

SERPENTIS

Serpentis is the unmistakable, terrifying legacy of Set. The Discipline stands as a secret the Followers of Set hold close to their chest; outsiders rarely see enough of its effects to understand them reliably. The Followers cultivate this image of mystery, letting the timid and the envious imagine what they might be capable of. The name of the Discipline is slightly misleading, as it doesn't just offer affinity for serpents; it allows the Setite to adopt traits of the legendary Typhon and Echidna.

Various stories exist among the Followers to explain why they take on the imagery of Greek monsters instead of Set himself, but the prevailing stance is that the Discipline works, and they pass around historical accountings tying Set to the Typhonic Beast due to shared mythological imagery. **Serpentis powers last for the scene unless otherwise noted, or unless ended prematurely.** Additionally, Serpentis powers can be used together.

• Enchanting Gaze

This power makes the vampire the proverbial flame to a moth. She takes on an alluring, enchanting feature, such as a serpent's gold eyes or a pearlescent sheen to her skin. She can paralyze with a glance, and mortals in her vicinity find themselves drawn to her.

SYSTEM: Take an Instant Action and Roll Presence + Subterfuge + Serpentis to activate this power. While active, the Setite enjoys a +2 Die on all Social actions due to her alluring feature. The Setite can also use her paralyzing gaze to affect a single character, who must be making eye contact with the vampire. The gaze will affect supernatural characters as well as mortals, but supernatural characters may try to resist the initial roll with Resolve + Composure in order to break the gaze. An affected character breaks the gaze if clearly endangered. A target can only be affected by the gaze once per scene. When affected by the gaze, it is possible to try and Lash Out of it.

•• Typhonic Maw

The vampire's jaw becomes a ferocious, malleable thing she can control in a variety of ways. Her jaw distends to her chest, her fangs grow to the size of small daggers, her tongue forks at the tip and lashes out a meter long, and her throat expands to consume anything she can get her mouth around. She can choose to adopt some or all of these adaptations when activating Typhonic Maw.

System: Spend a blood point to reflexively activate Typhonic Maw. The tongue's lashes cause +1 Lethal damage (even to Kindred) and can reach up to 10 meters away, use Str or Dx and Brawl to attack with the Tongue. Additionally, if she wounds her enemy, the proboscis of her tongue allows her to feed from her victim as if she'd bitten him (as long as the Victim is within the Tongue's range). This causes the Kiss like a bite.

She also suffers no penalties from the darkness while her tongue is extended.

Her jaw allows her to make bite attacks without a grapple. Successful bites cause one additional Lethal damage and initiate a grapple automatically if the Setite chooses so. When she is grappling an opponent due to a Typhonic Maw bitew, when using the feeding maneuver, her enlarged throat can consume up to her Blood Potency +2 blood points (but she still needs to roll 1 success for each Vitae stolen).

••• Serpent's Flesh

With this power, the Setite's flesh becomes leathery, scaly, slimy, and otherwise monstrous. Her body becomes flexible and malleable, and she becomes harder to hurt.

System: Spend a blood point to change reflexively. Serpent's Flesh gives you +3 armor against any damage that is not Fire or Sunlight. She may slip through any opening wide enough to fit her head. Lastly, on her turn, she can reflexively escape any grapple.

This change can be subtle, if the vampire spends a Willpower point during activation. If subtle, casual scrutiny will not reveal her supernatural nature if she's wearing at least modest clothing. If she chooses to bear the weight of her supernatural nature, she gets +3 Dice to intimidation rolls.

•••• Typhonic Avatar

Now, the Setite can become a Typhonic Beast, a creature of legend. It stands as a tall jackal with a hard, forked and spiked tail, with severe, pointed ears and a long snout. Typhonic Beasts are red, black, or a combination thereof. Alternatively, she can take a hybrid human/serpent form with a long, prehensile tail for legs. Setites use this as a sort of 'war form' in addition to religious functions.

System: Spend a blood point. The transformation takes three turns, but additional blood points can be spent to reduce the time by a turn. Four blood points makes the transformation reflexive.

Either form gains One dot to Strength and Dexterity, and 1 Armor against everything but Fire and Sunlight. The animal form moves at twice the vampire's speed, has a +1 Lethal bite damage, and gains the Vampire's Blood Potency Dices in Athletics checks and checks to maintain Balance. The hybrid form's tail swipes at anyone that moves to close range, dealing 2L damage and has a +1 to it's defense.

Obviously, both forms are unquestioningly supernatural. The vampire inspires terror and awe in mortals. Mortals with fewer Willpower dots than the vampire's Serpentis score must flee or subjugate themselves. They can act for a single turn by spending a point of Willpower. Mortals with more Willpower can roll Resolve + Composure to avoid awe and fear.

When learning Typhonic Avatar, choose either the animal form or the hybrid form. You can purchase the other form later as a Devotion that Costs 1 XP.

•••• Mother of Monsters

Echidna was called the Mother of Monsters. This power allows the Setite to birth small typhonic beasts from her flesh. The monsters grow from her skin, starting by opening eyes and mouths from her flesh, then ripping from her body, taking part of her with them.

These monsters have childlike intelligence and understand the vampire's speech. They follow her commands without exception, and cannot be commanded or frightened away from their duty. Some Setites can create other mythological monsters. Rumors persist of some Setites who can create rudimentary humans from their flesh.

System: Spend one or more blood points and mark a health level off your character's sheet. That health level cannot recover so long as the beast remains apart from the vampire. The first blood point creates the monster, and additional blood points act as a blood pool the beast can use to heal damage (the way a vampire can) or to activate the vampire's level 1-4 Serpentis powers for himself, or any physical disciplines the Setite might have

Each monster takes one turn to birth. The vampire may only spend as much blood as she can in a single turn to fuel the monster's blood pool.

The vampire on his turn can reflexively subsume a monster back into her flesh, replenishing its remaining blood pool and recovering the lost health level. She may also subsume a beast's corpse to recover the lost health level.

The Setite can choose a different mythological form for the beast. However, these monsters must be obviously unnatural.

Typhonic Beast

Attributes: Strength 3, Dexterity 3, Stamina 2, Intelligence 1, Wits 3, Resolve 4, Presence 1, Manipulation 1, Composure 1

Skills: Brawl 2, Athletics 2

Health Levels: Size 3 + Stamina 2

Disciplines: The beast shares the vampire's Celerity, Resilience, and Vigor powers.

Armor: 2 armor

Attacks: Bite or Claw (Strength + Brawl / +1 lethal dmg)
