

## Gangrel Disciplines

**Flense the Hide** - You can spend 1 XP to remove a bestial feature incurred as a result of the Gangrel Clan Weakness.

### Animalism

○ **Feral Whispers** - You can speak to and understand the speech of animals, who no longer grow agitated in your presence.

○ **Beckoning (1)** - You can call out in the voice of an animal—the croak of a raven, the howl of a wolf, the chitter of a rat—and roll with **social** to summon animals of that sort.

■ On a 10+, many animals flock to you from a mile or more around.

■ On a 7-9, a few animals show up.

■ On a miss, your call goes unanswered.

○ **Whispers to the Wild (1)** - Add +2 to *manipulate someone* or *show your teeth* when dealing with animals.

○ **Soothe the Beast (1)** - You can stir your Beast to focus your will upon a mortal or vampire, diminishing their inner fire with the intensity of your own.

Mortals chill out. Vampires *quell the beast* and can *stand their ground* to snap out of a frenzy.

○ **Subsume the Spirit (2)** - You can lock eyes with an animal and roll with **mental** to possess its body.

■ On a 10+, you may possess the animal until it catches sight of the sun. You can use mental Disciplines and blood sorcery through the animal.

■ On a 7-9, you may possess the animal for an hour. If you suffer any significant distraction, you must *stand your ground* or lose control. Additionally, choose 1:

- you **cannot** use mental Disciplines through the animal.
- when you return to your body, you gain the Condition *muddled by animal instincts* until sunrise.

○ **Animal Succulence (3)** - You can raise yourself up to 5 blood (or 3 if you're Ventrue) by drinking from animals.

○ **Unleash the Beast (3)** - You can hurl your Beast into someone else, sending them into *uncontrolled frenzy*.

Spend 1 blood to transfer your Stir marks to another vampire. If this is not sufficient to cause frenzy, you must spend 1 additional blood per missing Stir mark. While your Beast is driving another's frenzy, you cannot enter frenzy or rötschreck yourself; you also carry -1 forward ongoing to vampiric powers. Your Beast returns when their frenzy ends.

○ **Conquer the Beast (4)** - Add +2 on *resist frenzy* or *ride the wave*.

### Fortitude

○ **Corpse Body** - When you suffer normal harm, it's reduced by 1.

○ **Undying** - You can take 1 additional harm before you *really die* (to a total of 7).

○ **Unholy Mantle** - When you take aggravated harm, convert 1 aggravated harm into normal harm.

○ **Blasphemous Mantle (1)** - When you take aggravated harm, convert 2 aggravated harm into normal harm. You must already have **Unholy Mantle**.

○ **Mountain Hide (1)** - When you suffer 2 or more aggravated harm, it's reduced by 1.

○ **Unkillable (2)** - You can take 1 additional harm before you *really die* (to a total of 8). You must already have **Undying**.

○ **Unbreakable (2)** - When you take harm, you can spend 1 blood to reduce the harm taken by 2.

### Protean

○ **Eyes of the Beast** - At will, you gain the Condition *glowing eyes* to see perfectly in the dark.

○ **Feral Claws** - By spending 1 blood, permitting the Beast to stir, or entering frenzy, grow fearsome talons. Your claws (or whatever) inflict 2 harm.

○ **Earth Meld** - You can spend 1 blood to melt into the earth or other large volume of soil. You cannot move or perceive around you, but you are impervious to the Banes. You may reform at will in approximately the same spot you vacated.

○ **Shape of the Beast (2)** - You can spend 1 blood to assume the form of a wolf or a bat. After initially assuming a form, you may shift back and forth to it at will until sunrise. While in animal form, you may do anything that animal can do. You are still subject to the Banes.

○ **Mist Form (3)** - Spend 1 blood to disperse into an animate mist. You can't physically act on anything in this form, but only the Banes can harm you. Even then, the harm is reduced by 1. You can remain in this form for as long as you wish.

○ **Soul of the Beast (3)** - If you have **Shape of the Beast**, you can also use it to assume a specific animal form iconic to yourself.

Iconic form:

The animal may be any wild or feral natural predator or scavenger. It must be familiar to you and weigh less than 300 pounds.

○ **Prey's Skin (4)** - If you have **Shape of the Beast**, you can spend 1 additional blood to assume the form of the last creature or person you fed upon. You benefit from their physical form, but do not gain access to their supernatural powers.

○ **Power of the Beast (4)** - During frenzy, your fangs and **Feral Claws** deal aggravated harm.