

We've killed all your undead Kings  
Watched all your sins laid bare

# JINN

## BLOODLINE

### OUTCASTS AND ASSASSINS

Heard all your treacheries spoken  
Seen your devices broken

The bloody hand of conspiracy, murder and intrigue down through the ages, the bloodline that refers to itself as Outcasts has been instrumental in shaping the politics of the night for centuries. Some believe the Jinn are myths, that their existence - wreathed in the ash and shadows of the Fog of Ages - is nothing more than a Kindred legend. But to those Kindred who know the truth, members of this secretive Mekhet bloodline are some of the most feared bodyguards, assassins and spies to have ever walked the night.

**Background:** The origins of the Jinn have now been lost to the sands of time, but what is known is that they were refugees from the domains of Persia where they had become the subject of a bloody pogrom conducted by mortal holy men known as the Magi.

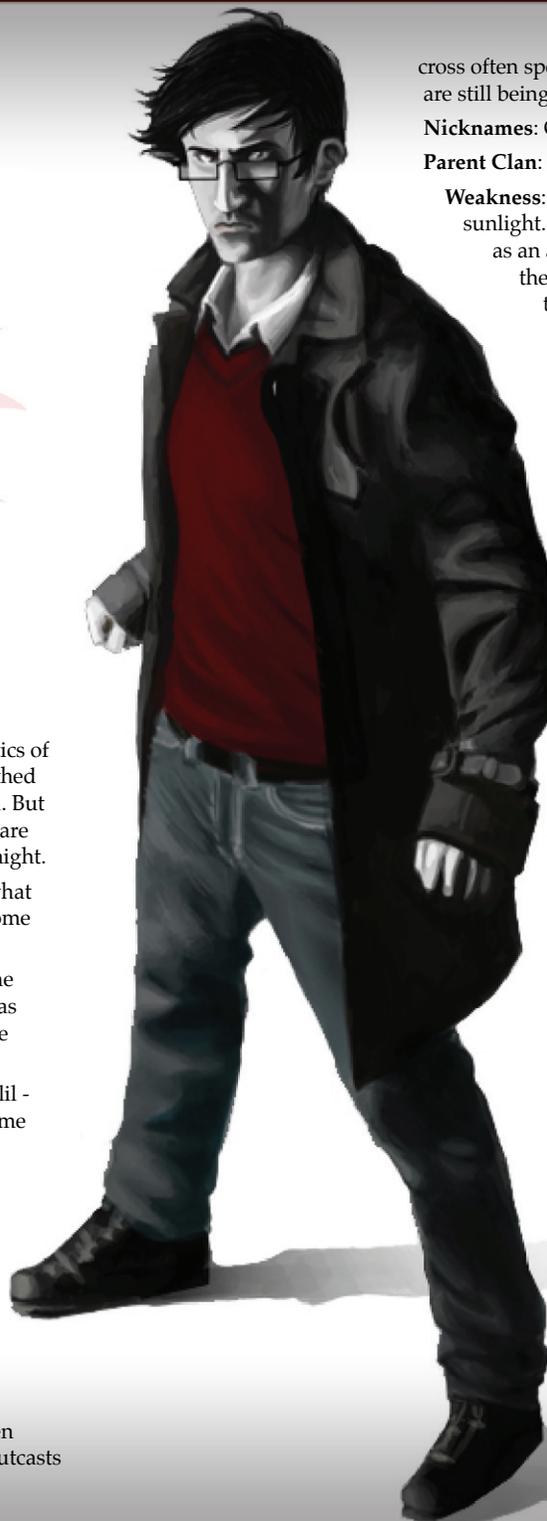
On the verge of extinction and in search of survival a number of these outcasts came under the protection (some say enslavement) of another Mekhet Bloodline known as the Ibn Khalil - a small yet extremely influential lineage of Kindred judges and wise men - while others sought refuge far from their native lands.

In the centuries that followed wherever a Judge of the Ibn Khalil - The Sons of Khalil - travelled a Jinn would follow in their shadows. They were used as bodyguards (some say bound by blood) and their formidable skills of penetrating the fortifications of the most secure havens and strongholds allowed them to gain the terrifying reputation of spies and assassins without equal.

By the time of the turbulent Medieval period Outcasts outside of the Ibn Khalil's protection had spread to the far east and west finding employment as mercenaries for hire, as much mistrusted for their abilities as they were coveted for those same skills. They became known as immortal Hashashiyyin, Thuggee and Shinobi.

The bloody thread that binds the Sons of Khalil and the Jinn together still remains strong, but outside of the protection offered by the Judges they have become a dwindling lineage of far flung mercenaries. For them, their roads are often solitary, and whispers passed on from rare instances when the paths of nomadic Outcasts

We watch you cower in fear  
In fear of us



cross often speak of the old pogrom levied against them, and the disturbing rumours that they are still being hunted to this very night...

**Nicknames:** Outcasts - Assassins (Hashashiyyin), Thuggee and Shinobi to outsiders.

**Parent Clan:** Mekhet

**Weakness:** As children of Shadows all Jinn share their parent Clan's aversion to fire and sunlight. However, the bloodline's own elemental ties to the land show themselves as an all encompassing need to embrace the protection of natural elements during the daylight hours. For new comers to the bloodline this could be by interring themselves in freshly dug earth, or for those who know it by use of the Protean power *Haven of Soil*. In fact so strong is this elemental calling that upon learning this level of Protean all Jinn *must* use it in order to avoid the following consequences. If this elemental embrace is not carried out on a daily basis and for the entirety of the day the Jinn is unable to regain Willpower from their daily slumbers or by fulfilling their Virtues during the following night. They *can* however regain Willpower in the normal way by fulfilling their Vices. The Jinn of ancient Persia where wicked and malevolent demon kings that devoured each other and terrorised mortals, forcing the holy men of the Magi to enacted their ancient pogrom.

On top of this weakness however the Magi cursed the Jinn to exile as immortal outcasts, never again able to wield Kindred power, and no Jinn is able to gain more than the first dot in covenant, clan or city status. This does not apply to status gained within the Bloodline however.

**Character Creation:** Outcasts are masters of hiding in plain sight as well as the arts of changing form. Many Sires embrace childer able to blend in and adapt to their surroundings; others choose childer whose appearance is painfully mundane. One thing they do not do is stand out from the crowd. All Outcasts survive by existing below the radar and for this reason their appearance will fit to match their surroundings.

While a Jinn working as an assassin or bodyguard will have different Attributes and Skills to that of a spy or investigator, all Outcasts share high levels of Wits. Many will also develop the Merit of Direction Sense due to the nature of the bloodlines primary devotion.

**Covenant:** It is uncommon for Outcasts to be inducted into covenants as their abilities and mercenary lifestyle most often lead them down the path of the Unaligned. It is also true that few covenants would openly welcome - or trust - a member of the bloodline knowingly into their midst, and should an Assassin be discovered secretly in a covenant and captured, the potential repercussions are likely to prove fatal... after an invasive interrogation to find out who they are working for, naturally.

**Disciplines:** Auspex, Celerity, Obfuscate, Protean

**Devotions:** The following devotions, while not entirely unheard of outside of the bloodline are fiercely protected by its members. They are considered an almost sacred knowledge, and in fact are seen as the main reason why the Outcasts have survived to the modern nights. Known to a select few outside of the line the Jinn jealously guard knowledge of these devotions and will teach them in only extremely rare occasions to outsiders. In fact there have been ominous rumours that outsiders who have somehow managed to gain knowledge of these devotions from the Jinn have met final death at the claws of Outcast assassins seeking to preserve the bloodline's secrets.

As we walk between your footsteps  
and watch you turn to dust

## ELEMENTAL SOJOURN

(Protean •• Celerity ••)

This Devotion, the first of two which have come to define the Jinn, enables a character that has used the Protean power of Haven of Soil to physically move through any element they know how to meld with.

**Cost:** 1 Vitae

**Dice Pool:** -

**Action:** Instant – Remains in effect until the character is disinterred, willingly or not, or until the following dusk or dawn.

The character can move at their normal walking pace for as long as they remain interred or until the following dusk or dawn with the expenditure of one Vitae. They cannot increase this speed by spending Vitae to boost physical Attributes, using Vigor or activating Celerity. While bound to the element they receive only the vaguest impression of their elemental surroundings (unless they know Elemental Senses below). They cannot see or hear anything, but can sense differences in the elements they are joined with or if they come into contact with an element they cannot move through. Whilst interred characters can travel through any number of elements they know how to meld with.

*Example: Spyder, an experienced Jinn who knows how to meld with almost all elements apart from wood, could meld with the solid concrete wall of his tiny basement Haven using Haven of Soil, then spend a further Vitae to use Elemental Sojourn and move out to the dark soil of the adjoining garden, traverse the water of a pond and continue on to the graveyard down the block moving inside the concrete pavement. He would not however be able to move through the wooden roots or up inside the trunk of the tree where his sire waits for him however until he learns how to meld with the wood.*

Two interred characters whose paths cross while within an element cannot interact in any way. They will both be aware of the others presence when they meet however and can block each other's movement by their presence.

The ramifications of this powerful devotion are not lost on paranoid Kindred wishing to remain safe in their havens, and this terrifying ability to completely bypass physical obstacles short of a metal vaulted haven has forced those Kindred rich and powerful enough to warrant the expense to do just that!

This power costs 12 experience points to learn.

## ELEMENTAL SENSES

(Protean •• Auspex ••)

The ability for a character to push their senses through stone walls or thick wooden doors and hear and see what is being said on the other side, to peer through murky water and see what lies beneath it or find something buried in soil is an invaluable power to wield as a spy or investigator. This potent Devotion gives the character the ability to do just that, and is considered by many to be one of the most valuable and dangerous abilities the Jinn possess.

**Cost:** 1 Willpower

**Dice Pool:** -

**Action:** Instant – Remains in effect until the character breaks physical skin contact with the element.

The character can perceive using both sight and sound through any natural element they have the ability to use Haven of Soil with. This power extends up to a distance of their Auspex rating in yards and lasts for as long as they concentrate and remain in physical skin contact with any of those elements.

Needless to say this devotion when combined with the power of Elemental Sojourn makes the Jinn terrifyingly efficient spies and investigators.

This power costs 12 experience points to learn.

## BONES OF THE ANCESTOR

If the tales told by Outcasts in the modern nights are true, the ancient pogrom unleashed against the Jinn still survives to the current nights. Some among the Outcasts reason that the Magi's relentless ability to track members of the bloodline down could only be possible if they possessed an extremely powerful link to it, and many Jinn believe this must in fact be the torpid corpse of the bloodlines ancient founder. Could it be that by retrieving their sleeping ancestor the Jinn can avoid the Damoclean blade that hangs over their entire line?

After a Jinn character is forced out of the ground during their daily slumbers by the will of a powerful and enigmatic presence they are viciously attacked by agents of the Magi so that they can be captured. Can the character escape and track down the location of the hunters sanctuary, discover the truth behind the myth and even lift the curse that is woven into the very fabric of their bloodline before they are destroyed?

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*I have found it!*

*Bound on a private inward flight from Washington DC it arrived under the protection of an unarmed guard of five mortals that I had not encountered before. The power of their presence was unmistakable, and as the shadow inside me cowered in fear, I realised these were true Magi.*

*Barely evading their keen watch I managed to get close enough to see the Artefact as they prepared to load it onto a freight train. Concealed within a reinforced vaulted casket constructed of a strange metal and marked with the winged symbol of the Faravahar I saw the volcanic black stone in which I am now certain the torpid remains of our ancient ancestor now rest! As I watched I felt a current move inside me, like wire in the blood. I'm certain something called out to me, something old and powerful. I was on the verge of stepping out of the shadows and running to its aid before the casket was sealed once more and the power of the summons dissipated to nothing. I have never felt anything so powerful.*

*The casket was then moved to the train which in addition to the Magi was protected by a well trained group of covert armed guards baring all the tell tale signs of Black Ops mercenaries fresh from the killing fields of Afghanistan and Iraq, before it set out at dawn and I had to retreat to the earth.*

*If this is what I think it is, only with the aid of the Jinn of the Mekhet ibn Khalil will we stand any chance at retrieving the Artefact to know for sure. Where they are now I do not know for certain but I am following a new lead as I write. I fully understand the dangers of the path I now walk Childe. If you do not hear from me within a month, fear the worst.*

Your Sire

Xavier