

Vampire the Requiem Jump

By: **Manyfist**

In the darkness there is danger, and it wears a human face. Vampires are real and control the world from the shadows. The damned hunger for blood of the living but like a wolf in sheep's clothing they hide amongst their prey, keeping the flock ignorant of the fact they exist. The damned drape themselves in the cloak of humanity trying to forget what they are, but *The Beast* the primordial predator that awoke with every Kindred's embrace, will not let them forget. *The Requiem*, or second life, has just started for you.

The damned is timeless, as such time has no meaning. Lucky for you, you only get to spend 10 years as an undead monster.

+1000cp

Locations

Roll 1d8

1- New York City, New York; **2- L.A.**, California; **3- Berlin**, Germany; **4- London**, United Kingdom;

5- Rio de Janeiro, Brazil; **6- Rome**, Italy; **7- Hong Kong**, China; **8- Free Choice**

Origins

Sex- Same as last Jump, **50cp** to change

Drop-In - You have no memories, no connections, all you know is that you're a vampire and your clan.

Student - Five years ago you were a freshmen in your local University where you had an on campus job for a bit of extra cash. One night a friend of yours invited you to a party, there you met a very attractive person. As soon your eyes met there's you could tell they wanted you. The rest the night was a blur of ecstasy, and pain. You spent the next **5** years as a Fledgling under your sire's care, now your sire has kicked you out the nest. It's time to spread your wings little bat. **Age: 20+1d8**

Police - Five years ago you were a veteran beat cop patrolling the worst neighborhoods. Indecently you grew up in a rough neighborhood, single mother with a father in prison or dead. Your mama was proud when you put on your uniform, and you believed you were doing was in best benefit of your community. You could've made detective, but decided to stay in uniform to better serve the people. One night you were on a routine patrol when you reported suspicious activity. What happened next is unclear as the details of your embrace is fleeting at best. You spent the next **5** years as a Fledgling under your sire's care, now your sire has kicked you out the nest. It's time to spread your wings little bat. **Age: 35+1d8**

Socialite - Five years ago you were a young **20** something living off your wealthy parent's credit card living the good life. You would go club hopping every night. When you weren't club hopping you were partying at a friend's house doing a lot of illegal substances. On night of your embrace it was just like any other, you partied at a friend's place before heading to the clubs. In the VIP section of one your favorite club you met a really attractive person. One thing lead to another and after sex, is when the person attacked and later embraced you. The embrace and what happened immediately afterword is a hazy and unclear but your family has listed you as dead and threw a lovely funeral. You spent the next **5** years as a Fledgling under your sire's care, now your sire has kicked you out the nest. It's time to spread your wings little bat. **Age: 20+1d8**

Investigator – Five years ago you were a Private Investigator on a job. You've dabbled in the occult, but you were blinded from the truth and that drove you to find out what was out there. The job was to find missing socialite from a wealthy family. This socialite went missing for over a week. One night you got a lead, someone had spotted the missing socialite hanging in the wrong part of town. Thinking back that socialite was the rabbit, and you were Alice. As you can tell you ended up in Wonderland as a series of wrongness struck you as you tail the rabbit down the hole. Eventually you wake up, and the truth's door has sprung right open sucking you into it. Welcome to Wonderland, American McGee style. You spent the next **5** years as a Fledgling under your sire's care, now your sire has kicked you out the nest. It's time to spread your wings little bat. **Age: 35 +1d8**

Vampire Clans

There are **five** clans, each with their own unique flavor to them. Each clan has a supernatural weakness unique to them. Choose one.

Daeva

Called Succubi by other clans, the **Daeva** are experts at making their prey come to them, practically offering themselves not merely as food but as play-things. Most Succubi are overtly sensual beings, drawn by beauty and blood in equal measure, but it's an artificial passion. Their ability to feel true attachment to other people atrophies over years of manipulating the love of mortals and the respect of their fellow Kindred, until the **Daeva** can no longer understand those emotions as anything other than tools to be exploited and motions to imitate. **Daeva** move through the circles of society in which their lustful nature's best serve them, whether among high society or low culture. Drawn to beauty and congregations of mortals, they often frequent theaters, galleries, trendy **Daeva** clubs, whiskey dives, drug dens, brothels and everything in between.

Clan Bane - You taste the romance in all things, but none as so much as blood. Mortals are not just food. They are your obsession, and that fixation grows with every sip. Drink more than once, from any mortal, and you become emotionally dependent on your prey. The condition only goes away with the mortal's death.

Gangrel

While vampires give mortals a reason to be afraid of the dark, there exist things that give even vampires reason to fear; creatures like the **Gangrel**, the predators among the predators, the most savage of beasts. Upon their Embrace (and some-times before), the **Gangrel** seek to sever their ties with everything pertaining to their mortal lives. Many prefer the counsel of animals and other beasts, and some eschew contact with the mortal world entirely. On the whole, they spend more time in communion with their bestial side than other vampires do. Their special bond with The Beast seems to give many **Gangrel** a unique insight into the Kindred condition, and some of the wisest vampires to be found in all the world hail from this clan.

Clan Bane - The Beast lethargically coils under most Kindred. But you and the Beast are as thick as thieves. It rises and rips out of your skin to protect you from the bad, bad world. But it has a price. It's harder to resist the Beast's call, harder still to remember why you should even want to. You go into a frenzy more easily.

Mekhet

Vampires have always been creatures of the night by design, but none more so than the dwellers in darkness who compose Clan **Mekhet**. Darkness is the hallmark of this lineage, and its members surround themselves with it like a corpse wears a shroud. **Mekhet** very much consider them-selves paragons of the vampiric state, so whatever they do, they devote themselves to it and refine their capacity almost to the point of second nature. Clan **Mekhet** runs the gamut from filth streaked murderers to enlightened philosopher-Princes and everything in between.

Clan Bane - As creatures of darkness even more sensitive to light than most of the Damned, the Mekhet suffer from the licks of flame and rays of Sol more than do their fellow Kindred. Additionally they suffer an additional bane, a bane is a supernatural scars of the soul making is easier to become detached from his/her humanity. Banes examples are, suffering from sound of bells, sleeping on holy days, having to sleep in grave soil, an open wound that doesn't heal, inability to touch those pure of heart, and attracting vermin and is always surrounded by rats, flies, cockroaches, or other creatures of plague.

Nosferatu

Not all curses are created equal, and even the Damned have outcasts. These are the **Nosferatu**, the most overtly disturbing of the undead. Only sometimes able to pass as human, the Haunts are horribly warped by the Embrace, either physically or otherwise. Even other undead fear the **Nosferatu**, for their unsettling seeming are constant reminders that those Kindred who look mortal are not. They grudgingly respect the **Nosferatu** as well. These blighted creatures have incredible powers of stealth, terrifying strength, and they embody the monstrous destructive force that every one of the Damned can muster if pushed too far. Feared by and therefore ostracized from society, many **Nosferatu** become as alien as their demeanor. Others choose the opposite path, becoming surprisingly cultured, well-mannered and well-spoken to compensate for their unnerving seeming. The **Nosferatu** are also known as purveyors of information.

Clan Bane - Nosferatu embody fear, disgust, and all manner of uncomfortable feelings. Some are inhumanly ugly. Some have a gaze that makes a person feel violated. Every Nosferatu has something that stands in the way of normal relationships.

Ventruue

The **Ventruue** offer a very simple boast: They win. They always win. Other Kindred often despise the Lords, but they seldom dispute the clan's boast. All too often, a Kindred works and schemes to win some prize, only to find that a **Ventruue** owned it all along. The Lords acknowledge no defeats, only setbacks. The clan shares a ruthless will to power and the power to enforce its will. The **Ventruue** take the feudal nature of Kindred society very seriously. Every sire tells her childe that some people rule, and some are ruled. As Lords, they should strive to place themselves among the rulers. No matter where in society the power lies, the **Ventruue** vow to exploit it before other Kindred even know it exists.

Clan Bane - Excellence breeds contempt. When people are puppets for your will and buildings are play pieces on a grand game board, it is hard not to become distant. It is so very easy for you to become detached from those people, places, and things that keep the Man secure in your breast. It's easier for you to become detached from your humanity.

Attributes

Discounts are **50% off**, or **+200cp** for Poor. You don't have to go in order, you can pick what level you want. Attributes represent the basic potential of every person. **Poor attributes count towards your drawback limit.**

Physical

Defines the condition of a character's body.

Strength (Discount Nosferatu)

Raw, brute power of a character. **Power.**

- **+100cp Poor:** You can barely lift anything
- **+0cp Average:** You can lift your weight
- **100cp Good :** You're much stronger than average person
- **150cp Exceptional:** Captain America levels if you push yourself
- **200cp Outstanding:** Lifting cars with ease.

Dexterity (Discount Daeva)

Measures a character's general physical prowess. **Finesse**

- **+100cp Poor:** You are clumsy and awkward. Put that gun down before you hurt yourself.
- **+0cp Average:** You're no clod, but you're no ballerina, either.
- **100cp Good:** You possess some degree of athletic potential.
- **150cp Exceptional:** You could be an acrobat if you wished.
- **200cp Outstanding:** Your movements are liquid and hypnotic — almost superhuman.

Stamina (Discount Gangrel)

Your toughness, and resilience. **Resilience**

- **+100cp Poor:** You bruise in a stiff wind.
- **+0cp Average:** You are moderately healthy and can take a punch or two.
- **100cp Good:** You are in good shape and rarely fall ill.
- **150cp Exceptional:** You can run — and perhaps win — any marathon you choose.
- **200cp Outstanding:** Your constitution is truly herculean

Social

Vampire need to connect to one another to avoid going insane.

Presence (Discount **Venture**)

Ability to entice and please others through personality. Power

- **+100cp Poor:** There's something a little sketchy about you.
- **+0cp Average:** You are generally likable and have several friends.
- **100cp Good:** People trust you implicitly.
- **150cp Exceptional:** You have significant personal magnetism.
- **200cp Outstanding:** Entire cultures could follow your lead.

Manipulation (Discount **Daeva**)

Ability for self-expression in the interests of getting others to share your outlook or follow your whims. Finesse

- **+100cp Poor:** A person of few (often ineffectual) words.
- **+0cp Average:** You can fool some of the people some of the time, just like anybody else.
- **100cp Good:** You never pay full price.
- **150cp Exceptional:** You could be a politician or cult leader.
- **200cp Outstanding:** You could be Court King/Queen

Composure (Discount **Gangrel & Nosferatu**)

The ability to stay focused and calm under social pressure, and to resist emotional manipulation. Resilience

- **+100cp Poor:** You lose your temper at the slightest perceived insult.
- **+0cp Average:** You can weather some insults and barely hold back your temper.
- **100cp Good:** You have good poise.
- **150cp Exceptional:** You can weather a storm of verbal (or literal) slings and arrows.
- **200cp Outstanding:** You have the nerve to look unspeakable horror in the eye and smile.

Mental

Your epistemic capacities, including such aspects as memory, intelligence, awareness of one's surroundings, and the ability to think, learn, and react.

Intelligence (Discount **Mekhet**)

Your grasp of facts and knowledge. Power.

- **+100cp Poor:** Not the sharpest knife in the drawer.
- **+0cp Average:** Smart enough to realize you're normal.
- **100cp Good:** More enlightened than the masses.
- **150cp Exceptional:** You're not just bright, you're downright brilliant.
- **200cp Outstanding:** Certified genius.

Wits (Discount **Mekhet**)

Your ability to think on your feet and react quickly to a certain situation. Finesse.

- **+100cp Poor:** Pull my finger.
- **+0cp Average:** You know when to bet or fold in poker.
- **100cp Good:** You are seldom surprised or left speechless.
- **150cp Exceptional:** You're one of the people who make others think, "Ooh, I should have said..." the next day.
- **200cp Outstanding:** You think and respond almost more quickly than you can act.

Resolve (Discount **Venture**)

Character's strength of will and intellectual focus. Resilience.

- **+100cp Poor:** Ooh shiny!
- **+0cp Average:** You can face some adversities before giving up.
- **100cp Good:** You're good at keeping focus for long periods.
- **150cp Exceptional:** Few can break through your mental wall.
- **200cp Outstanding:** You can weather the strongest mental attacks with ease.

Skills

Discounts are **50% off the listed price**. Abilities are used in conjunction with your attributes descriptions assume average attributes. Free 500cp for skills only. Pick which **one** you want, no need to go in order like buying Student, then buying College...etc.

Mental

Mental Skills are applications of a character's insight, acumen and focus. Note you don't have to go Novice to Master, you can pick which you want.

Academics (Discount **Student, Drop-In**)

Academics is a broad-based Skill that represents a character's degree of higher education and general knowledge in the Arts and Humanities, everything from English to history, economics to law.

- **50cp - Student:** You've taken an undergraduate course or read a few books.
- **100cp - College:** You may have minored in the field.
- **150cp - Masters:** You might hold a degree and are well versed in what's been written.
- **200cp - Doctorate:** You are well-versed in what hasn't been written.
- **250cp - Scholar:** You know the hidden mysteries of your field and are a veritable font of information.

Computer (Discount **All**)

This represents the ability to operate and program computers

- **50cp - Student:** You can navigate touch-screen and traditional point-and-click GUIs.
- **100cp - College:** You know your way around various applications and the Internet.
- **150cp - Masters:** You know what to do with a text command prompt.
- **200cp - Doctorate:** You can make a very comfortable living as a consultant.
- **250cp - Scholar:** You have all the SDKs and comprehend data structures for a stunning variety of programming languages.

Crafts (Discount **Police, Investigator**)

Crafts represents a character's training or experience in creating works of physical art or construction with his hands, from paintings to car engines to classical sculpture.

- **50cp - Novice:** High school wood shop.
- **100cp - Practiced:** You're starting to develop your own style.
- **150cp - Competent:** You could start your own shop.
- **200cp - Expert:** You wrote instruction manuals on your field of specialization.
- **250cp - Master:** Your craftsmanship and insight is virtually without peer.

Investigation (Discount **Police, Investigator**)

You've learned to notice details others might over-look.

- **50cp - Student:** You can parse a broad Web search for clues.
- **100cp - College:** Police officer
- **150cp - Masters:** Private detective
- **200cp - Doctorate:** Federal agent
- **250cp - Scholar:** Sherlock Holmes

Medicine (Discount **Drop-In, Student**)

You have an understanding of how the human body works.

- **50cp - Student:** You've taken a CPR course
- **100cp - College:** Premed or paramedic
- **150cp - Masters:** General practitioner
- **200cp - Doctorate:** You can perform transplants
- **250cp - Scholar:** You are respected by the world's medical community as a pioneer

Occult (Discount **Drop-In, Investigator**)

You are knowledgeable in occult areas such as mysticism, curses, magic, & folklore.

- **50cp - Student:** You've got a blog about the eerie and the disturbing.
- **100cp - College:** There seems to be some unsettling truth to some of the rumors you've heard.
- **150cp - Masters:** You've heard a lot and actually seen a little for yourself.
- **200cp - Doctorate:** You can recognize blatantly false sources and make educated guesses about the rest.
- **250cp - Scholar:** You know most of the basic truths about the hidden world.

Politics (Discount **Drop-In, Socialite**)

You are familiar with the politics of the moment, including the people in charge and how they got there.

- **50cp - Student:** Activist; you can pay a speeding ticket online.
- **100cp - College:** Political science major; you know how to file a request for information.
- **150cp - Masters:** Campaign manager or talk-radio host; the clerk will help you navigate the forms you need to complete and tell you who needs the duplicates.
- **200cp - Doctorate:** Senator; "We're not supposed to show this to anyone without press credentials, so don't quote me."
- **250cp - Scholar:** You could choose the next President of the United States. "Sure, here are the keys to the file morgue. Turn off the light when you leave."

Science (Discount **Student, Investigator**)

You have at least a basic understanding of most of the physical sciences - chemistry, biology, physics, and geology.

- **50cp - Student:** You know most of the high-school basics.
- **100cp - College:** You're familiar with the major theories.
- **150cp - Masters:** You could teach high-school science.
- **200cp - Doctorate:** You're fully capable of advancing the knowledge in your field.
- **250cp - Scholar:** Your Nobel Prize is waiting for you.

Physical

Physical Skills are applications of a character's might, endurance and coordination. Note you don't have to go Novice to Master, you can pick.

Athletics (Discount **Student, Drop-In**)

Athletics encompasses a broad category of physical training, from rock climbing to kayaking to professional sports such as football or hockey.

- **50cp - Novice:** You had an active childhood.
- **100cp - Practiced:** High-school athlete.
- **150cp - Competent:** Talented lifelong amateur.
- **200cp - Expert:** Professional athlete.
- **250cp - Master:** Olympic medalist.

Brawl (Discount Police, Drop-In)

The Brawl Talent represents how well you fight in tooth-and-nail situations

- **50cp - Novice:** You were picked on as a kid.
- **100cp - Practiced:** You've participated in the occasional barroom tussle.
- **150cp - Competent:** You've fought regularly and routinely, and generally walked away in better shape than your opponents.
- **200cp - Expert:** You could be a serious contender on the MMA circuit.
- **250cp - Master:** Somewhere on the Internet, there's a video of you taking down three men in four seconds.
- **300cp - Grandmaster:** You're the undisputed master of a single martial arts, Chuck Norris has nothing on you. If there's multiple schools, you're grandmaster of one school. For +25cp per martial arts/martial art school, you can add another one to your list of grand mastery.

Drive (Discount All)

You can drive a car, and maybe other vehicles as well.

- **50cp - Novice:** You know how to work an automatic transmission.
- **100cp - Practiced:** You can drive a stick shift.
- **150cp - Competent:** Professional trucker
- **200cp - Expert:** NASCAR daredevil or tank pilot
- **250cp - Master:** Whether it's a Fiat or a Ferrari, you can make it sing

Firearms (Discount Police, Drop-In)

This Skill represents familiarity with a range of firearms, from holdout pistols to heavy machine guns.

- **50cp - Novice:** You had a BB gun as a kid.
- **100cp - Practiced:** You while away the occasional hour at the gun club.
- **150cp - Competent:** You've survived a firefight or two.
- **200cp - Expert:** You could pick off people for a living.
- **250cp - Master:** You've been practicing since the debut of the Winchester.

Larceny (Discount Drop-In, Investigator)

This Skill entails familiarity with the tools and techniques associated with criminal activity.

- **50cp - Novice:** You can pick a simple lock.
- **100cp - Practiced:** You could run a shell game hustle on the corner.
- **150cp - Competent:** You can open a standard locked window from the outside.
- **200cp - Expert:** You can "retool" a passport or ID card.
- **250cp - Master:** You could get into (or out of...) a multinational bank's central vault.

Stealth (Discount Drop-In, Investigator)

This Skill is the ability to avoid being detected.

- **50cp - Novice:** You can hide in a darkened room.
- **100cp - Practiced:** You can shadow someone from streetlight to streetlight.
- **150cp - Competent:** You have little difficulty finding prey from evening to evening.
- **200cp - Expert:** You can move quietly over dry leaves.
- **250cp - Master:** You only make noise when you wish to.

Survival (Discount Drop-In, Investigator)

Represents your character's experience or training in "living off the land."

- **50cp - Novice:** You can survive a night spent outside
- **100cp - Practiced:** You've "roughed it" on a regular basis.
- **150cp - Competent:** You can separate poison or spoilage from edible forage.
- **200cp - Expert:** You could live for months in the challenging environment of your choice.
- **250cp - Master:** You could get dropped naked into the Andes and do all right for yourself.

Weaponry (Discount **Drop-In, Police**)

This covers the use hand-to-hand weapons of all forms.

- **50cp - Novice:** You know the right way to hold a knife.
- **100cp - Practiced:** You may have been in the occasional street fight.
- **150cp - Competent:** You could make a college fencing team.
- **200cp - Expert:** You could keep order in the Prince's court.
- **250cp - Master:** Your enemies would rather face a SWAT team than your blade.

Social

Social Skills are applications of your character's bearing, charm and poise. Note you don't have to go Novice to Master, you can pick.

Animal Ken (Discount **Student, Drop-In**)

You can understand animals' behavior patterns.

- **50cp - Novice:** You can get a domesticated horse to let you pet it.
- **100cp - Practiced:** You can housebreak a puppy.
- **150cp - Competent:** You could train a seeing-eye dog.
- **200cp - Expert:** Circus trainer
- **250cp - Master:** You can tame wild beasts without benefit of supernatural powers.

Empathy (Discount **Socialite, Investigator**)

You understand the emotions of others, and can sympathize with, feign sympathy for, or play on such emotion.

- **50cp - Novice:** You lend the occasional shoulder to cry on.
- **100cp - Practiced:** You can sometimes literally feel someone's suffering.
- **150cp - Competent:** You have a keen insight into other people's motivations.'
- **200cp - Expert:** It's almost impossible to lie to you.
- **250cp - Master:** The human soul conceals no mysteries from you

Expression (Discount **Student, Drop-In**)

Expression reflects your character's training or experience in the art of communication, both to entertain and inform.

- **50cp - Novice:** Your talent has matured past crude poetry on notebook paper.
- **100cp - Practiced:** You could lead a college debate team.
- **150cp - Competent:** You could be a successful writer.
- **200cp - Expert:** Your work is Pulitzer material.
- **250cp - Master:** Steve Jobs asks you for input on his next mobile device

Intimidation (Discount **Police, Investigator**)

Intimidation takes many forms, from outright threats and physical violence to mere force of personality.

- **50cp - Novice:** Shady teenager
- **100cp - Practiced:** Skinhead thug
- **150cp - Competent:** Drill sergeant
- **200cp - Expert:** Your air of authority cows casual passersby.
- **250cp - Master:** You can frighten off vicious animals.

Persuasion (Discount **Student, Socialite**)

Persuasion is the art of inspiring or changing minds through logic, charm or sheer, glib fast-talking.

- **50cp - Novice:** Captain of your Little League team
- **100cp - Practiced:** Student body president
- **150cp - Competent:** An effective CEO
- **200cp - Expert:** Presidential material
- **250cp - Master:** You could be beloved dictator of a nation.

Socialize (Discount **Socialite**, **Investigator**)

Socialize reflects your character's ability to interact with others in a variety of situations, from talking people up at bars to comporting himself with dignity at state dinners.

- **50cp - Novice:** You know when to keep your mouth shut.
- **100cp - Practiced:** You've been to a black-tie event or two.
- **150cp - Competent:** You know your way around even obscure silverware.
- **200cp - Expert:** Her Majesty would consider you charming.
- **250cp - Master:** If the right people came to dinner, you could end wars or start them

Streetwise (Discount **Socialite**, **Investigator**)

The streets can provide a lot of information or money to those who know the language.

- **50cp - Novice:** You know whose holding.
- **100cp - Practiced:** You're accorded respect on the street.
- **150cp - Competent:** You could head your own gang.
- **200cp - Expert:** You have little to fear in even the worst neighborhoods.
- **250cp - Master:** If you haven't heard it, it hasn't been said.

Subterfuge (Discount **Socialite**, **Investigator**)

You know how to conceal your own motives and project what you wish.

- **50cp - Novice:** You tell the occasional white lie.
- **100cp - Practiced:** Vampire
- **150cp - Competent:** Criminal lawyer
- **200cp - Expert:** Deep-cover agent
- **250cp - Master:** You're the very last person anyone would suspect.

Perks/Merits

- **Danger Sense (100cp)** (Free **Police**)
 - You have a knack at avoiding danger just when it's about to happen. Allowing you to avoid most dangers.
- **Eidetic Memory (100cp)** (Free **Investigator**)
 - Like an elephant you never forget, having picture perfect memory. It doesn't help against Torpor dreams.
- **Polyglot (100cp)** (Free **Socialite**)
 - Picking up languages is as easy as breathing.
- **Companions (50cp to 250cp)** (Discount **Carthian Movement**)
 - You can import a companion, they can be either a vampire or as your ghoul. They get **300cp** to spend; **+50cp** per companion imported up to **250cp** which you can then import up to **8** companions.
- **Contacts (50cp to 250cp)** (Discount **Carthian Movement**)
 - These person is your puppet and you're the puppet master, depending on how much you spend is how influential that person is in his/her profession. This can be taken multiple times for different puppets.
- **Fame (50cp to 250cp)** (Discount **Socialite**)
 - Depending on what you pay is how famous you are, but fame has it's downsides as well. Ranges from semi-famous to local celeb.
- **Herd (50+cp)** (Discount **Invictus**)
 - Herds are human blood dolls, depending on how many you want is how much you pay. **50cp** per blood doll. There's no limit on how many you have. They live in your haven or their own apartments, which ever you would prefer.
- **Light Sleeper (100cp)**
 - You can awaken instantly at any sign of trouble or danger, and do so without any sleepiness or hesitation
- **Precocious (200cp)** (Discount **Investigator**)
 - You learn quickly. The time for you to pick up new things is cut in half. This includes disciplines, and abilities.

- **Harmless (100cp) (Free Drop-In)**
 - Everyone in the city knows you, and knows that you're no threat to their plans. While it may seem insulting, it's also what's kept you from being killed.
- **Rising Star (200cp) (Discount Police)**
 - You're **one** of the up-and-comers in the city, a rising star. Everyone wants to know you and be your friend, even as those in power groom you for positions of greater responsibility.
- **Parkour (50cp or 150cp) (Discount Student)**
 - Your character is a trained and proficient free-runner. Free-running is the art of moving fluidly through urban environments with complex leaps, bounds, running tricks, and vaulting. For **150cp** your **Parkour** is on Mirror's Edge level or greater.
- **Retainer (50cp, 150cp or 250cp) (Discount Socialite & Invictus)**
 - The cost determines the relative competency of the Retainer. **50cp** Retainer is barely able to do anything of use, such as a pet that knows one useful trick or a homeless old man who does minor errands for food. **150cp** Retainer is a professional in his field, someone capable in his line of work. **250cp** Retainer is one of the best in his class.
- **Pretty in Pink (50cp to 250cp) (Discount All)**
 - You're so pretty, each **50cp** you spend more attractive you are. Yes this includes **Nosferatu**, but they still give off that creeper vibe.
- **Safe Place (50cp to 250cp) (Discount Police)**
 - Your character has somewhere she can go where she can feel secure. While she may have enemies that could attack her there, she's prepared and has the upper hand. **50cp** the Safe Place might be equipped with basic security systems or a booby trap at the windows and door. **250cp** could have a security crew, infrared scanners at every entrance, or trained dogs. Each place could be an apartment, a mansion or a hidey-hole.
- **Mentor (300cp to 600cp)(Discount Invictus)**
 - You have a mentor, could be your sire or a different older vampire. They get **500cp** to spend. For each **+100cp** you spend up to **600cp** total, your mentor gains **+100cp** to spend. They get **800cp** of free skills. **Companion.**
- **Mystery Cult Initiation (50cp to 250cp) (Discount Drop-In)**
 - Cults are far more common than the people would like to admit. Mystery cult is the catch-all term for a phenomenon ranging from secret societies couched in fraternity houses and scholarly cabals studying the magic of classical symbolism to mystical suicide cults to the God-Machine. Mystery Cult Initiation reflects membership in one of these esoteric groups. The cost dictates standing. **50cp** is an initiate, **100cp** a respected member, **150cp** a priest or organizer, **200cp** a decision-making leader, **250cp** a high priest or founder.
- **Resources (50cp to 250cp) (Discount Invictus)**
 - For each **50cp** you start out with **\$1,000,000** total net worth. This includes a mixture of art, stocks, bonds, money in the bank. Each year you earn the minimum of your starting amount per year of your stay. When the Jump is finished, $\frac{1}{2}$ of your total wealth is liquidated and turned into **1kg Gold Bars** at **\$8,000/kg**.

Equipment

Weapons & Examples

- **Melee Weapon (50cp)** - Any melee weapon, it doesn't matter.
- **Light Revolver (50cp)** - **SW M640/ .38** Special
- **Heavy Revolver (50cp)** - **SW M29/ .44** Magnum
- **Light Auto Pistol (75cp)** - **Glock 17/ 9mm**
- **Heavy Auto Pistol (75cp)** - **Colt M1911A1/ .45** ACP
- **Rifle (50cp)** - **Remington M-700/ 30.06**
- **Small SMG (75cp)** - **Ingram Mac-10/ 9mm**
- **Large SMG (75cp)** - **HK MP-5/ 9mm**
- **Shotgun (50cp)** - **RemingtonM870/ 12** gauge
- **Crossbow (75cp)** – **Modern Crossbow**

Armor

- **Kevlar Vest (25cp)** - Bulletproof vest without the metal plates, less bulky but unable to block anything but pistols shots
- **Flak Jacket (50cp)** - Bulletproof vest with the metal plates. Able to block most shots a few times before the plate breaks.

Ammo

- **AP rounds (50cp)** – 2,000 armor piercing rounds for any ranged weapon, except shotgun.
- **Buckshot (Shotgun) (50cp)** – 2,000 buckshot (spread) rounds for 12 gauge.
- **Hollow point (50cp)**– 2,000 hollow point rounds for any firearm, except shotgun

Grenades

- **Frag Grenade (50cp)** – 10 Frag Grenades
- **Smoke Grenade (50cp)** – 10 Smoke Grenades

Misc.

- **Cellphone (Free)** – Flip phone, old school
 - **Smart Phone (50cp)** – Smart Phone, always the latest version.
- **Fake Civilian ID (25cp)** – Driver's License, Social Security, National ID...etc.
- **Fake Press Pass (50cp)** – Pass yourself off as a reporter.
- **Fake Police Badge (75cp)** – Pass yourself off as a police.
- **Street Clothing (Free)** – Normal clothing of the times.
- **Fancy Clothing (25cp)** – Brand name, or designer stuff. Includes tux or fashion dress.

Vehicles

- **Motorcycle (50cp)** - VROOOM
- **Sports Car (100cp)** - VROOOOOOOM
- **Compact Car (25cp)** – One those silly European cars
- **Mid-Size Car (Sedan) (50cp)** – Normal sedan
- **Full-Sized Car (75cp)** – Vans
- **SUV/Pick-up Truck (75cp)** – For taking stuff around
- **Bus (125cp)** – School bus
- **Small Boat (50cp)** – Fishing boats
- **Yacht (200cp)** – HUGE Boat
- **Helicopter (200cp)** – GET TO DA CHOPPA

Vampire Section

Vitae

In its most basic sense, **Vitae** is a term vampires use to refer to blood. More specifically, it is the source of a vampire's unlife and powers. The "blood" in a vampire's body is more than the admixture of plasma, platelets, hormones, etc., which courses through the veins of mortals. When blood enters a vampire's body it is mystically transformed into **Vitae**, giving it the power to form blood bonds, create childer, and infusing it with a power that is attractive to some other supernaturals. Furthermore, **Vitae** is almost always more "condensed", meaning that while vampires have the same amount of blood in their systems, they possess more **Vitae**. You start out with **10 Vitae**, and increases by **1 Vitae** every **50** years until **300** years when it skyrockets to **20, 30, 50, and 100 Vitae** in progression of **50** years. However at this point you need vampires to feed off of and after **500** years you fall into Torpor (catatonic sleep) to reduce your blood's power in **25** year intervals, losing your extra **Vitae** in the process. **Only** by feeding can you gain your spent **Vitae** back. **Vitae** can improve your physical abilities for a few minutes, temporarily increasing your physical attributes by great amount.

- **Blood Bonding** - When another vampire drinks some your **Vitae** three times, it creates an artificial love that's so strong it can force the one under the effects, the Thrall, to do almost anything for the one they're bound to, or regnant.
- **Childer** – Vampire's reproduce by embracing a human, by draining their blood while putting the sliver of **Vitae** in the human's mouth. The person dies, by rises up as one the damned. This is a Childer and you're the Sire.
- **Ghouls** – When you feed any living thing a **Vitae**, they stop aging for a month, and develop a bond similar like Blood Bond. They're trusted lapdogs, bending to your will with ease.
- **Healing – Vitae** can be used to heal wounds caused by bullets, blunt trama, and cutting weapons. Depending on the severity of the wound determines that number of **Vitae** that must be spent. However injuries caused by supernatural sources of damage or damage from fire & sunlight can't be healed in this manner, you heal those wounds like a mortal would a bullet injury. Beheading is always fatal.
- **Physical Boost – Vitae** can also be used to boost the success of a physical attributes and skills. More **Vitae** spent, higher chances of success with that attribute or skill.

Covenants

In the world of the damned, politics and political factions are much more important than who you were before you were turned. They are the nations, church, and social safety net of any Kindred. Membership is fluid and changing Covenants is easy, but leaving behind your old covenant could spark new enemies to come from the wood works.

- **Unaligned**
 - You pay no attention to politics determine to make your own path in your second Life.
- **The Carthian Movement**
 - Applies mortal solutions to immortal problems with modern and experimental government.
- **The Circle of the Crone**
 - Venerates female divinity, painful change, and the old ways remixed for the modern world.
- **The Invictus**
 - Safeguards the Masquerade with hierarchy and tradition.
- **The Lancea Sanctum**
 - Preaches a dark faith; they are both wolves and shepherds.
- **The Ordo Dracul**
 - Struggles to transcend the Curses through eldritch alchemies and rites.

Covenant Advantages

Each covenant has its own advantage that they grant for being a member of that society. At the five year mark, you've been accepted as the lowest member of your covenant. Working one's way up requires to be handy with *Danse Macabre*, or Kindred politics.

- **Unaligned (+0cp)**
 - Sorry amigo, there's nothing special about being independent. Other than you just have to deal with yourself.
- **The Carthian Movement (200cp)**
 - Carthians gain discount on **Companions**, **Contacts**, and **Haven**. Additionally **Companions** get **+100cp** to spend.
- **The Circle of the Crone (200cp)**
 - Crones get access to **Crúac**, or ritual blood magic. Free **250 cp** to spend on rituals.
- **The Invictus (200cp)**
 - Invictus they gain discount on **Resources**, **Retainer**, **Mentor**, and **Herd**.
- **The Lancea Sanctum (200cp)**
 - The sanctified get access to **Theban Sorcery**. Free **250 cp** to spend on miracles.
- **The Ordo Dracul (200cp)**
 - Dragons get access to **Coils of the Dragon**. Pick **ONE** Mystery and you get **250cp** to spend on that mystery for free.

Blood Magic, Dark Miracles & Coils

Crúac

Crúac is ritualistic blood magic in that costs 1 vitae & ½ hour to cast per tier, for example: T1 is 1 vitae & 30 minutes to cast vs T3 which is 3 vitae & 1 ½ hours to cast. You have to have at least 1 Ritual per tier up to the highest tier you have.

Tier 1 (100cp each)

- **Pangs of Proserpina**
 - The victim, who must be a vampire within a mile of the ritual feelings of intense hunger, provoking frenzy in the Kindred. The victim may be up to a mile away from the ritual during casting.
- **Rigor Mortis**
 - The victim, who must be a vampire within a mile of the ritual, suffers the loss of the reanimating power of **Vitae**. The victim becomes stiff making physical actions for the next night harder to do.

Tier 2 (150cp each)

- **Cheval**
 - The subject of this ritual must be present at the casting, being physically touched by the ritualist. For the rest of the night, the ritualist may see and hear what the subject does, no matter how far away she is.
- **The Hydra's Vitae**
 - The ritualist lays a curse on his own blood, transforming it into poison. Vampires drinking from the ritualist suffer damage per **Vitae** taken and gain no nourishment from it. Mortals and ghouls drinking from the ritualist suffer greater damage. Blood is only venomous as long as it's in the ritualist's system, and the effect ends at the next sunrise.

Tier 3 (200cp each)

- **Deflection of Wooden Doom**
 - The ritualist wards herself from having her heart impaled. All attempts to stake the ritualist fail until the next sunrise.
- **Touch of the Morrigan**
 - The ritualist pours the consuming, tearing force of his Beast into his hands. He may attempt to strike an opponent with his open palm. The first time he does so, the victim suffers damage depending on how old the ritualist is in which older the ritualist is more damage the ritual does. The ritual ends when it is first used, or at the next sunrise, whichever is sooner.

Tier 4 (250cp each)

- **Blood Price**
 - The ritualist claims blood consumed by his ritual's subject. The subject must be a vampire or ghoul present for the casting. Every time the subject drinks blood, **Vitae** gained by the ritualist instead of by the subject. The effect of the ritual ends at the next sunrise.
- **Willful Vitae**
 - The ritualist makes herself immune to Vinculum and blood addiction for the remainder of the night. The ritual does not counteract any addiction or Vinculum that the ritualist already has.

Tier 5 (300cp each)

- **Blood Blight**
 - The ritualist mystically destroys his victim's blood. Mortal victims the victim suffers damage depending on how old the ritualist is in which older the ritualist is more damage the ritual does. Kindred and ghoul victims lose all Vitae.
- **Feeding the Crone**
 - The ritualist transforms her fangs into a maw of wicked, flesh-tearing teeth. She gains no **Vitae** from feeding as long as the ritual remains in effect, but damage done by her bite can't be healed through regeneration. The effect of the ritual fades at the next sunrise, or if she uses one **Vitae** to cancel it early, transforming her features back to normal.

Theban Sorcery Miracles

Theban Sorcery are dark miracles in that are extremely mentally draining, requires a sacrament which is used to channel the dark miracles as well it takes a ½ hour to cast per tier, for example: T1 30minutes to cast vs T3 1 ½ hours to cast. You have to have at least 1 miracle per tier up to the highest tier you have.

Tier 1 (100cp each)

- **Blood Scourge**
 - **Sacrament:** The ritualist's own blood; at least one **Vitae**
 - The ritualist transforms a portion of his blood into a weapon. At any point until sunrise, he may create a stinging whip of **Vitae**. The whip crumbles to dust at the next **Sunrise**.
- **Vitae Reliquary**
 - **Sacrament:** any object up to size of a dresser
 - The ritualist infuses an object with **Vitae**. The Vitae stored is mystically transferred from the ritualist's body, and can be retrieved by any vampire, or ghoul who touches the object. The **Vitae** still causes Vinculum and blood addiction in anyone drinking it. After one lunar month, the ritual ends and the object crumbles to dust.

Tier 2 (150cp each)

- **Curse of Babel**
 - **Sacrament:** An animal or human tongue
 - The victim of this ritual, who must be within **one mile** of the ritual, is rendered unable to speak or write until the next **sunrise**.
- **Liar's Plague**
 - **Sacrament:** An insect carapace
 - The ritualist curses his victim, who must be present for the ritual, to not tell any falsehoods. If the victim lies until the next **sunrise**, beetles swarm from his mouth.

Tier 3 (200cp each)

- **Malediction of Despair**
 - **Sacrament:** A lock of the victim's hair
 - The ritualist curses her victim, who must be within one mile of the ritual, with regard to a specific action. The next time the victim engages in that action it's much harder to succeed at doing that action. This occurs only once and the effect of the ritual ends if not used after a lunar month.
- **Gift of Lazarus**
 - **Sacrament:** A communion wafer placed under a corpse's tongue
 - The ritualist raises a servant by animating a human corpse. The servant has will of its own but retains all skills the person had when alive. For every day the servant was dead prior to this ritual being used, the servant weakens. The ritualist may command the servant herself or tell it to accept orders from another. If a full lunar month passes, the ritual ends and the servant is destroyed. Or if it's damaged beyond repair.

Tier 4 (250cp each)

- **Stigmata**
 - **Sacrament:** A crucifix
 - The ritualist curses his victim, who must be present for the ritual, with the wounds of Christ. The Stigmata last for a minute. Mortal victims lose a pint (.5L) of blood every **10 seconds**. Vampires and ghouls lose one **Vitae** every **5 seconds**. If a vampire runs out of **Vitae** through this ritual, he begins to taking damage and provokes the target into a frenzy.
- **Blood Fire**
 - **Sacrament:** An object used by the victim on regular basis
 - The ritualist curses his victim, who must be within one mile of the ritual, with inability to drink. When the victim tries to take Vitae they instead take damage unlike that of fire until the next **sunrise**.

Tier 5 (300cp each)

- **Transubstantiation**
 - **Sacrament:** A drop of liquid **gold**
 - The ritualist transforms one substance to another like water into wine, lead into **gold**, a human into stone, or a wolf into a cat. The object, creature, or person to be transformed must be present for the ritual. The ritual cannot affect anything larger than the ritualist, cannot create intelligence and does not harm the things it transforms, although damage or injury sustained by the transformed subject remains when the ritual wears off. All transformations are undone at the next **sunrise**.
- **Fires of Vengeance**
 - **Sacrament:** A holy text
 - The ritualist curses his victim, who must be within **one mile** of the ritual, with inability to do Sin without punishment. Whenever the victim does something that is sinful according to the holy text that is used as a sacrament, the victim suffers supernatural wounds that can't be healed through regeneration. For kindred victims,

if they drink from a human that has committed sin at least once in a lunar month they get damaged as if they committed it. The effect lasts for **one lunar month**.

For example: Using the Quran as sacrament, the victim is unable to eat pork or drink from someone who had a ham & cheese sandwich at least once in the past lunar month or they suffer for it.

Coils of the Dragon

Mystery of the Ascendant

The Mystery of the Ascendant follows one strict doctrine: the sun is the enemy, to overcome its rays is to overcome all adversity. Initiates of the Mystery believe that by overcoming the banes of **fire** and **sunlight** a Dragon can in turn defeat her every infirmity. This is not to be mistaken with a return to mortality. Such a change would be seen as an exchange of weaknesses, rather than true transcendence, and would be likely to get a vampire laughed at and his research ignored.

Coil of the Ascendant

- **Surmounting the Daysleep (100cp)**
 - A Dragon will not be held down by the distant rays of the dawning **sun**, nor made weak by its celestial body. So long as she benefits from the Blush of Life the Dragon can active during the **day**.
- **The Warm Face (150cp)**
 - Before she can overcome the sun a Dragon must first make herself as she was when she walked beneath it. The Blush of Life now lasts 24 hours. The Dragon still requires blood and slumber to restore wounds.
- **Conquer the Red Fear (200cp)**
 - The uninitiated may fear the light, but the Dragon does not. A Dragon who has learned this Coil no longer risks frenzy from exposure to **fire** or **sunlight**. She may stand next to a blazing bonfire or stare into the rising sun and retain total self-control (though the latter will still be quite painful).
- **Peace with the Flame (250cp)**
 - To conquer the bane of **fire** is one of the most significant victories a Dragon can achieve on her path to ascension. So long as she benefits from the Blush of Life, Resilience Discipline further magnifies her endurance allowing the Dragon to quickly heal from **Fire & Sunlight** damage.
- **Sun's Forgotten Kiss (300cp)**
 - This Coil represents the closest the Mystery of the Ascendant has ever come to achieving Dracula's defeat of the **sun**. When activating the Blush of Life the Dragon may spend additional **Vitae**. For each extra **Vitae** she spends the Dragon reduces interval at which sunlight harms her to maximum of **10 minutes** before taking damage.

Scales of the Ascendant

Scales of the Ascendant manipulate the boundary between life and death, pushing subject's minds and bodies to their limits in an attempt to find the perfect "near life" state. Direct exposure to **sunlight** and **fire**, sleep deprivation and medically induced death are common practices. All experiments have but one aim, to cure the vampire of his vulnerability to **sunlight** and allow the Dragon to walk in the **day**; lucid, unafraid, and uninjured.

- **Day-Wake Conditioning (50cp)**
 - **Prerequisite Coil:** Surmounting the Daysleep
 - **Procedure:** Sleep only at dusk, and only in a brightly lit chamber.
 - **Outcome:** This subject's sleep cycle is reversed, he wakes at dawn at though it were dusk, and slumbers at night instead of during the **day**. The condition persists indefinitely, so long as the subject continues to slumber in a brightly lit location every night. Failure to do so for more than two days consecutively undoes the Scale's effects.
- **Epidermal Shielding Bath (50cp)**
 - **Prerequisite Coil:** Sun's Forgotten Kiss
 - **Procedure:** The Dragon fills a large vessel, generally a bathtub, with an alchemical mixture of blood, salt, pulped

human fat, and other arcane ingredients. A Kindred subject is then submerged completely in the bath, and must remain submerged for a full hour while the Dragon slowly bleeds **Vitae** into the mixture.

This last step may be performed while submerged if the subject is the Dragon herself.

- **Outcome:** For every point of **Vitae** spilled into the bath reduces damage dealt by sunlight. This boon lasts for **24 hours**, beginning the moment the subject emerges.

- **Flesh Graft Treatment (50cp)**

- **Prerequisite Coil:** Peace with the Flame
- **Procedure:** Using a system of skin grafts and mortal blood transfusions the Dragon coaxes dead flesh into an almost living state, allowing for the rapid recovery of grievous wounds. Skin grafts are prepared **24 hours** in advance, and allowed to soak in fresh human blood during that time. Once prepared, she wraps the grafts tightly around damaged regions, then injects them with human blood no more than a **minute** old.
- **Outcome:** The subject's flesh is briefly reinvigorated to a near living state. In Kindred this allows all damage to be healed with **Vitae**. Mortals also benefit with the expenditure of **Vitae**. Of course, since most humans do not possess Vitae to expend, the Dragon must include it in the injection. In this case the Scale also induces stage two Blood Bond in the subject, and can be used to create a ghoul.

Mystery of the Wyrms

The common view of vampirism treats the condition as a curse, a supernatural affliction of body and soul. Initiates of the Wyrms spurn this notion. Within their doctrine the Requiem is a blessing. But for all its power the Beast is savage and easily roused to panic. The Mystery of the Wyrms intends to correct this, to refine the Beast and make it obedient to a Dragon's desires.

Coil of the Wyrms

- **Stir the Beast (100cp)**

- Before the Beast can be tamed a Dragon must first know how to wake it. A Dragon may Frenzy unprompted. When he does so the Dragon selects a target or goal, no more than a few words, which becomes the objective of his frenzy. He has no more control over his actions than he would in an involuntary frenzy. When the original goal is no longer pressing or possible, the frenzy ends. This can be used to set a target or goal when frenzying normally.

- **Beast's Hunger (150cp)**

- The Beast provides all Kindred with the tools they need to be apex predators, a Dragon need only learn how to tap them. Whenever he frenzies, voluntary or involuntary you increase your senses by a great amount.

- **Leash the Beast (200cp)**

- As he comes to know the Beast, and the Beast him, the Dragon may direct it with greater ease. He may control himself better when frenzying.

- **The Beast's Power (250cp)**

- Beast is a source of unlimited power and savagery, held back by mortal cowardice and inhibition. The Dragon can free himself, and by extension his Beast, of these restraints. When he enters frenzy the Dragon may opt to forego all resistance, falling into a state that will not cease until the Beast is sated. If he does so the Dragon increases his toughness, durability and speed for the duration of the Frenzy.

- **Eternal Frenzy (300cp)**

- By this point the Dragon and his Beast are close to becoming one. He seethes with power at every moment, wielding his inner monster like a weapon against all challengers. While he is in frenzy the Dragon will suffer no ill effect from damage, with exception of total death or limb dismemberment and only then he won't be able to use it. You experience all the ill effects when the Frenzy ends. However, he may now retain his frenzy until he is destroyed, or sleep takes him.

Scales of the Wyrms

Scales of the Wyrms are savage, even by Order standards, with subjects being dissected, or ravaged by frenzy. These experiments focus on guiding the Beast, and the augmentation of vampires' natural prowess.

- **Augmented Vitae Draught (50cp)**
 - **Prerequisite Coil: Beast's Power**
 - **Procedure:** Needles, glass tubing, and an air tight container must be acquired and cleansed in an alchemical solution before performing this Scale. Once ready, the Dragon inserts the needles into key veins in his chest, arms and legs. Then he spends a single action making his blood flow, equivalent to using the Blush of Life.
 - **Outcome:** The Dragon's physical prowess remains unaltered, instead the **Vitae** drains out through glass tubes and into the storage container, where it remains potent for a number of **3 nights**. If imbibed by a mortal during this time the **Vitae** augments her physical attributes in the same manner in which the Dragon would have augmented his own. In a human host, however, **Vitae** circulates and endures for a much longer period, bolstering her physique for a night, instead a **few minutes**. There are some side effects to this process. The solution is extremely poisonous, and the augmentations hazardous to the mortal's physical wellbeing. At the end of the night the subject collapses and takes massive internal damage. She also develops blood addiction.
- **Kindred Sense Endowment (50cp)**
 - **Prerequisite Coil: Beast's Hunger**
 - **Procedure:** The Dragon prepares a concoction of blood and bone, which is boiled and distilled over the course of two hours into a noxious burnt sludge. This substance is subsequently applied to a mortal subject's nose and eyes, with the rest being ingested. This is a sickening procedure, soon after which the subject vomits out the ingested portion of the draught.
 - **Outcome:** The subject is sickened, but with it the ability to see and smell blood as though she were a vampire. The subject also acquires a hunger for human blood, as a newly embraced vampire would, though it offers nothing more than the risk of terrible sickness. All these effects endure for approximately **24 hours**.
- **Surgical Heart Removal (50cp)**
 - **Prerequisite Coil: Eternal Frenzy**
 - **Procedure:** Over the course of about six hours the Dragon surgically cuts out a Kindred subject's heart, and re-binds the veins in a mockery of their original order. This process is both risky and demanding.
 - **Failure:** The heart of the subject is disconnected improperly, she immediately falls into torpor as if staked, and will not recover until her heart is returned to its proper location.
 - **Success:** Without a heart the subject cannot be staked. She also cannot gain additional **Vitae** from feeding, though she may still spend **Vitae** previously stored. Should her body be destroyed the subject will regenerate from the heart itself after the proper interval of Torpor. Should the heart be destroyed she dies instantly.

Mystery of the Voivode

In blood there is power, this is the creed of the King. While other Dragons concern themselves with banes and the Beast, those who follow the Mystery of the Voivode focus on the blood bond. They aim to rise above the petty politics and slaveries of the Damned, becoming beings of pure and transcendent will. In life, Dracula was called Voivode, and was not questioned. In death, his disciples will reclaim his authority.

Coil of the Voivode

- **Taste of Fealty (100cp)**
 - In her first step to becoming King a Dragon forms chains of blood, binding others into service. Her **Vitae** becomes dramatically more addictive. What's more, those who are addicted to her find all other blood shallow and tasteless. Addicts can only resolve this condition by drinking the **Vitae** of someone with this Coil.

- **Into the Fold (150cp)**
 - The bond between a subject and his King should be akin to that of family. The Dragon develops greater control over those that are related to him aka Childe, Grandchilde...Etc.
- **Call to Serve (200cp)**
 - As a future king, the Dragon does not have time to spend cajoling others and slowly binding them with her blood. They must want to follow, and they must want to follow immediately. When building a blood bond The Dragon may bleed additional **Vitae** to expedite the process. **3 Vitae** will take her subject straight into a stage **two** blood bond, while **5** puts him all the way to stage three with a single sip. This **Vitae** must be shared over no more than a few minutes.
- **Voivode Undisputed (250cp)**
 - The voivode is above all others, none may command her or hold her in thrall. With this you have easier time resisting any mental conditioning or control.
- **The Vast Dynasty (300cp)**
 - To a normal vampire, the Embrace is a dangerous act that erodes the perpetrator's Humanity. But a king requires kin to watch her kingdom while she sleeps. Act of Embracing doesn't endanger your sense of humanity.

Scales of the Voivode

The Scales of this Mystery focus on blood and servitude. Initiates of the Mystery commit psychological torture, inflict *Vitae* addiction and experiment in the creation of blood bonds, ghouls, and other Kindred. Given the nature of the Mystery's objectives, most Dragons practice these arts in absolute secrecy, lest the local ruler... misunderstand.

- **Blood Cleansing Ritual (50cp)**
 - **Prerequisite Coils: Taste of Fealty**
 - **Procedure:** The Dragon prepares a wash of animal blood and viscera, mixed with several draughts of her own **Vitae**. She uses this to perform a 'washing' procedure, where the subject is restrained while the Dragon repeatedly dumps this solution into his nose and mouth. As the implementation of this Scale is tantamount to torture, subjects are typically restrained.
 - **Outcome:** This process is repeated once for every point of **Vitae** the Dragon invested into the solution. Each time, if the victim is blood bound to another vampire this solution permanently removes the blood bond. Despite the inclusion of the Dragon's **Vitae**, it does not create a bond towards the Dragon.
- **Fealty's Reward (50cp)**
 - **Prerequisite Coils: Call to Serve**
 - **Procedure:** This Scale may only be performed on a mortal subject who is in stage three blood bond towards the Dragon. The Dragon feeds on the subject till the mortal passes out, then the Dragon slits her wrists and spills her gains into a basin. The mortal must then drink that **Vitae**, and be allowed to rest for **48 hours**.
 - **Outcome:** When the subject awakes he shall find that he has become a ghoul, filled to his natural capacity with **Vitae**. This state will last for a full year, instead of just a month, and may be renewed only by the Dragon through the standard expenditure of **Vitae**. Should this condition ever expire the ghoul dies immediately, and rises as a draugr (Mindless Vampire) at the next new moon.
- **Mass Embrace (50cp)**
 - **Prerequisite Coils: The Vast Dynasty**
 - **Procedure:** First things first, the Dragon must locate and gather a group of mortals she seeks to embrace. Given the risks of this Scale, and weakness of the Dragon upon its completion, she would be well-advised to bring several allies as well. Subjects are brought together in a low, concave space capable of containing large quantities of liquid (in this case, blood). The Dragon then completes the following steps. First, she hemorrhages all of her **Vitae**, bleeding it onto the ground. Then she moves from subject to subject, sucking them dry of blood and bleeding her gains into the collective pool. Finally the Dragon must sip from the pool at her feet, and inject the blood into the

now dead subjects' veins. After this, though not formal step of the Scale, she should run for cover.

- **Outcome:** The subjects are Embraced.
- **Sanguinary Invigoration (50cp)**
 - **Prerequisite Coil: Into the Fold**
 - **Procedure:** Using a large syringe, the Dragon extracts **Vitae**, and mixes it with a combination of arcane ingredients. Within ten minutes of preparation this cocktail must be injected into a living vessel, human or animal, or it loses its value. One point of **Vitae** is required.
 - **Outcome:** Despite being injected with a noxious poison the subject is at no risk of being killed, being blood bound, or suffering **Vitae** addiction. Instead he is invigorated, jittering like a man on a stimulant binge. It's a mixed feeling... he's a little shaky, but he also gets a touch of the vigorously alive feeling a ghoul experiences. For him this is where the effects end, but to the vampire this Scale offers much more. Vampires is treated as if they were half their age to determine what they can drink. The invigoration lasts one week, though the side effects may or may not wear off sooner. Because the subject would be consuming the Dragon's blood along with the subject's, other vampires run the risk of becoming addicted or blood bound to the Dragon. On the other hand, those already addicted to the Dragons blood will find the subject's blood as satisfying as that of the Dragon herself.

Disciplines

Physical Disciplines

Physical Disciplines add to your physical stats. These descriptions are assuming average in all stats.

- **Celerity (400cp; Discount/Free **Daeva**, Discount **Mekhet**)** (Select **Vigor** or **Celerity**, Free for **Daeva**)

Unleashing her Beast, a vampire can cross vast distances in the blink of an eye, catch a thrown punch before her attacker has even moved a muscle, or snatch a gun barrel away from a man's temple before he can pull the trigger. Celerity makes a vampire so fast that it's as if she never has to move at all. Drains a **Vitae** per second that it's active, free to toggle off.

- **Resilience (400cp; Discount **Gangrel**, **Venture**)**

The Kindred are walking corpses, free of the frailties of a mortal form. Their bodies are capable of great endurance, but Resilience harnesses the Beast to take that endurance beyond "great" and into "impossible." With **Resilience** a vampire could continue to act even when his body has been reduced to little more than bone and tendon. Drains a **Vitae** upon injury, free to toggle off.

- **Vigor (400cp; Discount/Free **Daeva**, Discount **Nosferatu**)** (Select **Vigor** or **Celerity**, Free for **Daeva**)

While all Kindred possess the power to bolster their might in short bursts, **Vigor** allows some vampires to kick like a freight train or rend steel with their bare hands. The Beast tunes every bone, tendon and muscle fiber to its highest performance, allowing the night's most fearsome predator to strut through the jungle of his choosing without fear of lesser, weaker creatures. Drains a **Vitae** per second that it's active, free to toggle off.

Mental Disciplines

Activating these cost a **Vitae**. If it's a passive (P), you pay to toggle it on, but it's free to toggle off.

- **Animalism** (Discount **Gangrel**, **Venture**) - Allows you to use your Beast to associate with animals.
 - **Feral Whispers (0cp for **Gangrel**, **Venture**) (100cp):** You can communicate with and control animals, individually or in groups. (P)
 - **Raise the Familiar (150cp):** You raise a beast from the dead as a servant.
 - **Summon the Hunt (200cp):** You summon predators and scavengers from the surrounding area.
 - **Subsume the Lesser Spirit (250cp):** By locking gaze into an animal you transfer your soul into the beast's body, leaving your own body in torpor. You're immune to the **Sun** while inside the animal, but can't use any powers other than mental/psionic powers and the disciplines **Animalism**, **Auspex**, and **Majesty**.

- **Feral Infection (300cp)**: By pushing your predatory aura outwards, you inflict the ravings of the Beast on others. Causing those weak of will and animals to go into a frenzy under your control for several minutes.
- **Obfuscate** (Discount **Mekhet, Nosferatu**) - Discipline of concealment, stealth and deception.
 - **Face in the Crowd (0cp for Mekhet, Nosferatu) (100cp)**: You turn your Predatory Aura inward, fading from the attention of those around you. (P)
 - **Touch of Shadow (150cp)**: You touch an object and it vanishes from sight and mind.
 - **Cloak of Night (200cp)**: You may make the subject entirely vanish from the perceptions of viewers with a touch.
 - **The Familiar Stranger (250cp)**: Instead of removing you from the attention of others, you adjusts their perception of you. The following can happen: you may specify a particular image you want to project, and/or you can redefine how people see an object such as making a gun look like it won't fire.
 - **Oubliette (300cp)**: You can hide an entire building or piece of landscape, and manipulates the perceptions of those therein. You may affect individual aspects separately (this door is invisible, those rifles look like canes), or all at once (this house appears to be a stately manor, and the **Nosferatu** master a venerable old gentleman).

Clan Disciplines

Activating these cost a **Vitae**. If it's a passive (P), you pay to toggle it on, but it's free to toggle off.

- **Auspex** (Discount **Mekhet**) - Grants superlative sensory capabilities.
 - **Beast's Hackles** (Free **Mekhet**) (200cp): Allows you to sense sources of danger and weakness of anyone you can perceive. Such as knowing who's most likely to give you what you want, who's likely to break with application of violence, who's most afraid...etc. (P)
 - **Uncanny Perception** (Free **Mekhet**) (250cp): Reveals the secrets of a **single** person you can perceive. Such as knowing the person's mood, who the person is afraid of, What mental illnesses if any is the subject suffering from...etc. (P)
 - **The Spirit's Touch (300cp)**: With a touch lifts psychic impressions from an object or place.
 - **Lay Open the Mind (350cp)**: With a touch you to enter the thoughts of another, sifting through them or inserting your own.
 - **Twilight Projection (400cp)**: Project consciousness as a "ghost body." Except not actually a ghost, because there's no spiritual substance to it. Immune to all physical harm while in this form & immune to the **Sun**.
- **Dominate** (Discount **Venture**) - Allows a Kindred to directly impose his or her will on others.
 - **Mesmerize** (Free **Venture**) (200cp): You meet the victim's eye, lulling them into a trance. (P)
 - **Iron Edict** (Free **Venture**) (250cp): When you **mesmerize** someone you can give them a simple command.
 - **Entombed Command (300cp)**: While the victim is **Mesmerized** you can hide a complex command in your prey's subconscious.
 - **The Lying Mind (350cp)**: While the victim is **Mesmerized** you can make more drastic alterations to a victim's memories; requires eye contact.
 - **Possession (400cp)**: While the victim is **Mesmerized** you extend your mind fully into that of another, supplanting their will and taking complete control of their body. While in another body you can only use mental/psionic powers, & disciplines **Majesty, Dominate**, and **Auspex**. Immune to the **Sun** while in a mortal body.
- **Majesty** (Discount **Daeva**) - Preternatural charisma and charm.
 - **Awe** (Free **Daeva**) (200cp): Awe magnifies the vampire's presence in the eyes of others, making her seem cool, hot, and in general the kind of person with her very own spotlight. (P)
 - **Confidant** (Free **Daeva**) (250cp): When the vampire speaks, she creates an air of trust and reliability. (P)
 - **Green Eyes (300cp)**: The victim under **Confidant** feels deep jealousy over the vampire's attention and desperation for her favor.
 - **Loyalty (350cp)**: The vampire becomes so important to the victim under **Confidant** that acting against the vampire becomes traumatic.
 - **Idol (400cp)**: The vampire takes on the mantle of the king or the star, becoming so important in the eyes of others that they cannot possibly act against the vampire. This makes it very hard to harm or embarrass the **Idol**. (P)
- **Nightmare** (Discount **Nosferatu**) - Striking fear and dread into the hearts of others.

- **Dread Presence (Free Nosferatu) (200cp):** The vampire exudes a deeply unsettling aura that reaches out to all those within her presence. This can create small mental illusions affecting two senses that last no more than a few seconds, **Dread Presence** also makes the user more intimidating. (P)
- **Face of the Beast (Free Nosferatu) (250cp):** With a glance, one of the victim's fears is magnified to the point of pure terror. If you know something the victim fears, you may choose it; otherwise the victim experiences fear of you. The victim is overcome with an immediate need to flee the source of fear.
- **The Grand Delusion (300cp):** The victim's mind is twisted and perverted in ways invisible to the naked eye, instilling beliefs into the victim as false as they are frightening with a glance and a few words for a few nights.
- **Waking Nightmare (350cp):** The user inflicts upon her victim or victims a miserable hallucination, a touch of the kind all vampires suffer in torpor. The user creates a single illusion, a change or addition to perceptions, and projects it into the mind of the victim(s). Illusions from **Waking Nightmare** are extremely convincing, covering anywhere from a **single** sense to all **five**. Unlike those created via **Dread Presence** these visions persist outside the vampire's immediate vicinity, and indeed even beyond her death, haunting their subject until the effect expires.

The user adjudicates how the illusion behaves and reacts while the victim(s) is in her presence. **Waking Nightmares** are always frightening and unsettling, even if they depict something otherwise harmless. The doll's eyes watch you, the nice man has too wide a smile. No use of this power can create a pleasant illusion. No matter how convincing the **Waking Nightmare** can't cause actual harm or inflict debilitating pain.

- **Mortal Terror (400cp):** The user imbues his/her Nightmares with the sort of terror that haunts all vampires through **day** sleep and torpor. The user may either create a delusional condition which the victim's morality and inhibitions are diminished. Acts which would normally be breaking points (such as violence, homicide, and self-destruction) cease to be. Or the illusion the user creates with **Waking Nightmare**, for those who can see it, becomes almost-physical. It may inflict harm on victims as though it were real.

- **Protean (Discount Gangrel) - Physical metamorphosis and transformation.**

- **Unmarked Grave (Free Gangrel) (200cp):** At the vampire's silent command, the earth yawns open to embrace him. Merging with the ground, he gains immunity to most harm. When subsumed, the vampire is mostly insensible to the outside world. However, he may remain conscious as normal. Kindred Senses continue to function. He is immune to almost all harm which does not damage the ground in which he rests. (P)
- **Predatory Aspect (Free Gangrel) (250cp):** The vampire gains the ability to manifest a small host of bestial traits. Such as sharp claws, tiny insect legs for wall crawling, extended arms or shorted legs for faster run speed and doubling jump distance, webbed hands for swimming speed as fast as land speed, sharper senses to hear heartbeats or to sense blood much further, tremor sense or echolocation to perceive the world in nearly 360 degree vision, prehensile tail. Pick three, changing between them costs a **Vitae**.
 - **Unnatural Change (350cp):** As the Beast boils up through the Blood, your human or animal shell begins to twist and crack. Manifest truly horrifying changes which no longer resemble the creatures of the natural world. Such as vicious serrated talons and/or giant fangs which cause flesh to rot for a few seconds with each strike, great wings of a pale leathery skin allowing flight equal to land speed, develop hooked hands or other unnatural apparatus that allow you to burrow through dirt and soil at half your normal movement speed, Transform your body into rubber-like flesh and bones that can stretch, condense and contort in impossible ways. This permits you to slip through holes half the size of your head. Select one & this requires a day's rest and 2 **Vitae** to change it.
- **Prey's Skin (300cp):** You turn into an animal that you've consumed, gaining all its natural movements and abilities.
- **Primeval Miasma (400cp):** You dissolve into a cloud of smoke. Occasional flashes of yellow appear within the smoke, like the gleaming of eyes. Immune to harm except for **sunlight** and **fire**. (P)

Haven (Discount Carthian Movement) (50cp to 250cp)

A good haven is not only safe from the sun, but also familiar and comforting. The cost reflects your character's affinity for his home and its defenses against the **sun's** intrusion. A low rating might mean an unreliable apartment with boarded windows. A high rating may mean an ancestral home with no windows and an extensive system of vaults. No haven means you're homeless.

Drawbacks (Up to +800cp; Exception Dark Fate)

The Prince & The Pauper (+0cp) – Is ten years not good enough for you? Perhaps you seek power, or a challenge. With this drawback you have a win condition, to become the Prince (ruler) of your city and rule for 10 years.

Hard of Hearing (+100cp) – You're not deaf, but very close to it.

Dulled Bite (+100cp) - For some reason your fangs never developed fully, when feeding, you need to find some other method of making the blood flow.

Touch of Frost (+100cp) Plants wither as you approach and die at your touch. Your touch leeches heat from living beings, as though you were made of ice

Prey Exclusion (+200cp) – You can only feed off a very select prey, such as Only Children, Only humans who use drugs, only of a certain religion...etc. Attempt to feed off another prey other will cause you to throw up a vitae.

Thirst for Innocence (+200cp) – The sight of innocence, of any sort, arouses in you a terrible bloodlust. This is very hard to resist and if you don't you'll go into a frenzy attacking the source of innocence.

Deathstight (+200cp) - Everything appears rotted and decayed to you. The world appears to you as a corpse; mortals look diseased or skeletal, buildings seem decrepit, and your fellow Kindred seem to be walking, moldering cadavers. Even you'll looking like this in the mirror.

Loathsome Regnant (+400cp) – Not only are you blood bound, but you are also in thrall to a vampire who mistreats you hideously. Perhaps you are publicly abused or humiliated; perhaps your master forces you to commit unspeakable acts for him/her. In any case, existence under the bond is a never-ending nightmare, with your regnant serving to con-duct the symphony of malice.

Stereotypical Weaknesses (+400cp) – I WANT TO SUCK YOUR BLOOD! BLEH! Not only do you act like a total B-movie vampire, you suffer from the weaknesses of one. Garlic? Repulses you. Religious symbol? Causes you to cower or flee. Running water? Can't cross it. You also don't cast any shadows and you don't appear in the mirror. Ironically your fellow kindred won't scorn you for this, unless you break the Masquerade (the charade to keep mortals ignorant of vampires).

Grip of the Damned (+400cp) - There is no ecstasy in your Embrace only terror and pain. Mortals upon whom you feed struggle and shriek while you attempt to feed, requiring you to grapple with them for as long as you wish to take their blood.

Blind (+600cp) – You can't see shit, jack!

Laughingstock (+600cp) – Somehow you've drawn the scorn of the local Harpies, social gossipers, who make you their favorite target. Good luck trying to do anything socially, it'll be a very difficult but satisfying climb to Prince.

Clan Enmity (+600cp) – Pick a clan, all those members will try to kill you if they see you. Unless it's in the Elysium (Neutral ground, where city politics plays out) where no violence is accepted. The Prince if he's of the selected clan however will be immune, thankfully.

Dark Fate (+900cp) - You are doomed to experience *Final Death*. You can-not avoid this terrible fate. At some point during the Jump, your **Dark Fate** will come upon you. However if you sacrifice one your companions you can avoid your **Dark Fate**. They will suffer in your stead. When this happens, nothing you can do will save them and you'll have to watch. There's no way to cheat the system, it must be a genuine companion. They'll be gone forever, and you'll have to live with that memory.

Glossary

- **Blood Doll** – A mortal who freely lets vampires drink from them.
- **Childe** - A new Kindred that has experienced the Embrace and is under the dominion of its Sire.
- **Danse Macabre** - The convoluted social interplay between the Kindred in the course of their individual Requiem
- **Herd** – A group of mortals whose members allow a certain vampire to feed upon them.
- **Sire** - A vampire's creator; the one who applied the Embrace to a human.
- **Thrall** – Someone who is fully bound into service to a vampire through a blood bond.
- **Frenzy** – When a vampire sees Fire, or drops to **0 Vitae** in his/her system they go into a Frenzy and lasts until he/she fills up on **Vitae**, or is safe distance away from **fire**. This can be resisted, but it's hard.
- **Blush of Life** – Blush of Life is when you spend **1 Vitae**, this allows you to appear alive to the touch & sight. Lasts until the next **sunrise**.
- **Torpor** – Catatonic state which a kindred appears dead. The skin tightens over the flesh and dries out. The joints harden, and the top layer of his tissue turns to a faint, ashen dust. During the Kindred's slumber, the Kindred experiences strange, nonsensical dreams that keep the mind active and exercised, called the Fog of Eternity.
- **Diablerie** - The heinous act of consuming a fellow vampire completely, down to the victim's very soul.
- **Embrace** - process by which a mortal is turned into a Kindred by another Kindred.
- **Elysium** - A location used for Kindred social occasions and gatherings, such as the court where the Prince holds audience. Elysium is a neutral zone where violence is forbidden during proceedings.
- **Prince** - The title for the ruling vampire of a domain.
- **Final Death** - A term used by vampires to refer to permanent death.
- **Fog of Eternity** - The mental confusion resulting in a vampire's mind as a result of long-term torpor. As a Kindred sleeps in torpor, dreams and memories collide with hallucinations and visions of past (and even future) events, making actual memory of events in life and unlife extremely unreliable. The longer the torpor, the less reliable those memories become. The Fog of Eternity has been described as "a decades-long waking dream" and "a protracted nightmare."
- **Ghoul** - A mortal human, fed with vampiric **Vitae**. Ghouls make loyal servants, retainers, companions and mortal muscle. **Vitae** grants them limited access to vampiric disciplines and also halts their aging, while at the same time ensuring their loyalty.
- **Vitae** – Supernatural essence that fuels vampire disciplines, helps them wake up, and fuels their undead nature. Comes from consuming human blood.
- **Beast, The** - The primal drives of a vampire that threaten the kindred into becoming uncontrollably ravenous and the urges which prompt a Vampire to become entirely a monster, forsaking all Humanity.

After The End

After you completed your goal, all drawbacks are rescinded and you have these options.

- **Go Home** – Go back to your home, keep everything you’ve gotten at this point.
- **Stay** – Are you sure? Well you’ve damned yourself for eternity or till your second death. For your troubles you’ll be granted an additional **1000cp** for your trouble.
- **Continue on** – ADVENTURE FORTH!

Notes

- After this Jump you **DON’T** have to feed on other vampires if you reach the age when you have to, *Jumpchan* has cured you of that part. However to gain *vitae* you **still** have to **feed** on **humans**, unless you have **something** that allows you to **feed** on **animals**. You also don’t have to sleep after **500** years after the Jump, again *Jumpchan* cured you of that part.
- *Jumpchan* has also granted you immunity to sunlight, and other vampiric ailments you gained from this Jump. Even when you use your abilities, your weaknesses won’t return. This **doesn’t** extend to other vampiric powers from other jumps.