

# ♀ MERITS ♀

## Acute Senses (• to •••)

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**Effect:** The vampire can see, smell, and hear at twice the distance and with twice the accuracy of an average, healthy mortal. The vampire's senses of taste and touch are also twice as sensitive as those of the same hypothetical person. The vampire can see in pitch dark.

Dots beyond the first only increases the distance your vampire can see in the darkness.

The vampire can perfectly identify any sensory stimulus she has experienced before; for example, the smell of a lover's sweat, the texture of a rare fabric, or the sound of an individual's scream.

Add her Blood Potency to any roll to use her senses. This includes any rolls to remember and identify sensory details.

**Grid Benefit:** Your character gains 3 extra meters of Darkvision per dot, up to 18 meters (The standard darkvision for kindred is 9 meters)

**Drawback:** Her senses sometimes overwhelm her. Any time you roll an exceptional success on a roll relating to her senses, she gains the Obsession Condition for the stimulus, but instead of being Persistent, it lasts for a number of nights equal to your successes.

## Bloodhound (••)

**Prerequisites:** Wits ••

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**Effect:** Your character can discern the intricacies of blood by smelling it, as if he had tasted it. When using his Kindred senses to detect blood, to track by blood, or to pick out the details of blood, he only needs to smell a blood source.

## Cacophony Savvy (• to •••)

**Prerequisites:** City Status •

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**Effect:** You have your finger on the pulse of the Kindred underground. You're adept with the codes and cants that allow Kindred culture to flourish despite the Masquerade. Each level of Cacophony Savvy builds on the previous. This Merit assumes the character can read and deliver Cacophony messages.

**Drawback:**

The Cacophony is not a spectator sport. You can't just consume; you must create. If your character does not regularly contribute news and gossip to the Cacophony, she falls out of touch. To become an active part of the Cacophony again, she must add something of value.

**Gettin' Up (•):** Your character can read the signs when she sees them. With an Intelligence + Streetwise roll, she can identify the intended message. She can identify further details, including the messenger's clan, covenant, favored herd, and city of origin by taking a –1 die penalty for every detail she wishes to discern. Additional details come at Storyteller discretion.

If the area surveyed is part of someone's Feeding Grounds Merit, you can add their dot rating to your roll, and discern things the owner didn't mean to communicate. For example, particularly pale junkies in the neighborhood might suggest that the owner feeds from addicts.

**Backpacker (••):** Your character is privy to all the personal ads, magazine codes, tracts, and tagging locations to find the latest Kindred news. Any time new Kindred come to town, your character knows their favored feeding grounds and their common aliases within a week. Using Gettin' Up, she can discern more personal information about them from the grapevine.

**Wearing a Hat (•••):** Your character embodies honor among thieves. She's a highly respected part of the Cacophony, and as a result, nothing happens without her knowledge. She's a hub of local culture, and the first line of defense against vampire hunters by extension. Once per chapter, roll Wits + Politics. For each success, you can ask the Storyteller one of the following questions about the current state of affairs:

- Who is on the way up?
- Who is on the way out?
- Where in the city is the Masquerade thinnest?
- What mortal is closest to uncovering Kindred?
- Where's the best feeding in town?

When acting on the answer, consider all rolls exceptional successes on three successes instead of five.

## Computer Aptitude (•)

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**Effect:** You are familiar with and talented in the uses of computer equipment. Other Kindred may not understand computers, but to you they are intuitive. You have +2 on All rolls involving computers.

## Claws of the Unholy (•)

**Prerequisites:** Protean •••

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**Effect:** A Gangrel's claws are deadly and bestial; yours are downright unnatural. The vampire allows the Beast out of its cage and lets it punish all those around her. When wielding claws borne of Unnatural Aspect while in frenzy, this Merit takes effect. The weapon modifier for the claws becomes +0 aggravated. These claws ignore all armor not generated by Resilience.

**Drawback:**

You may only use Claws of the Unholy while in frenzy or riding the wave. Once purchased, this modification is not optional; the character manifests Claws of the Unholy any time she's frenzied.

## Close Family (•)

**Effect:** Your character feels blood sympathy more keenly than most of her kind. Add +1 to all blood sympathy bonuses, and apply the 8-again quality to all blood sympathy rolls. As well, treat all relations as one step closer for the purposes of sympathy distances.

**Drawback:**

When you feel sympathy, you feel it hard. Any time you succeed on a blood sympathy roll, your character loses the ability to spend Willpower for bonus dice for the remainder of the scene, due to the distraction.

## Dynasty Membership (• to ••)

**Prerequisites:** Clan Status •

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**Effect:** Your character claims membership to a long-standing dynasty of Kindred. Her clan and city know her family's exploits, and they often precede her. Each level of this Merit builds on the earlier abilities.

**Drawback:**

You must make your association known to take advantage of this Merit. Within certain crowds, throwing around a lineage could be more trouble than it's worth. The dynasty must have at least three members.

**New Kid (•):** You're recognized within the dynasty, but not in an influential position. Once per chapter, you may add the Clan Status of the dynasty's most senior member to a Social dice pool instead of your own.

**Exemplar (••):** You're afforded sway and respect within the dynasty. Against any who would respect or fear your dynasty, you may ignore the first Door in any Social engagement.

**Patriarch/Matriarch (•••):** You're acknowledged as a head of your dynasty. Once per chapter, you may make a demand of a dynasty member. They gain the Tasked Condition. If they fulfill the demand, gain a Beat. The task must be something that would take a full night's work, or put the recipient in danger.

## Feeding Grounds (• to ••••)

**Effect:** Your character has fertile feeding grounds, whether officially granted or not. Dots in this Merit represent the ease of hunting in that territory. Add the dot rating to any hunting rolls, and to starting Vitae rolls (see p. 95). In addition, add the dot rating to any predatory aura conflicts on her territory.

**Drawback:**

Territory doesn't maintain itself. Trespassers must not go uncontested, or your hold on the area falters.

## Haven (• to ••••)

**Prerequisites:** Safe Place •

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**Effect:**

A good haven is not only safe from the sun, but also familiar and comforting. The dot rating reflects your character's affinity for his home and its defenses against the sun's intrusion.

A low rating might mean an unreliable apartment with boarded windows. A high rating may mean an ancestral home with no windows and an extensive system of vaults.

Add your Haven dots to any Humanity rolls to notice danger while sleeping, and any Stamina + Resolve rolls to remain awake. As well, add it to any Kindred senses (see p. 90) rolls within.

**Drawback:**

Losing a Haven is a breaking point at Humanity 8, minus its dot rating. A Haven must be tied to a Safe Place Merit (see p. 123). Like a Safe Place, a coterie may share a Haven Merit. Each member that wishes to benefit must invest Merit dots in both the Safe Place and the Haven.

## Herd (• to ••••)

**Effect:** Your character cultivates cliques of mortals willing and eager for the Kiss. Each week, you can draw on a number of Vitae equal to twice the Merit's dot rating. This requires no roll, only a quick interlude. Taking more than that amount requires normal hunting rolls.

**Drawback:**

Addicts need their fix. Sometimes, they demand attention. If neglected, they'll withdraw. Your character must have at least minor interactions with her Herd before they'll give blood freely.

## Honey Trap (•)

**Prerequisites:** Non Tremere

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**Effect:** Your character's blood not only bonds, but it invigorates. When a vampire tastes your character's Vitae for the first time in a night, she regains a point of Willpower. If this results in a new bond, or steps up an existing bond, she also takes a Beat.

## Kindred Status

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Within Kindred society, there exist three types of Status: City, Clan, and Covenant. Each functions as the Status Merit on p. 123, within its purview. City Status allows its advantages within the scope of the assigned city. Clan Status only functions within its designated clan, and Covenant Status similarly within the chosen covenant.

City Status reflects a vampire's sway in the city, whether official or unofficial. There's no specific dot rating tied to a given position. For instance, a Prince may have three dots of City Status, if the city doesn't respect his authority as much as the Sheriff with five dots.

Clan Status reflects notoriety and recognition within the clan. Typically, a character with high Clan Status is iconic within the clan. A character with five dots of Ventrue Status is whom most Kindred think of when they speak of the clan Ventrue. Kindred recognize a low-Status character as a frequent collaborator within clan circles. A character may not gain Status in a clan to which she does not belong.

Covenant Status is generally tied to positions and direct authority within covenant structure. A character with five dots of Covenant Status is a regional leader within the covenant, a character with one dot has minor responsibilities to their organization of choice. Additionally, each covenant has available Merits that scale depending on Covenant Status dots.

A character could theoretically gain Status within multiple covenants. Most of the covenants will allow members to dabble in other organizations, so long as they don't share secrets. The Ordo Dracul, for example, will not stop a member from attending Sanctified mass. But the moment she shares her knowledge of the Coils, she'll find her Requiem cut abruptly short.

Her combined dots in one type of Status (City, Clan, or Covenant) cannot exceed five, and she may never have as many dots in her affiliated group as she does to the group to which she belongs.

## Kiss of the Succubus (•)

**Prerequisites:** Must be Toreador

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**Effect:** All Kindred can evoke lustful, passionate reactions with a bite. The Daeva's bite is downright addicting. Her Kiss causes the Addicted Condition in mortals as well as the Swooning Condition (for Addicted, see Vampire 2E Requiem p. 301; for Swooning, see p. 306).

**Drawback:**

This gift is a double-edged sword. On one hand, it keeps blood dolls coming back. On the other, they won't stay away.

## Lineage (•)

**Prerequisites:** Clan Status •

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**Effect:** You come from strong stock. Your sire's well known, and his influence bleeds onto your interactions. Once per chapter, this Merit can represent a single dot of one of the following Merits: Allies, Contacts, Mentor, Resources, or Status. The Merit must be one your sire may have possessed.

**Drawback:**

Calling on your sire's reputation taxes his social capital. He may ask for repayment for using his name.

## Pack Alpha (•)

**Prerequisites:** Must be Gangrel

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**Effect:** You're pack-minded. Your blood draws to blood. You may designate a coterie of Kindred and ghouls as your pack. Every Gangrel has a different method for the designation. Some anoint with blood. Some have hazing rituals.

When the pack takes teamwork actions, the supporting characters gain the 8-again quality on their rolls. The anchor character does not, but still adds dice equal to the others' successes. Removing a pack member must be done by force. You must cause lethal damage in one of their last three Health boxes, then exile them from your presence for at least a week.

**Drawback:****Drawback:**

When a member of your pack defies you, you must make an example of them or lose a point of Willpower.

## Unnatural Affinity (• to •••••)

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**Effect:** Your character can take nourishment from the blood of some of the stranger creatures of the World of Darkness. Each dot of this Merit allows your character to gain sustenance from one type of supernatural creature. This may mean werewolves, ghosts, mummies, zombies, or stranger things still. This blood counts as Kindred Vitae for the purposes of feeding restrictions.

**Drawback:**

This advantage does not inherently mean the character is (more) able to feed from the chosen subject. For example, ghosts exist in an ethereal state, and don't have physical blood. Werewolves are notoriously difficult to feed from for more practical reasons that often end in Final Death. If you take this Merit, work with your Storyteller to determine how your character might feed from these monsters.

## Swarm Form (••)

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**Prerequisites:** Protean ••

**Effect:** When taking the Beast's Skin, some Gangrel can instead become a swarm of small creatures: Size 0 or Size 1 animals. The character may perceive through any of the senses of any individual creature in the swarm, but the swarm acts as a single entity.

The swarm may spread over five yards or meters per dot of Blood Potency. Creatures beyond that range die and rapidly decompose. The swarm moves at the vampire's Speed, modified for the creatures' Size, in any logical direction.

The swarm limits visibility and hearing, and causes panic in all those present. Everyone within the swarm's area suffers the persistent Distracted Condition (see p.302) until they get away. With Storyteller discretion, a swarm may have other features suited to the swarm animal. For example, rats should be better at biting through barricades.

The swarm resists most harm. Roll attacks against the swarm as normal, but after factoring armor and other modifiers, the swarm only takes one point of damage of the appropriate type at most, or two points of damage with an exceptional success. Fire, sunlight, explosions, and other large-scale threats cause normal harm to the swarm, which is affected by banes as normal. To attack those within her swarm, roll Strength + Brawl, ignoring Defense. Divide the damage however you wish among those inside. Apply a victim's armor to the damage normally. The damage is lethal (bashing to Kindred). Alternately, a success may instead allow the vampire to take one Vitae from a victim.

## Touchstone (• to •••••)

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**Effect:** Your character has multiple Touchstones. Each dot in the Touchstone Merit allows for an additional Touchstone. Look to the Touchstone chart for which Humanity dot each new Touchstone is applied to. For more on Touchstones, see p. 87.

**Drawback:**

Losing attachment with Touchstones will speed the loss of Humanity. As well, if your character's last Touchstone dies or is destroyed, your character will feel the call of torpor.

## Unsettling Gaze (•)

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**Prerequisites:** Must be Nosferatu

**Effect:** All Haunts have an unsettling effect. Your character's Beast oozes with terror. When she evokes the monstrous Beast (see p. 91), she unsettles her target deeply and makes him question himself. Any time she infects a victim with the Bestial Condition and scores an exceptional success, she also forces a breaking point if the victim has a higher Humanity (or Integrity) than hers.

**Drawback:**

Forcing a breaking point in another is also a breaking point for your character if her Humanity is 3 or higher.



# COVENANT SPECIFIC MERITS

## Carthians

### Army of One (• to •••••)

**Prerequisites:** Carthian Status at equal or higher level

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**Effect:** Carthians always have each other's backs. A ranking member of the Movement is never alone.

To activate Army of One, the character must make a call or otherwise contact her allies in the Movement. This takes an instant action.

Roll Presence + Politics + Carthian Status. In ten minutes minus the successes rolled, her backup arrives. She receives one backup Carthian per dot in Army of One. They will fight for her, or contribute to teamwork actions. If faced with a deadly or overwhelming threat, they may run if they fail a Resolve + Composure roll.

**A character may only use Army of One once per story.**

### Devotion Experimenter (•••)

**Prerequisites:** Carthian Status ••, Science ••

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**Effect:** Since, in many cities, the Carthian Movement has the fewest elders of any covenant, some Carthians specialize in studying Devotions, in order to make the most of their lower-level Disciplines. A Devotion Experimenter's task is to research new Devotions and teach their effects to her fellow Carthians.

A Devotion Experimenter is better at learning and utilizing Devotions than your average vampire is. She subtracts one Experience from the cost of any Devotion, to a minimum of one Experience.

Additionally, it is easier for the vampire to develop devotions and if she teaches a devotion to someone, her student enjoys her cost break on the power.

### Fucking Thief (•)

**Prerequisites:** Carthian Status •, Subterfuge •••

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**Effect:** Fucking Thieves, or Magpies to the less resentful, are Carthians that specialize in stealing the secrets of other organizations. While they can't dig in deep enough to master these tricks, they can learn enough to approximate them.

A Carthian with this Merit can buy a single covenant advantage reserved for another group, at one dot. For example, she might steal a first level Mystery of the Dragon, a Theban Sorcery, or Crúac ritual, or an Invictus Merit.

This stolen knowledge is imperfect at best. Any failures with the stolen knowledge are automatically considered dramatic failures. Any Experience costs apply normally; this Merit functionally adds one Experience to the cost.

This Merit may not be taken multiple times. The dot of covenant advantage cannot be used as a prerequisite for another purchased Merit or ability.

### Mobilize Outrage (• to •••, Style)

**Prerequisites:** Carthian Status •••, Brawl ••, Resolve ••••

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**Effect:** Your character has the hands of a revolutionary. She fights with the passion of the oppressed. She breaks skulls the way a slave breaks his bondage.

Your character gains access to the following effects at each subsequent level of this Merit.

- **Strike to Preempt (•):** Against an overwhelming opponent, a revolutionary's only choice is to strike first and to strike so hard the opponent cannot strike back. Your character puts everything into a single attack to end things quickly. When spending Willpower on your character's attack, add her Willpower dots to the attack roll instead of the normal +3. This technique may only be used in the first turn of combat. She cannot take an action in the next turn, and loses her Defense.
- **Unbreakable (••):** When resisting Mental or Social coercion, including from Disciplines, spending Willpower adds your character's Resolve dots to a contested roll, or subtracts from the opponent's roll on a resisted roll. This occurs instead of the normal +3 or -2 from spending Willpower. Unbreakable may only be used when your character is actively engaged in combat, or will be initiating combat in the next turn. This includes use of Strike to Preempt.

- **Dying On Your Feet (•••):** The Carthian with this ability remains standing and fighting long after most vampires would fall. Her will forces her forward despite crippling injuries. While in combat, your character suffers no wound penalties, and is not subject to torpor when her Health boxes are full of lethal damage. Only aggravated damage, and thus Final Death, may stop her. At the end of the combat scene, she will fall into torpor if her Health boxes are still full of lethal damage.

## Carthian Pull (•)

**Prerequisites:** Carthian Status •

**Effect:** Carthians know people. Being the covenant arguably most in touch with humanity, they tend to have the most numerous connections. Membership in the Movement can mean leveraging those connections. Each month, you can access a number of dots of the Allies, Contacts, Haven, and Herd Merits equal to your Carthian Status.

### Drawback:

These Merits are not yours. They're very temporary, very superficial. You don't get a house from Haven dots; you get crash space for a couple days. Each use is a favor, and the Movement expects members to repay their favors.

## Night Doctor Surgery (•••)

**Prerequisites:** Carthian Status ••

### Effect:

Carthians have adapted a bit of real-world surgery and a little body horror into a series of morbid reconstruction techniques to help injured Kindred heal. Night Doctor Surgery helps bones reset, and speeds the knitting of flesh. With an hour of treatment, roll Intelligence + Medicine. Each success converts one point of lethal damage to bashing. Alternatively, three successes can convert one point of aggravated damage to lethal damage. Failure means the wounds remain; dramatic failure upgrades three points of bashing to lethal, or two lethal to aggravated. With Storyteller discretion, this Merit and Willpower expenditure may be used over time to make changes to facial appearance.

### Drawback:

Knowledge of Night Doctor Surgery affords a great responsibility. If your identity is known, the Movement will call on your services frequently. For this reason, most Night Doctors use pseudonyms (usually a letter, like Doctor H), performing their services while masked. You cannot perform Night Doctor Surgery on yourself. You may only make one attempt to treat a given injury.

## I Know a Guy (•)

**Prerequisites:** Carthian Status •

**Effect:** When Carthians make Allies (see p. 118), their covenant acts as a sort of support network that bolsters the efficiency of those allies. Once per story, a Carthian may access temporary Retainer dots equal to their Allies. These Retainers act in the Carthian's interest, just like any other Retainers. (Since Allies gained with Carthian Pull don't really belong to the character as a Merit, they don't count for purposes of I Know A Guy.)

### Drawback:

These Retainers represent the Allies group in question, and will serve its interests first and foremost. If the Carthian wants them to do something contrary to the group's interest, she'll need to manipulate, threaten, or otherwise risk her relationship with her Allies.

## Carthian Law

Carthian Law Merits stand as the Carthian Movement's edge in Kindred society. Each affords the Carthian certain advantages pertaining to the recognized law of the city. In many cases, this law did not come from the Carthians, but that doesn't mean they can't use it to their advantage. Carthian Law gives Kindred law a sort of metaphysical weight which prevents a city's residents from breaching protocol. Carthians have learned to leverage that, making them valuable to even cities without a Carthian government.

## Lex Terrae (••)

**Prerequisites:** Carthian Status ••, Feeding Ground •

**Effect:** Territory is bond. Feeding ground is sacrosanct. Any blood poached from your character's Feeding Ground is tainted for Kindred she has not specifically allowed. When next a poacher sleeps, the blood dissolves in his gullet. When he wakes, he violently retches, taking one bashing damage per Vitae lost. As well, his lips and mouth stain with black streaks that paint him as a poacher. These marks last for one week.

### Drawback:

This Merit requires a clearly-defined and publicly announced feeding ground.

## Mandate from the Masses (•••••)

**Prerequisites:** Carthian Status •••••

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**Effect:** Carthians wield consensus the way a cop wields a baton. With the power of the Movement behind her, a ranking Carthian can call on the will of her people to strike weakness into the Movement's opposition. With her words and the mandate, she strips a Kindred enemy's blood down to nothingness.

To enact this law, your character must make a clear and direct admonishment against one of the Movement's enemies. Cross a dot of Willpower off the Carthian's sheet. She must also garner the support of others of the Movement for a vote — from both Storyteller characters and players' characters.

If the vote favors the admonishment, add the total dots of Carthian Status in support (including the user's five). For every five dots, reduce the victim's Blood Potency by one dot. If this reduces him to zero dots, he effectively becomes a revenant (see p. 94 for rules on revenants).

### **Drawback:**

The Willpower dot (belonging to the vampire who invoked the mandate) and Blood Potency (belonging to the victim) only come back if the victim flees the city or meets Final Death. If the Carthian meets Final Death, the victim immediately regains his lost Blood Potency. A single vampire may only be victim to one instance of this Merit at a time.

## Plausible Deniability (••••)

**Prerequisites:** Carthian Status •••

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**Effect:** Carthians don't break laws; they defy laws. Influential Carthians can throw law to the wind, then laugh it off with an argument about the definition of the word "is." Any attempt to use a Discipline or other supernatural power to prove your character's guilt in breach of city law or Tradition automatically fails. She cannot be forced to confess by any means, and attempts to detect her honesty through mundane means suffer her Carthian Status as a penalty. She exhibits no stains on her aura from diablerie.

### **Drawback:**

It's one thing to deny the truth. It's another to deny the truth to witnesses. You lose the ability to use your City Status and Carthian Status dots in any Social rolls against anyone who knows for certain of your character's guilt, and opposes her.

## Right of Return (••)

**Prerequisites:** Carthian Status ••, City Status •

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**Effect:** This somewhat rare Merit allows a Carthian to work within another covenant without fear of her covenant's ostracism. After all, Carthians aim for human solutions, and nothing is more human than the ability to adapt and socialize. With this Merit, the character's Carthian Status does not count toward her normal limitations on multiple Covenant Status Merits. She can have as many as five dots of the Covenant Status Merit, not counting her Carthian Status.

While individual characters may oppose your character's cosmopolitan membership practices, she's adept at defending them. In any Social Maneuvering with members of a covenant she claims Status in, treat her impressions as one step better (see p. 173 for more on Social Actions).

### **Drawback:**

Kindred remain ever paranoid, particularly with a Carthian in their midst. Every step she takes receives the utmost scrutiny. Your character loses the 10-again quality on rolls to hide suspicious behavior from members of her other covenants.

## Strength of Resolution (•)

**Prerequisites:** Carthian Status •

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**Effect:** A Carthian stands resolute in the face of that which would force her to violate the law. Add her Carthian Status to any dice pool to contest a Discipline or other supernatural power which would coax her to violate acknowledged city law.

# Coda Against Sorcery (• to •••••)

**Prerequisites:** Carthian Status •

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**Effect:** The largely secular Carthian Movement maintains this ancient practice as a defense against sorcery. Precedent for this Law goes back as far as the Code of Ur-Nammu, over four thousand years ago. In essence, it constructs a set of rules for the way sorcery works or doesn't work, and shuts down anything violating those rules. The Carthian sets a sort of "rules of engagement" for the mystical, and the word of law enforces them.

When adopting the Coda Against Sorcery, the character signifies whether the Coda applies to all sorceries, a specific variety of blood sorcery, or a single defined ritual. This requires the character to have seen the power in effect, or at least be versed in the basic way it works. Note that this does apply to non-Kindred magics if the character wishes.

Changing the definitions requires the character abandon his current Coda under the Sanctity of Merits rule (see *Vampire: The Requiem*, p. 109) and purchasing a new instance of the Merit. Characters using a defined sorcery against the character suffer his Merit dots as a penalty on any roll to activate or wield said sorcery against him.

If Defense applies against the sorcery, add his Merit dots to his Defense against attacks made with weaponized sorceries.



# Circle of Crones

Members of the Circle of the Crone have access to the following Merits. Unless otherwise noted, they have an additional prerequisite of Status (Circle of the Crone) • or higher.

## Mandragora Garden (• to •••••)

**Prerequisites:** Prerequisites: Safe Place (same level), Crúac •

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**Effect:** Your character maintains a garden of ghouléed plants. They move and act on their own in slow, almost imperceptible fashion. As well, they act as a vector for your character's Crúac.

Your character's rating in Mandragora Garden determines the rough size, which must correspond with an equal or greater Safe Place. An Acolyte can use Mandragora she's created herself as if they were her own hands and eyes for the purposes of Crúac rituals. This allows her to use her rituals at a distance. If she's standing amidst her garden, she may add her Mandragora Garden dots to any Crúac ritual rolls. Additionally, the Acolyte may cast rituals on her garden that would normally last a scene. The magic of the garden sustains these rituals indefinitely. She may have a number of such rituals active equal to her dots in this Merit. Mandragoras transplanted elsewhere wither and die if not cared for by a character with this Merit.

While she must feed her garden one Vitae per month equal to her dots in Mandragora Garden, the garden will produce twice that quantity in sap, nectar, or other fluids, which serve as animal blood, on which Kindred may feed. Lastly, because of the intimate association a vampire must keep with such a garden, it becomes an extension of her body. Anyone attacking or otherwise harming the garden provokes her to frenzy as if they attacked her directly. Note: A vampire's Mandragora take on qualities of her blood. They will bear fruit symbolic of her clan, for example. Some Toreador plants produce pomegranate-like fruits, for example, and Gangrel sometimes create Indian figs. If the character has a Crúac style, this will show up in her plants.

## Temple Guardian (• to •••, Style)

**Prerequisites:** Athletics ••, Brawl ••, Weaponry ••

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**Effect:** The Circle of the Crone is no stranger to persecution. Some of the Circle's predecessors developed this Fighting Style in ancient times, so its Gorgons could defend the group from the newly ascendant Lancea et Sanctum's purge of all pagan traditions.

Your character gains access to the following abilities at their respective dot levels.

- **Athena's Armor (•):** Your character stands her ground for her temple, and remains unshaken. During any turn where your character is not attacking, ignore the first level of damage from any attack that hits her.
- **Enyo's Defense (••):** Your character defends her sisters at all costs. So long as your character has access to her Defense, she can reflexively move up to half her Speed in yards to intercept an attack against another character. The attack roll is made against your character's Defense (multiple attacker penalties apply normally), and she suffers any resulting damage.
- **Eris's Glory (•••):** Your character's relentless defense of her sisters inspires them to greatness. Any turn where your character takes lethal or aggravated damage from a successful attack, choose an ally to gain the Inspired Condition. Additionally, any wound penalties your character suffers add to her allies' Crúac rolls. Since Crúac takes time, this barely helps in a fight. But your character's blood and suffering bolsters her allies off the battlefield.

## Altar (•••)

**Prerequisites:** Circle of the Crone Status •

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**Effect:** Your character is attuned to a mystical, bloody altar. She may have crafted it herself, or a covenmate may have designed it. In the presence of the altar, Acolytes may use the teamwork rules (see p. 173) when using Crúac rituals.

However, double the time necessary to make the roll, and determine the time per roll by the lowest Crúac dots of the collective group. This allows vampires uninitiated in the secrets of Crúac to participate in rituals. Characters do not need dots in Crúac to act as supporting performers with the Altar Merit, but double the time between rolls if any participants have no Crúac dots whatsoever.

**Drawback:** Unlike most Merits, three or more characters must purchase this Merit to gain its benefits. Each character contributes a single Merit dot to the total cost. Additional characters may purchase dots in the Altar, but to use the teamwork advantages, they must contribute.

## Mother-Daughter Bond (•)

**Prerequisites:** Circle of the Crone Status •

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**Effect:** The Circle exists through tribulation and mentorship. Without tight-knit bonds, the Circle would never have survived its tumultuous early years. When a member of the Circle with this Merit purchases the Mentor Merit, that Mentor is protected by the True Friend Merit (see p. 124). The vampire does not have to purchase True Friend to take this advantage.

**Drawback:**

Strong bonds go both ways. The mentor is likely to have stronger requirements than most teachers, and will require a substantial amount of the vampire's time. More importantly, she'll demand loyalty, if not monogamy.

## Crúac Style Merits

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Crúac Style Merits reflect the inner fuel, the bloody fertilizer within your character that fuels her Crúac. They not only flavor the results, but they bring an additional layer to the ritual's effect.

Think of the casting of Crúac as a vine, and the desired effect the fruit. Crúac Styles are a flower that grows along that vine. Adding a Style's effect is optional; you choose before making the Crúac ritual rolls whether or not your character wishes the additional effect.

Your character may only have one Crúac Style. She may eventually shed one and adopt another, but this is a redefining moment in her life that must accompany a loss in Humanity as she faces the truth of her mystical Vitae and a rebirth of person.

In addition to their basic mechanical effects, these Styles should be reflected in narration and effect. Higher-level Styles have more dramatic effects. While the effects may not always be obvious, they should be present in the story.

If the character fails her Crúac roll, the effects become a burden at least, but more commonly an outright problem for her. With Dramatic Failure, they become a persistent menace. Crúac Styles use a feature called "Magnitude." The ritual level used, or the character's Style dots determine a Style's Magnitude, whichever is lower. Therefore, a character with a four-dot Style casting a third level ritual has a Magnitude of 3. The following three Styles are the most common exhibited by Crúac users. Other, rarer kinds exist.

## Crúac Style: Unbridled Chaos (• to •••••, Style)

**Prerequisites:** Crúac •

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**Effect:** Your character's Crúac exhibits unbridled chaos. When she enacts her rituals, things warp and change around her. The weather shifts suddenly in her vicinity. At higher levels of the Style and of Crúac, this may summon forth a natural disaster. Additionally, objects around her change on a molecular level to other substances.

When activating Crúac, objects around your character will increase or decrease in Structure and Durability equal to her Magnitude, as the Storyteller sees fit. If the Crúac succeeds, the changes should be distinctly favorable, but not entirely controllable. If the Crúac ritual fails, the changes should be wildly inconvenient and undesirable. At levels three and higher, this can warp and mutate animals, forcing unnatural, rapid evolutions. This might include adding or removing limbs, or other animals' features (use Protean for a guideline). At level five, this can affect mortals.

With the expenditure of a point of Willpower, this Style also causes a violent shift in the local weather. This is determined by the Magnitude. One dot might mean minor fog, whereas five could cause a hurricane. Your character remains immune to any Tilts caused by the weather effect, as she maintains a primal, intimate connection with it.

## Crúac Style: Primal Creation (• to •••••, Style)

**Prerequisites:** Crúac •

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**Effect:** Your character's Crúac is attuned to a force of primal creation. When she casts her rituals, life blooms rampant around her. Plants multiply in size. Infertile characters become remarkably fertile. Animals grow.

When activating Crúac, all plants within her Crúac dots in yards (meters) rapidly grow in size, gaining an additional Size level for each level of Magnitude. Any plant, animal, or person that's likely to bear offspring in the next year will bear twice the normal amount, or three times at Magnitude 4 or 5.

A particular plant, animal, or person can only be subject to one Primal Creation at a time. With a point of Willpower, the Style forces immediate, violent, rapid cloning. Any living creatures of Size equal to or lower than the Magnitude begin growing additional limbs and features. Within one minute's time, they forcibly divide into two distinct creatures. Both are near-identical copies, losing one dot of each Mental and Social Attribute, to a minimum zero. This halves the normal expected lifespan of each creature.

## Crúac Style: Opening the Void (• to •••••, Style)

**Prerequisites:** Crúac •

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**Effect:** Your character's affinity for the Void shows in her magic; when she casts Crúac, she opens a tiny gate to somewhere unknown. This allows the Acolyte to birth a familiar of sorts.

When activating Crúac, your character summons forth a creature of unknown origins. It appears as a strange conglomeration of darkness and animal parts; the Acolyte can force it into a humanoid or animal shape with a Size equal to Magnitude. Make the creature using the Retainer rules (see *Vampire: The Requiem*, p. 123). Its effective dot rating is equal to the Magnitude. It has Health levels equal to two plus the vampire's Crúac dots.

The creature will follow basic commands blindly, but will attempt minor rebellions to make the vampire's life... interesting. It fades from existence after one hour per dot of the ritual used, and only one such monster will be present at a given time; no matter how many times the vampire uses Crúac.

However, the vampire may buy the monster as a Retainer, rendering it permanently earthbound. This adds one dot of a Discipline per dot in the Retainer Merit. The monster may learn the vampire's Disciplines, and Celerity, Resilience, and Vigor. Creatures purchased with the Retainer Merit do not count as the one creature allowed at a given time.

With a point of Willpower, the gateway, which allows the oddity through, can also absorb others and drag them into a dark place of no return. This only works on living things; the other world doesn't want for Kindred blood. Choose a victim when using this ability. The victim feels the pull of the unearthly, and must resist or be obliterated. The victim rolls Resolve + Composure as an extended action. Each roll requires a point of Willpower. The required number of successes is equal to the Magnitude. While fighting this otherworldly absorption, the character suffers Magnitude as a penalty to all other actions.

Army of One (• to •••••)

Prerequisites: Carthian Status at equal or higher level

Effect:

Army of One (• to •••••)

Prerequisites: Carthian Status at equal or higher level

Effect:

Army of One (• to •••••)

Prerequisites: Carthian Status at equal or higher level

Effect:

Army of One (• to •••••)

Prerequisites: Carthian Status at equal or higher level

Effect:

Army of One (• to •••••)

Prerequisites: Carthian Status at equal or higher level

Effect:

Army of One (• to •••••)

Prerequisites: Carthian Status at equal or higher level

Effect:

\*\*\*\* (• to •••)\*\*\*\*

Prerequisites: Wits •••

Effect:

Grid Benefit:  
Drawback:

\*\*\*\* (• to •••)\*\*\*\*

Prerequisites: Wits •••

Effect:

Grid Benefit:  
Drawback:

\*\*\*\* (• to •••)\*\*\*\*

Prerequisites: Wits •••

Effect:

Grid Benefit:  
Drawback:

\*\*\*\* (• to •••)\*\*\*\*

Prerequisites: Wits •••

Effect:

Grid Benefit:  
Drawback:

\*\*\*\* (• to •••)\*\*\*\*

Prerequisites: Wits •••

Effect:

Grid Benefit:  
Drawback:

\*\*\*\* (• to •••)\*\*\*\*

Prerequisites: Wits •••

Effect:

Grid Benefit:  
Drawback:

\*\*\*\* (• to •••)\*\*\*\*

Prerequisites: Wits •••

Effect:

Grid Benefit:  
Drawback:

# Invictus

## Information Network (•)

**Prerequisites:** Contacts •, Invictus Status ••

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As a member of the Invictus, your character has support to investigate, maintain, and motivate her connections.

**Effect:** Every Contact your character counts as a Skill Specialty related to the information he provides. However, she may only use that Specialty when utilizing information gained from the Contact. If she loses the Contact for whatever reason, she also loses the Specialty.

## Invested (•)

**Prerequisites:** Invictus Status •

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**Effect:** In the Invictus, you get out what you put in. Through doing favors and making herself noticed, your character has gotten back plenty. Divide dots equal to your Invictus status in the Herd, Mentor, Resources, and Retainers Merits. You may distribute them as you like. These dots can be added to existing Merit dots, or added upon later. If she loses dots of Status, the dots granted by this Merit go away as well.

### **Drawback:**

These advantages came from the covenant. They're not only known, but they're a matter of covenant scrutiny. Rivals may call whether your character deserves them into question.

## Speaker for the Silent (•••)

**Prerequisites:** Dynasty Membership •, Invictus Status •

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**Effect:** Any Kindred may be part of a dynastic house, but the Invictus take dynasty membership very seriously. Some members receive training to channel the minds of torpid dynasty members. With this Merit, the character can choose to act as a medium for a torpid elder's consciousness.

While possessed, the Speaker is aware of what occurs around him, but the torpid Kindred has control of his body, and can speak through him. The torpid Kindred retains no access to her Disciplines while possessing a Speaker. At any time, the Speaker can spend a point of Willpower to eject the torpid mind. The torpid Kindred can relinquish her control at will.

## Where the Bodies Are Buried (••)

**Prerequisites:** Invictus Status ••

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**Effect:** Effect: The Conspiracy of Silence covers up a lot of secrets... and your character's been quietly keeping track. A number of times equal to your Invictus Status per story, you can ask one of the following questions about another vampire whose name and covenant affiliation you know:

- Who would this vampire run to if he were in trouble?
- Who is this vampire's most frequent vessel?
- What is this vampire's main source of income?
- Who is this vampire's closest living family member?
- Has this vampire covered up the murder of a human?

### **Drawback:**

Digging into this information attracts attention. At least one fellow member of the Invictus will know you were investigating the vampire.

## Attaché (•••)

**Prerequisites:** Invictus Status •

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**Effect:** Normally, Retainers (see p. 123) serve a couple of functions, represented by dice pools. They don't normally allow a character to access other things represented by Social Merits.

However, Invictus vampires with this Merit have Retainers of a more thoroughly loyal breed. Each Retainer gains any combination of the following Merit dots equal to the vampire's Invictus Status: Contacts, Resources, or Safe Place. Drawback: While the Invictus may access these

**Drawback:** While the Invictus may access these Merits, it must be done through an intermediary. So it might take a bit of time, or require a bit of red tape navigation to access. At very least it will require a few inconvenient phone calls.

## Friends in High Places •

**Prerequisites:** Invictus Status •

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**Effect:** The Invictus have their fingers in a lot of pies...but any one vampire only has so many fingers. So the vampires of the First Estate do not just leverage their personal connections — they leverage each other's. An Invictus member can always do a little horse trading.



Each month, your character can automatically open a number of Doors equal to her status dots. The person being persuaded must be acting on behalf of an organization.

You could persuade the fire chief not to investigate a series of arsons at your rival's havens, but couldn't convince him to give you a personal loan.

**Drawback:**

The influence the character drew upon must come from a specific Invictus member...and your character now owes him a favor.

## Courtoisie (• to •••, Style)

**Prerequisites:** Composure •••, Socialize ••, Weaponry ••

**Effect:** Your character specializes in the “polite duel,” as polite as stabbing another person into torpor can be. With Courtoisie, your character can demand a foe's attention, and guarantee the fight occurs within bounds of honorable protocol. Duels with Courtoisie tend to be social affairs as much as physical, as participants taunt and threaten their opponents into fatal mistakes. Effect: Courtoisie may only be used with hand-to-hand weaponry. Your character gains access to the following abilities at each level:

- **Establish the Duel (•):** The foundation of Courtoisie establishes the duel. Choose an opponent. If the opponent engages your character by attacking, the duel is established. Your character is trained to fend off other opponents with rapid, shallow swipes. Any other character coming within hand-to-hand combat range suffers one level of lethal damage from your character's defensive strikes. Add her Weaponry to her Defense against characters other than the chosen contender. Your character loses this benefit if she attacks another character.
- **Value of the Spoken Word (••):** Your character can leverage taunts, teasing, goading, threatening, and otherwise speaking to create openings to harm her opponent. If she engages her opponent socially, she may substitute her Expression, Intimidation, Socialize, or Subterfuge Skills for either her Athletics or Weaponry in combat, or her Presence for her Strength, her Manipulation for her Dexterity.

- **Demanding Attention (•••):** With mastery of Courtoisie, your character can insist an opponent engage, to the exclusion of other concerns. So long as he's not threatened by outside attacks, he must engage your character. Your character's stance guarantees his injury if he does not. If he flees, attacks another character, or otherwise disengages from the duel, Demanding Attention takes effect. He immediately takes lethal damage equal to your character's Socialize, and is knocked to the ground. If he does not spend an instant action standing, his physical actions are at -2 dice, and his Defense is at -2.

## Crowdsourcing (• to •••)

**Prerequisites:** Contacts •, Resources •••

Your character is an expert at networking, and gathering together resources for the covenant's consumption. In times of need, the First Estate bands together to achieve great things and your character is at the heart of that majestic storm. She knows just the right numbers to call and just the right accounts to make magic happen.

**Effect:** Your character can act as a hub for Invictus resources. With an hour's effort and a point of Willpower, you may make a Manipulation + Academics roll. Every success allows one Invictus character to transfer a dot of one of the below Merits to another. This can increase a character's effective Merit level above five, by a number of dots equal to your character's Crowdsourcing level. For example, with Crowdsourcing ••, characters may increase their Resources to seven dots temporarily. These monumental levels of influence allows for one massive effort. Shifts from Crowdsourcing last for one action. Then, those Merits are lost. The original owner loses access to them for the remainder of the story. Crowdsourcing can shift dots of Allies, Contacts, Haven, Herd, Resources, and Retainer.

## Moderator (• to •••••)

**Prerequisites:** Computer •••, Contacts • (Online), Invictus Status ••

Your character moderates part of an Internet communications network for the First Estate. This carries with it access, privileges, and worldwide connections.

**Effect:** Your character has advanced access to the network. She can access information, telecommuted assistance, and investigative aid worldwide. Once per story, she can use a dot in this Merit as a dot in Allies, Contacts, or Library. The utilized Merit cannot be local, and is limited by its Internet-based access.

## Noblesse Oblige (•••)

**Prerequisites:** City Status •••

Some Invictus lead because they're power hungry. Your character leads because she feels it's her inherent responsibility to do so, as the superior Kindred. The one most suited to lead must bear that responsibility, she believes. This sense of responsibility reaffirms her sense of identity. She believes herself less a vampire, more an embodiment, and a personification of leadership.

**Effect:** This Merit must be tied to an official position within her domain. Your character may shed a Touchstone of your choice. Replace that Touchstone with the character's political position for all intents and purposes. Losing the position would be identical to the death of a Touchstone.

## Prestigious Sire (•)

**Prerequisites:** Mentor ••••

Invictus favor merit, but often, the concept of merit flows from sire to child; a prestigious sire would clearly choose only the best childer. Your character's sire is such a paragon. This affords her certain benefits other neonates might not receive. When she speaks, all but the ignorant listen.

**Effect:** When your character speaks, she speaks with the weight of her sire's words. When taking Social action with an appropriate character, she may add her sire's City, Clan, or Covenant Status Merit dots to her dice pool instead of her own. However, if she fails in the action, she loses this Merit (Sanctity of Merits applies). She may not repurchase the Merit during the same story, and then only after a major success outside her sire's shadow.

## Social Engineering (••••)

**Prerequisites:** Investigation ••, Manipulation ••, Subterfuge ••, Wits ••

Your character is a master of digging up little private bits and personal information through manipulating associates, piecing together context, or baiting unintentional confessions. **Effect:** With an hour's work, a point of Willpower, and a Manipulation + Investigation roll, your character can machinate a social engineering effort that reveals extensive, damaging information about a victim. Every success offers one of the following:

- A ten-minute window of unpenalized, safe access to the victim's Safe Place.
- A damning piece of information that, when used, removes a dot from the character's Allies, Contacts, Feeding Grounds, Herd, or Status. The Merit is eligible for Sanctity of Merits.

- A +1 bonus to a Social roll against the victim, or -1 on one of their Social rolls. Another character can access the bonus or take advantage of the penalty if the information is shared.
- Knowledge of a weakness, including Banes, Conditions, or other issues at Storyteller discretion.

A character may only be subject to one Social Engineering effort in a given story. The victim's Safe Place and Anonymity Merits penalize the roll to use Social Engineering.

## Notary (••)

**Prerequisites:** Invictus Status ••

**Effect:** The Invictus appointed your character a Notary, a scholar of Oaths. She presides over Oath agreements. Because of your standing as an arbiter of the status quo, Invictus may not use their Invictus Status in rolls against you. As well, each month, you may request access to a single dot of Allies, Contacts, Herd, Mentor, or Resources, granted by the covenant at large.

**Drawback:** Invictus are deathly serious about the sanctity of Oaths. If you're caught knowingly administering an unwilling Oath, or Oath a non-Invictus as liege in an agreement, the Invictus will remove you from the Estate. Usually, this removal comes through Final Death.

## Invictus Oaths

Invictus Oaths are the First Estate's ace in the hole, its way of establishing and maintaining a rigid and effective hierarchy. An Invictus Notary officiates Oaths; a character with the Notary Merit can preside over any Oath, so long as the participants meet the prerequisites for the Merit. Recognized and manumitted Invictus must have at least one active Oath. This is to say Invictus require the presence of a Notary for their induction.

Each Oath is a two-way street, with two active participants: the liege and vassal. The vassal must purchase the Oath Merit to gain its advantages; the liege does not. When swearing an Oath, the participants must define terms in addition to the Oath's effects. Usually, they swear for a finite time, often a year and a day. Terms include conditions for violation, which end the contract (and the Oath's effects) immediately. Unless otherwise noted, the vassal does not have to be Invictus; in fact, most are not. In rare cases, ghouls or other mortals enter Oaths. Most Notaries refuse to preside over such agreements.

Typically, Oaths are temporary. Merit dots revert when the Oath ends; see The Sanctity of Merits on p. 109.

## Oath of Action (••••)

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**Effect:** With this Oath, a vassal swears to perform a service to his liege. The service must be a difficult task with definite criteria for accomplishment or failure. At the time of the swearing, both parties agree upon one of the liege's Disciplines. The vassal gains access to that Discipline. The liege's Blood Potency increases by one. This Oath stands as a rare exception to bloodline Disciplines: a vassal may temporarily access a liege's bloodline gift.

If the vassal accomplishes the task, the Oath ends and the liege suffers aggravated damage equal to the Discipline dots granted. If the vassal fails the task or a month passes, he suffers the damage instead. While not uncommon, some domains consider a liege's interference in the task to be bad form. The liege does not lose access to the Discipline.

**Drawback:**

A character may be part of only one Oath of Action at a time, as vassal or liege.

## Oath of Fealty (•)

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**Prerequisites:** Invictus Status •

**Effect:** This most basic Oath establishes a foundation of trust within the Invictus. The vassal may draw a number of Vitae from his liege equal to his Invictus Status in a given week. This Vitae transfers mystically over any distance, and replenishes the vassal's pool without risk of Vitae addiction or blood bond. The liege always knows if the vassal lies to her, in voice or in writing.

**Drawback:**

A vassal may only owe fealty to one liege.

## Oath of Penance (•••)

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**Effect:** This Oath is a form of apology from a vassal to an aggrieved liege. For the agreed-upon term, the liege receives every tenth Vitae the vassal ingests. This Vitae comes over any distance, without risk of blood bond or addiction, and counts as Kindred Vitae.

Some ancient Invictus use this Oath to skirt their need for Kindred blood, by establishing massive networks of "punished" vassals. During the same period, the vassal becomes immune to the liege's Discipline effects.

**Drawback:**

While a vassal is paying penance, she may not gain the benefits of any other Oath. She retains their drawbacks.

## Oath of Serfdom (••)

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**Effect:** This Oath is a contract between a landlord and a tenant. In Invictus domains, Princes often use this Oath as the go-to for granting territory. Young Invictus refer to this practice as "castling." Oath of Serfdom agreements typically involve "red rent," a certain blood tithe given to the landlord regularly. While in her granted land or when defending her liege, the vassal gains access to a dot of Celerity, Resilience, or Vigor, chosen at the swearing of the Oath.

She must still pay relevant activation costs. As well, she instinctively knows when another creature with the predatory aura enters her territory, and from what direction. If she knows the trespasser, she can identify him. The liege gains the vassal's Feeding Ground Merit dots in any rolls against her. As well, he becomes immune to blood bonds from the vassal.

## Oath of Abstinence (•••••)

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This rare Oath is considered anathema to many Invictus, particularly those with strong ties to the Lancea et Sanctum. Functionally, it spits in the face of the Curse, and denies the vampire's predation. The vampire swears to abstain from feeding, and so long as she maintains her Oath, she does not need to feed. However, this has kept ancient Invictus awake far beyond their years, as they can defy their need to feed from Kindred Vitae. This Oath is a rare example of an Oath only sworn by a single character. Rumor is, it can be sworn without a Notary. The character benefiting from the Oath must purchase the Merit dots.

**Effect:** Swearing this Oath requires half the vampire's maximum Vitae, rounded up. Additionally, it costs one Willpower point per dot of the vampire's Blood Potency. The Willpower can be spent over the course of a full week. For example, a Blood Potency 4 Kindred would need spend seven Vitae and four Willpower to enact the Oath. Once the Oath is sworn, the character no longer needs expend Vitae to wake. She still spends Vitae normally, otherwise. However, if she imbibes a single point of Vitae, the Oath ends.

## Oath of the Handshake (•)

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This simple Oath features as a foundation for many Invictus interactions. As the name suggests, it solidifies a handshake deal. Both participants offer a service or swear a prohibition. Both offer a collateral penalty for noncompliance. If they agree, the Oath takes effect. As it can undermine social structures through the peculiars of its social collateral, some Invictus use this Oath to curry favor or infiltrate other covenants.

**Effect:** The Handshake Deal is binding. Both participants must purchase this Oath, which can be taught to non-Invictus. One participant must be Invictus, however. Each participant swears to a service, or swears to not commit a certain act. Each also offers up collateral, as represented by a Social Merit. If one character breaks the Oath, the collateral shifts to the other character. Mark Merit gains in this way with a half dot, as they are not eligible for the Sanctity of Merits rule. The Merit shifts for an agreed-upon time, usually a month or a year, but sometimes permanently.

In the narrative, circumstances shift to suit the transfer. Contacts make connection with the new vampire. Allies welcome her into their doors. The offering of collateral has to make sense in terms of the deal; for example, one character might give the other a sealed letter to a Contact. If the recipient has the relevant prerequisites, she may purchase the Merit permanently while she has it; this doesn't prevent it from returning to the other character at the end of the terms, but it allows both characters to maintain the Merit.

## Oath of Matrimony (•••••)

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This Oath binds two Kindred together in a powerful union, where their collective capabilities are shared, but they must maintain loyalty to one another or suffer grave consequences. Many Lancea et Sanctum see this Oath as a mockery of God's will. Invictus will often rebut that such a marriage is purely a political vehicle, and has no bearing on religious doctrine.

**Effect:** Two characters must purchase this Merit. One must be a member of the Invictus; the other does not. As part of the Oath, both characters must swear upon certain terms, both promising certain actions, and promising certain prohibitions. This is generally dictated by the terms of the political climate at hand; often, a ceasefire or other truce is part of the arrangement. Upon swearing this Oath, both characters enjoy a series of benefits.

- Compare both characters' Social Merits. If one character possesses more of a given Merit, the other receives a free dot in that Merit if possible. If the Merit does not exist in a single-dot variety, the character receives the full rating. This ignores the normal limitation for Status in multiple covenants (see *Vampire: The Requiem*, p. 113). If both characters have the same Merit at its highest rating, refund one character's. If multiple such Merits exist, divide the refunded levels as evenly as possible.
- If one character has a superior Blood Potency to the other's, the lesser gains a dot of Blood Potency. If the superior character wishes, he can sacrifice additional points to "gift" the lesser additional dots. These are not refunded so long as the gift remains.
- Compare the characters' Discipline ratings. If one character possesses more of a given Discipline, the other receives one dot in that Discipline. This allows a character to potentially possess a Discipline for a bloodline to which she does not belong.
- Both characters are considered family, with blood sympathy at one-step removed (see *Vampire: The Requiem*, p. 98).
- Both characters are considered under the effects of a third stage blood bond (see *Vampire: The Requiem*, p. 100). This abolishes any other bonds, no matter the stage at the time the Oath was sworn. It prevents any other bonds from taking place.
- As characters increase in traits through play, reassess the couple's ratings, and adjust accordingly.

If one character breaks the terms of the Oath, he loses access to any traits affected by this Oath (from either side). His Blood Potency becomes 1. Any affected Disciplines fade entirely. Merits fade as well. The partner's traits do not fade, however; indeed, with Experience, they may be made permanent. He loses all Willpower points, and cannot regain them until the partner has forgiven his transgression.

This Oath can only end by way of a Notary, and both parties' consent. Or, in more common cases, by death do they part. If the Oath ends, all traits return to their original levels.

Dots added by this Oath should be filled in with half-dots on the character sheet, to denote their source, and that they're ineligible for Sanctity of Merits. Dots lost by this Oath should be refunded via Sanctity of Merits, and may only return at a rate of one dot per story.

## Oath of the Safe Word (••)

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With this Oath, two Kindred enter into a trust agreement. While mutually beneficial, either party can end the agreement in a remarkable, crippling fashion. If a power differential exists between the characters, the risks are higher for the more powerful Invictus, so this Oath is often used as a way to show trust to a slighted inferior. Some Invictus have other names for this Oath, such as The Oath of Mutual Vulnerability.

**Effect:** Two characters must enter into this Oath willingly. Both characters must purchase this Oath. As part of the Oath, both characters offer up a single Social Merit they possess, of any dot rating. The other character receives that Merit; the original character retains use of it. Mark these Merits with halfdots on your character sheet, so they're known to not apply to the Sanctity of Merits rule. Additionally, either character can access the other character's Willpower pool at any time as if it were an extension of her own.

At any time, a character may end this agreement. The other character is immediately paralyzed, losing access to their Defense and actions for a turn. By spending Willpower, the initiating character may extend this for a turn per point. Note that since the agreement ended, she cannot use the partner's Willpower points for this purpose.

A character can only be part of one instance of this Oath at a time.

## Oath of the True Knight (••••)

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**Prerequisites:** Invictus Status ••

This Oath binds an Unconquered into service as a knight, tasked with defending the Invictus as a whole. She becomes bound to none, and must maintain neutrality in all her affairs. It empowers her to maintain that neutrality, and to take action in defense of her covenant.

**Effect:** The character may not be subject to another Oath tying her to a single vampire or a Vinculum (partial or full) when taking the Oath of the True Knight. If she attempts to ingest Kindred Vitae, the blood turns to ash in her mouth. If another coerces, tricks, or forces her to take his blood, he suffers a level of aggravated damage. She can enter further Oaths once sworn, but not at the time of accepting the Oath.

Use of Dominate, Majesty, and other Disciplines that might mar her judgment, suffer her Invictus Status as a penalty. When attacked by another Kindred, or a ghouled retainer, her Invictus Status applies as armor. This has no effect against mundane humans.



# Lancea Et Sanctum

## Lorekeeper (•)

**Prerequisites:** Lancea et Sanctum Status •

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**Effect:** The Spear is tasked with the acquisition and maintenance of history and mystical secrets. Most devoted members of the covenant establish and maintain libraries. Since most of this knowledge has to pass through mortal hands, the Sanctum also tends to attract those, likeminded, who wish to surround themselves with ancient secrets. When a member of the Lancea et Sanctum with this Merit buys the Library Merit (see p. 121), she also receives dots in the Retainers and Herd Merits, divided however she chooses.

**Drawback:**

The Retainers and Herd afforded by this Merit are drawn in by the lure of forbidden knowledge. To maintain these advantages, the vampire must be willing to let slip at least some of that information to her mortal retinue. Unfortunately, sometimes mortal librarians aren't quite as zealous about defending their secrets.

## Anointed (••)

**Prerequisites:** Lancea et Sanctum Status •

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**Effect:** Not all Sanctified are members of the clergy. Most are lay members. Those anointed under the damnation of Longinus 110 Vampire: the Requiem wield his word like a firebrand.

Once per chapter, roll Presence + Expression when preaching to a crowd. A small clique of listeners levies a -1 die penalty, a small crowd a -2, and a large crowd a -3. Listeners gain the Raptured Condition (see p. 305).

**Drawback:** The character may not use this Merit on herself.

## Crusade (• to •••, Style)

**Prerequisites:** Occult ••, Resolve •••, Weaponry ••, character must have either Theban Sorcery •• or Sorcerous Eunuch • Lancea et Sanctum Status •

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Your character has learned the fearsome fighting style of Lancea et Sanctum crusaders. It's designed to debilitate Kindred opponents, and to shut down other dark sorceries quickly.

**Effect:** This Style requires the character use a hand-to-hand weapon. Your character gains access to the following effects at each subsequent level:

- **Shield Against Sorcery (•):** This technique filters a lost Theban Sorcery ritual into a practice a non-practitioner (even a Sorcerous Eunuch, see below) can use with a series of military motions. It renders the character's immediate area something of a "null zone" for sorcery. Your character must be armed to enact Shield Against Sorcery. Any magic targeting your character or any character within her Willpower dots in yards suffers her Merit dots as a dice pool penalty. This requires your character have access to her Defense. If multiple crusaders use this ability, only the highest Merit dots apply.
- **Silence (••):** The voice is often the seat of sorcery. For this reason, crusaders train to strike for the enemy's vocal chords first. If your character targets the enemy's throat, she suffers no penalties due to the targeted attack. If successful, the attack silences the enemy, which may prevent him from casting spells or using some Disciplines so long as the damage remains.
- **A Hammer Against Witches (•••):** With a well-timed strike, your character may interrupt a sorcerer casting a spell, using her knowledge of the dark arts to find a particularly weak opening. The victim must be casting a spell or ritual of some sort, or a Discipline using an extended action. Spend a Willpower point before making the attack. This Willpower point does not add to the dice pool. Make the attack roll at -2. If successful, the spell or effect is aborted as if it dramatically failed. Additionally, add the victim's relevant Discipline or sorcery level as an additional weapon modifier to the damage caused. Use the level of the ability he uses; not his highest potential level.

## Flock (• to •••••)

**Prerequisites:** Herd (equal or greater level)

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Your character not only maintains a Herd, he empowers, emboldens, and inspires them. Because of his predation, they see the glory and grace of God. They draw in additional followers, and achieve unbelievable things. Their blood carries this passion.

**Effect:** First, dots in Flock count as additional dots in Herd. This allows your character to have more than five effective Herd dots.

Second, the characters in the Flock always start a scene with a single point of Willpower. They will always use this in pursuit of their faith.

Third, the Flock's blood is potent and livelier than most mortals' are. When using the Flock as a Herd, the feeding vampire regains a point of Willpower.

## Sorcerous Eunuch (•)

**Prerequisites:** Resolve ••

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**Effect:** Your character has been subject to a series of terrifying rituals and experiments, which affords him a nearimmunity to sorcery. Any dice pool for a magical effect targeting your character suffers his Resolve as a penalty. If you spend a Willpower point at the time of the effect, instead remove successes from the caster's roll equal to his Resolve. As result of this, he can never learn Theban Sorcery, Crúac, or any other blood sorceries.

This practice is often used on Lancea et Sanctum crusaders. Sometimes, this is used as a punishment on captured enemies. The ritual requires almost a month of captivity, and can be committed by any character with four or more dots in Theban Sorcery.

## Temple of Damnation (• to •••••)

**\*\*Prerequisites:\*\*** Safe Place (equal or greater level)

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Your character cultivates and maintains a temple to his faith. It is dedicated to his particular dogma, and supports his conception of what it means to be a vampire.

**Effect:** The Temple of Damnation promotes one key idea espoused by your character's brand of the faith. Any character's actions in support of that idea gain bonus dice equal to your character's Merit dots when occurring within the temple. For example, a faith that espouses resisting the Beast's violent urges would receive those dice to resist frenzy.

Additionally, those blessed within the Temple of Damnation can carry your character's divinity outside the church's walls. After participating in a religious service at the temple, a character remains blessed for a number of nights equal to the temple's Merit dots. During this time, your character may use Theban Sorcery rituals upon her as if he was touching her, no matter how far away she is. Temple of Damnation must be keyed to a Safe Place Merit of equal or higher level.

Note: Like a Safe Place, a coterie may share a Temple of Damnation Merit.

# Ordo Dracul

## Secret Society Junkie (•)

**Prerequisites:** Ordo Dracul Status •

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**Effect:** The Ordo Dracul exist within one of the most secret of secret societies. But many of its members participate in other such organizations in mortal (or other) spheres. Members of such secret societies tend to draw toward the Dragon, like a moths to a flame. When the vampire takes Status or Mystery Cult Initiation (see p. 121) reflecting non-Kindred organizations, she also gains Herd dots equal to the Merit.

## Sworn (•)

**Prerequisites:** Ordo Dracul Status •

**Effect:**

Effect: Your character is not only a member of the Ordo Dracul, she's sworn to serve one of its branches. When taking this Merit, choose to which faction she belongs (the Axe, the Dying Light, or Mysteries typically). She gains dots equal to her Covenant Status to split between the Mentor and Retainer Merits. These reflect teachers and wards within the faction. She can swap these Merits out between chapters, as she receives new assignments.

Sworn of the Axe must defend the sanctity of the Order's secrets. They're the soldiers and assassins expected to clean up any leaks. If a Dragon leaks knowledge of the Coils, they can expect a visit from the Sworn of the Axe.

Sworn of the Dying Light act as the research and development wing of the Ordo Dracul. The Sworn dedicate themselves to learning, teaching, and creating Coils.

Sworn of the Mysteries are the guiding hands of the Order as a whole. They make sweeping decisions determining the covenant's political and social directions. They're expected to know the affairs of all local chapter houses.

**Drawback:**

Being Sworn is no easy task. It means being tied inexorably to the covenant, with deep and time-demanding responsibilities. Your character cannot go two full nights without devoting at least some time to covenant affairs, or she'll be punished.

## Rites of the Impaled (• to •••, Style)

**Prerequisites:** Resolve •••, Stamina •••, Weaponry ••, Sworn •

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The Impaled are a warrior subset of the Ordo Dracul that prioritizes pushing the Kindred bodies to extremes in order to become something greater. As their name suggests, this often takes the form of impaling oneself. Ordo Dracul with this Style ignore many of the limitations experienced by other Kindred.

**Effect:** Your character gains the following advantages at each level:

- **Passion Through Pain (•):** Your character uses pain as a meditative force to focus and center her actions. Any time your character suffers a wound penalty, instead add that amount to all relevant dice pools.
- **Beyond the Pale (••):** Your character does not suffer torpor when her last Health box is filled with lethal damage, unless she also suffers aggravated damage equal to her Resolve.
- **Action and Reaction (•••):** Your character is an expert of using an enemy's momentum against him. When struck, your character may return with an equal and opposite reaction, in lieu of her normal action. To use Action and Reaction, your character must have an instant action still available in the turn, and must be successfully attacked and damaged. Spend a point of Willpower when struck. When making a hand-to-hand attack, unarmed or with a weapon, you may choose to use the opponent's successes instead of rolling to attack. This ignores the opponent's Defense. The attack cannot be targeted; it must be a general attack to the opponent. It uses your character's weapon damage, not the opponent's.

# Ordo Dracul Mysteries

## The Coil of Zirnitra

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This ancient Coil is named after a Slavic dragon god of sorcery. Zirnitra's Coil is nearly extinct; to most Order sensibilities, it offers limited rewards and great risk. Functionally, it removes an oft-overlooked weakness of the Kindred condition: the penchant for developing mortal magics and psychic phenomena.

Some Dragons have developed this Coil to regain the lost gifts granted to them by their heritage as part of a werewolf family. Some use it to recover the magics tied to their mortal bloodlines. Merits must still be purchased; this Coil allows that purchase. Below, we've provided a couple of examples of such phenomena. However, you can find other Supernatural Merits in other World of Darkness books.

**It's worth noting that this can cause unintended complications for a chronicle. Not every human Supernatural Merit will work well within a Vampire chronicle. Use firm discretion, and discuss each given purchase with your GM.**

- **Opening the Third Eye (•)** At this basic level, the Dragon develops the ability to learn mortal magics and psychic abilities. For every dot in the Coil of Zirnitra, your character may learn a single Supernatural Merit reserved for mortal characters. However, in addition to any Willpower or other costs, every such power's activation requires a single point of Vitae. Any failures with Supernatural Merits are automatically considered dramatic.
- **Unleash the Mind (••)** Your character may spend Willpower to activate Supernatural Merits without the normal limitation of Willpower in a turn. She can spend a point to activate a Merit, and spend Willpower to increase a dice pool. Now, drawbacks do not always occur when using Supernatural Merits granted by this Coil. However, all failures are still considered dramatic failures.
- **Embolden Potential (•••)** Your character's blood attunes to her supernatural gifts, as they become more a part of her. She may spend Vitae to increase dice pools for Supernatural Merits, as if they were Physical Attribute. Upon taking this Coil, Supernatural Merits cost one Experience less, to a minimum of a single Experience. This counts retroactively.

At this level, Supernatural Merits gained through Coil of Zirnitra no longer require additional Vitae expenditure

- **Ascendancy (••••)** When your character spends Willpower to add dice to a Supernatural Merit dice pool, add her dots in Coil of Zirnitra, instead of the normal +3 dice.

At this level, failures with Supernatural Merits are considered failures, not dramatic failures.

- **The Dragon's Breath (•••••)** Your character may push herself to extremes in the invocation of her forbidden arts. By suffering a level of unavoidable aggravated damage (Resilience does not assist), she can roll a Supernatural Merit activation as a rote action.

Additionally, your character is no longer limited in the number of Supernatural Merits she may possess.

## Scales of Zirnitra

Dragons learning the Coil of Zirnitra may pursue the following Scales.

### Grafting Unholy Flesh

**Prerequisite Coil :** The Dragon's Breath

**Procedure:** The Dragon must take a body part from another Kindred, psychic, or other supernatural creature. He must work quickly, and graft the body part onto his own form, letting his Vitae vitalize the tissue before it completely decomposes. The Dragon must know of a supernatural ability possessed by the subject, and choose a body part symbolic of that skill. This procedure may only take place on a Wurm's Nest.

**Outcome:** The Dragon must spend a point of Vitae in order to fuse the body part with his own form. So long as the Dragon keeps the body part animate as part of his body, he gains access to the ability. Any costs aside from Vitae and Willpower costs must be paid with both one Vitae and Willpower per point of its normal cost. If the victim survives the surgery, she loses access to the ability so long as the body part remains detached. She similarly loses any ability to regenerate that part. The body part has Health Levels equal to its Size, separate the vampire's. If it loses all its Health Levels, it becomes worthless to the vampire. He may use this to affix a body part to another Kindred or ghoul.

### Psychic Lobotomy

**Prerequisite Coil:** Opening the Third Eye

**Procedure:** The Dragon conducts surgery to remove a tiny part of the subject's brain, this being the part most prone to psychic phenomena. While this causes measurable damage to the person's identity, it protects him from supernatural influence of his mind

**Outcome:** The surgery causes the subject to lose a dot of a Mental or Social Attribute of his player's choice. The character loses access to all Supernatural Merits as well. Any power which would affect, influence, or read his mind suffer the Dragon's Coil of Zirnitra dots as a penalty to their dice rolls, and he adds those dots in any contested rolls he makes. This includes many applications of Auspex, Majesty, Dominate, or many psychic Merits. A vampire or other regenerating creature may heal this surgery as an aggravated wound.

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## The Coil of Ziva

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This heretical Coil is named after a Slavic goddess of fertility, health, and life. The Dragon with Coil of Ziva rejects the things that make her a vampire, and clings hard to her Humanity. Most Dragons see this as a rejection of the Order, and the Brides' struggle to rise above. Some domains consider Ziva's Coil apostasy against the Order under the rationale of a sort of devolution to a primitive form, and execute known followers. Some domains simply do not speak of it.

- **Denying the Bane (•)** At this initial level, the character may shrug off some of the more heinous effects of her degeneration. Add her Coil dots to her Humanity for the purpose of determining the effects of her Banes. This includes her clan Bane. If this increases her effective Humanity to 10, such Banes do not affect her. This does not, however, affect the vampire's weaknesses to fire or sunlight. This doesn't affect the Ventrue clan Bane, however, Ventrue find particular benefits in the Coil of Ziva due to their challenging relationship with Humanity.
- **Buttress the Soul (••)** The vampire is able to thrust forth some of the stolen life in her Vitae in order to defend against the ravages of the soul. When facing Detachment, she may spend Vitae, up to her normal per-turn limit. Every Vitae spent adds one die to resist Detachment.
- **Enliven the Anima (•••)** With this Coil, your character becomes resistant to the psychological stains of Humanity loss. She finds her soul's trials invigorating. Any time she'd suffer a Condition for Detachment, you may choose to spend a Willpower point to take Raptured instead.
- **Embracing the Banes (••••)** With this Coil, the very essence of the vampire's immortality clutches onto the threads that keep her from the Beast. Those claws shield those threads from that which would destroy them. Your character can sustain a number of Banes equal to her Willpower dots, not three.

- **Shedding the Beast's Skin (•••••)** The final spiral in Ziva's Coil has the Dragon literally shed her flesh, and with it, her vampiric nature. She spends three Willpower points to activate Shedding the Beast's Skin. Shedding the skin takes five turns.

Shedding the Beast's Skin lasts for eleven hours, minus one for each dot of the Dragon's Blood Potency. During this time, she becomes effectively human. Her heart beats. Her skin sweats. She can get hungry, and she can eat. Her sexual tissues may engorge if aroused, and may orgasm if pushed to that height. No doctor in the world could see her as anything but human. This comes with it a loss of her vampiric Disciplines, her ability to ingest, store, and expend Vitae, and her immortality. She no longer suffers a clan bane, or experiences blood sympathy.

At the end of the period, she becomes Kindred again. For nearly a half an hour, she undergoes the sensations and transformations of the Embrace again. This leaves her functionally incapacitated during this time. She can hold off the transformation for one minute for an additional point of Willpower. Once she's changed back, she possesses Vitae equal to her remaining Health Levels, or her previous Vitae, whichever is lower.

## Scales of Ziva

A character with Coil of Ziva may learn these Scales.

### Bleed the Sin

**Prerequisite Coil:** Buttress the Soul

**Procedure:** With this procedure, the Dragon bleeds a subject of all their blood or Vitae. With human subjects, this generally requires a dialysis machine or other technological assistance to keep the subject alive. This flow of blood carries with it the weight of their sin.

**Outcome:** The subject must remain effectively bloodless for at least ten minutes in order for this Scale to take effect. Reduce the subject's next Humanity, Integrity, or similar trait purchase by one Experience per dot of the vampire's Coil of Ziva.

### Siphon the Soul

**Prerequisite Coil:** Enliven the Anima

**Procedure:** This ability acts as a sort of pseudo-Amaranth. The vampire drains a Kindred victim completely, and then continues to do so further. She spends Willpower and rolls Strength + Resolve as she normally would.

**Outcome:** Once the vampire has achieved a number of successes equal to the victim's current Humanity, she steals one dot of Humanity from her victim. She may only ever strip one such dot from a given victim. The victim only reaches torpor as result of this.



# Kindred Fighting Merits

## Kindred Dueling (Style, • to •••••)

**Prerequisites:** Composure •••, Weaponry ••

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**Effect:** Your character is not only a competent fighter, but also one trained specifically to take advantage of Kindred variables in a fight. Use of Kindred dueling requires an edged weapon. While humans could theoretically learn some of these tricks, the practical experience required could prove deadly.

Note that Kindred Dueling abilities may not be used together. If you're using Hamstring, you cannot benefit from Carving as well.

- **Hamstring (•):** With a well-placed tendon strike, you can briefly cripple a vampire's ability to augment their physical prowess with Vitae. By targeting a limb (and taking the penalty to do so), your successful strike can deny that limb from the benefits of Physical Intensity (see p. 91) for a turn. The rest of the body may still use those advantages.
- **Taunt (••):** You know the way the Beast works, and how to taunt it with short, shallow swipes. Before you roll, remove a number of dice from your pool no greater than your Weaponry dots. Make your roll. If the attack succeeds, the victim must roll to resist frenzy, with a penalty equal to the number of dice you removed.
- **Carving (•••):** When you strike, you curve the blade hard and strike to pull the flesh apart, making it harder to heal in the heat of the moment. When Carving, your weapon's damage rating deals lethal damage to Kindred instead of bashing.
- **Pincushion (••••):** You hit deep, intending to lodge your weapon in its victim. If you choose to leave your weapon in the victim on a successful strike, the victim cannot heal the wound with Vitae. You may remove the weapon as a reflexive action. If anyone else wishes to remove it, he can attempt a Strength + Stamina roll, minus the damage caused, as an instant action.
- **Spray (•••••):** You cut to remove mass from the body, and by extension, blood. Sacrifice your Defense for the turn to use this maneuver. On a successful attack roll, you can choose to remove Vitae from your opponent instead of Health levels. You can divide Health levels of damage and Vitae in any combination after the roll.

## Riding the Wave (Style, • to •••••)

**Prerequisites:** Composure •••, Resolve •••

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**Effect:** Your character runs with her Beast, and knows how to use it to her advantage. She's turned riding the wave into a raw, primal art.

These maneuvers may only be used while riding the wave. They cannot be used in a normal frenzy, or outside of frenzy.

- **Ravage (•):** Due to your character's connection to her Beast, her fangs become horrendous weapons. They look no different, but her Beast knows how to use them with the utmost efficiency. While riding the wave, they become 1L weapons when used in a bite attack.
- **Primal Strength (••):** Your character's Beast blasts outward in short bursts, in order to accomplish quick feats of strength. When lifting, jumping, or destroying objects as an instant action, double the Strength bonus acquired while in frenzy.
- **In the Zone (•••):** When attempting to leash the Beast and ride the wave, your character still operates at peak efficiency. She still has to spend Willpower points in order to make rolls to ride the wave, but those Willpower points also give a +3 die bonus to any action taken in the turn.
- **Unyielding (••••):** Your character rides the wave frequently; it ceases to be taxing on her mental reserves. After a scene where she successfully rides the wave, she recovers any Willpower spent to initiate and during the ride.
- **Animal Grace (•••••):** Your character dodges and strikes as fluidly as an animal, with confidence and awareness. When spending Willpower to attack or defend, gain both benefits. Add a +2 die bonus to Defense, and a +3 die bonus to attack rolls.

# Human Merits

## Allies(• to •••••)

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**Effect:** Allies help your character. They might be friends, employees, associates, or people your character has blackmailed. Each instance of this Merit represents one type of ally. This could be an individual, or the members of an organization, society, or clique.

Examples include a covenant, the police, a secret society, organized crime, unions, local politics, and the academic community. Each purchase has its own rating. Your character might have Allies (Masons) ••, Allies (Carter Crime Family) •••, Allies (Carthian Movement) ••••, and Allies (Catholic Church) •. Each dot represents a layer of influence in the group.

One dot would constitute small favors and passing influence. Three could offer considerable influence, such as the overlooking of a misdemeanor charge by the police. Five dots allows favors that stretch the limits of the organization's influence, as its leaders put their own influence on the line for the character. This could include things such as ignoring massive insider trading or fouling up a felony investigation.

No matter the request, it has to be something that organization could accomplish. The Storyteller assigns a rating between one and five to any favor asked. A character can ask for favors that add up to her Allies rating without penalty in one chapter.

If she extends her influence beyond that, her player must roll ( Manipulation ++ Persuasion + Allies, with a penalty equal to the favor's rating. If the roll is successful, the group does as requested. Whether the roll fails or succeeds, the character loses a dot of Allies. This dot may return at the end of the chapter. On a dramatic failure, the organization resents her and seeks retribution. On an exceptional success, she doesn't lose the dot even temporarily.

One additional favor a character can ask of her Allies is to block another character's Allies, Contacts, Mentor, Retainer, or Status (if she knows the character possesses the relevant Merit). The rating is equal to the Merit dots blocked. As before, no roll is necessary unless the target's Merit exceeds the character's Allies. If the block succeeds, the blocked character cannot use the Merit during the same chapter.

## Alternate Identity (•,••, or •••)

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**Effect:** Your character has established an alternate identity. The level of this Merit determines the amount of scrutiny it can withstand. At one dot, the identity is superficial and unofficial.

For example, your character uses an alias with a simple costume and adopts an accent. She hasn't established the necessary paperwork to even approach a bureaucratic background check, let alone pass. At two dots, she's supported her identity with paperwork and identification. It's not liable to stand up to extensive research, but it'll turn away private investigators and internet hobbyists.

At three dots, the identity can pass thorough inspection. The identity has been deeply entrenched in relevant databases, with subtle flourishes and details to make it seem real even to trained professionals. The Merit also reflects time the character has spent honing the persona.

At one or two dots, she gains a +1 die bonus to all Subterfuge rolls to defend the identity. At three dots, she gains a +2 die bonus. This Merit can be purchased multiple times, each time representing an additional identity.

## Anonymity (• to •••••)

**Prerequisites:** Cannot have Fame

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**Effect:** Your character lives off the grid. She could have been dead for decades, making new identification difficult. This means purchases must be made with cash or falsified credit cards. She avoids any official authoritative influence in her affairs. Any attempts to find her by paper trail suffer a -1 die penalty per dot purchased in this Merit.

### **Drawback:**

Your character cannot purchase the Fame Merit. This also may limit Status purchases, if the character cannot provide sufficient identification for the roles she wishes to take.

## Area of Expertise (•)

**Prerequisites:** Resolve •• and one Skill Specialty

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**Effect:** Your character is uncommonly specialized in one area. Choose a Specialty to assign to this Merit. Forgo the +1 die bonus afforded by a Specialty in exchange for a +2 die bonus.

## Barfly (••)

**Prerequisites:** Socialize ••

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**Effect:** Your character is a natural in the Rack and can procure an open invitation wherever she wishes. Whereas most characters would require rolls to blend into social functions they don't belong in, she doesn't; she belongs. Subtract her Socialize from any rolls to identify her as an outsider.

## Contacts (•)

**Effect:** Contacts provide your character with information. This Merit can be taken multiple times; each instance represents a sphere or organization with which the character can garner information. For example, a character with three dots of Contacts might have Bloggers, Drug Dealers, and Vampire Hunters for connections. Contacts do not provide services, only information. This may be face-to-face, by email or telephone, or even by séance in some strange instances.

Garnering information via Contacts might require a roll of Manipulation + Social Skill roll, depending on the method the character uses. The Storyteller should give a bonus or penalty to the roll, depending on the following factors: how relevant the information is to that particular Contact, whether accessing the information is dangerous, and whether the character has maintained good relations with or done favors for the Contact. These modifiers should range from a -3 die penalty to a +3 die bonus in most cases. If successful, the Contact provides the information.

One use of a Contact is to dig up dirt on another character. A Contact can find another character's Social Merits and any relevant Conditions.

If someone attempts to block Contacts with the Allies Merit, add up all Contacts dots to determine the effective rating, to a maximum of five.

## Double Jointed (••)

**Prerequisites:** Dexterity ••

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**Effect:** Your character might have been a contortionist or spent time practicing yoga. She can dislodge joints when need be. She automatically escapes from any mundane bonds without a roll. When grappled, subtract her Dexterity from any rolls to overpower her as long as she's not taking any aggressive actions.

## Etiquette (• to •••••)

**Prerequisites:** Composure ••, Socialize ••

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**Effect:** Your character knows her way around society, customs, and traditions. More importantly, she can use this talent to make or break reputations. This Merit applies to any social interactions where etiquette, style, poise, and reputation carry weight, and uses the Social Maneuvering rules on p. 173.

- **Bless His Heart (•):** Your character's words are always wellconsidered. No matter how vile, the things she says come off as defensible and respectful. When a character engages yours in a Social interaction, you may opt to use your character's Socialize score instead of the lower of her Resolve and Composure to determine her starting Doors.
- **Losing Your Religion (••):** When your character lets loose and insults someone, she leaves mouths agape. When tearing down a target verbally, use 8-again, and take a +2 die bonus to the roll. Afterwards, move the interaction one step down on the impressions chart.
- **In High Cotton (•••):** Your character cultivates standing and respect, and carries it like a knight wears armor. You may apply one relevant Status or Fame Merit to rolls to contest Social interactions. Other Merits may apply with Storyteller permission.
- **Manipulation ••, Subterfuge ••** Your character is always prepared. On the other hand, others are not. In a new Social interaction, if the impression is good, excellent, or perfect, ignore the subject's Resolve and Composure on the first roll.
- **Grace Under Fire (•••••):** While your character may not always win, she never looks bad. If a character opens all her Doors, and you opt to offer an alternative, his player chooses three Conditions. You choose which one your character receives.

## Fame (• to •••)

**Effect:** Your character is recognized within a certain sphere for a certain skill, or because of some past action, or just a stroke of luck. This can mean favors and attention, but it can also mean negative attention and scrutiny.

This can tax the Masquerade if one's not careful. When choosing the Merit, define what your character is known for. One dot reflects local recognition or reputation within a confined subculture. Two dots means regional recognition by a wide swath of people. Three dots means worldwide recognition to anyone who might have been exposed to the source of the fame. Each dot adds a die to any Social rolls among those who are impressed by your character's celebrity.

**Drawback:**

Any rolls to find or identify the character enjoy a +1 die bonus per dot of the Merit. If the character has Alternate Identity, she can mitigate this drawback. A character with Fame cannot have the Anonymity Merit.

## Fast-Talking (• to •••••)

**Prerequisites:** Manipulation ••, Subterfuge ••

**Effect:** Your character talks circles around listeners. She speaks a mile a minute and often leaves her targets reeling, but nodding in agreement.

- **Always Be Closing (•):** With the right leading phrases, your character can direct a mark to say what she wants, when she wants. This trips the mark into vulnerable positions. When a mark contests or resists your character's Social interactions, apply a –1 die penalty to his Resolve or Composure.
- **Jargon (••):** Your character confuses her mark using complex terminology. You may apply one relevant Specialty to any Social roll you make, even if the Specialty isn't tied to the Skill in use.
- **Devil's Advocacy (•••):** Your character often poses arguments she doesn't agree with in order to challenge a mark's position and keep him from advancing discussion. You can reroll one failed Subterfuge roll per scene.
- **Salting (••••):** Your character can position herself so a mark pursues a non-issue or something unimportant to her. When your character opens a Door using conversation (Persuasion, Subterfuge, Empathy, etc.) you may spend a Willpower point to immediately open another Door.
- **Patron's Privilege (•••••):** Your character can take advantage of her mark's greed or zeal. When the mark does particularly well, it's because your character was there to set him up and to subsequently tear him down. If a target regains Willpower from his Vice or Dirge while your character is present, you may immediately roll Manipulation + Subterfuge to open a Door, regardless of the interval or impression level.

## Fleet of Foot (• to •••••)

**Prerequisites:** Prerequisite: Athletics ••

**Effect:** Your character is remarkably quick and runs far faster than her frame suggests. She gains +1 Speed per dot; anyone pursuing her suffers a –1 die penalty per dot to any foot chase rolls.

**Grid Benefit:** Each 2 points of Speed allows you to move 1 more Hex on the grid

## Hobbyist Clique (••)

**Prerequisites:** Membership in a clique. All members must possess this Merit and the chosen Skill at ••+

**Effect:** Your character is part of a group of hobbyists that specializes in one area, as represented by a Skill. It may be a book club, a coven, a political party, or any other interest. Many Kindred choose to cultivate this group as a Herd as well (see p. 112). When the group's support is available, you benefit from the 9-again quality on rolls involving the group's chosen Skill. As well, the clique offers a +2 die bonus on any extended actions involving that Skill.

**Drawback:**

This Merit requires upkeep. You must attend to at least monthly, informal meetings to maintain the benefits of Hobbyist Clique.

## Indomitable (••)

**Prerequisites:** Resolve •••

**Effect:** Your character possesses an unyielding will. The powers of the supernatural have little bearing on her behavior. She can stand up to Kindred Dominate, a witch's charms, or a ghost's gifts of fright. Any time a supernatural creature uses a power to influence your character's thoughts or emotions, add a +2 die bonus to the dice pool to contest it. If the roll is resisted, instead subtract a –2 die penalty from the monster's dice pool. Note that this only affects mental influence and manipulation from a supernatural origin.

A vampire with a remarkable Manipulation + Persuasion score is just as likely to convince your character to do something using mundane tricks.

## Inspiring (•••)

**Prerequisites:** Presence •••

**Effect:** Your character's passion inspires those around her to greatness. With a few words, she can redouble a group's confidence or move them to action.



Make a Presence + Expression roll. A small clique of listeners levies a –1 die penalty, a small crowd a –2, and a large crowd a –3. Listeners gain the Inspired Condition. The character may not use this Merit on herself.

## Interdisciplinary Specialty (•)

**Prerequisites:** Skill at ••• or higher with a Specialty

**Effect:** Choose a Specialty that your character possesses when you purchase this Merit. You can apply the +1 die bonus from that Specialty on any Skill with at least one dot, provided it's justifiable within the scope of the fiction. For example, a doctor with a Medicine Specialty in Anatomy may be able to use it when targeting a specific body part with Weaponry, but could not with a general strike.

## Iron Will (••)

**Prerequisites:** Resolve ••••

**Effect:** Your character's resolve is unwavering. When spending Willpower to contest or resist in a Social interaction, you may use your character's Resolve instead of the usual Willpower bonus. If the roll is contested, roll with 8-again.

## Language (•)

**Effect:** Your character is skilled with an additional language beyond her native tongue. Choose a language each time you buy this Merit. Your character can speak, read, and write in that language.

## Library (• to •••)

**Effect:** Your character has access to a plethora of information about a given topic. When purchasing this Merit, choose a Mental Skill. The Library covers that purview. On any extended roll involving the Skill in question, add the dots in this Merit.

This Merit can be purchased multiple times to reflect different Skills. Its benefits can be shared by various characters with permission.

## Mentor (• to •••••)

**Effect:** This Merit gives your character a teacher who provides advice and guidance. He acts on your character's behalf, often in the background and sometimes without your character's knowledge. This may be a sire, a covenant leader, or other figure. While Mentors can be highly competent, they almost always want something in return for their services. The dot rating determines the Mentor's capabilities, and to what extent he'll aid your character.

When establishing a Mentor, determine what the Mentor wants from your character. The dot rating chosen should reflect the importance of the objective to him. A one-dot Mentor might be incapable of dealing with modern society and wants to live vicariously through your character. This might mean coming to him and telling stories of your character's exploits. A five-dot Mentor would want something beyond price, such as an oath to procure an ancient, cursed artifact that may or may not exist in order to prevent his prophesized death.

Choose three Skills the Mentor possesses. You can substitute Resources for one of these Skills. Once per session, the character may ask her Mentor for a favor. The favor must involve one of those Skills or be within the scope of his Resources. The Mentor commits to the favor (often asking for a commensurate favor in return); and if a roll is required on the Mentor's part to secure the favor, he is automatically considered to have successes equal to his dot rating. Alternately, the player may ask the Storyteller to have the Mentor act on her character's behalf, without her character knowing or initiating the request.

## Mystery Cult Initiation (• to •••••)

**Effect:** Cults are far more common than the people of the World of Darkness would like to admit. Mystery cult is the catch-all term for a phenomenon ranging from secret societies couched in fraternity houses and scholarly cabals studying the magic of classical symbolism to mystical suicide cults to the God-Machine.

Mystery Cult Initiation reflects membership in one of these esoteric groups. The dot rating dictates standing. One dot is an initiate, two a respected member, three a priest or organizer, four a decision-making leader, five a high priest or founder. If you wish your character to begin play in a cult, work with your Storyteller to develop the details.



Designing a Mystery Cult requires three things, at bare minimum. First is a Purpose. This is the defining reason the cult exists. Usually, it's tied in with the cult's history and recent background. Second is a Relic. This is an item that grounds its members' faith. For example, a piece of the God-Machine, an ancient text bound in human flesh, or the mummified flesh of a saint. The last is a Doctrine. Every cult is defined by its rules and traditions.

In addition to standing, a Mystery Cult Initiation Merit offers benefits at each level of influence. Develop these as well. The following are guidelines; use them to craft your own cults:

- • A Skill Specialty or one-dot Merit pertaining to the lessons taught to initiates.
- •• A one-dot Merit.
- ••• A Skill dot or a two-dot Merit (often a supernatural Merit).
- •••• A three-dot Merit, often supernatural in origin.
- •••• A three-dot Merit or a major advantage not reflected in game traits.

## Parkour (Style, • to •••••)

**Prerequisites:** Dexterity ••, Athletics ••

**Effect:** Your character is a trained and proficient free-runner. Free-running is the art of moving fluidly through urban environments with complex leaps, bounds, running tricks, and vaulting. This is the type of sport popularized in modern action films, where characters are unhindered by fences, walls, construction equipment, cars, or anything else the city puts in their ways.

- **Flow (•):** Your character reacts instinctively to any obstacles with leaps, jumps, and scaling techniques. When in a foot chase, subtract your Parkour from the successes needed to pursue or evade. Ignore environmental penalties to Athletics rolls equal to your Parkour rating.
- **Cat Leap (••):** Your character falls with outstanding grace. Normally, characters take one level of bashing damage for every ten feet fallen. Every success on a Dexterity + Athletics roll reduces the effective height by ten feet or three meters. However, if the character would take lethal damage from the fall, the Dexterity + Athletics roll will not reduce the damage. Parkour mitigates this limitation. Additionally, add your Parkour rating to the threshold of damage that can be removed through this roll. Parkour will not mitigate damage from a terminal velocity fall.

- **Wall Run (•••):** When climbing, your character can run upward for some distance before having to traditionally climb. Without rolling, your character scales 3 meters + 1.5 meters per dot of Athletics as an instant action, rather than the normal 3 meters.
- **Expert Traceur (••••):** Parkour has become second nature for your character. By spending a Willpower point, you may designate one Athletics roll to run, jump, or climb as a rote action (reroll all failed dice once). On any turn you use this ability, you may not apply your character's Defense to oncoming attacks.
- **Freeflow (•••••):** Your character's Parkour is now muscle memory. She can move without thinking in a zen-like state. The character must run for at least a full minute in order to establish Freeflow. Once established, your character is capable of taking Athletics actions reflexively once per turn. By spending a point of Willpower on an Athletics roll in a foot chase, gain three successes instead of three dice.

## Resources (• to •••••)

**Effect:** This Merit reflects your character's disposable income. She might live in an upscale condo, but if her income is tied up in the mortgage and child support payments, she might have little money to throw around. Characters are assumed to have basic necessities without Resources.

The dot rating determines the relative amount of disposable funding the character has available, depending on your particular chronicle's setting. The same amount of money means completely different things in a game set in Silicon Valley compared to one set in the Detroit slums. One dot is a little spending money here and there. Two is a comfortable, middle class wage. Three is a nicer, upper middle class life. Four is moderately wealthy. Five is filthy rich.

Every item has an Availability rating. Once per chapter, your character can procure an item at her Resources level or lower without issue. An item one Availability level above her Resources reduces her effective Resources by one dot for a full month, since she has to rapidly liquidate funds. She can procure items two Availability levels below her Resources without limit (within reason). For example, a character with Resources 4 can procure as many Availability 2 disposable cellphones as she needs.

## Retainer (• to •••••)

**Prerequisites:** Wits •••

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**Effect:** Your character has an assistant, sycophant, servant, or follower on whom she can rely. Establish who this companion is and how he was acquired. It may be as simple as a paycheck. He might owe your character his life. However it happened, your character has a hold on him.

A Retainer is more reliable than a Mentor and more loyal than an Ally. On the other hand, a Retainer is a lone person, less capable and influential than the broader Merits. The Merit's dot rating determines the relative competency of the Retainer. A one-dot Retainer is barely able to do anything of use, such as a pet that knows one useful trick or a homeless old man who does minor errands for food. A three-dot Retainer is a professional in his field, someone capable in his line of work. A five-dot Retainer is one of the best in his class. If he needs to make a roll within his field, double the Retainer dot rating and use it as a dice pool. For anything else use the dot rating as a dice pool.

This Merit can be purchased multiple times to represent multiple Retainers.

## Safe Place (• to •••••)

**Effect:** Your character has somewhere she can go where she can feel secure. While she may have enemies that could attack her there, she's prepared and has the upper hand. The dot rating reflects the security of the place. The actual location, the luxury, and the size are represented by equipment. A one-dot Safe Place might be equipped with basic security systems or a booby trap at the windows and door. A five-dot could have a security crew, infrared scanners at every entrance, or trained dogs. Each place could be an apartment, a mansion or a hide-hole.

Unlike most Merits, multiple characters can contribute dots to a single Safe Place, combining their points into something greater. A Safe Place gives an Initiative bonus equal to the Merit dots. This only applies to a character with dots invested in the Safe Place.

Any efforts to breach the Safe Place suffer a penalty equal to the Merit dots invested. If the character desires, the Safe Place can include traps that cause intruders lethal damage equal to a maximum of the Merit rating (player's choice as to how much damage a given trap inflicts). This requires that the character has at least a dot in Crafts. The traps may be avoided with a Dexterity + Larceny roll, penalized by the Safe Place dots.

## Sleight of Hand (••)

**Prerequisites:** Larceny •••

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**Effect:** Your character can pick locks and pockets without even thinking about it. She can take one Larceny-based instant action reflexively in a given turn. Her Larceny actions go unnoticed unless someone is trying specifically to catch her.

## Staff (• to •••••)

**Effect:** Your character has a crew of workers or assistants at her disposal. They may be housekeepers, designers, research assistants, animators, ghouls, cheap thugs, or whatever else makes sense. For every dot in this Merit, choose one type of assistant, and one Skill.

At any reasonable time, her staff can take actions using that Skill. These actions automatically garner a single success. While not useful in contested actions, this guarantees success on minor, mundane activities. Note that you may have employees without requiring the Staff Merit. Staff simply adds a mechanical advantage for those groups.

## Status (• to •••••)

**Prerequisites:** Wits •••

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**Effect:** Your character has standing, membership, authority, control over, or respect from a group or organization. This may reflect official standing or informal respect. No matter the source, your character enjoys certain privileges within that structure.

Each instance of this Merit reflects standing in a different group or organization. Your character may have Status (The Luck Gang) 3, Status (Drag Racing Circuit) 2, and Status (Police) 1. Each affords its own unique benefits. As you increase dot ratings, your character rises in prominence in the relevant group. Status only allows advantages within the confines of the group reflected in the Merit. Status (Organized Crime) won't help if your character wants an official concealed carry firearms permit, for example. Status provides a number of advantages. First, your character can apply her Status to any Social roll with those over which she has authority or sway.

Second, she has access to group facilities, resources, and funding. Dependent on the group, this could be limited by red tape and requisitioning processes. It's also dependent on the resources the particular group has available.

Third, she has pull. If your character knows another character's Mentor, Resources, Retainer, Contacts, or Allies, she can block their usage. Once per chapter, she can stop a single Merit from being used if it's of a lower dot rating than her Status and if it makes sense for her organization to obstruct that type of person's behavior. In our Organized Crime example, if your character knows that the chief of police has Contacts (Criminal Informant), you may opt to block usage by threatening the informant into silence.

**Drawback:**

Status requires upkeep and often regular duties. If these duties are not upheld, Status may be lost. The dots will not be accessible until the character re-establishes her standing. In our Organized Crime example, your character may be expected to pay protection money, offer tribute to a higher authority, or undertake felonious activities.

## Striking Looks (• or ••)

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**Effect:** Your character is stunning, alarming, commanding, repulsing, threatening, charming, or otherwise worthy of attention. Determine how your character looks and how people react to that.

For one dot, your character gets a +1 die bonus on any Social rolls that would be influenced by his looks. For two dots, the benefit increases to +2. Depending on the particulars, this might influence Expression, Intimidation, Persuasion, Subterfuge, or other rolls.

**Drawback:**

Attention is a double-edged sword. Any rolls to spot, notice, or remember your character gain the same die bonus. Sometimes, your character will draw unwanted attention in social situations. This could cause further complications.

## Sympathetic (••)

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**Effect:** Your character is very good at letting others get close. This gives him an edge in getting what he wants. At the beginning of a social maneuvering attempt, you may choose to accept a Condition such as Leveraged or Swooning in order to immediately eliminate two of the subject's Doors.

## Taste (•)

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**Prerequisites:** Crafts •• and a Specialty in Crafts or Expression

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**Effect:** Your character has refined tastes and can identify minor details in fashion, food, architecture, and other forms of artistry and craftsmanship.

Not only does this give her an eye for detail, it makes her a center of attention in critical circles. She can appraise items within her area of expertise. With a Wits + Skill roll, depending on the creation in question (Expression for poetry, Crafts for architecture, for example), your character can pick out obscure details about the item that other, less discerning minds would not. For each success, ask one of the following questions, or take a +1 die bonus to any Social rolls pertaining to groups interested in the art assessed for the remainder of the scene.

- • What is the hidden meaning in this?
- • What was the creator feeling during its creation?
- • What's its weakest point?
- • What other witness is most moved by this piece?
- • How should one best appreciate this piece?

## Trained Observer (• or •••)

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**Prerequisites:** Wits ••• or Composure ••

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**Effect:** Your character has spent years in the field, catching tiny details and digging for secrets. She might not have a better chance of finding things, but she has a better chance of finding important things. Any time you make a Perception roll (usually Wits + Composure), you benefit from the 9-again quality. With the three-dot version, you get 8-again.

## True Friend (•••)

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**Effect:** Your character has a true friend. While that friend may have specific functions covered by other Merits (Allies, Contacts, Retainer, Mentor, et cetera), True Friend represents a deeper, truly trusting relationship that cannot be breached. Unless your character does something egregious to cause it, her True Friend will not betray him.

The Storyteller cannot kill a True Friend as part of a plot without your express permission. Any rolls to influence a True Friend against your character will suffer a -5 die penalty. In addition, once per chapter your character can regain one spent Willpower by having a meaningful interaction with her True Friend.

## Unseen Sense (••)

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**Prerequisites:** Human character (not Kindred)

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**Effect:** Your character has a "sixth sense" for a type of supernatural creature, chosen when you buy the Merit. For example, you may choose Unseen Sense: Vampires, or Unseen Sense: Fairies. The sense manifests differently for everyone.

A character's hair stands on end, she becomes physically ill, or perhaps she has a cold chill. Regardless, she knows that something isn't right when she is in the immediate proximity of the appropriate supernatural being.

Once per chapter, the player can accept the Spooked Condition (p. 305) in exchange for which the character can pinpoint where the feeling is coming from. If the target is using a power that specifically cloaks its supernatural nature, however, this does not work (though the Condition remains until resolved as usual).

## Merits from the Chronicles of Darkness Book

### Mental Merits

#### Common Sense (•••)

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**Effect:** Your character has an exceptionally sound and rational mind. With a moment's thought, she can weigh potential courses of action and outcomes.

Once per chapter as an instant action, you may ask the Storyteller one of the following questions about a task at hand or course of action. Roll Wits + Composure. If you succeed, the Storyteller must answer to the best of her ability. If you fail, you get no answer. With an exceptional success, you can ask an additional question.

- • What is the worst choice?
- • What do I stand to lose here?
- • What's the safest choice?
- • Am I chasing a worthless lead?

#### Danger Sense (••)

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**Effect:** You gain a +2 modifier on reflexive Wits + Composure rolls for your character to detect an impending ambush.

Your character's reflexes are honed to the point where nothing's shocking.

#### Direction Sense (•)

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**Effect:** Your character has an innate sense of direction, and is always aware of her location in space. She always knows which direction she faces, and never suffers penalties to navigate or find her way.

#### Eidetic Memory (••)

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**Effect:** Your character recalls events and details with pinpoint accuracy. You do not have to make rolls for your character to remember past experiences. When making Intelligence + Composure (or relevant Skill) rolls to recall minute facts from swaths of information, take a +2 bonus.

#### Encyclopedic Knowledge (••)

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**Effect:** Choose a Skill. Due to an immersion in academia, pop culture, or a hobby obsession, your character has collected limitless factoids about the topic, even if she has no dots in the Skill.

You can make an Intelligence + Wits roll at any time your character is dealing with her area of interest. On a successful roll, the Storyteller must give a relevant fact or detail about the issue at hand. Your character knows this fact, but you must explain within the scope of your character's background why she knows it. For example, for Encyclopedic Knowledge: Medicine: "Do you remember that time on that show, when the doctor said it doesn't manifest before puberty?"

#### Eye for the Strange (••)

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**Prerequisites:** Resolve ••, Occult •

**Effect:** While your character does not necessarily possess a breadth of knowledge about the supernatural, she knows the otherworldly when she sees it. By perusing evidence, she can determine whether something comes from natural or supernatural origins.

Roll Intelligence + Composure. With a success, the Storyteller must tell you if the scene has a supernatural cause, and provide one piece of found information that confirms the answer. With an exceptional success, she must give you a bit of supernatural folklore that suggests what type of creature caused the problem. If the problem was mundane, an exceptional success gives an ongoing +2 to all rolls to investigate the event, due to her redoubled certainty in its natural causation.



## Fast Reflexes (• to •••)

**Prerequisites:** Wits ••• or Dexterity ••

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**Effect:** +1 Initiative per dot Your character's reflexes impress and astound; she's always fast to react.

## Good Time Management (•)

**Prerequisites:** Academics •• or Science ••

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**Effect:** Your character has vast experience managing complex tasks, keeping schedules, and meeting deadlines. When taking an extended action, halve the time required between rolls.

## Holistic Awareness (•)

Your character is skilled at non-traditional healing methods. While scientific minds might scoff, he can provide basic medical care with natural means. He knows what herbs can stem an infection, and what minerals will stave off a minor sickness.

Unless your patient suffers wound penalties from lethal or aggravated wounds, you do not need traditional medical equipment to stabilize and treat injuries. With access to woodlands, a greenhouse, or other source of diverse flora, a Wits + Survival roll allows your character to gather all necessary supplies.

## Meditative Mind (•, ••, or ••••)

**Effect:** Your character's meditation is far more fulfilling than for other characters. With the one-dot version of this Merit, the character does not suffer environmental penalties to meditation (see p. 75), even from wound penalties.

With the two-dot version, when the character has successfully meditated, she gains a +3 bonus on any Resolve + Composure rolls during the same day, as she's steeled herself against the things in the world that would shake her foundation.

At the four-dot level, she only needs a single success to gain the benefits of meditation for the day, instead of the normal four.

## Multilingual (•)

**Prerequisites:** Intelligence ••• ,

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**Effect:** Your character has a strong affinity for language acquisition. Each time you purchase this Merit, choose two languages. Your character can speak conversationally in those languages. With an Intelligence + Academics roll, he may also read enough of the language to understand context.

If you purchase the Language Merit for either of these languages, replace the Multilingual language. For example, if you have Multilingual (French, Italian), and purchase Language: Italian, you may choose to take Multilingual (French, Portuguese).

## Patient (•)

**Effect:** Your character knows how to pace herself and take the time to do the job right the first time. When taking an extended action, you may make two additional rolls, above what your Attribute + Skill allows.

## Professional Training (• to •••••)

**Prerequisites:** Intelligence ••• , Composure ••

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**Effect:**

Effect: Your character has extensive training in a particular profession, which offers distinct advantages in a handful of fields. When choosing this Merit, talk to your narrator to choose or create a Profession for your character (see the table below). Mark the two Asset Skills on your character sheet. The advantages of Professional Training relate directly to those Asset Skills.

- **Networking:** At the first level of Professional Training, your character builds connections within her chosen field. Take two dots of Contacts relating to that field.
- **Continuing Education:** With the repeated efforts in her field of choice, your character tends toward greater successes. When making a roll with her Asset Skills, she benefits from the 9-again quality.
- **Breadth of Knowledge:** Due to her advancement in her field, she's picked up a number of particular bits of information and skill unique to her work. Choose a third Asset Skill, and take two Specialties in your character's Asset Skills.
- **On the Job Training:** With the resources at her disposal, your character has access to extensive educational tools and mentorship. Take a Skill dot in an Asset Skill. Whenever you purchase a new Asset Skill dot, take a Beat.
- **The Routine:** With such extensive experience in her field, her Asset Skills have been honed to a fine edge, and she's almost guaranteed at least a marginal success. Before rolling, spend a Willpower point to apply the rote action quality to an Asset Skill. This allows you to reroll all the failed dice on the first roll.



Professions Here is a list of the most common Professions, and their Asset Skills. Feel free to create your own to suit the needs of your characters and stories. Also, you may adapt the Asset Skills as fit. For example, your police officer might be more proficient with Politics and Intimidation than Firearms and Streetwise.

Profession	Asset Skills
Academic	Academics, Science
Artist	Crafts, Expression
Athlete	Athletics, Medicine
Cop	Streetwise, Firearms
Criminal	Larceny, Streetwise
Detective	Empathy, Investigation
Doctor	Empathy, Medicine
Engineer	Academics, Science
Hacker	Computer, Science
Hit Man	Firearms, Stealth
Journalist	Expression, Investigation
Occultist	Investigation, Occult
Laborer	Athletics, Craft
Politician	Politics, Subterfuge
Professional	Academics, Science
Religious Leader	Academics, Persuasion
Scientist	Investigation, Science
Socialite	Politics, Socialize
Survivalist	Animal Ken, Survival
Soldier	Firearms, Survival
Technician	Crafts, Investigation
Thug	Brawl, Intimidation
Vagrant	Streetwise, Survival

## Physical Merits

### Ambidextrous (•••)

#### Effect:

Effect: Your character does not suffer the -2 penalty for using his off hand in combat or to perform other actions.

**Available only at character creation.**

### Automotive Genius (•)

**Prerequisites:** Crafts ••, Drive •, Science •

**Effect:** Your character knows how to fine-tune a vehicle to utter extremes. When determining how many modifications she can add to a vehicle (see *Chronicles of Darkness* p. 98), triple her Crafts dots instead of doubling them. So, a character with Crafts •••• could support 12 combined modifications on a vehicle instead of eight. Additionally, any relevant Crafts Specialties add one more potential modification to the total.

### Crack Driver (•• or •••)

**Prerequisites:** Drive ••

**Effect:** Your character's an ace at the wheel, and nothing shakes his concentration. So long as he's not taking any actions other than driving (and keeping the car safe), add his Composure to any rolls to Drive. Any rolls to disable his vehicle suffer a penalty equal to his Composure as well. With the three-dot version, once per turn he may take a Drive action reflexively.

### Demolisher (• to •••)

**Prerequisites:** Strength ••• or Intelligence •••

**Effect:** Your character has an innate feel for the weak points in objects. When damaging an object, she ignores one point of the object's Durability per dot with this Merit.

### Giant (•••)

#### Effect:

Effect: Your character is massive. She's well over six feet tall, and crowds part when she approaches. She's Size 6, and gains +1 Health.

**Available only at character creation.**

#### Drawback:

Buying clothing is a nightmare. Fitting in small spaces is difficult at best.

### Hardy (• to •••)

**Prerequisites:** Prerequisite: Stamina •••

**Effect:** Your character's body goes further than it rightfully should. Add the dots in this Merit to any rolls to resist disease, poison, deprivation, unconsciousness, or suffocation.

## Greyhound (•)

**Prerequisites:** Athletics •••, Wits •••, Stamina •••

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**Effect:** Your character works best when chasing or being chased; the hunt is in his blood. When in a chase (see *Chronicles of Darkness* p. 84), you receive the effects of an exceptional success on three successes instead of five.

## Iron Stamina (• to •••)

**Prerequisites:** Stamina ••• or Resolve •••

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**Effect:** Each dot eliminates a negative modifier (on a one-for-one basis) when resisting the effects of fatigue or injury. For example: A character with Iron Stamina •• is able to ignore up to a -2 modifier brought on by fatigue.

The Merit also counteracts the effects of wound penalties. So, if all of your character's Health boxes are filled (which normally imposes a -3 penalty to his actions) and he has Iron Stamina •, those penalties are reduced to -2. This Merit cannot be used to gain positive modifiers for actions, only to cancel out negative ones.

## Quick Draw (•)

**Prerequisites:** Wits •••, a Specialty in the weapon or fighting style chosen

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**Effect:** Choose a Specialty in Weaponry or Firearms when you purchase this Merit. Your character has trained in that weapon or style enough that pulling the weapon is his first reflex. Drawing or holstering that weapon is considered a reflexive action, and can be done any time his Defense applies.

## Relentless (•)

**Prerequisites:** Athletics ••, Stamina •••

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**Effect:** Your character will not stop running, whether away from a pursuer or toward prey. In any chase (see *Chronicles of Darkness* p. 84) your opponents must achieve two additional successes against yours to catch her or elude her.

## Seizing the Edge (••)

**Prerequisites:** Wits •••, Composure •••

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**Effect:** Your character is always ready for a chase. Whether to escape a threat or hunt down a rival, she's always geared and ready to go. She always has the Edge in the first turn of a chase scene (see p. 84).

Additionally, the opponent must make a successful Wits + Composure roll, as if being ambushed, or your character does not have to account for her Speed or Initiative when calculating needed successes in the first turn.

## Small-Framed (••)

**Effect:** Your character is diminutive. He's not five feet, and it's easy to walk into him without noticing. He's Size 4, and thus has one fewer Health box. He gains +2 to any rolls to hide or go unnoticed, and this bonus might apply any time being smaller would be an advantage, such as crawling through smaller spaces.

**Available only at character creation.**

### **Drawback:**

In addition to the lower Health, your character might be overlooked or not taken seriously by some people.

## Stunt Driver (• to ••••; Style)

**Prerequisites:** Dexterity •••, Drive •••, Wits •••

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**Effect:** Your character is an expert behind the wheel, and can push a vehicle beyond normal limits. Each dot of this Merit grants access to another driving technique.

- **Defensive Driving (•):** Your character knows how to protect herself and her vehicle while driving. Subtract her Drive dots from any attempt to hit her vehicle while it's mobile.
- **Speed Demon (••):** Your character is an expert at pushing vehicles to their potential in no time flat. Each success on rolls to accelerate a vehicle (see *Chronicles of Darkness* p.98) raises the vehicle's Speed by 10 instead of 5.
- **Drift (•••):** Your character knows how to use her vehicle's momentum to efficiently turn at high speeds. She never needs to make a maneuvering roll to turn at high speeds.
- **Clipping (••••):** Your character has experience hitting things with her vehicle in such a way as to not hurt herself much. When voluntarily hitting another character or vehicle with hers, ignore damage to her own vehicle equal to her Wits. This is applied before Durability.

# Social Merits

## Closed Book (• to •••••)

**Prerequisites:** Manipulation ••, Resolve •••

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**Effect:** Your character is particularly tough to crack. When a character uses Social Maneuvering (see p. 81) against her, add her dots in this Merit as additional Doors. In other Social actions to uncover her true feelings, motives, and position, add her Merit dots to any contested rolls for her.

This will also apply to supernatural effects used against your character. For example, it might allow her to resist a power that forces her to speak the truth, since she can manipulate the wording. However, it wouldn't affect someone looking at her aura, since she cannot manipulate her spiritual resonance.

## Pusher (•)

**Prerequisites:** Persuasion ••

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**Effect:** Your character tempts and bribes as second nature. Any time a mark in a Social interaction accepts his soft leverage (see *Chronicles of Darkness* p. 82), improve your Impression as if you'd satisfied his Vice as well as moving the impression up on the chart.

## Small Unit Tactics (••)

**Prerequisites:** Presence •••

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**Effect:** Your character is a proficient leader in the field. She can organize efforts and bark orders to remarkable effect. Once per scene, when making a coordinated action that was planned in advance, spend a point of Willpower and an instant action. A number of characters equal to your character's Presence can benefit from the +3 bonus gained from the Willpower expenditure.

## Spin Doctor (•)

**Prerequisites:** Manipulation ••, Subterfuge ••

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**Effect:** Your character can fast-talk and sell bullshit stories as if they were completely flawless. When suffering from Tainted Clues (see *Chronicles of Darkness* p. 80), your character does not ignore successes. Instead, apply a -1 penalty for each relevant Tainted Clue. Using a Tainted Clue only levies a total -2 penalty with this Merit, which includes the -1 taken in lieu of ignoring successes.

## Table Turner (•)

**Prerequisites:** Composure ••, Manipulation ••, Wits •••

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**Effect:** Your character can turn any attempt to leverage her into an opportunity. Any time a character initiates a Social Maneuvering action against yours (see *Chronicles of Darkness* p. 81), you may spend a Willpower point to preempt that attempt with one of your own, or another Social action.

## Takes One to Know One (•)

**Effect:** Normally, when Uncovering a Clue (see p. 79), your character suffers a -2 penalty if the crime aligns with his Vice. However, it takes a criminal to know a criminal, and your character has a deep-seated understanding of his particular weakness. Instead, take a +2 and the 9-again quality on any investigation rolls when the crime aligns with your character's particular Vice. The successful investigation is considered fulfilling his Vice.

## Untouchable (•)

**Prerequisites:** Manipulation ••, Subterfuge ••

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**Effect:** Your character commits crimes, and is always a step ahead of pursuers. Because of his methodical planning, any roll to investigate him suffers the Incomplete Clue tag (see p. 80) unless it achieves exceptional success.

# Fighting Merits

Some Merits in this section have other Merits as prerequisites. These are refinements of form and additional areas of expertise. For example, Iron Skin requires Martial Arts ••. This means you must have two dots in Martial Arts before buying dots in Iron Skin.

Many Fighting Style Merits require a character to sacrifice their Defense. Defense cannot be sacrificed multiple times in a turn; this prevents certain maneuvers from being used together.

## Armed Defense (• to •••••; Style)

**Prerequisites:** Dexterity ••, Weaponry ••, Defensive Combat: Weaponry

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**Effect:** You're able to use a weapon to stop people who are trying to kill you. Often deployed by police officers using riot shields or telescoping batons, it's just as effective while using a chair leg.

- **Cover the Angles (•):** Whenever you take a Dodge action, reduce the Defense penalties for multiple attackers by 1. You can apply your full Defense against the first two attacks, suffer a -1 penalty against the third, and so on.
- **Weak Spot (••):** You swing against your opponent's arm, rather than his own weapon. Use this ability when defending against an armed attacker. If your Defense reduces his attack pool to 0, he's disarmed. If you Dodge, you disarm your opponent if your Defense roll reduces his attack successes to 0.
- **Aggressive Defense (•••):** Anyone dumb enough to come near you is liable to get hurt. When you take a Dodge action, if you score more successes than any attacker, you deal one point of lethal damage to the attacker per extra success. Your weapon bonus doesn't apply to this extra damage.

**Drawback:** You must spend a point of Willpower and declare that you are using Aggressive Defense at the start of the turn. You cannot combine this maneuver with Press the Advantage or Weak Spot.

- **Iron Guard (••••):** You and your weapon are one. At the start of each turn, you can choose to reduce your weapon bonus (down to a minimum of 0) to increase your Defense by a like amount. If you take a Dodge action, add your full weapon bonus to your Defense after doubling your pool.
- **Press the Advantage (•••••):** You create an opening with a block, and lash out with a fist or foot. When you're taking a Dodge action, if your Defense roll reduces the attacker's successes to 0, you can make an unarmed attack against that opponent at a -2 penalty. Your opponent applies Defense as normal.

**Drawback:** Spend a point of Willpower to make the attack. You can only make one attack per turn in this way.

## Cheap Shot (••)

**Prerequisites:** Street Fighting ••, Subterfuge ••

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**Effect:** Your character is a master at the bait and switch. She can look off in an odd direction and prompt her opponent to do the same, or she might step on his toes to distract him.

She fights dirty. Make a Dexterity + Subterfuge roll as a reflexive action. The opponent's player contests with Wits + Composure. If you score more successes, the opponent loses his Defense against your next attack. Each time a character uses this maneuver in a scene, it levies a cumulative -2 penalty to further uses since the opposition gets used to the tricks.

## Choke Hold (••)

**Prerequisites:** Brawl ••

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**Effect:** If you can get your hands on someone, they're putty in your hands. When grappling, your character can use the Choke move:

- **Choke:** If you rolled more successes than twice the victim's Stamina, he's unconscious for (six - Stamina) minutes. You must first have succeeded at a Hold move. If you don't score enough successes at first, you can Choke on future turns and total your successes.

## Close Quarters Combat (• to •••••; Style)

**Prerequisites:** Wits •••, Athletics ••, Brawl ••

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**Effect:** Your character knows that hitting someone in the face is an easy way to break the little bones in his hand. To that end, he's perfected the art of using the environment to hurt people.

- **Firing Lines (•):** In some situations, your character's best option is a tactical retreat — especially if he's inadvertently brought a knife to a gunfight. He can run for cover as a reaction to a ranged attack instead of dropping prone. You give up your action for the turn, but your character can get to any cover that's within twice his Speed.
- **Hard Surfaces (••):** Bouncing someone's head off a urinal, computer monitor, or brick wall is a handy way to increase the amount of hurt inflicted while not breaking the aforementioned hand bones. When your character is grappling someone, he can bounce them off a hard surface with a Damage move. He deals lethal damage, then immediately ends the grapple.
- **Armored Coffin (•••):** The problem with protection is simple: the very things that protect your opponents can be turned against them. That holds true for body armor just as much as anything else.

Sure, it blocks bullets and knives, but get in a clinch and your character's opponent might as well be wearing a straightjacket.

When he grapples an opponent, add their general armor rating to your dice pool. When he uses a Damage move, ignore his opponent's armor. This technique can't be used in conjunction with Hard Surfaces.

- **Prep Work (••••):** If your character has a second to look around, he can catch someone by surprise almost anywhere. When launching a surprise attack, your Dexterity + Stealth roll becomes a rote action.  
**Drawback:** Your character can't use this Merit to set up sniper attacks — his ambush must use Brawl or Weaponry.
- **Turnabout (•••••):** If your character's caught short in a fight, his opponent's weapon suits him just fine. When he attempts to Disarm his opponent, step the results up one level — on a failure, his opponent drops the weapon. On a success, your character takes possession of his opponent's weapon. On an exceptional success, your character has the weapon and his opponent takes two points of bashing damage.

## Defensive Combat (•)

**Prerequisites:** Brawl • or Weaponry •; choose one when this Merit is selected

**Effect:** Your character is trained in avoiding damage in combat. Use her Brawl or Weaponry to calculate Defense, rather than Athletics. Your character can learn both versions of this Merit, allowing you to use any of the three Skills to calculate Defense. However, you cannot use Weaponry to calculate Defense unless she actually has a weapon in her hand.

## Fighting Finesse (••)

**Prerequisites:** Dexterity ••, a Specialty in Weaponry or Brawl

**Effect:** Choose a Specialty in Weaponry or Brawl when you purchase this Merit. Your character's extensive training in that particular weapon or style has allowed them to benefit more from their alacrity and agility than their strength. You may substitute your character's Dexterity for her Strength when making rolls with that Specialty. This Merit may be purchased multiple times to gain its benefit with multiple Specialties.

## Firefight (• to •••; Style)

**Prerequisites:** Composure ••, Dexterity ••, Athletics ••, Firearms ••

**Effect:** Your character is comfortable with a gun. She's been trained in stressful situations, and knows how to keep herself from being shot, while still shooting at her opponents. This Style is about moving, strafing, and taking shots when you get them. It's not a series of precision techniques; it's for using a gun practically in a real-world situation.

- **Shoot First (•):** In a firefight, the person shot first is usually the loser. Your character has trained herself to fire first in an altercation. If her gun is drawn, add her Firearms score to her Initiative. If she has Quick Draw, she can use Shoot First to draw and fire with increased Initiative in the first turn of combat.
- **Suppressive Fire (••):** Sometimes, the purpose of a shot is to distract, not necessarily to hit. Your character is trained to fire off a handful of rounds with the intent to startle opponents and force impulse reactions. When using the Covering Fire maneuver (p. 90), her opponents cannot benefit from aiming against her. She can apply her Defense against incoming Firearms attacks, in addition to any cover bonuses. Additionally, her training allows her to use Suppressive Fire with a semi-automatic weapon.
- **Secondary Target (•••):** Sometimes, shooting an opponent behind cover is all but impossible. However, a bullet can knock objects off balance, or cause ricochets. By using Secondary Target, your character opts not to hit her target, but instead strike them with any collateral objects that might be nearby. She causes bashing damage instead of lethal, but ignores all cover penalties to the roll. The weapon's damage rating does not add to the damage in this case.

## Grappling (• to •••; Style)

**Prerequisites:** Stamina ••, Strength ••, Athletics ••, Brawl ••

**Effect:** Your character has trained in wrestling, or one of many grappling martial arts.

- **Sprawl (•):** Your character can adjust his weight to defend himself in a grapple. While in a grapple, the character's opponent cannot apply the Drop Prone or Take Cover moves.



- **Takedown (••):** Your character can take an opponent to the ground rapidly. With a normal roll, you may choose to render an opponent prone instead of establishing a grapple. Also, you may choose to cause bashing damage equal to the successes rolled.
- **Joint Lock (•••):** You use joint locks and immobilizing tactics to limit your opponent's movement. You can use the Joint Lock move in a grapple. Next turn, your opponent suffers bashing damage equal to your successes. You can use Joint Lock as a lead-in to the Restrain move. In addition, any successful overpowering maneuvers your character uses cause 1L damage in addition to their normal effects.

## Heavy Weapons (• to •••••; Style)

**Prerequisites:** Stamina ••, Strength •••, Athletics ••, Weaponry ••

**Effect:** Your character is trained with heavy weapons which require strength, wide range, and follow through more than direct speed and accuracy. This Style may be used with a two-handed weapon such as a claymore, chainsaw, pike, or an uprooted street sign.

- **Sure Strike (•):** Your character doesn't always hit the hardest or the most frequently, but she guarantees a deadly strike when she does hit. You can reflexively remove three dice from any attack dice pool (to a minimum of zero) to add one to your character's weapon damage rating for the turn. These dice must be removed after calculating any penalties from the environment or the opponent's Defense.
- **Threat Range (••):** Your character's weapon is immense and keeps opponents at bay. If you opt not to move or Dodge during your turn, any character moving into your character's proximity suffers one lethal damage and a penalty to their Defense equal to your character's weapon damage rating. This penalty only lasts for one turn. This cannot be used in a turn the character is Dodging.
- **Bring the Pain (•••):** Your character's strikes stun and incapacitate as well as causing massive trauma to the body. Sacrifice your character's Defense to use Bring the Pain. Make a standard attack roll. Any damage you score with Bring the Pain counts as a penalty to all actions the victim takes during their next turn. So, if you cause four lethal damage, the opponent is at -4 on their next attack.

- **Warding Stance (••••):** Your character holds her weapon in such a way as to make attacks much harder. If her weapon's drawn, spend a point of Willpower reflexively to add her weapon's damage rating as armor for the turn. This will not protect against firearms.
- **Rending (•••••):** Your character's cuts leave crippling, permanent wounds. By spending a Willpower point before making an attack roll, her successful attacks cause one level of aggravated damage in addition to her weapon's damage rating. This Willpower point does not add to the attack roll.

## Improvised Weaponry (• to •••; Style)

**Prerequisites:** Wits •••, Weaponry •

**Effect:** Most people don't walk around armed. While someone pulling a knife or a gun can cool a hostile situation down, it can also cause things to boil over — an argument that wouldn't be more than harsh words suddenly ends up with three people in the morgue. If your character is on the receiving end of someone pulling a knife, it helps to have something in his hand as well.

Your character is good at making do with what he's got. Sometimes he's lucky — if your character's in a bar, he's got a lot of glass bottles, or maybe a pool cue, to play with. However, he's got something like a sixth sense, and can find a weapon almost anywhere.

- **Always Armed (•):** Your character can always get his hands on something dangerous, and he has an instinctive understanding of how to put it to good — and deadly — use. At the start of your turn, make a reflexive Wits + Weaponry roll to grab an object suitable for use as a weapon in pretty much any environment. (The player is encouraged to work with the Storyteller to determine an appropriate item — a large, jagged rock in the wilderness, for example, or a heavy glass ashtray with one sharp, broken edge in a dive bar.) Regardless of what he picks up, the weapon has a +0 weapon modifier, -1 initiative penalty, Size 1, Durability 2, and Structure 4. On an exceptional success, increase the weapon modifier and Size by 1, but the initiative penalty increases to -2. Whatever your character grabs doesn't cause you to suffer the normal -1 penalty for wielding an improvised weapon.

- **In Harm's Way (••):** Your character's got a knack for putting his weapon in the way of an oncoming attack, no matter how small or inappropriate for blocking it might be. While he's wielding an improvised weapon acquired with Always Armed, you can treat the Structure of your character's weapon as general armor against a single Brawl or Weaponry attack. Any damage he takes inflicts an equal amount of damage to the improvised weapon, bypassing Durability. Your character can use the weapon to attack later in the same turn, but can only use this ability when applying his Defense to an attack.
- **Breaking Point (•••):** One sure way to win a fight is to hit the other guy so hard that he doesn't get back up, even if that means losing a weapon in the process. When making an all-out attack with an improvised weapon acquired with Always Armed, you can reduce the weapon's Structure by any amount down to a minimum of 0. Every 2 points of Structure spent in this way adds 1 to the weapon modifier for that one single attack. Declare any Structure loss before making the attack; this Structure is reduced even if the attack does no damage. If the weapon is reduced to 0 Structure, it is automatically destroyed after the attack. You can use this technique in conjunction with In Harm's Way, allowing your character to parry an attack made on a higher Initiative and then go on the offensive, provided that the weapon wasn't destroyed.

## Iron Skin (•• or ••••)

**Prerequisites:** Martial Arts •• or Street Fighting ••, Stamina ••

**Effect:** Through rigorous conditioning, or extensive scarring, your character has grown resistant to harm. She can shrug off shots that would topple bigger fighters. She knows how to take a strike, and can even move into a hit from a weapon to minimize harm. She gains armor against bashing attacks; one point of armor with ••, and two points of armor with ••••. By spending a point of Willpower when hit, she can downgrade some lethal damage from a successful attack into bashing. Downgrade one damage at ••, two with ••••.

## Light Weapons (• to •••••; Style)

**Prerequisites:** Wits ••• or Fighting Finesse, Dexterity •••, Athletics ••, Weaponry ••

**Effect:** Your character is trained with small hand-to-hand weapons which favor finesse over raw power. These maneuvers may only be used with one-handed weapons with a damage rating of two or less.

- **Rapidity (•):** Your character moves with swiftness to find just the right spot to strike. You can sacrifice your character's weapon damage rating to add his Weaponry score to his Initiative for the turn. The weapon becomes a zero damage weapon for the turn.
- **Thrust (••):** Your character knows when to defend himself, and when to move in for the kill. At any time, you can sacrifice points of Defense one-for-one to add to attack pools. This cannot happen if you've already used Defense in the same turn. If you use this maneuver, you may not sacrifice your full Defense for any other reason. For example, you cannot use Thrust with an all-out attack.
- **Feint (•••):** With a flourish in one direction, your character can distract an opponent for a cleaner, more effective follow-up strike. For example, if Feinting with a two damage weapon with three successes, the attack causes no damage. However, your next attack ignores five points of Defense, and causes three extra points of damage.
- **Flurry (••••):** Your character moves quickly enough to stab opponents with numerous pricks and swipes in the blink of an eye. As long as your character has his Defense available to him (if it's not been sacrificed for another maneuver, or denied from surprise, for example), any character coming into his immediate proximity takes one point of lethal damage. This damage continues once per turn as long as the enemy stays within range, and occurs on the enemy's turn. This can affect multiple opponents, and cannot be used in a turn where the character is Dodging.
- **Vital Shot (•••••):** Your character can use his smaller weapon to get into an opponent's defenses and hit where it hurts most. Sacrifice your character's Defense for the turn to use this maneuver. If the attack roll succeeds, the attack causes one point of aggravated damage, in addition to the damage rating of the weapon.

## Marksmanship (• to ••••; Style)

**Prerequisites:** Composure ••, Resolve ••, Firearms ••

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**Effect:** When prepared and aimed, a gun is an ideal killing machine. Your character has trained to take advantage of the greatest features of a gun, usually a rifle, but this Style can be used with any gun. Because of the discipline and patience required for Marksmanship, your character cannot use her Defense during any turn in which she uses one of these maneuvers. These maneuvers may only be used after aiming for at least one turn.

- **Through the Crosshairs (•):** Your character is a competent sniper, able to sit in position and steel her wits. Usually, the maximum bonus from aiming is three dice. With Through the Crosshairs, it's equal to her Composure + Firearms.
- **Precision Shot (••):** With this level of training, your character knows how to effectively disable a victim instead of focusing on the kill. When attacking a specified target, you may reduce your weapon's damage rating one-for-one to ignore penalties for shooting a specified target (see p. 92). For example, if your character is using a sniper rifle (four damage weapon), and attacking an arm (-2 to hit), you could choose to use three damage for -1, or two damage to eliminate the penalty entirely.
- **A Shot Rings Out (•••):** A master sniper, your character has no worries or lack of confidence. She can fire into a crowd and strike a specific target without penalty. If she misses, it's because her shot goes wide. She will never hit an unintended target.
- **Ghost (••••):** Your character has trained to shoot unseen, and vanish without a trace. Her Firearms score acts as a penalty on any roll to notice her vantage point, or any Investigation or Perception roll to investigate the area from where she was shooting.

## Martial Arts (• to •••••; Style)

**Prerequisites:** Resolve ••, Dexterity ••, Athletics ••, Brawl ••

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**Effect:** Your character is trained in one or more formal martial arts styles. This may have come from a personal mentor, dojo, or a self-defense class. It may have been for exercise, protection, show, or tradition. These maneuvers may only be used unarmed, or with weapons capable of using the Brawl Skill, such as a punch dagger, or a weapon using the Shiv Merit (see below).

- **Focused Attack (•):** Your character has trained extensively in striking specific parts of an opponent's body. Reduce penalties for hitting specific targets by one. Additionally, you may ignore one point of armor on any opponent.
- **Defensive Strike (••):** Your character excels in defending herself while finding the best time to strike. You can add 1 or 2 points to your character's Defense. For each Defense point you take, subtract a die from any attacks you make. This can only be used in a turn in which your character intends to attack. It cannot be used with a Dodge.
- **Whirlwind Strike (•••):** When engaged, your character becomes a storm of threatening kicks and punches; nothing close is safe. As long as your character has her Defense available to her, and is not Dodging, any character coming into arm's reach takes one bashing damage. This damage continues once per turn as long as the enemy stays within range, and occurs on the enemy's turn. If you spend a point of Willpower, this damage becomes two bashing until your next turn.
- **The Hand As Weapon (••••):** With this degree of training, your character's limbs are hardened to cause massive trauma. Her unarmed strikes cause lethal damage.
- **The Touch of Death (•••••):** Your character's mastery has brought with it the daunting power of causing lethal injury with a touch. If she chooses, her unarmed strikes count as weapons with two damage rating.

## Police Tactics

**Prerequisites:** Brawl ••, Weaponry •

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**Effect:** Your character is trained in restraint techniques, often used by law enforcement officers. This may reflect formal training, or lessons from a skilled practitioner.

- **Compliance Hold (•):** Gain a +2 bonus to overpowering rolls to disarm or immobilize an opponent.
- **Weapon Retention (••):** Opponents attempting to disarm your character or turn his weapon against him must exceed your character's Weaponry score in successes.
- **Speed Cuff (•••):** Against an immobilized opponent, your character may apply handcuffs, cable ties, or similar restraints as a reflexive action.

## Shiv (• or ••)

**Prerequisites:** Street Fighting ••, Weaponry •

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**Effect:** Your character carries small, concealable weapons for use in a tussle. Rolls to detect the concealed weapon suffer your character's Weaponry score as a penalty. With the one-dot version, he can conceal a weapon with a zero damage rating. The two-dot version can conceal a one damage rating weapon. Your character may use the Brawl Skill to use this weapon.

## Street Fighting (• to •••••; Style)

**Prerequisites:** Stamina ••, Composure ••, Brawl ••, Streetwise ••

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**Effect:** Your character learned to fight on the mean streets. She may have had some degree of formal training, but the methodology came from the real world, in dangerous circumstances. Street Fighting isn't about form and grace, it's about staying alive. These maneuvers may only be used unarmed, or with weapons capable of using the Brawl Skill, such as punch daggers, or weapons concealed with the Shiv Merit (above).

- **Duck and Weave (•):** Your character has been beaten all to hell more than a few times. Now she dodges on instinct, not on skill. You can reflexively take a one-die penalty to any actions this turn to use the higher of her Wits or Dexterity to calculate Defense. If you've already made a roll without penalty this turn, you cannot use Duck and Weave.
- **Knocking the Wind Out (••):** Shots to the center mass can shake an opponent, and your character knows this well. When your character makes a successful unarmed attack, the opponent suffers a -1 to his next roll.
- **Kick 'Em While They're Down (•••):** The best enemy is one on the ground. Your character topples opponents, and keeps them down. Any time your successes on an attack roll exceed an opponent's Stamina, you may choose to apply the Knocked Down Tilt (Chronicles of Darkness p. 285). Also, any time your character is in melee range when an opponent attempts to get up from a prone position, she can reflexively cause two bashing damage.
- **One-Two Punch (••••):** Your character hits fast, and she follows through with every hit. Whenever she makes a successful attack, you can spend a point of Willpower to cause two extra points of bashing damage.

- **Last-Ditch Effort (•••••):** In a street fight, every second could mean the loss of your life. A proficient street fighter is a remarkable survivalist. She bites, headbutts, trips, or does whatever it takes to prevent that last hit. Any time a character with this level of Street Fighting is about to take a hit or get overpowered when she's already suffering wound penalties, she can reflexively spend a Willpower point and sacrifice her Defense for the turn to make an attack against her would-be assailant. This can occur even if she's already acted in a turn, so long as she's not already spent Willpower. Resolve this attack before the opponent's action.

## Unarmed Defense (• to •••••; Style)

**Prerequisites:** Dexterity ••, Brawl ••, Defensive Combat: Brawl

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**Effect:** Your character is better at stopping people from hurting them than they are at hurting other people. Maybe they practice a martial art that redirects an opponent's blows, or are just very good at not being where their opponent wants them to be.

- **Like a Book (•):** Your character can read his opponents, knowing where they're likely to strike. When facing an unarmed opponent and not Dodging, increase your character's Defense by half of his Brawl (round down).
- **Studied Style (••):** Your character focuses on reading one opponent, avoiding his attacks and frustrating him. Attacks from that opponent do not reduce your character's Defense. If your character's Defense reduces his opponent's attack pool to zero, his further attacks against you lose the 10-again quality.
- **Redirect (•••):** When your character is being attacked by multiple opponents, he can direct their blows against one another. When he Dodges, if his Defense roll reduces an attack's successes to zero, his attacker rolls the same attack against another attacker of your choice.

**Drawback:** Your character may only redirect one attack in a turn. He cannot redirect an attack against the same attacker.



- **Joint Strike (••••):** Your character waits until the last possible second, then lashes out at his opponent's elbow or wrist as he attacks, hoping to cripple his limbs. Roll Strength + Brawl instead of Defense. If you score more successes than your attacker, you deal one point of bashing damage per extra success, and inflict either the Arm Wrack or Leg Wrack Tilt (your choice).

**Drawback:** Spend a point of Willpower to use this maneuver.

- **Like the Breeze (•••••):** Your character steps to one side as his opponent attacks, and gives her enough of a push to send her flying past him. When dodging, if your Defense roll reduces an opponent's attack successes to zero, you can inflict the Knocked Down Tilt.

**Drawback:** Declare that you're using this maneuver at the start of the turn before taking any other attacks.

## Avoidance (Style; • to ••••)

**Prerequisites:** Manipulation ••, Athletics ••, Stealth ••

**Effect:** Your character's only goal in a fight is not to get hurt. She tries to create situations where opponents hurt themselves or target her big mean friends instead. There is no formal training for this Style; it's a mixture of ingenuity and a person's innate desire to avoid pain.

- **Insignificance (•):** When a fight starts you ease out of sight and try to become a part of the scenery. Make a roll of Manipulation + Stealth – the highest Composure in the room. If successful, your character comes across as very nonthreatening. Unless an opponent perceives no other threats around him whatsoever she cannot be the direct target of his attacks. This effect ends if she attacks or takes any threatening actions during the scene.
- **Coattails (••):** Your character's reaction to being attacked is to dive behind her bigger friend and let him take care of it. When taking a Dodge action she can designate an ally in close range whose hasn't attacked yet that turn. Go Prone. If hit by an opponent's attack, her ally can choose to take the damage.
- **Whack-a-Mole (•••):** Your character makes herself into a tempting target and unsuspecting opponents end up doing more damage to themselves than her. Once per turn you may make a contested roll of Manipulation + Persuasion + Avoidance against an opponent's unarmed or melee attack roll. If the character gets the most successes the attack does no damage, and instead inflicts the Arm Wrack Tilt on the opponent.

- **Play Dead (••••):** When your character wants to bow out of a combat she makes even the most superficial wounds look fatal. After any attack your character sustained lethal damage from, roll Manipulation + Subterfuge. Opponents require a contested Wits + Composure roll to notice that she's still alive.

## Berserker (Style; • to •••)

**Prerequisites:** Strength •••, Iron Stamina •••

**Effect:** Your character enters a controlled madness in combat. Whether a believer in the throes of ecstatic fervor or a warrior emulating the Norse berserks, this Style is not about technique but about achieving the right state of mind.

- **The Red Mist (•):** Your character focuses inward, seeking out her source of rage within. By spending a point of Willpower, until the end of the scene, she gets a +1 bonus on all attack rolls, a +3 bonus on any defense against mental attacks, but will be the last person to act every turn from now on, and can't spend willpower until the end of the scene.
- **War Cry (••):** Your character chills an opponent's blood with her mad howl. Instead of attacking, roll a contested Strength + Intimidation versus opponent's Resolve + Composure. If your character gets the most successes, her opponent suffers a penalty equal to your successes to any action other than Dodging for the next turn. (If two or more characters use this power, they will be the last characters to act every turn, order them by their initiatives.)
- **Manic Brutality (•••):** Your character lashes out with a singleminded determination to destroy. Her all-out unarmed attacks have a +1 bonus to hit specified targets. If she's using a weapon then she may substitute its Durability for its weapon bonus.

**Drawback:** If she's using a weapon, then all damage taken by her opponent is also applied directly to the weapon's Structure.

## Bowmanship (Style; • to ••••)

**Prerequisites:** Dexterity •••, Firearms ••, Trained Observer •

**Effect:** Your character is a patient hunter with a bow. She fires precision shots across long distances to take out targets that had no idea she was even there. This Style focuses on a character's ability to aim by judging distance and trajectory. It uses a dice pool of Dexterity + Firearms for its attacks.



- **Arcing Fire (•):** Your character knows how to tilt her aim to make a shot hit true even from afar. Her range increments for using a bow are doubled.
- **Bullseye (••):** Your character places her shots to hit deep into an opponent's weak spots. When attacking a specified target you may lower your bow's damage rating to any amount (0 or greater) to add +1 and the 8-again quality to the attack roll.
- **Out of Nowhere (•••):** Your character fires her arrows and then ducks out of sight, leaving her enemies bleeding and confused. Roll Dexterity + Stealth as a reflexive action after attacking a target that is unaware of her presence. Her target must roll Wits + Composure – her successes, where failure applies the Shaken Condition to the target.
- **Death from Above (••••):** Your character looses vertical shots that reach opponents even behind cover. She reduces an opponent's Concealment rating by adding 10 yards (9 meters) per point to the range of her shot. If his cover provides vertical protection then subtract Durability from damage as normal.

## Boxing (Style, • to •••••)

**Prerequisites:** Strength ••, Dexterity ••, Stamina ••, Brawl ••, Athletics ••

**Effect:** Trading blows with the hands dates back to Classical times, and probably earlier — some biologists believe our hands have been optimized to deliver blows. There are hundreds of folk styles of boxing, from West Africa's Dambe to the Filipino method known as Suntukan or Panantukan. This style concentrates on the modern combat sport, which combines European methods with innovations developed by trainers or borrowed from other cultures. Your character is trained in modern boxing, or a similar traditional style.

- **Head Protection (•):** The head is the primary target for most boxers, so your character has learned to protect it by bobbing, weaving, and angling away from blows. Your character's Defense increases by 1 against unarmed strikes or weapons that use the Brawl Skill, and attackers suffer an additional –1 penalty to target her head.
- **Defensive Jab (••):** Your character interrupts attacks with well-timed punches from the lead hand. Any time an opponent misses with a Brawl or Weaponry attack, your character inflicts one point of bashing damage which ignores armor. If your character Dodges, change this to one point of bashing damage per two successes that exceed the opponent's attack successes (a minimum of one, but round fractions down).

- **Knockout Artist (•••):** Your character knows how to knock someone out. She now treats the target's Size as 1 lower at all times for the purposes of inflicting the Stunned Tilt, reflecting her ability to casually hit someone in the head. If you suffer a penalty to target the head as a true specified target, treat the target's Size as 2 lower for the purpose of inflicting the Tilt.
- **Combination (••••):** Your character learns to fire off several blows in rapid succession, so that if one hits, the others often follow. If your character's Brawl strike succeeds, roll her Dexterity dots as dice and add successes to damage to reflect other blows striking home.
- **Out for the Count (•••••):** When your character knocks someone out they don't get back up any time soon. When she inflicts the Stunned Tilt it not only lasts for a number of turns equal to the damage she inflicted, but it produces true unconsciousness for that period unless the victim spends a point of Willpower.

## Chain Weapons (Style; • to ••)

**Prerequisites:** Strength •••, Dexterity •••, Athletics ••, Weaponry ••

**Effect:** Your character knows how to use a length of chain as a weapon. These maneuvers require at least a yard's (or meter's) worth of chain and can be any design from a martial artist's chain whip to one ripped off the sprocket of a motorcycle. The Style is taught among traditional Chinese weapon styles but is also favored among everyday street gangs.

- **Imposing Defense (•):** Your character spins her chain around, creating a whirling metal barrier between her and her opponent. Sacrificing her Defense, and she inflicts her weapon damage rating + 1 in bashing damage to any opponent who attempts an unarmed or melee attack against her that turn.
- **Bring Down the House (••):** Handy in rooms with chandeliers or dodgy support beams, your character lashes her chain around some part of the environment over an opponent's head and then gives it a good yank. She makes an attack against an object with a penalty for the object's Size (use the specified target chart in the *Chronicles of Darkness* Rulebook, p. 92 as a guideline). If successful, she inflicts bashing damage equal to the object's Structure on all characters within range. Characters with their turn still available can Dodge, with successes removing damage.

## Combat Archery (Style; • to •••••)

**Prerequisites:** Strength •••, Athletics ••, Quick Draw (Bow) •

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**Effect:** Your character uses a bow for rapid draws that riddle opponents with arrows. She knows how to move across the battlefield while firing from any angle. This Style is about trick shots and using archery in the thick of a fight. It uses a dice pool of Dexterity + Athletics for its attacks.

- **Rapid Nock (•):** Your character has trained herself to have another arrow set and her bow drawn within a heartbeat of her last shot. As long as there is a supply of arrows in reach she can make an attack every turn without taking an action to position them on the string. Also, ignore the bow's Initiative penalty.
- **Reflex Aiming (••):** Your character knows how to time her shots to hit her opponents and not her allies. Ignore penalties for firing a bow into close combat.
- **Parthian Shot (•••):** Your character feints retreat to lure an opponent in for a close-range shot. The first time in a turn an opponent attempts a close-range attack, you may choose to Dodge as normal. However, any successes in excess of your opponent's are applied as attack successes with your bow against him.
- **Rain of Arrows (••••):** Your character fires a group of shots at multiple opponents in the blink of an eye. She can attack with a bow as an autofire medium burst with three arrows hitting up to three different targets. Drawback: This maneuver sacrifices distance for speed. Triple all range penalties for medium and long distance.
- **Trick Shot (•••••):** Your character rolls, leaps, and runs along walls while firing arrows in any direction. Your character can fire her bow simultaneously while taking an Athletics action, including maneuvers from Movement Styles. This imposes a -2 penalty to both rolls.

## Falconry (Style; • to ••••)

**Prerequisites:** This Merit works in conjunction with any predatory bird of at least Size 2. The character must possess Wits •••, Animal Ken •••, and share the Bonded Condition with the bird.

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**Effect:** Your bird performs incredible feats at your command. You purchase this Merit for your character, who may apply it to any bird she shares the Bonded Condition with after a reasonable amount of time training together. Used for both hunting and sport, this practice has roots going back into antiquity and among numerous cultures. While not as widespread now as in the past, finding a trainer for this style is still relatively easy. Unless otherwise noted, these Merits constitute actions the bird takes independently, with only a simple, one-word or gesture command. Thus, your character does not have to dedicate an action to make them happen. Additionally, possession of this Merit allows your character to spend Willpower to benefit the bird's actions in her presence.

- **Predator's Vigil (•):** The presence of your bird instinctively wards off prey animals. Even a flock of pigeons or swarm of rats won't come too close when a natural predator circles the skies. Any creature of equal or smaller Size than your bird in his immediate vicinity has the Shaken Condition applied to them for any action other than hiding or fleeing the area.
- **Flyby (••):** Your character commands her bird to dive past an enemy at high speed, creating a distraction. Roll Presence + Intimidation against an opponent's Resolve + Composure as an attack action for the bird. If successful, the opponent takes a -3 penalty to his next action.
- **Retrieve Item (•••):** Your bird knows how to grab small items and bring them back to you, even snatching them from someone's hand. On your character's turn she can designate any object of the bird's Size or smaller within her and her bird's field of vision that the bird will retrieve. An opponent actively holding onto an item treats this as a Disarm maneuver, but if successful the bird's roll is automatically considered an exceptional success. This generally requires the bird make an all-out attack.
- **Rake the Eyes (••••):** Your character commands her bird to claw at an opponent's eyes. Take a -1 penalty to attack. A successful attack applies the Blinded Tilt.

## Grappling (Style, • to •••••)

**Prerequisites:** Stamina ••, Strength ••, Athletics ••, Brawl ••

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**Effect:** Grappling's first three dots are covered in the Chronicles of Darkness Rulebook. This section presents additional Grappling maneuvers.

- **Standing Throw (•):** Your character knows how to toss someone over his hip, trip, or sweep her while keeping his footing. He may inflict the Knocked Down Tilt as a grappling maneuver, but if he remains standing his opponent automatically breaks free.
- **Small Joint Manipulation (••):** By accepting a –2 penalty to the attack roll, your character may immediately dislocate or otherwise bend the opponent's fingers in one hand (or toes in one foot, in some circumstances) the wrong way. This occurs instead of any other maneuver, inflicting one point of bashing damage per two successes (round down, but always at least one) and the Agony Tilt. If the attack targets a hand, it can no longer hold objects until the associated damage heals. Optionally, you may assign the Tactical (Street) Style Tag to this maneuver to represent a form of “underhanded” fighting.
- **Ippon (•••):** Additional Prerequisite: Takedown Maneuver. While using Drop Prone with the Takedown Maneuver, your character hurls his opponent to the ground with exceptional force. Double the damage of the takedown for the purpose of inflicting the Stunned Tilt, but not as actual damage. **Dynamic Guard (••••):** While prone, your character uses his body to shake and redirect his enemy. Reduce the opponent's dice pool to grapple by your character's Dexterity. Unfortunately, your character can't get up from prone while using this maneuver.
- **Lock Flow (••••):** Additional Prerequisite: Joint Lock Maneuver. When your character's opponent slips out of one lock you know how to go with the motion and trap her in another. You gain +2 to grapple rolls when you declare ahead of time that you're attempting a joint lock.
- **Tap or Snap (•••••):** Additional Prerequisite: Joint Lock Maneuver. If your character succeeds in a grapple in the turn after applying the Joint Lock maneuver, he may allow the opponent to choose between accepting the Beaten Down Condition, or suffering an Arm or Leg Wrack (attacker's choice) and lethal damage equal to the successes scored, as your character breaks or dislocates the relevant limb.

- **Positional Dominance (•••••):** Your character knows how to hurt and tire an opponent from any position, crushing the life out of him. No matter which maneuver you choose on a successful grapple, your character inflicts one point of bashing damage per two successes scored, rounding down, but always inflicting at least one point. If your character chooses a damaging maneuver, add this to the damage inflicted. You may choose not to inflict this damage.

## K-9 (Style, • to •••••)

**Prerequisites:** This Merit works in conjunction with a dog of least Size 3. The character must possess Wits ••, Animal Ken ••, and share the Bonded Condition with the dog.

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**Effect:** You purchase this Merit for your character, who may apply it to any dog she shares the Bonded Condition with after a reasonable amount of training time together. Each maneuver includes the special ability to never require an Animal Ken roll to order its use. Your character's dog obeys without a second's pause.

- **Detection (•):** Your character's dog has been trained to detect a certain class of substances by smell and indicate its location. Choose from one of the following: Drugs, Explosives, Tracks, People, and Corpses. When your character works with his dog it gains the Rote benefit (re-roll failed dice) on Wits + Survival rolls to detect the target substances. You may purchase this Merit multiple times for different categories.
- **Targeted Bite (••):** Your character may command his dog to target specific body parts. Reduce penalties to attack specific targets by –2.
- **Tactical Positioning (•••):** When acting side by side against an opponent, one of the pair gains +1 to Defense against that opponent, and the other benefits from +2 to attack rolls targeting the opponent. Your character decides which participant gets the offensive or defensive bonus at the beginning of each turn. Finally, you never take a penalty to ranged combat rolls to avoid shooting the dog, because he avoids your line of fire.
- **Takedown Bite (••••):** At your character's command, his dog may inflict a Drop Prone or Hold grappling maneuver on a target if it hits with a successful bite attack. The target may be no more than double the dog's Size, however. This immediately initiates a grapple. Dogs may employ the above maneuvers along with Break Free, Control (opponent's) Weapon, and Damage.

# Kino Mutai (Style, • to ••••)

**Prerequisites:** Dexterity ••, Resolve •••, Brawl ••

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**Effect:** Your character learns to bite opponents, tear at soft tissues and gouge eyes with special skills. This is sometimes called “Kino Mutai” in Filipino martial arts, but it can be learned by anyone uninhibited enough to use these unconventional methods to the greatest extent possible for humans. Thus, this Fighting Style only works for beings with a human body plan and a decent set of teeth.

- **Trained Bite (•):** If your character is a human and prevails in a grapple she may bite harder than normal, targeting sensitive parts of an opponent’s anatomy. This acts as the Damage maneuver, but inflicts an additional two points of bashing damage. Vampires, werewolves in humanoid form, and other monsters with particularly potent bite attacks cause one additional damage of the same type (potentially lethal) when using this maneuver.
- **Ripping (••):** Your character overcomes squeamishness and distractions to grab and tear earlobes, eyelids, and other soft, loose parts. She doesn’t pause before ripping out hair by the scalp. None of these injuries are life-threatening, but they inflict pain. If you win a grappling roll with more successes than the opponent’s Resolve, she may use the Ripping maneuver, which inflicts the Agony Tilt on the opponent but only inflicts one point of bashing damage.
- **Trained Gouge (•••):** While grappling, your character can drive her fingers into an enemy’s eyes with exceptional force and persistence. If you win a grappling roll and score at least three successes, you may opt for the Gouge maneuver. This inflicts the Blinded Tilt, but unlike typical cases your character maintains this Tilt until the opponent Breaks Free, Restrains your character, or renders the arm unable to function.
- **Continuous Bite (••••):** Your character knows how to apply pressure, rip flesh, and use the rest of her body’s musculature to enhance a bite. In a grapple, she may inflict lethal damage with the Damage maneuver by tearing off strips of her opponent’s flesh.

# Martial Arts Alternative (Style, • to •••••)

**Prerequisites:** Resolve ••, Dexterity ••, Athletics ••, Brawl ••

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**Effect:** The Martial Arts Style in the Chronicles of Darkness Rulebook represents a generic unarmed striking style. The following maneuvers are alternatives to those listed. Using the options for purchasing maneuvers on p. 44, characters may acquire these maneuvers alongside or instead of the others with the same dot ranking.

- **Leg Kick (•):** Your character knows how to kick an opponent's legs out from under him. She might use a Thai-style round kick or drive her heel into his kneecap. If she reduces her Defense by 1 while concentrating on low kicks, she'll cause the Leg Wrack Tilt if her Brawl attack inflicts at least one damage that turn. She doesn't suffer the usual penalty for targeting a leg. Note that trying to hit the other leg for a knockdown doesn't use this maneuver, but the normal rules. However, using Leg Kick on subsequent attacks lengthens the duration of the Leg Wrack by attaching the Tilt to additional damage.
- **Cutting Elbow (••):** When striking with an elbow, your character targets thin skin in the opponent's scalp with the aim of ripping it open. She only suffers a -2 penalty to attack when she wishes to inflict the Blinded Condition on an opponent with human-like anatomy because when she hits and inflicts at least one point of bashing damage, blood from the scalp wound washes over the opponent's eyes. This maneuver may also be purchased through the Tactics (Street) Style Tag.
- **Trapping (••):** This maneuver has a lot of names, including "sticking hands" or "scissors." Using it, your character knows how to control her opponent's limbs so they can't be used to block incoming strikes. By making limb-to-limb physical contact, she can sense and counter her opponent's reactions. If she hits with a Brawl attack, she may set aside as many successes as her Brawl Skill and add these to her Brawl attack next turn. If she sets aside all successes, the first attack inflicts no damage, but makes contact for the follow up. She loses this advantage if the opponent leaves hand-to-hand range and she can't or won't follow.
- **Inch Force (••••):** Your character knows how to swiftly strike across extremely short distances. She can hit hard with an inch of movement, or smash with a shoulder, hip, or head butt. When an opponent tries to grab your character she's entitled to one immediate counterattack per turn as an additional reflexive action (multiple grab attempts during the turn don't entitle her to additional counterattacks). Roll Strength plus Brawl – Defense as usual. If the attack scores more successes than the opponent's Strength, she automatically breaks free of the grab and inflicts standard Brawl damage as well.
- **High Momentum Strike (•••••):** Tornado kicks, spinning backfists, and flying knees are hard to pull off, but in the right circumstances can be devastating. If your character has a higher Initiative rank, she may wait for an opponent to attack with a Brawl or Weaponry strike. If the opponent scores 0 successes, your character may attempt an immediate counterattack, using her action for the turn on a leaping and/or spinning attack. If the counterattack hits it knocks the opponent down. In addition, roll the character's Brawl dots and add it to the attack's total damage.



## Mounted Combat (Style; • to ••••)

**Prerequisites:** Dexterity ••, Athletics ••, Animal Ken ••

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**Effect:** Your character fights from horseback using the animal's size and maneuverability to make her attacks more effective. While trained cavalry regiments are largely a thing of the past, many police departments around the world still have officers who use techniques like these in the modern day.

- **Steady Saddle (•):** Your character knows how to position herself in the saddle to attack an opponent without risking being dismounted or hurting her horse. Your character gains a +3 bonus to any rolls for staying mounted during combat.
- **Fixed Charge (••):** Your character and her horse charge headlong at her opponent. She gains the benefits from both charging (though you move up to twice your horse's Speed rather than your character's) and an all-out attack. Both she and her horse lose Defense for the rest of the turn.
- **Skirmishing (•••):** Your character's attacks are designed to harass her opponents, moving in range to strike and then out again before the counterattack. Her horse can travel half its Speed before her attack and the rest after as one move. She suffers a -2 penalty to her attack for the turn but both her and her mount gain +2 to Defense.
- **Rearing Beast (••••):** Your character has trained her horse to be an intimidating and dangerous opponent in the thick of combat. Instead of attacking, roll Wits + Animal Ken and add successes to attack rolls made by her horse.

## Powered Projectile (Style; • to ••••)

**Prerequisites:** Dexterity ••, Athletics ••, Firearms ••

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**Effect:** Your character is comfortable using premodern ranged weapons like crossbows, slingshots, and blowguns. Though long ago replaced by firearms, these weapons remain popular for hunting and are widely available in some countries.

- **Quick Reload (•):** Your character has trained herself on the steps to reload her weapon to the point it's ingrained in her muscle memory. She reloads one turn faster than normal (to a minimum of a reflexive action).

- **Intercept Shot (••):** Your character can shoot a projectile out of the air with her own. This maneuver is not capable of stopping bullets, though it could be used to deflect a grenade if you're feeling lucky. Any turn your character spends aiming she can make an attack against a thrown object with a -2 penalty (in addition to the normal penalties for attacking a small object). A successful hit deflects it a number of meters (or yards) equal to damage in a random direction.
- **Penetration (•••):** Your character knows how to best exploit the weaknesses in a target's armor. She can add +2 to her weapon's armor piercing rating for her next attack. **Drawback:** This shot requires intense concentration. Your character loses her Defense any turn she uses this maneuver.
- **Skewer (••••):** Your character uses her projectiles to impale parts of an opponent's anatomy. When attacking a specified target, reduce the penalty by -2, and any inflicted Tilts require the victim to roll Stamina + Strength - damage inflicted to remove a projectile before it's resolved.

## Spear and Bayonet (Style; • to •••)

**Prerequisites:** Strength ••, Dexterity ••, Weaponry ••

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**Effect:** Your character is trained with long weapons that end in a point. This could be anything from a traditional spear to a fixed bayonet on a modern rifle.

- **Firm Footing (•):** You brace yourself with your weapon to skewer a charging opponent. Any opponent attempting an all-out or charge attack against your character takes her weapon's damage automatically before he makes his attack roll. Armor subtracts from this, but then will not apply to any attacks your character makes in the same turn.
- **Keep at Bay (••):** Your character can threaten an opponent with her weapon to prevent maneuvering. Choose an opponent; if he takes any action other than backing away or Dodging he loses his Defense against your next attack. **Drawback:** Spend a point of Willpower to activate this maneuver.
- **Strike and Develop (•••):** You stab an opponent with your weapon turning the blade before removing it, leaving a grisly wound. Attacks made with the weapon that inflict lethal damage causes the victim to bleed out, causing one point of lethal damage for a number of turns equal to her successes on the attack roll. Subsequent attacks can add to the total number of turns but never cause more than one point of lethal damage per turn in bleeding to the victim. You lose Defense when using this maneuver.

## Staff Fighting (Style; • to ••••)

**Prerequisites:** Strength ••, Dexterity •••, Weaponry ••

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**Effect:** Your character uses a staff as her weapon of choice. These maneuvers are usually performed with a quarterstaff or bo staff, but anything of a suitable length and shape like a walking stick or a heavy curtain rod will work as well.

- **Short Grip (•):** Your character moves her grip to the end of the staff, maximizing reach but losing speed. She gains a +1 to attack at the cost of her staff's +1 bonus to Defense. You can change your character's grip once per turn reflexively before taking an action.
- **Thwack Weapon (••):** Your character slaps away an opponent's weapon with the tip of her staff. She can Disarm with a roll of Strength + Weaponry contested by an opponent's Strength + Athletics. If successful, the opponent drops his weapon at his feet. On an exceptional success, your character knocks the weapon a number of meters (or yards) away equal to her successes rolled.
- **Vaulting Defense (•••):** Your character knows how to use her staff to rapidly reposition herself in a fight. Spend a point of Willpower; your character can add her dots in Melee to her Defense against one attack per turn.
- **Tornado Strike (••••):** Your character spins her staff rapidly in a circle, hitting opponents all around her. She treats her staff attack as an autofire medium burst against up to three targets of her choice within range.

## Strength Performance (Style, • to ••••)

**Prerequisites:** Strength •••, Stamina ••, Athletics ••

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**Effect:** While the Strength Attribute covers all forms of issuing bodily force, your character has specifically trained in lifting, pushing, and pulling enormous weights. He learned this as an Olympic-style weightlifter, strongman competitor, or performer. This doesn't help your character hit things, but if he does, anything at the other end is going to break and hurt.

- **Strength Tricks (•):** Your character combines trained strength with a practical knowledge of physics to perform impressive feats of strength. He can rip phone books in half, bend rebar, and smash bricks with his bare hands. The character benefits from a +2 bonus to Performance and Intimidation rolls where he can demonstrate his talents, and an additional +1 to other non-combat feats of Strength.

- **Lifting (••):** When attempting a feat of strength that requires a Strength + Stamina roll, you gain the Rote benefit — re-roll failed dice. This does not aid running, jumping, or combat rolls, but does aid in attempts to damage relatively immobile, inanimate objects. In that case your character gains the Rote benefit on a combat dice pool no larger than his Strength + Stamina.
- **Push/Pull (•••):** Have you ever seen someone pull a tractor trailer or airplane with their teeth? Your character's all over that. If your character's goal is to move an object laterally, double her effective Strength. If the object is on wheels or friction has otherwise been minimized, multiply her Strength by 5. Practical considerations may require equipment such as ropes and a harness, and the quality of this equipment may provide a bonus to the roll.
- **Stronger Than You (••••):** If your character succeeds at Strength-based tasks, he does so with an increased level of performance. You don't gain bonus dice for Strength-related rolls but if you roll at least one success, add +1 success to the total. This does apply to combat, making this character capable of bone-cracking blows and grips.

## Systema (Style, • to •••)

**Prerequisites:** Dexterity •••, Athletics •••, Wits ••

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**Effect:** Your character learns to move with exceptional suppleness, rolling with blows and obstacles. She redirects incoming force not as a technique, but an instinct. These abilities are often taught within Systema, a Russian martial art developed for intelligence services and special operations. It can also reflect the advanced body skills taught by “soft” martial arts such as Tai Chi or Aikido.

- **Rolling (•):** When knocked prone, your character relaxes, tucks, and rolls with the momentum. She easily spins to face any direction she wishes. She doesn't suffer that usual -2 penalty to attacks while Knocked Down or otherwise prone. If she suffers any damage for falling or impacting against an unyielding surface like the hood of a car, roll her Dexterity; each success removes one point of bashing damage (this is not effective against sources of lethal damage — you can't roll with impalement). She benefits from this in addition to any other action she might take to mitigate damage.
- **Balance (••):** Your character instinctively aligns her posture and bends with incoming force to keep her balance. Attempts to inflict the Knocked Down Tilt or Drop Prone grappling maneuver must achieve two additional successes.

- **Combat Posture (•••):** Your character's posture and sensitivity are strong enough to knock down anyone who tests his balance against yours. Your character's Brawl and Weaponry attacks inflict the Knocked Down Tilt whenever they score successes that equal or exceed the victim's Strength. If an attack would have already delivered this result (such as with a weapon that inflicts the Knockdown effect) it does so with particular force, inflicting an additional point of damage.

## Thrown Weapons (Style; • to ••)

**Prerequisites:** Dexterity •••, Athletics ••, Quick Draw with a thrown weapon Specialty •

**Effect:** Knives, darts, throwing stars, and tomahawks are all weapons your character can send flying in her enemy's direction. Many warrior cultures have used thrown projectiles in wartime or for hunting purposes and may teach this Style. Also, similar techniques are found among circus and sideshow acts. These maneuvers may only be performed with edged weapons Size 1 or smaller.

- **Practiced Toss (•):** Your character knows how to throw her weapon with a quick and fluid motion. Add her Athletics score to Initiative when using a thrown weapon.
- **Impalement Arts (••):** A well-placed throw staples an opponent's limbs to the environment. If your character succeeds in damaging a specified target arm, leg, or hand with a thrown weapon, she inflicts the Impaled Tilt. Drawback: The heft needed to make her throw penetrate leaves your character vulnerable. She loses her Defense any turn she uses this maneuver.

## Two Weapon Fighting (Style; • to ••••)

**Prerequisites:** Wits •••, Fighting Finesse ••, Weaponry •••

**Effect:** Your character fights with a weapon in each hand. She can amplify her attacks by using them together or balance between attack and defense by using one weapon for each. Unless your character possesses the Ambidextrous Merit she takes the usual –2 penalty for using a weapon in her off-hand. Neither weapon can be above Size 2 for performing these maneuvers.

- **Balanced Grip (•):** Your character knows how to use her weapons so they're not awkward to hold. Your character does not count her weapons' Initiative penalties as long as her off-hand weapon's rating is the same or the lower of the two.
- **Protective Striking (••):** Your character uses her off-hand weapon to deflect attacks. She adds her off-hand weapon's bonus to her Defense for the first attack made against her in a turn. If her off-hand weapon has no bonus then add +1 instead.
- **Dual Swipe (•••):** Your character attacks with both of her weapons simultaneously against one target. As part of an all-out melee attack, add her off-hand weapon's bonus to her attack roll and reduce her target's Defense by 1. If her off-hand weapon has no bonus then add +1 instead.
- **Double Strike (••••):** Your character attacks two different targets simultaneously. Spend a point of Willpower and designate two targets in close range of your character. Take the highest Defense and –1 to the dice pool. Choose which weapon's damage applies to which target. This maneuver cannot be used with Dual Swipe. For example, if you're up against two opponents with 4 and 6 Defense, and you have a 2L and 1L weapon, you would take –7 to Double Strike (the 6 Defense, with an additional –1). If you rolled three successes, one opponent would take five points of lethal damage, and the other four points of lethal damage — your choice which.

## Weapon and Shield (Style; • to ••••)

**Prerequisites:** Strength •••, Stamina •••, Weaponry ••

**Effect:** Your character knows how to fight from behind a shield with a one-handed weapon. These maneuvers strike a balance between protection and offense and are used in tandem with others, such as in a Viking shield wall or riot police formation.

- **Shield Bash (•):** Your character slams her shield into an oncoming opponent, disrupting his attack. When Dodging add her shield's Size to her pool. If she reduces an opponent's attack successes to 0 then any additional successes inflict bashing damage.
- **Boar's Snout (••):** Your character throws everything into a forward charge, trusting in her shield to protect her. Using a weapon and shield, your character can all-out attack and retain her shield's Size bonus to Defense for the turn. If this maneuver is used the same turn by other allies with shields, then add an additional +1 to Defense for each.

- **Pin Weapon (•••):** Your character uses her shield to trap an opponent's weapon. If an opponent misses a melee attack against your character he is automatically disarmed.
- **Tortoise Shell (••••):** Your character knows how to position herself so that she's completely protected by her shield. When using a shield she is considered behind cover with Durability equal to the shield's size plus one for each shield-wielding ally in her immediate vicinity.

## Armed Restraint (••)

**Prerequisites:** Staff Fighting ••

**Effect:** Your character knows how to use a pole with a hook or noose on the end of it to restrain animal and human targets. Using a suitable weapon, such as a catch pole or shepherd's crook, your character can grapple and immediately apply the Hold maneuver on success. During subsequent turns her opponent's grapple rolls are penalized by the weapon's damage rating.

## Boot Party (••)

**Prerequisites:** Brawl ••

**Effect:** Your character understands the effectiveness of grinding her heel into a delicate part of a downed opponent's anatomy. When attacking an opponent in the prone position, she may make an unarmed attack at a -3 penalty in addition to normal modifiers. Any damage inflicted is lethal.

## Clinch Strike (•)

**Prerequisites:** Brawl ••

**Effect:** Most people will instinctively grab anyone they want to hit, but your character has trained to hit hard and accurately from a clinch position, using short punches, elbows, and knees. She inflicts standard Brawl damage when initiating a grapple instead of sacrificing the opportunity to damage someone in order to grab.

## Covert Operative (•)

**Prerequisites:** Wits •••, Dexterity •••, Stealth ••

**Effect:** Your character is trained in getting the jump on her opponents. She creeps up on unsuspecting enemies from the shadows and neutralizes them before anyone realizes anything's happening. When your character ambushes an opponent, the victim loses the 10-again quality on his roll to notice the attack. Even if he successfully notices your character, your character acts at +3 Initiative in the first turn.

## Ground and Pound (•••)

**Prerequisites:** Brawl ••

**Effect:** Your character skillfully uses gravity to drop a fist, elbow, knee, or other strike on a prone opponent. When using Brawl to strike or inflict the Damage grappling maneuver on a prone opponent, you may declare your character uses this maneuver. You gain the rote benefit (re-roll failed dice) to your attack, but automatically fall prone; and if grappled, your opponent automatically breaks free.

## Ground Fighter (•••)

**Prerequisites:** Wits •••, Dexterity •••, Brawl ••

**Effect:** Your character knows how to fight from her back. Many mixed martial arts styles emphasize being able to fight from the ground. Brawl and weaponry attacks do not gain the +2 bonus to attack your character when prone. She can perform the Stand Up maneuver.

- Stand Up): When grappling an opponent from the prone position you can stand up without having to Break Free of the grapple.

## Headbutt (•)

**Prerequisites:** Brawl ••

**Effect:** Your character has found few arguments she can't end by ramming her skull into a softer part of the human anatomy. This Merit allows for a new grappling maneuver:

- Headbutt: Your character inflicts the Stunned Tilt on her opponent. Each use of this maneuver in a scene imposes a -2 penalty as the shock and surprise of this tactic wears off.

## Iron Chin (•• or ••••)

**Prerequisites:** Resolve •••, Stamina •••

**Effect:** Your character's taken her share of beatings and can't be scared by pain or the sight of her own blood. This Merit comes in two levels. At •• dots, she no longer suffers the Beaten Down Tilt from any amount of bashing damage.

At •••• dots, she never suffers Beaten Down, period. This is probably more foolhardy than brave. If your chronicle doesn't feature conflicts where Beaten Down features prominently, don't use this Merit.



## Phalanx Fighter (••)

**Prerequisites:** Weapon and Shield ••, Spear and Bayonet •

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**Effect:** Your character is trained to wield a spear alongside a shield. She does not increase her spear's Strength requirement for using it one-handed as long as she's also using a shield. She can use a spear for any Weapon and Shield maneuvers.

## Transfer Maneuver (Same Cost as Original Maneuver; see below)

**Prerequisites:** Intelligence ••, Wits •••. Your character must also possess at least ••• dots in both the original and new Skill that the maneuver applies to.

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**Effect:** Many styles teach unarmed methods as a prerequisite for armed methods, and vice versa. This maneuver allows your character to transfer a maneuver from a Brawl-based Fighting Style to a Weaponry-based Style, or vice versa. The maneuver must not depend on the physical presence of a weapon, in that it can be applied with empty hands. The Storyteller decides which maneuvers are appropriate, though this can only be used on maneuvers worth no more than ••• dots — after that, they're too specific to the original fighting method. Your character must know the maneuver in its original form, and you must purchase it again, at the same cost in dots and Experience.

## Trunk Squeeze (••)

**Prerequisites:** Brawl ••

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**Effect:** By wrapping arms or legs around an opponent's torso, your character can practically crush the life out of him. While grappling, your character can use the Trunk Squeeze maneuver.

- Trunk Squeeze: Using a bear hug or leg scissors, your character crushes the opponent's torso, making it increasingly difficult to breathe. This maneuver inflicts one point of bashing damage and imposes a cumulative -1 to the opponent's grappling rolls for each round she maintains it. The penalty persists until after your character attempts another maneuver, or until the target Breaks Free. This maneuver doesn't work on anyone who doesn't need to breathe, or victims with a Size at least 2 higher than the attacker's.

## Retain Weapon (••)

**Prerequisites:** Wits ••, Brawl ••

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**Effect:** Your character has trained to resist being disarmed. Police and military forces often teach this, but your character might learn this as part of a traditional martial art, as part of a shooting course, or as a member of a private security service. When an attacker attempts to use the Control Weapon or Disarm grappling maneuvers to take his weapon, or otherwise take it away in combat, reduce successes by your character's Brawl dots.

## Roadkill (•••)

**Prerequisites:** Aggressive Driving ••

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**Effect:** Your character has a knack for running down living creatures with her vehicle. When using with a vehicle to hit a human-sized target she adds two additional successes per 20 miles per hour (32 kilometers per hour) her vehicle is moving instead of one. She also inflicts the Knocked Down Tilt on her target even if she misses.

\*\*\*\* (• to •••) \*\*\*\*

**Prerequisites:** Wits •••

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**Effect:**

\*\*\*\* (• to •••) \*\*\*\*

**Prerequisites:** Wits •••

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**Effect:**



# Merits from V20 and other books

## CALL OUT (••)

**Prerequisites:** Intimidation •••, Composure ••

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**Effect:** Your character fights with honor and dignity. When he calls out his opponent, it must abide by his challenge. When he uses an instant action to call out a potential combatant, that opponent suffers your character's Intimidation as a penalty to attack anyone else. If the opponent does attack someone else, you can add your character's Intimidation to any attacks against him.

**Drawback:** If anyone else attacks your chosen opponent, it breaks the challenge. When that happens, your opponent gains your character's Intimidation as a bonus to dice pools against your character for the remainder of the scene.

## RELENTLESS ASSAULT (STYLE, • TO •••••)

**Prerequisites:** Strength ••••, Stamina •••, Brawl ••

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**Effect:** Your character fights with complete abandon. She throws herself at her opponents without thought or hesitation, turning herself into a ruthless killing machine. She's the first into the fight, and the last out of a fight.

- **Drop of a Hat (•):** Your character goes from zero to ballistic at the start of a fight. She always goes to strike first. In the first turn of a fight, your character gets +3 to her Initiative score so long as she commits to makes an all-out attack. After the first turn, this bonus goes away.
- **Eye of the Tiger (••):** Your character can focus on a single target to the exclusion of all others. This tunnel vision makes her fearsome against her primary target, but vulnerable to others. Choose one target per combat. When making an all-out attack against that target, your character retains her Defense against him.
- **Dig Deep (••):** Your character doesn't strike for her enemy's skin; she strikes for a spot a few feet behind it. To her, overkill is the only acceptable kill. You can choose to remove one die from your dice pool before rolling an attack. If you do, increase your character's claws or teeth weapon modifier by +1.

- **Grin and Bear It (••••):** Your character stops caring about her own safety in order to take down her opponents, and this single-minded lethality helps her to shrug off blows that might cripple others less ferocious. Any time she makes an all-out attack, she gains 1/1 armor against all attacks for the turn. This combines with any other armor she may benefit from.
- **The Warpath (•••••):** Your character kills, but this does not stop her assault. Any time she fills an opponent's last health box with lethal or aggravated damage, she may immediately make an additional attack against any other character within her reach. If her second attack deals damage, she immediately enters in frenzy without a chance to resist.

## Early Riser (•)

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**Effect:** No one can explain it, but you seem to have the ability to work on less rest than your fellow vampires. You always seem to be the first to rise and the last to go to bed even if you're been out until dawn. Vampires with this Merit cannot take the Deep Sleeper Flaw.

**This merit can only be bought during character creation.**

## Eat Food (•)

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**Effect:** You have the capacity to eat food and even savor its taste. While you cannot derive any nourishment from eating regular foods, this ability will serve you well in pretending to be human. Of course, you can't digest what you eat, and there will be some point during the evening when you have to heave it back up.

**This merit can only be bought during character creation.**

## Blush of Health (••)

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**Effect:** You look more hale and healthy in appearance than other vampires, allowing you to blend with human society much more easily (no dice penalty to interact with humans and Hunters that see you, won't start an investigation just based on your looks. You still retain the color of a living mortal, and your skin does not feel cool to the touch.

**This merit can only be bought during character creation.**

## Daredevil (•••)

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**Effect:** You are good at taking risks, and even better at surviving them. When attempting exceptionally risky non-combat actions (such as leaping from one moving car to another), characters with this Merit add an additional three dice to their rolls, and the quality 8-Again.

## Efficient Digestion (••••)

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**Prerequisite:** Non Tremere

**Effect:** You are able to draw more than the usual amount of nourishment from blood. When feeding, you gain an additional point to your blood pool for every two points of blood you consume on the same feeding maneuver. This does not allow you to exceed your blood pool maximum.

**This merit can only be bought during character creation.**

## Concentration (•)

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**Effect:** You have the ability to focus your mind and shut out any distractions or annoyances. Characters with this Merit are unaffected by any penalties stemming from distracting circumstances (e.g., loud noises, strobe lights, or hanging upside down).

## Useful Knowledge (•)

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**Effect:** You have expertise in a specific field that makes your conversation intriguing to an older Kindred. So long as your knowledge holds the other vampire's attention, he has a vested interest in keeping you around. Then again, once he's pumped you for every iota of information you possess, that patronage may suddenly vanish. (Note: This Merit should be played like a 1-dot Mentor with a specific interest. However, unlike a Mentor, Useful Knowledge does not imply a permanent relationship.)

**This merit can only be bought during character creation.**

## Precocious (••)

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**Effect:** You learn quickly. The time for you to pick up a particular Ability (devotions, rituals, coils, blood sorcery, etc) is cut in half.

**This merit can only be bought during character creation.**

## Rising Star (•••)

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**Effect:** You're one of the up-and-comers in the city, a rising star in your Sect. Everyone wants to know you and be your friend, even as those in power groom you for positions of greater responsibility. You have +2 dices on all Social rolls against any vampires in your Sect who aren't actively opposing your ascent. And you will be approached by several of them during a season.

**This merit can only be bought during character creation.**

## Magic Resistance (••)

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**Effect:** You have an inherent resistance to the rituals of the Tremere and the spells of the mages of other Clans and covenants. The difficulty of all such magic, both malicious and beneficent, makes so they have -2 dice when targeting you with spells/rituals. You may never learn magical Disciplines such as Thaumaturgy, Necromancy, Cruac and Theban Sorcery.

**This merit can only be bought during character creation.**

## Lucky (•••)

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**Effect:** You were born lucky — or else the Devil looks after his own. Either way, you may repeat any three failed rolls per season, including botches, but you may try only once per failed roll.

**This merit can only be bought during character creation.**

## Brute Force (• to •••••)

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**Prerequisites:** Strength •••, Brawl ••, Size 5+

**Effect:** Your character embraces the devastating monster within herself and knows how to let it loose on the world around her. Brute Force attacks may only be made with bare hands or with fist-based weapons, such as bladed gloves or fist packs. Each level of Brute Force unlocks an additional option.

**Falling Pillar (•):** Your character clenches both hands high above her head, then brings them crushing down, throwing her weight into the strike. Make an all-out attack to use Falling Pillar. In addition to the normal +2 dice bonus, your character benefits from the 8-again quality on her roll. If the attack causes damage equal to or greater than the opponent's Stamina, he suffers the Knocked Down Tilt.

**Crush and Bite (••):** Your character clinches her opponent and bites off a chunk of flesh, which bleeds profusely. This maneuver becomes an option as part of a grapple, replacing the normal bite maneuver. Not only does your character cause lethal damage equal to the successes rolled on the grapple, but the wound bleeds out, causing an additional level of lethal damage in the next turn. This effect does not apply to things that don't bleed.

**Juggernaut (•••):** With this ability, your character rushes her opponent, strikes, and knocks him away. If the character can charge an opponent (moving at least 10 feet to build up momentum), any successful unarmed attack causes the Knocked Down Tilt.

**Bone Cracker (••••):** With this attack, your character grabs a limb and snaps the bone. To use Bone Cracker, make an all-out attack. However, targeting a limb negates the normal +2 bonus for an all-out attack. If the attack causes damage equal to or greater than the victim's Stamina, it causes an additional point of lethal damage and imposes the Arm Wrack or Leg Wrack Tilts. Bone Cracker cannot be combined with Falling Pillar.

**Colossus (•••••):** Your character moves with such immense force that nothing can stop her. When she makes an all-out attack, she gains 1/2 armor for the turn (cumulative with any other armor she wears) and cannot suffer Knockdown or similar Tilts. Additionally, any attempt to grapple her or otherwise move her from her place against her will suffers her Strength as a dice penalty.

\*\*\*\* (• to •••)\*\*\*\*

Prerequisites: Wits •••

Effect:

\*\*\*\* (• to •••)\*\*\*\*

Prerequisites: Wits •••

Effect:

\*\*\*\* (• to •••)\*\*\*\*

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Prerequisites: Wits •••

Effect: