

Jacob dos Reis - Imperial City

Player: Gustavo Mattioni
Status: Active

Current XP: 24
Total XP: 571

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Clan: Tremere
Sect: Camarilla
Title:
Faction:
Coterie/Pack:

Nature: Survivor
Demeanor: Loner
Path: Humanity
Path Rating: 5 00000
Generation: 9

Consc./Conv.: 2 00
Self-Cont/Inst: 3 000
Courage: 5 00000
Willpower: 12 0000000000
00
Blood: 13 0000000000
000

Physical - 13	
000	Aggressive x 3 (Str)
000	Brutal x 3 (Str)
00	Graceful x 2 (Dex)
0	Robust (Sta)
0	Rugged (Sta)
0	Savage (Str)
00	Tough x 2 (Str)

Social - 13	
000	Charismatic x 3 (Cha)
000	Charming x 3 (Cha)
00	Commanding x 2 (Man)
000	Manipulative x 3 (Man)
00	Seductive x 2 (App)

Mental - 13	
0	Analytical (Per)
000	Calm x 3 (Misc)
000	Focused x 3 (Int)
000	Inhumane x 3 (Misc)
00	Patient x 2 (Misc)
0	Wise (Misc)

Neg. Physical - 1	
0	Frail

Neg. Social - 2	
00	Condescending x 2

Neg. Mental - 2	
00	Violent x 2

Abilities - 196	
00000	Archeology x 5
000	Astrology x 3
0	Astronomy
00000	Awareness x 5
00000	Brawl x 5
00000	Clan Impersonation x 5
000	Demonology x 3
00000	Dodge x 5
000	Drive x 3
0000	Enigmas x 4
00000	Expression: x 5 (Regente)
0000	Fleshcraft x 4
00000	Fortune-Telling x 5
000	Investigation x 3
000	Knowledge: Symbology x 3
0000	Leadership x 4
0000	Linguistics x 4
0	Lore: Anarch
00000	Lore: Camarilla x 5
0000	Lore: Clan: Baali x 4
000	Lore: Clan: Brujah x 3
0	Lore: Clan: Daughters of Cacophony
000	Lore: Clan: Gangrel x 3
0	Lore: Clan: Harbingers of Skulls
0	Lore: Clan: Lasombra
000	Lore: Clan: Lasombra Antitribu x 3
000	Lore: Clan: Malkavian x 3
000	Lore: Clan: Nosferatu x 3
00000	Lore: Clan: Toreador x 5
00000	Lore: Clan: Tremere x 5
000	Lore: Clan: Ventruue x 3
00000	Lore: Cosmology x 5
00000	Lore: Faerie x 5
000	Lore: Hunter x 3
000	Lore: Infernal x 3
000	Lore: Kabbalah x 3
00000	Lore: Kindred x 5
00	Lore: Kuei-Jin x 2
000	Lore: Mage x 3
00000	Lore: Sabbat x 5

Disciplines	
Auspex: Heightened Senses	
Auspex: Aura Perception x 2	
Auspex: Spirit's Touch x 3	
Auspex: Telepathy x 4	
Auspex: Psychic Projection x 5	
Celerity: Alacrity	
Celerity: Swiftess x 2	
Celerity: Rapidity x 3	
Celerity: Legerity x 4	
Celerity: Fleetness x 5	
Chimerstry: Ignis Fatuus	
Chimerstry: Fata Morgana x 2	
Chimerstry: Apparition x 3	
Chimerstry: Permanency x 4	
Combination: Confounding Mist	
Combination: Dark Reflection	
Combination: I Am Legion Custo	
Combination: Opening the Gates of Mist	
Combination: Prepared Lie	
Combination: Public Confession	
Combination: Skin of Steel	
Combination: Whispers in the Sinners Ear	
Combination: Ward the Soul Sanctity (Auspex 2, Obfuscate 3, Optional: Presence 3)	
Combination: Thaumaturgical Sigh (Auspex 2, Thaum-PoB 1)	
Combination: Down the Gates of Mist (Auspex 5, Daimonion 5, Opening the Gates of Mist)	
Combination: Psychic Double (Auspex 5, Obfuscate 3)	
Combination: Ripping the Eyes from Heaven x 2 (Obfuscate 5 Daimonion 3 optional Dominate 4)	
Daimoinon: Sense the Sin	
Daimoinon: Fear of the Void x 2	
Daimoinon: Conflagration x 3	
Daimoinon: Psychomachia x 4	
Daimoinon: Condemnation x 5	
Dementation: Passion	
Dementation: The Haunting x 2	
Dementation: Eyes of Chaos x 3	
Dementation: Voice of Madness x 4	
Dominate: Command	

00000 Lore: Spirit x 5
000 Lore: Technocracy x 3
00000 Lore: Umbra x 5
00000 Lore: Wyrn x 5
00000 Lucid Dreaming x 5
00000 Meditation x 5
00000 Occult x 5 (Demons)
000 Plague Breeding x 3
00000 Psychology: x 5 (Hypnose)
00 Security x 2
00 Stealth x 2
0000 Tactics x 4
00000 Torture x 5

Dominate: Mesmerism x 2
Dominate: Forgetful Mind x 3
Fortitude: Endurance
Fortitude: Mettle x 2
Fortitude: Resilience x 3
Fortitude: Resistance x 4
Fortitude: Aegis x 5
Obfuscate: Cloak of Shadows
Obfuscate: Unseen Presence x 2
Obfuscate: Mask of a Thousand Faces x 3
Obfuscate: Vanish from the Mind's Eye x 4
Obfuscate: Cloak the Gathering x 5
Potence: Prowess
Potence: Might x 2
Potence: Vigor x 3
Presence: Awe
Presence: Dread Gaze x 2
Presence: Entrancement x 3
Presence: Summon x 4
Presence: Majesty x 5
Thaumaturgy: Power of the Mirror (FbN, pg. 87)
Thaumaturgy: Power of the Mirror x 2 (FbN, pg. 87)
Thaumaturgy: Power of the Mirror x 3 (FbN, pg. 87)
Thaumaturgy: Power of the Mirror x 4 (FbN, pg. 87)
Thaumaturgy: Power of the Mirror x 5 (FbN, pg. 87)
Thaumaturgy: Elemental Mastery: Elemental Strength (MET Cam 76)
Thaumaturgy: Elemental Mastery: Wooden Tongues x 2 (MET Cam 77)
Thaumaturgy: Elemental Mastery: Animate the Unmoving x 3 (MET Cam 77)
Thaumaturgy: Elemental Mastery: Elemental Form x 4 (MET Cam 77-78)
Thaumaturgy: Elemental Mastery: Summon Elemental x 5 (MET Cam 78)
Thaumaturgy: Focused Mind: Readiness (MET ST 50)
Thaumaturgy: Focused Mind: Centering x 2 (MET ST 50-51)
Thaumaturgy: Focused Mind: One-Tracked Mind x 3 (MET ST 51)
Thaumaturgy: Focused Mind: Dual Thought x 4 (MET ST 51)
Thaumaturgy: Focused Mind: Perfect Clarity x 5 (MET ST 51)
Thaumaturgy: Lure of Flames: Hand of Flame (LotN:R 179)
Thaumaturgy: Lure of Flames: Flame Bolt x 2 (LotN:R 179)
Thaumaturgy: Movement of the Mind: Force Bolt (LotN:R 180)
Thaumaturgy: Movement of the Mind: Manipulate x 2 (LotN:R 180-181)
Thaumaturgy: Movement of the Mind: Flight x 3 (LotN:R 181)
Thaumaturgy: Movement of the Mind: Repulse x 4 (LotN:R 181)
Thaumaturgy: Movement of the Mind: Control x 5 (LotN:R 181-182)
Thaumaturgy: Oneiromancy: Portents (MET ST 55)
Thaumaturgy: Oneiromancy: Foresee x 2 (MET ST 55)
Thaumaturgy: Oneiromancy: Dreamspeak x 3 (MET ST 55)
Thaumaturgy: Oneiromancy: Augury x 4 (MET ST 55-56)
Thaumaturgy: Oneiromancy: Reveal the Heart's Dreams x 5 (MET ST 56)
Thaumaturgy: Path of Blood: Taste for Blood (LotN:R 177)
Thaumaturgy: Path of Blood: Blood Rage x 2 (LotN:R 177)
Thaumaturgy: Path of Blood: Blood of Potency x 3 (LotN:R 177-178)
Thaumaturgy: Path of Blood: Theft of Vitae x 4 (LotN:R 178)
Thaumaturgy: Path of Blood: Cauldron of Blood x 5 (LotN:R 178)
Thaumaturgy: Path of Conjuring: Summon the Simple Form (LotN:R 182)
Thaumaturgy: Path of Conjuring: Permanency x 2 (LotN:R 182-183)
Thaumaturgy: Path of Conjuring: Magic of the Smith x 3 (LotN:R 183)
Thaumaturgy: Path of Conjuring: Reverse Conjunction x 4 (LotN:R 183)
Thaumaturgy: Path of Conjuring: Power Over Life x 5 (LotN:R 183)
Thaumaturgy: Path of Transmutation: Fortify the Solid Form (MET ST 60)
Thaumaturgy: Path of Transmutation: Crystallize the Liquid Form x 2 (MET ST 60)

Thaumaturgy: Path of Transmutation: Liquefy the Solid Form x 3 (MET ST 60-61)
 Thaumaturgy: Path of Transmutation: Gaol x 4 (MET ST 61)
 Thaumaturgy: Path of Transmutation: Ghost Wall x 5 (MET ST 61)
 Thaumaturgy: Spirit Manipulation: Hermetic Sight (MET Cam 89-90)
 Thaumaturgy: Spirit Manipulation: Astral Cant x 2 (MET Cam 90)
 Thaumaturgy: Spirit Manipulation: Voice of Command x 3 (MET Cam 90)
 Thaumaturgy: Spirit Manipulation: Entrap Ephemera x 4 (MET Cam 90-91)
 Thaumaturgy: Spirit Manipulation: Duality x 5 (MET Cam 91-92)
 Toreador: Doubletalk

Backgrounds - 21	
OOOOO	Alternate Identity x 5 (Jacob)
OOOOOO	Cult x 6 (Cult)
OOOOO	Mentor x 5 (Tremere)
OOOOO	Mentor x 5

Influences - 11	
O	Occult
OOOOO	Street x 5
OOOOO	Underworld x 5

Rituals	
Advanced:	Summon the thunderwyrn
Advanced:	Ward Versus Ghosts (Cam Guide p 114)
Advanced:	Umbra Walk (LotN: R p 188)
Advanced:	Abandon the Fetters of Blood (Tremere CB p 65)
Basic:	Feast Upon the Mind
Basic:	Sandman Sand(Custom)
Basic:	Counting Coup (A-Cook p60)
Basic:	Blood Walk (LoE p 80)
Basic:	Principal Focus of Vitae Infusion (LotN: R p 186)
Basic:	Defense of the Sacred Haven (LotN:R p 185)
Basic:	Deflection of Wooden Doom (LotN:R p 185)
Basic:	Wake with Evening's Freshness (LotN:R p 186)
Basic:	Extinguish (MET ST p 66)
Basic:	Rite of Introduction (MET ST p 68)
Basic:	Ritual's Recognition (Tremere CB p 59)
Intermediate:	Sign of the ooralath hunter
Intermediate:	Splinter Servant (Cam Guide p 113)
Intermediate:	Ward Versus Kindred (Cam Guide p 113)
Intermediate:	Eyes of the Past (LoE p 83)
Intermediate:	Innocence of a Child's Heart (LoE p 84)
Intermediate:	Incorporeal Passage (LotN:R p 186)
Intermediate:	Pavis of the Foul Presence (LotN:R p 187)
Intermediate:	Craft Dream Catcher (MET ST p 70)
Intermediate:	Scry (MET ST p 71)
Intermediate:	Power of the Pyramid (Tremere CB p 60)
Intermediate:	Amulet Of Mnemosyne (V20: RotB, pg. 26)

Merits	
Blazing Demise (1, Blazing Demise (1pt. Merit) If you suffer Final Death, your body will instantly erupt into consuming fire. This spontaneous combustion sets flammable objects alight and inflicts three dice of aggravated damage on anything within a foot of your demise. As a result, you leave no evidence for witch hunters and may enact petty vengeance on your murderer from beyond the grave.)	
Blush of Health (2)	
Diciplina adicional (5, Aupex)	
Discipline Prodigy (5, D)	

Flaws	
Disease Carrier (4)	

Rites	
None	

Downey (2)
Downey (2)
Downey (2)
Downey (2)
Downey (2)
Early Riser (1)
Foul Blood (3)
Great Liar (2)
Innate Magical Ability (5, Permite modificar a True form de si mesmo)
Luck (3)
Misplaced Heart (2)
Mitau's Tongue (2)
Oracular Ability (3)
Paragon (7, Cult)
Prophetic (3)
Pure Blood (4)
Sanctity (2)
Special Gift (1, vicissitude 1 e 2)
Talented Liar (2)

Standing - 5	Neg Standing	Derangements
<div><div>O</div><div>Acknowledged</div></div> <div><div>O</div><div>Efficient (Por Willian Summers fev/25)</div></div> <div><div>O</div><div>Eficaz (Por Will Sommers. Campanha contra o Sabbat fev/25)</div></div> <div><div>O</div><div>Profético (Por Edivaldo Nogueira dez/23)</div></div> <div><div>O</div><div>Revered</div></div>	None	Manic-Depression
Health Levels	Equipment	Miscellaneous
None	Blood Magic Item: Amulet of Mnemosyne Blood Magic Item: Dreamcatcher Blood Magic Item: Engaging Vessel of Transference Blood Magic Item: Principle Focus of Vitae Infusion x 10 Blood Magic Item: Talisman	None
Boons	Blood Bonds	Vinculum
None	None	None

Notes

Raphael
Reconhecido por Tristão
Eficiente Sultão Mahib Al-Fahad Maringá Novembro de 2023

Jacob
Reconhecido por ex príncipe de Guaratingueta
Profético por Edivaldo Tremere Scion Dezembro de 2023

Linguística:
0 Portugues
1 Ingles
2 Latin, Iorubá
3 Grego, Tupi, Espanhol, Alemão
4 Frances, "Pajuba", "Lingua da cidade sem tempo", Italiano

DISCIPLINES

Dominate: Command

Dominate: Mesmerism

Dominate: Forgetful Mind

Combination: Down the Gates of Mist (Auspex 5, Daimonion 5, Opening the Gates of Mist)

Combination: Ripping the Eyes from Heaven (Obfuscate 5 Daimonion 3 optional Dominate 4)

Combination: Psychic Double (Auspex 5, Obfuscate 3)

Combination: Ward the SoulOs Sanctity (Auspex 2, Obfuscate 3, Optional: Presence 3)

Thaumaturgy: Path of Conjuring: Summon the Simple Form

Thaumaturgy: Path of Conjuring: Permanency

Thaumaturgy: Path of Conjuring: Magic of the Smith

Thaumaturgy: Path of Conjuring: Reverse Conjunction

Thaumaturgy: Path of Conjuring: Power Over Life

ABILITIES

Lore: Faerie x 2

Lore: Umbra x 5

Linguistics x 1

Path of Evil Revelations

Rating

Moral Guideline

Rationale

Righting wrongs is not a matter of goodness that you are anything more than a servant of greater

Evil.

~~Dispersing might the deives would not affirm.~~

~~Helping others and thus gaining a great advantage~~
others into your debt.

~~Provesing the opportunity to gather temporal by~~
~~power~~ the will of the infernal lords is expressed.

~~Following your own interests~~
own. more important than one's

~~The works of gods are the works of our Master.~~
against one's opponents.

~~Availing to the will of our Masters is the~~
possible.

~~Revealing secrets to others is your Master's desire.~~
motives, so that your master can't be fought.

~~Failure to destroy or recognize the proper place~~
as agents of Evil or be destroyed.

~~Disobeying your Master~~
in Evil. the interests of your superiors

Prepared Lie

(Obfuscate 4, Aupex 2, Daimonion 1) 7xp

Developed by a Brazilian Baali specialized in infiltrations, this Technique was developed so that the most common questions asked of them were always correct and true, so far as anyone could tell.

System:

At the beginning of a game session, the player defines answers to up to three questions - one answer to each or a predetermined text. For the remainder of the evening, the vampire can give these answers without fear of any deception being tracked or noticed. For example, the vampire may choose the question: "What Clan are you?" and the response "Gangrel." When asked that question - or a reasonable variant of phrasing, as judged by the Storyteller - the vampire may answer 'Gangrel' without fear of the lie being uncovered via Aura Perception, a Bone of Lies, Truth of Blood or similar powers.

Activating this power requires the expenditure of 1 Willpower and a Static Mental Challenge against 8 Traits, plus 2 times the amount answers defined.

Opening the Gates of Mist

Auspex 3, Daimonion 3, Obfuscate 4, (Experience Cost: 21)

This power enables a vampire to conjure a thick fog with black, dark grey or greenish tints. The mist is odorless, neither hot nor cold, feeling very viscous and adheres to clothes and bodies in revolving wisps. The vampire mentally conjures the mist. Some vampires theorize the mists are actually smoke emanations of the fires of Hell allowed to seep into earth, while others say they are an expression of the vampire's damned soul. A cabal of Tremere Baali apostates are believed to have developed this power. System: Conjuring the mist costs 1 blood point, and the summoned cloud fills a circular area of 1 meter centered on and following the user. The size of the cloud can be controlled with a reflexive mental command, allowing it to contract or expand 1 meter per turn in one direction or in all directions, to a max height of 3 meters. The mist remains until dispelled by the user, and can not be disturbed by wind or the elements, unless these are controlled by a power higher than the vampire's Daimonion, those inside the cloud suffer as if they are in a shroud. Those who can not see can be considered down 2 traits. Heightened senses and protean eyes can reduce this effect. Further any physical challenge can be retest against. This retest can be canceled with blind fighting. The user can see through the mists normally. The user suffers from the Eerie Presence Flaw while surrounded by the mists.

Confounding Mist

Daimonion 3, Dominate 1, Experience Cost: 9(18)

By drawing circular motions in the air with both hands the vampire emanates mists in the form of a fine spiraling path following the hand gestures. These mists make victims dizzy, rendering them more susceptible to the caster's influence. Although not subtle, the mist's mental haze is enough to leave targets so disoriented that they find nothing strange about them, but the effects are obvious to any observer. Only those mystically sensitive are somewhat equipped to sense and resist the mist's effects. System: While using any Dominate, and Presence power on a target, the user may reflexively activate this power by spending 1 blood point and making a contested Willpower test with the victim. Retest Larceny for the aggressor, and Awareness for the defender. If the Baali is successful they may spend up to three additional willpower, and place the target down that many traits on test to resist their Dominate, or Presence. There is a second form of this power that requires Presence 5 that can impact a group in a mass challenge.

Dark Reflection

(Obfuscate 5, Fortitude 1, and Auspex 3 or Daimonion 1; Cost 15 XP) o OWbN Guide to the Infernal

This power is one of the best in the infernalist's arsenal. It allows the infernalist to temporarily transfer his infernal taint to another, unsuspecting victim. This may not be used on a willing target. Engage your target in a challenge of your social traits versus their social traits. You may both retest with subterfuge your target may retest with willpower. If you succeed, your target now bears the taint of your infernalism. This effect lasts for one scene or hour whichever is shorter. During the period it is in effect the infernalist loses all access to any traits, powers, abilities, backgrounds etc gained from a demon. The Daimonion version of this power was developed independently but is mechanically identical. This power (or any functionally similar power) requires Demon Coordinator approval.

I Am Legion

(Daimonion 3, Obfuscate 2; Cost 12 XP) o Clanbook: Baali, p.47

This power must be used in advance of the scene in which the Baali is being questioned. He spends a Willpower Trait and makes a Social Challenge vs a difficulty of 12 traits. This challenge can be retested with Leadership.

If successful, the character is able to negotiate a temporary pact with a Demon. The Baali must agree to some service on behalf of the Demon who will in turn inhabit the Baali's body during a period of questioning. The more important the service agreed to, the more lies the Demon will tell in the Baali's favor.

Examples of acceptable lies are "No, I do not worship demons" or "No, I am not a Baali". Storytellers are encouraged to allow creativity while the player answers questions put to him, but cautioned to not let the players get away with murder. Remember, there is a Demon inhabiting their body answering these questions.

Public Confession

Daimonion 2, Presence 2 Experience Cost: 6

The powers of Baali are varied and frightening, this power though subtle in particular can cause great upheaval. System: The vampire speaks with a person, expressing concern that some un-named sin will be exposed publicly and, "really, wouldn't it be better if you just confessed it yourself? You may get some leniency if you just stop lying." and makes a Contested social challenge retest empathy. With a successful test, the victim will blurt out, loudly, clearly and in front of whatever audience or recording devices happen to be nearby whatever was the most sinful act of their lifetime. This little trick, properly wielded, has created more than a few riots in both Camarilla and Sabbat, for example a priscus admitting to the sabbat they used the Black hand to ascend to Regent. This ability can be performed in combat as an action.

Ripping the Eyes from Heaven

Obfuscate 5 Daimonion 3 optional Dominate 4 Experience Cost: 9/18

The Baali are a clan of secrets, skilled in the mysteries of the occult, and are no strangers to the needs to keep their sacred places shrouded from the sight of others. They are also no stranger that a well woven deception will shroud a nest for far longer than the ability to obfuscate it.

System: The baali attunes a location for a full lunar cycle casting this ritual over a baali pit.

Casting this ritual takes an entire night, and itOs effects will last for one lunar cycle. Any attempts to Scry or use magical means of viewing a location protected by this ritual automatically fail. Alternatively, Baali whom possess Intermediate Dominate may instead opt to create a false vision during the casting of this ritual that will be seen by such remote viewing attempts, and a description of that vision must be given to the storyteller at the time of casting. False visions that include specific characters require a sympathetic link to the character depicted in the vision. This false vision is subject to the generational restrictions of Dominate, if the false vision is pierced it is blocked by the rituals base effect.

Down the Gates of Mist

Auspex 5, Daimonion 5, Opening the Gates of Mist (Experience cost 21)

The vampire calls forth a mist, which erupts from the ground in a spiral, surging and enveloping the vampire and everyone present, then rapidly shrinking as if consuming itself in an eerie vortex. Individuals subsumed in these otherworldly mists disappear, only to immediately rematerialize inside a suddenly manifested cloud in another earthly location. Only to return to the world of the living a moment later. It is said those who cling to the mortal world minds are shattered by the brief glimpses they see, which has lead some scholars to believe that Baali who use this taxing method to travel step between the cracks of hell to elude threats.

System: The player must use Opening the Gates of Mist and then make a static Mental test retest Occult roll (difficulty 10), they may expend a permanent mental trait for each additional target they wish this power to effect. Those affected are transported along with every item they have in their belongings. If the test is successful, the user must engage in three more tests. If they lose these they are trapped in the cracks of hell and must wait an hour to refocus their energy and use this power again in an attempt to escape. Activation takes three turns of concentration. If the Baali using this power suffers damage in that time the power ends abruptly and does not work. The Baali may expend an additional permanent mental trait per target per turn to quicken the casting. Inanimate objects not in anyoneOs possession cannot be transported. The caster can travel to any location she has previously visited physically. Travelers materialize at the outside rim of the locationOs border or entrance; the mist blocks the sight of any bystanders. After the travelers arrive the caster and anyone brought together appear almost instantaneously on their destination, but must succeed on a Willpower test (difficulty 10) or lose 3 Willpower point as a result of the spiritual discomfort caused by the journey. An unwilling target must be physically grappled and may additionally resist this power with an opposed Willpower test against the user,. If the person resisting ties or wins, they are left behind when the smoke vanishes.

Player Notes

DAIMOINON

In the blackest temples of prehistory, ancient priest-kings made sacrificeto their dark masters and as the sibyls spoke, their lives fleeing with theirbreath, the arts of Daimoinon were writ on parchment of skin and bound upin flesh. Wielded by the faithful, passed from sire to childe, the arts ofDaimoinon are subtle, potent and wholly evil.This power retests with the Occult Ability.

BASIC

Sense the Sin

Like calls to like, and the first lesson of the Baali is to hear with the earsof oneOs darkness. Invoking the power of their masters, the Demons mayhear the call of the secret evils that hide in all souls: the doubts, the fears,the petty envies.To use Sense the Sin, the Baali must engage her target in a MentalChallenge, bidding Traits in accordance with the depth of knowledgesought. By risking a single Trait, the Demon may learn somesmall transgression or weakness: a lack of resolve (low Willpower);cowardice, callousness or poor control (low Virtues); or even somesmall personal failings (a Negative Trait). At two Mental Traits, theDemon may learn more intimate knowledge: a dangerous secret orundiscovered crime. With three traits, the Baali opens the door toher targetOs soul, exposing derangements or similar flaws, past diablerie(though not necessarily the identity of the victim) or other deeplyhidden sin.Note: Just what exactly is learned is always the decision of the Storytellerand should be couched in subjective terms. For example: "Anabelle is always the first to run when words come to blows" rather than "Anabelle has just oneCourage Trait."

Fear of the Void Below

At this stage, the disciple has begun to wield the power of his masters.With the footholds of sin as his guide, he may invoke the horror of thosebeyond and inflict it on his target.Before invoking the Fear of the Void Below, the Demon must firstperform Sense the Sin on his target, ferreting out what might cut a pathto the victimOs heart. For every Trait beyond the first successfullyrisked in Sense the Sin, the Baali gains one Trait to use to invoke theFear of the Void Below. (This challenge may occur at any time, up to onenight prior to the use of Fear of the Void Below. If the sun rises beforeFear of the Void Below is used, the Baali must start again from thebeginning.) When the targetOs secret is known, the Demon thenengages her in a Social Challenge, and should roleplay the verbalassault on her targetOs hidden sin. By playing on

the fear and shame of the secret, explaining the unavoidable consequences of the target's crimes, the inevitable retribution to be exacted, the Baali inspires subject terror in his victim. For a one-Trait risk on Sense the Sin, the target stands trembling before the Baali until she ceases her verbal assault. If two Traits were used for Sense the Sin, the target flees as though taken by Rotschreck. For three Traits, the target faints dead away and remains unconscious until disturbed. The target may avert Fear of the Void Below with a Courage Test.

INTERMEDIATE

Conflagration

At this level of mastery, the Baali may actually call forth a portion of what lies Beyond, channeling some of the power of her masters as an eerie flame. For the brief time it burns in this world, the flame may take any number of forms from a barely visible shimmer in the air to a ripple of jet black fire. Conflagration's destructive power is never in dispute and often reminds its viewers of traditional tales of the infernal. With the expenditure of a Blood Trait, the Baali calls into being a bolt of black flame which can then be hurled at her enemies as a Physical Challenge. Typically, if the bolt strikes its target, it inflicts a single aggravated wound and gutters out immediately. The Baali may elect to maintain the flame by spending a Blood Trait each turn for as long as she wishes it to remain. The target must remain in sight and the Baali must maintain full concentration or the flame will vanish, but for every turn the Baali maintains the flame, the target suffers another aggravated wound. Kindred confronted with this mystical fire must make Courage tests to prevent Rotschreck just as if facing a normal flame of similar size. Targets may dodge as per any other ranged attack.

Psychomachia

After mastering the ability to draw power from beyond, the Baali now learns to shape that power into a living nightmare. Striking deep into his victim's psyche, the Demon may draw out her deepest fears and give them physical form. After performing Sense the Sin on her intended target, the Baali spends a Willpower Trait and forces the victim to make a Virtue Test against her weakest Virtue with a difficulty equal to the number of Traits the Baali successfully risked in Sense the Sin. If the target fails, an apparition from the darkest hours of her past (perhaps a childhood boogeyman or a lost lover) takes shape, visible and material to her alone. The victim must immediately make a Courage Test or fall into frenzy. Even if she succeeds in the Courage Test, the victim must then face terror given flesh. Most often, this nightmare construct will have Traits identical or slightly inferior to the victim herself. The final state of the entity is fully at the Storyteller's discretion and all damage suffered in the subsequent struggle should always be completely illusory. At worst, the victim may suffer unconsciousness or a brief torpor for dying at the hands of fear. For purposes of combat with the victim, the psychomachia should be treated as a normal, material being. If the Baali stops concentrating, the spectre vanishes.

ADVANCED

Condemnation

Since the first of the Baali crept into the wilderness and made an abominable pact with forces beyond this world, their children have forged a litany of contracts and bargains with infernal powers longer than can be counted in the lives of even the Methuselahs. The Baali can call upon these ancient pacts to lay a curse on his enemies with all the power and hatred of the infernal legions. To invoke the curse, the Demon must first give voice to the deed, enunciating his condemnation in detail before engaging in a Static Willpower Challenge against a difficulty of the target's Willpower traits. If successful, the Baali must then sacrifice a number of permanent Mental Traits, reducing his permanent total by that number for the duration of the curse. For every Trait sacrificed, the Baali may reduce one of his victim's Attributes, Virtues or Willpower by a single Trait to a minimum of one. The Baali may end the curse whenever she chooses, although it is unlikely. Abuse of this ability may well result in the Baali herself feeling the curse as Those-Who-Wait do not take lightly to the frivolous use of their gifts.

Power of the Mirror (Macht der Spiegel)

Translated from *Die Stadt, das Blut, der Tod: Frankfurt bei Nacht*, pg. 87 This rare path allows the Thaumaturge to control mirrors and what is reflected in them. Outside of the Tremere clan, Power of the Mirror is almost unknown, and even within the clan it is reserved only for the most powerful, who with its help secure the loyalty of entire Chantryes. If a thaumaturge learns The Thousand Eyes, they themselves lose all reflection; the only indication of the powers of this path.

BASIC

Mirror Forge (Spiegelschmiede) This skill allows the character to see the image of a mirror that they must have made themselves, and perhaps even hear what is going on in front of it. It does not necessarily have to be a mirror in the true sense of the word, a reflective surface like a simple pewter vase is completely sufficient. System: The character just needs to know vaguely where a mirror that they have made themselves is currently located, regardless of how many they made and in what form. They spend a blood point and make a mental challenge with a difficulty of 6. If successful they can clearly see what's going on in front of the mirror, and with the expenditure of a mental trait they can even hear it from it.

Reality of the Mirror Image (Realität des Spiegelbildes) The vampire can manipulate the image of a mirror to a limited extent and thus awaken the mirror image to a disturbing life of its own. Objects move even though they are still in place, people walking remain motionless or move with a delay and the like. System: The vampire does a static social challenge with a difficulty of 7, to change the mirror image. It must either be a mirror they are able to see, or one already affected by Power of the Mirror. Viewers will react very restlessly and nervously to this. The effect ends as soon as the vampire no longer focuses on it.

INTERMEDIATE

Mastery of the Mirror Image (Meisterschaft des Spiegelbildes) The increase in the reality of the mirror image allows the thaumaturge to completely change the mirror image according to his will. Suddenly the mirror turns black and in the next second shows the face of the thaumaturge, who may even speak from the mirror or apply his disciplines. System: The thaumaturge targets a mirror already under the effect of Reality of the Mirror Image and makes a static social challenge with a difficulty of 8; if done in the same round they activated Reality of the Mirror image they need not spend an additional blood. They have to concentrate the entire time this power is in use. The Thaumaturge can see and hear clearly, speak and manipulate the image at will. They may also use the disciplines Animalism, Auspex, Dominate, and Presence

through the mirror image though must bid an additional trait on all such challenges.

The Thousand Eyes (Die tausend Augen) When a character reaches this level, they are released from the condition that the path can only be applied to specially made mirrors. They only need to know vaguely where the mirror is that they wish to manipulate or control. Once a character has learned this level, they are required to take the flaw Cast no Reflection (without experience benefit and can not be bought off). System: With the expenditure of a blood point and one temporary willpower point any mirror within 20 miles (7 km) may now be subject to the previous three levels of Power of the Mirror. With a one additional static mental challenge with a difficulty of 9 the Thaumaturge may instantly and repeatedly "bounce" the effect of Power of the Mirror between mirrors within range of each other making for effectively searching or harassing. Should this additional challenge fail The Thousand Eyes ends and must be recast.

ADVANCED

Mirror Dungeon (Spiegelkerker) This dreaded ability allows the thaumaturge to capture a person in a mirror they have made themselves. The size of the mirror does not matter, only the reflection of the person must be fully visible in it (meaning this can be as small as a pocket mirror or as large as a wall). It should be understood that both body and soul are captured, thus attempting to have the soul leave the body during capture will not succeed. System: The thaumaturge spends 3 blood points and 1 temporary willpower points and throws a contested mental challenge against their victim; retest occult. With a success the victim is imprisoned in the mirror of the rest of the scene. If the thaumaturge fails while trying to catch a victim, they will be imprisoned in the mirror for the next hour themselves. The prisoner may be kept in the mirror an additional hour for every mental trait spent or night for every temporary WP trait spent; The Thaumaturge may spend traits to keep the victim imprisoned at any time, adding to the total. Breaking the mirror is the only way to get a victim out of prison early, and the victim is unable to release themselves once inside. The victim suffers 4 levels of unsoakable lethal damage and losses 3 temporary WP in the process of being broken out early. The mirror is able to hold multiple victims equal to half the thaumaturge's permanent willpower rounded up. Similar to the ritual mirror prison, the imprisoned victims need no sleep or sustenance while imprisoned, as they are untouched by the passage of time.

The imprisoned victims are unable to be tracked through scry or be the target of Clairvoyance (or other similar powers) at ST discretion. Victims imprisoned in this fashion are able to interact with those just outside the mirror, but not with the other trapped victims. They may employ no disciplines or supernatural powers while imprisoned.

extras notes

Discipline Prodigy (5 Trait Merit) - Dark Ages: Guide to the High Clans, p.207 Characters may only purchase this Merit once. Characters with this Merit are up +2 Traits on all challenges involving one of their (non-Blood Magic) Clan-Disciplines, to be determined at the time this Merit is purchased. These bonus traits cannot be utilized in combat, nor should they to Combo Disciplines utilizing the Discipline.

Pure Blood (5 Trait Merit) - Dark Ages: Guide to the High Clans, p.206 No additional mechanics are necessary for this merit

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