

Tremere 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 roll with **mental** to 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.

■ 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.

Dominate

○ **Command** - You can speak a non-suicidal single-word command and roll with **mental**. ■ On a 10+, your victim obeys eagerly. ■ On a 7-9, they obey hesitantly, partially, or maliciously.

○ **Mesmerize (1)** - You can roll with **mental** to implant an intrusive thought or hypnotic suggestion in someone's mind. ■ On a 10+, they follow the suggestion exactly and consistently. ■ On a 7-9, they follow the suggestion only hesitantly, inconsistently, partially, or subject to their own interpretation.

○ **The Forgetful Mind (1)** - You can murmur in someone's ear and roll with **mental** to erase their memories of an event or experience. ■ On a 10+, you can replace a real memory with a false memory. ■ On a 7-9, you can only make them forget a memory outright.

○ **Conditioning (3)** - You can spend an Edge on someone to carry +1 forward ongoing to Dominate them. This persists for the whole story.

○ **Possession (4)** - You can lock eyes with a mortal or ghoul and roll with **mental** to possess their body. This only works if they have a Condition of mental weakness (such as *drained*, *exhausted*, *terrified*).

■ On a 10+, you possess them for as long as you like. You can use mental Disciplines or blood sorcery through them.

■ On a 7-9, you possess them for an hour, but if you suffer any significant distraction, you must *stand your ground* or lose control. Also choose 1:

- you **cannot** use Disciplines through them.
- you also suffer any harm they take.

Thaumaturgy

Path of Blood

○ **A Taste for Blood** - Touch someone's blood and roll with **mental**.

■ On a 10+, ask 2.

■ On a 7-9, ask 1.

- How healthy is their blood?
- When did they last drink blood?
- What is their Generation?
- How much blood do they have remaining?
- Have they committed diablerie in the last year?
- [Another similar question.]

○ **Blood Rage (1)** - You can touch someone and spend 1 blood to force them to spend their own blood in a manner that you desire (healing, blood buffing, activating a Discipline, etc). Additionally, their Beast stirs.

○ **Blood of Potency (2)** - Spend 1 blood and roll with **mental** to temporarily reduce your effective generation. Treat this as diablerie for the purposes of advances, but without the side effects.

■ On a 10+, your Generation lowers by 1 for several hours and choose one:

- it remains lowered until sunrise.
- it lowers by 2.

■ On a 7-9, your Generation lowers by 1 for the next several hours.

○ **Theft of Vitae (3)** - You can roll with **mental** to *fuck 'em up*. This counts as attacking with your fangs, but it can be done from up to 50 feet away. Their blood erupts out of their body and streams into your open mouth.

○ **Cauldron of Blood (4)** - You can *fuck 'em up* by rolling with **mental** to boil the blood inside their body with a touch. This costs 1 blood and inflicts 3 aggravated harm.

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The Lure of Flames

- **Candle of Flame** - Spend 1 blood to create a dancing candle flame on your fingertip.
- **Palm of Flame (1)** - Spend 1 blood to conjure a palm's worth of flame—enough to deal 1 aggravated harm.
- **Cast the Flame (1)** - When you create flames, you can roll with **mental** to conjure those flames anywhere within 30 feet. ☞ On a 10+, the flames appear exactly where you want. ☞ On a 7-9, the flames appear more or less where you want.
- **Roaring Flame (3)** - Spend 1 blood to conjure a campfire's worth of flame—enough to inflict 2 aggravated harm.
- **Inferno (4)** - Spend 1 blood to conjure a raging bonfire of flame—enough to inflict 3 aggravated harm.

Path of the Father's Vengeance

- **Zillah's Litany** - Spend 1 blood to reveal any blood bonds or Vinculum ties another vampire possesses.
- **The Crone's Pride (1)** - Spend 1 blood to twist and wither another vampire's features, giving them the Condition *hideous* for one week.
- **Feast of Ashes (2)** - Spend 1 blood to render another vampire incapable of drawing nourishment from vitae for one week. During this time they can eat only ashes; doing so staves off the need to spend blood to rise the following night.
- **Uriel's Disfavor (3)** - Spend 1 blood to make another vampire allergic to light: all light is uncomfortable, and any bright, direct light (such as a flashlight or bare overhead bulb) inflicts 1 normal harm per minute of exposure. This curse lasts for a week.
- **Valediction (4)** - Spend 1 blood to strip away the fruits of diablerie, returning another vampire to their original Generation for one week.

Movement of the Mind

- **A Stirring in the World** - Spend 1 blood. For the next few moments, you can act with telekinesis upon anything you can see, so long as it weighs no more than a pound.
- **Gathering Invisible Power (1)** - You can lift the weight of a small child or large dog. You must already have **A Stirring in the World**.
- **Invisible Arms of the Journeyman (1)** - Your telekinetic control now lasts several minutes instead of a few moments. You may change the focus of your telekinesis at will during this time.
- **The Sorcerer's Bootstraps (2)** - You can lift yourself with telekinesis. This enables a limited kind of flight, but you're hardly swift.
- **The Weight of a Man (2)** - You can lift the weight of a very heavy man. You can hurl a person to do 1 harm. You must already have **Gathering Invisible Power**.
- **Atlas Roars (3)** - You can lift the weight of a car. You can hurl a person for 2 harm. You must already have **The Weight of a Man**.
- **Invisible Arms of the Master (3)** - Your telekinetic control now lasts an entire scene instead of a few minutes. You must already have **Invisible Arms of the Journeyman**.

Path of Conjuring

- **Summon the Platonic Form** - Conjure an object from the void by spending 1 blood and rolling with **mental**. You can only conjure a simple object with no moving parts; made of a single substance; which you can picture perfectly in every detail. It disappears again into nothing after a few moments.
 - ☞ On a 10+, you conjure the exact thing you want.
 - ☞ On a 7-9, you conjure the thing, but pick 1:
 - it looks obviously fake.
 - it's relatively fragile.
 - it dissolves into a sticky goo when it expires.

- **Permanency (1)** - When using any Path of Conjuring move, you may spend 1 extra blood to make the conjuration permanent.
- **Magic of the Smith (1)** - You can 2 blood to conjure complex objects made of multiple substances and parts. You must have **Summon the Simple Form** and roll using the same table.
- **Unravel (2)** - You can spend 1 blood to banish back into the void anything conjured with moves from the Path of Conjuring. You can spend 2 blood to banish a tangible conjuring summoned with any other earthly power.
- **Parody of Life (3)** - Spend 3 blood to create a living simulacra. This creature lacks free will and will obey your commands. Its blood lacks in vital essence and cannot nourish you. It disappears into the void again at the end of the scene. If enchanted with Permanency, it still unravels at sunrise. You must have **Magic of the Smith** and roll using the same table.

The Green Path

- **Herbal Wisdom** - You can speak with plants. They're frequently somewhat bitter.
- **Speed the Season's Passing (1)** - Touch a plant and spend 1 blood to cause it to grow 10 years in a matter of moments, or to wither and decay.
- **Dance of Vines (2)** - You can spend 1 blood to animate vines, creepers, and roots. Roll with **mental** to *fuck 'em up* or *do something athletic*.
- **Verdant Haven (2)** - Spend 1 blood to cause nearby plants to grow and weave around you, encasing you in a sarcophagus of wood and leaves so densely woven that it can block out sunlight. The Verdant Haven is durable enough to resist all but the most determined attempts to breach it and lasts until the next sunset.
- **Awaken the Forest Giants (3)** - Spend 1 blood to animate a tree for several minutes. The Forest Giant is capable of uprooting itself to slowly 'walk' and may smash and thrash with its enormously powerful limbs for 3 harm.

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Thaumaturgy Rituals

- **Blood Rush (1)** - Pierce yourself with the fang of a predatory beast, inflicting 1 harm, to feel a simulated rush as though you were drinking blood. This quells the Beast once per night.
- **Domino of Life (1)** - Keep an enchanted vial of blood on your person. While you do so, you may convincingly fake one sign of life (breathing, body temperature, ability to eat, etc).
- **Communicate with Kindred Sire (1)** - Meditate upon an object owned by your sire for 30 minutes to communicate with them telepathically for 10 minutes.
- **Bind the Accusing Tongue (2)** - Wind a black silk cord around a lock of the target's hair and a photograph or effigy of them. The next time they attempt to speak ill of you, they are unable to do so for one scene.
- **Defense of the Sacred Haven (2)** - Spend 1 blood and spend an hour painting a small room with bloody glyphs. Sunlight cannot enter the room so long as you remain within.
- **Devil's Touch (2)** - Place an unlucky penny in a mortal's pocket. They gain the Condition loathsome until the sun rises.
- **Purity of Flesh (2)** - Meditate for an hour in a circle of 13 sharp stones to purge all impurities from your body: poisons, diseases, bullets, tattoo ink, etc.
- **Deflection of Wooden Doom (3)** - Surround yourself with a circle of wood for an hour, then keep a splinter under your tongue. You cannot be staked until the sun next sets.
- **Illuminate the Trail of Prey (3)** - Burn a white satin ribbon while envisioning your prey or speaking their name. Afterwards, you see the path they have taken blazing as a trail of light, until they pass through water or reach their destination.
- **Incantation of the Shepherd (3)** - Turn widdershins while holding up a glass vessel before each eye, and learn where all members of your herd are currently located.
- **Wake with Evening's Freshness (3)** - Scatter the ashes of burned feathers around your resting place before sleeping, and awaken at the first hint of danger.

- **Blood Walk (3)** - Perform a three hour ritual over a blood sample to learn its owner's lineage and any blood bonds with which they're involved.
- **Engaging the Vessel of Transference (4)** - Spend 3 hours enchanting a vessel and filling it with 1 blood (it doesn't have to be yours), then seal it. Afterwards, whoever holds it with their bare hand exchanges their own blood for the blood within the vessel.
- **Burning Blade (4)** - Cut your hand with an edged weapon, suffering 1 harm and spending 1 blood. Its next attack inflicts aggravated harm.
- **Principal Focus of Vitae Infusion (4)** - Perform a 1-hour ritual to imbue a small object with 1 blood. Speak a word of command to dissolve the object into blood for your consumption.
- **Recure of the Homeland (5)** - Mix 2 blood with soil from your homeland to create a healing paste capable of erasing 1 aggravated harm. You can only use this ritual once per night.
- **Ward Versus Ghouls (5)** - Spend 1 blood and 10 minutes painting a glyph on any object. If a ghoul touches this object, she suffers 2 harm.
- **Clinging of the Insect (5)** - Keep a live spider under your tongue. For the rest of the scene, you may climb upon and cling to walls and ceilings.
- **Mirror of Second Sight (5)** - Bathe a mirror in 3 blood. Forever after, the mirror will reflect the true nature of whatever is shown in it (such as the beastly form of a Lupine, or the enchanted visage of a faerie).
- **Ward Versus Lupines (6)** - Spend 1 blood and 10 minutes painting a glyph on any object. If a Lupine touches this object, she suffers 2 harm.
- **Incorporeal Passage (6)** - Perform a two hour ritual and carry a shard of broken mirror. For one scene you are incorporeal and may pass through walls and objects like a ghost.
- **Pavis of Foul Presence (6)** - Perform a three hour ritual and wind a blue silk cord around your neck. The next time someone targets you with a Presence move during the same night, its effects rebound back upon them.
- **Ward Versus Kindred (7)** - Spend 1 blood and 10 minutes painting a glyph on any object. If a vampire touches this object, she suffers 2 harm.

- **Bone of Lies (7)** - Drench a 200 year old human bone in 5 blood. Afterwards, whoever holds the bone is compelled to tell the truth. The bone darkens each time it 'absorbs' an attempt to lie, becoming pitch black and losing all power after negating 5 lies.
- **Heart of Stone (7)** - Burn a candle over your heart for seven hours. Your heart turns to stone, becoming impervious to staking, but you also gain the Condition *heartless*, losing all empathy. This ritual lasts until you speak a magic command to end it.
- **Ward Versus Ghosts (8)** - Spend 1 blood and 10 minutes painting a glyph on any object. If a ghost touches this object, she suffers 2 harm.
- **Ward Versus Spirits (8)** - Spend 1 blood and 10 minutes painting a glyph on any object. If a spirit touches this object, she suffers 2 harm.
- **Ward Versus Demons (8)** - Spend 1 blood and 10 minutes painting a glyph on any object. If a demon touches this object, she suffers 2 harm.
- **Blood Contract (8)** - Spend 2 blood and three nights drawing up a contract in blood; its signatories must sign it in their own blood. Whosoever breaks this contract will be punished by horrible supernatural curses devised by the Storyteller, up to and including excruciation by demons called up from Hell by the power of the blood.
- **Enchant Talisman (8)** - Perform a ritual requiring six hours per night over 28 nights to create a blood wizard's tool such as a magic staff or amulet. While you wield your talisman, attempts to direct blood magic against you carry -1 forward or suffer Disadvantage, and your own blood sorcery carries +1 forward.
- **Escape to a True Friend (8)** - Build a ritual circle, laboring for six hours on six consecutive nights, spending 1 blood per night. Afterwards, you may step into the circle and speak the name of someone you trust implicitly, and will be whisked to their side. You can take one other person with you.