

Path of Humanity

Moves

Resist Frenzy - When frenzy looms, resist and suppress it by rolling with **Path**.

- On a 10+, you don't succumb to frenzy and you quell the Beast.
- On a 7-9, you don't succumb to frenzy.
- On a miss, you enter *uncontrolled frenzy*.

Blush of Life - Fake the fine details of life for a scene—flushing your skin with living warmth, breathing, presenting a heartbeat, etc.—by rolling with **Path**.

- On a 10+, you gain the Condition *faking life* for the rest of the scene.
- On a 7-9, you gain *faking life* for the scene, but choose 1:
 - You spend 1 blood.
 - You can only fake it for a few moments.
 - While *faking life*, you can't spend blood for any other reason.
- On a miss, you can't use this move again during the scene.

Ethics

- The Curse of Caine is another state of human existence, and should not separate one from the human experience.
- Human nature itself contains both the sublime and the bestial.
- A vampire's regard for human life and prosperity should rise above the merely pragmatic.
- A vampire is responsible for what she does during frenzy and rötschreck. The wise maintain control or risk self-loathing.
- Motivation is more important than action to defining the depth of transgression.

Hierarchy of Sin

10	Selfish thoughts	The saintly must think selflessly.
9	Selfish actions	The enlightened must act selflessly.
8	Injuring another (intentional or accidental)	The kind do not harm their fellow man.
7	Harmful theft for convenience or profit	The civil don't take bread from their neighbor's mouth.
6	Accidental or defensive violations of persons	The peaceable feel remorse for violence they commit, no matter what drove them to it.
5	Rationalized violations of persons	The good know nothing justifies inhumanity.
4	Convenient violations of persons	The callous will do what they must, but look for a better way.
3	Gratuitous cruelty and torture	Even the indifferent inflict only what pain is necessary.
2	Casual or arbitrary violations of persons	The inhumane still at least take note of their transgressions.
1	Self-indulgent depravity	The monstrous torture and kill at whim, but at least they pursue some identifiable goals beyond sadistic self-gratification.

Path of Caine

Moves

Ride the Wave - Direct your frenzy by rolling with **Path** before the Beast overwhelms you.

- ☞ On a 10+, you enter frenzy with the Condition *riding the wave*. Additionally, choose 1:
- You briefly direct your initial rage against the inanimate, giving your allies a chance to flee.
 - You can end the frenzy by killing someone.
 - You quell the Beast when the frenzy ends.
- ☞ On a 7-9, you enter frenzy with the Condition *riding the wave*.
- ☞ On a miss, you enter *uncontrolled frenzy*.

When *riding the wave*, you may choose the targets of your Beast's wrath; employ weapons already in your hands; use physical disciplines; and avoid obvious danger while closing the distance. Additionally, you can end the frenzy by drinking your fill of blood.

Efficient Instinct - Any time you spend blood to activate a Clan Discipline, you can roll with **Path** to restore some of your lost vitae.

- ☞ On a 10+, you restore 1 blood.
- ☞ On a 7-9, you restore 1 blood, but only if you spent more than 1.

Ethics

- Search for the history of Caine. Learn from his actions.
- Develop your willpower and predatory instinct. The Beast, like the rest of the vampiric form, may be mastered.
- Take the vitae of the unworthy so that you may become closer to Caine. Temper this accrual with an understanding of your own potential so that you do not take the Curse for granted.
- Adapt to the needs of your new condition; cast aside your lost humanity.
- Study your abilities and the abilities of Caine to discover what belongs within you. Examine the limits and meanings of vampirism.

Hierarchy of Sin

10	Prioritizing personal goals over research and study	The search for truth requires dedication each night.
9	Refusing to share your knowledge of Caine and his Curse	All vampires must have the opportunity to explore their potential.
8	Befriending, aiding, or assisting mortals	Caine was separated from mortals, as all vampires should be.
7	Suffering a "humane" vampire to live	Those who do not embrace their potential forfeit their potential.
6	Killing another vampire for convenience	We learn nothing from the dead.
5	Using tools when your powers would suffice	Technology is the toy of humanity. Embrace what Caine has given you.
4	Showing human sentiment	Discard all your mortal frailty.
3	Conserving blood when vessels are available	Drink deeply and revel in your power.
2	Leaving behind or ignoring vampiric lore	Every scrap of knowledge adds a piece to the puzzle of vampiric existence.
1	Denying vampiric needs (e.g. by delaying feeding)	To be a vampire is to satisfy all your thirsts.

Path of Cathari

Moves

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 - You briefly direct your initial rage against the inanimate, giving your allies a chance to flee.
 - You can end the frenzy by killing someone.
 - You quell the Beast when the frenzy ends.
- On a 7-9, you enter frenzy with the Condition *riding the wave*.
- On a miss, you enter *uncontrolled frenzy*.

When *riding the wave*, you may choose the targets of your Beast's wrath; employ weapons already in your hands; use physical disciplines; and avoid obvious danger while closing the distance. Additionally, you can end the frenzy by drinking your fill of blood.

Know Your Mark - Size someone up and roll with **Path** to intuit what sin they crave more than any in the world. The definition of sin is relative to the subject's own moral, ethical, and religious beliefs. Some beings legitimately do not crave sin; weird, right?

- On a 10+, you get a pretty good idea of what they specifically crave, but not the explicit details.
- On a 7-9, you kinda know what category of sin they crave—e.g. consumption, sex, kindness, euphoria, sadism.
- On a miss, you can't use this move on them again for the rest of the story.

Ethics

- Indulge in vice. Wealth, sensuality, and material power are hallmarks of the physical world.
- Lead others to temptation. It is your role to promote depravity.
- Grant the Curse of Caine to those with great passion. Undeath is an evil curse, but those with great conviction can use it well.
- The entire material world and its denizens are corrupt. Expect betrayal and wickedness.
- Your role as a creature of evil is predestined. Accept it.
- Death simply leads to reincarnation. Mortals return after you kill them. However, you should avoid Final Death, since you will return as a mortal if you die.

Hierarchy of Sin

10	Exercising restraint	One's purpose is excess, not moderation.
9	Showing trust	Use or be used.
8	Embracing the mediocre	The depraved can serve evil better as vampires; the virtuous can be overcome by the Curse.
7	Allying yourself with the champions of light for any reason	Do not aid our enemies in their agenda. There is always another path to corruption.
6	Acting against another corrupter	Those of like purpose should fulfill that purpose, not quarrel among themselves.
5	Self-indulgent killing	Murder may feel delicious, but dead men cannot sully their souls.
4	Sacrificing gratification for someone else's convenience	Promote physical pleasures, not altruistic achievements.
3	Temperance	The material world is a place for the gratification of the flesh.
2	Casual or arbitrary killing	Let them live a full life that they may damn themselves.
1	Encouraging others to exercise restraint	Vampires are creatures of evil; the vampire's purpose is to corrupt, not save

Path of the Feral Heart

Moves

Ride the Wave - Direct your frenzy by rolling with **Path** before the Beast overwhelms you.

- ☞ On a 10+, you enter frenzy with the Condition *riding the wave*. Additionally, choose 1:
- You briefly direct your initial rage against the inanimate, giving your allies a chance to flee.
 - You can end the frenzy by killing someone.
 - You quell the Beast when the frenzy ends.
- ☞ On a 7-9, you enter frenzy with the Condition *riding the wave*.
- ☞ On a miss, you enter *uncontrolled frenzy*.

When *riding the wave*, you may choose the targets of your Beast's wrath; employ weapons already in your hands; use physical disciplines; and avoid obvious danger while closing the distance. Additionally, you can end the frenzy by drinking your fill of blood.

Hunter's Heart - When hunting someone (or *something*), you can examine their lair, haunts, tracks, or trail and roll with **Path** to *read their eyes* even if they're long gone.

Ethics

- Survival is your first concern. Politics or technology simply get in the way of the hunt.
- Learn to strike a balance with your Beast. Engage in the brutal actions necessary to survive, but retain your intelligence and cunning.
- The "natural world" is an illusion. All things must live according to their forms, and even civilization is natural because it is the form of humanity.
- Although fire can kill you, you must master your fear so that you can kill those who would use it against you.
- Whether running alone or with a pack, your loyalties must be absolute. You have no time for shifting allegiances.

Hierarchy of Sin

10	Hunting with means other than your own vampiric powers	The perfect hunter needs no tools.
9	Engaging in politics	Political struggles do not yield sustenance.
8	Risking the Banes, except to kill an enemy	There is no sense in courting Final Death.
7	Cruelty and torture	Death is natural; feeding is natural. Torture and cruelty are not.
6	Delaying your hunt when hungry	The vampire's purpose is to feed.
5	Ignoring an ally's call for aid	Support your family, and it will support you.
4	Killing without need	A dead vessel may not be fed from in the future.
3	Ignoring one's instincts	Instinct is the basis of predatory nature.
2	Killing a creature other than for survival	A kill's purpose is sustenance.
1	Refusing to kill to survive	Vampires are hunters; everyone else is the hunted.

Path of Honorable Accord

Moves

Resist Frenzy - When frenzy looms, resist and suppress it by rolling with **Path**.

- On a 10+, you don't succumb to frenzy and you quell the Beast.
- On a 7-9, you don't succumb to frenzy.
- On a miss, you enter *uncontrolled frenzy*.

Honor Knows Its Own - When making an agreement, pact, or deal with someone, you can grasp their hand, look them in the eye, and roll with **Path** to intuit whether they intend to keep their word. If they won't (or can't) offer hand and eye, you're shit out of luck.

- On a 10+, you know if they intend to honor the spirit of the agreement.
- On a 7-9, you know if they intend to honor the letter of the agreement.

Ethics

- Always keep your word and honor your agreements. Pay your debts, whether they're owed in gold or blood.
- Never show cowardice. Overcome your fears.
- Respect the Law of Hospitality, which is as old as the First City itself. [See: [https://en.wikipedia.org/wiki/Xenia_\(Greek\)](https://en.wikipedia.org/wiki/Xenia_(Greek))]
- Duty comes before personal matters.
- Treat your equals and betters fairly and equitably. The dishonorable are beneath your contempt.
- Support your comrades-at-arms in all things, except where they counsel treachery.

Hierarchy of Sin

10	Violating any rule or precept of a group you swear allegiance to	True duty to a cause requires sterling character.
9	Leaving a visitor on your doorstep without inviting them in	Hospitality and generosity are the wealth of the soul.
8	Associating with the dishonorable	Serve as an example, but do not be dragged into pettiness.
7	Offending your host while a guest	Honor must rise above mere obligation.
6	Ignoring your group's rituals	Tradition and ritual are important parts of heritage.
5	Ignoring an ally's call for aid	Defend those who are worthy of your esteem.
4	Placing personal concerns over duty	Duty is the vampire's purpose.
3	Showing cowardice	Honor lies in fighting for a cause, not in fleeing it.
2	Killing without good reason	Life and death are God's to decree.
1	Breaking your word or oath; violating your obligations as willing host or invited guest	To break one's oath is to be without the honor that dignifies existence.

Path of Power and the Inner Voice

Moves

Resist Frenzy - When frenzy looms, resist and suppress it by rolling with **Path**.

🎲 On a 10+, you don't succumb to frenzy and you quell the Beast.

🎲 On a 7-9, you don't succumb to frenzy.

🎲 On a miss, you enter *uncontrolled frenzy*.

Voice of Power - When you *manipulate someone* over whom you have some kind of power or authority, you can roll once as normal and once again with **Path**. Take whichever result you prefer.

Ethics

- Do not tolerate failure — including your own. Punish it visibly and harshly.
- Be sporadic in your rewards. Drive your followers to excel, but never let them assume that reward follows excellence.
- Strive for control by any means. Dominate the world around you and bend it to your will.
- Use the most effective tool for any undertaking. Hate, fear, and anger are key among these tools, but feign benevolence.
- Show respect to those in authority, but replace them when they falter.
- Deal from a position of power. Do not show weakness.

Hierarchy of Sin

10	Denying responsibility for your actions	Dereliction of responsibility is a failure to lead properly.
9	Treating your underlings poorly	Reward competence as an incentive, but do so sparingly.
8	Disrespecting your superiors	Give the respect that is due, that you might learn something in turn.
7	Helping others when it is not to your advantage	Always gain something from your actions.
6	Accepting defeat	Succeed, or die.
5	Sparing someone it would benefit you to kill	Do not hesitate to eliminate those who would stand against you.
4	Submitting to the error of others	Be right and you will be vindicated. Follow a fool and you will suffer for it.
3	Playing fair	Power must be seized. Be iron-fisted and resolute.
2	Tolerating failure	Failure is instructive only when used as a negative example.
1	Turning down or ignoring the opportunity for power	Personal power is the means to all ends.