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VtM Malkavian NSFW Jump

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"I dance the dance of the fool / And pray you find me mad / For if you lay hands upon the root / You'll know me without illusion / And find me guilty of the truth."

— Malkav's words 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 and cursed with both vampirism and incurable madness. You are now a Malkavian vampire having crazy 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) Cologne: The largest city of the German state of North Rhine-Westphalia and more importantly home to the largest brothels in the world.

3) Mound House: A small unincorporated community in Lyon County, Nevada that just so happens to be where the Moonlite Bunny Ranch is located.

4) São Paulo: The most populous city in Brazil and thanks to being legal it's full of prostitutes that would love to have a ride.

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. Why not put this in the Drawback section? What are you crazy what if they get lost? It's all they way at the end and don't lie, you want to see werewolves in 40K we all do.

F) San Andreas: Is that a made up city from the Grand Theft Auto setting? I guess it's also part of the WoD setting somehow. Why not just use Location E? Hot Coffee! Ok good point there I hadn't thought of that.



Origin:

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

Napier: You're a sadistic, moody, and violent sociopath with a unique sense of style. Mortal background is that of a criminal.

Otaku: You're not just a person who enthusiastically pursues your hobby, but to the detriment of everything else. Mortal background is a basement dwelling NEET.

Tetch: Your obsessive, delusional and schizophrenic with deep "love" of your particular flavor of waifu/husbando and habit of wearing top hats. The mortal background of a good old fashioned mad scientist.

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 madness running in your veins. Hopefully you find a place to rest before dawn in the next ten hours or to hide from the Scourge.

Perks & Stuff:

Malkavian [0 CP, Mandatory]: You are no longer counted amongst the living, now one of the supernatural predators of humanity that share the blood of the Malkav, "The Moon". 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 and you're insane but we will get to that part later. Oh don't look at me like that it all becomes an alt-form post jump so stop crying.

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.

The Moon [800 CP]: Deep within the collective subconsciousness of the Malkavian madness network sleeps Malkav itself. The clans Antediluvian has awakened fully looking around, decided "nope" and picked you as its successor. Pouring their power into you before crossing over fully. This isn't Diablerie as you haven't consumed the soul of anyone. You were just given power lowering your generation to a proper 3rd generation Antediluvian. Like the late great Malkav you will have to learn anything past the fifth rank of a Discipline with good old fashioned hard work. It may take decades, centuries, or even millennia to progress but you may find it worth it. No one can tell that you are now stupid powerful just looking, but if a Tremere it's a drop of your blood you are going to have a bad night.

Napier Perks, Items, & Drawback

Remove Blush [100 CP, Free Napier]: The blush of life is the go to trick of every Kindred. You on the other hand developed the ability to do the opposite. You with an act of will can make you look more vampire not less. Draining even more blood away from your flesh turning it bone white, enlarging the upper and lower canine teeth into fangs, the muscles & tendons enlarge the opening to the mouth giving a horrific smile, shifting the eye pigments into something inhuman, and having the hair take on a more planty color. Maybe don't show this trick off at Elysium as you may be mistaken for a Wight.



Making Copies [200 CP, Discount Napier]: Want to make three of yourself maybe a clown version, criminal version, and comedian version maybe? Because now you can with Vitae acting just just like the *Blood Brothers* forcing a dramatic transformation. The Embrace reshapes the mind and body to resemble you with an added hivemind effect making you the prime they will go out of their way to protect. They will count as

followers not companions unless you feel like spending CP to get more of you running around. This also begs the question is it gay, masturbation, incest, or pure narcissism if you fuck them? What was I saying? **Sanguinus** is now an in-clan Discipline for you now getting the first dot free and all that.

Vore [400 CP, Discount Napier]: Got a little *Nagaraja* in you or something? When you consume at least 50% of the raw flesh of a sapient creature you also consume its soul (if it has one), memories, and even its form. What do I mean by form? You get a brand new alt-form for each person you Diableries this way. Not just simple shape shifting, but far more taking on the form, smell, memories, habits, personality, and mannerisms. Anyone with mind reading abilities shifting over surface thought would just sense the now dead person in your stomach, same for someone trying to look at your soul would only see the soul of the thing you are wearing. Any souls are fully digested at the end each Jump causing you to lose the alt-forms until you gain your Spark then you get them all back.

Eldritch beauty [600 CP, Discount Napier]: You want a new alt-form that grows stronger, faster, and more durable the more minds you break? Cool then this is the perk you are looking for. Every time a mortal looks at you in the form for the first time (even if a photograph) you tear away a small part of their sanity, strengthening your new form and gradually changing the form to be more Lovecraftian in appearance. If you have any beauty or appearance perk at the same time as this perk except a lot of confused boners. It starts off as a eleven foot tall humanoid with claws, fangs, oversized maw, and a look that plays into the Remove Blush perk.



Abandoned Park [100 CP, Free Napier]: An abandoned amusement park full of creepy broken rides and liminal spaces. The place looks haunted as hell making a nice place if you're a *Trapdoor*.

Tim Burton Armory [200 CP, Discount Napier]: A Smith & Wesson Model 15-3 .38 Special, with an extra-long barrel 23 inches. Enchanted by a mage or something giving it unlimited white phosphorus rounds, with a 1% chance of shooting a blank "Bang!" flag instead once a night.

Malkmobile [400 CP, Discount Napier]: Your own personally themed automobile and primary mode of land transportation. Comes with jet exhaust for faster start, oil dispensers, flare guns, ejection seats, thick armor and unlimited fuel. You decide the theme at the start of each jump.

Smile [+200 CP, Mandatory Napier for +0 CP]: Like I said you're a sadistic, moody, and violent sociopath mind constantly shifting from one irrational evil idea to another all with a shit eating grin. This doesn't force you to be evil, but not killing people for funzies isn't going to be easy.

Weeaboo Perks, Items, & Drawback

Otaku [100 CP, Free Weeaboo]: Shit ton of pointless knowledge like up to date anime trivia. On the upside you do get some useful stuff being able to read, write, and speak 日本語 (Nihongo) Japanese with Dialects Eastern, Western, Kyushu, and Hachijō all perfectly. Because there is more then one flavor of weeb you can take 한국어 (Hangugeo) South Korea language, ภาษาไทย (Siamese) Central Thai language, and आधुनिक मानक हिन्दी (Modern Standard Hindi) Indian language.



Toe Beans [200 CP, Discount Weeaboo]: Don't know about you, but I think a cat's toe beans are about the cutest things on earth. You can at will turn your hand and or feet into human size cat paws. What do you mean that's pointless? They muffle the sound, are effective shock absorbers, and look so cute! Fuck ok ok I get it you don't give a shit. Moving on the **Protean** Discipline is now in-clan for you with first dot free and all others discounted. Yeah you know what I am adding more cat stuff to the Discipline and you can't stop me bully.

Ahegao [400 CP, Discount Weeaboo]: If you didn't know ahegao means panting face or sexual climax moaning. With the characteristics are rolled or crossed eyes, a hanging tongue, and flushed cheeks to show ecstasy. Why bring up this trope from hentai? Well now you can bring out that stupid looking face in mortals with just touch. As long as your bare skin is touching their bare skin they will feel an orgasm and make this exaggerated facial expression. When having sex this becomes just like the Kiss for your partner with the same paralyzing overwhelming orgasm without the addicted effect. This will totally make up for your small penis right?

Futanar! [600 CP, Discount Weeaboo]: Every clan knows never ever drink the blood of a Malkavian unless you want to go nuts until the blood passes. What if it could do even more? Time to become a new type of plaguebearer, a kind that makes hentai real! If you feed any mortal your blood they will permanently transform, gaining an overall feminine body, Kyonyuu (unrealistically large anime boobs that disobey gravite), cute tight vagina ("innie" labia), and a 13 inch penis coming out of the clit. Of course no scrotum because if the balls touch that would make it gay I guess? It takes a mortal a full week to finish the oddly painless transformation. Any kindred that drinks your blood will go through an agonising and rapid transformation that takes minutes. Unlike mortals the kindred body will rest back to its original form after they burn through the blood however long that takes. You may want to avoid doing this a lot as it's a major masquerade breach. If you want to do any touch ups on your new fuck buddy it would be helpful if you have access to **Vicissitude** as a in-clan Discipline with the first dot free.



Cleaver [100 CP, Free Weeaboo]: Your mortal family mom, dad, older sister, older brother, and younger sister. Their all an 8/10 if your into incest and unlike you they are all well off employee people. They count as just an item in this jump, but post jump they will all take up the same companion slot.

Toys [200 CP, Discount Weeaboo]: It's really hard to masturbate as undead. First you need the blush of life, then a large amount of loob, a really good sex toy, and high humanity. All that just to have a half hearted nut, no more. This jar of a metallic silver liquid will shape itself to the genitals or orifice you wish just by closing your eyes and thinking of what you want. This magical flesh light is just as good as the Kiss for you. Just make sure you don't drink as it's made from a cursed Fey that pissed off a powerful mage. So who knows what will happen.

Gunpla [400 CP, Discount Weeaboo]: Gundams aren't the only model kits depicting mecha, but it's the most famous. You have every single Gundam of every grade ever made, every Neon Genesis Evangelion model kits, every Zoids model kits, and enough paints and brushes to make a 40K player cry. The greatest kit of all a 1942 Tiger I (Panzerkampfwagen VI Ausf. E) weighing 57 tonnes all the tools you will need to build this working WWII tank. Yeah I am not sure how much your skill with model kits will be of any help here, but what do I know it's the world of darkness.

Anime Eyes [+200 CP, Mandatory Weeaboo for +0 CP]: Hallucinations are common in Malkavian; they normally come and go, not you. From the moment you open your eyes in this world you are seeing everything with a permanent anime filter. Everyone has huge anime eyes, everything looks hand drawn, and this never turns off.

Tetch Perks, Items, & Drawback

Innocent Face [100 CP, Free Tetch]: Harvey Weinstein, Jeffrey Epstein, Dønał...err all have faces that scream rapist. Not you, you've got a face that makes everything think that it couldn't be true. As long as you don't have a crowd of witness or camera footage you will find authorities quickly letting you go disbelieving the victim. Yep, you're the anti me-two-movement in the flesh.



King of Hearts [200 CP, Discount Tetch]: The “Great Prank” added and removed **Dominate** from the clans Disciplines. You on the other had got to keep it without becoming a bloodline or losing access to the clans hallmark Discipline. Having a fourth in-clan Discipline and the first dot free. If you think the blue bloods are masters of the Discipline, then they will be really shocked as you get a permanent plus one dot bonus against Kindred and a plus two dots against mortals when using it.

Bloody Chains [400 CP, Discount Tetch]: You're the human embodiment of “fuck around and find out,” emphasis on the first part. You've got two abilities, one is just like the descendants of Vasantasena in that you can break blood bonds, and the second is that you can trick the blood bond. You can temporarily redirect any blood bond to you as if you wear their Domitor. This ability activates automatically when in twenty feet of someone who is blood bonded. They may not even be concisely aware of the emotional change, it just happens. You don't want to lose your Alice to someone else do you? In future jumps this ability will apply to other supernatural enslavement curses.

Carroting [600 CP, Discount Tetch]: You are the pinnacle of the rule of the strongest. When you defeat the mind of another with a mental power (Dominate Level 3 or higher, Dementation Level 4 or higher) their mind will be shattered. Turning them into an almost empty vessel feeling only pleasure from being sexually dominated and humiliated them into submission. They automatically recognize you as their absolute master with unquestioning loyalty to you immediately. This works on the minds you defeat whether they are mortal, Kindred, mage, or anything else with a mind weaker than your power. The minds you shatter have very little of their former selves left, memories, sense of self-preservation, and willpower are all but a distant thought. To defeat someone's mind they Discipline must succeed following all the other rules for that power. Post jump this perk will work with other high level mind control powers like Tsukuyomi (Naruto), Dominate Mind (Star Wars), Imperius Curse (Harry Potter), etc. The perk doesn't prevent your victims' minds from being restored; there just isn't much left to put back together.



Millinery Shop [100 CP, Free Tetch]: This historically specialty shop makes a tidy income and has a discrete back entrance that leads to your basement Haven. Has a bunch of equipment in it from the 19th century when everything was done by hand. The mortals have no idea the owner is sleeping the day away in a disused basement let alone that it's a vampire.

Yorkshire Tea Platinum [200 CP, Discount Tetch]: You have an infinite supply of tea bags, ten unbreakable tea cups, and a tea pot that somehow always has boiling hot water in it no matter how much you pour out of it. Perfect for throwing a tea party or just relaxing after a hard night of crime. Before I forget the tea is full of Rohypnol so be careful who you give it to.

Mind Control Hats [400 CP, Discount Tetch]: A dozen powerful mind control headpieces disguised as hats. Their not hyper advanced technology or anything just something a Tremere cooked up. They only work on mortals, probably why you were able to get your hands on them.

Alice [+200 CP, Mandatory Tetch for +0 CP]: Shortly after starting this jump you will find yourself obsessed with finding your perfect waifu or husbando to fill your nights. Worst part there feeling or consent on the matter will not be factored in your thinking. Any imperfection can be “corrected” with use of Dominate or maybe something darker.

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.



Undead Sexy [200 CP, Discount Drop-In]: Fun fact anyone who fucks a vampire is a necrophiliac. Why am I bringing this up? Because your dead ass just looks so good. It's not just all about the Toreador being sexy, even the crazies can be sexy. Now it's your turn with **Presence** as your in-clan Discipline with one free dot. Throwing in a beauty bonus your appearance is boosted to a 9 out of 10 and an ass that's a 11 out of 10.

Make Love Not Gehenna [400 CP, Discount Drop-In]: Lads, do you want a huge cock. Ladies, do you want super tight pussy both physical endowment and bedroom skills. Skills that help get a partner in bed and keep them moaning loudly. It's not to the level of the Kiss unlike *Ahegao* as it's not supernatural, just pure awesome. There is one supernatural effect sex with you is just as additive as the Kiss. As this is just a sex perk, I will throw in a random Discipline so enjoy **Obtenebration** I guess. It's now an in-clan for you with one free dot.

Reverse Rape [600 CP, Discount Drop-In]: Not sure if this counts a weirdly female empowering or a major submissive kick either way here, we go. You passively generate pheromones whenever you use the "blush of life" that drives members of the opposite sex to lustful madness. Outdoor the area of effect is less than 2 feet in doors it increases to 15 feet around you and possibly larger as your pheromones flow into the air vents of that building. Mortals feel a near overwhelming drive to sexually assault and rape you until they climax at least once. The undead are immune to this completely unless a thin-blood then they just have a high resistance. The rape frenzy isn't guaranteed as some with a strong will or just so happen to be a eunuch. Expect a lot of confused naked people after they cum then a lot of "oh god what did I do?" and "I have a husband please don't tell anyone".



Shaggin' Wagon [100 CP, Free Drop-In]: A 1967 Volkswagen Bus with a light sight area in the back along with a bed. Perfect for shagging some mortal's brains out then sleeping the day away. The vehicle never needs any maintenance, has unlimited fuel, and if destroyed it will reappear fixed in a week.

Lawn Gnomes [200 CP, Discount Drop-In]: Have you ever seen Episode 4 of Freakazoid? If not, go watch it! Thanks to Rathgar the Wizard you got all four Baffardin, Honna, Huska, and Young Quist. There not companions barely follows and not legally people so items they will count as. You burn in the sun, they turn to stone, you eat people at night, they steal shit. If they die they will respawn in a week or two.

Bordello of Blood [400 CP, Discount Drop-In]: You own a well-established club-style brothel in the city you arrive in. Comfortable accommodations, about 40 attractive and skilled workers, and most importantly, it generates substantial income for you. It doesn't need to be managed by you as it has a skilled Madame, and your employees are shockingly loyal.

Nymphomaniac [+200 CP, Mandatory Drop-In for +0 CP]: You remember Jeanette Voerman yeah she has a more mild sex drive then you and she is fucking Bertram Tung! 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. You will still have your past sexual preferences, but the longer you go the more fuckable a Nosferatu starts looking good.



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. This discipline is discounted for **[Malkavian]**

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 with your link to the Madness Network.

This discipline is discounted for **[Malkavian]**

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.

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.

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.

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

This discipline is discounted for **[Malkavian]**

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 attaching 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.

Obtenebration: Spooky shadow stuff.

Rank 1A: *Shadow Play* - Move and shape the natural shadows around you.

Rank 1B: *Oblivion Sight* - Your eyes become pitch black pools letting you see in darkness clearly and see ghosts present.

Rank 1C: *Shadow Cloak* - Super scary +2 bonus to stealth rolls and intimidation against mortals.

Rank 2B: *Shroud of Night* - Blanket an area in a cloud of unnatural shadow that obscures light, sound, and heat.

Rank 2A: *Arms of the Abyss* - Summon black tentacles from the shadows to assist you.

Rank 3A: *Shadow Perspective* - Projects their senses into a shadow within line of sight to peak on people showering and staying undetectable.

Rank 3B: *Shadow Servant* - Use a shadow to spy on or scare others. The servant has no mind of its own and cannot endure bright lights able to be destroyed by them.

Rank 4A: *Black Metamorphosis* - Encase your body in nightmarish armor and grow black tentacles from your sides.

Rank 4B: *Nightshades* - Create temporary objects made of shadow.

Rank 5A: *Tenebrous Form* - Transform into pure shadow that can only be harmed by fire, sunlight, or magic.

Rank 5B: *Shadow Step* - The user can step into one shadow and appear in another within their sight.

Presence: The subtlety gift of supernatural allure and emotional manipulation.

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 furrries! 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.

Sanguinus: Bizarre ability to share and exchange their mind and body parts with those in their mad little "family" circle.

Rank 1: *Brother's Blood* - Spend blood to heal the damage of others in your circle.

Rank 2: *Octopod* - Send your limbs or organs to another in your circle to start the body horror. Want a second dick or something?

Rank 3: *Gestalt* - Create a hivemind for purposes of communication, sharing senses, resisting mental effects, and being a vampire overlord.

Rank 4: *Walk of Caine* - Temporarily lower your generation by raising that of others in your circle. Yes the more in your circle the lower your generation can go all the way down to 2nd generation if you have enough.

Rank 5: *Coagulated Entity* - You thought the body horror was the stuff before nope. All members of a circle physically merge into a giant monstrosity.

Serpentis: All the Egypt 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.

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 ad.

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.

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.

Mad House [600]: An insane asylum fully staffed by mortal psychologists, nurses, and orderlies all trying their best to help the poor souls within. The facility grounds are vast with multiple buildings, small park grounds, auditorium, pharmacies, and clinic, along with a secret underground basement network connecting all buildings. You will find a set of official papers and an ID that will let you pass into the facility unmolested as long as you don't draw too much attention by looking like you should be in a straitjacket yourself.

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 nutjob 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.

Favorite Ghoul [100 CP, Free Napier]: Doctor Quinzel, a former psychologist who after one hit of your blood went a little loopy. The good doctor is madly in love with you and absolutely loyal to you no matter how you treat them. The gender of the person is up to you at the start of the jump so it's up to you, pudding.



BTGG [100 CP, Free Otaku]: A Big titty goth girl that just so happens to also be a massive nerd! She is that weird mix of dark gloomy Weggy Board summoning and My Hero Academia watch party. She has a kink list a mile long with incest, futanar, and hentai being high on the list and one hyper fetch vampires lucky you. Maybe sire or ghoul this one before she does a masquerade breach trying to get your attention. If you're not into the ladies how about a BCGB, yes, a big, cocked goth boy.....it's just not the same.



Virgin [100 CP, Free Drop-In]: This mortal just turned 18 and really wants to lose their V-card. We'll meet you shortly after you fall out of the sky. Spots you and its lust at first sight not love deciding you will be their first come hell or high water. They aren't bad looking or anything (8 out of 10) the person they were waiting for until marriage with; decided they couldn't wait and cheated as soon as they turned 18. I guess you showed feel honored or something either way they are down to fuck. The gender of the person is up to you at the start of the jump, but don't forget a virgin girl has value and virgin boy is just sad. The world is just full of odd double standards like that.



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. Something about the blood of Malkav spots things normal minds would overlook.

Base Clan [+200 CP]: Not happy with the origin derangements no matter lets add something more. Mental illness such as schizophrenia or multiple personalities or it may be something stranger. You will have no idea until you arrive in this world.

Nemesis [+200 CP, Requires Napier]: You have a truly perfect foil this person has no out of context power, but somehow always defeats you. The worst part is if you ever had a chance to defeat this detective you will be unable to kill them, and if they die you

will lose the will to go on. Not talking about suicide just extreme depration until the jump ends.

Family [+200 CP, Requires Otaku]: More like the blue bloods then I thought. Not just the so called refined taste, but all the incest. You can't drink the blood of any mortal that's not part of your family and trying will cause you to vomit. This even applies to other Kindred as they must be Malkavian or you will also throw it up.

Children's Stories [+200 CP, Requires Tetch]: You act like a child wrapped up in children's stories and making the world match the story as perfectly as possible. If you have eternity why not change the world to be like Never Never Land or Wonderland. This obsession will cloud your judgement, perception, and planning even twisting your other obsession into something best described as a little Pedo.

Lost in Booty [+200 CP, Requires Drop-In]: When you see someone that you find truly beautiful you find it very difficult to do anything but stop and take in the beauty of that ass that caught your attention. Any action not even volleying getting this person into a sexual encounter will result in your mind failing hard. We are talking forgetting how to walk in a straight line if not heading for them. Unable to use any Discipline if it is not directed at them. If the source of your lust leaves your sight for one full hour or you have sex with them the effect ends.

Ending:

Did you know Malkavian is from "mala cavilla", Latin for "bad mockery"? 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:

- Napier is short for Jack Napier, the Joker's real name. Tetch is short for Jervis Tetch the Mad Hatter's real name. Nigma is short for Edward Nigma, the Riddler's real name. Yes the Nemesis is Batman and Favorite Ghoul is Harley Quinn.
- Carroting is the process of making felt hats with mercury that would poison hatmakers making them "Mad as a hatter".

- The Eldritch beauty perk is counted after other perks that increase the same stats. Meaning if you already have Kryptonian strength this will still increase it, maybe taking a lot of mortals seeing you before you notice a major increase.
- Futanar! Would reshape the Nosferatu body, but will not reshape their face.
- If you don't take any other perks about it your generation is 13th.
- 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.
- Why no companion for Tetch? You must find your Alice. I am not going to make it easy.
- Hentia pics from CherryMouse, Ayanakitori, SleepyGimp, Andava, Master69m
- 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 madness automatically so that could be fun.

