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Clan:	Malkavian	Sex:	Random	Generation:	Random
Age:	Random	<input type="text" value="300"/>	Name:	Random	<input type="text" value="Fruzi"/>
Attributes		Skills		Disciplines	
Physical_Attributes		Social_Attributes		Mental_Attributes	
Physical_Skills		Social_Skills		Mental_Skills	
Clan_Disciplines		Non-Clan_Disciplines			

Basic Information

Name	Kent, Lige	Sire	Older Vampire	Sex	Male
Clan	Malkavian	Generation	3	Age	2033
Health		Willpower		Blood Potency	
Derangement	[Megalomania: Also known as Narcissistic Personality Disorder (NPD), persons with Megalomania believe themselves superior to everyone around them. Grand delusions, power fantasies, intense feelings of superiority, and an inflated sense of self-esteem are all common marks of Megalomaniacs.[8]]				

Physical Attributes

Social Attributes

Mental Attributes

Strength	Charisma	Intelligence
Dexterity	Manipulation	Wits
Stamina	Composure	Resolve
Physical Skills		Mental Skills
Athletics	Animal Ken	Academics
Brawl	Etiquette	Awareness
Craft	Insight	Finance
Drive	Intimidation	Investigation
Melee	Leadership	Medicine
Firearms	Performance	Occult
Larceny	Persuasion	Politics
Stealth	Streetwise	Science
Survival	Subterfuge	Technology

Clan Disciplines

Non Clan Disciplines

Dominate

Celerity

Cloud Memory	The vampire can make the target forget the past few minutes.
Mesmerize	The vampire can issue a longer, more complicated command to the target.
The Forgetful Mind	The vampire can rewrite previous memories in the target.
Ancestral Dominion	The vampire can make their Kindred descendants to take actions on their behalf, without the need for eye contact and verbal communication. Amalgam: Blood Sorcery 3.
Terminal Decree	The vampire can now issue commands that are deadly or harmful to their targets.
Mass Manipulation	The vampire can amplify their other Dominate abilities to affect greater numbers at the same time.

Implanted Opinion	Implant a feeling, opinion, or even a personality trait the victim will believe is their own		
Submerged Directive	The vampire can use Mesmerize to embed delayed or triggered commands.		
Tyrant's Gaze	Reduce the Attributes of a target with a look		
Dynastic Power	Control mortal descendants and implant suggestions using just a name or picture of the target		
Slavish Devotion	The vampire can strengthen the mind of their dominated victims, against interference from other Kindred. Amalgam: Presence 1.		
Obedience	The vampire may use any Dominate power without eye contact. Touching their skin, or even clothing, is sufficient.		
Rationalize	Those you Dominate refuse to believe their actions are not their own		
Repression of the Obvious	Learn a thought the target is repressing and make them blurt it out	Rapid Reflexes	The vampire suffers no penalty to dodging gunfire without cover.
Strings of the Marionette	Force a vampire to obey your commands even when staked or in torpor		
Dementation	Amalgam Obfuscate 2. The vampire can trigger psychotic breaks or nervous breakdowns.		
Oberon's Grail	Erase entire nights of a target's memory		
Compel	The vampire can issue a short sentence command to the target.		
Fealty	Enforce oaths a target makes to you so they cannot be broken		
Carry the Master's Voice	Make it so you can issue Dominate commands through a thrall		
Still the Mortal Flesh	Shut down the body functions of a target		
Memory Block	Leave a target unable to talk about a memory even while able to remember it		
Chain the Psyche	Attempting to circumvent your Dominate commands fills the target with incapacitating pain		
Tranquility	Ease a vampire out of Frenzy		
Loyalty	It becomes very difficult for other vampires to override your Dominate commands with their own		
Chain of Command	Should a target be made unable to obey one of your Dominate command the effect will be passed to one who can		
Speak Through the Blood	Guide the actions of your vampiric descendants over the years		
Plot Device	N/A		
Domitor's Favor	Makes it more difficult for a vampire's Blood Bonded thrall to act against them.		
Puppet Master	Override a target's mind completely and make them think and act as you. This power may only be attempted once per year on a given victim.		

Obfuscate

Fortitude

Silence of Death	The vampire can nullify all sound that they make.	
Cloak of Shadows	The vampire can become invisible while standing motionless.	
Chimerstry	The vampire can create brief, but vivid single-sensory hallucinations. Amalgam: Presence 1.	
Mental Maze[4]	The Vampire can make the victim unable to escape the building, leaving him feeling that the building folds back on itself. Amalgam: Dominate (VTM) 1.	
Mask of a Thousand Faces	The vampire can assume the voice and appearance of a generic person who blends in the current setting, i.e. a worker in a factory or a nightwatchman in an office.	
Fata Morgana	The vampire can craft elaborate multisensory hallucinations. Amalgam: Presence 2.	Unswayable Mind The vampire can add their Fortitude rating to dice rolls to resist manipulation and coercion.
Ghost in the Machine	Other Obfuscate powers work on electronic recording devices.	Toughness The vampire can subtract Fortitude rating from all Superficial damage sustained.
Conceal	Amalgam of Auspex 3. The vampire can cloak an inanimate object up to a small building from sight.	
Imposter's Guise	The vampire can disguise themselves as a specific person.	
Unseen Passage	The vampire can move around while staying invisible. Amalgam: Presence 1.	
Scrawl	Hide messages in writing legible only to an intended viewer	
Cache	Extend an Obfuscate power so that it continues after you have left the area	
Mask of Janus	Exchange your appearance as with Mask of a Thousand Faces with someone else	

Auspex

Potence

Heightened Senses	The vampire can add their Auspex rating to their perception checks.
Premonition	The vampire can receive visions and hints about what is about to happen.
Share the Senses	The vampire can sense through the senses of another kindred or mortal.
Sense the Unseen	The vampire can detect things that are supernaturally invisible
Scry the Soul	The vampire can read auras.
Obeah	Soothes the psychological turmoil of the vampire's subject. Amalgam: Fortitude 1.
Spirit's Touch	The vampire can touch an inanimate object to sense the emotional residue from when the object was last used
Clairvoyance	The vampire can gather information from an entire city-block at once.
Genius Loci	Gain insight by meditating at places of high resonance
Anima Gathering	Take other people with you to travel astrally
Melange	See the truths behind reality in metaphor
Omniscience	Learn the personalities and identities of all creatures around you
Sight of the Oracle	Always know what is happening around you
Horoscopic Forecast	Gain a glimpse of the target's future
Karmic Sight	View someone's aura
Prediction	Socially outwit someone by knowing what they are going to say ahead of time
Spirit Link	Speak with multiple people telepathically at once
Master of the Dom	Merge with a land and know everything that transpires on it while gaining power over the land and its residents
Telepathic Communication	Mentally speak with someone
Plot Device	N/A

Lethal Body	The Kindred can cause serious physical damage to a mortal, capable of tearing skin and breaking bone.
Soaring Leap	The Kindred can leap higher and further.
Prowess	The Kindred gains an overall increase in strength.

Presence

Awe	The vampire can add their Presence rating to their Persuasion and Performance checks
Lingering Kiss	The vampire can gain bonuses to their Social pools against targets that they have Kissed.
Daunt	The vampire can add their Presence rating to their Intimidation checks.

Blood_Sorcery

Shape of the Sanguine Sacrament	Allows the vampire manipulate their (or someone else's) blood, to form intricate images, such as a simple message or a geometrical shape.
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Thin_Blood_Alchemy

Haze	Creates a field of mist
Envelop	Blinds a target through mist
Concoct Ashe	Concoct the substance Ashe, which can temporarily increase the Blood Potency of a thin-blooded vampire, but can create addiction[1]

Animalism

Bound	The vampire can form a bond with an animal facilitating the
Famulus	use of other Animalism powers.
Sense	The vampire can sense the beast within other vampires,
	the Beast mortals and supernatural creatures.
Feral	
Whispers	The vampire can summon and communicate with an animal.

Protean

	The vampire can reduce their effective mass and density, making themselves almost weightless. This allows them to avoid triggering pressure sensors as well as avoiding major damage from falls, collisions, or being thrown. The power cannot be used for longer leaps, as the vampire's strength is proportionally reduced.
Weight of the Feather	
Vicissitude	The vampire reshapes one's own skin, muscles, and bone at will. Amalgam: Dominate 2.
Shapechange	The vampire can assume the shape of an animal roughly the same size as their original mass. The vampire can only change into one type of animal (usually a wolf, sometimes a large feline or a giant snake), usually one associated with their clan or the type of prey they most commonly feed on. The animal, while usually a spectacular example of their species, shows no signs to a mundane observer of being supernatural.
Feral Weapons	The vampire can extend their natural weapons to monstrous proportions. This usually takes the form of fingernails extending into wicked talons but can also come in other forms such as fangs elongating into veritable daggers, as from a gigantic serpent.