



VtM Tzimisce NSFW Jump
V1.0 By u/Only-Cellist2989

"Myself. Metamorphosis. Ascension. I am that I am. I am the land, awakened by blood. No longer a larva. The pupal stage ends, for myself and the others."

— The Eldest, from *Nights of Prophecy*

Welcome to the World of Darkness you horny soul. There is no other way to say this, you are dead cursed with both vampirism and being a massive asshole. 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) Transylvania: Want to be a Dracula or something? You know he was a real person in this setting and a massive jackass. People around here don't really like condoms so expect more ass-play.

3) Mexico City: The biggest Sabbat stronghold in North America and the greatest metropolitan in Mexico. There is a shit load of brothels here, funny that they're illegal, but no one seems to care.

4) Dallas: Debbie does Dallas! Oh and it's also a place in Texas. It's a Camarilla city far enough from the board that you would have trouble getting back-up from the Sabbat of Mexico will be difficult. On a lighter note, there are a lot of underground places to gamble and whore houses.

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. You know you want to see mages in the Dune universe we all do.

F) 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 Tzimisce! Age (above 21) and gender can be chosen freely.

Dommy Mommy: A Dracul one of the so-called Old Clan Tzimisce and more importantly you're built like a muscle mommy. Not sure why you would pick this if you're not a lady, but to each their own. Mortal background your sire's bodyguard.

Shovelhead: You were a "survivor" of a Mass Embrace leaving you with an interesting place in the Sabbat pack. Mortal background a 9-5 office drone.

Perv: You even outmatch me, Veronica, 9anon and even Cthulhu Fartagn you pervert! Mortal background a real estate businessman.

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 evil running in your veins. Hopefully you find a place to rest before dawn in the next ten hours.

Perks & Stuff:

Tzimisce [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 Eldest. 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.

Old Clan [100 CP, Free Dommy Mommy]: Unlike the crazy fucker who thing torture is just a fun way to spend an evening you're not a fan of **Vicissitude** swapping it for **Dominate** as your in-clan Discipline with the first dot free. This means your blood doesn't carry the same demon taint the rest of the clan does letting you think clearly. It may not seem like much but seeing how your cousins think making living people into flesh crafted chairs is a totally normal thing to do. It is a very useful thing indeed.



Muscle Mommy [200 CP, Discount Dommy Mommy]: You lift bro! Height set to 289.56 centimeters (9 feet and 6 inches), massive muscles that would make Arnold Schwarzenegger circa 1970 jealous, and tits that are bigger than most people's heads. Outside of the walking fetish you are, you got **Potence** as your 4th in-clan Discipline with the first dot free. Post jump this gets a toggle if you really want to turn it off.

Danger Boobs [400 CP, Discount Dommy Mommy]: The Old Clan pity the main Clan, recognizing them as vessels of the Eldest, slaves of Kupala, and not individuals in their own right. This has given you something of unique divine power to purge this evil shit from the world. When in combat with Tzimisce of the main clan, Koldun bloodline, user of Vicissitude, and or demon, your attacks gain the power of SMITE! Yes, smite from dungeons and dragons dealing ~~radiant~~ aggravated damage at the same level a kindred takes when stepping out of the doorway into the dawn. Depending on the evil shit your fighting this may even be a one hit kill. This will trigger with any weapon, melee, ranged,

or even some kind of magic. Why call this perk Danger Boobs? Oh because your breasts now produce milk whenever you want or when someone sucks on them.

Unbirth [600 CP, Discount Dommy Mommy]: Just because you're not a user of Vicissitude doesn't mean you're not still a monster. Your womb can expand and suck in someone who is inside your vagina. If you're in any non-undead form when using this it will be extremely painful, but at least not damaging as the body resets after activating. The mortal person trapped inside your womb reactivates your dead body, letting you breathe for them, feeding them what you're eating, and removing their waste with your bowels. Caring a kindred just doubles your feeding needs. Either way after a week of belly trapping your new "baby?" you can rebirth them. The mortal rebirthed this way is now a Revenant reprogrammed to see you as their loving mother. A kindred rebirthed this way is now the same clan as you one generation higher brainwashed to see you as their loving sire.Fuck this is weird, but still better than being a goddamn Furry.



BDSM [100 CP, Free Dommy Mommy]: Full set off bondage gear paddle, choker, cuffs, 9-tailed whip, silk rope, bunny mask, nipple clamps, leather sex swing, strap on, leather bridle, ball gag, collar, leash, flogger, riding crop, stirrups, and giant dildo.

Silver Sword [200 CP, Discount Dommy Mommy]: A perfectly made zweihander silvered to still be useful against werewolves more than that the effect of **Danger Boobs** perk will work on any supernatural creature from the World of Darkness when sticking it with this sword.

Sex Dungeon [400 CP, Discount Dommy Mommy]: A Christian Grey's sex playroom has nothing on your place full stocked with a shocking amount of BDSM gear like St. Andrews Cross, bonding racks, wooden horse, restraint benches, leather swings, the fuck bench, etc. The place is in a style that you like (can be changed at the start of each jump), completely sound proof, light tight, and has a coffin filled with the soil of your homeland.

Homeland [+200 CP, Mandatory Dommy Mommy for +0 CP]: You must surround yourself with at least two handfuls of soil from your homeland. Failure to meet this requirement halves your dice pools every 24 hours, until all their actions use only one die. This penalty remains until you rest for a full day amid their soil once more.

True Survivor [100 CP, Free Shovelhead]:

In all honesty 99% of the Sabbat are a bunch of retards. Running headfirst into deaths waiting embrace with zero care for their own wellbeing. Not you not after your first death and having to dig your ass out of a fucking grave! Any time you're about to head off into untimely doom something in the back of your mind triggers warning klakson letting you know there is danger and fucking dodge! Yes this is a spider-sense for vampires.



Corpse Bride [200 CP, Discount

Shovelhead]: Maybe it has something to do

with being buried “alive”, being undead, or just being a Tzimisce, but either way you think dead girls need loving too. Yes you are necrophiliac with some **Necromancy** to make your hobby easier. As your already dead it's kind of hard for me to just call you a sick fuck. Anyhow **Necromancy** is now an in-clan Discipline with the first dot free. I guess go find yourself a fresh grave for a new partner?

Deadpool [400 CP, Discount Shovelhead]: Vampire mends their wounds with time and blood. I don't know about you, but I really like the auto-healing of the werewolves. Yeah it's totally cheating in the World of Darkness, but what does it matter if they can why not you? As long as it's night time you heal just as fast as deadpool does in the MCU movies. This does come with a few caveats: sunlight and fire damage heal like normal so don't be stupid. Also, this doesn't mean you can survive having your head cut off like he can, just heal like him. The best way to survive this nightmare is to cheat after all.

Arise [600 CP, Discount Shovelhead]: Oh cool you can fully raise someone from the grave as a vampire. Even if the mortal has long since passed beyond the realm of shadow as long as their body is mostly intact you can bring them back. Needs all the limbs still attached to the main body so no skeletons or full decomposed bodies. With just a few drops of your Vitae in their mouth you ripe their soul screaming out of heaven, hell, purgatory, limbo, valhalla, or any other after life there in back to their body. If they came out of hell (or place like it) they will feel an overwhelming sense of deep loving loyalty to you and if in heaven (or place like it) they will probably make a point of trying to kill you in revenge. A fresh corpse raised this way becomes the same clan as you one generation higher just like the normal embrace rules. On the other hand if you try this on an intact decomposed body they come back as something that looks like a Samedi with the power of a 16th generation thin-blood. Finally if you use this on a kindred that suffered their final death you get a new kind of wraith think Solo Leveling. This wraith's substance is based on the power of your **Necromancy**: zero dots and it just hides in your shadow, at 5 dots you get a true shadow soldier, and after 6 well fanwank that crazy shit.



Box of Dirt [100 CP, Free Shovelhead]: You have a 48 x 48 x 48 inch (121.92 centimeter) crate on a pallet filled with 3,000 lbs (1360.777 kg) of your brand of sleeping dirt. If lost or stolen reappears within 24 hours in your warehouse.

Modern Conveniences [200 CP, Discount Shovelhead]: As much as the old guard swear by the tech of the dark ages you have grown past it. You have a fully stocked arsenal of modern guns: FN P90, Colt M1911, Barrett M82 Anti-materiel rifle, Mk 153 rocket launcher and a bunch shit I haven't even seen before.

Rest Stop [400 CP, Discount Shovelhead]: The morgue of your starting location. Just full of potential new friends to make and thanks to bureaucracy if one or two bodies disappear no one will be the wiser. There is a secret entrance in the back and even a hidden backroom haven for you.

Dropped [+200 CP, Mandatory Shovelhead for +0 CP]: You must surround yourself with at least two handfuls of earth from the place you died. Failure to meet this requirement halves your dice pools every 24 hours, until all their actions use only one die. This penalty remains until they rest for a full day amid their earth once more.

Hiding [100 CP, Free Perv]: Like any true pervert you are great at hiding how fucked up you are. More importantly you generate a perception filter that makes people fail to notice you have used Vicissitude to reshape your anatomy into something barely human. As long as you don't use any powers it will not hit them, you're a 7 ft tall creature straight out of Hellraiser movie series. Maybe they think you're in a costume or something. Who knows.



Shapechanger [200 CP, Discount Perv]: Mixing the powers of **Protean** & **Vicissitude** to unlock new weird forms for sex. Like a centaur lower body with a gigantic horse cock or turning arms into wings so you can cosplay as harpy. You know this part **Protean** as an in-clan Discipline with the first dot free. Enjoy bringing out the monster fucker in the ladies.

Tentacle Rape [400 CP, Discount Perv]: It normal takes decades for a Tzimisce to learn to use the extra limbs, eyes, and mouths they have flesh crafted themselves. You have understanding and supernatural instincts on how to use them correctly and effectively without harming yourself. Because you're a deviant I am throwing in a new form a swarm of tentacles like a hentai monster. The size of your new form and number of tentacles is based on the number of dots in **Vicissitude**. One dot nets you the size of a dog with only 40 tentacles, with five dots making you a 20 ft tall mass of hundreds of tentacles. This alt-form is still undead, but still feels pleasure raping people's holes.

Eye Worm [600 CP, Discount Perv]: Want an alt-form of an illithid tadpole? No idea why but yes here you go. You can plunge yourself into the eye socket of your target. Giving you the option of puppeting their body around or body horrifying them into a Vozhd meat suit for you. If they die just worm your way out of their head. You can combine the Tentacle Rape & Eye Worm perks giving you fair more control over your new forms shape and size. Just fanwank how everything works.



Bag of Money [100 CP, Free Perv]: Best way to get away with being a creep is to have a lot of money. You will receive \$100,000, 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.

Jet [200 CP, Discount Perv]: A sleek private jet, perfect for flying across the ocean and away from your crimes. The interior is luxurious with leather seats, a full stocked bar, and enough space for you and several passengers. Those parts all show for the mortal there is a light tight back room with your coffin, a minibar with blood bags, and some sex toys for the flight. The pilot and flight attendants have no idea what you are, but the

money is good so they don't question a damn thing where their pay comes from who knows, not your problem. The plane maintains itself mechanically and never needs refueling as you are paying CP after all.

Evil Place [400 CP, Discount Perv]: Just like Epstein's you also have a private island. It looks just like his down to the wallpaper and pictures on the desk. A perfect copy of the little bit of hell on earth he made. Just like him, everyone who works there paid a stupid amount of money from a somehow untraceable offshore account that not even the FBI can trace? To not see a damn thing and keep their mouths shut. In other words, what happens on the island of nightmares stays on the island. Just a heads up unlike Epstein you actually have a soul and if you do actually half the evil shit he did you will drop your humanity to zero in less than a week. That's basically soul death and a chain fail.

V5 Bane [+200 CP, Mandatory Perv for +0 CP]: I really don't like most of the changes to the kindred weakness made in the 5th edition of this game. Why does that matter? It doesn't really as I am still using it here. Must spend their day sleeping surrounded by porn of your preferred kink. Failure to meet this requirement halves your dice pools every 24 hours, until all their actions use only one die. This penalty remains until they rest for a full day amid the smut once more.

Drop-In Perks, Items, & Drawback

It will Fit [100 CP, Free Drop-In]: The worst part of all this shape shifting is all the tearing of the holes. If you're putting it in them or having it put in your holes it will somehow always fit. It will even feel good because this is a NSFW jump so why are you still questioning this?



Breeder [200 CP, Discount Drop-In]: The male equivalent of the Unbirth perk, but much weaker, I guess. When using the blush of life you ejaculate actual working semen. Your jizz is getting a magic boost so it will always succeed in impregnating a mortal with a Dhampir baby. The pregnancy will not result in any supernatural complication unless

from an outside unrelated force (like being shot or something). Just throwing in **Serpentis** as an in-clan Discipline first dot free why not.

BJ Magnet [400 CP, Discount Drop-In]: Show someone your dick and they will feel a near overwhelming desire to suck it. If you have a vagina then flash them your pussy the perk has the same effect. If you want that near to just be overwhelming, then trying using **Presence** it stacks with this perk. Yes, yes I am throwing in **Presence** as in-clan Discipline first dot free so stop looking at me like that and go get a blow job already.

Not Just Porn [600 CP, Discount Drop-In]: Have you ever started watching porn and got engrossed in the story? No then go check out Pirates II: Stagnetti's Revenge its way better than it has any right to be. What was I saying oh yes I love the lore of a setting, but I still need T&A or I stop caring. Yes it's a fatal flaw and all that. As this is mostly about sex and exploring weird kinks I still want to give them setting lore a poke or two. Some of the Tzimisce learn Koldunic Sorcery selling their soul to Kupala for power they could be getting from normal blood sorcery. Only a dumb fuck would give there soul to a demon for very little gain. Even if they're already damned by being a vampire it's just stupid. You know what all 5 paths **Thaumaturgy** listed below are now an in-clan Discipline with the first dot for each free. Fuck Kupala, fuck the retarded Sabbat, and fuck the Tzimisce who torture people for fun not for kinky time! Wait. What was I saying boob great things boobs I love boobs.



Ride [100 CP, Free Drop-In]: An iconic black 1967 Chevrolet Impala yes, the supernatural car with a light tight body bag in the truck for your day sleep if needed. The vehicle never needs any maintenance, has unlimited fuel, and if destroyed it will reappear fixed in a week.

Hoes [200 CP, Discount Drop-In]: You have twelve prostitutes that know how to suck men off for money. They are beautiful, they are willing and they will follow any sexual order of yours provided you pay them. Most importantly, they can teach other prostitutes

how to make men utterly addicted (not supernaturally) to them. They are not stupid so will not follow you into danger or even know what you really are, but earn you money as long as you provide protection.

Little Black Book [400 CP, Discount Drop-In]: A full list of names, contacts, kinks, secrets, embarrassing encounters, and all of people who are down to fuck. The people in this book are perverts on the same level of the Perv origin, yes absolute deviants. Willing to try just about anything exactly if you show them what you are. They aren't loyal at all, but really don't want the weird sex to stop. So, they will not do anything they think would make the fun stop.

Bitches [+200 CP, Mandatory Drop-In for +0 CP]: More 5th edition weakness. Why does that matter? It doesn't really as I am still using it here. Must spend their day sleeping surrounded by a group of current or former sexual partners. Each night they must sleep surrounded by sluts, if you don't you sustain aggravated Willpower damage equal to the number of nights without the napping friends.



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 **[Tzimisce]**

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 **[Tzimisce]**

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.

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.

Necromancy: Funny the power of death is less scary when you're already dead.

Rank 1A: *Insight* - Get to watch the last moment's of a corpse's life lucky you!

Rank 1B: *Tremenes* - Making the flesh of a corpse. It's not very useful unless you are a necro....nevermind.

Rank 1C: *Shroudsight* - Get a sneak peek into the land of the dead.

Rank 2A: *Summon Soul* - Summon an angry ghost.

Rank 2B: *Apprentice's Brooms* - Raise the dead and perform simple tasks.

Rank 2C: *Lifeless Tongues* - Speak with the dead in any language. Oh so that's what Ancient Egyptian sounds like.

Rank 3A: *Compel Soul* - Force a wraith to do your bidding. Dick.

Rank 3B: *Shambling Hordes* - Make zombies that attack people.

Rank 3C: *Dead Hand* - Steal stuff from the land of the dead.

Rank 4A: *Haunting* - Seal a wraith into a location or object. Enchanting?

Rank 4B: *Soul Stealing* - Remove one soul from its body Disney villain?

Rank 4C: *Ex Nihilo* - Enter the land of Hades.

Rank 5A: *Torment* - Punch a ghost and hurt them.

Rank 5B: *Daemonic Possession* - Put a soul in a fresh corpse. Why?

Rank 5C: *Shroud Mastery* - Strengthen or weaken the Shroud rating in an area.

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.

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.

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.

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.

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

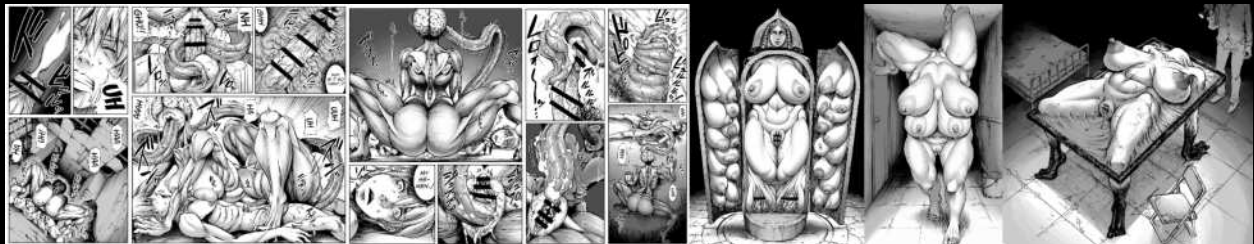
Rank 1: *Malleable Visage* - Sculpt the flesh changing cosmetically the parameters: height, build, voice, facial features, and skin tone

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.

Castle [600]: A big ass castle straight out of a hammer Dracula movie. No plumbing, no electricity, and no tech above the medieval time period. Outside of looking amazing and having secret passageways there isn't really anything else here. Why is it so much CP then? You can drop this on top of anything else you own. Do you own a skyscraper and really want to pull a David Xanatos? As flex goes this would be a big one. Want more still? Ok it's enchanted to make anyone inside horny even the undead.

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 monsters gain 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.

Revenant [100 CP each, Free Unbirth]: A rare type of ghoul capable of generating vitae within their own veins. Feel free to pick the Tzimisce Families you want them to be: Basarab, Bratovitch, Danislavs, Grimaldi, Obertus, Oprichniki, and Zantosa are all fine. They can be locals you turned with Unbirth perk or an OC you made if you spent CP on them.

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.

Milk [+200 CP, Requires Dommy Mommy]: You feel a deep need to breast feed your Childer, Ghouls, sexual partners, and servants like they were babies. This derangement is strong and must be sated nightly or sustain aggravated Willpower damage equal to the number of nights without having the nipples sucked.

Molly [+200 CP, Requires Shovelhead]: During your mass embrace you didn't just dig your way out you Diableried one of the other shovelheads on your way up. Her name is Molly and she is now living in your head. Normally the soul of a victim of Diablerie is either "digested", passed on, or takes over the diablerist body. You got a noisy neighbor in your head constantly commenting on what you're doing. On the bright side your new narrator Molly sounds like Amelia Tyler or Jennifer English you choose. On the other hand, Molly can be super distracting like saying super perverted stuff in your ear.

Gold [+200 CP, Requires Perv]: Are you friends with R Kelly? Because you can't rest properly for your day sleep without a golden shower. Yes a mortal must piss on you and failure to meet this requirement halves your dice pools every 24 hours, until all their actions use only one die. This penalty remains until you rest with piss on your face.

V-Card [+200 CP, Requires Drop-In]: In the old myths a vampire would always hunt the blood of virgins. You also go for virgins but not their blood. You must deflower a virgin at least once a month or lose access to your Discipline until you do.

Ending:

Fun fact there was a Byzantine Emperor John I whose nickname "Tzimiskes" was derived either from the Armenian Chmushkik (Չմշկիկ), meaning "red boot", or from an Armenian word for "short stature". 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:

- Before someone says anything stupid Dhampir, dhampyr, and thin-bloods are all different things. [https://whitewolf.fandom.com/wiki/Dhampir_\(VTM\)](https://whitewolf.fandom.com/wiki/Dhampir_(VTM))
- Small Discipline list: yes I know there are a lot more out there.
- Hentia pics from CherryMouse, Ayanakitori, SleepyGimp, Andava, Master69m, DoubleDeck, Fellatrix, Tarakanovich
- 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.

