

OBTENEBRATION

The Lasombra vampires wield the chilling, oppressive force of the void, a power that embodies absence, stillness, and the unseen. Their mastery over oppressive frigid shadows makes them fearsome manipulators of the spaces in between — places where light fades, heat vanishes, and sound dies. Where other vampires embrace the physical world, the Lasombra harnesses the emptiness beyond it, becoming predators in realms of nothingness.

Some whisper that this discipline grants control over the primal forces of entropy itself, allowing the Lasombra to smother the senses and sap the vitality from those around them. Their presence can distort reality, turning the familiar into the eerie, freezing the air with their cold touch, and draining life from the unwary. The powers of this gift follow the theme of controlling not only the darkness around them, but also the absence of warmth, sound, and movement. As they advance, these vampires become walking manifestations of the void, untethered by the natural laws of the world, existing in a realm between material and immaterial.

Its greatest scholars are the followers of the Path of Night and practitioners of Abyss Mysticism, which draws on knowledge of this Discipline in its rituals. While fairly common within the Sabbat, Obtenebration is virtually nonexistent among Camarilla vampires and anyone seen using it would be regarded with extreme suspicion.

• Abyssal Connection

The Lasombra begin their journey into the void by learning to pierce through its darkness. Their affinity with the void allows them to see even in the most complete and unnatural darkness. Additionally, their connection to the chilling silence of the abyss grants them resilience against frost.

- **Abyssal Sight:** The vampire can see perfectly in pitch-black darkness, whether natural or supernatural.
- **Frost Armor:** The vampire gains armor against any type of frost-based damage (whether magical or environmental) equal to their dots in Obtenebration.

•• Veil of Stillness

At this level, the vampire's control over the void allows them to manipulate shadows, frost, and silence, twisting reality around them into a chilling, still landscape. With a single motion, they can bring forth icy darkness and dead silence, distorting the environment to fit their will.

Cost: 1 Vitae

Dice Pool: Presence + Intimidation + Obtenebration

Action: Instant

Duration: Scene

Upon a successful roll, the vampire can create and manipulate the following effects:

- **Shadows:** Manipulate and extend shadows, obscuring vision or creating unsettling effects.
- **Frost:** Lower the temperature, generating frost and potentially slippery surfaces.
- **Silence:** Mute all sounds within a radius, making the area unnervingly quiet.

Each success must be allocated to create these effects, with a radius of meters equal to the vampire's Blood Potency per success.

- **Expanding the Range:** Additional successes or additional blood can be spent to add the vampire's Blood Potency again to the effect's radius.

••• Echoing Absence

The Lasombra gains greater control over their abilities, allowing them to infuse their powers onto single targets with precision. This power provides the following effects:

Cost: 1 Vitae (up to Obtenebration rank in Vitae)

Action: Instant

Duration: Scene

Upon spending 1 Vitae, the vampire can choose from the following effects:

- **Shadow Cloak:** The target becomes enveloped in shadows, granting them Obtenebration as bonus to stealth rolls against being seen.
- **Soundless Presence:** The Lasombra can create a sphere of silence around an individual, leaving them unable to speak or emit sounds.
- **Object Manipulation:** The vampire can coat objects in sight with ice and shadows allowing him to manipulate it at a distance as if they were physically touching it. Coated weapons cause 1 additional damage to physical targets and her Rank in Obtenebration in lethal damage to non corporeal entities. Coated objects add her rank in Obtenebration as Durability, and the number of Vitae spent as Structure.

•••• Shadow Meld

The Lasombra now can partially turn his body and anything he is carrying in a shadowy chilling mass. He still keeps a general humanoid form, but by allowing his body to be corrupted by the powers of the Abyss in this way, he can gain several advantages.

Cost: Variable

Dice Pool: None

Action: Variable

Duration: Variable

System:

- By spending 1 Vitae as an instant action or 2 Vitae as a reflexive Action, the Lasombra can turn almost ooze-like for a turn, allowing him to squeeze through spaces that a Size 1 creature would fit, this also allows him to escape any physical grapple or restrains
- As a reflexive action, used when someone you can perceive hits you with an attack, you can spend 2 points of blood to turn the attacked part into shadows and take only 1 unsoakable bashing damage.

To use this ability reflexively against an attack aided by a discipline or supernatural power (celerity to negate your defense, Valeren 4 to auto-hit you, or so on), you must also win in a Clash of Wills against the attacker.

••••• Shadow Passage

With this power, the Lasombra unlocks impressive abilities, allowing them to traverse shadows by slipping for fractions of seconds several times into the Abyss.

Some Lasombra defend this ability is as dangerous as powerful, since once you start visiting the Abyss, you might open yourself to whatever roams that place.

Cost: 2 Vitae

Dice Pool: Intelligence + Intimidation + Obtenebration

Action: Instant

The Lasombra can travel between shadows they can see, teleporting from one shadow to another. The maximum range depends on how powerful the vampire is.

- **Fledgling:** 1 meter per success
- **Neonate:** 10 meters per success
- **Ancilla:** 100 meters per success
- **Elder:** 1 kilometer per success
- **Methuselah:** 10 kilometers per success
- **Antediluvian:** 100 kilometers per success

You can take additional willing people with you equal to your rank in Obtenebration. Each person you take in addition to you costs 2 blood points.