

# THAUMATURGY

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Thaumaturgy, like Necromancy, is a series of Paths. When a character first learns Thaumaturgy, he chooses a primary Path. The character can learn other Paths, but secondary Paths can never exceed the primary Path's rating.

The system to use any Thaumaturgical Path power is as follows:

**Cost:** 1 Vitae

**Dice Pool:** Resolve + Occult + Thaumaturgy (rating in primary Path) – level of power being attempted

**Action:** Instant

**Roll Results:**

**Dramatic Failure:** The character loses a dot of Willpower as the magic takes a toll on her mind.

**Failure:** The effect does not happen, and the Vitae point is still spent.

**Success:** The effect happens as described in the text.

**Exceptional Success:** Extra successes are usually their own reward.

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## PATH OF BLOOD

### • A Taste of Blood

This power was developed as a means of testing a foe's might — an extremely important ability in the tumultuous early nights of Clan Tremere. By merely touching the blood of his subject, the caster may determine how much vitae remains in the subject and, if the subject is a vampire, how recently he has fed, his approximate Blood Potency and Generation and, with three or more successes, whether he has ever committed diablerie.

**System:** The number of successes achieved on the roll determines how much information the thaumaturge gleans and how accurate it is.

### •• Blood Rage

This power allows a vampire to force another Kindred to expend blood against his will. The caster must touch her subject for this power to work, though only the lightest contact is necessary. (Ataque de Brawl como acao reflexiva que considera apenas metade da defesa do oponente) A vampire affected by this power might find himself suddenly looking more human, or may even find himself on the brink of frenzy as his stores of vitae are mystically depleted.

**System:** Each success forces the subject to spend one blood point immediately in the way the caster desires (which must go towards some logical expenditure the target vampire could make, such as powering Disciplines). Note that blood points forcibly spent in this manner may exceed the normal "per turn" maximum indicated by the victim's Blood Potency. Each success gained also increases the subject's difficulty to resist frenzy, giving him a -1 penalty on the dice roll per success. The thaumaturge may not use Blood Rage on herself to circumvent Blood Potency limits.

### ••• Blood Of Potency

The thaumaturge gains such control over his own blood that he may effectively "concentrate" it, making it more powerful for a short time. In effect, he may temporarily increase his own Blood Potency with this power. This power may be used only once per night.

**System:** Two success on the roll allows the character to raise his Blood Potency by 1 for 1 Hour. Additional successes can be used to raise Blood Potency or to increase the duration by one hour. Increasing Blood Potency increases the vampire's Vitae pool, adds to resistance rolls for certain powers (but not for clash of wills) and increase the amount of Vitae the character can expend in a turn. The artificial Blood Potency shall not be added to rolls during a frenzy. (No angry Tremere!)

When the power wears off, any Vitae in addition to the character's normal pool is lost.

## •••• Theft Of Vitae

A thaumaturge using this power siphons vitae from her subject. She need never come in contact with the subject — blood literally streams out in a physical torrent from the subject to the Kindred (though it is often mystically absorbed and need not enter through the mouth).

**System:** The number of successes determines how many blood points the caster transfers from the subject, up to a maximum of the caster's Blood Potency. The subject must be visible to the thaumaturge and within 15 meters. Using this power prevents the caster from being blood-bound, but otherwise counts as if the vampire ingested the blood herself. This power is spectacularly obvious, and Camarilla princes justifiably consider its public use a breach of the Masquerade.

## ••••• Cauldron of Blood

A thaumaturge using this power boils her subject's blood in his veins like water on a stove. The Kindred must touch her subject (Ataque de Brawl como acao reflexiva que considera apenas metade da defesa do oponente), and it is this contact that simmers the subject's blood. This power is always fatal to mortals, and causes great damage to even the mightiest vampires.

**System:** The number of successes gained determines how many blood points are brought to boil. The subject loses this many blood points and suffers one health level of Lethal damage for each point boiled (Ignores armor but may be soaked with Resilience).

A single success kills any normal mortal.

## MOVEMENT OF THE MIND

This path gives the thaumaturge the ability to move objects telekinetically through the mystic power of blood. At higher levels, even flight is possible (but be careful who sees you...). Objects under the character's control may be manipulated as if she held them — they may be lifted, spun, juggled, or even “thrown,” though creating enough force to inflict actual damage requires mastery of at least the fourth level of this path. Some casters skilled in this path even use it to guard their havens, animating swords, axes, and firearms to ward off intruders. This path may frighten and disconcert onlookers.

**System:** The number of successes indicates the duration of the caster's control over the object (or subject).

**Each success allows one turn of manipulation**, though the Kindred may attempt to maintain control after this time by taking an instant action and making a new roll (she need not spend additional blood to maintain control). If the roll is successful, control is maintained. If a thaumaturge loses or relaxes control over an object and later manipulates it again, her player must spend another blood point, as a new attempt is being made. **Five or more successes** on the initial roll means the vampire can control the object for duration of the scene.

If this power is used to manipulate a living being, the subject may attempt to resist. In this case, the caster and the subject make opposed rolls (Thaumaturgy roll vs Strength + Athletics roll). If the thaumaturge wins, the target needs to make extended rolls until he reaches that amount of successes, to break free. And the target may try to Lash out if he wants.

Once a Kindred reaches a rating of 3, she may levitate herself and “fly” at approximately running speed, no matter how much she weighs, though the weight restrictions apply if she manipulates other objects or subjects. If the vampire gets a critical success to manipulate himself or allies, he can move them on the same. Always beware of the maximum weight a kindred can lift, but if he is able to lift 4 allies, he can move each one up to his speed. It is possible to use celerity to increase this movement.

Once a Kindred achieves 4, she may “throw” objects at a Strength equal to her level of mastery up to a maximum distance of 5 times her level of mastery of this path in meters. (bigger and heavier objects cause more damage but can't be throw so far)/

If the kindred gets a critical success on this roll, he can attack with th controlled object on the same round. If the kindred is controlling multiple rocks or knives (like 10 or more), he can make get +3 dice if he attacks the same target, or he can split his attack beetween any amount of targets, getting -1 dice for every extra target. (so if he attacks 5 targets, he would be at -1 dice).

- • One pound/one-half kilogram
- •• 20 pounds/10 kilograms
- ••• 200 pounds/100 kilograms
- •••• 500 pounds/250 kilograms
- ••••• 1000 pounds/500 kilograms

# LURE OF FLAMES

This path grants the thaumaturge the ability to conjure forth mystical flames — small fires at first, but skilled magicians may create great conflagrations. Fire created by this path is not “natural.” In fact, many vampires believe the flames to be conjured from Hell itself. The Lure of Flames is greatly feared, as fire is one of the surest ways to bring Final Death upon a vampire.

Fire conjured by The Lure of Flames must be released for it to have any effect. Thus, a “palm of flame” does not burn the vampire’s hand and cause an aggravated wound (nor does it cause the caster to frenzy) — it merely produces light. Once the flame has been released, however, it burns normally and the character has no control over it.

**System:** The number of successes determines how accurately the vampire places the flame in his desired location (declared before the roll is made). One success is all that is necessary to conjure a flame in one’s hand, while five successes place a flame anywhere in the Kindred’s line of sight. Less successes mean that the flame appears somewhere at the Storyteller’s discretion — as a rough rule of thumb, the thaumaturge can accurately place a flame within 10 yards or meters of themselves per success.

Individual descriptions are not provided for each level of this path — fire is fire, after all (including potentially causing frenzy in other vampires witnessing it). The chart below describes the path level required to generate a specific amount of flame.

Being afflicted by this power makes the target roll a frenzy check at -3. And every target up to 3 meters away must also roll to resist frenzy (less penalty the further they are).

Even the vampire who made the flame needs to roll to resist frenzy if he is close enough, but he gets a +3 bonus to resist flames caused by himself.

- • **Candle** One health level of aggravated damage
- •• **Palm of flame** Two health levels of aggravated damage
- ••• **Campfire** Three health levels of aggravated damage [1 Hex Area]
- •••• **Bonfire** Three health levels of aggravated damage [3 Hexes Area]
- ••••• **Inferno** Four health levels of aggravated damage [7 Hexes Area]

# PATH OF CONJURING

Invoking objects “out of thin air” has been a staple of occult and supernatural legend since long before the rise of the Tremere. This Thaumaturgical path enables powerful conjurations limited only by the mind of the practitioner.

Objects summoned via this path bear two distinct characteristics. They are uniformly “generic” in that each object summoned, if summoned again, would look exactly as it did at first. For example, a knife would be precisely the same knife if created twice; the two would be indistinguishable. Even a specific knife — the one a character’s father used to threaten her — would appear identical every time it was conjured. A rat would have repeated “tiled” patterns over its fur, and a garbage can would have a completely uniform fluted texture over its surface. Additionally, conjured objects bear no flaws: Weapons have no dents or scratches, tools have no distinguishing marks, and cellphones all look like they just came out of their packaging.

The limit on the size of conjured objects appears to be that of the conjurer: nothing larger than the thaumaturge can be created. The conjurer must also have some degree of familiarity with the object he wishes to call forth. Simply working from a picture or imagination calls for dice penalty, while objects with which the character is intimately familiar (such as the knife described above) may actually add dices to his roll, at the Storyteller’s discretion.

When a player rolls to conjure something, the successes gained on the roll indicate the quality of the summoned object. One success yields a shoddy, imperfect creation, while five successes garner the caster a nearly perfect replica. The objects created with this Thaumaturgy appear in a place he can see, within 15 meters.

## • Summon the Simple Form

At this level of mastery, the conjurer may create simple, inanimate objects. The object cannot have any moving parts and may not be made of multiple materials. For example, the conjurer may summon a steel baton, a lead pipe, a wooden stake, or a chunk of granite.

**System:** Each turn the conjurer wishes to keep the object in existence, a Willpower point must be spent or the object vanishes.

## •• Permanency

At this level, the conjurer no longer needs to pay Willpower costs to keep an object in existence. The object is permanent, though simple objects are still all that may be created.

**System:** No roll is required, the player must invest three blood points in an object to make it real. If he can't spend this amount of blood in one turn, as sometimes is the case with Devotions and other costly disciplines, he can pay blood every turn until he pays for the full amount. As long as he is paying the maximum amount of blood per turn according to his Blood Potency, the object won't disappear.

## ••• Magic of the Smith

The Kindred may now conjure complex objects of multiple components and with moving parts. For example, the thaumaturge can create guns, bicycles, chainsaws, or cellphones.

**System:** Objects created via Magic of the Smith are automatically permanent and cost five blood points to conjure. Particularly complex items often require a Knowledge roll (Crafts, Science, Technology, etc.) in addition to the basic roll. And no, he can't create anything as destructive as a small nuke, but a grenade is fair game.

If he needs to spend multiple turns paying for the Blood, the object only gets conjured when the full amount is paid, but apart from the action used to activate the power, the player is free to act as he wishes (while simultaneously paying the blood).

## •••• Reverse Conjunction

This power allows the conjurer to “banish” into nonexistence any object previously called forth via this path.

**System:** In addition to the Vitae point used to invoke the Thaumaturgy, the player must also spend a Willpower point.

This is an extended success roll. The conjurer must accumulate as many successes as the original caster received when creating the object in question. This can also be used by the thaumaturge to banish object she created herself with this Path.

## ••••• Power Over Life

This power cannot create true life, though it can summon forth impressive simulacra. Creatures (and people) summoned with this power lack the free will to act on their own, mindlessly following the simple instructions of their conjurer instead.

People created in this way can be subject to the use of the Dominate power Possession (p. 155), if desired.

**System:** The player spends 10 blood points.

Imperfect and impermanent, creatures summoned via this path are too complex to exist for long. Within a week after their conjuration, the simulacra vanish into insubstantiality.

# PATH OF THE LEVINBOLT

Medieval Tremere experimented with harnessing lightning itself, but their understanding proved only rudimentary. Without knowledge of electricity, thaumaturges could only rely on a simple ability to hold and discharge energy. Furthermore, other paths like the Lure of Flames proved more useful in the struggle to establish the clan's place.

For these reasons, the Path of the Levinbolt faded to obscurity through the Dark and middle Ages, and remained hidden away in grimoires until the Victorian Age. The birth of science and understanding of electricity revitalized the Path of the Levinbolt - the combination of mystical astrology with a rational understanding allowed thaumaturges to rebuild and rechannel its principles. No longer did thaumaturges have only some limited skill in charging themselves with lightning; now they could arc, focus and handle the very elements! Older practitioners spent minutes collecting the energy necessary to charge this Path's discharges, but modern thaumaturges could gather the electricity in mere seconds, to direct as they chose.

As a thaumaturge collects the energy of the Levinbolt, she often takes on an electrical aspect: sparks may play at her fingertips, or a purplish halo may seem to surround her hands as a warning of storms to come. Mighty discharges often result in a sort of flaring afterimage like a photonegative as the powerful lightning makes a stark contrast to surrounding darkness.

## • Spark

Novice thaumaturges can build up a tiny static charge, enough to make a noticeable snap with a touch. Such a discharge poses little threat to healthy targets, though the energy can ruin delicate electronics or stun an unlucky victim.

**System:** The thaumaturge simply touches a target (after the requisite blood expenditure and normal roll by the player) and releases the spark. To touch a target this way is a reflexive action (a brawl attack considering only half of the opponent's defense)

The electricity can snap from any part of the caster's body, so a thaumaturge might give an unpleasant surprise to someone touching her.

The resulting discharge inflicts two points of electrical damage (lethal even to vampires). The time required to draw out the electricity varies with the successes scored:

- with one success - 3 turns
- 2 successes - 2 turns
- 3 successes - 1 turns
- 4 successes - 1 turns
- 5 or more successes - The caster may turn this into a reflexive action, instead of losing his Instant Action. It is possible to do this multiple times in one turn, as long as the caster has the blood to activate the thaumaturgy multiple times. And all the shocks would be delivered in the same touch attack (but each being its own separate instance of damage).

## •• Illuminate

Neonates sometimes derogatively refer to this effect as the "40-watt Tremere," right up until they've felt its sting. The thaumaturge summons enough electricity to cover her hand or arm in arcing bolts. This power can charge a battery or briefly run a small device, or even leave a nasty burn on a touched subject.

**System:** Each success scored on the player's roll translates to approximately one turn of power sufficient to run a handful of lights or a small electrical device. Alternately, the thaumaturge can shock someone by touch, as with the Spark power, but for four points of (lethal) electrical damage; such a use immediately discharges the energy.

The current created with this power is not strong enough to force its way through less-than-ideal conductors, though, and simply inflicts electrical damage on raw metals, woods or other matter in the form of a burn. The thaumaturge can alternately allow the electricity to spark about her hand, eyes, head or the like; this creates illumination about equal to a dim light bulb, and obviously gives a two-dice bonus to Intimidation rolls against unassuming victims (like mortals). In conjunction with a Dexterity + Crafts roll, the thaumaturge could even use his fingers to perform crude metal welding, though this can easily heat metal enough to inflict aggravated damage to the caster if he is not careful.

## ••• Power Array

Like a looming thundercloud, the thaumaturge holds the waiting fury of lightning. Although the vampire cannot create or direct a charge strongly or accurately enough to launch actual bolts of electricity, she can conduct power through other substances or even absorb nearby energies.

**System:** As with lesser levels of this path, the thaumaturge can discharge a shock of electricity, this time up to six points of lethal damage; the charge remains active for a number of turns equal to the number of successes scored by the player on the initial roll. With this power, the thaumaturge can also send the power through any conductive substance touched; a metal sword (with a similarly metal handle) could carry the thaumaturge's electric touch - the bolts of lightning would literally snap across the blade into the target touched.

The thaumaturge could also briefly power a large device or continue to power a small device for the duration of the effect. Though perhaps an ignominious use, a sorcerer could conceivably find himself needing just a minute to look into an unpowered computer's files, to override an electrical lock or to start a dead car battery.

Other power sources offer alternatives: the thaumaturge can choose to channel other electrical energies through herself if desired, which lets her draw power out of a car battery or power line without injury and without counting against her own power generation. By touching both power source and subject, the thaumaturge can act as a near-perfect conductor without any harm to herself.

## •••• Zeus' Fury

Accomplished thaumaturges cannot only absorb electrical power, but shape and redirect it. The vampire may arc lightning from her body to nearby targets or hold a potent charge that raises hair on end and sparks with suppressed energy.

**System:** The successes scored by the player determine the number of turns that the vampire can harness Zeus' Fury. The character holds a total of eight points of electrical power, which can be discharged through touch or in arced bolts in any combination desired - so the player could choose to spend two points of damage in a touch attack, and then arc the remaining four points into a bolt of lightning the next turn.

The thaumaturge directs hurled bolts with Wits + Science, treating this attack as a gunshot (for the purpose of defense, but the Thaumaturge needs only to score 1 success to hit the target and deliver the amount of damage desired). The distance limit will depend upon the Thaumaturge prowess. Shooting at a target up to 5 meters will use his full dice parade, but any meter beyond this reduces the parade in one, since it's hard to control the electricity.

## •••• Eye of the Storm

The thaumaturge becomes a shifting, sparking pillar of electrical power. Her merest glance can prove dangerous, her touch explosively fatal. The energy channeled in the Eye of the Storm can tear apart a mortal body or spectacularly detonate all but the most heavily shielded electrical components. Wood, metal, plastic and similar materials combust dramatically with contact, burn or even sublimate.

**System:** At this level of mastery, the vampire can discharge 10 points of damage by touch, or launch lesser bolts of electricity as with Zeus' Fury, above.

Materials or entities that come in contact with the thaumaturge automatically suffer one point of lethal electrical damage each turn. The sparking, glowing form of the thaumaturge becomes a veritable halo of energy, and onlookers suffer from the excessively bright light and flashing afterimages (attacks against him will have a 2 dice penalty while he is glowing). The eye of the storm discharges at a number of hours equal to the successes scored by the player on the initial roll. It is possible to inscribe this and let it dormant on a sheathed sword, ready to glow once it's unsheathed, but to do this the caster must pay 1 extra Blood point.

## PATH OF THE FOCUSED MIND

A would-be thaumaturge must possess a strong will and well-developed intellect to master the subtle art of Thaumaturgy. Practitioners of the Focused Mind greatly enhance their mental alacrity and readiness, allowing better comprehension of problems and situations. Thaumaturges, already mentally disciplined, become frightfully powerful in the realm of the cerebral when mastering this Path.

Developed by Melvin Liebknecht, a Tremere Kabbalah scholar, this Path of Thaumaturgy languished in obscurity until discovered in a lost chantry in Berlin after the end of the WWII. Interest in this Path quickly spread through the Pyramid as the adaptable Tremere realized its great potential and benefits.

Unlike most Thaumaturgy, the powers of this Path do not require an Instant Action to invoke, although they still require the normal blood expenditure and usual activation roll. Thaumaturges with this Path may use any single power from this Path during a single turn as reflexive actions, but can never try to use the same power twice on the same turn.

## • Readiness

Using Readiness makes the caster able to gain a quicker understanding on a predicament. Enhanced lucidity enlightens the caster, allowing better reactions to changing situations and increased cleverness.

### **System:**

This power is only usable on the thaumaturge himself. Every success on the activation roll adds one die to a special dice pool for the remainder of the turn. These dice may be used on any Wits-related rolls or actions that the magus performs during this turn. Alternatively, each die removed from the dice pool adds one to the caster's initiative rating.

## •• Centering

By invoking this power, the thaumaturge causes a sudden, intense calmness in the subject by whispering soothing words to her. While under this serenity, the target is able to better focus on tasks at hand, ignoring distractions and annoyances, including grave bodily harm. Magi in fear of frenzy often use this power on themselves to achieve a state of tranquility, as emotions are stifled.

**System:** This power is usable on any subject within 10 meters of the thaumaturge and lasts for one turn per success on the activation roll. During this period the target is unaffected by any effect that reduces his dice pools. This includes wound penalties, situational modifiers and Disciplines. Modifications due to defenses still apply during this time, however. In addition, due to the unnatural serenity that this power bestows, the target receives two additional dice in all attempts to avoid or break frenzy. Lupines may even be calmed from their Death Rage if five or more successes are scored on the activation roll.

## ••• One-Tracked Mind

By extending his powers to other individuals, the thaumaturge is able to fixate the subject on one action. This single-mindedness of the target is such that they ignore everything else that occurs around them. Guards are easily distracted with this power, as their attention becomes fixated elsewhere, and research becomes a dedicated, focused task.

**System:** This power may affect anyone within 20 meters of the thaumaturge. Successful invocation makes the target focused on a task (usually a skill) decided by the caster. For example, the caster might choose that his Brujah friend will be focused on attacking with his weapon, while doing this the Brujah will have 9 again on his rolls with the weapon (or 8 again if he already had 9 again), but in taking any action other than attacking with his weapon, the bruja will have a -2 dice penalty, as well as having a -2 to his defense.

This power may be used offensively, like making the Brujah focused on Science tasks, thus giving him penalties in all his attacks and defenses in a fight.

The duration of One-Tracked Mind is one scene if used outside of combat, otherwise it is reduced to one turn per success on the activation roll.

## •••• Dual Thought

With the rigors of concentration required to learn Thaumaturgy, many Tremere are able to take quick and complete control of a situation. With this power, the thaumaturge is able to divide his attention to two completely separate tasks without problems. As One-Tracked Mind forces the subject's attention into a single objective, Dual Thought expands the thaumaturge's concentration to the point that focus upon two goals is possible. One person can't be affected by one-tracked mind and Dual Thought at the same time.

**System:** This power requires the caster to spend one extra Vitae point and a Willpower point.

Successful use of Dual Thought allows the caster to take an extra action during his turn with some dice penalties (-5 for 1 success, -4 for 2 successes and no penalty for 5 or more successes). This is restricted to mental actions, be it the use of Disciplines such as the use of Auspex or Thaumaturgy, or the contemplation of some problem, but these mental actions cannot be considered attacks (like Path of Blood 4 or Dominate 1)

## ••••• Perfect Clarity

Perfect Clarity brings about a Zen-like moment of unimpeded insight for the thaumaturge. Pure focus is achieved, thought and action become one, and complete serenity of mind descends upon the Kindred magus. This lucidity protects the thaumaturge from influences both internal and external; even the Beast within is unable to rage forth. Some practitioners have likened use of this power with the state of Golconda (theoretically, of course), but the upper Tremere hierarchy denies this rumor as much as they deride the existence Golconda itself.

**System:** To use this power, the thaumaturge must spend an extra point of vitae and 1 point of Willpower. For a period according to the amount of successes, the thaumaturge has three dice bonus in all actions, as well as in his defense. The Kindred is immune to frenzy from all sources, even by supernatural means. Finally, any means to control or influence the thaumaturge suffers with a 4 dice penalty, including the powers of Presence and Dominate.

Also, whenever the Thaumaturge uses vitae to boost physical rolls, the bonus is now +3 dice instead of +2 dice and the vampire is also able to boost Mental and Social rolls in the same way he does with physical rolls.

- 1 success: Lasts for 1 turn
- 2 successes: Lasts for 2 turns
- 3 successes: lasts for 3 turns
- 4 successes: lasts for the scene
- 5 successes: lasts for 1 hour (or the scene if it's a complex one)

## Thaumaturgical Countermagic

Very little information is given about Thaumaturgical Countermagic beyond its mechanical effects, but the fact that it does not rely on knowledge of Thaumaturgy, and has reduced effectiveness against other magics, may suggest a link to the Paradox that plagues mortal mages.

While vampires do not subscribe to the Consensus reality of Mage: The Awakening, it is possible Thaumaturgical Countermagic is a mystical refutation of the unnatural uses to which blood magic stretches the power of vitae. If so, it probably works particularly well against Thaumaturgy because it is an unnatural fusion of Hermetic wizardry and Kindred power, while other blood sorcery generally grew out of magical traditions which always involved blood or death, making them less "unnatural".

**System:** Thaumaturgical Countermagic is treated as a separate Discipline, although it uses the usual rules for Thaumaturgy (including experience costs and the fact that it is limited to only five levels). It cannot be taken as a character's primary path, and a rating in it does not allow the character to perform rituals.

The use of Thaumaturgical Countermagic is treated as a reflexive action in combat. To oppose a Thaumaturgy power or ritual, a character must have a Thaumaturgical Countermagic rating equal to or greater than the rating of that power or ritual.

The player spends a blood point and rolls the number of dice indicated by the character's Thaumaturgical Countermagic (on the same level of the power you want to cancel). Each success cancels one of the opposing thaumaturge's successes, if you bring it to 0, you erase their magic.

You can use your reflexive action to try and cancel a magic someone is currently casting or you can use it to dispel a magical effect, be it a buff, nerf, a ritual, anything that you are aware of. (you don't need to know the exact specific of the spell, you only need to have an ideal that it exists). But you can only try to dispel the same effect once per night.

Thaumaturgical Countermagic is only at full effectiveness when used against Thaumaturgy. It works with halved dice pools against Necromancy and other mystical Disciplines, and is completely ineffective against non-vampiric magics and powers.

Thaumaturgical Countermagic can be learned by characters who are unable to learn Thaumaturgy or other blood sorceries. Any non- Tremere character with a rating in this power automatically gains the Flaw Clan Enmity (Tremere), receiving no freebie points for it.

## PATH OF TRANSMUTATION

### • Fortify the Solid Form

By fortifying a solid object, a magus increases the strength and integrity of an item. A thaumaturge mystically transmutes a feather to become a crude blunt object, pencils become makeshift stakes, normal clothes become battle-clad armor, and a car becomes as tough as a tank.

**System:** This power increases the offensive or defensive capabilities of an object. The Thaumaturge defines if he's reinforcing the item for defense or offence and after a successful Thaumaturgy casting roll, he can add to the object:

- 1 damage rating per 3 successes
- 1 Health Level per 2 successes
- 1 Durability or Structure per success

An object may only be improved to a maximum of Natural Blood Potency damage/ health /durability /structure rating, no matter how many successes the thaumaturge gets.

If the Tremere uses this power to fortify a shirt or armor he is wearing, next time he takes damage, he takes from the item's imbued Health level first, and when this health gets to 0, the magic vanishes and the item would appear to never have taken damage.

These effects last for a scene.

NOTE: This power cannot be used to increase the structure of a living creature. A thaumaturge may use Fortify the Solid Form in conjunction with the Level Two power Crystallize the Liquid Form to make a very solid piece of ice, molten metal, etc.

### •• Crystallize the Liquid Form

Tremere designed this power to prevent other Kindred from taking vitae. This can also be used to solidify water and molten metal. Liquids within living bodies may not be altered, though blood exiting the body may be solidified. Kindred may not consume solidified blood.

**System:** As a Reflexive Action, the thaumaturge can perform a casting roll and for each success it scores he may transform one blood point (or about 1L of a liquid) into solid form for a scene. This substance will not change in temperature; solidified molten steel still burns and melts other material. The liquid must be within the thaumaturge's line of sight up to 30 meters.

### ••• Liquefy the Solid Form

A thaumaturge may "melt" solid objects and leave them in a liquidlike state. By employing this power, attackers could find their weapons in small pools at their feet. Stakes rot away at a rapid pace, and blades corrode into soft, bizarre puddles. Some wily Tremere might even transmute bullets before they impact an intended target.

**System:** As an Instant Action, the thaumaturge may transform an object within his line of sight.

Adding a Willpower to the cost on the activation roll, the thaumaturge may hasten the change, performing it as a Reflexive Action. A transformed object remains in a liquid state for one scene, after which it resumes its original shape. The size of the object that may be changed depends upon the successes acquired in the activation roll:

- One success – A lighter
- Two successes – A telephone or a weapon or armor piece up to 2 damage/armor rating
- Three successes – A computer or a weapon/armor/shield up to damage/armor/defense rating of 4
- Four successes – An automobile
- Five successes – A railroad car

As many as many Tremere have tried, Liquefy the Solid Form does not work on anything sentient, be it alive or unliving.



## •••• Shape the Entirety of Forms

Attaining this level of power, the thaumaturge is able to transmute the shape of any matter, and make the matter sustain itself on that shape for a period of time.

**System:** As an Instant Action, with an extra blood point on the activation roll, the Warlock can touch the matter it wants to shape and have it take any form. If the warlock touches a stone floor, for example, he can have the alteration in shape occurs in up to 50 meters of his person. the amount of matter depends on how successful the activation roll was, but the thaumaturge can cast it first and then decide what he is doing with his successes.

- 1 success – 1 cubic meter of matter
- 2 successes – 5 cubic meters of matter
- 3 successes – 10 cubic meters of matter
- 4 successes – 20 cubic meters of matter
- 5 successes – 50 cubic meters of matter
- 6 successes or more - talk with the GM, maybe you will part the Red Sea

The change of shape lasts for turns equal to twice the thaumaturge Blood Potence and he can spend 1 Willpower during casting to make it last for the scene. The matter will respect it's new shape while it lasts.

## ••••• Sublimation

After attaining this level of mastery, a thaumaturge finds herself no longer hindered by common barriers such as walls and rock formations. With but a thought, solid objects shift to a vaporous state and may be traversed with little difficulty. The Warlock passes beyond walls, as they are insubstantial and will not obstruct his movement. Targets fall through a gaseous floor, and vaporous parachutes are useless in slowing the travel speed of a skydiver. A true master may even be able to evaporate parts of unliving creatures, like vampires, due to the inert tissues and matter in their bodies.

**System:** A Thaumaturge may make vaporous any nonliving body within 5 meters per success, of him. For every success he scores on his casting roll, a larger amount of material transmutes in this manner. It takes a single success to transmute a laptop computer into vapor, while it takes five successes to transmute a city bus. A transmuted object loses its shape and becomes transparent.

This effect lasts for twice the caster Blood Potence in turns and the Warlock may spend 1 Willpower during casting to make it last for the scene. When the duration ends, the object in question reforms as if nothing had ever happened. Needless to say, this is an outrageous breach of the Masquerade if any inappropriate eyes observe the object vanishing or reacquiring its form.

Should a victim occupy the same space as the object after this power expires, he suffers a number of unsoakable health levels of lethal damage the Fate determines appropriate to the circumstance. For example, a rock reforming within a body might inflict a single level of damage, where a person trapped within a tree trunk should suffer at least five levels of damage. Objects that reform partially within another object will remain this way until physically removed, or invoked to be vaporous again.

In modern days, Warlocks have evolved this power for direct warfare, targeting parts of their vampire opponents directly. This can be done by spending 1 Willpower in addition to the normal casting cost and the roll is reduced by the target's Blood Potence (or equivalent Supernatural Resistance). The number of successes is dealt as unsoakable Lethal damage (even to Kindred), due to pieces and parts of the target's body being evaporated.