

ANIMALISM

● FERAL WHISPERS

Lock eyes with an animal to communicate. Roll Manipulation + Animal Ken to issue commands. Dif. 6 Predatory mammals, 7 Mammals & Birds of prey, 8 Birds & Reptiles.

●● BECKONING

Summon a type of animal by calling in their voice. Roll Charisma + Survival (Dif. 6) Success: 1- one animal; 2- ¼ within earshot; 3- ½; 4- Most; 5- All.

●●● QUELL THE BEAST

Subdue the Beast in a mortal creature, becoming apathic. Manipulation + Intimidation or Empathy (Dif. 7) Extended action, successes equals victim's Willpower.

●●●● SUBSUME THE SPIRIT

Lock gaze with an animal and physically possess it. Manipulation + Animal Ken (Dif. 8) More success permits Disciplines use. Side-effect, must spend 7 Willpower points to get rid of animal psyche residue.

●●●●● DRAWING OUT THE BEAST

When in frenzy or close to, send Beast out in another, causing Frenzy in subject. Manipulation + Self-Control (Dif. 8) Success: 1-random subject; 2- User stunned 1 turn but Beast transferred to target; 3-Beast transferred to target.

AUSPEX (may allow to see through Obfuscate and Chimerstry)

● **HEIGHTENED SENSES**

Sharpen the senses, effectively doubling clarity and range of hearing, sight and smell. Can use at will. Reduces difficulty on Perception rolls.

●● **AURA PERCEPTION**

Perceive the psychic aura that radiate from mortals and supernatural beings. Roll Perception + Empathy (Dif. 8) Subsequent failure on a subject within a month is treated as botch. More success equals more understanding.

●●● **THE SPIRIT'S TOUCH**

Read the sensation left in an object, like who held it and what was done with it recently. Roll Perception + Empathy. Dif. 5 for intense and recent, 9 for casual and days ago.

●●●● **TELEPATHY**

Create a mental link with someone to send message wordlessly. Can also pluck information from the subject's thoughts. Roll Intelligence + Subterfuge (Dif. subject's Willpower) One success to send message, more success to read thoughts. Spend a Willpower to use on supernatural creatures.

●●●●● **PSYCHIC PROJECTION**

Leave the physical body and travel at great speed to a destination to observe. Can spend a Willpower point to manifest as ghostlike figure. Roll Perception + Occult and spend a Willpower point. Dif. 7 for familiar trip, 10 for unknown territory. More success means more focused astral presence.

CHIMERSTRY

- **IGNIS FATUUS**

Conjure a minor, static image that confounds one sense. Spend one Willpower point to activate. Last while user is within vicinity.

- **FATA MORGANA**

Create an illusion that appeals to all the senses, although static. Spend ● and a Willpower to activate. Last while user is within vicinity.

- **APPARITION**

The creator spend ● to make an illusion move in a specific way.

- **PERMANENCY**

Allows a mirage to persist until dissolved. Spend ● to activate.

- **HORRID REALITY**

Project hallucinations in a victim's mind. Cost two Willpower points to activate. Roll Manipulation + Subterfuge (Dif. victim's Perception + Self-Control). Each success inflict one damage on victim (but cannot actually kill)

DEMENTATION

● PASSION

Stir a victim's emotion, either heightening or blunting it. Roll Charisma + Empathy (Dif. victim's Humanity). Success affects duration: 1- a turn; 2- an hour; 3- a night; 4- a week; 5- a month; 6- three months.

●● THE HAUNTING

Flood the victim's sense with repressed fear and guilty memories, mostly when alone at night. Spend ● and roll Manipulation + Subterfuge (Dif. victim's Perception + Self-Control). Success affects duration: 1- a night; 2- two nights; 3- a week; 4- a month; 5- three months; 6- a year.

●●● EYES OF CHAOS

Gain insight through patterns or random events. Roll Perception + Occult (Dif. variable).

●●●● VOICE OF MADNESS

Force frenzy or rotschreck upon listeners. Roll Manipulation + Empathy (Dif. 7), one victim per success must check for frenzy or rotschreck at +2 dif. User must also make a check at -1 dif.

●●●●● TOTAL INSANITY

Pull the madness from a target's mind, inflicting five random derangements. Must have victim's attention for a full turn. Spend ● and roll Manipulation + Intimidation (Dif. victim's Willpower). Success affects duration: 1- a turn; 2- an hour; 3- a night; 4- a month; 5- a year.

DOMINATE

● COMMAND

Lock eyes with the subject and speak a one word command which is obeyed instantly. Manipulation + Intimidation (Dif. subject's Willpower) More success force the subject to act with greater vigor and for a longer duration.

●● MESMERIZE

Implant a thought or suggestion in the subject's subconscious. Both must be free of distraction and maintain eye contact to use the power. Manipulation + Leadership (Dif. subject's Willpower) Success determine how well the suggestion takes hold.

●●● THE FORGETFUL MIND

Lock eyes with a subject's and delves into his memories, stealing or re-creating them. Must speak to the person. Wits + Subterfuge (Dif. subject's Willpower) Success: 1- remove one memory for a day; 2- remove one memory permanently; 3- make slight change; 4- alter or remove entire scene; 5- may reconstruct a period of life.

●●●● CONDITIONING

Through sustained manipulation, make a subject's mind more pliant to the Kindred's will. Charisma + Leadership (Dif. subject's Willpower) Extended action. Accumulates 5 to 10 times the subject's Self-Control in success over time (depends on subject's Nature) Can now issue command verbally without roll. Others use of Dominate at +2 dif.

●●●●● POSSESSION

With eye contact, force one's psyche into a mortal subject. Spend a Willpower point and roll Charisma + Intimidation while subject rolls Willpower (both Dif. 7) Each success the vampire gains remove a temporary Willpower point from victim. Each success of victim gives an additional dice for next turn. Only if user botches can the subject escapes his fate. When overcome subject's Willpower, roll Manipulation + Intimidation (Dif. 7) More success allow use of Discipline while controlling subject's body.

NECROMANCY: THE SEPULCHRE PATH

● INSIGHT

Allow to stare in the eyes of a corpse and see the last things the person witnessed. Perception + Occult (Dif. 8 living creatures, 10 undead) Success: 1- basic sense of subject's death; 2- clear image of seconds before death; 3- minutes before; 4- half-hour; 5- full sensory of hour.

●● SUMMON SOUL

Call a ghost. Must know its name and hold important object from life. Perception + Occult (Dif. 7 or ghost's Willpower) Success determines tractability and the time the ghost remains. May ask questions to the ghost. Roll die equal to earlier successes (Dif. 6) to have answers.

●●● COMPEL SOUL

Command a summoned ghost for a while. Manipulation + Occult (Dif. target's Willpower) Success determines degree of control over the spirit. One hour per success. Spend Willpower to last a night.

●●●● HAUNTING

Binds a ghost to a location or object. Manipulation + Occult (Dif. target's Willpower is it resists; otherwise 4) Bound one night per success. Spend a Willpower to make it weeks.

●●●●● TORMENT

Strike and damage a spirit. Stamina + Empathy (Dif. wraith's Willpower) Each success deals one damage to spirit. (Which can't strike back)

NECROMANCY: THE BONE PATH

● TREMENS

Make the flesh of a corpse shift once, like moving a hand or opening eyes. Spend ● and roll Dexterity + Occult (Dif. 6) One success can make the corpse twitch while five can make a few moves under a specific condition.

●● APPRENTICE'S BROOMS

Make a dead body rise and perform a single action. Spend ● and one Willpower. Roll Wits + Occult (Dif. 7) Animates one zombie per success to do one task.

●●● SHAMBLING HORDES

Reanimate corpses as zombies with the ability to attack and perform tasks. Spend one Willpower. Roll Wits + Occult (Dif. 8) One success animates one corpses. Spend ● per zombie.

●●●● SOUL STEALING

Temporarily force a soul out of a body. Spend a Willpower and roll a contested Willpower (Dif. 6) Success indicates the number of hours the soul is out. The body remains catatonic during that period.

●●●●● DAEMONIC POSSESSION

Insert a soul inside a freshly dead body to inhabit it for a short period. The body must be dead for less than half an hour. The soul uses its new body physical abilities but own mental abilities.

NECROMANCY: THE ASH PATH

● SHROUDSIGHT

Allow to see through the Shroud that separates the living world and the Underworld. Roll Perception + Occult (Dif. 7) Lasts for one scene.

●● LIFELESS TONGUES

Allows to see ghosts and converse with them effortlessly. Spend one Willpower and roll Perception + Occult (Dif. 6) Grants the effect of Shroudsight.

●●● DEAD HAND

Allows to reach through the Shroud. Existing in both realms at once. Spend a Willpower and roll Wits + Occult (Dif. 7) Spend ● per scene to keep the effect activated.

●●●● EX NIHILO

Draw a door in chalk to enter the Underworld, becoming incorporeal for one turn per Stamina. Can pass through corporeal objects (at the cost of one health level) Spend two Willpower and ●●, roll Stamina + Occult (Dif. 8) to enter. Concentrate, spend a Willpower and roll Stamina + Occult (Dif. 6) to return.

●●●●● SHROUD MASTERY

Manipulate the veil between worlds, making it easier for wraith to act in the living world. Spend two Willpower, roll Willpower (Dif. 9) Each success can lower or raise the difficulty of nearby wraith action by 1 (Min 3 / Max 10)

OBFUSCATE

● CLOAK OF SHADOWS

Remain unnoticed as long as the user is silent, still, under some degree of cover and out of direct light.

●● UNSEEN PRESENCE

Can move without being seen. People will even move aside unknowingly. A Wits + Stealth is necessary to remain unseen if the vampire somehow disclose his presence. (Dif. 5 squeaky floor, 9 pool of water)

●●● MASK OF A THOUSAND FACES

Influence the perception of others so they see you as someone else. Roll Manipulation + Performance (Dif. 7) Success: 1- slight alterations; 2- look unlike himself; 3- change his look as he wants; 4- even voice, mannerism; 5- can change sex, age and size vastly.

●●●● VANISH FROM THE MIND'S EYE

Enable the user to disappear in plain view. Roll Charisma + Stealth (Dif. viewer's Wits + Alertness) With three or fewer success, he fades, becoming ghostlike. With more, he disappears. If more success than viewer's Willpower, they forget him. A witness must roll Wits + Courage (Dif. 9 for mortals, 5 for immortals) or be dazzled for 2 turns, trying to figure what happened.

●●●●● CLOAK THE GATHERING

The vampire can affect an additional individual per Stealth when using any of the power of Obfuscate.

OBTENEBRATION

● SHADOW PLAY

Grant power over shadows and darkness. Spend ● to activate. Add one die to Intimidation roll. Subtract one die to Stamina of someone entangled by it. Mortal witness roll Cpurage (Dif. 8) or lose one die to their actions due to fear.

●● SHROUD OF NIGHT

Create a cloud of inky blackness. Roll Manipulation + Occult (Dif. 7) One success generate 10' diameter of darkness (x2 per additional success) Can be invoke at distance of up to 50m. If out of sight, spend ● and dif. +2. Muffles light and sound. Those inside lose 2 Stamina and +2 Dif. for actions. Mortals roll Courage (Dif. 8) or panic and flee.

●●● ARMS OF THE ABYSS

Create prehensile tentacles out of shadow. Spend ● and roll Manipulation + Occult (Dif. 7) One tentacle per success. Six feet long each. Strength and Dexterity equals to Obtenebration rating. Four health levels. Soak with Stamina + Fortitude but can't soak Agg. Damage Strength + 1.

●●●● BLACK METAMORPHOSIS

Infuse oneself with darkness. Spend ●● and roll Manipulation + Courage (Dif. 7) If botch, suffer 2 damage. Posses 4 tentacles that grants one extra attack per turn. Those in contact lose 2 Stamina. Mortal and unaccustomed viewer roll Courage (Dif. 8) or Rotschreck. Adds three dice to Intimidation rolls.

●●●●● TENEBROUS FORM

Physically transform one's body into slithering darkness. Cause fear in others like Black Metamorphosis. Cost ●●● and takes three turns.

PRESENCE

● AWE

Others nearby suddenly desire to be closer to the vampire and are more receptive to his point of view. Roll Charisma + Performance (Dif. 7) Success: 1- one person; 2- two; 3- six; 4- 20; 5- everyone. Last one scene.

●● DREAD GAZE

Reveal one's vampiric nature to cow and frighten others. Roll Charisma + Intimidation (Dif. victim's Wits + Courage) For each success, victim lose one die to actions against him. With three or more successes, the victim flee.

●●● ENTRANCEMENT

Bend other's emotions, making them the vampire's willing servants. Roll Appearance + Empathy (Dif. target's Willpower) Duration determined by success: 1- one hour; 2- night; 3- week; 4- month; 5- year.

●●●● SUMMON

Call to the vampire anyone he has met. Roll Charisma + Subterfuge (Dif. 5, 7 for a stranger, ± 1 if last attempt was success or not) Successes determines eagerness to come by the vampire's side.

●●●●● MAJESTY

Inspire universal respect, devotion, fear in those around. Spend one Willpower point. Those who want to go against the vampire roll Courage (Dif. user's Charisma + Intimidation) each turn. Lasts for one scene.

PROTEAN

● EYES OF THE BEAST

Turn your eyes red and see in darkness. Requires one turn to activate (at will) Add +1 difficulty to social rolls while in effect.

●● FERAL CLAWS

The vampires nails transforms in long, bestial claws. Claws inflict Strength +1 aggravated damage in hand combat. Reduce climbing difficulty by 2. Spend ● to activate.

●●● EARTH MELD

Sink into the ground, in a state between flesh and earth. Spend ● to activate. Roll Humanity (Dif. 6) to wake prior to the desired time.

●●●● SHAPE OF THE BEAST

Transform into a wolf or a bat. Spend ● to activate over three turns. More ● reduce by one turn each (minimum 1 turn) to transform. Wolf deals Strength + 1 Agg with Bite and Claws, -2 dif. to Perception, moves at double speed. Bat moves at 20mph, Strength drops to 1, hearing difficulty at -3 and attacks against him at +2 difficulty due to size.

●●●●● MIST FORM

Turn into mist, becoming intangible. Can move around slowly. Spend ● to activate over three turns, reduce by one per additional ● (minimum 1turn)

QUIETUS

● SILENCE OF DEATH

Imbue the vampire with a mystical silence that mutes all noise originating inside 20' radius around him. Spend ● to activate, it lasts for an hour.

●● SCORPION'S TOUCH

Turn some of the vampire's blood into a potent venom. Convert at least ● (max. Stamina) in poison with a Willpower roll (Dif. 6) and someone touched by the poison resist with Stamina + Fortitude (Dif.6) If more success, victim loses one Stamina per ● converted for duration depending on success: 1- one turn; 2- hour; 3- night; 4- month; 5- permanently. If a vampire is reduced to 0 Stamina he enters torpor until recovered.

●●● DAGON'S CALL

Choke someone with his own blood. Must touch the victim prior (up to one hour) to activating the power. Spend one Willpower per turn and roll contested Stamina (Dif. each other's Willpower) Each success deals one lethal damage.

●●●● BAAL'S CARESS

Transform the vampire's blood into virulent ichor dealing aggravated damage. Each ● spent means one hit that deals Agg.

●●●●● TASTE OF DEATH

Spit corrosive blood at one a target up to 10' per Strength + Potence. Roll Stamina + Athletics to hit the target. Each ● spent inflicts two dice of Agg.

SERPENTIS

● THE EYES OF THE SERPENT

Grants golden eyes of a serpent. Any mortal who lock gaze with the vampire are helplessly paralyzed. Supernatural creatures can be affected if the vampire succeed Willpower roll (Dif. 9) though they can shake off the effect by spending a Willpower if attacked or harmed.

●● THE TONGUE OF THE ASP

Can lengthen your tongue at will, striking up to 18” away. Deals aggravated damage. Can also suck blood, causing ecstasy like the Kiss. Also halves penalty of acting in darkness.

●●● THE SKIN OF THE ADDER

Change the vampire skin into scales. Cost ● to activate, reduces soak difficulty to 5 and can soak claws and teeth's Agg with Stamina. Mouth widen, dealing an additional dice of damage. Appearance drops to 1.

●●●● THE FORM OF THE COBRA

Change form into a huge black cobra. Spend ● to begin the transformation over three turns. Hearing difficulty +2. The bite deliver a poison fatal to mortals.

●●●●● THE HEART OF DARKNESS

Perform a ritual under the new moon to remove the heart and place it in a small urn.

THAUMATURGY: THE PATH OF BLOOD

(to invoke a power, spend ● and roll Willpower (Dif. 3 + power's level)

● A TASTE FOR BLOOD

By tasting a subject's blood, can determine how much vitae he has, how recently he fed, his approximate generation, if he has committed diablerie. Success determines how much information and its accuracy.

●● BLOOD RAGE

Force another vampire to expend his blood. Must touch the victim. Each success forces ● to be spent and increase difficulty to resist frenzy.

●●● BLOOD OF POTENCY

Can temporarily concentrate his own blood. One success grants one generation for an hour, adding one hour or one generation per extra success. May be used once per night.

●●●● THEFT OF VITAE

Siphons vitae from someone within 50 feet. Success determines how much ● is stolen. This power is quite spectacular and endangering for the Masquerade.

●●●●● CAULDRON OF BLOOD

Touch the target to make his blood boil, killing a mortal with success, and inflicting one Agg per success on a vampire.

THAUMATURGY: THE LURE OF FLAMES

(to invoke a power, spend ● and roll Willpower (Dif. 3 + power's level)

Conjure forth mystical flames that can be released with devastating effects.

The flame doesn't burn while in the thaumaturge's hand.

The number of success indicates how precisely the flames can be place.

One success place it in one's own hand, while five can be anywhere in sight.

- CANDLE (soak dif. 3, damage 1 Agg/turn)
- PALM OF FLAME (soak dif. 4, damage 1 Agg/turn)
- CAMPFIRE (soak dif. 5, damage 2 Agg/turn)
- BONFIRE (soak dif. 7, damage 2 Agg/turn)
- INFERNO (soak dif. 9, damage 3 Agg/turn)

THAUMATURGY: MOVEMENT OF THE MIND

(to invoke a power, spend ● and roll Willpower (Dif. 3 + power's level)

Gives the ability to move objects telekinetically. Objects under the control can be manipulated as if held by the vampire. The control lasts for one turn per success and can be extended without blood cost. Living subject affected can make an opposed Willpower roll with the thaumaturge.

● ONE POUND

●● 20 POUNDS

●●● 200 POUNDS (can now levitate and fly at running speed)

●●●● 500 POUNDS (can throw objects at Strength equal to rating)

●●●●● 1000 POUNDS

THAUMATURGY: THE PATH OF CONJURING

(to invoke a power, spend ● and roll Willpower (Dif. 3 + power's level)

Allow to summon objects, although generic and always identical.

● Summon the Simple Form

Create simple inanimate objects. Spend one Willpower per turn to keep the object in existence.

●● Permanency

As above except there no need to spend Willpower. The object is permanent. Invest ●●● to make the object real.

●●● Magic of the Smith

May now conjure complex objects with moving parts. It costs ●●●●● (the object is permanent). Particularly complex objects often require a Knowledge roll.

●●●● Reverse Conjunction

Banish an object that was previously called forth via this Path. Extended roll, must accumulate as many success as the original creator received.

●●●●● Power Over Life

Summon a creature (lacking free will) that remains substantial for up to one week. Spend ●●●●●●●●●●.

VICISSITUDE

● MALLEABLE VISAGE

May alter his own bodily parameters. Spend ● for each part and roll Intelligence + Body Crafts (Dif. 6) To duplicate someone requires Perception + Body Crafts (Dif. 8)

●● FLESHCRAFT

Allows to perform drastic alterations to the flesh of another. Must grapple the victim and roll Dexterity + Body Crafts (Dif. 5 for crude changes, 9 for precision)

●●● BONECRAFT

The vampire can now manipulate bone. Roll Strength + Body Crafts (Dif. as Fleshcraft) If used offensively, each success deals one health level of damage and if five successes, the victim loses half his blood pool as his heart is pierced.

●●●● HORRID FORM

Allow to transform into a hideous apelike monster, eight feet tall, chitinous skin, spiked vertebrae and foul smelling. Spend ●● to awaken the form. Increases physical traits by 3, social drops to zero, hand damage increases by one.

●●●●● BLOODFORM

Can transform partly or completely into sentient blood. The legs and torso are worth ●● each, while the head, the head and abdomen are worth ● each. Creatures “washed” over by the blood roll Courage (Dif. 8) or fly into panic.