a success, you land exactly where you wanted.
 - On a failure, you get there but choose 1:
 - You draw unwanted attention during your leap.
 - You land unsteadily, and need to regain your balance.
- Colossus:** When you attempt to lift or carry an enormous weight, **Roll + Blood**.
 - On a success, you lift or carry the object without issue.
 - On a failure, choose 1:
 - You strain yourself in the effort, take 1 Physical Condition (ignoring armor).
 - You lift it, but it's going to take longer than you thought.
 - You can't keep hold of it for long, you're going to drop it soon.

Presence: The ability to attract, sway and control crowds.

➤ Aspects:

- Entrancement:** When you lock eyes with someone to enthrall them, **Roll + Blood**.
On a success, they are entirely under your sway for the scene.
On a failure, they're entranced, but they may snap out of it under stress.
- Summon:** When you call out to someone you've met before, **Roll + Blood**.
On a success, they'll come to you, no matter where they are.
On a failure, they'll come, but they'll bring trouble with them or demand a favor in return.
- Public Figure:** When you move among mortals as a figure of fascination and attention, **Roll + Blood**.
On a success, they're drawn to you and eager to please.
On a failure, they're interested, but some are suspicious or jealous.

Protean: Shapeshifting - growing claws to melding with the earth.

➤ Aspects:

- Eyes of the Beast: The vampire gains the ability to see in total darkness.
- Feral Claws: The vampire can grow claws capable of dealing lethal damage. The claws are as hard as steel and can render most armor useless (ignore Physical armor).
- Earth Meld: The vampire can sink into the earth to rest and hide. This ability can be used to pass through floors and walls.

Quietus: The Assamites' art of the silent kill.

➤ Aspects:

- Silence of Death: The vampire can create an area of absolute silence.
- Whispering Shadows: The vampire can send whispered messages that travel along shadows to a specific target.
- Scorpion's Touch: The vampire's blood becomes poisonous. She can coat her weapons in her own blood. The effect lasts for 1 scene per weapon. Dealing damage with the weapon causes an agonizing sickness in mortals.

Serpentis: The reptilian, corrupt discipline of the god Set.

➤ Aspects:

- Venom of Set: Your bite is more than hunger—it is corruption itself. When feeding, you may take a memory from your victim, your choice. You gain the memory and the victim loses it.
- Tongue of Eden: For the remainder of the scene, lies the vampire speaks are accepted as truth by mortals.
- Form of the Cobra: The vampire can transform into a large, venomous snake.

Thaumaturgy: The study and practice of blood sorcery.

➤ Aspects:

- Blood Reclaim: **(Using this Aspect does NOT cause you to lower your Blood Track)** When you witness blood being spilled within your sight, you can opt to activate this Aspect. The spilled blood pulls towards you, mystically drawn through the air, and is absorbed by your own form, raising your blood track by 1. This ability's use may draw attention from those who witness this unnatural spectacle. Use this ability with discretion.
- Crimson Form: Activating this Aspect allows you to liquefy your body, becoming a sentient pool of blood. In this form, you maintain all your mental faculties and senses, and gain the ability to move across flat surfaces at your regular walking speed. Solid obstacles that would normally impede your progress no longer pose a problem — you can slip under doors, through grates, and along pipes with ease. However, while in this form, you are vulnerable to effects and abilities that manipulate or harm blood. This form causes you to lower your Blood Track by 1 each turn.
- Hematological Sense: For the rest of the scene you can sense the presence and movement of blood in your vicinity, allowing you to detect hidden beings and anticipate attacks.

Vicissitude: The Tzimisce art of flesh-shaping.

➤ Aspects:

- Fleshcraft: You can mold and reshape the flesh of yourself or others, allowing you to create spikes for weapons, enhance skeletal resilience for defense, or alter a subject's size and shape.
- Malleable Visage: You can alter your physical appearance at will, becoming anyone you wish to appear as.
- Flesh Horde: You can manipulate your flesh to create semi-independent entities, acting under your control and acting as distractions or combatants.

Physical Basic Moves

Alertness/Dodge

When you act despite an imminent threat or obstacle,

tell us how you do it. Then roll....

- +Physical if you endure or power through it
- +Mental if you employ quick or out-of-the-box thinking
- +Social if you use charm or social grace

On a success the threat doesn't come to bear.

On a failure avoid the threat only if you make a costly sacrifice or ugly choice, the GM will tell you which.

(Advanced) On a critical success avoid the threat **and** gain a fleeting insight or resource – ask the GM one question about the situation, threat, or environment and get a truthful answer, or discover a useful detail/object that can help later in the scene.

Melee/Brawl

When you turn to violence, roll + Physical.

On a success, you inflict a **wound** as established by the fiction

On a failure, the GM makes a move and you choose:

- You take the hit: suffer any unmarked Physical Condition.
- You're pinned or restrained — they grapple you, hold you at knifepoint, or otherwise immobilize you.

(Advanced) On a critical success you inflict a wound and choose one:

- They drop or lose use of a key item, or weapon
- Your strike disorients them, the GM reveals an unintended weakness, secret, or vulnerability and you gain **Advantage** on your next Melee attack

Firearms/Archery

When you attack from afar, roll+Physical.

On a success, you inflict a **wound** as established by the fiction

On a failure the GM makes a move and you have Disadvantage on your next Firearms/Archery roll as you reload or switch weapons (unless you have **Fast Reload**)

- Missed opportunity — the target dives for cover or slips away into concealment.
- You're pinned down by counter fire: take the **Reluctant Aggressor** condition

(Advanced) On a critical success, you inflict a wound **and** control the battlefield – choose one:

- Pin your target down (**Suppression**)
- Your shot ricochets or interacts with the environment in a way that changes the scene (drops cover, breaks lights, cuts a rope, etc.)

Social Basic Moves

Subterfuge

When you try to mislead, distract, or trick someone, roll +Social.

On a failure – The GM makes a move, and your deception backfires or leaves evidence.

On a success – They are fooled, at least for a moment, pick 2:

- You create an opportunity
- You expose a weakness or flaw
- You confuse them for some time
- You avoid further entanglement

(Advanced) On a critical success – Same as above **and** you leave behind a **false trail** or **implanted belief** of your choice. The target will act on this misinformation until it's disproven, potentially changing their behavior or the situation in your favor.

Interrogation

When you coerce information from someone through force, intimidation or seduction, roll+Social.

On a success – Hold 1.

On a failure – The GM may make a move but you still gain 1 Hold.

During this conversation – Spend Hold 1-for-1 to ask them any questions that they may reasonably know the answer to.

(Advanced)

On a critical success – Same as a **success and** you learn something the target did not intend to reveal – a slip of the tongue, body language tell, or emotional reaction that hints at deeper truths. The GM must provide a significant piece of information or clue that was outside your original line of questioning.

Mental Basic Moves

Enigmas and Academics

When you consider what you know about a subject,

ask the GM one question about it, answer the questions below and roll+Mental with +1 for each “Yes”. Roll with advantage if you have a specialty that is relevant to the subject:

- Is this the first time you've encountered this subject?
- Do you have a specialty in a skill group relevant to the subject?
- Have you had access to a book or record of information about the subject?

On a success – The GM will answer the question without any context or follow up

On a critical success – The GM will tell you detailed useful information. You and your allies roll with **Advantage** when first acting on this information.

(Advanced)

On a failure – The GM makes a move, but you're wiser for it.. In addition to the normal **+1 Exp** for failing a roll 1/scene, get an additional **+1 Exp** 1/session for this roll.

Investigate

When you closely investigate a scene, ask

the GM one question about it and roll+Mental.

On a success, the GM answers your question truthfully.

On a critical success Same as above, **and** you and your allies roll with **Advantage** when first acting on this information. Additionally, you may notice a hidden element in the scene that others would miss entirely. This discovery may provide a tangible item, resource, or lead that can be acted on later in the story.

(Advanced)

On a failure the GM makes a move, but answers your question truthfully as well

Step	<h2 style="text-align: center;"><u>Basic Die Rolling</u></h2> <p style="text-align: center;">Rule</p>
<p>1. The Roll</p>	<ul style="list-style-type: none"> • Every action requiring a roll uses two dice: <ul style="list-style-type: none"> – Will Die: Cainite’s skill and intent. – Blood Die: Power of blood’s call. • Standard Roll: Will Die (d12) + Blood Track value vs Blood Die (d12). • Roll both dice at the same time.
<p>2. Outcome</p>	<ul style="list-style-type: none"> • Will die rolls higher → Success (action works) • Blood die rolls higher → Failure GM makes a Move. • Tie (without modifiers) → Critical Success (spectacular success, if this was Melee/Brawl: Player gets +1 Blood Point).
<p>3. Advantage & Disadvantage</p>	<ul style="list-style-type: none"> – <i>Advantage</i>: Roll an extra Will Die and take the highest – <i>Disadvantage</i>: Roll an extra Will Die and take the lowest <p>Note: They do not stack; one cancels the other. Disadvantage rolls cannot crit.</p>
<p>4. Roll Reset</p>	<ul style="list-style-type: none"> • Each roll is independent — no carryover from previous rolls.

<h2 style="text-align: center;"><u>Escalation Die (Countdown Clock)</u></h2>
<p><i>Escalation Die (GM Tool)</i></p>
<p>Purpose: Track threats that grow over time (disease, corruption, riots, storms, rituals), and can be used with Adversaries to provide thresholds or beats for the GM.</p>
<p>Setup</p>
<ul style="list-style-type: none"> • Pick a die to set the capacity of the threat: d4 (short), d6 (standard), d8 (slow), d10/d12 (long-term). • Set the die to its maximum face value (e.g., d8 starts at 8). • Write a one-line Final Consequence that happens when the die hits 0.
<p>Ticking Down</p>
<ul style="list-style-type: none"> • Decrease the current value by 1 when: <ul style="list-style-type: none"> ○ The threat acts unchecked in the fiction. ○ A PC fails a roll directly aimed at stopping/mitigating it. ○ You make a GM Move that escalates the threat. • Decrease by 2 for a major setback (long neglect, horrible timing, perfect storm).
<p>Ticking Up (Counterplay)</p>
<ul style="list-style-type: none"> • Increase by 1 (up to the die’s max) when: <ul style="list-style-type: none"> ○ PCs succeed on an action that clearly hinders the threat. ○ PCs apply a specific countermeasure you’ve established (quarantine, ward, shutoff valve). • Increase by 2 on a critical success or scene-defining solution. • Optional (GM): -1 (supernatural threats only).
<p>Threshold Beats (Optional, for pacing)</p>
<ul style="list-style-type: none"> • When the die crosses $\frac{3}{4}$, $\frac{1}{2}$, or $\frac{1}{4}$ of its max, show clear new symptoms/effects in the fiction. <ul style="list-style-type: none"> ○ Example for a d8: crossing 6, 4, 2 triggers visible steps of escalation.
<p>Ending</p>
<ul style="list-style-type: none"> • When the die reaches 0, trigger the Final Consequence immediately. • Stabilized? Leave the die on the table at its current value; if it resurges later, resume from there.
<p>Quick Example (d8 Wasting Plague)</p>
<ul style="list-style-type: none"> • Starts at 8. At 6: first public cases; at 4: hospital overflow; at 2: city services buckle; at 0: outbreak becomes endemic. • PCs nail a containment plan (crit): +2 (e.g., from 3 → 5)