

Uzimisce Disciplines

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*.

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.

Tzimisce Disciplines

Vicissitude

○ **Malleable Visage** - By physically sculpting your face, you can transform your own appearance, altering your features or hair. You can change your eye, hair, or skin color. This costs only time.

○ **Fleshcraft (1)** - You can sculpt the flesh of others by spending 1 blood and rolling with **mental** to reweave skin, meat, and muscle anywhere on the body.

☞ On a 10+, you create exactly the alterations you desire, and can give them a physical Condition if you wish.

☞ On a 7-9, you make roughly the alterations you intend.

☞ On a miss... oh. Oh dear.

In combat, roll with **mental** to *fuck 'em up* for 1 harm. Describe the pulpy results.

○ **Bonecraft (2)** - You can sculpt bone by spending 1 blood and rolling with **mental** to reweave bone and cartilage into a new shape or configuration.

☞ On a 10+, you create exactly the alterations you desire, and can give them a physical Condition if you wish.

☞ On a 7-9, you make roughly the alterations you intend.

☞ On a miss... hmm... Where's the mop?

In combat, roll with **mental** to *fuck 'em up* for 2 harm. Describe the jagged results.

○ **Horrid Form (3)** - Spend 2 blood to assume an enormous, monstrous form in which you grow to a towering height, your teeth erupt like daggers, your hands sprout massive claws or bony blades, and your ribs and spine become deadly spikes protruding through your flesh. While in this form, take +1 forward ongoing to all moves that roll with **physical**, and you can roll with **physical** to *show your teeth*. When you suffer harm in this form, it's reduced by 1. You can remain in this form for the rest of the scene.

○ **Bloodform (3)** - Spend 1 blood to dissolve yourself into animate blood for the rest of the scene. You can flow as you like, including oozing up walls or even across ceilings. You can't exert strength or manipulate items in this form, but only the Banes can harm you.

○ **The Body Impolitic (4)** - You can spend 1 blood to detach and independently animate a part of your body. A roving body part will obey your will to the best of its ability, but possesses only the capabilities and senses inherent to its anatomy. A severed arm can crawl, grab, and even choke, for example. This is less of a barrier than it might seem, given Fleshcraft's potential to add eyes or ears to just about anything, or even a functional mouth and tongue for speaking.

○ **Chiropteran Marauder (4)** - Your horrid form now also manifests wings and chitinous armor. You can fly; and when you suffer harm, it's reduced by 2 instead of 1.