

## *Peer into the fabric of time*

(Dementation ••, Auspex ••)

**Cost:** 4 Experiences

The Malkavian is now able to trick time and glimpse the future. He is able to divinate about subjects. The more specific and focused he is, the more direct the answers.

**System:**

The Malkavian must choose a subject to divinate about, spend 1 Vitae and roll Wits + Occultism + Dementation.

**Dramatic Failure:** The Malkavian can't use Dementation anymore for the night.

**Failure:** The Malkavian can't Divinate about that subject anymore for the night

**Success:** The Malkavian can ask one question per success about the subject. It is possible to spend a success to change the subject.

Any type of question is valid. Example: The Malkavian saw his friend hugging a man that identifies as Shirley and pretending to be a woman. Later that night his friend and Shirley disappear. The Malkavian decides to divinate about this subject, he rolls and get 4 success.

He decides to ask the first question:

**Where is my friend going?** The narrator is free to answer either directly or in scenes showing what's happening. In this case, he could say that he sees the Malkavian's friend and Shirley stopping by a hotel.

**Are they going to make out?** The Malkav spends another success here and get to see some terrible scenes which he wish he could forget. Now, tired of this subject, he spends success to change it, and with his last success he asks a new question about a new subject.

**If i take the shortcut under the bridge, will it be dangerous?** The Malkavian sees a future where he is attacked by shadows and slashed several times under the bridge and decides to call an Uber.

## *Not So Special*

(Obfuscate ••, Vigor •••)

**Cost:** 2 Experiences

The vampire denies his Kindred victim her trade secrets, temporarily blunting her signature Disciplines long enough to strike. This Devotion only works on the subject's natural clan Disciplines; it also can't affect Animalism, Obfuscate, or the physical Disciplines. To use this Devotion, the vampire must touch his victim, but he may try to touch as a reflexive Action.

**Cost:** 1 Vitae per Discipline dot nullified

**Dice Pool:** Resolve + Occult + Vigor vs. Blood Potency + Stamina

**Action:** Instant/Contested; resistance is reflexive

**Duration:** Minutes equal to successes

If successful, the victim cannot access a number of dots in the chosen Discipline per Vitae spent, starting with the highest level. This also affects associated Devotions. If a Discipline effect is already active, this provokes a Clash of Wills. The effect continues if the victim wins the clash, but he cannot activate the power again if it expires naturally. Conditions inflicted with a Discipline (e.g., Mesmerized) do not count as active effects.

## *Pierce the Veil (Auspex •)*

**Cost:** 1 Experience

A Capadocius power still used by some vampires to commune with the dead. If enough will is put into the effort, It's possible even to bend them to his will.

**Cost:** 1 Vitae and maybe 1 Willpower

**Dice Pool:** None

**Action:** Instant

**Duration:** Scene

The vampire pays the vitae, activates the power and perceives any ghost present within the extent of his Kindred Senses and knows its Rank with a reflexive Wits + Occult roll. He can see or speak to any wraith hidden in Twilight form (provoking a Clash of Wills if necessary). By default, he can only use Auspex on ghosts, but if he spends a Willpower, he can focus enough that he can use other Disciplines as well, but he is still limited in that he cannot physically interact with them. This Devotion costs 1 Experience to learn.

## *Shapeshifting*

(Protean ••, Obfuscate •)

**Cost:** 2 Experiences

The Vardyvle's famed tool of their success is their unique capability to change part of their appearance to match the victim whose blood they still carry in their system. It gets them into as much trouble as it helps them, but it never fails to serve its function. Especially when breaking and entering or seducing that special someone.

**Cost:** 1 Vitae per feature copied

**Dice Pool:** None

**Action:** Instant

**Duration:** 1 Night

The Kindred can copy one small feature (e.g., facial features, hair color, birthmarks, voice, etc.) from a victim from whom they've fed. Each Vitae spent when activating the devotion allows the vampire to alter an additional feature. The Vardyvle cannot change their size to become taller or smaller to match the look of the victim. If they attempt to recreate or modify a body part which they don't have, they can make it appears as if they have the organ. However, they cannot use it. After one night, the effect fades, and the vampire looks like her usual self.

The Vardyvle does not immediately know how to act or talk like the person she is mimicking, and anyone who knows the person well will suspect there is something wrong. They might not know they are dealing with a doppelgänger, but the Vardyvle suffers –2 to Social rolls against people with close ties to the victim.

## *Water Hibernation (Protean •)*

**Cost:** 1 Experience

This devotion works similarly to Unmarked Grave. A vampire submerged in water becomes immune to almost any harm, including stray rays of light that penetrate the surface of the water.

**Cost:** 1 Vitae

**Dice Pool:** None

**Action:** Instant but takes 3 turns to start working

**Requirement:** The vampire is fully submerged in water.

**Duration:** Indefinite

After 3 turns submerged in water, the vampire is immune to all damage, including sunlight as long as he remains submerged under water without surfacing. If the water evaporates or is otherwise removed, the Kindred is damaged, taking one point of bashing damage when uncovered. If the vampire is exposed, she becomes susceptible to sunlight. While using this devotion, the vampire is limited in what he can do or sense, exactly like in Unmarked Grave.

## *Call Me Maybe*

**(Majesty ••, Resilience •)**

**Cost:** 2 Experiences

Sometimes when you're out on the town, you stumble unexpectedly on a hot number, and you don't have time for that brief interlude. This Devotion lets your character plant the seeds for that interlude to occur later.

**Cost:** 1 Vitae

**Dice Pool:** Manipulation + Socialize + Majesty

**Action:** Instant

To use Call Me Maybe, your character must be in a social situation with great rapport with some of those mortals in attendance.

Make the roll. If successful, each success translates to a single temporary dot of the Herd Merit, which can exceed the normal five-dot limitation on the Merit. That dot lasts until used once, or until the end of the season, whichever comes first. These Herd dots may not be used in the same night they are acquired or in the following scene; they must be used later in the story. Your character may only have Herd dots from one instance of this Merit at a time.

## *Rapidity*

**(Celerity; Special)**

**Cost:** 1-5 Experiences

This Devotion only exists to modify other Devotions. It takes a Devotion that normally requires a moment of thought and concentration, and turns it into reflex.

**Cost:** 1 Vitae

**Dice Pool:** None

**Action:** Reflexive

When purchasing this Devotion, assign it to another Devotion which requires an Instant Action to use. For example, your character may have .22 Solid Flesh, modified with this Devotion.

Rapidity requires Celerity equal to the Experience cost of the Devotion in question. This influences its Experience cost, debate it with the Storyteller. Rapidity cannot modify Devotions that require more than a single word of speech, or any sort of complicated physical actions to accomplish.

The Storyteller must review individual purchases of Rapidity for appropriateness. When activating the Devotion, you may choose to activate Rapidity for an additional Vitae. The Devotion becomes Reflexive if so. You may only activate one Devotion fueled by Rapidity in a turn.

## *Preternatural Instinct*

**(Auspex •••, Celerity ••)**

**Cost:** 4 Experiences

The vampire's strength of blood gives her an edge against her foes, alerting her to danger before it happens and picking up traces of intent from her enemy's mind.

**Cost:** 1 Vitae

**Dice Pool:** None

**Action:** Reflexive

**Duration:** One turn

For the duration of this Devotion, the vampire may apply her Defense against attacks she can't see coming, as long as she's still able to physically react.

Additionally, if she spends a Vitae to move to the head of the Initiative queue, or has a celerity contest trying to interrupt or being interrupted by someone, she automatically wins any Clash of Wills that contests these abilities unless her foe also uses this Devotion, in which case the Clash occurs as normal.

She can also gain the bonus of aiming instantly.

**This devotion is a stronger form of Quicken Sight, and can do anything you can do with it! It is possible to upgrade Quicken Sight to this devotion.**

## *Straight Up Fucking Murderer*

(Celerity ••, Resilience ••, Vigor ••)

**Cost:** 4 Experiences

With this Devotion, your character can push herself to utter extremes in a fight. She can throw herself in the fray, while still dodging about furiously. She becomes both lethal, and untouchable.

**Cost:** 1 Vitae

**Dice Pool:** None

**Action:** Reflexive

You may activate this Devotion once per turn where your character would have to sacrifice her Defense. This includes the use of some Fighting Style Merits, taking an all-out attack, or other maneuvers.

By using this Devotion, your character can ignore that sacrifice. Thus, she can make an all-out attack on a Fighting Style maneuver which would require sacrificing her Defense. Or, she can use two such maneuvers at the same time.

This does not allow her to use the all-out attack option twice on a single action, nor does it allow for multiple actions in a turn. It simply allows the character to combine effects that would each otherwise require her Defense.

## *.22 Solid*

(Protean ••, Resilience •)

**Cost:** 2 Experiences

This Devotion hardens the user's flesh, and coagulates the blood in such a way as to act as "internal armor". While few things cause lasting harm to Kindred, this Devotion takes things a step further, and makes almost everything a vampire suffers as bad as a bruise.

**Cost:** 1 Vitae

**Dice Pool:** None

**Action:** Instant

For the remainder of the scene, every attack which would cause your character lethal damage is lessened by this Devotion. Downgrade a number of lethal damage from each such attack equal to your character's Resilience dots. For example, if your character with Resilience ••• suffers three attacks in a turn, one for one lethal damage, one for three lethal damage, and one for five lethal damage, your character would ultimately suffer two lethal damage and seven bashing damage.

Note that this can be used in addition to Resilience's normal downgrading effect. Aggravated damage reduced to lethal by Resilience can be further downgraded by .22 Solid to bashing damage. So, for example, if a vampire with Resilience •••• and .22 Solid took a strike causing seven aggravated damage, if she activated .22 Solid, she'd take 3 aggravated damage and four bashing damage.

## *Rock Is Dead*

(Majesty •, Vigor ••)

**Cost:** 2 Experiences

With this trick, a Brujah (or whoever has this devotion) can use the force of her own Majesty to dull other personalities in the area. She becomes the center of attention, in such a way as to distract from other powerful presences.

**Cost:** 1 Willpower

**Dice Pool:** None

**Action:** Reflexive

**Duration:** Scene

Spend a Willpower when activating Awe. If successful, affected characters suffer your character's Majesty as a dice pool penalty for any uses of the Dominate, Majesty, Dementation or Nightmare Disciplines. If you're under a Condition caused by their Dominate, Dementation, Majesty, or Nightmare, they become immune to this effect so long as the Condition persists. A character can only be subject to one Rock is Dead penalty at a time.

## *Aegis of Defiance*

(Dominate •••, Resilience ••)

**Cost:** 3 Experiences

Your character can internalize her mastery of Dominate. While usually, forcing herself to take an action would be an impractical waste of energy. However, this Devotion allows her to shrug off mind-altering effects by forcing herself to act contrary. In some Carthian circles, this Devotion is called "Dick Move".

**Cost:** 2 Vitae

**Dice Pool:** Resolve + Intimidation + Dominate; Special

**Action:** Reflexive

To use this Devotion, your character must be under a supernatural effect that influences her behavior, such as a Majesty, Dominate, Nightmare power, a mage's Mind Arcanum, or other similar abilities. Determine what action your character would wish to take in defiance of the power, and roll. If you roll more successes than the initial power's activation, your character can take that action. If the power was not rolled, use the character's supernatural potency trait (Blood Potency, Primal Urge, Gnosis, or similar) as if they were successes. Once this is done, the defied power ends unless activated again.

If she's aware of a contested power when it's used, you can activate Aegis of Defiance reflexively, and use its dice pool instead of your normal contested dice pool to resist. If successful, your character shrugs off the effect entirely.



## Tune In, Tune Out

(Auspex ••, Obfuscate ••)

**Cost:** 2 Experiences

Your character's senses are sometimes too strong for her consciousness. With so many preternatural senses, she can become overloaded, which means any given sense is giving more feedback than she can process. With this Devotion, she can turn off all her senses but one, thus hyper extending that one sense above all else.

**Cost:** None

**Dice Pool:** None

**Action:** Reflexive

To activate Tune In, Tune Out, choose one sense to heighten, and at least one sense to dull. For this purpose, the senses are sight, hearing, touch, smell, balance, and taste. Dulled senses are lost for the scene, but offer +1 die to the bolstered sense. As well, the bolstered sense gains the 8-again quality.

However, any extreme stimulus to a bolstered sense causes a painful sensory overload. For example, a spotlight to a heightened sense of sight causes overload. Overload removes the bolstered sense. You can make a Stamina roll each turn, success returns the sense. As well, the overload causes 1 bashing damage. Any roll made for a dulled sense is made at -5. Tune In, Tune Out lasts the scene, and cannot be deactivated during that time.

## Psycho Mantle

(Resilience •, Nightmare ••)

**Cost:** 2 Experiences

With Psycho Mantle, your character maintains a frightening aura over her predatory nature. Any Kindred attempting to press his luck against her suffers the terrible wrath of her Beast.

**Cost:** 1 Vitae

**Dice Pool:** None

**Action:** Reflexive

You can activate Psycho Mantle reflexively, any time a character Lashes Out at yours. Add her Nightmare dots to her dice pool to lash back out at her aggressor, and use the Monstrous Beast. If successful in lashing back out, inflict both the Bestial and Frightened Conditions on the aggressor instead of just Bestial.

## Pass Into Yesteryear

(Obfuscate •••, Nightmare •)

**Cost:** 4 Experiences

Unending nights of skirting humanity's notice, prowling the fringes of the world unseen and forgotten by all, weigh on the ancient's mind like a shroud. Will he one night simply cease to be, if no one knows he's there — or cares? He takes comfort in those he chains to his side, companions to lurk with him in the lonely places. Still, they return to the light when he cannot. They leave him behind. Perhaps, he thinks, he should change that.

**Cost:** 3 Vitae and 1 Willpower

**Dice Pool:** None

**Action:** Reflexive

Whenever the elder feeds his blood to someone, he may bolster it with this Devotion to infuse his own history of self-inflicted ostracism. If his victim suffers the onset or strengthening of the Vinculum from this drink, she gains the Forgotten Condition

### FORGOTTEN (PERSISTENT)

You've drunk the wine of solitude and now you watch the world pass you by. Everyone you know and love assumes you're gone — dead, perhaps — or far away and out of touch. They remember you, but come up with reasons you're not around anymore. They rarely notice you even when you're right in front of them, and it takes great effort to get them to recognize you when they do.

You're considered to be under the effects of Face in the Crowd (Vampire: The Requiem Second Edition, p. 137) at all times while this Condition persists. Whenever you act out enough to attract the attention of people who already know you, they see you as a stranger unless you spend a Willpower to jog their memories for the scene. Of course, this means the easiest way to get your own lover's attention is to hurt him.

The only characters who notice and recognize you normally are your regnant, your own thralls, and anyone upon whom you've used the Dominate or Majesty Disciplines to inflict Conditions.

**Possible Sources:** The Pass into Yesteryear Devotion

**Resolution:** Break your blood bond to your regnant; lose a dot of Humanity or Integrity while making someone see and recognize you.

**Beat:** Cause a setback for yourself or harm to someone else while trying to gain attention and recognition.

## Colossus

(Resilience •••, Vigor •••••)

**Cost:** 4 Experiences

When your character strikes, she strikes with the force of a speeding truck. She knocks her victims back, demolishing them in the process.

**Cost:** 5 Vitae

**Dice Pool:** Stamina + Athletics + Resilience (not added twice)

**Action:** Instant

Colossus activates when you finish paying the Blood cost. For every success on the roll, your character receives one attack empowered by it. When making a Brawl or Weaponry attack empowered by Colossus, ignore any armor, and any successful hit knocks back the victim a number of meters or yards equal to her total Strength + Vigor.

This causes automatic bashing damage equal to her Vigor, as well as the damage caused by the attack (which can mean her Vigor is applied twice). Characters suffering this effect also receive the knocked down tilt.

Against something twice her Size or more, instead of knocking back, ignore all Durability, and apply her Vigor as automatic lethal damage to its Structure atop the normal attack damage.

## Jump Scare

(Nightmare •, Obfuscate •, Vigor •)

**Cost:** 1 Experience

You never see them coming till it's too late, and this Devotion makes that threat a promise.

**Cost:** None

**Requirement:** The victim must know the vampire is nearby, but not visible.

**Dice Pool:** None

**Action:** Reflexive

**Duration:** Turn

The vampire unleashes an aura of dread that distracts her prey, then appears before him at the height vulnerability. For the rest of the turn, the vampire ignores the victim's Defense, and her first strike takes the 8-again quality. The vampire can only use this Devotion on a victim once per scene.

## Wicked Grasp

(Nightmare ••, Vigor •)

**Cost:** 2 Experiences

The vampire's limbs distend and warp, allowing her to wrap around her prey like a light-starved, deep-sea invertebrate. The victim knows the Haunt for the Beast she is, and must struggle against his own fear.

**Cost:** 1 Vitae

**Requirement:** The vampire must activate this Devotion on the same turn she initiates a grapple.

**Dice Pool:** None

**Action:** Reflexive

**Duration:** As long as the grapple lasts The victim feels sheer terror as the vampire's limbs wrap around him. If he has not already acted, his effective Initiative is treated as 1 for the rest of the turn. As long as the vampire holds on, the victim suffers Nightmare dots as a penalty on all rolls during the grapple.

## Destructive Might

(Vigor ••••, Resilience •••)

**Cost:** 4 Experiences

Kindred possessing supernatural strength are terrifying to behold. However, some can perform truly monumental feats. Employing this power, a vampire shoulders his way through concrete walls, grabs and halts moving vehicles, and crushes his enemy into a bloody pulp. Truly awesome to witness, any display of this might is a terrifying reminder of the capabilities of centuries-old vampires. When the vampire forces his Vitae to fuel his rage through this power, his skin becomes as hard as steel, his hands akin to vices, and his body nearly unbreakable.

**Cost:** 5 Vitae

**Dice Pool:** None

**Action:** Instant

**Duration:** This effect lasts for a number of turns equal to his Blood Potency. After that time, the power ceases and may not be used again for the rest of the scene.

When a vampire activates this power, a number of changes occur. His body becomes even tougher than Resilience alone affords. He benefits from an effective Armor Rating of 2, but incurs no movement or Defense penalties. This does "stack" with anything he wears that provides an Armor Rating, as his body is simply immune to casual blows. Second, his unarmed attacks like punches or kicks deal aggravated damage.

His bare-handed attacks can literally dismember his foes. Finally, with a rigidity and density that seems like steel, his Brawl attacks ignore two points of any object's Armor Rating or Durability. Shields, Kevlar vests, and even ancient breastplates are but minor nuisances to a vampire using this power.

While using this power, the vampire is more susceptible to succumbing to frenzy. He has a -3 penalty to resist frenzy of any kind. If the vampire has already entered frenzy, the Beast activates the Devotion if possible.

## *Booh!*

(Obfuscate •, Nightmare •••)

**Cost:** 2 Experiences

The vampire shrouds himself in a dark menacing aura, making it harder for subjects to use reckon effects targeted at him, such as Auspex 2 or 4.

**Cost:** 1 Vitae

**Dice Pool:** None

**Action:** Reflexive

**Duration:** Until someone fails with a reckon power and gets panicky, or until the end of the night.

**Effect:**

Any Reckon power targeted at the vampire will have a dice penalty equal to the vampire's Nightmare value, unless it's a contested power, in this case, the vampire will add his Nightmare dots to the contesting roll. If the spying bastard fails to use his powers on the vampire, he needs to make a Resolve + Composure Roll with a die penalty equal to the vampire's Nightmare. If he fails, he will actually get panicky for a brief moment, and depending on how close he is to the vampire, it is possible that the devotion user will perceive who tried to spy on him (but he won't know what kinda of power or discipline was being used).

## *Shame On You*

(Obfuscate •, Dementation •••)

**Cost:** 2 Experiences

The vampire shrouds himself in a confusing aura of madness, making it harder for subjects to use reckon effects targeted at him, such as Auspex 2 or 4.

**Cost:** 1 Vitae

**Dice Pool:** None

**Action:** Reflexive

**Duration:** Until someone fails with a reckon power and becomes mad, or until the end of the night.

**Effect:**

Any Reckon power targeted at the vampire will have a dice penalty equal to the vampire's Dementation value, unless it's a contested power, in this case, the vampire will add his Dementation dots to the contesting roll. If the spying bastard fails to use his powers on the vampire, he needs to make a Resolve + Composure Roll with a die penalty equal to the vampire's Dementation. If he fails, he will contract a Madness of your choice, that will last for a number of nights equal to your Blood Potency, or until the shameless bastard decides to confess what he did to you (he knows that he can atone by confessing).

## *Bask in my Glory*

(Majesty •, Vigor •••)

**Cost:** 3 Experiences

The vampire's Aura changes to reflect his amazing nature, becoming a powerful glorious Aura, making it harder for subjects to use reckon effects targeted at him, such as Auspex 2 or 4.

**Cost:** None

**Dice Pool:** None

**Action:** None

**Duration:** Permanent.

**Effect:**

Any Reckon power targeted at the vampire will have a dice penalty equal to the vampire's Vigor value, unless it's a contested power, in this case, the vampire will add his Vigor dots to the contesting roll.

## *Lizard Brain*

(Animalism ••, Auspex •••)

**Cost:** 4 Experiences

The vampire is very attuned with his bestial side, looking for danger, even when he is not trying to.

**Cost:** None

**Dice Pool:** None

**Action:** None

**Duration:** Permanent.

**Effect:**

When someone is hidden by supernatural means like Obfuscation, if this someone is on the vampire's field of vision, your Auspex will activate a Clash of Wills against that supernatural power (this will replace the first Clash of Wills that would be caused due to you using Auspex on the scene, while there are obfuscated characters on your Field of Vision). If the obfuscated character is also trying to hide normally, a normal contested roll between Wits + Composure and Dex + Subterfuge needs to be done (the DM may decide to roll everything hidden)

## *Ever Shrouded*

(Obfuscate •••, Resilience •••)

**Cost:** 3 Experiences

The vampire's beast adapted to shroud his secrets from reckon powers, even when he is not trying.

**Cost:** None

**Dice Pool:** None

**Action:** None

**Duration:** Permanent

**Effect:**

Treat as if the vampire always has Obfuscate on, whenever someone targets him with a reckon power such as Auspex 2 or 4, ensuring that first they need to win a clash of wills for their power to work.



## *Weight of Generations*

(Resilience •••, Vigor ••, BP at least 5)

**Cost:** 4 Experiences

As his blood thickens, it becomes harder to control the vampire.

**Cost:** None

**Dice Pool:** None

**Action:** None

**Duration:** Permanent

**Effect:**

If another cainite tries to use Mesmerize on the vampire (Domination lv 1), instead of adding only his Blood Potency to the roll, he can choose to add his Blood Potency plus dices equal to the difference between his Blood Potency and the aggressor's Blood potency. So if a vampire with Blood Potency 3 tries to dominate a vampire with Blood Potency 5 and this devotion. The defender will add his Blood Potency + 2 die on the contested roll. And, if the defender uses willpower on this roll, he will gain the usual +2 Bonus and his roll will be a 9 Again.

## *Movement of the Blood*

(Movement of the Mind •, Path of Blood ••••)

**Cost:** 2 Experiences

The experienced thaumaturge is able to combine two paths for a slight advantage

**Cost:** None

**Dice Pool:** None

**Action:** None

**Duration:** Instantaneous

**Effect:**

When using Path of Blood to steal blood from a target, the vampire can choose to split the blood gained between himself and willing allies within range. The thaumaturge chooses who gets which amount.

## *Solid Illusions*

(Resilience ••, Quimeirismo ••••)

**Cost:** 2 Experiences

Even when a Ravnos is alone, on a stranded place, he can muster his will to obtain tools for the job at hand.

**Cost:** 1 Vitae

**Dice Pool:** None

**Action:** Instant

**Duration:** Scene

**Effect:**

By lending a portion of his enduring nature to phantoms created with Quimeirismo, the Ravnos can give them substance enough to affect the environment. An illusory hammer will pound a nail, and an illusory knife will cut meat. Solid Illusions is limited to making solid only simple objects no larger than the vampire himself, with no more than two moving parts.

This effect can't mimic chemical reactions. Objects have the same Durability, damage rating (if any), and Size as real examples of their kind, but only ever a single point of Structure, due to their ephemeral nature.

Furthermore, solid as they might be, objects created with this power are not considered real for any supernatural properties they might otherwise have. A wooden stake created with Steel Shadows can still stab and cause damage, but will not render a vampire torpid if it pierces their heart. The same goes for a silver bullet and a werewolf.

## *Master's Orders*

(Dominate ••, Auspex ••••)

**Cost:** 3 Experiences

Devotion usually used by the Tremere, where they can advance their plot, without showing all their hands.

**Cost:** 1 Vitae

**Dice Pool:** None

**Action:** Reflexive (taken after using Lay Open the Mind on the Victim)

**Duration:** -

**Effect:**

While the Vampire is accessing the thoughts of another, she can activate this Devotion to use her powers of Dominate directly within the mind of her victim, without the need for eye-contact or verbal commands. This also overcomes any language barrier between the vampire and her victim, but the Surgeon must still roll to inflict the Mesmerized Condition and pay any associated costs for other levels of Dominate. Victims view commands given to them with this power as coming from within their own mind, and so will go to great lengths to justify their actions, even if they make little sense.

## *Beast Avatar*

(Animalism ••, Dominate ••)

**Cost:** 2 Experiences

A cunning vampire's dominance over lesser creatures lends her the power to birth terrible intelligence in those beasts she claims as servants. The unholy creatures elevated with this Devotion are capable of understanding the world almost as a human does, but with distinctly inhuman perspectives. A vampire can only have one uplifted ghoul at a time.

**Cost:** 1 Willpower

**Dice Pool:** None

**Action:** Instant

**Duration:** As long as the animal remains a Ghoul

**Effect:**

The vampire uplifts an animal to sinister levels of intellect.

When creating an animal ghoul (or upgrading an existing one), he can split a number of dots equal to Animalism among the creature's Mental Attributes. These dots can be divided in any combination, but they cannot exceed the vampire's own Attributes, or an upper maximum of five.

If the vampire raises his Animalism later in the chronicle, new dots apply to the animal's Attributes the next time he feeds it. Uplifted animals often develop strange quirks as the Vitae distorts and expands their minds, but the blood bond will keep them loyal.

## *Blink*

**(Dominate •, Vigor ••)**

**Cost:** 2 Experiences

Lords like to say Dominate requires finesse, but this Devotion throws that principle out the window, and acts as an emergency hatch to get Ventrue out of sticky situations.

**Cost:** 1 Vitae

**Dice Pool:** Presence + Intimidation + Dominate vs Resolve + Blood Potency

**Action:** Instant

**Duration:** Turns equal to successes

**Effect:**

**Success:** The vampire issues a one- or two-word command without the need for eye contact. The victim must follow this command for turns equal to successes, or until completion, whichever comes first. If this command would put the character in obvious grave danger or provoke a breaking point, she can resist it by spending a Willpower, but otherwise the Ventrue's Beast is too powerful to ignore. Unlike the usual applications of Dominate, the victim is fully aware of her body's betrayal. A victim cannot be affected by this Devotion more than once per scene.

**Exceptional Success:** The Ventrue's words cut through his victim with ease. He refreshes the Willpower he spent into this Devotion.

**Failure:** The victim shrugs it off.

**Dramatic Failure:** Not only does the victim ignore the vampire's command, she's immune to Dominate for the rest of the scene.

## *The Lord's Blessing*

**(Majesty ••, Resilience ••)**

**Cost:** 2 Experiences

The vampire instills a servant with her own deathly invulnerability. Ventrue often use this Devotion when sending a message that can't be trusted to phones, emails, text messages, or even the printed word, but some just prefer their minions not to be harassed.

**Cost:** 1 Will

**Dice Pool:** None

**Action:** Instant

**Duration:** Night

**Effect:**

The vampire blesses someone he controls via a Blood Bond, the servant does not need to be in the lord's presence.

Attempts to harm the vampire's servant must first succeed on a reflexive Resolve + Blood Potency roll, penalized by the Lord's Majesty dots. On a failure, they cannot attack, wasting a turn. This aura applies a number of times equal to the Lord's Resilience.

Once the total averted attacks against the messenger equal the vampire's Discipline dots, or the sun rises (whichever comes first), the effect ends.

## *Rope-a-Dope*

**(Resilience •••, Vigor ••)**

**Cost:** 2 Experiences

Brawlers among the Ventrue know they don't always have to win a fight in a beautiful manner, as long as the other guy loses. This insidious Devotion allows a Vampire to sap the strength from her enemies, turning their success into their undoing.

**Cost:** 2 Vitae

**Dice Pool:** Presence + Athletics + Resilience vs. Stamina + Blood Potency

**Action:** Reflexive

**Duration:** Scene

**Effect:**

**Success:** The vampire leeches vitality through any attacks inflicted upon her by the victim. Each time she takes injury from her opponent, she inflicts a stacking –1 modifier on his Physical actions as she drives him to exhaustion. At any time, or whenever this penalty would exceed –5, the vampire can wallop her opponent, gaining the penalty as a bonus on her attack. Once she attacks the opponent this way, the effect of this Devotion ends.

**Exceptional Success:** The victim also suffers the Drained Condition.

**Failure:** The victim feels a moment of enervation, but ignores it.

**Dramatic Failure:** The victim is energized and takes a +2 on all attacks against the vampire for the rest of the scene.



## *Soul Transfer*

**(Dominate •••••)**

**Cost:** 3 Experiences

Rather than submerge the consciousness of a victim when using Possession, with this Devotion, the vampire can now move that consciousness into her own body, providing her a trusted servant to safeguard her usually helpless form. Dark rumors surround this rare ability, of Kindred souls becoming stuck in the bodies of their servants — but if there's any truth to these tales, none will admit to it.

**Cost:** 1 Vitae

**Dice Pool:** None

**Action:** Reflexive

**Duration:** As with Possession

**Effect:**

After successfully using Possession, the vampire spends a Vitae to send the possessed subject's soul to her own body for the duration. All the usual rules of Possession apply, though the subject cannot return to his body without the vampire first vacating it.

## *Treasured Servant*

**(Resilience ••)**

**Cost:** 1 Experience

A king must sacrifice for his people — that's what it means to rule. Kindred using Treasured Servant make this literally true, allowing them to suffer harm that could incapacitate or kill a lesser creature.

**Cost:** 1 Will (once, when you fortify your ghoul)

**Dice Pool:** None

**Action:** Instant

**Duration:** Permanent

**Effect:**

The vampire fortifies his ghoul, allowing him to accept a number of Health boxes of damage dealt to this ghoul equal to Blood Potency per scene. This damage can be negated with Resilience once the vampire receives it. She can absorb damage from any distance, and always knows when her servant takes a wound. However, unless she can see her ghoul, she won't know the source, amount, or type of damage prior to accepting it.

## *Bezoar Thorns*

**(Auspex ••, Protean ••)**

**Cost:** 3 Experiences

After eating enough inorganic matter, an adapted Gangrel can force his Beast to bring those metals and fibers along with it whenever he uses his Predatory Aspect.

**Cost:** 1 Vitae

**Dice Pool:** None

**Action:** None

**Duration:** Scene

**Effect:**

Before he activates Protean, the vampire must consume inorganic material with Size equal to the points he wants to use to enhance his Discipline.

While manifesting bestial traits through Predatory Aspect, the Gangrel can augment his adaptations with materials he's recently devoured. These changes look even more unnatural than normal Protean adaptations, with talons of iron or silver growing out from the vampire's fingers or new sensory organs made from camera lenses and plastic emerging from his face. When activating Predatory Aspect, the vampire has a number of points to spend on the enhancement of her adaptations equal to Auspex dots:

- For one point, the Gangrel applies a +1 modifier on any action that uses the adaptation. This can be applied multiple times spread out over multiple traits.
- For one point, the Gangrel can change the material of one of his smaller adaptations, like growing silver fangs or claws.
- For two points, the Vampire only needs three successes to achieve an exceptional success when rolling a Skill associated with his adaptation. If the adaptation doesn't have a specific Skill, choose one (with Storyteller approval).
- For three points, the Vampire gains the rote quality on a single (non attacking) Skill associated with his adaptation.
- For three points the vampire can change the material of one of his bigger adaptations, like having in Iron Carapace.

## *Forced March*

**(Celerity ••, Resilience ••)**

**Cost:** 2 Experiences

A product of Clan Gangrel's frequent need to cross large expanses of the wild before the sun catches up, this Devotion allows Kindred to move at top speed over long periods.

**Cost:** 3 Vitae

**Dice Pool:** None

**Action:** Instant

**Duration:** Hours equal to Resilience

**Effect:**

The vampire can move at the maximum Speed allowed by Celerity for the duration. Except for reflexive actions such as Perception, she can do nothing but move in this time. If the vampire stops for any reason, she must reactivate this Devotion. However, any potential assailants must match her Speed or else they have little chance of catching up to her.

## *Awaken the Horrid Form*

(Animalism •, Protean ••)

**Cost:** 2 Experiences

Some Gangrel learn to command the flesh of others like they do animals, pulling horrors from their victims' skins. A vampire must be touching her subject to use this Devotion.

**Cost:** 1 Vitae per adaptation (1 Willpower, optional)

**Dice Pool:** Dexterity + Crafts + Protean (only on willing subjects)

**Action:** Instant

**Duration:** 1 Hour

**Effect:**

**Success:** The Gangrel applies adaptations from Predatory Aspect to a human, ghoul, or another vampire, up to a limit of her Protean dots divided by two (rounding up). This does not have to be one of her own forms, but inflicting a form she doesn't know requires her to spend an additional Vitae. This effect stacks with any forms the subject can already access through Protean, but the vampire can't double up the same effects.

If the subject is a ghoul, the vampire can spend a Willpower to make his transformation permanent, but she cannot use this Devotion on him again unless to remove or swap out adaptations. If the vampire knows Uncanny Aspect, she can apply a single form from that Discipline for two Vitae.

**Exceptional Success:** The Gangrel grants a part of her essence to the subject, who counts as being twice-removed in terms of blood sympathy with her for the duration.

**Failure:** Nothing happens!

**Dramatic Failure:** If he's a vampire, the subject's Beast recoils at this alteration, and he enters frenzy with the Gangrel as his target. If a human or ghoul, he suffers cardiac arrest or another catastrophic medical event.

The vampire can have up to his Blood Potency dots in subjects affected by this devotion at a time.

## *Inner Rage*

(Animalism ••••, Resilience ••••)

**Cost:** 4 Experiences

In desperate situations, the Beast knows best, even if that means feeding its worse impulses. With this Devotion, the vampire can avoid mental coercion by letting out the mother of all frenzies.

**Cost:** 1 Willpower

**Dice Pool:** None

**Action:** Reflexive

**Duration:** Instantaneous

**Effect:**

When the vampire fails to resist Dominate, Majesty, Nightmare, or a Devotion requiring any of these Disciplines, she can activate this Devotion. Doing so causes her to ignore the effects of the Discipline or Devotion targeting her, but she enters frenzy as if she had dramatically failed to resist. She cannot ride the wave or otherwise influence this frenzy, even with the Coil of the Wyrms.

## *It Will Not Die*

(Resilience •••••)

**Cost:** 3 Experiences

Vampires are already difficult to kill, but this Devotion pushes a Lick's physical limit near invulnerability.

**Cost:** Varies

**Dice Pool:** None

**Action:** Reflexive

**Duration:** Instantaneous

**Effect:**

If the vampire hasn't spent willpower on this turn, he can spend one or more Willpower (as much as he wants) dots to ignore an equal number of Health levels of any damage type. In addition, once per scene, if she would fall to torpor for any reason, he can spend a Willpower point to remain active for a number of additional turns equal to Resilience. However, even if damage in the character's last Health box is healed in these turns, he will still enter torpor when the duration expires.

This Devotion does not function against damage dealt by fire, sunlight or personal banes.

## *Regeneration*

(Protean •••••, Resilience •••••)

**Cost:** 5 Experiences

Elders of Clan Gangrel are rumored to exist beyond the reach of Final Death, shrugging off grievous wounds like sweat. Many of these tales are just that — tales — but some Savages know ways to deal with injuries their Kindred don't.

**Cost:** 1 Will to activate devotion for the scene, 5 Vitae per wound

**Dice Pool:** None

**Action:** Instant

**Duration:** Scene

**Effect:**

The vampire activates the devotion which allows him for the scene to heal any number of aggravated damage she has without resting, manually pressing her flesh back together through painful, ad hoc surgery.

## Wall of Fire

(Movement of the Mind ••, Lure of Flames •••••)

**Cost:** 3 Experiences

Instead of creating a huge block of flames, the Thaumaturge creates a wall of Fire

**Cost:** 1 point of Blood OR 1 Point of Willpower

**Dice Pool:** None

**Action:** reflexive, taken when Lure of Flames is cast

**Duration:** 1 turn per success

**Effect:**

By spending 1 Point of Blood, the vampire creates a wall of fire of seven straight adjacent hexes. (hexes can be funny, but you try your best to make a straight line). But, if a Willpower is spent instead of a Vitae, the Thaumaturge is able to dig deeper and create a bigger wall of 10 straight adjacent hexes.

## Movement of the Thought

(Path of the Focused Mind ••, Movement of the Mind •••)

**Cost:** 3 Experiences

The Thaumaturge is able to master his powers over himself, allowing him to carry extra weight, and even conjure his magic on a whim for the purpose of maintaining stability

**Cost:** 2 Point of Blood total

**Dice Pool:** none

**Action:** Reflexive

**Duration:** Instantaneous

**Effect:**

This devotion allows the Thaumaturge to cast Movement of the Mind reflexively for the purposes of avoiding falls and knockdowns. It also makes so when the caster invokes Movement of the Mind, he can ignore his own weight when considering the maximum weight he can lift with his powers.

## Cleansing Impression

(Obfuscate ••, Auspex •••)

**Cost:** 2 Experiences

Obfuscate is an excellent tool for keeping people from spying on you, but it's less useful when your property can be convinced to give up your secrets. After all, a secret is only as good as its protection.

**Cost:** 1 Willpower

**Dice Pool:** Intelligence + Stealth + Auspex

**Action:** Instant

**Duration:** Instantaneous

**Effect:** Every unliving object within 10 feet is cleansed of psychic impressions. For each additional success, that radius increases by five feet.

## Immutable Mind

(Dominate •, Resilience •)

**Cost:** 1 Experience

The moment a Ventruel learns that it's possible to scrub clean memories with Dominate, he almost always has an uncomfortable realization: "That could have been used on me!" This is unacceptable, and in the typical Carthian can-do spirit, a Devotion has been developed to cope with it.

**Cost:** 1 Willpower

**Dice Pool:** none

**Action:** Instant

**Duration:** Scene or 1 hour

**Effect:**

While a character is protected by Immutable Mind, attempts to use Dominate on the character are hindered by the character's own mastery of Dominate. If the roll is contested, the defender with Immutable Mind gets to add his rating in Dominate to his attempts to resist.

## Stalwart Heart

(Majesty •, Resilience •)

**Cost:** 1 Experience

No one likes being played for a chump, and this is doubly true of those who are in the habit of playing others for chumps. The Discipline of Majesty is a magnificent chumping tool. It was inevitable that some Toreador would try and turn its powers inward, to maintain emotional integrity, instead of using Majesty to erode the integrity of others.

**Cost:** 1 Willpower

**Dice Pool:** none

**Action:** Instant

**Duration:** Scene or 1 hour

**Effect:**

While a character is protected by Stalwart Heart, attempts to use Majesty on her are hindered by the character's own mastery of Majesty. If the roll is contested, the defender with Stalwart Heart gets to add her rating in Majesty to his attempts to resist.

Stalwart Heart protects even when there's no active roll. With Awe, for example, it forces a Clash of Wills between both Vampires' Majesty.

## Dauntless Spirit

(Nightmare •, Resilience •)

**Cost:** 1 Experience

Once the Carthians developed Devotions to help resist the lordly scepter of Dominate and the allure of Majesty, it seemed only sensible to find something that worked on the fearsome effects of Nightmare.

**Cost:** 1 Willpower

**Dice Pool:** none

**Action:** Instant

**Duration:** Scene or 1 hour

**Effect:**

While a character is protected by Dauntless Spirit, attempts to use Nightmare against him are hindered by the character's own mastery of Nightmare. If the roll is contested, the defender with Dauntless Spirit gets to add his rating in Nightmare to his attempts to resist.

## *Shout*

(Celerity •, Dominate ••••)

**Cost:** 3 Experiences

Celerity was the next physical discipline to be combined with Dominate. As would be expected, the power created a quickening effect. Strangely, the power only works when the Kindred user is speaking at full volume.

**Cost:** 1 Vitae

**Dice Pool:** None

**Action:** Reflexive

**Duration:** Scene or 1 Hour

**Effect:**

There are two effects for this power, first it makes so Eye contact is not necessary when using Mesmerize, but the target's name must be mentioned if eye contact is not established.

Also, This power allows Mesmerize to be used as a reflexive action once per target, at the cost of 1 Vitae per activation (but no more than one target per round). Any instructions must be bellowed loudly, or the power fails.

## *Ignore*

(Dominate •, Resilience •)

**Cost:** 1 Experience

Only the master of Dominate was able to produce a useful power in combination with Resilience. Once developed, this power granted him an unshakable supernatural will, and an unmatched dedication to purpose.

**Cost:** 1 Willpower

**Dice Pool:** none

**Action:** Reflexive

**Duration:** Against one roll

**Effect:**

Instead of the normal +2 resistance bonus for a Willpower expenditure, this power adds 2 + Resilience to the appropriate resistance Attribute when activated. It can be activated in response to any effect that would be resisted with Resolve or Composure, including mundane social rolls.

## *Iron Dogma*

(Majesty ••, Resilience •••)

**Cost:** 1 Experience

The vampire makes her words ring true in the victim's ear long after she's departed his company.

**Cost:** 1 Vitae

**Dice Pool:** None

**Action:** Reflexive

**Duration:** Instantaneous

**Effect:**

The vampire must first inflict the Charmed Condition on the victim within the same scene.

Magnifying the effect of Confidant, the victim now views the vampire's opinions, arguments, and beliefs as intrinsically true, and is impossible to convince otherwise. As long as the Charmed Condition lasts, all attempts to persuade the victim of the vampire's lies suffer her Majesty dots as a penalty. Halve this penalty (rounding up), if the victim is presented with direct evidence, such as video or photos.

## *Gaze of the Unthinkable*

(Nightmare •••••)

**Cost:** 3 Experiences

Some members of Clan Nosferatu have seen the true dark and been changed by it forever. They know what horrors wait in the depths, and sometimes they share these "insights" with their prey.

**Cost:** 2 Vitae

**Dice Pool:** Presence + Occult + Nightmare – Resolve

**Action:** Instant

**Duration:** Instantaneous

**Effect:**

To use this power, first the vampire must have inflicted the Frightened Condition on her victim.

**Success:** The vampire shows the victim horrors beyond comprehension, utterly demoralizing him and inflicting one point of Willpower loss per success.

**Exceptional Success:** The vision of horror is so complete that the victim also gains the Fugue Condition for the rest of the night.

**Failure:** The victim's mind is no worse for wear.

**Dramatic Failure:** The vampire has looked too closely into dark places, and it echoes in her mind. She gains the Frightened Condition.

## *Hell Beast*

(Animalism ••, Nightmare •, Vigor ••)

**Cost:** 3 Experiences

The Haunts spread their curse even to their lackeys, and in a beast, this is especially advantageous. With this Devotion, a Nosferatu can infuse a familiar with her own rot, gaining a familiar much better suited to its mistress.

**Cost:** 1 Vitae

**Dice Pool:** None

**Action:** Reflexive

**Duration:** As with Raise the Familiar



**Effect:**

When the vampire uses Raise the Familiar, he spends an additional Vitae (included in the cost).

The Nosferatu enhances her familiar. It gains a point of Size, stretching its dead skin against protruding bone and gnarled muscle, and distributes half the vampire's Blood Potency among Strength, Dexterity, and Stamina (rounding up). Furthermore, it adds the Haunt's Nightmare dots to its Intimidation Skill, even if that would raise the trait above its maximum. The creature also permanently benefits from the effect of Dread Presence, though the illusions it conjures up are cruder than those of a vampire. The Nosferatu herself is immune to this effect.

The vampire must renew this Devotion along with Raise the Familiar. If not, the corpse's form collapses in on itself, and cannot be resurrected.

If the vampire knows Undying Familiar (Vampire, p. 148), she can spend an additional Vitae when using that Devotion to assure her ghoul immediately rises as a hell beast if it dies in a violent encounter.

If the vampire knows Face in the Crowd, she can spend an additional Experience into this Devotion to imbue the creature with that effect, causing mortals to ignore its monstrous appearance until it attacks.

## *Iron Façade*

(Nightmare • , Obfuscate ••, Resilience •)

**Cost:** 2 Experiences

Appearances are everything, and even a meek Nosferatu can leverage his inherent horror into a bit of breathing room.

**Cost:** 1 Vitae

**Dice Pool:** None

**Action:** Reflexive

**Duration:** Scene

**Effect:**

For the rest of the scene, any wounds the vampire takes do not appear on his body, no matter how grievous; even severed limbs seem to hold together. The vampire doesn't gain any physical advantage, but it's an easy way to demoralize foes.

Furthermore, the first time the vampire uses Resilience in the scene, witnesses must succeed on a reflexive Resolve + Composure – Nightmare + Blood Potency roll before attacking him. On a failure, they lose the 10-again quality on attacks against the Nosferatu, for the rest of the scene.

## *True Form*

(Nightmare ••••• , Obfuscate ••••, Vigor ••••)

**Cost:** 5 Experiences

The vampire takes the true form of its beast, which might be too much for mortal minds to withstand.

**Cost:** 1 Willpower

**Dice Pool:** Strength + Brawl + Nightmare – number of mortals in the fight

**Action:** Instant

**Duration:** Instantaneous

**Effect:**

**Success:** The vampire becomes a thing of terror, leaving her victims utterly defenseless. She kills a number of mortals equal to successes on the activation roll. And all the other mortals are stunned for 1 round. "Mortal" is anyone without a Supernatural Tolerance trait. For example, a Nosferatu can't kill ghouls with this Devotion, even though their Blood Potency trait is zero. Furthermore, if any of her victims are armed with fire, they are exempt from her wrath.

**Exceptional Success:** In addition to a tremendous body count, any surviving mortal in the scene who is not allied with the vampire is Beaten Down.

**Failure:** The vampire misjudges her human opponents and is in for a violent reply.

**Dramatic Failure:** The vampire is overcome with a profound remorse, suffering the Guilty Condition.

Using True Form, even on a failure, is a breaking point at Humanity 1 and higher.

## *Terrible Will*

(Resilience ••, Nightmare •••)

**Cost:** 2 Experiences

Originally a creation of Carthian Haunts, this Devotion keeps Firebrands from succumbing to the terrors of their elders.

**Cost:** 1 Willpower

**Dice Pool:** None

**Action:** Reflexive

**Duration:** Scene

**Effect:**

The vampire is immune to the effect of Dread Presence, or similar passive powers of fear. Any rolls to use Nightmare against her are penalized by Resilience dots. Immunity to Dread Presence extends to enhancing any higher tiers of Nightmare.

## *Ripples in Still Water*

(Majesty •, Nightmare •)

**Cost:** 1 Experience

Existing with dulled emotions means any sudden flair of feeling is inherently suspicious, and this Devotion allows vampires to identify who is trying to manipulate them.

**Cost:** 1 Vitae

**Dice Pool:**

**Action:** Instant

**Duration:** Scene

**Effect:**

The vampire gains a heightened awareness of her own emotional state. Whenever she resists a supernatural power meant to manipulate her emotions (Majesty, Nightmare, etc.), if she fails the contested action but achieves at least one success on the roll, she becomes aware that she's being manipulated. If she wins the contested action to resist, she also becomes aware of the source of the influence if it wouldn't normally be obvious. Note that this knowledge does nothing to counter the effects of a power, but it may grant some leeway in how the vampire reacts to it.

## *Silence of Depths*

(Vigor ••, Majesty ••• or Nightmare •••)

**Cost:** 2 Experiences

By embracing the coldness in her soul, the vampire can use it like armor against emotional attack, giving the impression she has no feelings to manipulate at all.

**Cost:** 1 Vitae

**Dice Pool:** None

**Action:** Reflexive

**Duration:** Instantaneous

**Effect:**

Whenever the vampire is the victim of a supernatural power that would alter her emotional state, she can activate this Devotion to add Majesty or Nightmare to the resistance roll. Alternatively, she can add this Discipline as a bonus to lashing out to break effects like Awe or Dread Presence.

## *Drowned in the Depths*

(Majesty •••, Nightmare •••)

**Cost:** 2 Experiences

The vampire can use the emptiness of her heart as an echo chamber, reflecting attempts to influence her back upon her would-be manipulator.

**Cost:** 1 Willpower

**Dice Pool:** None

**Action:** None

**Duration:** Instantaneous

**Effect:**

The vampire must successfully resist an effect with Silence of Depths.

The effect is the same as Silence of Depths, except that if the vampire wins the contested roll to resist, she reflects the power back upon the aggressor. The originating character is subject to all the effects of a regular success of whatever power they were attempting to use on the vampire, with her as the focus of any Conditions such as Charmed or Frightened.

## *As I Do*

(Majesty •, Vigor ••)

**Cost:** 1 Experience

**Cost:** 1 Vitae

**Dice Pool:** None

**Action:** Reflexive

**Duration:** 1 Turn

**Effect:**

The vampire can activate this Devotion during any physical action. Doing so grants a bonus equal to Blood Potency to anyone attempting the same action in the scene on their next turn, provided they saw the vampire's original action.

## *Beautiful but Deadly*

(Celerity ••, Majesty ••)

**Cost:** 2 Experiences

With this Devotion, a vampire can exert her glorious mien over an opponent, disrupting his violent intent through sheer magnificence.

**Cost:** 2 Vitae

**Dice Pool:** Presence + Expression + Majesty – Composure

**Action:** Instant

**Duration:** 1 or 2 turns

**Effect:**

**Success:** The victim's concentration is shot. He takes a penalty on his next Physical action equal to successes.

**Exceptional Success:** The penalty applies for two actions.

**Failure:** The victim appreciates the vampire's beauty but isn't dissuaded.

**Dramatic Failure:** The vampire's perfection misfires and sends her subject into a destructive rage. He takes the 8-again quality on his next violent action.

## *Haymaker*

(Vigor ••••)

**Cost:** 2 Experiences

It's not always about knocking them down; sometimes, it's about knocking them away.

**Cost:** 2 Vitae

**Dice Pool:** None

**Action:** Reflexive

**Duration:** Instantaneous

**Effect:**

The vampire hits her opponent with such intense concussive force that he goes flying. For each success on the attack roll, the victim is thrown back a meter. He takes an additional (Vigor) as damage if he hits something hard: bashing if it would break and absorb some of the force and lethal if it wouldn't. The victim is considered Knocked Down if this damage exceeds his total Stamina (Chronicles of Darkness, p. 285). If the victim was grappling someone, the grapple ends.

## Ring the Bell

(Vigor ••, Majesty • or Nightmare •)

**Cost:** 1 Experience

With this Devotion, the vampire can land a devastating blow, dazing her victim and shaking his confidence.

**Cost:** 1 Vitae

**Dice Pool:** None

**Action:** Reflexive

**Duration:** Instantaneous

**Effect:**

The vampire activates this Devotion as she makes a successful Brawl or Weaponry attack.

The victim goes reeling from a successful attack, taking a penalty to their Initiative score equal to damage dealt for the rest of the scene. This Devotion can only be successfully applied to a victim once per scene.

## Monstrous Awakening

(Auspex •••, Vicissitude •••, Vigor ••)

**Cost:** 5 Experiences

The Tzimisce's mastery of their ghouls is not just tradition: it's one of their greatest strength. This Devotion allows a Tzimisce to enhance any ghouls who have recently consumed his Vitae, his enemies realizing too late that the thing they face is not just a normal ghoul or Szlachta, but an horrendous aberration.

**Cost:** 1 Willpower and 2 Vitae per Subject

**Dice Pool:** None

**Action:** Instant

**Duration:** 1 Night

**Effect:**

In a special ritual, the Tzimisce spends a Willpower and then feeds each of his ghouls two Vitae. This does not add to their reserves. Instead, the blood takes the form of a slithering worm that wriggles down their throats, transforming them into nightmarish creatures.

The Tzimisce adds his Vicissitude dots to a ghoul's Physical Attributes or Size, distributing them as he wishes. Alternatively, he can grant the creature a point of general armor for every two dots. These mutations can raise a creature's Attributes above 5, but they suffer a lethal damage per excess dot when the Devotion ends, as their body collapses from the strain.

The physical effect of this transformation is terrifying and grotesque: bones elongate and reshape to allow greater speed, muscles swell to unnatural proportions, and flesh thickens to absorb impacts.

For the duration, the Tzimisce can see through the eyes of his affected ghouls and direct them telepathically, and can coordinate devastating strikes on his enemies. As an instant action, the vampire can designate a number of affected ghouls equal to his Blood Potency to act in concert. For one turn, these thralls ignore a single victim's Defense equal to the vampire's Auspex dots.

## Copycat

(Quimeirismo ••••)

**Cost:** 2 Experiences

A devotion initially developed by Ravnos to fuck around with Toreador vampires during big events.

**Cost:** 2 Vitae and 1 Willpower

**Dice Pool:** None

**Action:** Instant

**Duration:** Night

**Effect:**

The vampire eyes a target within 10 meters and copies her appearance onto the victim, creating an illusory duplicate. The two are identical twins down to the very last stitch of clothing, and this can even fool technology. If the victim is mortal, he exhibits the exact same signs of vampirism as the Ravnos herself, including a lack of heart rate or breathing.

Should the vampire do something to change her own features before the end of the night, such as cutting her hair off or using the Blush of Life, she can choose if this affects her victim as well.

If the Victim is a supernatural being, a Clash of wills between the Ravnos Quimerismo and the victims highest discipline (or similar stat for other supernatural beings) must occur.

## Cutting the Strings

(Obfuscate ••, Auspex ••)

**Cost:** 3 Experiences

Malkavians are diviners and seers, especially when it comes to their own destinies. With this Devotion, they remove themselves from the threads of fate.

**Cost:** 2 Vitae and 1 Willpower

**Dice Pool:** None

**Action:** Instant

**Duration:** Night

**Effect:**

While this Devotion is active, the vampire is aware of any attempts to use Auspex on her, or any other supernatural divinations. Any readings trigger a vision of the aggressor. She can spend a Vitae to reflexively lash out at this effect, but the aggressor can choose to respond if he is Kindred, or if he has access to an effect that's similar to the Predatory Aura.

## *Out of Sight, Out of Mind*

(Dominate ••••, Obfuscate •••••)

**Cost:** 5 Experiences

As the vampire leaves an area, the memory of her presence follows shortly after.

**Cost:** 1 Vitae and 1 Willpower

**Dice Pool:** Manipulation + Stealth + Obfuscate vs. highest Resolve + Blood Potency (watch for modifiers)

**Action:** Instant

**Duration:** Instantaneous

**Effect:**

The vampire must smear a point of Vitae (included in the cost) in a central point in the area before the end of the scene.

**Success:** The vampire activates this Devotion as she leaves an area. If successful, everyone in the scene forgets she was ever present, gaining the False Memories Condition. All traces of her passing erode: security tapes glitch, written materials vanish or are inexplicably destroyed, and superficial damage to the environment is displaced onto another phenomenon (maybe it was local hoodlums who vandalized the prince's classic car). Even someone physically harmed by the vampire will be hard pressed to remember what she looked like, defaulting to their own personal prejudices and assumptions. The vampire can choose to exempt specific individuals or items from this Devotion.

**Exceptional Success:** The power of the vampire's Obfuscate wipes away all physical records of her presence, including superficial damage or alterations she inflicted on material items. Any item she damaged but did not destroy "forgets" that it was ever harmed. Scratches and chips replace themselves, paint fades from walls, and cracked glass repairs itself. This does not affect dead or living creatures, who retain any damage inflicted.

**Failure:** The vampire is exactly as memorable as normal.

**Dramatic Failure:** The vampire internalizes her attempt to be forgotten and instead loses her own memory of the previous scene. She suffers the Confused Condition.

**Sample Modifiers:** Groups greater than five (–1), groups greater than ten (–2), groups greater than 20 (–3), the vampire did significant damage or violence in the scene (–5).

## *Shadow in the Land*

(Vigor ••••, Auspex •••••)

**Cost:** 5 Experiences

Rumored to be the creation of the Prince of Budapest, this rare Devotion allows a vampire to bring her Twilight form into the physical world.

**Cost:** 1 Vitae and 1 Willpower

**Dice Pool:** None

**Action:** Instant

**Duration:** Scene

**Effect:**

The vampire's Twilight form manifests in the material world as a translucent ghost. She can't touch or manipulate things, but she can inflict any mental or social Discipline she knows as long as it doesn't require her to spill blood. Others cannot affect her with Disciplines or attacks unless they have the means to do so on ephemeral beings. The vampire can return to Twilight with an instant action.

## *Entombed Visitor*

(Protean •, Vigor •)

**Cost:** 1 Experience

When melding into the earth, the vampire is able to take a willing up to size 5 creature with him.

**Cost:** 1 Vitae

**Dice Pool:** None

**Action:** Reflexive when using Protean 1

**Duration:** Instantaneous

**Effect:**

The Kindred must be touching the willing creature that's to accompany them into their Unmarked Grave for the duration, and spend the extra Vitae upon activating it to use this Devotion. The creature does not need to eat, drink, or breathe for the duration they're kept within the Kindred's grave.

## *Fallen Friend*

(Animalism ••, Dominate ••)

**Cost:** 2 Experiences

Sometimes, animal companions aren't quite enough to act as the servant a Kindred needs. This Devotion allows them more humanoid assistance.

**Cost:** 1 Vitae

**Dice Pool:** None

**Action:** Instant

**Duration:** As Raise the familiar

**Effect:**

This works as Raise the Familiar, but can target a drained humanoid instead of an animal. This is a dangerous prospect, however, as the normal effects of Vitae on a human corpse can take effect; at Storyteller discretion, should the Devotion end without the corpse being thoroughly destroyed, it may raise as a Revenant the following night.



## *Forbiddance*

(Resilience ••, Obfuscate ••••)

**Cost:** 4 Experiences

The Kindred blankets an area with an invisible force that makes it physically impossible to pass into or through the affected space.

**Cost:** 3 Vitae and 1 Willpower

**Dice Pool:** None

**Action:** Several Instant Actions around the perimeter

**Duration:** 1 week per dot of Blood Potency

**Effect:**

For the duration of the Devotion, an invisible barrier entirely prevents anyone from physically entering the affected area. Mortals lacking an awareness of the supernatural will misremember this as having other difficulties getting into the area, but supernatural creatures will generally be fully aware of the unnatural nature of it.

Using other powers to get into the protected space provokes a Clash of Wills against the Kindred; if the offender fails, they still cannot find their way inside, and may not use the same power to try again for the rest of the night. The barrier does affect Twilight, but is not solid to mental projections, nor does it extend into other realms like the Shadow (unless the vampire uses it there to begin with)

## *Immutable Body*

(Resilience •••• or Protean •••• or Vicissitude ••••)

**Cost:** 2 Experiences

Kindred that have either learned to either solidify their body to a masterful degree or to completely shift their physical form sometimes manifest this Devotion, which makes it difficult to cause any sort of physical change to them.

**Cost:** 2 Vitae

**Dice Pool:** None

**Action:** Reflexive

**Duration:** Instantaneous

**Effect:**

By spending 2 Vitae any time a supernatural effect would change the character's body (whether shapeshifting, imposing physical Tilts, or degrading her attributes), the Kindred may roll a Clash of Wills to prevent or reverse the change. She automatically knows the effect is being attempted, and what it will do to her body, even if she decides not to spend the vitae, though has no knowledge of what's causing it by default. This power is activated after any other form of innate defense allowed, such as contesting a Discipline or withstanding a mage's spells.

## *Inspire Courage*

(Majesty •, Vigor •)

**Cost:** 1 Experience

Bathing their allies in an aura of energetic warmth and reassurance, the Kindred inspires a strength of will and urge to press onward.

**Cost:** 1 Vitae

**Dice Pool:** None

**Action:** Instant

**Duration:** Scene

**Effect:**

Any of the Kindred's allies that are capable of seeing them upon activation of this Devotion gains the Inspired condition related to that encouragement, which fades at the end of the scene if not utilized.

## *Mobile Grave*

(Protean •, Vigor •, Celerity ••)

**Cost:** 2 Experiences

**Cost:** 1 Vitae

**Dice Pool:** None

**Action:** Instant

**Duration:** Scene or 1 Hour

**Effect:**

This Devotion can be activated when the Kindred is using Unmarked Grave. For the rest of the scene, they can move at half their normal speed through any substance they've spent enough Vitae to sink into, although must still rely on little more than their Kindred Senses for navigation.

## *Momentary Projection*

(Auspex ••••)

**Cost:** 2 Experiences

With a brief projection of the Kindred's senses, he's able to get a glimpse around corners, at differing angles, or to otherwise get a wider picture regarding their current location.

**Cost:** 1 Vitae

**Dice Pool:** None

**Action:** Reflexive

**Duration:** 1 Turn

**Effect:**

Upon activation, the Kindred is able to project their senses (all of them) briefly to another spot within their current sensory range. For the duration, they're able to see/hear/smell/touch/taste as if they were in that new spot, allowing them to do things like invisibly peer around corners, check the cell phone of someone making secretive texts, or "taste" a stain of blood on the wall without going over and actually licking it.

Note that the Kindred can repeatedly activate this each turn to jump to a new place within their "projected" sensory range.

## Psychic Vampirism

(Auspex ••••, Nightmare •••••)

**Cost:** 4 Experiences

Rather than needing to sink your fangs directly into someone's veins, you can tap into the power of their mind and life force directly, draining a bit of their mental vigor from them and leaving them shaking and paranoid in the process.

**Cost:** 2 Vitae

**Dice Pool:** Manipulation + Empathy + Nightmare - target's Composure.

**Action:** Instant

**Duration:** Instantaneous

**Effect:**

The Kindred is able to take 1 point of Willpower from the victim per two successes scored on the roll, and gain half of that for their own pool, up to their normal maximum. The target also gains the Spooked condition, with the vampire as the subject of its focus. On an exceptional success, this becomes Obsessed, instead.

## Telepathic Command

(Dominate •, Auspex ••••)

**Cost:** 3 Experiences

Eye contact and deliberate speech aren't always as easy as Kindred would like, but this Devotion allows for a more direct ability to take command of another's mind.

**Cost:** 1 vitae

**Dice Pool:** None

**Action:** Reflexive, when dominate is used

**Duration:** Instantaneous

**Effect:**

When activating any of the first four levels of Dominate, this Devotion can be used to negate the need for eye contact and spoken words, as the commands are sent telepathically to the target. This is especially useful for The Lying Mind, as the Kindred can project a memory of their own or the full, fabricated details in a few short moments as a single "thought," rather than spending minutes or longer describing each aspect of it.

## Territorial Advantage

(Resilience •, Animalism •••••)

**Cost:** 3 Experiences

Not only is the master of Animalism lord of their domain, but the domain itself is reinforced and strengthened by them, making it that much more difficult to break through their defenses uncontested.

**Cost:** +1 Vitae

**Dice Pool:** None

**Action:** Reflexive

**Duration:** As Lord of the Land

**Effect:**

By spending an extra point of Vitae when activating Lord of the Land, the Kindred's own resilient nature can be infused into it, providing further protection. For the duration, any supernatural attempt to spy on, enter the territory uninvited, or damage the area is met with a Clash of Wills; if the Kindred wins, the power fails utterly and cannot be attempted again in the same night. The vampire is also instantly made aware of the attempt, although is provided no details about the offender.

## Arcane Sight

(Auspex ••, Coil of Zirnitra • or any Blood Sorcery •)

**Cost:** 2 Experiences

By aligning their Beast's senses with the workings of magic and mystic energy instead of the secrets and weaknesses of their prey, the Kindred becomes able to study the weave of the supernatural.

**Cost:** 1 Vitae

**Dice Pool:** None

**Action:** Instant

**Duration:** Scene

**Effect:**

By spending a point of Vitae, the Kindred activates this power. At a glance, they become able to see any "active" supernatural effect on a person, location, object, or area within range of their perceptions, seeing it as a sort of subtle "glow." By focusing on such an effect, the Kindred may scrutinize the magic itself with Uncanny Perception or Spirit's Touch (as appropriate to whether it's on a person/other being, or an object/location); this is activated normally for that level, but the Kindred becomes able to ask questions directly related to supernatural effects.

**Sample Questions:**

- Is this magic innate or external to the subject/object? A vision of a hooded figure casting a spell upon the subject. The sound of the target's blood flowing into the effect.
- What sort of supernatural power is this? The smell of Vitae dripping from an open wound. The glowing Nimbus of the Mage who cast it. The feel of ectoplasm stringing itself around the skin.
- What does this effect do? The sensation of a resistive aura of force surrounding the subject. The creeping feeling of adoration for the power's user. The feeling of the user's eyes seeming to pierce into your soul.
- Was this effect created by someone whose effects I've studied before, and if so, who? A brief vision of the target. An impression of a Mage's signature nimbus. A familiar voice whispering in your ear.

Noticing any effect meant to conceal, trick, or veil requires a Clash of Wills, though once noticed no Clash is required to study it with Auspex unless it veils the nature of the information being sought.

## *Theft of Magic*

**(Dominate ••, Blood Sorcery ••••)**

**Cost:** 3 Experiences

By aligning oneself to the nature of Blood Sorcery, the Kindred is able to take control of an existing ritual as if it were cast by them.

**Cost:** 4 Vitae

**Dice Pool:** Manipulation + Occult + Blood Sorcery, vs. caster's Resolve + Blood Sorcery + Blood Potency

**Action:** Instant

**Duration:** Permanent

**Effect:**

**\*\*Dramatic Failure:** \*\*The Kindred ends up fixated on their own thought, gaining the Obsessed condition for a scene (not counting as Persistent).

**Failure:** The Kindred fails to capture the ritual's effects.

**Success:** The Kindred targets a sorcerous effect that they're aware of, whether through an obvious visual effect, uses of Auspex, or otherwise. If the original caster fails to contest, the Kindred takes over the magic, as if they had cast it themselves; they may or may not choose to "retarget" it as appropriate, on new targets that fit the original criteria of the ritual in question. For instance, if taking over the "Feeding the Crone" ritual from an Acolyte, the Kindred could take on the maw of horrid teeth, stealing it from the original caster.

**Exceptional Success:** The duration of the effect, if applicable, "resets" as if it had just been cast. At Storyteller discretion, an Elder developing this Devotion may be able to target other forms of magic that resonate with the Blood Sorcery that fuels the Devotion.

## *Defy the Physical*

**(Vigor or Praestantia •, Celerity •••••)**

**Cost:** 5 Experiences

This potent Devotion allows the Kindred's movement to go unimpeded when aided by Celerity.

**Cost:** 2 Vitae

**Dice Pool:** None

**Action:** Reflexive

**Duration:** 1 turn

**Effect:**

Two additional Vitae are spent when using Celerity to move quickly, in order to allow the Kindred's speed to increase to the point of simply ignoring physical boundaries. For the affected turn, no physical impediments stop the Kindred from moving, including gravity; like with the normal activation, the Kindred moves so quickly they seem to just appear at their destination, but it's almost as if reality itself is tricked too.

This can also get the Kindred past supernatural boundaries if they win in a Clash of Wills against the defending power (such as the Forbiddance Devotion or a mage's Ban).

## *Aura of Accursed Rage*

**(Animalism •••, Majesty or Dementation ••)**

**Cost:** 1 Experience

This power which allows the vampire to let his Beast bleed outward into the world around him, inspiring rage and anger like his own bloody frenzies in all around him.

**Cost:** 1 Vitae

**Dice Pool:** Presence + Intimidation + Animalism vs Resolve + Composure + Blood Potency

**Action:** Instant

**Duration:** Scene

**Effect:**

This power affects all vampires and mortals within range of the character's sight, and may continue to affect characters who have left the vampire's presence for the remainder of the night.

Any vampire who wins the roll against the user of this power is not affected, but won't know something tried to influence him (unless he has specific powers that allows him to do this). Vampires who fail to resist will feel angrier, with Rolls to resist frenzy made with -3 dice for the duration of the night. But they may pay 1 Willpower point to let the angry go and have the effect last only for the scene.

Mortals lack their own's beast to fight this power so if they fail to resist they will join the action happening on the moment, likely following a herd mentality, causing damage and getting into fights that are happening. This power will last as many nights in mortals as the vampire Blood Potency, and while affected they might join any ruckus happening around.

## *Aura of Inescapable Truth*

(Dominate ••••, Majesty ••••)

**Cost:** 4 Experiences

By mastering the control of heart and mind, a Ventrue is able to demand only the truth out of it's peers.

**Cost:** 1 Vitar and 1 Willpower

**Dice Pool:** Manipulation + Empathy + (Majesty or Dominate) vs Resolve + Composure + Blood Potency

**Action:** Instant

**Duration:** Scene

**Effect:** With this power, those that fail to resist and are in the vampire's presence must speak only the truth. Characters attempting to lie find themselves unable to speak. The truth for this power depends on the speaker; a character may impart untrue information that they believe to be true, but may not deceive a listener. The power is quite obvious in its effects, and a character may opt to leave the vampire's presence.

## *Bird in Ear*

(Animalism ••, Quimeirismo ••)

**Cost:** 1 Experience

The Ravnos developed this power in order to better communicate between distant jati. The vampire imbues a message in a small animal who then carries the message to its intended recipient, relaying it in the vampire's own voice.

**Cost:** 1 Willpower

**Dice Pool:** None

**Action:** Instant

**Duration:** 1 day per Blood Potency

**Effect:** The player spends one Willpower point to imbue the message in a small animal. The animal can be any creature, but if it must travel long distances, a bird is best. The Ravnos speaks the message he wants carried to the animal and commands it with his will to deliver the message to his intended recipient. The vampire must have a clear image in his mind of who the animal must find. When the animal arrives at its destination, the message is delivered as the vampire spoke it, the illusion of his voice emanating from the animal.

Once the power is used, the animal has a number of days equal to the Ravnos Blood Potency to find its designated recipient and deliver the message, otherwise the compulsion fades and the message is lost.

## *Eye of Unforgiving Heaven*

(Auspex ••••, Obeah •••• or Valeren ••••)

**Cost:** 4 Experiences

The Salubri's third eye opens impossibly wide, burning an incandescent gold color. The orb is a reflection of the Salubri's inner virtue, but manifests as the sun at zenith, illuminating the area and searing undead flesh.

**Cost:** 1 Willpower and 1 vitae to activate

**Dice Pool:** Humanity (only Humanity)

**Action:** Instant

**Duration:** Successes

**Effect:** The vampire stares in the general direction he wishes the power to illuminate, while spending one point each of blood and Willpower. He then rolls Humanity. Success causes the Cainite's third eye to open and glow, shedding light as direct sunlight and inflicting damage per turn to all vampires in line of sight as per their exposure. As the power's light emits as radiance rather a beam, it cannot discriminate between friend or foe. The Salubri isn't immune to his light, also suffering damage every turn. Any such wounds suffered manifest as bloody tears weeping from the third eye.

The sunlight will last for 1 turn per success on the humanity roll, but the Salubri must pay 1 Vitae each turn as long as the light shines.

## *Glare of Lies*

(Auspex ••, Obeah or Valeren •)

**Cost:** 1 Experience

The third eye opens, then narrows in close scrutiny. The Salubri's eye begins to discern truth and deception as easily as light scattered from a crystal. Lies become obvious to the third eye's sight, allowing a perceptive Salubri to easily come to judgment.

**Cost:** 1 Willpower

**Dice Pool:** none

**Action:** Instant

**Duration:** Scene

**Effect:**

Any lies told in the Salubri's presence must succeed on a contested Manipulation + Subterfuge roll against the Salubri's Wits + Empathy + Auspex. Success means the subject lies. If the Salubri wins, she recognizes the deception. She cannot, however, sense subtler deceptions such as omissions or half-truths.



## *Guardian Vigil*

(Auspex •, Dementation •, Celerity •)

**Cost:** 2 Experiences

Developed by a Malkavian fleeing his persecutors, Guardian Vigil allows the Cainite a lasting preternatural danger sense. He cannot be surprised or ambushed by those that would assail him.

**Cost:** 1 Willpower and 1 Vitae

**Dice Pool:** None

**Action:** Instant

**Duration:** Night / until used

**Effect:** For the remainder of the night, the character cannot be ambushed or surprised by mundane methods. Any non-supernatural stealth attempts against him fail automatically. Against Obfuscate and other such abilities, make a Clash of Wills. If Guardian Vigil alerts the character, he's assumed to have the highest initiative for the first turn of a combat. After the first turn, he must roll his initiative.

This power only protects against the first such ambush in a given night. The character may re-activate Guardian Vigil for another blood point and Willpower point. Additionally, he may activate it directly before slumber in order to benefit from its protections during the day.

## *Retain the Quick Blood*

(Celerity ••, Quietus •••)

**Cost:** 3 Experiences

Assamite Warriors who have achieved some mastery over both Celerity and Quietus have learned how to hone their blood to more efficient means.

**Cost:** 1 Willpower and 1 Vitae

**Dice Pool:** None

**Action:** Reflexive

**Duration:** Scene

**Effect:** With this power, any blood spent to activate celerity powers (including devotions where Celerity requirements is higher than other disciplines) will be refunded at the end of the vampire's next turn.

## *The Rod Raw Rending*

(Resilience •, Vigor •)

**Cost:** 2 Experiences

This power was developed by a Germanic Ventrue posing as a Brujah. Since he wasn't as proficient with Vigor as some would expect, he had to fake it with raw tenacity in his strikes. His hands and weapons do not stop when they hit their target; they push through with the weight of his invincible musculature. When he puts his hand through chain armor, nobody questions his Brujah heritage.

**Cost:** 1 Vitae

**Dice Pool:** None

**Action:** Instant

**Duration:** Scene

**Effect:** Activating The Rod Raw Rending costs 1 blood point, and it lasts for the scene. You can ignore 1/1 armor up to your character's Resilience dots. So with Resilience •••, you may ignore 3/3 armor. It may only be used with Brawl or Melee attacks.

## *Drink the Mind*

(Auspex ••••, Quietus or Path of Blood •••••)

**Cost:** 5 Experiences

Practiced by both the Assamites and the Tremeres, this devotion heightens the power of Diablerie to steal memories and knowledge. Those who walk the Road of Blood regard such feeling as a sacrament partaken by the holiest of holy. The Tremere simply view diablerie of mind as another useful tool of power. Neither clan suspects they are not alone in this art.

**Cost:** 2 Vitae

**Dice Pool:** Blood Power

**Action:** None

**Duration:** Instantaneous

**Effect:** When you succeed on a diablerie, you pay the 2 Vitae and roll your base Blood Power (not modified by disciplines, but modified by this diablerie). It success awards you with 1 experience point. At the narrator's discretion, this power might also steal strong memories, but they usually unfold hazily as from a dream, and should offer cryptic hints instead of plot-breaking insights.

## *Feral Imbuing*

(Vigor ••, Animalism ••••)

**Cost:** 3 Experiences

With this power a vampire can share his supernatural strength with with a beast in line of sight. Although the Gangrel are known to use this power from time to time, Nosferatu do use it more than any other clan. Nothing is scarier than trying to invade a Nosferatu nest fighting all kind abomination rats and bats, just to get picked away by the Nosferatu in the end.

**Cost:** 1 Will and 2 Vitae

**Dice Pool:** None

**Action:** Instant

**Duration:** Night\*

**Effect:** Choose an animal within line of sight and pay the cost. You can transfer as much of your Vigor to the animal as you want. When you do this, you won't have your Vigor until you cancel this power with a Reflexive action on your turn. The animal can activate your Vigor to deal more damage when attacking, using his Willpower instead of Vitae. When the animal dies, as a reflexive action, you can transfer the Vigor to other animal and so on, until there are no more animals around when the last one imbued with your vigor dies

## *Hatch the Viper*

(Protean ••, Serpentsis ••••)

**Cost:** 4 Experiences

This rarer and horrific power is rarely known by clans outside the Followers of Set that use this power to guard temples or power places. Vampires who know this technique may create serpents out of their blood to act as servants.

**Cost:** 4 Vitae

**Dice Pool:** None

**Action:** Instant (as many instant actions as it takes for the vampire to spend 4 Vitae)

**Duration:** Permanent\*

**Effect:** The vampire spends 4 Vitae and disgorges a living venomous serpent from his mouth. Formed with Vitae, this serpent is considered a ghoul with half (rounded down) the vampire's vigor, resilience and celerity (which they can use Willpower to activate). It may act independently, although it follows all commands from its parent without hesitation. If it is slain, or its master fails to feed it one blood point every three nights, the snake dissolves into a pool of fetid plasma.

Characters with this power may create and maintain as many serpents as desired, assuming they are willing to feed their retinue. Each serpent bears a distinctive pattern of scales associated with its master, although motifs of gold diamonds on black skin predominate.

## *Maddening Resonance*

(Auspex ••, Dementation •••)

**Cost:** 2 Experiences

With this clever power, a Malkavian can shroud his spiritual being on an insane whorl of light, color and confusion to dissuade scrying. Those unwise enough to peer at the Malkavian find themselves driven mad by the vision. This is one of the many powers that make other vampires avoid spying on the Malkavians.

**Cost:** 1 Willpower and 1 Vitae

**Dice Pool:** Manipulation + Expression + Dementation

**Action:** Instant

**Duration:** Scene or 1 hour

**Effect:** The vampire spends the willpower, rolls to activate the power. Until the scene is over or 1 hour has passed (whatever is longer), anyone using Auspex 2 or Auspex 4 (or any similar reckon power) on the vampire must win a clash of Wills (against the vampire's dementation) or risk madness. If the Malkavian had a Critical success activating the power, he makes his clash of wills with 8 Again. If the victim loses, his power fails and he gains a derangement (narrator's choice) that will last for as many nights as the dementator's Blood Potency.

## *Shadow Feint*

(Celerity •••, Obfuscate •••)

**Cost:** 3 Experiences

Devised by children of Haquin, usually employed when more than a simple assassination was required, this technique allows a vampire to create afterimages every time he uses celerity.

**Cost:** 2 Vitae

**Dice Pool:** None

**Action:** Reflexive

**Duration:** Scene

**Effect:** When activated, the vampire will create afterimages of himself, making it harder to hit him. The images will last until the beginning of the vampire's next turn, but they will persist if the vampire uses celerity (or any devotion with celerity), refreshing its duration. If the vampire fails to use celerity in a turn, the afterimages will disappear, but at any moment in the same scene that the vampire uses celerity, the afterimages will appear again.

While the vampire has the afterimages on, as long as it has its defense, any attack on him will have a penalty in dices equal to its celerity, unless the attacker somehow does not rely on his vision as its main sense.

## *Shattered Fog*

(Auspex •, Protean •••••)

**Cost:** 4 Experiences

Elder Gangrel know that guile sometimes serves where brute strength fails. With this devotion, a vampire may rapidly dissolve her form into fog. Swords and arrows pass almost harmlessly through her ethereal flesh.

**Cost:** 2 Vitae

**Dice Pool:** None

**Action:** Reflexive

**Duration:** Instantaneous

**Effect:** Whenever the vampire is attacked (they still need to perceive the attack), he may spend 2 vitae reflexively to briefly turn part of his body into fog, ignoring the attack while taking only 1 unsoakable bashing damage. This power lasts only against one attack, after which the vampire solidifies again (but is free to use this power against other attacks, provided he can spend the necessary Vitae per turn)

## Tree Meld

(Ogham •, Protean •)

**Cost:** 1 Experience

Attuned to the living forest by their spiritual ancestry, a Lhiannan with this power may sink into wood as easily as most Gangrel can sink into soil.

**Cost:** 0 for living plants, 1 for dead wood, 2 for complex wooden structures

**Dice Pool:** none

**Action:** Instant

**Duration:** Same as Protean 1

**Effect:** The vampire may use this power exactly as the Protean 1 power interred in the Earth to physically merge with wooden objects large enough to contain her body. If a wooden object is destroyed while a vampire rests within, the vampire is expelled.

## Whispers of Loathing

(Dementation ••, Auspex ••••)

**Cost:** 3 Experiences

By implanting whispers of his own fractured mind into a victim, a vampire with this power may infect others with creeping insanity. Each night draws the victim deeper into depravity and despair, as half-heard whispers speak recriminations and advise monstrous acts. The whispers eventually rise to a gale of unintelligible syllables and curses that drive the strongest minds to abject paranoia or suicide. Only the moon-kissed childer of Malkav know this wretched art, though that is little comfort to other undead

**Cost:** 1 Willpower and 2 Vitae

**Dice Pool:** Manipulation + Empathy + Dementation vs Resolve + Composure + Blood Potency

**Action:** Instant

**Duration:** permanent

**Effect:** To use this power the vampire must have his victim within line of sight for at least 1 minute. Then he spends the willpower and make the contest. If he loses, the victim will know it defended against a mind attack from someone within line of sight.

If he wins, he successfully implants an echo of his twisted psyche into the victim. At first the victim will hear a low voice giving him bad advices, making him paranoid, and giving him -5 dices in all social interactions. Within time, the voice grows more insistent and other voices join the fray in a howling cacophony. For the next three nights the victim and the vampire will repeat the contest they had. Each time the vampire wins, the victim gets a derangement of the vampire's choice, and every time the victim wins, it clears himself of a derangement (starting with the paranoia, if he wins the follow night)

## Wolf's Lament

(Vigor •, Animalism •••)

**Cost:** 2 Experiences

Nosferatu and Gangrel that use this devotion can howl like a wolf enabling them to howl messages that carries for miles. Even better, any wolves and some breed of dogs that hears the message, relays the sound with it's own howls. Such messages can theoretically carry for dozens or even hundreds of miles in this fashion, subject to vagaries of chance.

**Cost:** 1 Vitae

**Dice Pool:** Manipulation + Animal Ken + Animalism

**Action:** Instant

**Duration:** Instantaneous

**Effect:** The vampire howls, conveying his message, generally, any message that can be conveyed in one breath is acceptable. He rolls for it, determining how far the message will be carried (if he is at an area with no wolves or dogs, the message won't go as far as the initial howl).

Successes	Distance
1	5 miles
2	10 miles
3	50 miles
4	100 miles
5	250 miles

Vampires that are able to speak to beasts will understand the message, but Lupines and other kind of creatures might also understand it.

## Aegis of Entropy

(Mortis, The Grave's Decay •, Resilience •••)

**Cost:** 2 Experiences

This power allows a vampire to cover his flesh with seething necrotic energy in anticipation of a blow. Normal weapons that strike this energy suffer immediate decay, rotting or rusting to uselessness over the rest of the turn. Within seconds, the weapon breaks asunder from its own frailty.

**Cost:** 1 Vitae

**Dice Pool:** None

**Action:** Reflexive

**Duration:** Instantaneous

**Effect:** When hit by an attack from a weapon, the vampire activates this devotion and destroy the weapon (although he still takes normal damage from the strike).

This power has no effect on fists, claws, fangs, etc, and won't work on magical weapons.

If the weapon is enhanced by a ritual or discipline, a Clash of Wills (Mortis) must happen to see if the weapon is destroyed.

## Command the Wary Steed

(Animalism ••, Majesty •••)

**Cost:** 2 Experiences

The Cainite can cause mounts to rear and bolt, by the strength of his gaze alone. The player can also elect to bolster the courage and tractability of his allies' steeds.

**Cost:** 1 Willpower

**Dice Pool:** Manipulation + Animal Ken +

Animalism

**Action:** Instant

**Duration:** Scene

**Effect:** All Enemy mounts within 250 meters become terrified causing -5 to all Ride rolls, and mounted combat becomes impossible. Friendly mounts within 250 meters become much more pliant (+5 dice on all Ride rolls), and may remain calm in situations they would normally avoid.

## Quicken Sight

(Auspex •, Celerity •)

**Cost:** 1 Experience With the preternatural awareness of Auspex and the remarkable speed of Celerity, the vampire gains a exceptional sense of time and the space around her. For a brief moment, she sees everything at a slow crawl, and can react thusly.

**Cost:** 1 Vitae

**Dice Pool:** None

**Action:** Instant each

**Duration:** Turn

**Effect:**

When activated, Quicken Sight lasts for a turn. The vampire can examine the details on fast-moving items, and respond to things outside the normal human spectrum. She can read multiple pages of text in three seconds. She can apply her Defense to ranged attacks, and can benefit from aiming instantly.

She can also use this to keep her defense when someone activates celerity to try and negate it.

**It is possible to upgrade this devotion to Preternatural Instincts**

## Blood Tempering

(Resilience ••, Quietus ••••)

**Cost:** 3 Experiences.

This power, which hails from long before the advent of Damascene steel, has seen a great deal of use in the nights of the Crusades. blood Tempering originated as a means by which Assamites of the warrior caste reinforced bronze and iron weapons and armor to withstand prolonged combat, and their own discipline.

**Cost:** 1 Willpower and 2 Vitae per size of the weapon or 1 Willpower and 2 Vitae per armor rating of the armor.

**Dice Pool:** Intelligence + Crafts + Quietus

**Action:**

**Duration:**

**Effect:** To use this devotion, the Assamite must craft or assist on the crafting of the weapon/armor. He spends the appropriate cost, spends at least 1 hour working on the craft and rolls Intelligence + Crafts+ Quietus.

**Dramatic Failure:** His blood destroys the material, everything must be started from scratch.

**Failure:** Nothing supernatural happens and the assamite knows. They can still finish crafting the weapon/armor but it will be a regular item.

**Success:** The enhanced item is crafted.

**Critical Success:** If a weapon, it gets +1 damage, if an armor, it gets +1 armor.

Only rigid metallic items may be crafted in this way and Items crafted in this way will add the Assamite's Quietus to it's durability. Any supernatural power that tries to break it, must first win on Clash of Wills against the Assamite's Quietus.

Also, weapons crafted in this way may survive more applications of Baal's Caress than regular weapons, losing one point of damage instead of being destroyed (until it reaches 0 damage, when it's destroyed)

## Tenebrous Veil

(Obtenebration ••, Obfuscate •••)

**Cost:** 2 Experiences

This power, created centuries ago by Lasombra and Malkavian anarchs, allows a Kindred to stand still and avoid notice, even against much older vampires. As long as some shadow is present, the Kindred can bend it around his body and thereafter use that shadow to conceal himself from the minds of any onlookers.

**Cost:** 1 Vitae

**Dice Pool:** None

**Action:** Instant

**Duration:** Scene

**Effect:** As long as there is some shadow in the area, the Kindred can remain effectively unseen if he remains motionless. Clash of will against Auspex are made using the better of it's Obtenebration and Obfuscate and as a Rote Action.



## *Penitent Resilience*

(Resilience •••, Valeren ••••)

**Cost:** 3 Experiences

With this power, a Salubri may briefly walk in the brightest sunlight without fear of injury. His purity defends him, allowing the sun to burn the Curse within and leave the flesh unmarred. Some Salubri believe a truly penitent vampire may use this power to burn out the Curse of Caine entirely and regain his mortality, but such legends are anecdotal at best.

**Cost:** 1 Willpower and 1 Vitae

**Dice Pool:** Humanity

**Action:** Instant

**Duration:** Scene

**Effect:** The Salubri contemplates his curse and pays the cost of this devotion. Roll Humanity and note your successes. For the rest of the scene, anytime you would take damage from the sun, instead subtract one from the successes you had activating this devotion. The devotion ends when the successes reach 0 or when the scene ends (but the Salubri may use it again).

## *Psychic Double*

(Auspex ••••, Obfuscate or Quimeirismo •••)

**Cost:** 2 Experiences

Astral Projection has the annoying limit that the vampire's disembodied mind cannot affect the material world, and even the faintest visible manifestation requires great effort. Through this combination power, a vampire still cannot affect material objects - but she can make other people imagine that they see and speak to her.

**Cost:** 1 Vitae

**Dice Pool:** None

**Action:** Instant

**Duration:** Scene

**Effect:** The vampire uses Twilight Projection as normal, and whenever he desires, he can pay the cost of this devotion to invoke the Psychic Double.

A Psychic Double looks as real and solid as the user wants, and can converse with people normally. It may even feel solid to anyone who touches it, though it cannot affect physical objects in any way, nor does it appear in mirrors, photographs or any other imaging method.

Of course, as a manifestation of Obfuscate or Quimeirismo, it is easily detectable as an illusion to those using Auspex and winning the Clash of Wills.

## *Sculpt the Flowing Wound*

(Vicissitude ••, Resilience •••)

**Cost:** 2 Experiences

A Tzimisce with this power may vastly accelerate her healing by concentrating and willing flesh to mold back to its original form.

**Cost:** 1 Vitae

**Dice Pool:** Wits + Craft + Vicissitude

**Action:** Instant

**Duration:** Instantaneous

**Effect:** To use this power, the Tzimisce can't be in combat, using this devotion takes the same effort and posture like doing minor repairs on an object.<sup>1</sup> The player spends two blood point and make his roll. Each success heals one level of bashing damage, and 2 successes can be used to heal one level of lethal damage. The damage will be healed over the next few minutes.

If you get a botch, you will take 1 level of unsoakable bashing damage.

## *Smiling Jack's Trick*

(Dominate •••, Obfuscate ••••)

**Cost:** 2 Experiences

Attributed to the rogue anarch Smiling Jack, this power causes a target to confuse one Kindred with another. For a brief period, the subject consistently mistakes the user of this gift with another Kindred in the immediate vicinity. According to the story, Jack found himself caught by a scourge and his lieutenant. Invoking this power, Jack made the scourge believe that his lieutenant was actually the anarch and vice versa. As the scourge turned his attentions to the lieutenant, Jack escaped into the night, cackling all the while.

**Cost:** 1 Willpower and 1 Vitae

**Dice Pool:** Manipulation + Performance + Obfuscate vs Wits + Composure + Blood Potency

**Action:** Reflexive

**Duration:** Scene

**Effect:** The player makes the contested roll and if he succeeds, the subject briefly but unfalteringly transposes the character using the power with another kindred in her line of sight. From there on out, it's up to the character to make the best of the situation, but the strangeness of the change usually buys enough time to escape, if not to completely change the anarch's position.

## *Dazing Awe*

(Majesty ••, Dominate or Serpents ••)

**Cost:** 2 Experiences

This power allows a vampire to slow a victim with a mixture of terror and mystical compulsion. He needs only lock gazes with the target and unleash his monstrous will to daze her.

**Cost:** 1 Vitae

**Dice Pool:** Manipulation + Intimidation + Majesty - Resolve

**Action:** Instant

**Duration:** Variable

**Effect:** Each success imposes a penalty of one die on all the target's actions. This penalty loses one die of potency each turn until the target is free to act normally.

If a dazed target suffers any pain, he may roll Resolve + Blood Potency. Each success reduces the penalty by one die. this resistance roll may be attempted only once for the same stimulus.

## *Truth of Blood*

(Quietus ••, Auspex •••)

**Cost:** 3 Experiences

Assamite justice is swift and merciless, because of this the Assamites need ways of ensuring that their judgements are firmly grounded in the truth.

**Cost:** 1 Willpower and 1 Vitae (from the target)

**Dice Pool:** Wits + Empathy + Auspex vs Manipulation + Subterfuge + Blood Potency

**Action:** Instant

**Duration:** Scene

**Effect:** The interrogator pours the subject's blood into his hand and holds it for the duration of the questioning. The blood gradually smoulders throughout the scene, giving off a thin red mist. The Assamite activates the devotion and every question asked means one contest between him and the target. he can't ask the same question, but is allowed to change it a bit.

**1 Success:** The character knows if a given statement is a lie, a partial truth or the whole truth.

**2 successes:** The character knows the emotional reason (fear, pride, loyalty) behind any lie or partial truth, though not the full truth.

**3 successes:** The character learns the whole truth as the target consciously knows it.

**4 successes:** The character is aware of everything the target knows about the subject of the statement - even information that the target is not consciously aware of, remembered but did not understand, or lost to Dominate powers.

**5 successes:** The character experiences hazy visions of the actual truth behind the statement - even receiving veiled hints at information that the target himself did not have.

## *Unchain the Wrathful Beast*

(Animalism •••, Vicissitude •••••)

**Cost:** 5 Experiences

A Fiend with this power may project her Beast into a hapless host, where it immediately sets about warping flesh and bone to better accommodate its monstrousness. The host writhes in agony, skin sloughing off and muscles boiling into new and terrible forms. Once the change settles, the host frenzies as a terrible living weapon, wreaking a swath of carnage until the vampire bids his Beast return.

**Cost:** 1 Willpower and 2 Vitae

**Dice Pool:** Presence + Intimidation + Vicissitude vs Stamina + Composure + Blood Potency

**Action:** Instant

**Duration:** Night\*

**Effect:** The vampire touches (reflexive action on his turn against Half Defense) an enemy, activates this devotion and releases his warped Beast inside it, rolling against his target. If the target loses, the Beast finds a home, it starts changing the host into a monstrous zulo shape. The painful transformation lasts two turns, after which the host enters immediate frenzy. The Beast will not attack the vampire it rightfully belongs to, but assaults everyone and anyone else in range of its claws.

Even after the Beast leaves the host, the physical changes remain. Vampires regain their form over night, mortals and ghouls are not so fortunate, remaining locked in the zulo shape indefinitely. Worse still, mortals suffer one die of aggravated damage each day until they perish from rotted bone marrow and unnatural tumors. This decay can be slowed to one die of damage per week if the mortal remains a ghoul. Mortals (ghoul or otherwise) cannot heal the damage from their degenerating tissue, so this power spells their death sentence without extremely potent curative magic.

## Vanishing

(Obfuscate •••, Dementation ••••)

**Cost:** 4 Experiences

It is common knowledge that to cross a Malkavian is to invite upon oneself a fate worse than destruction - and those who have suffered the torment of the Vanishing would attest to this if they could. With this offshoot of Dementation, the Malkavian can cause its target to become a living, or unliving, ghost. With a simple word, the target literally fades from view, possibly never to be seen or heard from again.

**Cost:** 1 Willpower and 2 Vitae

**Dice Pool:** Manipulation + Stealth + Dementation vs Resolve + Composure + Blood Potency

**Action:** Instant

**Duration:** Variable

**Effect:** For the Vanishing to work, the vampire must lock gazes with his victim and curse him. If the vampire wins the contest, the target fades from view (depending on the Malkavian's outlook, either swallowed by the shadows, devoured by demons or swept away by angels, etc). While vanished, the victim is rendered delirious and can do nothing except babble to herself and seek shelter from the sun. If the Malkavian scored enough successes, this eventually dooms the victim to torpor.

The victim will actually be on a permanent obfuscated state, and may be found and saved by those with Auspex and mental disciplines to fight dementation.

Successes	Time
1	1 turn
2	1 scene
3	1 night
4	1 week
5	1 month

## Ward the Soul's Sanctity

(Resilience ••, Obfuscate ••, Auspex •••)

**Cost:** 3 Experiences

Even more than other Cainites, Sinners (one who follows the Road of Sin) take the sanctity of their minds very seriously and seek to guard their wills against anyone and anything trying to defile them. This power was developed to discover whenever such attempts are made and to guard against them. In more recent nights, some Sinners have managed to develop a variant of this power that actually sends the offending power back against its user.

**Cost:** 1 Willpower point and 1 Blood point

**Dice Pool:** Wits + Composure + Blood Potency

**Action:** Reflexive

**Duration:** Instantaneous

**Effect:**

Whenever anyone attempts to use a mind-affecting power on the character, be it the Dominate of a Cainite or a mind spell of a mage, the character is automatically made aware of that attempt by a "needles-and-pins" tingle in the back of her head. In some cases, this warning is redundant (such as if a Ventrue stares into the character's eyes and says "Leave!"), but whenever anyone is subtly trying to affect the character's mind, she knows that it is being done, though not who is doing it. At this point, the player must spend the cost to activate the defensive part of this power.

Once the cost is paid, the player rolls Wits + Composure + Blood Potency. Each success subtracts one dice from the person trying to affect the character. So if a Dupont the Ventrue would normally roll 14 dice using mesmerize against the 10 dice that White Wraith the Nosferatu has, and White Wraith activates this power, obtaining 3 successes on the Wits + Composure + Blood Potency Roll, Now it will be 11 dice against 10 dice, a much better odd.

Ward the Soul's Sanctity is effective against all powers that seek to alter or control the character's mind, mainly Dementation and Dominate, though certain Thaumaturgy and high-level Serpents effective might also be thwarted. This power is ineffective against Majesty, which affects the character's emotions rather than her mind.

## *Arsenal of the Unholy*

(Vicissitude •••, Protean ••••)

**Cost:** 4 Experiences

Tzmiscs have complete control over their (and other's) body. But when they are able to mix Protean with it, they can draw the power of the beast to their arsenal, creating nightmare fuel weapons.

**Cost:** 1 Vitae

**Dice Pool:** None

**Action:** Reflexive

**Duration:** Until the frenzy ends

**Effect:**

While you have weapons crafted with Vicissitude, when you frenzy, if you have the merit claws of the Unholy (riding the wave or not), you can pay the cost of this devotion to grant your weapon the power to deal aggravated damage. This is very obvious to anyone around, because your weapons get semi covered in a very red flesh like substance, that convey danger to any Kindred around. And they will deal aggravated damage until your frenzy is over.

## *Rap God*

(Celerity •, Melponimee ••••)

**Cost:** 2 Experiences

Banshees that master this devotion can speak or sing in such a fast and full of technique way, that they are able to maintain a song cohesion while they speak or sing other songs in between.

**Cost:** 1 Vitae or 1 vitae per round while the new power is still active

**Dice Pool:** None

**Action:** Reflexive

**Duration:** Instantaneous

**Effect:** While using Melponimee level 4 power: Siren's Lure, or level 3 power: Madrigal, the daughter is able to use other power that requires her to speak or sing. If the new power used requires her to speak or sing for multiple rounds, she will have to pay 1 vitae per round until she stops using either the new power or Siren's Lure. She can also use this power to speak while using her lvl 3 and 4 powers or, just use this power to be able to sing 2 songs at the same time and make sense while doing it.

## *Soprano*

(Vigor ••, Melponimee •••••)

**Cost:** 3 Experiences

Some daughters are just built different, and can reach higher notes allowing them to be much more thunderous while using the hallmark of their discipline.

**Cost:** none

**Dice Pool:** none

**Action:** reflexive

**Duration:** Instantaneous

**Effect:** When using Scream of the Banshee, the Daughter may increase the distance of the blast by 2 meters and affect another target in the area (all the targets must be in the same general direction the sister is facing), but everytime she does this, she uses her power with a -2 dice penalty. So a really bold and powerful Sister of the Cacophony (or a concert of sisters) could increase the distance of her scream by 10 meters and affect up to 6 people in the area she is facing, while rolling at a -10 dice penalty.

## *Stone Specter*

(Protean •, Auspex •••)

**Cost:** 2 Experiences

The vampire can cast her Beast out even while the slumbers to survey anyone and everyone passing near her vigil.

**Cost:** None (or 1 Vitae)

**Dice Pool:** None

**Action:** None

**Duration:** Special

**Effect:**

Whenever the vampire enters her Unmarked Grave, she retains her sense of the surrounding world as long as she remains awake, and she can use any Auspex power she knows on people and objects who walk near her hiding spot. If the vampire enters daysleep while in this grave, she can spend a Vitae to trigger a single Auspex power she knows at some point in the day, with the exception of Twilight Projection. The trigger must involve a person or object within (Blood Potency) meters of the Unmarked Grave, but otherwise the condition can be as specific or as broad as the vampire likes.

For example, it might apply to a specific person, or only ghouls, or just anyone wearing a particular brand of cologne. If this condition isn't met before sundown, the Vitae spent is wasted. If it goes off, the vampire must pay the usual cost of the power and her player must make any appropriate roll. Information gained this way takes the form of a prophetic dream that the Baetyl will remember upon waking up.



## Commanding Aura

(Dominate ••••, Majesty ••••)

**Cost:** 4 Experiences

The Kindred's force of personality is projected onto all who can see them, rather than any specific individual their attention has been focused on.

**Cost:** 3 Vitae

**Dice Pool:** Presence + Expression + Dominate, vs. Resolve + Blood Potency

**Action:** Instant

**Duration:** Instantaneous

**Effect:**

Any individual within the immediate area that fails to resist the Kindred's activation of this Devotion immediately suffers from the Mesmerized condition relating to them. All of those so affected can be commanded at once, or can be given instructions individually. Further levels of Dominate can be used on any given individual, but must be done one at a time, as normal (barring further, similar Devotions being developed).

## Eternal Power

(Resilience•+ Special)

The Kindred has become practiced with a given Discipline or Devotion, to the extent of allowing its power to remain in effect for a much longer period of time than normal.

**Cost:** Variable

**Cost:** +1 Vitae

**Dice Pool:** None

**Action:** As base power

**Duration:** Instantaneous

**Effect:**

This Devotion is purchased to specifically apply to a single level of a Discipline or a Devotion the Kindred knows with a duration longer than a turn, but shorter than "permanent" or "indefinite." By paying the extra cost, that power's duration is increased. If it normally lasts for less than a scene, the duration is doubled. If it lasts a scene or longer, its duration is upgraded by one step: from a scene to up to two hours, from up to two hours to a night, a night to a week, a week to a month, a month to a year, and again doubling any duration of a year or longer; any power that would be a multiple or fraction of that duration becomes a multiple or fraction of the next step up, instead (2 weeks becomes 2 months, for example). This does stack with the duration bonus provided by a third stage Vinculum, if appropriate.

This Devotion requires Resilience equal to half the highest Discipline required for the target power. The narrator must be very careful about what to allow with this devotion, because some combinations might break the game.

## Husk

(Vigor •, Celerity •)

**Cost:** 1 Experience

Popularized by the Assamites, named after what's typically left when it's used, this Devotion allows a Kindred to feed beyond their normal limitations in a turn, allowing foes to be quickly drained down to nothing in a fight, or for a struggling victim to otherwise be drained before they can make a scene.

**Cost:** 1 Vitae

**Dice Pool:** Special

**Action:** Reflexive when you take the feed maneuver

**Duration:** 1 turn

**Effect:**

A Kindred using Husk can more quickly and efficiently drain victims; it's only able to be used during violent feeding (those that the Assault, rather than the Kiss, typically applies to). Add the Kindred's Vigor to their Blood Potency for the purpose of determining the maximum amount of Vitae that can be taken from a target when using the Feed move, and add the kindred's Celerity when taking the feed maneuver, making it a Strength + Vigor + Blood Potency + Celerity roll.

## Flawless Dodge

(Praestantia •••••)

**Cost:** 3 Experiences

By focusing all efforts on avoiding incoming attacks, the Kindred is able to predict and flawlessly stop each and every one that comes their way.

**Cost:** 3 Vitae per turn

**Dice Pool:** None

**Action:** Reflexive when taking a dodge action on your turn

**Duration:** 1 turn

**Effect:**

This Devotion has to be activated when you take the Dodge action on your turn. The Kindred is then able to perfectly block, dodge or parry any physical attack that they would benefit from defense against for that full turn, no matter the result of the offender's roll. If an attack's speed or accuracy is aided by supernatural power, a Clash of Wills is made, and the attack is blocked if the Kindred wins.

## *Labyrinth of the Mind*

(Dementation ••, Domination ••••)

**Cost:** 4 Experiences

The Malkavian becomes capable of creating a "phantom" train of thought within his mind, one that protects his actual thoughts from intrusion or alteration by outside sources.

**Cost:** Special

**Dice Pool:** Resolve + Occult + Domination

**Action:** Instant

**Duration:** 1 Night per Blood Potency

**Effect:**

The Malkavian, using a combination of mental exercises, a closed relationship with her inner madness, and a form of illusory bolstering, creates a secondary "false" mind imposed over his own. When the Devotion is first used by paying 1 Willpower point, the Kindred may define false or missing memories, about seven day's worth of "thoughts", and other mental impulses (such as emotions) that would be present in that false mind; these can then be altered with each new use of the Devotion, if desired.

This offers two benefits. First, the Kindred immediately becomes aware of any mind-reading or affecting powers targeting him a few moments before they actually take effect, and has a very basic idea what the power will do.

Second, the Kindred may then spend a point of Vitae to divert the power into the "false" layer; a Clash of Wills against the offender is made (with the Malkavian rolling with 8 Again), and if the Kindred wins, the target finds that all such powers targeting the vampire affect or read the "fake" layer for the rest of the night (and have no means to tell it's not real; powers that have obvious effects just seem to fail). If the Kindred fails, the power breaks through the false layer.

Note that the use of the Clash comes after any failed resistance (such as contested Discipline rolls).

**Exceptional Success:** The Kindred gains the Rote Action quality to any resultant Clash of Wills, as both the primary and "false" layer of thought work in tandem to distract the offending power.

## *Necromancer's Eye*

(Auspex ••, Any Necromantic path •)

**Cost:** 2 Experiences

By combining their Beast's unnatural perception with a sense for deathly energy, the Kindred is able to perceive that sort of energy no matter where it may be.

**Cost:** 1 Vitae or 1 Ectoplasm

**Dice Pool:** None

**Action:** Reflexive

**Duration:** Scene

**Effect:**

For the rest of the scene, the necromancer is capable of sensing deathly energy in all forms. This includes being able to perceive the ghostly phase of Twilight, the ability to notice Avernian Gateways, and the ability to recognize when someone is Possessed, Claimed, or similarly under the effects of a Manifestation, Influence, or Numina from a ghost or other deathly ephemeral being. It can also recognize other necromantic sorceries, the Death magic of mages, and other similar abilities.

Learning more than just this basic recognition of deathly influence or Twilight requires a use of Uncanny Perception or Spirit's Touch, studying the energy itself, to learn more about it (see Arcane Sight above for some examples of how it might work when targeting a power).

## *The Thickening*

(Vigor ••, Resilience •••)

**Cost:** 2 Experiences

Like real tigers, the Andas were known to be tough warriors, and with this Devotion, they could push even the Blood past its usual limits.

**Cost:** 1 Willpower

**Dice Pool:** None

**Action:** Reflexive

**Duration:** Scene

**Effect:**

For the duration, the vampire can spend Vitae on healing as if she had one level of Blood Potency more than usual, to a limit of 10 dots. For example, a Blood Potency 1 Ventrue could spend two Vitae to heal two points of lethal damage/ four points of bashing damage in a turn, or she could spend a point on Physical Intensity and a point to heal, though she couldn't spend two on Physical Intensity.

## Life Beyond Flesh

(Resilience •••, Vicissitude ••••)

**Cost:** 5 Experiences

In the rare event a Voivode falls in battle, he has one last trick to his name to preserve his death.

**Cost:** 1 Willpower DOT (you lose it until you rebuy it again)

**Dice Pool:** None

**Action:** Instant or Reflexive when you would take damage that would destroy you or put you in torpor

**Duration:** Special

**Effect:**

The Fiend disgorges himself from his skin as a formless mass of Vitae. This mass moves with the same Speed and Defense as his human form and has the equivalent Health boxes, though it has no other meaningful traits. It can only be damaged by fire — though the same can't be said for the inanimate husk it leaves behind, which can still be destroyed, leaving the Tzimisce without a body to return to.

However, if it comes to that, or if he simply wishes to leave that body behind, the vampire can possess a mortal corpse. Once the Voivode enters the body, he gains the mortal's Physical Attributes and Skills loses and access to his Disciplines; otherwise, his traits remain the same. Each night he manages to survive after that, he restores (Vicissitude) dots of his original traits (player's choice) until he returns to his original state.

If the corpse had higher traits, these revert to the vampire's natural rating once all other traits are restored. Forever after, the vampire will resemble a combination of his old self and the subject he possessed, and this combination of forms will compound if he uses this Devotion again.

Regardless of what his intentions are, the Fiend must return to a body by the next sunrise. Should he fail, he will turn to ash.

Possessing a body and completing the subsequent transformation is a breaking point at Humanity 2 and higher.

## Tongue of Sutekh

(Serpentis ••, Vigor ••)

**Cost:** 2 Experiences

To stop the Toad demon Orobas from regenerating his wounds, Set on a whim concocted a strong poison and applied it on the Gluttony demon with his mighty serpent tongue. Like their deity, it sometimes falls upon the followers to battle things that also have trouble staying dead.

**Cost:** 1 Vitae

**Dice Pool:** Strength + Intimidation + Serpentis vs. Stamina + Blood Potency

**Action:** Instant

**Duration:** Turns equal to Blood Potency

**Effect:**

**Success:** The lesser Beast cowers before its better, and it accepts the fate of its mortal vessel. Any Vitae (or equivalent) cost to regenerate damage is doubled for the victim for the duration.

And if the creature has some kind of costless natural regeneration, it will be half as effective.

**Exceptional Success:** The Beast falls catatonic with terror. The duration is doubled.

**Failure:** The Follower's Beast fails to cow its opponent.

**Dramatic Failure:** The poison turns on the Setite. She upgrades one bashing wound to lethal, or a lethal to aggravated, whatever is the most severe wound in her Health track.

## Blood Nova

(Vigor ••, Vicissitude ••••)

**Cost:** 3 Experiences

Every part of a Tzimisce is fit to be a weapon, even the blood their foes spill.

**Cost:** 2 Vitae

**Dice Pool:** Dexterity + Firearms + Vicissitude

**Action:** Instant

**Duration:** Instantaneous

**Effect:**

The Fiend's wounds explode outwards, spraying bone and shards of hardened Vitae out toward all those within up to 20 meters (the Tzimisce can choose a smaller radius), friend or foe. This attack is treated as a firearms attack, ignoring Defense as firearms would, with an effective weapon damage modifier equal to half the vampire's lethal + aggravated damaged Health boxes. However, the vampire also suffers an aggravated damage from using her body this way.

This attack causes Lethal damage, even to vampires.

## *Watcher's Vigil*

(Auspex ••, Vigor ••, Obeah or Valeren ••)

**Cost:** 4 Experiences

The Salubri is the first defense of mankind and vampirekind against terrible foes, and some of the things that require ending are not quite of this world. This haunting, willowy almost dance-like movements allows the Watcher to strike true across the veil of life and death. It's very obvious when someone is using this, because her fists or weapons gain a spectral blue aura.

**Cost:** 1 Willpower

**Dice Pool:** Wits + Expression + Auspex

**Action:** Instant

**Duration:** 1 turn per Success

**Effect:**

The vampire can see ephemeral entities in Twilight, and she can strike them with Brawl and Weaponry attacks. This technique also allows her to attack vampires in states that would normally render them immune to physical harm, such as Primeval Miasma or Twilight Projection, but attempting to do so provokes a Clash of Wills for each attack.

## *Waking Life*

(Protean •, Auspex •••••)

**Cost:** 3 Experiences

When wise elders slip into voluntary torpor, they can make an effort to retain their awareness, astrally projecting and using their other Auspex powers as normal.

**Cost:** 1 Willpower

**Dice Pool:** None

**Action:** Reflexive - the vampire must enter an Unmarked Grave as she falls to torpor.

**Duration:** As long as the torpor lasts

**Effect:**

While the vampire's body slips into a death-like sleep, their mind remains active and sensitive to the thoughts, energy, and secrets of the world around them within (Blood Potency) kilometers. If they sense danger, they can attempt to rise from torpor for a scene with a successful Humanity roll, with a -1 modifier for each failed roll. They can also use Twilight Projection in this state.

## *Hungry Flesh*

(Vicissitude ••, Vigor •••)

**Cost:** 3 Experiences

**Cost:** 2 Vitae

**Dice Pool:** None

**Action:** Reflexive when taking damage from someone who is close

**Duration:** Instantaneous

**Effect:** The Tzmisce can make a reflexive Strength + Brawl attack against anyone who deals damage to her on the same turn and is standing within (Vigor) meters, as her flesh distends outward to snap at the assailant. If the attack succeeds, she establishes a grapple against her foe and immediately absorbs a Vitae from them.

The Tzmisce can only use this once per turn, but he can do it regardless of whatever he is going to do or already did on his turn.

## *Desecrate*

(Nightmare ••, Protean ••)

**Cost:** 2 Experiences

The user infuses the area with a latent form of Dread, by smearing the ground, walls, doors, or any other permanent landmark with their vitae the user wards the area against intruders.

**Cost:** 1 Willpower and 1 Blood Point

**Dice Pool:** Same as Dread

**Action:** 1 minute

**Duration:** 1 or 2 nights

**Effect:** The vitae may be smeared, drawn in arcane patterns, or painted into horrifying frescos, disappearing from normal view once finished (or for extra fright: flickering lights, lightning strikes, and Auspex might momentarily reveal the 'brushstrokes').

The vitae seeps in and activates Dread once someone other than the user (and anyone he designates while spreading the blood) enters the room, it has as many successes as were rolled when using this devotion. It lasts for one scene or until daybreak, an exceptional success allows it to function again on another night. Desecrate lasts until activated or clear, direct sunlight bathes the area for a whole day.



# NEWER DEVOTIONS

## *Poison the Well*

(Vigor or Resilience ••, Quietus ••)

**Cost:** 1 Experience

Developed to be deployed in long battles against the Tremere, to create the effect of having the usurpers be afraid to use the most potent weapon in their arsenal.

**Cost:** 1 Blood point

**Dice Pool:** None

**Action:** 1 minute ritual

**Duration:** Until the next dawn

**Effect:**

Until the sun rises, the assamite blood is poison to those who drink it. It causes 1 point of lethal damage (unsoakable) per blood point consumed by their rivals.

## *Armory of the Abyss*

(Obtenebration ••••, Vigor ••• and/or Resilience •••)

**Cost:** 4 Experiences

Once of the few arts created by Abyss mystics that has spread throughout the Magisters, Armory of the Abyss allows a vampire to really master the art of crafting weapons and armor from shadows. Summoned items extrude from every orifice and pore, quickly hardening from darkened phantasm to black crystal even as they assume the desired form.

**Cost:** 1 Vitae for weapon or 2 vitae for armor

**Dice Pool:** None

**Action:** Instant each

**Duration:** Scene or Hour

**Effect:** When using this power, the Weapons appear in their owner's grasp, while armor forms around its creator. Weapons may take any form and will deal the same damage as the chosen weapon but will also add half their creator's Obtenebration (rounded up) to the damage rating and all the creator's obtenebration to the weapons durability. Shadow armor creates a Plate Armor that instead of 4 armor, adds the character's Obtenebration rating in armor, immune to armor piercing, but provides no protection against sunlight or fire. It can be created over a Plate armor (or any other armor, but the penalties would stack)

Objects created with this power last until the end of the scene or an hour has passed, whichever is longer. Characters who learn the Resilience-only variant can produce only armor, while those with exclusive Vigor can fashion only weapons. Vampires with Resilience 3, Vigor 3 and Obtenebration 3 may learn a version that can provide both. Every use of this power requires a separate activation.

Any supernatural effect that tries to destroy a weapon or armor made with this devotion, or that tries to ignore/bypass the armor must first win a Clash of Wills against the user.

## *Animus Ligature*

(Thaumaturgy •, Auspex ••)

**Cost:** 1 Experience

By delving in the vampiric arcane arts, one with Auspex open his powers in a way, that with the newfound power, they can feel more than about their targets when using Auspex.

**Cost:** None

**Dice Pool:** None

**Action:** -

**Duration:** permanent

**Effect:**

When using Auspex Lv 2 to ask questions about someone, a vampire with this devotion add more questions to the list they can use.

- Is he an awakened?
- Can he use any kind of Blood Sorcery?
- Is he under any Sworn Oath?
- Is he under the effect of any soul bargain?
- Is he resistant to magic?

## *Baal's Sight*

(Auspex ••, Quietus ••••)

**Cost:** 3 Experiences

Oft times, the demon hunters of the sorcerer caste lack the time the tools to quickly react to spirits in the twilight. This power removes this burden. Peak. Assamite. Efficiency.

**Cost:** None

**Dice Pool:** Nope

**Action:** -

**Duration:** permanent

**Effect:**

Upon learning this power, the assamite gains the permanent ability to see dematerialized spirits and the like. There is no roll and no cost for doing so, and this counts as part of the requirement for the sorcerer version of Taste of Death. However, the power permanently alters the assamite's eyes, rendering them disturbingly bloodshot as if he had a permanent infection in both eyes. In addition, any spirit in the sorcerer's presence will intuitively sense that he can see them, which some spirits find offensive.

## Bagman's Shelter

(Obtenebration ••, Resilience ••)

**Cost:** 1 Experience

Vampires can't stand sunlight, but not every vampire has the luxury of a haven or the ability to merge into the earth. So, what happens when a lowly caitiff manages to learn the Lasombra's prize discipline?.

**Cost:** 1 Vitae and 1 Willpower

**Dice Pool:** None

**Action:** Instant, taken immediately before resting for the day

**Duration:** Until the sun hides again

**Effect:** All around her, the shadows darken and reinforce cover in such a fashion that improves an otherwise flimsy shelter for the purpose of blocking sunlight. What light does penetrate the space seems not to reflect from whatever surface it hits. As long as none of the exposure is direct, the vampire can sleep safely in a small space, such as the back of a truck cab under a heavy blanket or a basement stairway in the alley covered in trash.

## Bloodied Hands

(Necromancy •, Auspex ••)

**Cost:** 2 Experiences

Even among immortals, the act of murder is often concealed. Lazarenes use their connection to the auguries of death as potent blackmail material. Through piercing the obfuscations surrounding another being's soul, the Harbinger can identify her target's most recent victim.

**Cost:** 2 Vitae

**Dice Pool:** Wits + Empathy + Auspex

**Action:** Instant

**Duration:** Scene

**Effect:** Success allows the necromancer to view details of the last sentient being killed by the target. The results are perceived only by the necromancer, and last the duration of the scene.

- **1 success:** The victim's face takes the place of his killer's.
- **2 successes:** The victim's body also takes the place of his killer's.
- **3 successes:** The victim's cause of death becomes physically apparent.
- **4 successes:** The victim's voice speaks the events immediately leading up to his death.
- **5 successes:** The victim can voice as much of his life history as time permits.

## Chaining the Beast

(Dominate •, Animalism •••)

**Cost:** 2 Experiences

As a lord of the land, able to influence the minds of humans and animals alike, the Fiend gains special insight into controlling and cowing even the Beast. The Tzimisce can now Dominate a frenzied vampire more easily.

**Cost:** None

**Dice Pool:** -

**Action:** -

**Duration:** permanent

**Effect:** This power allows the player to use the Dominate Discipline on a vampire suffering frenzy or Rötschreck and ignore the normal penalties for doing so.

## Chain of Slavery

(Auspex ••, Dominate ••)

By looking a target in the eyes, the user of this power can see if a target is under the influence of Dominate, and who controls him or her. They must be able to make eye contact with the target, and if they can, the image of the Dominator forms in their mind.

**Cost:** 2 Experiences

**Cost:** 1 Vitae

**Dice Pool:** Wits + Empathy + Auspex - Resolve

**Action:** Instant, taking while looking the target into the eyes

**Duration:** Instantaneous

**Effect:**

The user of this power must be able to make eye contact with the target. They then pay the cost and make the roll. If successful, they get a glimpse of the target's controller, which becomes more distinct the more successes they roll. With only one success, the image might only appear male or female. At three successes, it is a blurred but recognizable form, and at five successes, it is clear and distinct. If the target is not Dominated or the power user fails the roll, the result is the same: no image appears.

## Chupacabra Servitor

(Animalism •••, Vicissitude •••)

**Cost:** 3 Experiences

The legends of malformed creatures that feed on livestock have permeated the tales of south America for years and have become the stuff of legend. Enterprising Tzimisce have found a way to make easy servitors in this misbegotten land far from their ancestral home. While not as effective as szlachta, chupacabra are quicker to produce and the resources to bring them into existence are numerous.

**Cost:** 2 blood points per roll

**Dice Pool:** Intelligence + craft + Vicissitude

**Action:** Extended roll

**Duration:** Each roll takes 8 hours

**Effect:** The Kindred can use this application of Vicissitude to turn a dog, armadillo, or Capibara into the legendary Chupacabra. The Kindred pays the cost and makes the roll requiring a total of 15 successes. Each roll made takes 8 hours as the Kindred molds and alters the flesh and psyche of the creature, shaping it into the perfect monster.

- The Chupacabra transformation gives the beast an additional +2 to each Physical Attribute, to a maximum of 5. The creature's bite and claw attacks inflict Strength +2 lethal damage and the Chupacabra also benefits from 2 additional OK Health Levels and 1 Armor rating.

The beast does not last long before deteriorating, only surviving 1 month per Vicissitude dot of the creator.

## Do As I Say, Not As I Say

(Dominate •, Dementation ••••)

**Cost:** 3 Experiences

Clever users of Dominate often slip their command words into a sentence with a hint of inflection to hide their commands. For those Malkavians who mastered both Dominate and Dementation, the words spoken don't have to be the words intended. When this Malkavian locks eyes with the victim, the words spoken as a command are different from the one the victim hears in their head. The one heard inside the head is the one followed.

**Cost:** Nothing

**Dice Pool:** none

**Action:** -

**Duration:** Permanent

**Effect:** Once you acquire this devotion, you can use Mesmerize (lv 1 Dominate) without saying words or even saying gibberish, and instead send the words mentally to your target. This will make it pretty hard for someone to pinpoint you are dominating their friend.

## Command from Afar

(Auspex ••••, Majesty ••••)

**Cost:** 4 Experiences

This power has lost much of its former value since the advent of the cellphone, but many Ventrue (in both Sects) still swear by it for its impeccable security. By combining the long range emotional effects of Loyalty with the communicative benefits of Telepathy, the Ventrue can give complicated instructions over nearly any distance to any individual who is blood bonded to her or that she shares Vinculum with.

**Cost:** 1 Willpower

**Dice Pool:** Presence + Expression + Majesty

**Action:** Instant

**Duration:** 1 turn

**Effect:** For each success, the Ventrue can communicate up to five words to a single ghoul, blood-bound vampire, or packmate with Vinculum over any distance, so long as it is night where both of them are. The target will intuitively know whom the mental message comes from. The target is under no particular compulsion to obey, beyond the compulsion normally attached to the bond or Vinculum.

## Creepy Clown Coat

(Dementation •• or Quimeirismo ••, Nightmare •••)

**Cost:** 3 Experiences

Everyone fears something. It may be a phobia, a person, or a concept. This ability allows you to appear as a representation of a person's worst fears. She may flee, break down and cry, or start throwing punches at the very sight of you.

**Cost:** 1 Vitae

**Dice Pool:** Wits + Intimidation + Nightmare vs Resolve + Composure + Blood Potency

**Action:** Instant

**Duration:** Until the target shakes it off.

**Effect:**

Pay the cost and make the contest. If you win, each Success allows the user to appear for 1 turn as a human representation of what the target fears most. If the fear is of a concept or an animal, the user appears as a representation of that fear. For example, if a person is afraid of being burned alive, the Malkavian might appear as an arsonist, or as a relative of the target who burned up in a fire. On his turn, the target must make a Composure roll to do anything other than react to the source of her fear (by either losing the turn, running or attacking it with brawl or weaponry attacks). To shake it off, the target must generate with enough composure rolls, a number of successes equal to the successes on the Vampire's roll.

## Regal Aura

(Auspex ••, Majesty ••)

**Cost:** 2 Experiences

This power is commonly used by those Ventrue antitribu who also study Auspex. It allows the antitribu to instill the power of her Entrancement into her own aura so that anyone who attempts to study that aura risks bowing before her.

**Cost:** 1 willpower

**Dice Pool:** None

**Action:** Instant

**Duration:** 1 Night

**Effect:**

You must spend 1 Willpower to activate Regal Aura for the night. Until the sun rises, if any other Kindred attempt to use Auspex 2 on you, they will be affected by Awe (though they can still try and lash out), if they are affected by Awe, you can then reflexively attempt to affect them with Confidant (Majesty Lvl 2).

If they didn't try to lash out against your Awe, your character won't even know all of this happened, but if you managed to affect them with Confidant, it will become quite obvious once you start interacting with the newly charmed vampire.

## I Know

(Auspex ••, Obfuscate ••)

**Cost:** 2 Experiences

you don't actually need to know a secret to use it as leverage. With this power, the Nosferatu is able to make it appear as if she knows something the subject would rather keep secret. Essentially, she surface scans the target for feelings of guilt, and uses Obfuscate to project into his mind the subtle body language and turns of phrase that convince him the vampire really knows something dangerous about him.

The Nosferatu knows nothing in reality; even the light scan she does to establish guilt gives her no clue as to the nature of what he might be hiding. But the target doesn't know that, and convinces himself the vampire must know his darkest secrets.

**Cost:** 1 Vitae

**Dice Pool:** Wits + Subterfuge + Obfuscate - Wits + Composure

**Action:** Instant

**Duration:** Permanent

**Effect:** Pay the cost and make the roll. For each success the vampire gains, the subject is more convinced the vampire knows something confidential and dangerous about him. For one success, the target believes she may know something potentially damaging, whereas for five he is sure the vampire knows his deepest secrets.

How the vampire chooses to use this leverage is up to her. Proving she doesn't actually know anything, such as guessing badly about the secret or offering details that prove wrong, will break the illusion.

## Haunted Place

(Nightmare ••, Obfuscate ••••)

**Cost:** 3 Experiences

The Nosferatu cloaks an area in power, making the place almost impossible to miss. However, it becomes noticeable due to the fetid and corrupt aura the place acquires. Most people avoid it without even knowing why. It seems somehow corrupt and twisted; somewhere no one with any good intent might choose to visit.

**Cost:** 3 vitae spent on 3 consecutive nights

**Dice Pool:** Manipulation + Intimidation +

Nightmare

**Action:** Extended action: 1 hour per night

**Duration:** Could be forever

**Effect:** To create such a place, the vampire must make extended rolls on three consecutive nights. Each roll takes an hour to perform, as she spends at least three blood points around the area during the course of the hour. Then, the player the roll. He can spend more blood points, up to his Blood Potency, and each extra blood point spent in this way will add 1 dice to his roll on that night. Note the successes each night and add all of it together.

For anyone but the vampire and others the Nosferatu allows to enter it, he must make a Resolve + Composure roll and must achieve the same number of successes the vampire achieve haunting this place. If he fails to do it, record his successes, he might spend 1 willpower and try again in an hour, but needs to spend this whole hour there, just psyching himself out! As long as he has willpower and hours, he can keep doing it on the same night, when he adds the same amount of successes as the nosferatu, then, he can enter.

The effect lasts for as long as the vampire exists, or until the Storyteller rules the area has changed significantly or lost some of its menace (such as an urban renewal program).



## *Iron Heart*

(Vigor ••, Majesty ••••)

**Cost:** 4 Experiences

Common among Individualists who quest for self-control, Iron Heart fortifies the Brujah against supernatural powers that affect her emotions, her self-control, or her reason (including Dominate, Dementation, and Majesty), while also allowing her to inspire others to resist such manipulations themselves.

**Cost:** None for passive, 1 willpower for Active

**Dice Pool:** None

**Action:** reflexive for the Active

**Duration:** permanent / a turn for the Active

**Effect:** This power has two effects. First, a Brujah who has acquired this power permanently becomes harder to be manipulated through supernatural means. Any such roll against the Brujah will be made with a penalty. Subtract the Brujah's Vigor from any Majesty, Dominate, Dementation or similar supernatural power roll that targets the Brujah specifically.

Second, the player can spend a Willpower reflexively to hype up a friend to resist such effects (the Brujah has to witness an obvious use of a power, like a Ventrue dominating someone, giving them orders), this will extend the first part of this power to his ally for 1 turn.

## *Bottled Velocity*

(Vigor ••, Temporis •••)

**Cost:** 3 Experiences

True Brujah might not possess Celerity, but Temporis can do almost anything the physical discipline can. True Brujah brawlers are known to store velocity that they can unleash on the right moment, delivering devastating effects.

**Cost:** 1 Vitae

**Dice Pool:** None

**Action:** reflexive

**Duration:** Instantaneous

**Effect:** When a True Brujah strikes in unarmed combat and opts to use this power, they may spend a blood point to add their Temporis rating as extra points of Vigor.

## *Nikolai Steen's Acuity*

(Auspex •, Dementation •)

**Cost:** 1 Experience

This gift allows the user to see the truths behind a person. Malkavians use it for valuable insight in their interactions, so they know exactly how to engage.

**Duration:** Permanent

**Effect:** When using any Auspex or Dementation power on another character, you can spend a Willpower point to allow your character to intuitively know Derangements and Mental Flaws the other suffers.

## *Deja Vu Punch*

(Vigor ••, Temporis ••••)

**Cost:** 4 Experiences

Getting punched with Vigor is always painful, but with this power you force your opponent to relive that punch again. The True Brujah uses their control of time to seemingly repeat a good strike. Apart from the pain, the Echo of the Brujah hitting the target again a second later can be really stressing for the witnesses.

**Cost:** 1 Willpower and 1 Vitae

**Dice Pool:** None

**Action:** Reflexive

**Duration:** Instantaneous, the next round.

**Effect:** When a True Brujah strikes in unarmed combat, and activates Vigor, he can use this power, they may spend the cost to register the damage (before the soak) and summon an Echo that will strike with the same maneuver and damage at the end of the Brujah's next turn, as long as he can still see his target and they are in melee range.

The Echo is nigh unavoidable, dodging and making his way through almost any kind of defense or barrier the victim or their allies can muster, and will probably end up delivering that same punch. If an ally of the victim manages to raise a barrier totally covering him (Path of Transmutation or Obeah for example, make a clash of wills, a win means the echo breaks through the barrier just to deliver that punch and then the barrier reforms, losing means the punch gets blocked by the barrier)

A Brujah can only use this power 1 time per scene per Temporis Dot.

## *Minor Shadow Steed*

(Animalism ••, Obtenebation ••••)

**Cost:** 2 Experiences

**Cost:** 1 Vitae

**Dice Pool:** Presence + Occultism + Obtenebation

**Action:** Instant

**Duration:** Until Sunrise

**Effect:** The Kindred pays the cost and makes the roll. If successful, the user conjures into existence a horse made of shadow. The Shadow Steed has the stats of a Large Horse but is always affected by Shadow Meld. It is only substantial to the vampire and can carry them and any weight they can carry at top speed without getting tired. The steed lasts until sunrise.

Each Success adds 1 point to the Steed's speed.

## Old Friend

(Majesty •••, Temporis ••••)

**Cost:** 4 Experiences

This ability has proved invaluable to True Brujah infiltrating the ranks of their betrayers, or even other Sects and Clans. It makes the target believe the True Brujah is a very old friend, one who is trustworthy and loyal. They remember spending time together and several instances where the True Brujah has proved themselves beyond reproach. While this may appear to be an advanced application of implanted memories, it is actually a lot more. The True Brujah finds an alternate timeline that fits the required relationship and imprints it on the target, using Presence to bond feelings of trust and friendship. This makes it very difficult to detect and unravel, as the memories are real and were (in a sense) actually experienced by the target, even if they never actually occurred in this timeline.

**Cost:** 1 Vitae

**Dice Pool:** Manipulation + Empathy + Temporis vs Wits + Composure

**Action:** Instant, taken while touching the target

**Duration:** Variable

**Effect:** The True Brujah must make physical contact with the target (often a handshake) and begin to describe a potential memory they share by way of introduction. They then pay the cost and make the roll. The number of successes shows how long the effects last.

Successes Result

1 success One scene

2 successes One night

3 successes One week

4 successes One month

5 successes One year

While under the power's effects, the target will believe the True Brujah is both loyal and above reproach. Even evidence to the contrary will be considered part of an elaborate conspiracy. Once the power fades, the target will still consider the True Brujah a friend, until something calls their motives into question. If the target is still under the effects of this power, attempts to refresh the effects for a longer duration are made with a -3 penalty dice.

## Penitent Resilience

(Resilience ••, Valeren ••••)

**Cost:** 3 Experiences Uriel's sun-curse cannot mar Raphael's promise of redemption. Their purity known to all, the Salubri may briefly walk in brightest sunlight without fear, the sunlight searing his Curse and not his flesh.

**Cost:** 1 willpower

**Dice Pool:** none

**Action:** reflexive

**Duration:** scene

**Effect:** The vampire may reflexively spend one Willpower whenever the vampire is exposed to sunlight. For the rest of the scene, he need not make Rötschreck rolls. Damage from sunlight that normally can't be soaked even with resilience, now can be soaked normally as a Bane, using Resilience.

## Sizing Up

(Auspex •, Vigor •)

**Cost:** 1 Experience

Canny Brujah with this power can go into fights forewarned about their opponents' capabilities. The Brujah can intuitively sense which, if any, physical Disciplines another vampire possesses.

**Cost:** 1 Vitae

**Dice Pool:** Wits + Empathy + Auspex

**Action:** Reflexive

**Duration:** Instantaneous

**Effect:** Pay the cost and make the roll. Each success informs the Brujah of one physical Discipline (Celerity, Vigor, Resilience or Praestantia) possessed by the target observed, as well as that Discipline's approximate level. 5 successes will pinpoint the exact levels.

## Rescue Beacon

(Resilience •, Auspex ••, Majesty ••••)

**Cost:** 3 Experiences

Resilience and money alone will not defend against all attacks. The wise Ventrue is prepared for the night his luck runs out and his skill is insufficient. One always needs a backup plan. This power automatically sends a Blood Sympathy signal to the nearest individuals who have tasted the Ventrue's blood, in the event he is either forced into torpor or paralyzed via staking.

**Cost:** 1 Vitae

**Dice Pool:** Presence + Subterfuge + Majesty

**Action:** Reflexive

**Duration:** 1 night

**Effect:** If the vampire either falls into torpor or is successfully staked, this power activates automatically. The player pays the cost and make the roll; Each successes will send the Blood Sympathy to 1 individual, starting with the nearest ones. this power is an explicit exception to the general rule that a vampire cannot spend blood while staked. The vampire can only use this power to affect someone who has tasted the Ventrue's blood (ghouls, blood-bound vampires, packmates with Vinculum, etc.). They will all feel he is in danger and will know his location and distance until the night ends.

## *Retaliatory Terror*

(Resilience •, Nightmare •)

**Cost:** 2 Experiences

Those who dare to attack a Nosferatu are soon taught the error of their ways. When an attacker successfully inflicts damage on the Nosferatu, the terrifying power associated with her Dread Presence strikes out at the offender, seemingly straight out of the wound.

**Cost:** 1 Vitae

**Dice Pool:** Charisma + Intimidation + Nightmare vs Resolve + Composure

**Action:** Reflexive

**Duration:** Scene

**Effect:** Whenever the Nosferatu takes damage from a Brawl or Melee attack, the player can choose to pay the cost and make the roll, if he wins, he affects his target with Dread Presence (Nightmare lv 1).

If the Nosferatu flees or falls in torpor, the target stops being affected by Dread Presence.

## *Spirit Tracking*

(Protean ••, Animalism •••)

**Cost:** 3 Experiences

Your beast is an exceptional tracker, sensing the lingering trails of another beast through the spiritual ether rather than relying on physical senses alone. Indeed, your Beast can sense and follow the path of another vampire's Beast, tracking it even when the prey takes physical precautions against being followed or found. Your inner senses are so keen, in fact, that it is difficult to fool you with mirages or false trails, making it more difficult for the powers of the Ravnos or other slimy creatures to trick you.

**Cost:** 1 Willpower

**Dice Pool:** Wits + Survival + Animalism

**Action:** Instant

**Duration:** Until the "scent is lost"

**Effect:** Pay the cost and make the roll to track someone you've met before. 1 Success allows you to keep tracking it next turn, if he is within 10 meters (this provokes a clash of will against Obfuscate, if you lose, your tracking ends).

With three or more successes, you may continue to track the individual so long as they are within 100 meters.

With five successes, you may sense specific individuals who have been in a location within the last three days, though you may not track them unless they are still currently within 500 meters. Further, you are not fooled by illusions unless the Ravnos creates an illusion that appeals to all of the senses, and that would make it a clash of wills. If you lose, you stop tracking it.

## *Sutekh Fathers Anubis*

(Necromancy ••••, Serpents ••••)

**Cost:** 5 Experiences

Developed by Lazarus, and the principal reason for his victory over Clanmates sent to kill him, the Cainite with this power can change form into a monstrous, rotting jackal over three meters from foot to shoulder blade. This Anubis form grants the vampire greater damage, the ability to travel faster than a human, an enhanced sense of smell, and the physical might of a monstrous god corpse infused with necromancy, the closest a vampire can get to a mummy.

**Cost:** 1 Willpower and 3 Vitae

**Dice Pool:** None

**Action:** Instant

**Duration:** Up to 3 hours

**Effect:** This an enhanced version of Serpents lv 4 (Typhonic Avatar). You transform in an even bigger Jackal Hybrid, but godly, undead and full of runes and wraps like a mummy. Which grant you several benefits:

- 2 dots of Strength (that can go over your BP limit)
- 2 armor that can soak anything but fire or sunlight
- +2 Lethal bite damage that can initiate grapples
- Your Blood Potency dots in Wits related checks to perceive things
- The ability to oppose Obfuscation or Quimeirismo with Serpents Clash of Wills
- A tail that swipes anyone who moves into close range for 3L damage
- +2 to your defense, and it works against bullets
- +10 to your speed
- Immunity to Frenzy or Rotschreck
- Immunity to torpor from being staked through the heart
- Holy Artifacts and Sanctified ground have no effects against your God Monster Form
- Fire causes Lethal damage instead of Aggravated
- Sun does not harm you, you are no corpse of mortal anymore
- Mortals who witness this horrid form will faint, unless they spend willpower and roll Resolve + Composure every turn.
- Everything you kill while in this form turns into a wraith later

You can only assume this form once every 7 nights.

## *The False Drink*

(Auspex •, Vicissitude ••••)

**Cost:** 2 Experiences

Some independent elder Fiends who pay lip service to the Sabbat developed this trick. Using a heightened self-awareness and vitae control, the Tzimisce is able to divert imbibed blood to a discrete cavity within her body.

**Cost:** None

**Dice Pool:** Intelligence + Medicine + Vicissitude

**Action:** Reflexive

**Duration:** Instantaneous

**Effect:** Make the roll upon drinking the blood.

Failure means the vampire accidentally absorbs the imbibed blood as normal, affecting any blood bond or Vinculum as per normal. Botching the roll causes the vampire to vomit the imbibed blood, along with half of her own blood pool, in a messy spray.

Success means the blood is not absorbed into the vampire's system, and thus, the blood bond or Vinculum can be secretly avoided. The vampire can then vomit up the unwanted blood at her leisure.

## *Unflinching Stare-down*

(Dominate •, Majesty ••)

**Cost:** 1 Experience

The gunfights at high noon are often the tales that get romanticized by authors and poets, because the ones at sundown are often too brutal and over too quickly to make for anything less than a chilling story of a gunslinger best to be avoided at all cost. Kindred employing this power with deadly effectiveness bring with them the very legends that the Old West is built upon. They are rarely challenged to a duel twice.

The vampire stares dead into the eyes of his enemy, shattering his concentration and his confidence.

**Cost:** 1 Vitae

**Dice Pool:** Presence + Intimidation + Majesty vs Resolve + Composure + Blood Potency

**Action:** Reflexive taken before initiative is rolled

**Duration:** Instantaneous

**Effect:** Spend one Blood Point reflexively at the beginning of combat and make the roll. Success means the target doesn't roll for Initiative that turn and acts at the end of the round with initiative 0 (though he can still spend Celerity for initiative).

## *Vital Fluids*

(Resilience ••, Valeren or Obeah ••)

**Cost:** 2 Experiences

With complete mastery over her undead frame and the power of vitae healing, the Salubri finds that healing wounds no longer overly taxes her duties towards humanity or her vengeance against the usurpers.

**Cost:** 1 Vitae or 1 Willpower

**Dice Pool:** None

**Action:** Reflexively

**Duration:** scene

**Effect:** Any blood spent to heal bashing or lethal damage returns to the vampire's blood pool, at a rate of one point every 10 minutes. This does not apply to any self-heal discipline the Salubri might have.

## *Waking Dream*

(Resilience •••, Quimeirismo ••••)

**Cost:** 4 Experiences

An illusion so powerful it's able to fool reality

**Cost:** None

**Dice Pool:** None

**Action:** Reflexive

**Duration:** Variable

**Effect:** Once per game session, you may utilize a simple illusion (climbing a rope, landing on a trampoline, unlocking a door with an illusory key, or similar) as if it were real for one turn. Waking Dream cannot be used to directly harm any other character.

## *Ze Monkey's Paw*

(Auspex •••, Dementation ••••)

**Cost:** 3 Experiences

Superstitions are little pieces of irrationality that still take hold in the rational world. Malkavians with this ability play on these notions to convince a perfectly normal person that an inanimate object is the source of all their troubles. It's a great way to get someone babbling about strange connections, or dig a valuable item out of the trash when the victim throws it away.

**Cost:** 1 Willpower

**Dice Pool:** Wits + Subterfuge

**Action:** Instant

**Duration:** 1 night per successes

**Effect:** Pay the cost and make the roll while touching an object and picturing a specific person. The next time the target sees the object, the power starts working. It will rob the target of a Health level (Lethal, unsoakable) when a minor accident involving the object occurs or a Willpower point when the target somehow blames a bad turn in their life on the object.

The Malkavian chooses the split when the power is used, but the target loses no more than one Willpower point or one Health level per scene. The Malkavian has no control over what the target does with the object or when the curse strikes, but the target is unlikely to keep it for long.

## *Not So Special*

(Obfuscate ••, Vigor ••)

**Cost:** 2 Experiences

**Cost:**



# EXCLUSIVE DEVOTIONS

## CARTHIAN MOVEMENT

### *If You Can't Duck It*

(•••, divided between Celerity, Resilience, and Vigor, including at least two)

**Cost:** 2 Experiences

This Devotion allows your character to instill some of her preternatural physical prowess on physical objects. Some Carthians call it Bulwark. Most just refer to it as "If You Can't Duck It".

**Cost:** 1 Vitae and 1 Willpower

**Dice Pool:** None

**Action:** Instant

**Duraton:** Scene

By smearing a Vitae on an object, your character blesses it with some of her own physical power for the scene. Her dots of Celerity, Resilience, and Vigor each offer separate effects:

- The object gains a dice pool modifier on its primary intended action equal to your character's Celerity dots.
- The object gains Structure equal to twice your character's Resilience dots.
- The object gains Durability equal to your character's Vigor dots. If a weapon, it causes lethal damage to Kindred.

An object may only be subject to a single instance of If You Can't Duck It at once.

### *The Gun Show*

(Majesty •, Vigor •••)

With The Gun Show, you can do Real Flashy Shit™ and impress a crowd. You know, more than you'd usually impress a crowd by doing real flashy shit. Maybe you rip a car door off. Maybe you throw a fucker. Maybe you jump over a building or some shit.

**Cost:** 1 Vitae and 1 Willpower

**Dice Pool:** N/A

**Action:** Reflexive

You can activate The Gun Show whenever your character commits to a feat of strength. This usually means (but isn't limited to) a lifting or breaking roll using Strength + Stamina. If the action succeeds, the next time your character activates Majesty during the same scene, you can add her Vigor as automatic successes on the roll. Neither the Strength nor Majesty roll may benefit from Willpower expenditure.

### *Punching and Fucking*

(Majesty ••, Vigor •)

**Cost:** 2 Experiences

Sometimes, being sparkly just ain't appropriate to the context. With this Devotion, you can charm with a fist. You know that scene in Fight Club where Jack and Tyler bond over a fistfight? Yeah, it's like that.

**Cost:** 1 Willpower

**Dice Pool:** Special

With this Devotion, you can apply the effects of Majesty through physical contact. When making an unarmed attack, calculate damage and dice pools normally. Once damage is applied, the victim's player rolls Composure + Blood Potency against that damage, as if they were successes on Confidant.

If your character has Loyalty and her victim has the Charmed Condition, you may spend 2 Vitae to apply its effects instead. As an additional effect, damage caused with Punching and Fucking do not count toward resolving the Charmed or Enthralled Conditions.

### *Sudden Strength*

(Celerity ••, Vigor ••)

**Cost:** 2 Experiences

This Devotion allows your character to benefit from the fact that mass times velocity squared equals force. In particular, the velocity part. She moves with the speed of Celerity, which dramatically increases the force with which she interacts with the world around her.

**Cost:** 1 Vitae

**Action:** Reflexive

You can activate Sudden Strength any time you've spent Vitae to activate Celerity. It remains active on the turn used. For that turn, add up to your character's Celerity dots to her Strength dots. This effects all relevant dice pools and derived traits. If this raises your character's Strength beyond her limitation set forth by her Blood Potency, at the end of the turn, she suffers one bashing damage per dot above her limit. Vigor's addition to Strength does not count toward this limitation. Sudden Strength may only be activated once per turn. If your character can only spend one Vitae per turn, you may spend one Vitae to activate Celerity on one turn, and the Vitae to activate Sudden Strength on the next. If you do so, both benefits occur on the second turn, not the first.

# THE INVICTUS

## *Strength of Empire*

(Dominate ••••, Majesty •••, Vigor or Resilience ••)

**Cost:** 4 Experiences

This Devotion allows the Invictus draw from her subjects' power. Those vampires and ghouls under the full, third-stage blood bond to her offer up their Disciplines as well as their free will.

**Cost:** 1 Willpower

**Dice Pool:** Intelligence + Occult + Dominate - victim's Resolve

**Action:** Instant

When activated, your character temporarily strips her subject of his vampiric power for the remainder of the current scene, from any distance. For each success rolled, take one dot of a Discipline away from the subject and add it to your character. Excepting Celerity, Resilience, and Vigor, this cannot increase a Discipline past the subject's initial dot rating.

For Celerity, Resilience, and Vigor, this can increase the total to the combined sum of your character's and the subject's ratings in the Discipline, exceeding your character's normal trait maximum by one. Your character must still pay relevant activation costs for these stolen Disciplines. At the end of the scene, the Disciplines return.

If your character has all relevant prerequisites, either normally or temporarily through this power, she can also take a Devotion. This costs one success per dot of the highest prerequisite Discipline. So a Devotion that uses Majesty •• and Vigor ••• would cost three successes to steal. For example, if a subject has Animalism ••, Vigor •••, and Celerity ••, and your character has Vigor ••• and Celerity ••, this power could increase your character's Animalism no higher than ••, Vigor to •••••, and Celerity to ••••.

## *Knight Commander*

(Majesty ••, Vigor ••)

**Cost:** 3 Experiences

This Devotion allows the Invictus to build unwavering commando units, centered on a Ventrue, Toreador or Brujah focus, the way majestic planetary systems orbit a star. This inspires those allies that respect the user's authority to utter greatness.

**Cost:** 1 Vitae

**Dice Pool:** Presence + Brawl or Weaponry + Majesty

**Action:** Instant

This Devotion has a number of effects, which last for one turn per success on activation. You may pick and choose to which characters it applies:

- If a character has Vinculum toward your character, for every stage he's subject to, you may give him +1 die on all combat actions.
- If a character considers you an ally, you may allow him to ignore the first point of bashing or lethal damage from any successful attack.
- If a character respects your authority, you may allow him to spend one Willpower point per turn without actually losing Willpower. Additionally, if your character achieves an exceptional success on an attack roll during this time, any witnesses affected by this Devotion also gain the Inspired Condition.

## *In Vitae Veritas*

(Majesty •••••, Dominate ••••)

**Cost:** 5 Experiences

With this powerful Devotion, Invictus elders send ripples of their Disciplines through lineages.

**Cost:** 10 Vitae

**Dice Pool:** None

**Action:** Instant

Upon activating In Vitae Veritas, your character must immediately follow it with a Dominate or Majesty power, which must normally target one single Kindred character. The power ripples throughout the ties of blood, affecting everyone to which the victim shares blood sympathy. Use the distances for blood sympathy listed in *Vampire the Requiem*, Second Edition, p. 98. Subtract the number of steps removed from the successes rolled on the power, then each victim is independently allowed a Contested roll. If the roll would normally be Resisted, instead use the same Attribute plus Blood Potency as a Contested action. If successful, that character is affected. If the power fails or only achieves a single success, the Vitae used for In Vitae Veritas is wasted.

For example, Lorelei targets Dominic with Green Eyes, empowered with In Vitae Veritas. Dominic's sister Melissa resides in the same city as Dominic, and since she's thrice removed, this means she's affected. Lorelei's player rolls six successes on Green Eyes. Dominic resists Green Eyes normally. She subtracts three successes, and applies the remaining three successes against Melissa, who rolls Composure + Blood Potency to contest those three successes.

An alternate version of this Devotion exists that replaces Dominate •••• with Nightmare ••••.

## *Kissing Cousins*

(Majesty ••, Vigor ••)

**Cost:** 2 Experiences

This Devotion allows your character to bring two vampires closer by blood, as if they were closer related. The two mingle blood, and become like relatives.

**Cost:** 1 Vitae

**Dice Pool:** Manipulation + Occult + Majesty, vs Composure + Blood Potency (if unwilling)

**Action:** Instant

The two vampires must feed from one another, risking the blood bond and blood addiction normally. Both characters must touch your character's Vitae used in the activation. Both characters are allowed a Contested roll; if either succeeds, the power fails to take hold. If successful, the two vampires become one step closer by blood sympathy. It lasts for one night per success. If your character sacrifices a dot of Humanity upon activation, it becomes permanent.

Note that this relationship only affects the two characters; it does not reflect at all on their families. Your character may use this Devotion on herself. Characters of different clans can be subject to this Devotion, but it can never be rendered permanent, and never takes the characters any closer than four steps removed. This Devotion costs 2 Experiences to learn.

## *The Lords' Aegis*

(Resilience •••••)

**Cost:** 2 Experiences

A master of Resilience can heighten their body's resistance to harm to godlike invincibility. With this Devotion, a Ventrue ignores even the direst injuries — at a severe cost. However, given the circumstances that give rise to the need for Aegis, the cost is happily paid.

**Cost:** 1 aggravated damage

**Dice Pool:** None

**Action:** Reflexive

Once per scene, the vampire can willingly suffer one point of aggravated damage to ignore all damage from a single source. She wills her Resilience to the site of the injury, condensing the harm into a single grievous wound. This Devotion functions against all sources of damage save sunlight, and cannot be combined with other effects of Resilience.

## *The Knight's Example*

(Dominate •)

**Cost:** 1 Experience

Once nobility was linked with martial prowess and the ability to field an army, and many Ventrue haven't forgotten that heritage. By setting the right example for her troops, the vampire can push them on to greater victories.

**Cost:** None

**Dice Pool:** Presence + Intimidation + Vigor – number of subjects

**Action:** Instant

**Roll Results**

**Success:** The Ventrue barks a few orders or makes an inspiring battle cry. Allied characters who witness her iron glory gain her successes as weapon damage (up to the Ventrue's Blood Potency) on their next violent actions. This lasts the scene or until the effect is used up, including if the attack is a failure. The vampire can only use this Devotion once per scene.

**Exceptional Success:** The vampire's followers gain an additional +1 on their weapon damage.

**Failure:** The vampire fails to inspire.

**Dramatic Failure:** The vampire demoralizes her troops, who suffer her Dominate dots as a penalty on their next attacks.

## *Not So Special*

(Obfuscate ••, Vigor •••)

**Cost:** 2 Experiences

## *Not So Special*

(Obfuscate ••, Vigor •••)

**Cost:** 2 Experiences

## *Not So Special*

(Obfuscate ••, Vigor •••)

**Cost:** 2 Experiences

## *Not So Special*

(Obfuscate ••, Vigor •••)

**Cost:** 2 Experiences

## *Ignore essa pagina!*

(Obfuscate ••, Vigor •••)  
Cost: 2 Experiences

## *Not So Special*

(Obfuscate ••, Vigor •••)  
Cost: 2 Experiences

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