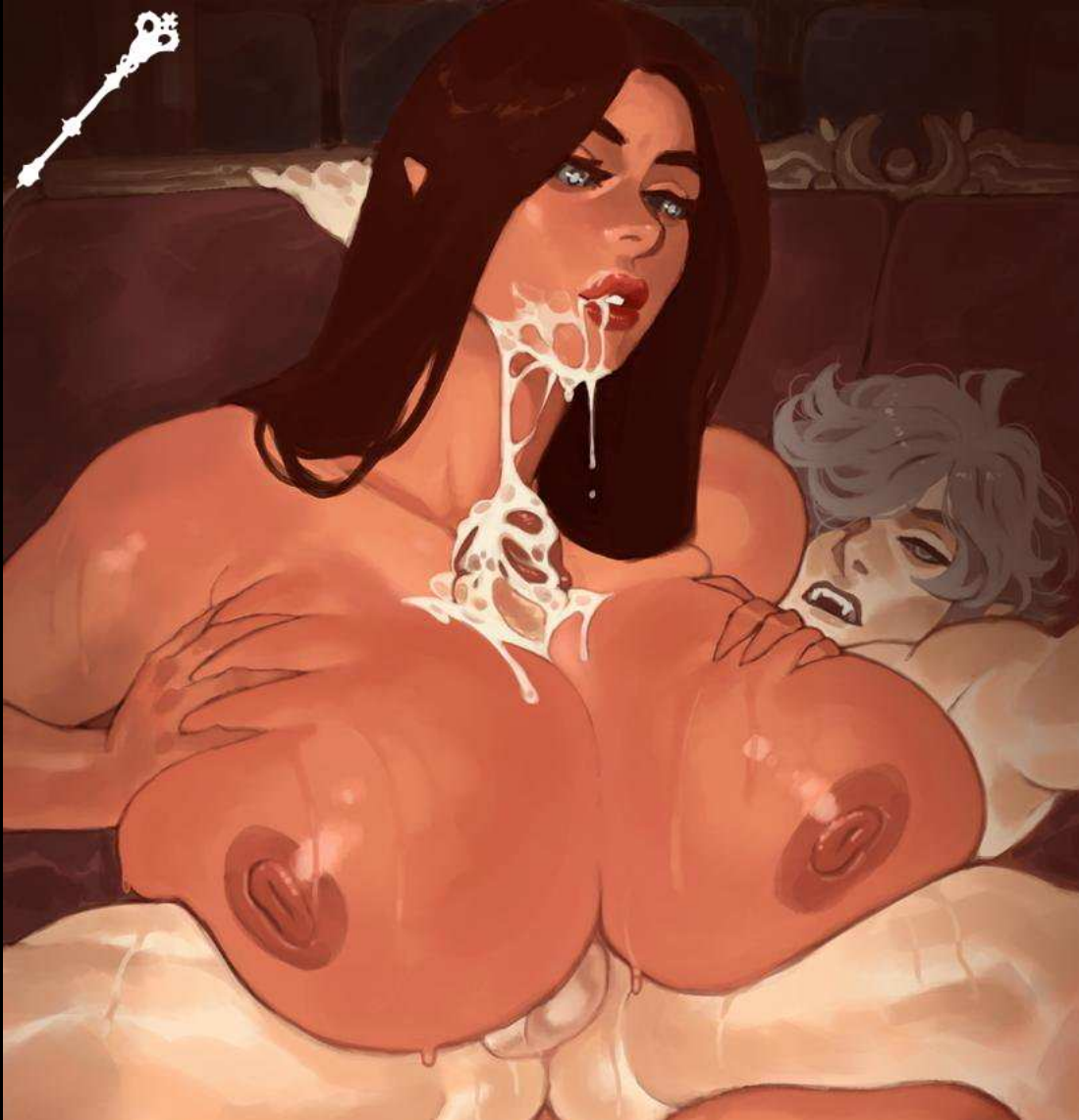




VtM Ventrue NSFW Jump

V1.01 By u/Only-Cellist2989

"We ruled in Enoch! We ruled in the Second City Dumuzid! Gilgamesh! Zeus! Jupiter! We are every great man, every perfect man. We rule, not by strength, but by right. Be the law-giver, the tool-maker, Carry the sacred Me to the people, Keep the covenant, Bind those that rebel, Glory in those who fight and win, Keep strong swords about you always, and sharp eyes at your back. Cower not in fear of the Sun! Shrink not from Fire! Though cursed we may be We are the Lords of the Earth, and all things fall under our dominion."

— The Words of Ventrue to his Childer from The Book of Nod

Welcome to the World of Darkness you horny soul. There is no other way to say this, you are dead cursed vampirism. You are now a Ventrue vampire having BDSM sex for the next ten years. Good luck Kindred.

You receive **1000 cp** to help you survive and get some ass.

Locations:

*You can freely choose where you start, or roll a 1d4 and gain **[+100 CP]**.*

1) Bangkok: The capital of Thailand and let us just say the name is very accurate.

2) Miami Beach: A south Florida island city full of hot ass people wearing very little.

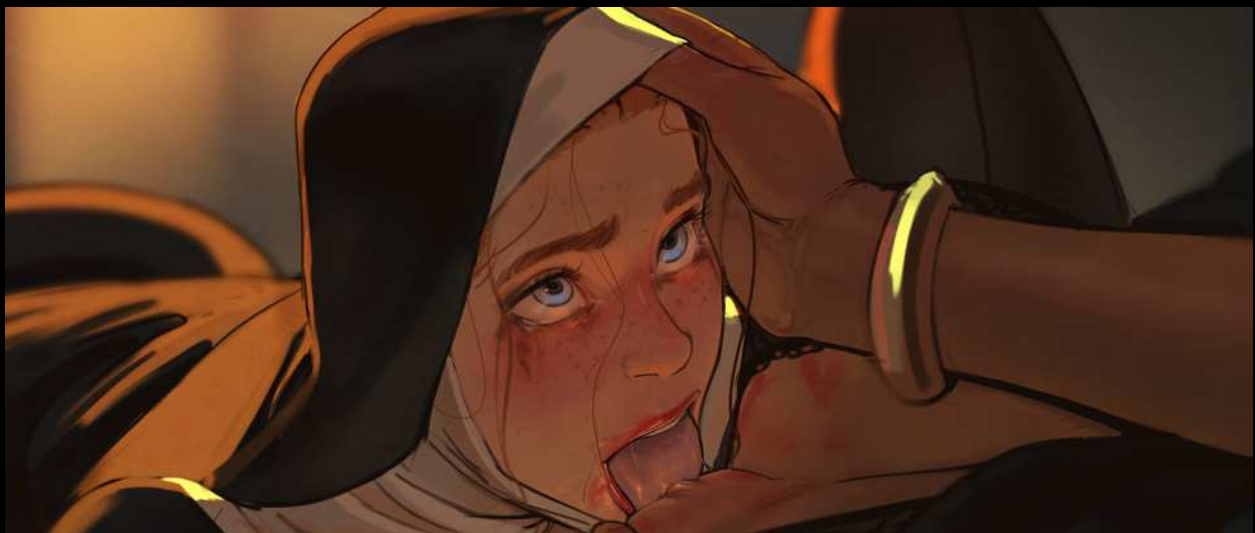
3) Dresden: The large city in eastern Germany and has the best bratwursts I have ever had. Why does this matter? It doesn't just want to share.

4) Istanbul: As a Turk I think anyone who calls the largest city of the modern Republic of Türkiye Constantinople can go kiss my ass.

E) Supplement Mode: Should you desire something more from your stay here, then you can use this as a supplement for another WoD Jump. Alternatively, you could be in another world, separated from the WoD series entirely. Whether you merge the two worlds into one, or bring your purchases from here to there, is entirely up to you.

F) Wonderland: Yes not a normal place in the World of Darkness, just say it's part of the Dreaming that connects to the 1976 Alice in Wonderland: An X-Rated Musical Fantasy naked. Why is this an option? NSFW and why not?

G) London: Wait somethings not right. Ok so this is London from Bridgerton starting in Season 1 the year 1813. Why you may ask because Charithra Chandran, Jonathan Bailey, Phoebe Dynevor, Yerin Ha, Regé-Jean Page, and Genevieve Chenneour are all very pretty and I don't need to explain myself further do I?



Origin:

Only one Clan Gangrel! Age (above 21) and gender can be chosen freely.

Dom: There are only two kinds of Ventrue Dominant (Dom) and submissive (Sub). Lucky for you: you're a top. Enjoy being a dick. Mortal background new money.

Sub: There are only two kinds of Ventrue Dominant (Dom) and submissive (Sub). Now shut up and bend over! Hopefully you're good at hiding. Mortal background old money.

Techie: There are only two kinds of Ventrue now, what does that make you? Mortal background tech company.

Drop-In: No new memories, no new whispers in the back of your mind, no friends or enemies. You are alone in the world of darkness, for better or worse, with a beast running in your veins. Hopefully you find a place to rest before dawn in the next ten hours.

Perks & Stuff:

Ventrue [0 CP, Mandatory]: You are no longer counted amongst the living, now one of the supernatural predators of humanity that share the blood of Ventrue, The Hand of Caine. You are completely ageless, capable of living potentially forever so long as you don't run butt ass naked into oncoming traffic. You possess superhuman strength and durability, and no longer require the majority of your organs to survive. The only thing you need to consume is blood, as not only can it be used to heal you, but it is also what powers your vampiric abilities. This doesn't mean that you're invincible, as sufficient damage or dismemberment can kill you, as will fire. Chief among your weaknesses is the light of the sun, which will immediately reduce you to ashes, Oh don't look at me like that it all becomes an alt-form post jump.

Blood Bond [Free, Optional]: The blood of a Kindred has some interesting properties, especially when consumed by a normal human or an animal, transforming into what is known as a Ghoul. Feeding them your blood will see them developing strong feelings for you, as well as gaining a smattering of your vampiric powers. They will cease aging, possess slightly superhuman physicality, heal quickly, and learn the basics of your Disciplines. When fed to an animal, they tend to grow larger than normal.

Ancilla [400 CP]: Being a Neonate sucks and somehow being a Fledgling is worse. Want to skip that? Cool now you're an 8th generation Ancilla with the blood to prove it. Don't let it go to your head there are always bigger fish out there.

RA9-Earth23425 [1,000 CP]: Fuck it you have somehow overpowered the Tzimisce Antediluvian! Diablerie Diablerie for everyone! Jokes aside, you're a 3rd generation now removing the 5 dot cap and setting all your Attributes 7 dots, except for Charisma, Manipulation, & Wits that go up to 10 dots. As he was an Tzimisce you get one dot in Animalism, Auspex, and Vicissitude for free. You will receive extra **500 Discipline Points** to spend and can purchase above Rank 5, but I am not listing shit. If you want it read the wiki or fanwank there is just too much to list for each Discipline. As an added price you must take **Metamorphosis** for zero CP.

Dom Perks, Items, & Drawback

Born Leader [100 CP, Dom xxx]: It's not enough to have leadership skills, but the business instincts and learned wisdom to use them correctly. Knowing how to navigate a boardroom and motivate the wage slaves to turn a profit. You have all of that and a bag of blood.



Not Just People [200 CP, Discount Dom]: Being able to control people is all well and good, but it's not going to help you if a Lion controlled by a Gangrel leaps on your pale ass. After choking down animal blood and throwing it back up a few hundred times you learn something new. Now **Animalism** is an in-clan Discipline with the first dot free.

Self-Control [400 CP, Discount Dom]: You have perfect control over your body letting you restart your heart, breathe, have your genitals get rock hard/wet, skin bumps (like from the cold), hair grow, etc without having to spend blood on the "Blush of Life". It will

spend willpower instead and can control far more precisely. You also have the Unbondable Merit making you immune to the blood bond.

The Rightful King [600 CP, Discount Dom]: Your word is law. Something like that as you now both automatically use your **Dominate & Presence** Disciplines on mortals and when used on mortals, they are one hundred percent free. As for Kindred I will throw in a +2 success flat bonus to both Disciplines.



Spending Money [100 CP, Free Dom]: A bank account in your name worth 40 million USD and a theft-proof ATM card. If your next jump does not take place in the modern day, you gain a magical bag instead. It can only store money and only you can pull funds out. The account resets at the beginning of each jump.

Business [200 CP, Discount Dom]: Get yourself a severally profitable small business that both pat out your portfolio nicely and pay out a few million a year. It always looks good to be able to call yourself a small business owner even and still be able to buy nice things when you want.

Sexy Suit [400 CP, Discount Dom]: A perfect-fitting suit, something that Barney Stinson would be proud of. Why pay CP for this? Because the Tremere magic has a layer of **Fortitude** 5 dots field on it. If destroyed it will reappear in your warehouse a week later.

Arrogance [+200 CP, Mandatory Dom for +0 CP]: Fueled by the beast and your natural desire for power you must force someone to obey a command given before you

can feed on them. Yes, you're a vampire Dom that can only feed on mortal Subs, no animals, and any Kindred blood is fine. You can't take the **Yielding Control** drawback.

Sub Perks, Items, & Drawback

Brat [100 CP, Free Sub]: It's not just about serving the needs of the Dominant, but being playful, defiant, and attention seeking little shit and getting away with the bad behavior. At worst you will get a public dressing down, a private spanking, or a toy taken away. Even the prince of the city will just give you a slap on the wrist for your behavior rather than a beheading. This works 90% of your behavior words and deeds, just doesn't cover out right violence or high value theft.



Get Away [200 CP, Discount Sub]: Sometimes not all the time, but sometimes you can't get away with it. Decades of running away from accountability for your bad behavior has paid off, I guess. Cowardly activity got you **Celerity** as in-clan Discipline with the first dot free.

Daddy's Money [400 CP, Discount Sub]: Coming from old money and being a spoiled little masochist paid off I guess. Extra **600 CP** for the item section only and yes this perk reset at the being of each Jump.

Princess [600 CP, Discount Sub]: "Yes, I'm a gatekeeper and a hater. I'm also God's favorite princess and the most interesting girl in the world" Starting with 5 dots of Charisma and a perfect bubble butt. Second, anyone who spansks your bare bottom or plows your anus will fall in love with you. I am not talking blood bond I am talking the kind of



true love a sadist and a willing worm feel. This doesn't need to be renewed once a month as you will simply have a place in their heart forever.

Long Car [100 CP, Free Sub]: A limousine just a very pricy thing with four wheels. The vehicle never needs any maintenance, has unlimited fuel, and if destroyed it will reappear fixed in a week.

Victorian Estate [200 CP, Discount Sub]: This vast piece of real estate has a manor home, garden, and a small army of maids (followers) to keep it clean. Nothing less the best will ever do for your Haven.

Blood Rubies [400 CP, Discount Sub]: The families money starting with \$71.4 billion at the start of each Jump and adding \$100 million a year. Yes, it will change to match the currency of the next setting you end up in.

Yielding Control [+200 CP, Mandatory Sub for +0 CP]: Something about you wants to be dominated not just by the Discipline of the same name, but obeying a command, publicly humiliated, being punished (especially spanked), and getting restrained by force. You just love it so much even your Beast goes for it. What oh yeah feeding restriction. You can only feed on those who have dominated you sexually, yep mortal Dom's, no animals, and any Kindred blood is fine. You can't take the **Arrogance** drawback.

Techie Perks, Items, & Drawback

Tech Head [100 CP, Free Techie]: Oh, you're a smarty aren't you. Got yourself 4 dots of Intelligence, 3 dots of Intelligence (Mathematics), and 3 dots of Technology (Coding).

Mind Over Matter [200 CP, Discount Techie]: Science and spiritually don't have to be opposite. After delivering through a mountain of research you see past the pseudoscience and find a deeper understanding. When presented with a "scientific fact" you can now automatically tell if it's bullshit and know why even if you should have the scientific knowledge you just know. Unlock **Kineticism** as in-clan Discipline with the first dot free.

Advanced Idea [400 CP, Discount Techie]: Inventor isn't just a title, it's who you are. Your sheer scientific talent matches the likes of Dr. Emmett Brown, too bad you have zero engineering skills. You got computer skills instead of making



time machines you can make true A.I. Yeah I know it doesn't sound as great until you figure out how to make a terminator.

Future [600 CP, Discount Techie]: You have seen the future and it's not magic it's technology. Gaining all 5 Ranks of both **Technica** and **Thaumaturgy VI** even without meeting the normal prerequisite. The funny thing is you're still using magic right.

Bag of Money [100 CP, Free Techie]: Best way to get away with being a creep is to have a lot of money. You will receive \$500,000, either in cash or in a bank account of your choice, and no one questions its origins unless you actively point them out. This restocks once a month.

Lab [200 CP, Discount Techie]: A facility full of laboratories and computer programmers all paid by government grants? Whatever the nerds work for you will be coding new computer programs, working on bettering A.I. learning, nanofabricating smaller chips, and or just arguing Trek lore.

Cumm-bot [400 CP, Discount Techie]: DEMI the sex droid straight out of Subverse. You didn't just look into the future, you brought something back and it thinks you are "her" Captain so have fun with that. If you want this droid to be a true A.I. and not a sex toy then you will have to purchase **Vampiric Coterie** take the import option.

Pride [+200 CP, Mandatory Techie for +0 CP]: You have always thought of yourself as smarter than everyone else and loathed to be around those you thought of as lesser minds. Know your undead you are unable to drink the blood of a mortal who isn't also a genius and I mean real genius not a fool with money like Elon Musk.



Drop-In Perks, Items, & Drawback

It still works! [100 CP, Free Drop-In]: Your genitals are always in "blush of life" mode and rock hard/gushing wet. You can cum like a living person and it's not blood, but the correct fluids. No more refractory person hell it looks more like rigor mortis and for the lady vamps your crotch looks like Niagara Falls. You can cum hundred times in a row without any rest in between or at least your genitals can. All that with your sex organs feeling just like when you were alive if not better. Yes, I keep reusing this.

Oral [200 CP, Discount Drop-In]: Dedication to training your oral sex skill to the point extended your tongue to be longer than Gene Simmons. I am so proud of you. Please take *Enchanting Gaze*, *The Tongue of the Asp*, and *Serpentis* as an in-clan discipline.

Anal [400 CP, Discount Drop-In]: Funny thing about anal sex and feeding they both make a mess. We can fix that with the power of cleaning. Spill some blood it disappears after five minutes, plowing someone's ass it's clean as soon as you're in, someone doing the same to you also clean, got recorded feeding videos gets deleted after five minutes, forgot to lick the wound closed self-closed five minutes later, etc. Yes, this covers almost all your masquerade breaching evidence and ass-play needs.

Vaginal [600 CP, Discount Drop-In]: As good as gooning feels it's nothing compared to a tight gushing pussy. Whenever you watch porn while masturbating you can choose to feel the mouth, buttohole, cock, or vagina of the performer on the video. The genitals of the person feel like they would have felt at the time of the scene. Oh and if it's live feed you can choose to have them feel your genitals also. Hmm does this count as astral projection? Ok 5 dots of **Auspex** for you.



Dildo Sword [100 CP, Free Drop-In]: Anyone you strike with this purple dildo baseball hybrid will both be stunned for one second with each hit and feel equal arousal to the physical damage done. It's not unbreakable or anything, but if destroyed or lost you get a new one in a different color in a week.

Nightclub [200 CP, Discount Drop-In]: The most basic hunting ground even a fledgeling can find a drink at. The mortal (followers) staff will keep the place running, drinks flowing (alcohol), keep triff raff out and the money coming in. You can pick the theme of the club at the beginning of the jump and change it every 5 years. For the purposes of hunting it counts as your very small Domain. The money it makes in pure profit is equal to 3 dots of spending money unless you have some skill at running a nightclub then maybe it could make even more money.

Bordello [400 CP, Discount Drop-In]: Look at all the fresh human passion for the right price. Pleasure doesn't come cheap after all the lads and ladies working here know how to bring out the best feelings in their clients. The money this place makes is nothing to scoff at plus just look at them. They will not follow you out of the bordello so don't bother asking. You can feed on your followers just be aware if you do they will not be working for a few days after. No one wants to bang someone who looks sick after all.

Slut [+200 CP, Mandatory Drop-In for +0 CP]: Every try thinking with something other than your genitals? Me neither. As a result you can only feed on the blood of a mortal who is having sex either with someone else or themselves (it's called masturbation look it up, no do a google search in video!). I really hope you're not ugly or you're going to go hungry. Oh yeah you can still feed on Kindred blood normally.

Disciplines

*Disciplines are supernatural abilities available to the Kindred that can be activated through the use of blood. You will receive **400 Discipline Points** to help you determine what your starting abilities are. CP can be converted into DP at a rate of 1:2. Each discipline rank costs **[100 DP]**, though some disciplines are discounted to certain Clans, giving them one rank for free and the rest costing only **[50 DP]** each. Most Disciplines have two paths, A or B giving you a choice as to how you want your Disciplines to progress.*

Animalism: Who is a good dog? Who is a good dog? What was I saying?

Rank 1: *Feral Speech* - Speak telepathically with an animal that you can make eye contact with.

Rank 2: *Beckoning* - Summon one type of animal to you.

Rank 3: *Song of Serenity* - Soothe a creature, making them docile, sleepy, and even help bring a Kindred out of Frenzy.

Rank 4: *Subsume the Spirit* - Possess the body of an animal for spying or as a long ranged weapon.

Rank 5: *Drawing Out the Beast* - When you're about to Frenzy, you can send your Beast into another (even a mortal) causing them to immediately frenzy.

Auspex: The mind is one of the deadliest tools you have access to, and this discipline will enhance your mental faculties as well as allowing you to see the details of the world around you.

Rank 1A: *Heightened Senses* - Enhance one of your five senses to superhuman levels.

Rank 1B: *Sense the Unseen* - Sense supernatural activity, including perceiving ghosts, kindred using Obfuscate, and any kind of magical invisibility.

Rank 2A: *Unerring Pursuit* - Using enhanced senses to track a victim.

Rank 2B: *Aura Perception* - Learn various qualities of a person from the swirling colors of their aura.

Rank 3A: *Fatal Flaw* - Studying a target for a second lets you find the physical weakness of the target.

Rank 3B: *Premonition* - See madding visions of the future that may or may not be helpful.

Rank 4A: *An Ear for Lies* - When you hear someone speaking you know if they are lying.

Rank 4B: *Telepathy* - Briefly probe someone's mind or send a telepathic message to someone you know.

Rank 5A: *Clairvoyance* - Using all five supernatural senses to gather extra information from your surroundings.

Rank 5B: *Psychic Projection* - Project your mind to travel the world in astral form.

Celerity: Do you wanna go fast? Then this is the discipline for you!

Rank 1A: - Move almost supernatural so Usain Bolt fast.

Rank 1B: *Cat's Grace* - You can always keep your balance.

Rank 2A: - Move barely supernatural fast so Captain America (MCU) level.

Rank 2B: *Rush Job* - Perform a Skill-related task that would take a long time in mere seconds.

Rank 3A: - You run considerably faster than a horse on roads at full speed.

Rank 3B: *Traversal* - Move fast enough to run up walls or across water.

Rank 4A: - You can run at around 120 mph. You're a blur even to Kindred.

Rank 4B: *Blurred Momentum* - Dodge bullets like in the matrix.

Rank 5A: - You can run about as fast as a formula one car.

Rank 5B: *Split Second* - Perform an action that only requires a few seconds in a moment.

Dementation: Pull and push the extremes of emotions and shatter mortal and kindred minds alike.

Rank 1A: *Incubus Passion* - Amplify or dull emotions already present in the victim, dramatically changing their emotional intensity.

Rank 1B: *Hysteria* - The target becomes temporarily incapacitated with laughter.

Rank 1C: *Crazy Eyes* - Bewildering a victim by making eye contact. Some will be immobilized, others will just wander off, and hell maybe even just start crying.

Rank 2A: *The Haunting* - Inflict maddening visions into the target's mind.

Rank 2B: *Mass Hallucination* - Anyone near you suffers mild hallucinations.

Rank 2C: *Kinky* - The target temporarily gains any and all kinks of your choice.

Rank 3A: *Eyes of Chaos* - Gain insight into the nature of something through seemingly random patterns found in the world.

Rank 3B: *Vision of Death* - The mortal target dies instantly from nightmarish visions resulting in a heart attack. Might not have any effect on supernatural targets.

Rank 3C: *Spark of Lust* - The Brujah have their silly rage thinking with their heart you know people also think with something lower. Add your Presence rating to rile or incite a person or crowd to sexual actions. Not very useful without Presence.

Rank 4A: *Voice of Madness* - Provoke extreme fear or anger in victims out of nowhere; if kindred they may frenzy.

Rank 4B: *Berserk* - The mortal target goes insane, attacks at random, and then drops dead of a heart attack. May have a lesser effect on supernaturals.

Rank 4C: *Passion* - Fill a person or group with lust, greed, anger, and or fear for another person or group. The effect lasts ten minutes on a single person for each additional person halves that number.

Rank 5A: *Total Insanity* - The target gains five temporary derangements.

Rank 5B: *Bedlam* - The primary target and any others near him all randomly suffer one of the first four levels of Dementation.

Rank 5C: *Phobia* - Make someone irrationally afraid of something. Lasts hours.

Dominate: You can overwhelm another person's mind with the power of your blood, a little eye contact, and a spoken word. This discipline is discounted for **[Ventrue]**

Rank 1A: *Command* - Give a simple one-word order that a target must obey like sit, stay, dance, or run.

Rank 1B: *Cloud Memory* - You can make the target forget the past few minutes.

Rank 2A: *Mesmerize* - Like command, but you can issue complex commands.

Rank 2C: Domitor's Favor - Make defiance from your Blood Bonded thrall much more difficult.

Rank 3A: *The Forgetful Mind* - Rewrite the memories of a target or just wipe it.

Rank 3B: *Submerged Directive* - You can implant delayed commands in the target's subconscious that can trigger even years later.

Rank 4A: *Conditioning* - Over time, slowly make a target a slave to your will alone, albeit a less capable one.

Rank 4B: *Rationalize* - Upgrade your Dominate powers so the target is convinced it was their idea the entire time.

Rank 5A: *Mass Manipulation* - Extend effects of Dominate to multiple targets.

Rank 5B: *Terminal Decree* - Upgrade your Dominate powers now issue commands that circumvent victims' self-preservation. Yeah asking someone to kill themselves is going to cost you some of your Humanity, but to each their own.

Fortitude: The power to protect your body from damage. This discipline is discounted for **[Ventrue]**

Rank 1A: *Resilience* - Add their Fortitude rating to the constitution (health track, HP, life force, etc).

Rank 1B: *Unswayable Mind* - Add your Fortitude rating to resist manipulation and coercion.

Rank 2A: *Toughness* - Reduce superficial damage by your Fortitude rating.

Rank 2B: *Fortify the Inner Façade* - A mind shield that increases the difficulty of mental powers to read or pierce the mind by your Fortitude rating.

Rank 3A: *Defy Bane* - Convert incoming serious aggravated damage to minor superficial damage.

Rank 3B: *Calloused Soul* - Pre-emptively loss humanity to prevent/reduce further humanity loss.

Rank 4: *Shatter* - The opponent takes the damage which Toughness subtracts. Revenge is sweet right.

Rank 4: *Shield arm* - Temporarily make one of your limbs as hard as tank armor

Rank 5A: *Stand Against All Foes* - You cannot be moved from your spot by any physical force. So superman couldn't move you, but a low ranking wizard could. Heads up Kal-El can still just kill you, but not move you until you're dead.

Rank 5B: *Flesh of Marble* - Ignore the first source of physical damage per minute unless sunlight.

Kineticism: Cool psychic power and no I don't mean mind reading.

Rank 1: *Dampening* - You can hinder the flow of kinetic energy reducing the damage of any such attacks directed at you.

Rank 2: *Redirection* - Alter the course of moving objects. Yes make bullets veer away or even reversing.

Rank 3: *Vengeful Strike* - Want to focus kinetic energy as a weapon and return that attack that just hit back at them. You will have to be in punching range sorry.

Rank 4: *Discharge* - Enhance your physical attacks fists, swords or bullets with kinetic empowered extra aggravated damage.

Rank 5: *Kinetic Shield* - Put up a kinetic energy barrier to protect herself.

Obfuscate: Conceal yourself with a perception filter; clouds your enemies' minds to your actions.

Rank 1A: *Cloak of Shadows* - Remain hidden so long as you do not move or someone does not walk into you.

Rank 1B: *Silence of Death* - Nullifies the sounds a user makes when sneaking around.

Rank 2A: *Unseen Presence* - Become invisible to the minds of others (not technology) so long as you do not attract attention like opening doors, attacking people, etc.

Rank 2B: *Limited Invisibility* - Become invisible to the minds of others, even if you attract attention (like attacking people), but for a very limited time.

Rank 3A: *Mask of a Thousand Faces* - Change your appearance to a mundane face and clothing.

Rank 3B: *Ghost in the Machine* - Allows the effects of Obfuscate to be transmitted through technology when viewed on a live screen, and if viewed later the image seems blurred at best.

Rank 4A: *Vanish* - Disappear right in front of someone; if they are mortal the memory of you becomes foggy and indistinct.

Rank 4B: *Conceal* - Cloak an inanimate object as long as no one runs into it.

Rank 5A: *Cloak the Gathering* - Extend your Obfuscate powers to a group.

Rank 5B: *Blithe Acceptance* - People nearby will ignore you no matter what you do so long as you do not become violent. So yes, go and enjoy yourself pervert.

Potence: Hulk Smash!!!

Rank 1: You are stronger than any human could ever become.

Rank 2: You could easily rip a man's head off, or crush it with a single hand.

Rank 3: You can punch through concrete as though it were cardboard.

Rank 4: You can pick up a car and toss it a short distance.

Rank 5: You are capable of tossing a car as though it were a tin can.

Presence: The subtlety gift of supernatural allure and emotional manipulation. This discipline is discounted for **[Venture]**

Rank 1A: *Awe* - Add power of Presence to your Persuasion & Performance skills.

Rank 1B: *Daunt* - Add power of Presence to your intimidation skill.

Rank 1C: *Horny* - Add power of Presence to your seduction skill.

Rank 2A: *Dread Gaze* - Instill pants shitting fear into a target with eye contact.

Rank 2B: *Lingering Kiss* - Make the victim of your feeding extra into your rizz.

Rank 2C: *Wink* - With eye contact you make the victim's body react as if in the Plateau Phase (fully aroused) even if the mind isn't leaving the victim confused.

Rank 3A: *Entrancement* - Beguile the target into a star-struck state, where they do their best to keep you happy.

Rank 3B: *Melpominee* - Upgrades Awe, Daunt, Dread Gaze, Entrance, and Majesty to work without seeing the target, only having them within earshot.

Rank 3C: *Spark of Rage* - Add your Potence rating to rile or incite a person or crowd to violent actions. Not very useful without Potence.

Rank 4A: *Summon* - Call to anyone that has been under the influence of your Awe, Entrancement or has tasted your Blood.

Rank 4B: *Magnum Opus* - When crafting a work of art (painting, sculpture, etc) you impart a portion of their Presence, making the audience succumb to its hypnotic allure or fear its dreadful visage.

Rank 4C: *Inflame Desire* - Boost a victim's current desire, seeking only to satisfy it inflicts a need on the victim.

Rank 5A: *Majesty* - Everyone who looks at your beauty is dumbstruck and unable to act in any way other than most basic self-preservation.

Rank 5B: *Star Magnetism* - Upgrades Awe, Daunt, and Entrancement to work through live feeds and electronic streams. At twice the cost it will work with recorded content like pictures and film (but not copies)

Rank 5C: *Paralyzing Glance* - Send someone into a seizure of terror and if a Kindred into a terror frenzy.

Rank 5D: *Love* - Make someone enamored with you as if in a blood bond with nothing but a glance.

Protean: By embracing the kitty within, gaining a number of bestial abilities and forms.

Rank 1A: *Eyes of the angry kitty* - See in the dark. Usage of the power turns the eyes into a glowing red gaining a slit pupils appearance very spooky.

Rank 1B: *Dolphin's Unsight* - Use sonar-like abilities to orientate yourself underwater

Rank 1C: *Weight of the Feather* - The name says it all really reduces your effective mass and density to match a feather.

Rank 2A: *Feral Claws* - Change your fingers into bears claws, eagles talons, or big kitties claws that deal supernatural aggravated damage.

Rank 2B: *Phocidaeen Webbing* - Create webbing between your fingers that allow for faster swimming and look like a super inbred hill-billy.

Rank 2C: *Squirm* - Did you know cats are basically a liquid? You can squeeze yourself through impossibly small spaces.

Rank 3A: *Earth Meld* - Melt into the earth to hide for your ex or just rest where the sun can't get your sweet ass.

Rank 3B: *Shapechange* - Assume the shape of an animal roughly the same size as their original mass. Stuff like wolves, Jaguars, deer, or alligators would be easy as they are all about the right. You only get one sorry.

Rank 3C: *Fluffy Bomb* - A giant house cat! You knew this was coming also so don't act shocked and I am not talking maine coon when I say giant I mean panther sized orange tabby cat! This is probably a masquerade breach if not a world record.

Rank 4A: *Metamorphosis* - Basically shapechange without the same size and mass limit. Your max size is an adult elephant and the min is a rat. You only get one so pick carefully.

Rank 4B: *Shape of the Beast* - Either adding temporary animal futures of your choice (doesn't have to be the same animal) or taking on an anthropomorphic animal form (fake werewolf). Add the effects of the first ranks of this Discipline for free if you want.

Rank 4C: *False Animal* - A truly horrific ability to shapeshift into a form that looks like a fursuit. Yes you look like the damn furies! Like Shape of the Beast but for fucked up sex stuff. Yep your weird anime eyed blue furred fox boy OC with a

literal horse's cock can be reality. Fuck I thought this was the WoD before....I guess it really wouldn't be a NSFW jump with disgusting furry sex somewear.

Rank 5A: *Mastery of Forms* - No longer limited to one form for Shapechange or Metamorphosis.

Rank 5B: *Body of Spirit* - Turn yourself into a cloud of mist that passes through cracks, floats, and is immune to damage that's not from fire, sunlight, or magic.

Rank 5C: *Swarm* - Requires Shapechange. The vampire can shift into a swarm of tiny creatures like bats, rats, unusually large insects, or snakes.

Serpentis: All the Egyption theme powers you could ever want.

Rank 1A: *Enchanting Gaze* - Eye-bang someone with your alluring feature that draws them to you.

Rank 1B: *The Eyes of the Serpent* - Immobilize someone with eye contact.

Rank 2A: *The Tongue of the Asp* - Extended tongue just like that pokemon Lickitung. Using your forked tongue to feed from a distance or just give a girl the best oral of her life either way.

Rank 2B: *Typhonic Maw* - Extend the jaws, as well as growing pointed teeth and a forked tongue. Let you deal more damage with a bite and consume blood more rapidly.

Rank 3A: *Mummify* - Go into a torpor-like state that's nearly indestructible to avoid the sun.

Rank 3B: *Skin of the Adder* - Grow hardened scales over your skin that protects you from most kinds of harm.

Rank 4A: *The Form of the Cobra* - Transforms into a large venomous snake that the poison even affects Kindred.

Rank 4B: *Typhonic Avatar* - Transform into a Typhonic Beast a human-jackal-snake hybrid with the powers of both Typhonic Maw & Skin of the Adder active.

Rank 5A: *The Heart of Darkness* - What a Emo name for the ability to remove your heart from your body, making you immune to staking (or at least ones that hit your body).

Rank 5B: *Mother of Monsters* - Spawn snake-like creatures from your own flesh that act as your servants that last until dawn.

Technica: From World of Future Darkness

Rank 1: *Interface* - Allows a Kindred to interface with any cybernetic equipment.

Rank 2: *Technical Touch* - Ability to gain understanding about a device, allowing him to use, repair, or modify it.

Rank 3: *Empower Device* - Draw energy from the air to power your device without batteries or a standard external power source.

Rank 4: *Remote Touch* - Use any power from the first three levels, but at a range of up to 100 feet.

Rank 5: *Spiritus ex Machina* - You can speak to a machine! If the device contains an AI, it can be spoken to normally, otherwise the Kindred speaks to the Spirit of the object yeah that's a thing.

Thaumaturgy I: The Path of Blood is usually the first kind of sorcery warlocks learn.

Rank 1: *A Taste For Blood* - Gather a variety of information like Clan, age, disciplines, and even personal history from a blood sample.

Rank 2: *Extinguish Vitae* - Overwhelm another Kindred's with Hunger.

Rank 3: *Blood of Potency* - Temporarily lower your generation or if you're into the newer stuff Increase Blood Potency temporarily. Either way it does the same thing when you get down to it.

Rank 4: *Theft of Vitae* - Steal blood from a target at a distance to feed.

Rank 5: *Cauldron of Blood* - Cause a target's blood to burn them from within by boiling it! Yeah so using this on a mortal makes them die screaming and will probably cost you some Humanity, but it will look so metal!

Thaumaturgy II: Path of the Levinbolt so people that want to be Thor. Prerequisite for each level you must have purchased the same or more Ranks of Thaumaturgy I.

Rank 1: *Spark* - Generate the same level of electrical discharge that you get from a shag carpet. Yes this is useless other than pranks.

Rank 2: *Charger* - Generate enough energy to charge a cell phone or produce a small amount of light.

Rank 3: *Power Array* - Discharge or absorb a greater amount of electricity. Yeah helpful if someone throws lightning at you or you want to walk on a powerline.

Rank 4: *Zeus' Fury* - Shoot lightning out of your fingertips like a Sith lord.

Rank 5: *Eye of the Storm* - Call down an incredible amount of electricity from the heavens in the shape of an eastern dragon. Think Kirin from Naruto if you need a visual aid.

Thaumaturgy III: Path of Flames do you want to burn stuff or people? Prerequisite for each level you must have purchased the same or more Ranks of Thaumaturgy I.

Rank 1: *Ignis* - You can light a candle without a match. Yes this is useless.

Rank 2: *Rego Ignem* - Set paper, wood, oil, gasoline, or anything very flammable with just a touch.

Rank 3: *Flame Ward* - Remove the natural fear you or another kindred has in the presence of flames.

Rank 4: *Fireball* - Generate a huge ball of fire in your hands then throw it at your enemies.

Rank 5: *Infernum Praesidium* - Grant yourself immunity to fire damage.

Thaumaturgy IV: Neptune's Might turns out water is really good at killing. Prerequisite for each level you must have purchased the same or more Ranks of Thaumaturgy I.

Rank 1: *Eyes of the Sea* - See what has transpired on, in or around a still body of water.

Rank 2: *Prison of Water* - Use a large body of water to cage a target and if mortal they drown.

Rank 3: *Dehydrate* - Remotely rip water from a target's body and can kill a mortal unless re-hydrated very quickly.

Rank 4: *Flowing Wall* - Create a barrier of water nearly impervious to physical attacks.

Rank 5: *Blood to Water* - Turn the target's blood into water, killing mortals instantly and putting kindred into torpor.

Thaumaturgy V: Path of Mercury fuck running I can teleport! Prerequisite for each level you must have purchased the same or more Ranks of Thaumaturgy I.

Rank 1: - Teleport 10 yards to a place you can see.

Rank 2: - Teleport 50 yards to a place you can see.

Rank 3: - Teleport 500 yards to a place you have been recently.

Rank 4: - Teleport 5 miles to a place you have been.

Rank 5: - Teleport 500 miles to anywhere you know about.

Thaumaturgy VI: Path of Technomancy control over modern technology. Prerequisite for each level you must have purchased the same or more Ranks of Thaumaturgy I.

Rank 1: *Analyze* - Learn how a device works.

Rank 2: *Burnout* - Cause a machine to malfunction with a look.

Rank 3: *Encrypt/Decrypt* - Cause a device to only work for you.

Rank 4: *Remote Access* - Operate a machine remotely is a ghost using your PC

Rank 5: *Telecommute* - Project your mind into the global telecommunication network. Yes it's time to join the Superhuman Samurai Syber-Squad and protect all your favorite porn sites.

Vicissitude: The kind of things you see in horror movies.

Rank 1: *Malleable Visage* - Sculpt the flesh changing cosmetically the parameters: height, build, voice, facial features, and skin tone

Rank 2: *Fleshcraft* - Upgrade: Alter muscle, fat, and cartilage

Rank 3: *Bone Craft* - Upgrade: Alter bone

Rank 4: *Horrid Form* - Rapidly transform yourself into a Zulo (combat form) with demonic features.

Rank 5: *Bloodform* - Instantly transform into a pool of sentient blood. Great for avoiding taking damage from an attack and making a mess in the kitchen.

Items:

First Haven [100]: The shitty first haven you get in bloodlines as the protagonist. It's horrible, dirty, in the crap part of the city you start in and paid up front for ten years.

Second Haven [200]: Every Venture needs a haven where they can feel safe and protected from their enemies and the sun, this mansion is yours. It is a full-size McMansion with a secure basement and panic room. Too bad it's ostentatious and lacking in architectural integrity rooms in a weird lay out that would please a Malkavian.

Elysium [400]: - Somehow you got this opera house a permanent Elysium meaning no one with half a brain cell will be willing to start a fight in your place. The opera house itself is a massive provider of "face" for you but getting it made into an Elysium is a nail in the coffin to any and all of your detractors. It's noteworthy to say the mortals that work here have no idea about vampires, so you want to "hire" some ghouls to run the other half of the business. Speaking of business this place will reap great pay days every event.

Evil Incorporated [600]: This corporation seems to do everything in its power to be complete assholes to everyone. Going out of their way to polluting the environment, underpaying their employees, supporting totalitarian regimes, and protecting racist, rapists, & pedophiles. The blood money this corporation makes is stupid were talking in the hundreds of billions a year. If you can live with yourself this will keep you in the 1% of the 1% for the rest of your unlife you evil dick bag. So yeah Pentex.

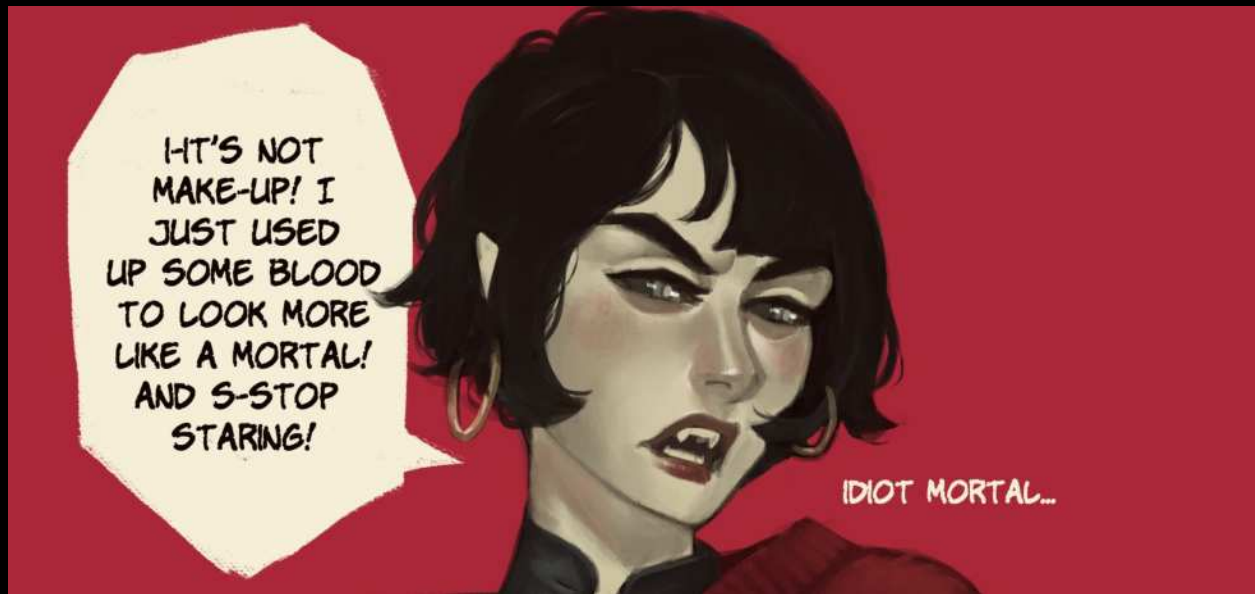
Companions:

Normal rules apply to max 8 companions.

Vampiric Coterie [50/100/200 CP]: You don't want to be alone in this nightmare, do you? No? Good, because neither do they. Your new OC friend(s) or returning beasts gains a free origin, 800 CP to spend as they like, and they may take drawbacks. Just in case it wasn't clear, one costs 50 CP, up to four costs 100 CP, and up to eight costs 200 CP.

Locals [Free]: If you can convince them of their own free will, without mind control like Disciplines or blood bonds. Then you can take as many people with you as you like. They don't gain any CP, you don't get a favorable meeting, or anything like that.

Valentina [100 CP, Discount Dom]: She is a weird combination of submissive brat and a deeply caring person. I have no idea how she has survived for so long, probably something to do with the 5 dots of Fortitude and all that money.



Dracula's Wives [Free, Requires The Rightful King]: Got yourself three submissive Venture wives all need to be punished. They take up only one companion slot and do everything together wink wink.



Drawbacks:

Not The End [+0 CP]: Gehenna. Apocalypse. Winter. The Time of Judgement. Last Call. So many creatures of the night have their own stories about the end of the world,

and many believe that those times are fast approaching. Thankfully for everyone involved, though, there is this option, ensuring that such cataclysmic events don't happen unless you actively go out of your way to cause them.

A Familiar World [+0 CP]: Would rather visit the world of a game of Vampire the Masquerade you played, watched, even maybe a video game version.

Extended Stay [+100 CP]: Ok sure additional ten years drawback can be taken multiple times if you like. The maximum amount is 10 times.

Stereotype [+100 CP]: The masquerade got you good, didn't it, to be fooled by all the vampire stories you've read or seen. You wear a long black cape, speak with an accent and otherwise act in a cartoonish fashion. Non Malkavians vampires are likely to ostracize or mock you and probably report you to the prince.

Bimbofication [+200 CP]: Just google it if you need a picture, just not at work. You have been transformed into a plastic-looking sex doll to the point that you have hit the uncanny valley. Eye lashes are so long it obscures your vision, lips so big it's hard to bite, and skin covered in removable glitter. Some people may be into you, but most will find you off putting. Think turbo Kim Kardashian good luck getting anyone to take you seriously.

No Reflection [+200 CP]: You cast no reflection on any surface, any picture or video of you is incredibly blurry and indistinct. If you were a Lasombra this would be normal, but you're not so try to avoid letting anyone else notice this as it will raise questions. Worst part, your own cousins are more likely to notice that you have two different clan weaknesses. As the Lasombra are the Ventrue's biggest enemies' things aren't going to go great if they notice.

Nemesis [+200 CP]: You have a truly perfect foil. This person is above you in the Venture hierarchy, status, money, and power. The worst part is if they always seem to see through plans and adjust accordingly. After your first year they will decide to have you eliminated, good luck.

Nymphomaniac [+200 CP]: You are so horny that every night you go without sex you, increases the difficulty of using any Discipline and skill not related to having or getting sex. Starting at a -1 dot on the first night with sex and going all the way to -5 dots on the fifth without sex. On the sixth night without sex results in a lust frenzy check difficulty 6 and every night after.

Metamorphosis [+800 CP]: The Eldest is living rent free in your heart's blood. This crazy ancient Tzimisce is still butt hurt about failing to evolve past being a vampire and

is now making it your problem along with whispering in your mind to build a new Cathedral of Flesh, restart his metamorphosis project, and summoning packs of Tzimisce & Revenants to try to eat you.

Ending:

Did you know that the Latin text on the Dark Ages clan shield reads "Regere sanguine regere in veritatem est," which means "to rule with blood is to rule in truth." Err...I mean good job not meeting the final death now pick a thing.....

Stay: Staying in this trash fire of a world?

Go Home: Probably a good idea after all this.

Continue: Sounds like fun.

Notes:

- Sorry RA9-Earth23425 I couldn't help myself.
- Hentia pics from CherryMouse, Ayanakitori, SleepyGimp, Andava, Master69m, DoubleDeck, Fellatrix, Tarakanovich, DevilHS, Yellowroom, Flook, zunta, Aelion, Arthur-Asa,
- Small Discipline list: yes I know there are a lot more out there. I have listed all the ones you are likely to learn from the Camerilla clans (20th anniversary edition) and from perks. If you want something I haven't listed, I am not stopping you.
- Post Jump removes the sunlight weakness from you and your companions. Doesn't work on anyone your sire in the future sadly, but they get your origins flavor of rich dicked automatically so that could be fun.

