

Animalism

Feral Whispers

Instant
Dice Pool:
 Manipulation + Animal Ken + animalism

The kindred with this ability has learned to understand the lesser creatures that surround her, and to speak with them and make herself understood. Because this requires initial eye contact, animals that cannot see cannot be effected.

PG 115, V:TR



Animalism

Obedience

Instant
Dice Pool:
 Presence + Animal Ken + animalism - animals Composure

The kindred's connection with his own feral nature now allows him to command beasts, no longer need he beg, threaten or cajole animals into doing his will. He demands and they obey as best they can. Requires eye contact as feral whispers.

PG 116, V:TR



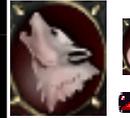

Animalism

Call of the Wild

Cost 1 vitae
Instant
Dice Pool:
 Presence + Animal Ken + Animalism

The kindred is so fully in tune with her own beast that she can call out in a feral voice, that beckons all creatures of a specific type any animal of that sort within a given area is compelled to respond.

PG 116, V:TR



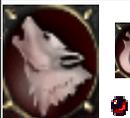

Animalism

Subsume the Lesser Spirit

Cost 1 vitae
Instant
Dice Pool:
 Manipulation + Animal Ken + Animalism

By locking eyes with an animal, a vampire may psychically enter the creature's body and possess it as though it were his own, the animal's own mind and instincts are completely subsumed, allowing the kindred free reign to take whatever actions he chooses. The vampire's own body falls into a torpor-like state.

PG 117, V:TR




Animalism

Lashing the Beast

Cost 1 vitae
Instant
Dice Pool:
 Manipulation + Empathy + Animalism VS Composure + Blood Potency

The vampire's connection with the Beast is so powerful that she can manipulate not only the lesser creatures around her but her own beast and that of other kindred. This is not overt control as with Obedience or Dominate Discipline. Rather the kindred learns to rouse the Beast's instincts, inspiring it.

PG 118, V:TR

Aura Signifiers

| | | | |
|----------------------|-------------|---------------|----------------|
| Afraid | Orange | Innocent | White |
| Aggressive | Purple | Love struck | Bright Blue |
| Angry | Bright Red | Obsessed | Bright Green |
| Bitter | Brown | Sad | Silver |
| Calm | Light Blue | Spiritual | Gold |
| Compassionate | Pink | Suspicious | Dark Blue |
| Conservative | Lavender | Confused | Shifting |
| Depressed | Gray | Daydreaming | Flickering |
| Desirous/ Lustful | Deep Red | Diablerist | Black Veins |
| Distrustful | Light Green | Dominated | Muted |
| Envious | Dark Green | Frenzied | Rapid Shifting |
| Excited | Violet | Psychotic | Hypnotic |
| Generous | Rose | Vampire | Pale colors |
| Happy | Vermilion | Shape shifter | Vibrant |
| Hateful | Black | Ghost | Intermittent |
| Idealistic | Yellow | Magic Use | Sparkles |

PG 120, V:TR



Auspex

Heightened Senses

Instant
Dice Pool:
 Typically none.
 (Wits + Composure + Auspex)

When the power is activated, all of the vampire's senses sharpen to a razor's edge, effectively doubling both range and clarity of all stimuli received.

PG 120, V:TR




Auspex

Aura Perception

Instant
Dice Pool:
 Intelligence + Empathy + Auspex - Subject's composure

With this mystic power, a vampire can open his perceptions to the psychic auras that surround all sentient creatures.

PG 120, V:TR



Auspex

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The Spirits Touch

Instant
Dice Pool:
 Wits + Occult + Auspex

The Kindred's Powers of perception have progressed to the point that he can pick up psychic impressions from objects by simply handling them for a moment or two.

PG 121, V:TR




Auspex

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Telepathy

Cost None for mortals
 1 willpower unless willing

Instant
Dice Pool:
 Intelligence + Socialize + Auspex - Subject's Resolve

At this level of advancement of one's extra-sensory perceptions, a vampire may project his consciousness into a nearby individual's mind.

Costs 1 willpower for a supernatural subject unless the subject is willing

PG 122, V:TR




Auspex

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Twilight Projection

Cost: 1 willpower
Instant
Dice Pool:
 Intelligence + Occult + Auspex

Commonly seen as the pinnacle of auspex achievement, this power allows a vampire to project her perceptions out of her physical body. Her senses take on an existence their own, traveling the material world like a specter.

PG 123, V:TR




Celerity

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Celerity

Cost: 1 Vitae per turn
Reflexive
Dice Pool:
 Celerity Is unlike other disciplines in that it is not actively rolled.

Tales and legends of vampires ascribe them inhuman speed, the ability to move faster than the eye can see, Celerity adds to the initiative of during the turn which it is active. Sped increases by itself again for each dot of celerity and multiply that number by his speed.

PG 124, V:TR



Dominate

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Command

Contested, Resistance is reflexive
Dice Pool:
 Intelligence + Intimidation + Dominate
 Versus Resolve + Blood Potency

Once he has established eye contact, the vampire issues a single, one-word command that must be obeyed instantly. The order must be clear and straight forward — freeze, jump, run, stop, fall, cough, blink, and so forth.

PG 124, V:TR



Dominate

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Mesmerize

Contested, Resistance is reflexive
Dice Pool:
 Intelligence + Expression + Dominate
 Versus Resolve + Blood Potency

The Source of many legends of the vampire's hypnotic gaze, Mesmerize allows the kindred to implant a false thought or suggestion into the subject's subconscious mind. Mesmerize can deliver complex and long-term commands.

PG 125, V:TR



Dominate

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The Forgetful Mind

Extended (1-100+ successes)
Dice Pool:
 Wits + Persuasion + Dominate - Resolve

A Vampire with this power can literally delve into a subject's mind, stealing or reshaping memories at whim. Simple alterations, such as blurring brief and recent memories, are simple enough. More comprehensive alterations are possible albeit substantially more difficult.

PG 127, V:TR




Dominate

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Conditioning

Cost: 1 willpower per roll
Contested and extended
 6-15+ successes
Dice Pool:
 Wits + Subterfuge + Dominate versus Resolve + Blood Potency

Through constant veiled whispers, subtle hints and frequent sustained manipulation, a vampire can slowly render a particular victim substantially more suggestible. Each success represents one week of mental manipulation.

PG 127, V:TR




Dominate



Possession

Cost: 1 willpower
Contested, Resistance is reflexive
Dice Pool:
 Intelligence + Intimidation + Dominate
 Versus Resolve

By this point, the kindred need not rely on spoken commands and limited understanding. Once the kindred has crushed the victim's will, she literally takes over the body, inhabiting it and controlling it as easily as she does her own

PG 127, V:TR




Majesty

Awe

Instant
Dice Pool:
 Presence + Expression + Majesty

This power makes the user seem exponentially more charismatic and magnetic than he normally is. Whatever the vampire says, people are likely to lend serious credence to his position and views.

PG 129 V:TR





Majesty

Revelation

Cost 1 Vitae
Contested, Resistance is reflexive
Dice Pool:
 Manipulation + Expression + Majesty
 Versus subjects composure + Blood Potency

The allure and reassurance of a kindred with this power is enough to make others forego caution and share their compassionate words or heartfelt look from the vampire can break down a person's prudence and fear, inspiring a desire to share deep feelings or dark secrets.

PG 129, V:TR




Majesty

Entrancement

Contested, Resistance is reflexive
Dice Pool:
 Manipulation + Expression + Majesty
 Versus subjects composure + Blood Potency

This power is perhaps the closest thing that majesty gets to serious command over the thoughts of another. Its power warps the emotional state of the subject, making him a willing servant of the vampire. Subjects retain their sense of identity and free will, believing that they are acting on their own volition.

PG 130, V:TR





Majesty

Summoning

Cost 1 vitae
Contested, Resistance is reflexive
Dice Pool:
 Manipulation + Persuasion + Majesty versus subject's composure + Blood Potency

This potent power allows the vampire to call any individual he knows personally to his side. The summoned individual knows whose presence he travels and may pause to make arrangements before departure, if necessary.

PG 130, V:TR





Majesty

Sovereignty

Cost 1 Willpower per scene
Instant
Dice Pool:
 Presence + Intimidation + Majesty versus subjects Composure + Blood Potency

Sovereignty is considered "always active" during scenes in which it is activated. People can speak freely around the vampire as long as they don't try to criticize him, any one wishing to attack the vampire, however must overcome the sovereignty to do so.

PG 132, V:TR




Nightmare

Monstrous Countenance

Contested
Dice Pool:
 Presence + Intimidation + Nightmare versus subject's Composure + Blood Potency

The true face of a vampire is frightening thing, indeed—made all the more terrifying by the assistance of this power. When a kindred activated this power. Subjects will flee the vampire's presence, using all available means.

PG 133, V:TR





Nightmare

Dread

Cost 1 Vitae
Contested
Dice Pool:
 Manipulation + Empathy + Nightmare versus subject's Composure + Blood Potency

Gloom, Disquiet and uncertainty creeps into the hearts of people around the vampire. Any one within 3 yards per willpower dot that the vampire possesses can be effected. One contested roll may be made reflexively for a crowd. Those loose suffer -2 on all actions, no willpower can be spent on it.

PG 133, V:TR



Nightmare

Eye of the Beast
 Cost 1 Vitae
 Contested; Resistance is reflexive
Dice Pool:
 Presence + Empathy + Nightmare Versus subject's Composure + Blood Potency

The vampire reveals the inner core of the kindred's being. The victim is paralyzed with fear, incapable of moving or taking any action. If a victim is attacked or molested the victim will spend the remainder of the scene trying to flee the creature.

PG 134, V:TR



Nightmare

Shatter the Mind
 Cost 1 Willpower
 Contested; Resistance is reflexive
Dice Pool:
 Manipulation + Empathy + Nightmare Versus subject's Composure + Blood Potency

The vampire confronts a subject with her greatest fear. Victims lose their next action and reels from the vision which she is confronted. Her defense still applies, but she cannot dodge. All other actions are performed at a -1 and loses one willpower point, suffer from a mild derangement.

PG 134, V:TR



Nightmare

Mortal Fear
 Cost 1 Willpower
 Instant
Dice Pool:
 Presence + intimidation + nightmare - Composure

The Vampire is able to inspire fear as a weapon unto its self. A victim is so thoroughly and intensely frightened by the vampire that he suffers physical damage. He ages prematurely, even other vampires can be effected, the subject must be able to see the vampire employing this power.

PG 134, V:TR



Obfuscate

Touch of Shadow
 Instant
Dice Pool:
 Wits + Larceny + Obfuscate

This level of Obfuscate allows the vampire to conceal small items, either in her grasp or on her person. If she is skilled enough, even a thorough search fails to turn up a hidden object.

PG 135, V:TR

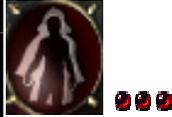


Obfuscate

Mark of Tranquility
Dice Pool:
 This power involves no roll, and is considered "always on"

The kindred masters the art of hiding himself to such a degree that he may subvert some of the stains that undeath leaves upon his soul. A vampire who knows this power can mask his kindred nature from onlookers, leaving them without the impression of the predator's taint.

PG 136, V:TR

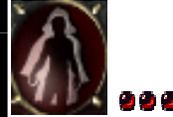


Obfuscate

Cloak of Night
 Instant
Dice Pool:
 Intelligence + Stealth + Obfuscate

Cloak of night allows a vampire to literally fade from sight, becoming completely invisible to observers. The process of fading away is subtle but its effect on witnesses might not be. Mortals are likely to panic and flee. Successful use of cloak of night renders the character invisible until he does something to draw attention to himself.

PG 136, V:TR

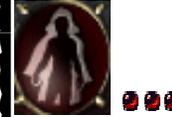


Obfuscate

The Familiar Stranger
 Contested; Resistance is reflexive
Dice Pool:
 Wits + Subterfuge + Obfuscate versus Subject's Resolve + Blood Potency

This power allows the character to assume the image of whomever the subject most expects to see under the circumstances in which they meet. The character has no immediate knowledge of what aspect he is perceived to have, unless the target gives the identity away through verbal or behavioral clues.

PG 137, V:TR



Obfuscate

Cloak the Gathering
 Instant
Dice Pool:
 Intelligence + Stealth + Obfuscate

A vampire can hide one extra individual per dot of obfuscate she possesses, not counting her self. While under the effects of this power, each individual must obey the rules of cloak of night.

PG 138, V:TR



Protean

Aspect of the Predator

Instant
Dice Pool:
 This power involves no roll to invoke

The most basic ability of this discipline allows a vampire to project a supernatural mien of savage predatory ferocity. A character is not subject to the usual relationships of blood potency upon meeting an unknown kindred for the first time. If the characters blood potency is lower than that of the unknown kindred it is treated as equal.

PG 138, V:TR



Protean

Haven of Soil

Cost 1 Vitae
Instant
Dice Pool:
 This power involves no roll to invoke

A vampire can blend his form with soil. While so interred, the character is immune to threat from the sun's rays, or to any physical attack as his corporeal form is actually merged with that of the substance itself.

PG 138, V:TR



Protean

Claws of the Wild

Cost 1 Vitae
Reflexive
Dice Pool:
 This power involves no roll to invoke

Upon activation of this power, the vampires nails grow into long, fearsome talons. These ferocious weapons offer a +1 bonus to attack pools in unarmed close combat, and inflict aggravated damage.

PG 139, V:TR



Protean

Shape of the Beast

Cost 1 Vitae
Instant
Dice Pool:
 This power involves no roll to invoke

A kindred can take the shape of an ordinary animal, most commonly a bat or a wolf. While in this form, the vampire retains his mind and temperament. Every 3 experience spent on this ability allows the character transform into additional animal forms.

PG 139, V:TR



Protean

Body of Spirit

Cost 1 Vitae
Instant
Dice Pool:
 This power involves no roll to invoke. The full change takes one action to complete.

The pinnacle of most vampires achievement in the transfiguring art, this power enables a kindred to transform his entire body into a fine mist. As a small cloud of vapor, the character can float along above the ground at his normal speed.

PG 140, V:TR



Resilience

Resilience

Cost: 1 Vitae per scene
Reflexive
Dice Pool:
 Resilience Is unlike other disciplines in that it is not actively rolled.

Legends abound of vampires who are able to withstand even the most brutal punishment to their unloving form. Each dot of resilience increases the characters stamina by one fore the scene win which the discipline is active, this bonus also increases the characters health dots during the scene.

PG 140, V:TR



Vigor

Vigor

Cost: 1 Vitae per scene
Reflexive
Dice Pool:
 Vigor Is unlike other disciplines in that it is not actively rolled.

Nearly every vampire legend across the globe expresses the preternatural strength possessed by the undead. Each dot of vigor increases the characters strength by one while the discipline is active.

PG 141, V:TR



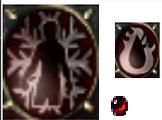
Crucac

Pangs of Proserpina

Cost 1 Vitae
Dice Pool:
 Manipulation + Occult + Crucac
 Versus targets Composure + Blood Potency

The sorcerer causes feelings of intense hunger in a subject, who must be within sight. The afflicted subject feels the desire to eat or feed. The victim will avail himself to any available sustenance available, short of cannibalism or drinking of blood (for a mortal). Kindred might attack nearby vessels or fellow vampires, if their hunger is sever enough to make them frenzy.

PG 143, V:TR



Cruac

Rigor Mortis

Cost 1 Vitae
Dice Pool:
 Manipulation + Occult + Cruac
 Versus targets Composure

With the power of this ritual, a vampire may temporarily interrupt the reanimating effect of vampiric vitae, rendering a kindred immobile as the stiffening of muscles common to dead bodies takes hold. The number of dice by which the victims next physical dice pool is penalized. This applies only to dice pools for physical actions, and does not affect physical resistances.

PG 143, V:TR



Cruac

Cheval

Cost 1 Vitae
Dice Pool:
 Manipulation + Occult + Cruac
 Versus targets Composure

This ritual allows the performer to ride the senses of his subject. The subject must be within direct sight when the ritual is performed, but the subject can stray from the caster to any distance thereafter. At any time he wishes for the duration of the effect, the performer may see or hear through the subject.

PG 143, V:TR



Cruac

The Hydra's Vitae

Cost 1 Vitae
Dice Pool:
 Manipulation + Occult + Cruac

By invoking this ritual, the performer protects himself from would-be diablerists and from those who would otherwise feast on his blood. This ritual transforms the sorcerer's vitae into a kind of poison. Kindred who drink it suffer one point of lethal damage for every vitae consumed. The blood returns to normal when it leaves the kindred's body.

PG 143, V:TR



Cruac

Deflection of Wooden Doom

Cost 1 Vitae
Dice Pool:
 Manipulation + Occult + Cruac

The performer invokes a mystic protection against attempts to impale her heart with a steak. Steaks used in this manner rot or disintegrate as wielders attempt to use them against the performer. This power cannot be used to protect others, this ritual fades at sundown on the subsequent night, though may be performed immediately thereafter.

PG 144, V:TR



Cruac

Touch of the Morrigan

Cost 1 Vitae
Dice Pool:
 Manipulation + Occult + Cruac

The caster performs this ritual and channels his righteous ire into a tangible force. If the performance roll is successful, the user's mere touch becomes deadly. The sorcerer must then touch a subject with his open palm. Contact inflicts an amount of lethal damage equal to the successes gained on the activation roll. Cannot be delivered through a punch or other unarmed close-combat attack.

PG 144, V:TR



Cruac

Blood Price

Cost 1 Vitae
Dice Pool:
 Manipulation + Occult + Cruac
 Versus targets Composure + Blood Potency

The sorcerer mystical claims one third of the vitae that a subject imbibes. The subject must be within sight when the ritual is performed. Every time the subject feeds, a third of the vitae he consumes is denied him and transfers invisibly to the sorcerer, regardless of either's location, this vitae is neutral.

PG 144, V:TR



Cruac

Willful Vitae

Cost 1 Vitae
Dice Pool:
 Manipulation + Occult + Cruac

The performer makes herself immune to the vinculum and blood addiction when another kindred's vitae is consumed. After this ritual is performed, if another vampire's blood is taken in the same night, no step is taken toward vinculum with the provider of the blood, and no addiction to blood forms for the character. Of course, the blood donor has no idea that the recipient is immune.

PG 145, V:TR



Cruac

Blood Blight

Cost 1 Vitae
Dice Pool:
 Manipulation + Occult + Cruac
 Versus targets stamina + Blood Potency

This potent ritual taints the blood of its target, whether mortal or vampire. Number of success deal lethal damage to the target. Vampires also lose the equivalent of vitae in his system.

PG 145, V:TR




Cruac



Feeding the Crone

Cost 1 Vitae

Dice Pool:
Manipulation + Occult + Cruac

When the performer calls upon the power of the crone herself, and a vitae is spent, the vampire's mouth transforms into a maw of wicked, gnashing teeth. The vampire need not perform a grapple attack in order to bite a victim; the attack is made directly. The number of successes achieved on the activation roll is added as bonuses to the attack roll, these teeth are so vicious that feeding cannot occur when they are Bourne.

PG 145, V:TR




Theban Sorcery



Blood Scourge

Cost Blood spent
1 Willpower

Dice Pool:
Intelligence + Academics + Theban Sorcery

For Each dot that the character possesses in Theban sorcery, they may create a stinging whip of vitae with which to scourge his foes. An attack with the weapon has a dice pool equal to the character's strength + weaponry + number of lashes created, and inflicts lethal damage, the weapon lasts for a number of turns equal to the successes on the invocation roll.

PG 146, V:TR




Theban Sorcery



Vitae Reliquary

Cost one object
1 Willpower

Dice Pool:
Intelligence + Academics + Theban Sorcery

The character takes an ordinary object and stores an amount of vitae in it that may be called upon later. The amount of vitae that can be stored in the object is the number of successes the player achieves on the invocation roll, although the caster may infuse the object with less if he chooses.

PG 146, V:TR




Theban Sorcery



Curse of Babel

Cost An animal or person's tongue
1 Willpower

Dice Pool:
Intelligence + Academics + Theban Sorcery - Subject's Resolve

This ritual leaves a victim speaking in tongues, unable to communicate. Even his written word is rendered nonsensical. The number of successes determines the duration of the ritual: one hour per success or until the next sunrise, whichever comes first. The subject must be within earshot when this ritual is performed.

PG 146, V:TR




Theban Sorcery



Liars Plague

Cost An Insect's Carapace
1 Willpower

Dice Pool:
Intelligence + Academics + Theban Sorcery - Subject's Resolve + Blood Potency

The character curses her subject so that if he speaks any lies over the course of the scene, beetles swarm from his mouth.

PG 147, V:TR




Theban Sorcery



Blandishment of Sin

Cost a Scrap of paper
1 Willpower

Dice Pool:
Intelligence + Academics + Theban Sorcery - Subject's Resolve + Blood Potency

The Subject of this power suffers increased damage the next time any harm is inflicted on him. That wound is upgraded one degree of damage. Thus, bashing damage becomes lethal, lethal becomes aggravated. (Aggravated wounds do not increase to any other sort)

PG 147, V:TR




Theban Sorcery



Malediction of Despair

Cost lock of hair from the subject
1 Willpower

Dice Pool:
Intelligence + Academics + Theban Sorcery - Subject's Resolve + Blood Potency

The Sorcerer curses his subject with regard to a specific action. Next time the subject engages in that action, her normal dice pool is not rolled. A chance roll is made instead. A player may spend a willpower and roll composer + resolve. If this roll yields more successes than were achieved during the invocation then the curse does not come to pass.

PG 147, V:TR




Theban Sorcery



Gift of Lazarus

Cost a Communion wafer
1 Willpower

Instant

Dice Pool:
Intelligence + Academics + Theban Sorcery

A successful invocation of this ritual brings the dead back to a semblance of life, though a pale echo at best. The length of time in nights that the creature remains animate equals the number of successes on the Theban sorcery roll to create it.

PG 147, V:TR




Theban Sorcery

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Stigmata

Cost A crucifix
1 Willpower

Instant

Dice Pool:
Intelligence + Academics + Theban Sorcery - Subject's Stamina

The Victim of this ritual must be within sight when it is cast. He bleeds from the wrists, feet, and side, the traditional five wounds of Christ. Mortals suffer one point of lethal damage per turn from blood loose, while kindred loose one vitae each turn.

PG 147, V:TR




Theban Sorcery

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Transubstantiation

Cost A drop of liquid gold
1 Willpower

Instant

Dice Pool:
Intelligence + Academics + Theban Sorcery - Subject's Stamina + Blood Potency

The Character transforms one substance into another. It can be water into blood, for example or a tree branch into a snake. Or a person into salt. The object becomes a perfectly normal, mundane version of whatever it is.

PG 148, V:TR




Theban Sorcery

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Wrathful Judgment

Cost eye or hand of the caster
1 Willpower

Instant

Dice Pool:
Intelligence + Academics + Theban Sorcery - Subject's Stamina

This ritual metes out divine punishment by turning a Kindred's own vitae into fire. The sorcerer charges the ritual with multiple willpower points, each point of will power invested can deal one point of aggravated damage to the subject and consumes one vitae.

PG 148, V:TR



The Coil of Blood

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Blood Seeps Slowly

The Dragon's undead body doesn't demand as much Vitae to animate itself as do those of other, less enlightened kindred. The player need spend only one vitae for his character to wake for a number of nights equal to the vampires resolve. So a kindred with Resolve of 2 looses a vitae every other night for rising.

PG 149, V:TR



The Coil of Blood

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Blood of Beasts

No mater what the vampire's Blood Potency is, she can take sustenance from animals and humans.

PG 149, V:TR



The Coil of Blood

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Perspicacious Blood

The Character gains three vitae for every two vitae she takes from a human, and receives double vitae consumed from kindred or other supernatural vessels.

PG 149, V:TR



The Coil of Banes

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Conquer the Red Fear

The Character gains +2 bonus to resist fear frenzy triggered by fire or sunlight. Fear frenzies triggered by other stimuli occur as normal.

PG 149, V:TR



The Coil of Banes

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Surmounting the Daysleep

The player can spend a willpower point for the character to remain awake for an entire day without penalty (though the character must still take precautions to remain out of the sunlight and "waking" the next night still costs a vitae) dice pools during the day are still limited by humanity (see p. 184, V:TR) if the character does sleep and disturbed add three dice to the players wake-up roll.

PG 149, V:TR



The Coil of Banes

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Sun's Forgotten Kiss

Sunlight at twilight and dawn causes only bashing damage to the Dragon, rather than aggravated. After the sun has fully risen, however, its rays cause aggravated damage as usually.

PG 149, V:TR



The Coil of Beast

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Chastise the Beast

The player spends a willpower point for his character to resist a frenzy of any kind automatically. The player may choose to roll Resolve + Composer as usual for his character to resist frenzy, spending the willpower only if the roll fails.

PG 149, V:TR



The Coil of Beast

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Lure the Beast

“Riding the wave” does not cost a willpower point, and it requires a base of only three successes, not five. All other rules still apply.

PG 150, V:TR



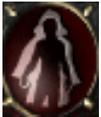
The Coil of Beast

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Exhaust the Beast

The Character may spend an hour per night in frenzy (usually doing so under controlled conditions such as in a locked room or far from mortals). For the rest of the night, the character does not enter frenzy unless she wishes to do so, no matter how strong the trigger is.

PG 150, V:TR


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Knowing the Stranger

Auspex, Obfuscate
Contested, Resistance is reflexive
Dice Pool:
Intelligence + Empathy + Obfuscate versus
Resolve + Blood Potency

The familiar stranger is a versatile and useful ability, but its use becomes perilous when the vampire has no idea who he should be impersonating. Knowing the stranger allows the character to discern in advance who the target most expects.

PG 150, V:TR





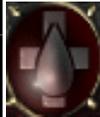
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Arcane Sight

Auspex, Cruac
Instant
Dice Pool:
Wits + Occult + Auspex

Those who know this devotion have learned how to expand their mystical sight. Rather than sensing patterns of emotions as with aura perception, the user sees the ebb and flow of magical power, and can learn a variety of information.

PG 150, V:TR





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Body of Will

Resilience, Vigor
Reflexive
Dice Pool:
Composure + Athletics + Resilience

Each Success gained on the activation roll allows the character to ignore any current wound penalties as well as any penalties he acquires from new wounds, for one turn. Therefore, if three successes are rolled the character is wound-penalty free for the duration of the turn and for two turns thereafter.

PG 151, V:TR





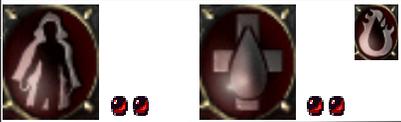
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Instantaneous Transformation

Celerity, Protean
Reflexive
Dice Pool:
Stamina + Survival + Protean

Success on the activation roll indicates the character transforms into an alternate shape instantly — so fast in fact, that he may still take a normal action in that turn.

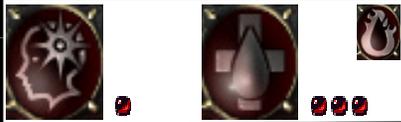
PG 151, V:TR



Iron Facade
Obfuscate, Resilience
Instant
Dice Pool:
 Intelligence + Survival + Obfuscate

With a successful invocation roll, the character can hide the full extent of his injuries. Wounds are invisible and he does not appear to slow down, limp or grow weary. Iron Façade does not actually heal any wounds or reduce dice pool penalties.

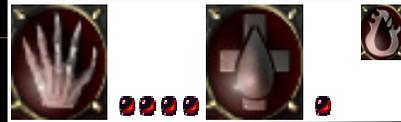
PG 151, V:TR



Lessons in the Steel
Auspex, Resilience
Instant
Dice Pool:
 Resolve + Investigation + Resilience - Opponents Resolve

Some rather intrepid kindred develop the ability to gain insight into a foe's combat prowess by willingly subjecting themselves to opponents' attacks. Upon suffering at least one point of damage of any type the vampire may make a roll to determine the combat abilities of his opponent.

PG 151, V:TR



Partial Transformation
Protean, Resilience
Instant
Dice Pool:
 This power involves no roll to invoke

With this power, any vampire is capable of assuming a bestial or inhuman shape or choose to stop the process part way through, granting herself a single aspect or trait of the animal, nose of a wolf, wings of a bat or bird.

PG 153, V:TR



Quicken Sight
Auspex, Celerity
Reflexive
Dice Pool:
 No roll to invoke

With this power, the kindred is able to combine her heightened senses and super-human reaction time. Any time the character wishes to observe, follow or examine something that moves too quickly to follow with normal sight, the player may add five dice to a wits + composure roll while this devotion is active.

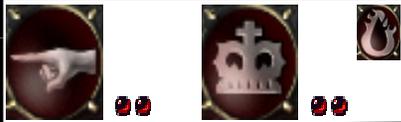
PG 152, V:TR



Touch of Deprivation
Auspex, Dominate
Contested, Instant if willing
Dice Pool:
 Intelligence + Medicine + Auspex versus Resolve + Blood Potency (if unwilling)

With a simple touch, the kindred can temporarily shut down one of the victim's five senses. Some kindred have been known to use this power on allies in a crisis, if the roll is successful, the target has one of her senses shut down for a number of turns equal to successes gained.

PG 153, V:TR



Veridical Tongue
Dominate, Majesty
Instant
Dice Pool:
 Presence + Subterfuge + majesty - Composure

With this power, a character is able to shift through the tide of kindred lies by rendering the subject unable to lie, if the roll is successful, the target must speak the truth for a number of turns equal to the successes gained.

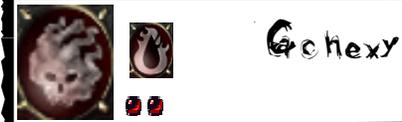
PG 153, V:TR



Diagnose
Instant
Dice Pool:
 Intelligence + medicine + Cachexy

Probably the most important power of this discipline, diagnose helps morbus vampire-identify suitable vessels from the throngs of the kine. The power reveals the tain in someone's blood as it moves through his body. A morbus can also use diagnose to identify kindred who've been feeding on tainted blood (and weather those kindred are morbus)

PG 249, V:TR



Contaminate
Cost 1 Vitae
Instant
Dice Pool:
 No roll required to activate this power

Contact with the blood of a morbus might result in infection from whatever diseases he has sampled, but this power ensures it., reflexive stamina roll to resist the disease.

PG 249, V:TR



Cachexy

Inflame
 Cost 1 vitae
Instant
Dice Pool:
 Wits + Survival + Cachexy -
 subject's stamina

Once a morbus successfully infects a victim, or identifies a pre-existing disease with diagnose, he can call out to it with the power of his blood. The character inflames the victims condition temporarily inflicting a -2 modifier to all the victims rolls for a number of turns equal to the successes rolled.

PG 249, V:TR



Cachexy

Plague Bearer
 Cost 1 Vitae per turn
Instant
Dice Pool:
 Intelligence + Medicine + Cachexy

By concentrating and burning the blood within himself a morbus can spread one of the diseases that he carries to a crowd of unsuspecting victims, the morbus infects up to three mortals or one kindred per success. Another vitae may be spent each turn after the initial turn to infect the same number each turn thereafter.

PG 250, V:TR

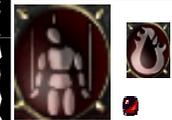


Cachexy

Accelerate Disease
 Cost 1 willpower
Instant
Dice Pool:
 Wits + Survival + Cachexy -
 subject's Stamina

The morbus inflames a disease by calling on the power of his tainted blood and its sympathy with that of the victim. Each success automatically inflicts a lethal point of damage to the victim.

PG 250, V:TR

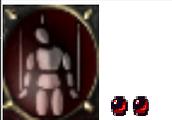


Getsumeis

Moonlight Preservation
 Cost 1 Vitae
Instant
Dice Pool:
 Composure + Medicine + Getsumeis

Moonlight preservation, magically preserves a corpse for a period of one month per success rolled. After the time is up, the character must use the power again. This does not repair damage done to a corpse.

PG 251, V:TR

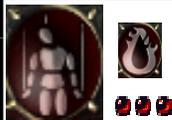


Getsumeis

Crow's Harvest
Instant
Dice Pool:
 Wits + Investigation + Getsumeis

This power allows a burakumin to stare into the eyes of a corpse and see reflected there the last thing the dead man witnessed.

PG 251, V:TR

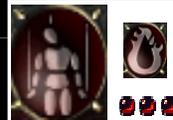


Getsumeis

Corpse Skin
 Cost 1 Vitae
Instant
Dice Pool:
 Stamina + Athletics + Getsumeis

The kindred slices a token of a corpse's flesh and uses it to mystically enhance his physical resistance. The character suffers a -1 penalty on all presence and manipulation based rolls in exchange, the character receives the benefit of temporary armor. 1 per success rolled.

PG 251, V:TR

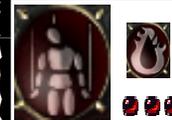


Getsumeis

Channel of Hasu-Ko
 Cost 1 Vitae
Instant
Dice Pool:
 Dexterity + Crafts + Getsumeis

This power enables a character to construct a tiny, autonomous servitor from the bodies of dead men. These servitor appear as grotesque insects or deformed homunculi, and can be useful as spies.

PG 252, V:TR



Getsumeis

Convocation of Hotoke
 Cost 1 Vitae + 1 Willpower min.
Instant
Dice Pool:
 Intelligence + Occult + Getsumeis

With this power the kindred can command a number of dead bodies to rise and perform relatively simple functions. The character animates one corpse per success on the activation roll, provided there are enough around

Requires 1 willpower point to be spent to change the orders given after they have been raised.

PG 252, V:TR