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

### Basic Information

Name	Stefanie, Casmer	Sire	Older Vampire	Sex	Female
Clan	Malkavian	Generation	1	Age	2971
Health		Willpower		Blood Potency	
Derangement	['Self-Annihilation Impulse (SAI): Commonly found among elders, the vampire has the unconscious desire to experience Final Death. When such individuals are confronted with their own immortality, they head off for a possibly life-threatening situation, like breaching the Masquerade or challenging their superior to Monomacy.[22]']				

### Physical Attributes

### Social Attributes

### Mental Attributes

Strength	Charisma	Intelligence
Dexterity	Manipulation	Wits
Stamina	Composure	Resolve
<b>Physical Skills</b>		<b>Mental Skills</b>
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

Compel	The vampire can issue a short sentence command to the target.
Domitor's Favor	Makes it more difficult for a vampire's Blood Bonded thrall to act against them.
Submerged Directive	The vampire can use Mesmerize to embed delayed or triggered commands.
Slavish Devotion	The vampire can strengthen the mind of their dominated victims, against interference from other Kindred. Amalgam: Presence 1.
The Forgetful Mind	The vampire can rewrite previous memories in the target.
Mesmerize	The vampire can issue a longer, more complicated command to the target.
Cloud Memory	The vampire can make the target forget the past few minutes.

Dementation	Amalgam Obfuscate 2. The vampire can trigger psychotic breaks or nervous breakdowns.		
Rationalize	The vampire can make victims of their Dominate powers internalize the commands and not realize they were compelled.		
Mass Manipulation	The vampire can amplify their other Dominate abilities to affect greater numbers at the same time.		
Terminal Decree	The vampire can now issue commands that are deadly or harmful to their targets.		
Fealty	Enforce oaths a target makes to you so they cannot be broken		
Command Obedience	You no longer require eye contact for Dominate, relying on skin contact or your voice		
Still the Mortal Flesh	Shut down the body functions of a target		
Strings of the Marionette	Force a vampire to obey your commands even when staked or in torpor		
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.	Rapid Reflexes	The vampire suffers no penalty to dodging gunfire without cover.
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	Fleetness	The vampire can add their Celerity to non-combat Dexterity checks.
Implanted Opinion	Implant a feeling, opinion, or even a personality trait the victim will believe is their own		
Chain the Psyche	Attempting to circumvent your Dominate commands fills the target with incapacitating pain		
Far Mastery	You can issue Dominate commands to someone you know anywhere in the world if you know their location		
Repression of the Obvious	Learn a thought the target is repressing and make them blurt it out		
Speak Through the Blood	Guide the actions of your vampiric descendants over the years		
Plot Device	N/A		
Best Intentions	Make a target always act with your best intentions in mind		
Memory Block	Leave a target unable to talk about a memory even while able to remember it		
Obedience	The vampire may use any Dominate power without eye contact. Touching their skin, or even clothing, is sufficient.		
Oberon's Grail	Erase entire nights of a target's memory		
Loyalty	It becomes very difficult for other vampires to override your Dominate commands with their own		
Tranquility	Ease a vampire out of Frenzy		
Dynastic Power	Control mortal descendants and implant suggestions using just a name or picture of the target		
Tyrant's Gaze	Reduce the Attributes of a target with a look		
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.		

Carry the Master's Voice  
Make it so you can issue Dominate commands through a thrall

## Obfuscate

## Fortitude

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.

Ghost in the Machine Other Obfuscate powers work on electronic recording devices.

Fata Morgana The vampire can craft elaborate multisensory hallucinations. Amalgam: Presence 2.

Unseen Passage The vampire can move around while staying invisible.

Vanish Requires Cloak of Shadows. The vampire can activate Cloak of Shadows or Unseen Passage even under direct observation.

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.

Diastatsis Lets the user fade away and replace themselves with an illusionary self they can control

Cache Extend an Obfuscate power so that it continues after you have left the area

Visit Faerieland Step into the Dream

Mental Maze Make someone unable to find their way out of an area

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.

Displacement Appear to be shifted a little to one side

Soul Mask Disguise your aura to appear differently or not at all

Silence of Death The vampire can nullify all sound that they make.

Busy Doing Nothing Makes you appear to be doing nothing

Cloak the Gathering The vampire can Obfuscate their companions.

Scrawl Hide messages in writing legible only to an intended viewer

Fortress of Silence Cut any noises off, allowing clarity of thought and heightened awareness of self, or use on a target to drive it mad with the sound of its own heartbeat

Gemini's Mirror Move around invisible while an image of you continues to act normally

Horrid Countenance Take on the appearance of a monstrous entity that every person sees as their personal nightmare

Manifold Guise Make everyone in an area look like someone else as with Mask of a Thousand Faces, whether they want to or not

Veil of Blissful Ignorance Make it so no one will see a person no matter what he does

Unswayable Mind The vampire can add their Fortitude rating to dice rolls to resist manipulation and coercion.

Obdurate By shoring up their physical hardiness with vampiric Potence, the Kindred may maintain a steady footing when struck by a massive force. Amalgam: Potence 2

Toughness The vampire can subtract Fortitude rating from all Superficial damage sustained.

Auspex		Potence	
Heightened Senses	The vampire can add their Auspex rating to their perception checks.		
Sense the Unseen	The vampire can detect things that are supernaturally invisible		
Obeah	Soothes the psychological turmoil of the vampire's subject. Amalgam: Fortitude 1.		
Scry the Soul	The vampire can read auras.		
Spirit's Touch	The vampire can touch an inanimate object to sense the emotional residue from when the object was last used		
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.		
Unburdening the Bestial Soul	Shares the vampire's own sense of moral peace of mind with another Kindred willing to repent of their sins. Amalgam: Dominate 3. Requires Obeah.		
Eagle's Sight	Gain a bird's eye view of your area		
Cipher	Gain the ability to read any non-supernatural language or code		
Spirit Bond	Create a connection to something so you can find its geographical location		
Clairvoyance	See what is happening in a distant location		
Pluck the Secret	Learn what a target knows about a specific subject		
The Call (also known as Malkavian Madness Network)	a Malkavian-exclusive ability that enables the vampire to summon a clan gathering.		
The Dreaming	Be somewhat aware of events concerning you while in torpor	Lethal Body	The Kindred can cause serious physical damage to a mortal, capable of tearing skin and breaking bone.
Stealing the Mind's Eye	See and hear what a target does and even use some Disciplines through them		
Sight of the Oracle	Always know what is happening around you		
Precognition	Gain some insight as to what may happen at a particular time and place		
Sense Emotion	Learn the emotions of the people around you		
Horoscopic Forecast	Gain a glimpse of the target's future		
Master of the Dom	Merge with a land and know everything that transpires on it while gaining power over the land and its residents		
Melange	See the truths behind reality in metaphor		
Celestial Harmony	Open your mind to the thoughts and emotions of a crowd		
Mirror Reflex	React quickly to an opponent in combat by reading their mind		
Supernal Awareness	Sense events and deeds anywhere in the world		
Pulse of the Canaille	Sense the attitudes		
Personality Metamorph	Take on fictitious personalities as your own		
Discern the Aura	Scan a group of people with one particular trait in their aura		
Telepathic Communication	Mentally speak with someone		

## 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.
Entrancement	The vampire can add their Presence rating to all Social pools and make small requests of the target.
Eyes of the Serpent	Amalgam Protean 1. The vampire can freeze a mortal in place with their gaze.
Daunt	The vampire can add their Presence rating to their Intimidation checks.

## Blood\_Sorcery

A Taste for Blood	By tasting a drop of blood, the user can discern certain basic traits of the one to whom it belongs
Extinguish Vitae	The user can intentionally remove the unlife-giving properties of some of the Blood in another vampire, stoking their Hunger as the victim's inner reserves curdle into impotence
Scorpion's Touch	The vampire can transmute some of their Blood into a paralyzing poison, capable of affecting mortals and vampires alike
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.

## Thin\_Blood\_Alchemy

Haze Creates a field of mist

## Oblivion

Ashes to Ashes	The vampire may disintegrate non-Kindred corpses with their vitae, including animated cadavers like those brought to false life with Oblivion.
Oblivion's Sight	The vampire's irises become black against the white of their sclera. They ignore all darkness penalties, even those brought on by supernatural darkness, and can see ghosts.
Where the Shroud Thins	The vampire determines the density of the local Shroud, learning whether ghosts (and Kindred with the right Ceremony) may cross between worlds here, how difficult uses of Oblivion are, and whether mortals are at risk. They do not learn the cause of the Shroud's condition, simply what it is.

## Animalism

Bound Famulus	The vampire can form a bond with an animal facilitating the use of other Animalism powers.
Atavism	The vampire can cause an animal to temporarily revert to their primal instincts, forcing them to attack anyone nearby or to flee the scene.
Unliving Hive	Amalgam Obfuscate 2. The vampire can become a permanent home for swarms of flies or cockroaches or similar small creatures.
Sense the Beast	The vampire can sense the beast within other vampires, mortals and supernatural creatures.

## Protean

Weight of the Feather	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.
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