

Core Disciplines

Auspex

○ **Heightened Senses** - By concentrating, you can sharpen your senses to a preternatural degree, allowing you to track like a bloodhound, listen to conversations many rooms away, read a letter from across a room, and so forth.

○ **Aura Perception** - You can glimpse an individual's spiritual aura. When you read an aura, you can tell what their current emotions are; most any supernatural nature; if they're tainted by diablerie or infernalism; or perhaps more.

Roll with **mental**. ☞ On a 10+, you read the subject's aura and gain an Edge on them. ☞ On a 7-9, you read the subject's aura. ☞ On a miss, you can't read their aura for the rest of the scene.

○ **Premonitions** - If your Beast has stirred at all tonight, nobody can get the drop on you.

○ **The Spirit's Touch (1)** - You touch an object and roll with **mental** to read the psychic impressions left by the last person to significantly use it.

☞ On a 10+, ask 3.

☞ On a 7-9, ask 2.

- What did the last user look like?
- What was this object last used to do?
- What was the last user feeling as they used it?
- How long did the last user possess the object?
- [Another similar question.]

○ **Telepathy (2)** - You can project your thoughts into the mind of anyone you can see or anyone who is blood bound to you. They're aware the thoughts are not their own, but don't recognize them as coming from you—unless you want them to, or they have an Edge on you.

○ **Invade the Mind (2)** - You can read the thoughts of anyone you can see or anyone who is blood bound to you. You can't normally read another vampire's thoughts, but can forcibly snatch a few moments of surface thoughts by making eye contact and stirring your Beast.

○ **Psychic Projection (3)** - You can spend 1 blood to project your spirit out of your body and drift ephemerally through the world. Your spirit projection can use other Auspex moves, but cannot interact with the physical world. At best, you can spend another 1 blood to appear as a ghostly presence to communicate with others.

Celerity

○ **Uncanny Quickness** - When you make a move which would benefit from great speed, such as *run for it* or *fuck 'em up*, add +1.

○ **Precision** - When you perform an action requiring physical precision, such as shooting a gun or picking a lock, you may spend 1 blood to re-roll a miss.

○ **Speed** - You can move with preternatural swiftness, able to cross a ballroom in the blink of an eye or run down a horse.

○ **Silent Lightning (1)** - You can move with even greater preternatural swiftness, able to cross a field in a flash or run down a race car. You must already have **Speed**.

○ **Bullet Time (2)** - You move with extraordinary preternatural speed—so fast that you can dodge bullets. You must already have **Silent Lightning**.

○ **Celerity Mastery (3)** - You can spend 1 blood to approximately double the effect or duration of another Celerity move.

Presence

○ **Awe** - Spend 1 blood to carry +1 forward ongoing to *manipulate someone* for the rest of the scene.

○ **Impact** - Spend 1 blood to give off a powerful, distinct impression to all those you encounter. Gain a Condition of your own choosing (such as *imposing*, *dangerous*, or *trustworthy*) for the rest of the scene.

○ **Attraction** - Roll with **social**. ☞ On a 10+, you become the center of attention—nobody can help but hang on your every word, track your every movement. ☞ On a 7-9, you draw the undivided

attention of those you directly approach or interact with, but will not seize the attention of an entire ballroom simply for walking through the door. ☞ On a miss, you can't use this move again for the rest of the night.

○ **Dread Gaze (1)** - When you *show your teeth* by literally baring your fangs and making eye contact, your supernatural will hammers down on them. This won't work on those undeniably stronger than you.

Treat a miss as ☞ 7-9; treat ☞ 7-9 as ☞ 10+. On a natural ☞ 10+, the target carries -1 ongoing for the rest of the scene; or suffers Disadvantage (if an NPC).

○ **Entrancement (2)** - You can spend 1 blood and roll with **social** to smash the will of another with the force of your own, turning them into your fawning servant.

If you succeed, they gain the Condition *[your] obedient servant*. ☞ On a 10+, this Condition persists for somewhere between a week and a month. ☞ On a 7-9, it will fade much sooner—possibly at the end of the night, possibly after a few days. ☞ On a miss, you can't use this move again against the same target during the current story.

○ **Summon (2)** - You can spend 1 blood and roll with **social** to summon anyone you've ever met, from anywhere in the world. They will seek you out, instinctively picking the right paths to do so (even buying plane tickets). They don't know your precise location in advance of their arrival.

☞ On a 10+, the compulsion persists until they reach you if mortal; or for 7 nights otherwise.

☞ On a 7-9, the compulsion vanishes at sunrise.

○ **Majesty (4)** - Your presence becomes a hammer, terrible as the sun, cold as the moon, and the mere act of invoking your displeasure becomes terrible to contemplate.

Spend 2 blood. For the rest of the scene, anyone who wishes to oppose you, or even to be discourteous to you, must first *stand their ground*; or act with Disadvantage (if an NPC).