



VtM Gangrel NSFW Jump
V1.01 By u/Only-Cellist2989

"Lo my Children, you will walk the earth, wander far and carry these Words. Move one step before those who see by the Moon. You will hear my voice in your ears like a distant bird's cry or lion's roar, And you will know what to do. You, a child of the Beast, a child of Darkness, are first among Kindred."

— *The Words of Gangrel to his Childer 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 Gangrel vampire having savage 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) Black Forest:** The large forested mountain range in the state of Baden-Württemberg in southwest Germany.
- 3) Yellowstone:** Is a national park of the United States located in the northwest corner of the state of Wyoming, was the first national park in the US, and is also widely understood to be the first national park in the world.
- 4) Denver:** Prince Edward Williams is actually pretty cool, he just likes keeping up with the status quo and avoiding rebellion. Not many Anarchs as a result, but he is very tolerant of independent vampires, as long as they don't stir up trouble.

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?



Origin:

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

Northman: Whitest white people from the land of cold. Mortal background archeologist.

Fishman: The deep dark ocean has some horrifying things in it. Mortal background crab fisher.

Wingman: Most people are smart enough to keep both feet on the ground, not you. Mortal background pilot.

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:

Gangrel [0 CP, Mandatory]: You are no longer counted amongst the living, now one of the supernatural predators of humanity that share the blood of Ennoia, child of Lilith. 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.

Lilin [1,000 CP]: Ennoia after 10,000 years of trying to become one with the earth finally accepted that it's impossible giving into despair she stumbles upon you. Pouring herself into you, giving you her power, memories, and her soul. A 3rd Generation Antediluvian reborn through Diablerie removing the 5 dot cap and setting all your Attributes 7 dots, except for strength, dexterity, & stamina that go up to 10 dots. It's going to take a few decades to parse through all her millennials of knowledge and experiences. 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 **Ennoia** for zero CP.

Northman Perks, Items, & Drawback

Noiad [100 CP, Free Northman]: A rare bloodline from Finland that swaps **Fortitude** for **Auspex**. Maybe it will help you track down some Samí.



Lhiannan [200 CP, Discount Northman]: Not sure how you're both a Finnish viking and a celtic druid, not that it matters I guess. Get yourself **Ogham** as a 4th Discipline with the first dot for free.

Canadian [400 CP, Discount Northman]: A rule most overlook: After an hour of extreme cold (-30°C or below), vampires must roll Stamina + Resolve (Difficulty 2) to keep moving. Yep blood does freeze Kindred unless you keep using Blush of Life over and over again. That doesn't sound fun at all so I am handing out some house rules. You're immune to freezing solid, hypothermia, cold damage, and liquid nitrogen.

Blazing [600 CP, Discount Northman]: A single drop of dragon's blood goes a long way eh? Your blood isn't room temperature, it's always at 41.1°C (106°F). Gets you all 5 Ranks of **Thaumaturgy III** without meeting the normal prerequisite. If you also have the **Canadian** perk then we're talking a boiling 100°C (212°F) without taking damage and you can breathe fire like a dragon.



Snow [100 CP, Free Northman]: Hanging around in negative temperatures isn't smart without the correct clothing. To avoid freezing your fangs off, get yourself a Canada Goose long parka, bomber jacket, himalayan suit, gloves, & Yakutsk reindeer fur boots all rated for extreme Siberian temperatures.

Gear [200 CP, Discount Northman]: Want to be indiana jones? Oh course you do we all do so take theses trowel, masonry brush, knee pads, mason's line, rhino ruler, shovel, utility knife, note book, head lamp, glow sticks, flare gun, brown fedora, bullwhip, and Smith & Wesson M1917.

Jeep [400 CP, Discount Northman]: A sport utility vehicle with a pod on that makes a light tight mobile haven. The wheels never lose traction somehow. The vehicle never needs any maintenance, has unlimited fuel, and if destroyed it will reappear fixed in a week.

Diet [+200 CP, Mandatory Northman for +0 CP]: Sorry you can't drink from animals, though you are capable of drinking from any mortal or Cainite.

Fishman Perks, Items, & Drawback

Mariner [100 CP, Free Fishman]: Not a true bloodline so no swapping Disciplines, but you do get *Dolphin's Unisight*, & *Phocidaean Webbing* for free so that's nice.



Ariel [200 CP, Discount Fishman]: Want to seduce sailors? Take two alt-forms the first is a goth looking Little Mermaid: petite female, black hair, pale skin, blue green scaled tail, and a voice that sounds remarkably like Molly Quinn. The vampire mermaid gets twice the amount of Vitea for each drop consumed in water. Second is straight out of the Creature Of The Black Lagoon with a +2 dots in strength, dexterity, & stamina.

Aqua [400 CP, Discount Fishman]: When touching water, you can control its surface tension letting you walk on water and or create a water shield. The more water around the more useful this will be. With practice you even do more useful things for what most would call hydrokinesis.

Percy Jackson [600 CP, Discount Fishman]: Not a child of Poseidon, right? You're immune to water pressure and depth, able to swim at 96 km (59.6516 miles) per hour, and speak with sea creatures. More usefully all 5 Ranks of **Thaumaturgy IV** without meeting the normal prerequisite. If you have **Aqua**, perk you can summon the "force of the ocean" and create your own personal hurricanes when fighting on water.



Wet [100 CP, Free Fishman]: Getting your clothing wet all the time would just suck. Jeans and a jumper (hoodie in America) that stay dry and always fit perfectly.

Boat [200 CP, Discount Fishman]: An old crab fishing boat makes a perfect cover story as to your going out to sea at night and a decent haven. The ship never needs any maintenance, has unlimited fuel, and if destroyed it will reappear fixed in a week.

Tower [400 CP, Discount Fishman]: If you want a haven that you never have to worry about skinning, why not try a lighthouse. As you are paying CP it's warded against Kindred that aren't invited in by you.

Black Lagoon [+200 CP, Mandatory Fishman for +0 CP]: You gain an animalistic feature each time you frenzy. These features, though, resemble fish, aquatic worms, cephalopods, and other sea creatures. Shark teeth could be cool.

Wingman Perks, Items, & Drawback

Pilot [100 CP, Free Wingman]: Get yourself a pilot's license with an understanding of how to fly propeller planes, helicopters, and commercial jet airliners.



Glide [200 CP, Discount Wingman]: You can grow and retract wings from your arms. With a choice of bat or bird wings. Gaining **Flight** as an in-clan Discipline with the first dot free. Don't show this to any Gargoyles or it may be the last thing you do.

Air [400 CP, Discount Wingman]: Whenever you strike a mortal with an unarmed attack you can choose to have your vampire power reap the air out of their lungs. This is both very painful and repeated blows will cause them to go into cerebral hypoxia if not straight up killing them. Yes, kicking someone's leg makes them stop breathing.

Storm [600 CP, Discount Wingman]: Hello sky father, want to bring the pain to your enemies? Stupid people forget that some storms don't only bring wind and rain. Not you as you got yourself all 5 Ranks of **Thaumaturgy II** without having to meet the normal

prerequisite. If you also have the **Air** perk your unarmed strikes deal electrical aggravated damage and shocks that paralyze a mortal's nervous system.



Rusty [100 CP, Free Wingman]: A 1959 Cessna 180 Skywagon single propeller plane that is held together with a hope and a prayer. This thing is going to need regular maintenance and some more fuel as it only has half a tank at the moment.

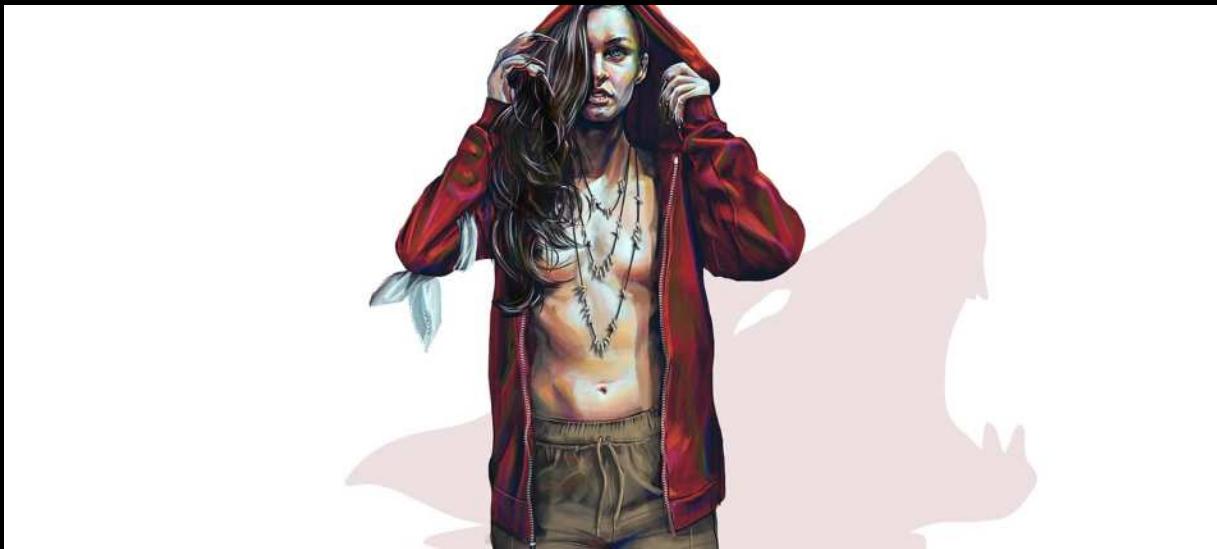
Nice [200 CP, Discount Wingman]: A fancy pilot jacket, classic leather aviator goggles, and a skydiving parachute. The parachute will never misfire and reset the second you land.

Jet [400 CP, Discount Wingman]: 2019 Cessna Citation Longitude business jet. A lovely plane that holds a dozen passengers in comfort. The metal bird never needs any maintenance, has unlimited fuel, and if destroyed it will reappear fixed in a week.

Feather Face [+200 CP, Mandatory Wingman for +0 CP]: When you frenzy, you gain a temporary animalistic feature of some kind from a flying creature. Taking a trait from birds or bats. Maybe you look good with feathers.

Drop-In Perks, Items, & Drawback

City-Boy [100 CP, Free Drop-In]: Swapping **Animalism & Fortitude**, for **Celerity & Obfuscate** just gives you a more useful tool set if you want kill people instead of fucking around the woods at night. Maybe don't tell people you're a City Gangrel, they tend to be Sabbat.



Urban [200 CP, Discount Drop-In]: Adapting to a new environment can be hard especially when you have zero social skills. I can help you with that **Dominate** is your 4th in-clan Discipline one dot free and may have noticed not much NSFW so adding a passive that draws “down to fuck” sluts to you.

Pack [400 CP, Discount Drop-In]: Unlike the so-called lone wolves that like to make up the bulk of the clan you understand it's easier to survive the night with numbers. When it comes to your pack (Coterie) you may as well be empathetic as you have 5 dots of **Insight (Empathy)**. That's the helpful part and this is the sexy part when you have sex, masturbate, or feed you can choose to share that pleasure with everyone in your “pack” telepathically. If you feel being cheeky you can, I don't know, choose to think of everyone in 160 km (100 miles) as part of your “pack” just to share the good feeling.

Alpha [600 CP, Discount Drop-In]: You're so dominant that it carries into your blood. When you bite some either with the “kiss”, to show dominance, or just in combat they will feel a need to show submission to you. After consuming your Vitae they get both the normal effects of the blood bond and feel them with deep need to submit to you. Growing just like the blood bond does with each drink (on a different night) until the subbing “love” is maxed and just like the normal blood bond it must be maintained once a month. Even the hardest headed dommy mommy would call you daddy and roll over

to show you her tummy. If you also have the **Pack** perk the blood and your bite also makes them extremely aroused. Mortals become hyper aroused and kindred find their genitals suddenly in “blush of life” mode rock hard/gushing wet when submitting to you.



Crotch Rocket [100 CP, Free Drop-In]: A red Kawasaki Ninja 400 sport bike. The bike never needs any maintenance, has unlimited fuel, and if destroyed it will reappear fixed in a week.

Account [200 CP, Discount Drop-In]: If you're going to walk among mortals all day you're going to need a bank account and credit card under your name (fake or real) just to get around in this day and age. The account will get a \$9,000 deposit each month from somewhere. The amount will adjust to \$9,000 circa 2024 equivalent for that setting money and if banks aren't a thing in that setting cash in your warehouse.

Chad's Place [400 CP, Discount Drop-In]: Why use *Earth Meld* when you can just sleep on a bed? Good old fashioned bachelor's pad made to drop panties and to hang (game?) with your pack after. It's paid up front for the next ten years so go get some ass you creature of the night.

Feral Impulses [+200 CP, Mandatory Drop-In for +0 CP]: Even after finishing a frenzy your mind stays in a regressed state regresses to a point where speech is hard, clothes are uncomfortable, arguments are best settled with teeth and claws, and the opposite sex is for breeding.

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? This discipline is discounted for **[Gangrel]**

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 rods 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.

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.

Flight: The power is only meant for Gargoyles and is useless unless you also have wings. I guess you could use this with a glider in a pinch.

Rank 1: - Cannot fly yet, but may glide great distances.

Rank 2: - Flying up to 45 km per hour and carrying up to 10 kg in a straight line.

Rank 3: - Flying up to 60 km per hour and carrying up to 25 kg safely.

Rank 4: - Flying up to 90 km per hour and carrying up to 50 kg.

Rank 5: - Flying up to 120 km per hour and carrying up to 100 kg.

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

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.

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.

Ogham: Celtic runes that use the spirit of the land.

Rank 1: *Consecrate the Grove* - Awaken the plant life in your territory to be your defense and make a great Poison Ivy cosplay.

Rank 2A: *Crimson Woad* - Inscribe runes on yourself that give you some control over the Beast and add its fury to your attacks.

Rank 2B: *Woad of Teutates* - Inscribe runes on a sacrifice's body that invoke spirits of war and turn you into a furious warrior.

Rank 3: *Inscribe the Curse* - Write a rune of your enemy's name on your body that curses them when they see it so flash them their name on your ass!

Rank 4A: *Moon and Sun* - Bind yourself to the spirit of the moon and sun, providing several possible benefits like less damage from sunlight or better stealth under a full moon.

Rank 4B: *Woad of Taranis* - Write a rune on your chest to become immune to Rötschreck and alter all fire and sun damage to lethal.

Rank 5A: *Drink Dry the Earth* - Gain temporary power from a site of mystical energy.

Rank 5B: *Thirst of Donn* - Receive temporary will power and blood by absorbing the energy of the earth through the sacrifice of the mortal. Having rituals in the "special" places you will receive a Spirit Mentor.

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.

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

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: *Phocidaean 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 furries! 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.

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: *Infernus 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.

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.

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.

Bark [Free, Requires Blazing perk]: Bark was just a normal dog, some piece of shit left out in the freezing snows to die. You may be a monster, but you're not a piece of shit so save the poor dog. You generate so much heat it's stupid and a few drops of blood later you get yourself a ghoul. Normal that would be where it ends, not this time. Your little bonded Famulus can breathe fire in combat. Lucky for the fire department the furry baby is a sweetie pie at heart.

Meg [Free, Requires Percy Jackson perk]: This mortal cultist fell head over heels in love with the moment she (or he) spotted you commanding the tides. Has loads of occult knowledge, money, and weird kinks to work through. You have no idea what she does for a living but always has free time and cash on hand so who knows. Even without blood bonding her she (him) will keep your secret, not sure why.



Nova [Free, Requires Storm perk]: You found Nova sleeping in your plane. Nova seems to have lost most of their humanity and understanding of the modern world. Fucking amazing in a fight, but best to keep away from people unless you want them dead. Likes to walk around in only underwear and speaks in grunts.

Claudia [Free, Requires Alpha perk]: Damn ginger is a real pain in the ass. She doesn't even try to conceal her deathly pale skin, hide mouth full of fangs or her wolf eyes oh no. If it wasn't for you being her Alpha I don't think she would even listen to you

at all. Hell, she only does what you want if it's with the promise of future sex. Turns out she was nympho in life and still has an addiction in death.



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.

Ennoia [+800 CP]: Ennoia the fabled progenitor of the Gangrel clan resides within you and it turns out she is a massive yandere. Thanks to being Antediluvian she can take control of any Gangrel at any moment she likes, even you. She is obsessed with you for some reason Jumper. Maybe she thinks you hold the secret of becoming one with the earth or maybe she thinks you're cute. It doesn't matter if you belong to her and she is going to make sure you know it. On a totally unrelated matter, have you ever played a Yandere Simulator?

Ending:

*Did you know Middle English, "A vagabond; a drifter." Possibly from *gangen*, "to go." Tied to Old Norse "Gangleri," a name for Odin meaning "wanderer, wayfarer" 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:

- Pack perk has a max range of 160 km (100 miles)
- Post jump Blazing perk gains a toggle as that body temp would be bad in a living human form.
- I worked hard on not adding any more furry jokes then my last Jumps.
- entia pics from CherryMouse, Ayanakitor, SleepyGimp, Andava, Master69m, DoubleDeck, Fellatrix, Tarakanovich, DevilHS, Yellowroom, Flook, zunta, Aelion
- 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 madness automatically so that could be fun.

- If you take multiple drawbacks that change your appearance then they each fire at the same time.

