Flaws

- Physical
- Mental
- Social
- Supernatural
- Clan Specific

Physical

Hard of Hearing

Bonus: 1pt.
Your hearing is defective. The difficulties of any rolls involving the use of hearing are increased by two.

Short

Bonus: 1pt.
You are well below average height — four and a half feet (1.5 meters) tall or less. You have difficulty reaching or manipulating objects designed for normal adult size, and your running speed is one-half that of an average human.

Smell of the Grave

Bonus: 1pt.
You exude an odor of dampness and newly turned earth, which no amount of scents or perfumes will cover. Mortals in your immediate presence become uncomfortable, so the difficulties of all Social rolls to affect mortals increase by one.

Tic/Twitch

Bonus: 1pt.
You have some sort of repetitive motion that you make in times of stress, and it’s a dead giveaway as to your identity. Examples include a nervous cough, constantly wringing your hands, cracking your knuckles, and so on. It costs one Willpower to refrain from engaging in your tic.

Bad Sight

Bonus: 1 or 3pt.
Your sight is defective. The difficulties of any die rolls involving the use of your eyesight are increased by two. As a one-point Flaw, this condition can be corrected with glasses or contacts; as a three-point Flaw, the condition is too severe to be corrected.

Fourteenth Generation

Bonus: 2pt.
You were created five or fewer years ago by a member of the Thirteenth Generation. Though you have

10 blood points in your body, only eight of them may be used to heal wounds, power Disciplines, raise Attributes, etc. You can still use the final two blood points for other purposes, though. The blood point costs of nightly rising, creating and sustaining ghouls, and creating blood bonds remains the same as for other vampires.

> You cannot raise any Discipline above four dots.

> Taking this Flaw precludes you from taking the Generation Background, and you may not start with Status, either. You are likely a Clanless Caitiff, for your blood is probably too thin to pass down the distinguishing characteristics of a Clan. Most Fourteenth-Generation vampires should also take the Thin Blood Flaw.

Fifteenth Generation

Bonus: 4pt.
Your vitae is so weak that only six of your 10 blood points can be used for Disciplines, healing or raising Attributes. For these functions, you must expend two blood points to obtain the effect a normal vampire would achieve with one. (The cost for nightly rising remains a single blood point.) What's more, you cannot create or sustain ghouls, create a blood bond, or sire a vampiric childe. You can use the remaining four blood points to survive through the day and wake up each night, nothing more.

> You cannot raise any Discipline above three dots.

The weakening of the Curse of Caine has compensations, though (which distinguish this Flaw from the Thin Blood Flaw itself). Sunlight does lethal damage to you, instead of aggravated damage as it does to other vampires. You can hold down mortal food and drink for an hour or so; other vampires vomit immediately if they try (unless they have the Eat Food Merit). Strangest of all, once in a while you might actually have a child the normal, human way... though it will hardly be a normal, human child.

Disfigured

Bonus: 2pt.
A hideous disfigurement makes your appearance disturbing and memorable. The difficulties of all die rolls relating to social interaction are increased by two. You may not have an Appearance rating greater than 2.

Dulled Bite

Bonus: 2pt.
For some reason your fangs never developed fully, or they may not have manifested at all. When

feeding, you need to find some other method of making the blood flow. Failing that, you must achieve double the normal number of successes in order to make your bite penetrate properly. A number of Caitiff and high- Generation vampires often manifest this Flaw.

Infectious Bite

Bonus: 2pt.
You may not automatically lick the wounds of your feeding closed. In fact, your bites have a one in five chance of becoming infected and causing mortal victims to become seriously ill. The precise nature of the infection is determined by the Storyteller.

One Eye

Bonus: 2pt.
You have only one eye — which eye is missing is up to you. The difficulties of all Perception rolls involving eyesight are increased by two, and the difficulties of all die rolls requiring depth perception are increased by one (this includes ranged combat).

Vulnerability to Silver

Bonus: 2pt.
To you, silver is as painful and as deadly as the rays of the sun. You suffer aggravated wounds from any silver weapons (bullets, knives, etc.), and the mere touch of silver objects discomfits you.

Open Wound

Bonus: 2 or 4pt.
You have one or more wounds that refuse to heal, and which constantly drip blood. This slow leakage costs you an extra blood point per evening (marked off just before dawn), in addition to drawing attention to you. If the wound is visible, you are at + 1 difficulty for all Social-based rolls. For two points, the Flaw is simply unsightly and has the basic effect mentioned above; for four points the seeping wound is serious or disfiguring and includes the effects of the Flaw Permanent Wound (below).

Addiction

Bonus: 3pt.
You suffer from an addiction to a substance, which must now be present in the blood you drink (or you automatically frenzy, as per the Prey Exclusion Flaw). This can be alcohol, nicotine, hard drugs, or simply adrenaline. This substance always impairs you in some fashion.

Deformity

Bonus: 3pt.
You have some kind of deformity — a misshapen limb, hunchback, or clubfoot, for example — which affects your physical abilities and interactions with others. A hunchback, for instance, would lower a character's Dexterity by two dots and increase the difficulty of die rolls relating to social skills by one. It is the responsibility of the Storyteller to determine the specific effects of the deformity chosen.

Glowing Eyes

Bonus: 3pt.
You have the stereotypical glowing eyes of vampire legend, which gives you a -1 difficulty on Intimidation rolls when you're dealing with mortals. However, the tradeoffs are many; you must constantly disguise your condition (no, contacts don't cut it); the glow impairs your vision and puts you at +1 difficulty on all sightbased rolls (including the use of ranged weapons); and the radiance emanating from your eye sockets makes it difficult to hide (+2 difficulty to Stealth rolls) in the dark.

Lame

Bonus: 3pt.
Your legs are damaged, which prevents you from running or walking easily. You are forced to walk with a cane or possibly leg braces, and you have a pronounced limp to your stride. Your walking speed is one-quarter that of a normal human, and running is impossible.

Lazy

Bonus: 3pt.
You are simply lazy, avoiding anything that requires effort on your part. Preferring to let others do the hard work, you lounge around. For any action that requires preparation, there's a good chance you didn't properly prepare. Difficulty rolls for spontaneous Physical actions (including combat, unless it's part of a planned offensive) increase by one.

Monstrous

Bonus: 3pt.
Your physical form was twisted during the Embrace, and now reflects the Beast that rages inside you. Characters with this Flaw appear to be savage monsters and have Appearance ratings of zero. Nosferatu and other bloodlines whose weaknesses cause them to start off with Appearance zero cannot take this Flaw.

Permanent Fangs

Bonus: 3pt.
Your fangs do not retract, making it impossible for you to hide your true nature. While some mortals

may think you've had your teeth filed or are wearing prosthetics, sooner or later you're going to run into someone who knows what you truly are. You are also limited to a maximum Appearance rating of 3.

Permanent Wound

Bonus: 3pt.
You suffered injuries during your Embrace which your transformation somehow failed to repair. At the beginning of each night, you rise from sleep at the Wounded health level, though this may be healed by spending blood points.

Slow Healing

Bonus: 3pt.
You have difficulty healing wounds. It requires two blood points to heal one health level of bashing or lethal damage, and you heal one health level of aggravated damage every five days (plus the usual five blood points and Willpower expenditure).

Child

Cost: 4pt.
Most vampires begin their unlife in adulthood, but your sire, whether by necessity, cruelty, or peculiarity, Embraced you when you were a child. No matter how many years have passed, your body remains prepubescent. Your Strength and Stamina may not be higher than 2 and the difficulty of rolls to lead or command mortal adults increases by two.

Disease Carrier

Bonus: 4pt.
Your blood carries a lethal and highly contagious disease. The disease can be anything from rabies to HIV, and Kindred who drink your blood have a 10% chance of becoming a carrier as well. You must spend an extra blood point each night on awakening, or you will begin manifesting symptoms of the disease (increased chance to frenzy for rabies, reduced soak rolls for HIV, etc.).

Deaf

Bonus: 4pt.
You cannot hear. While you may be more resistant to some applications of Dominate, you also may not listen to electronic or vocal media, and the difficulties of many Perception rolls are increased by three.

Mute

Bonus: 4pt.
You cannot speak. You may communicate with the Storyteller and describe your actions, but cannot talk to player or Storyteller characters unless everyone concerned purchases a commonly understood sign language (via the Language Merit) or you write down what you wish to say.

Thin Blood

Bonus: 4pt.
Your blood is thin, weak, and does not sustain you well. All blood point costs are doubled (e.g., using blood-related Disciplines or healing damage), although you only lose one blood upon rising in the evening. Furthermore, you are unable to create a blood bond, and efforts to sire other vampires succeed only one in five times.

Flesh of the Corpse

Bonus: 5pt.
Your flesh does not fully regenerate itself once it is damaged. While you are able to heal yourself to the point of regaining full functionality, your skin still retains the cuts, tears, bullet holes, and other visible damage that you have incurred. Depending on the nature of the damage, this Flaw will make social dealings exceedingly difficult, and may decrease your Appearance dots over time (even to 0).

Infertile Vitae

Bonus: 5pt.
During your Embrace, something went horribly wrong, causing your blood to mutate under the stress of dying and rising again. All those you try to Embrace die. No matter what you do, you may not create any childer. However, your blood can still be used in blood rituals like Thaumaturgy and the Vaulderie, or for any other vampiric needs like making ghouls.

> Infertile Vitae is currently restricted. You will need to speak with staff and obtain pre-approval prior to submitting your character sheet.

Blind

Bonus: 6pt.
You cannot see. Characters can compensate for the loss of vision by becoming more attuned to other sensory input, but visual cues and images are lost to them. Difficulties of all Dexterity-based rolls are increased by two. Oddly, vampires with Aura Perception (Auspex 2) are still able to use this ability, thought the information is interpreted via the other senses. On the other hand, vampires who need make eye contact to enact powers like Dominate against you are only at a penalty to do so.

Mental

Deep Sleeper

Bonus: 1pt.
When you sleep, it is very difficult for you to awaken. The difficulty of any roll to awaken during the day is increased by two.

Impatient

Bonus: 1pt.
You have no patience for standing around and waiting. You want to do things now — fuck those slowpokes trying to hold you back. Every time you are forced to wait around instead of acting, a Self-Control roll is required to see if you go tearing off on your own instead.

Nightmares

Bonus: 1pt.
You experience horrendous nightmares every time you sleep, and memories of them haunt you during your waking hours. Upon awakening, you must make a Willpower roll (difficulty 7) or lose a die on all actions for that night. A botched Willpower roll indicates that, even when awake, you still believe that you are locked in a nightmare.

Prey Exclusion

Bonus: 1pt.
You refuse to hunt a certain class of prey. You might refuse to feed on drug dealers, policemen, accountants, or rich people — if you accidentally feed upon such an individual, you automatically frenzy and must make a roll to prevent Humanity or Path loss (difficulty 7). Witnessing other Kindred feeding on the object of your exclusion might also provoke a frenzy, at the Storyteller’s discretion. Ventrue, owing to the limitations already imposed on their feeding by their Clan weakness, may not take this Flaw.

Shy

Bonus: 1pt.
You are distinctly ill at ease when dealing with people and try to avoid social situations whenever possible. Difficulties for all rolls involving social interaction with strangers are increased by two. If the character becomes the center of attention in a large group, difficulties are increased by three.

Soft-Hearted

Bonus: 1pt.
You cannot stand to watch others suffer. You avoid any situation that involves causing someone physical or emotional pain, unless you make a Willpower roll (difficulty 8). You must have a Humanity rating of 7 or above to take this Flaw — vampires on Paths of Enlightenment can only take this Flaw with Storyteller approval.

Speech Impediment

Bonus: 1pt.
You have a stammer or other speech impediment that hampers verbal communication. The difficulties of all die rolls involving verbal communication are increased by two. This Flaw must be roleplayed whenever possible.

Unconvinced

Bonus: 1pt.
You fail to see the need for the core ideologies of your Sect or Clan, and have gone on record as saying so. Taking your stand has made you suspect in the eyes of your superiors, and may have attracted the attention of your enemies as well.

Amnesia

Bonus: 2pt.
You are unable to remember anything about your past, yourself, or your family (whether mortal or vampiric), though your past might well come back to haunt you. Your origins and the circumstances behind your amnesia are for the Storyteller to determine, and she is encouraged to make it as interesting as possible.

Lunacy

Bonus: 2pt.
You are affected by the phases of the moon, increasing your chances to frenzy. Under the crescent moon, difficulties to avoid frenzy increase by one. Under the half or gibbous moon, difficulties rise by two. When the moon is full, difficulties increase by three.

Phobia

Bonus: 2pt.
You have an overpowering fear of something. Spiders, snakes, crowds, and heights are examples of common phobias. You must make a Courage roll every time you encounter the object of your fear. The

difficulty of the roll is determined by the Storyteller. If you fail the roll, you must retreat from the object.

Short Fuse

Bonus: 2pt.
You are easily angered. Difficulties to avoid frenzy are two greater. Brujah vampires cannot take this Flaw, as they already suffer from a similar weakness.

Stereotype

Bonus: 2pt.
You buy heavily into all of the vampire stories you've read and heard. You wear a cape or body glitter, speak with an accent, and otherwise act in a cartoonish fashion. Such behavior is embarrassing in the extreme to other Kindred, who are likely to ostracize or mock you (+2 difficulty to Social rolls with other vampires who don't share your habits). You also stand out to hunters.

Territorial

Bonus: 2pt.
You are extremely territorial, staking out a particular area as your hunting ground and reacting aggressively to trespassers. If another vampire enters your territory uninvited, you must make a frenzy roll. If you fail, you immediately attack the interloper and continue attacking until the intruder is dead or has left your hunting grounds. You are reluctant to leave your territory except in desperate circumstances.

Thirst for Innocence

Bonus: 2pt.
The sight of innocence — of any sort — arouses in you a terrible bloodlust. Roll Self-Control or Instincts, or else frenzy and attack the source of your hunger.

Vengeful

Bonus: 2pt.
You have a score to settle, incurred either during your mortal days or after the Embrace. You are obsessed with taking your revenge on an individual or group, and it is your overriding priority in any situation where you encounter the object of your revenge. You may temporarily resist your need for vengeance by spending a Willpower point.

Victim of the Masquerade

Bonus: 2pt.
The Camarilla's propaganda machine did too good a job on you. Even after your Embrace you refused to believe you were a vampire. You remain convinced that there is some logical explanation for your condition, and spend as much time as you can searching for it. You also have problems feeding, and may insist on trying to eat regular food. None of these habits makes you particularly pleasant company for other Kindred. This Flaw must be roleplayed at all times, and is generally taken by Camarilla vampires.

Weak-Willed

Bonus: 3pt.
You are highly susceptible to Dominate and intimidation by others; Dominate attempts automatically affect you unless the Discipline wielder is of higher Generation, and your difficulties to resist Social abilities such as Intimidation or Leadership, as well as mind-altering spells or magic, are increased by two. Your Willpower Trait may never rise above 4.

Conspicuous Consumption

Bonus: 4pt.
It is not enough for you to draw nourishment from the blood of mortals — you believe you must also consumeyour victim's heart, liver, and other blood-rich tissue. Of course, this will necessitate the deaths of all of your victims (unless you are extremely creative), which might lead to numerous problems with maintaining Humanity (and a low profile). Characters with this Flaw should additionally purchase the Eat Food Merit.

Guilt-Wracked

Bonus: 4pt.
You simply cannot come to grips with the fact that you must drink blood to survive. You suffer horrible guilt over each time you feed (roll Conscience, difficulty 7, or else frenzy every time you feed — characters with the Conviction Virtue cannot take this Flaw) and try to avoid doing so as much as possible. This means that you rarely have much blood in your system, leaving you vulnerable to both attacks and hunger-based frenzies.

Flashbacks

Bonus: 6pt.
You managed to make it through the Creation Rites or other similarly traumatic experience, but not wholly intact. The most insignificant thing can throw you into a different mood or state of mind, and as such your behavior is extremely unpredictable. Because of your precarious emotional state, your Willpower fluctuates. At the beginning of each story, make a Willpower roll (you may not spend Willpower for an automatic success). If you succeed, you may participate in the story as normal. If you

fail, however, your Willpower score is considered to be 1 for the duration of that session, and you only have one Willpower point to spend. You may roll again at the beginning of the next session to see if you regain your Willpower.

Social

Botched Presentation

Bonus: 1pt.
When your sire presented you to the Prince of the city, you flubbed it. Now you're convinced His Majesty hates you (whether he does or not). You need to succeed on a Willpower roll (difficulty 7) just to stand in front of the Prince or one of his duly authorized representatives without running, blubbering, or otherwise making a fool of yourself. This Flaw can only be taken by Camarilla vampires.

Dark Secret

Bonus: 1pt.
You have some sort of secret that, if uncovered, would be of immense embarrassment to you and would make you a pariah in the local Kindred community. This could be anything from having murdered an elder to being a member of the Anarchs.

Expendable

Bonus: 1pt.
Someone in power doesn't want you around. Maybe she wants territory you possess, or is jealous of the attention you're getting from a prize mortal retainer — the details are irrelevant. What does matter is that she has the power to maneuver you into dangerous situations "for the good of the Sect," and has no compunctions about doing so.

Incomplete Understanding

Bonus: 1pt.
The whole matter has been explained to you, but you're still not quite sure how things in your Sect work. Your imperfect understanding of the rules and regulations of your new existence means that sooner or later, you're going to make a mistake. It's only a matter of time….

Infamous Sire

Bonus: 1pt.
Your sire was, and perhaps still is, distrusted and disliked by many of the city's Kindred. As a result, you aredistrusted and disliked as well.

Mistaken Identity

Bonus: 1pt.
You look similar to descriptions of another Kindred, which cause cases of mistaken identity. This can prompt numerous awkward or even dangerous situations, especially if your “twin” has a terrible reputation or is wanted for some crime.

New Arrival

Bonus: 1pt.
You’ve just arrived in your new city of residence, and don’t know anyone in the place. Existing factions may try to recruit or eliminate you, while vampires in positions of authority size you up and take your measure. Meanwhile, your ignorance of the city’s current events, history, and politics (not to mention the personality quirks of the vampires already in place) may cause you to make a serious blunder.

New Kid

Bonus: 1pt.
You’re the latest in the city to be Embraced or have yet to prove yourself to your Sect, and everyone knows it. That automatically puts you at the bottom of the social totem pole. Other neonates take every opportunity to demonstrate your inferiority, or rival packs constantly test your worthiness to the Sabbat. Even if someone else is added to the ranks of the unliving, you’re still regarded as something as a bit of a geek by your peers — a distinction that can have dangerous consequences if bullets start flying. All Social-related rolls are at +1 difficulty when you are dealing with other neonates. (Ancillae and elders lump you in with all the other neonates under their general disdain.)

Recruitment Target

Bonus: 1pt.
Someone in one of your Sect’s enemy organizations wants you, and they want you bad. Every effort is being made to recruit you, willing or no, and the press gangs usually show up at the worst possible time.

Sire’s Resentment

Bonus: 1pt.
Your sire dislikes you and wishes you ill. Given the smallest opportunity, she will actively seek to do you harm. Your sire’s allies also work against you, and many elders may resent you.

Special Responsibility

Bonus: 1pt.
Shortly after your Embrace, you volunteered for some task in order to gain respect and approval from the vampires around you. Now, you wish you had never opened your damn mouth! While you are not

given any special credit for performing this duty, you would lose a lot of respect if you were to stop. The nature and the details of your duty should be worked out with the Storyteller in advance. Ideas can range from lending money to other Kindred to acting as a messenger or possibly gathering victims for ritae (such as Blood Feasts).

Sympathizer

Bonus: 1pt.
You have publicly expressed sympathy for some of the goals and policies of the enemies of your Sect. Your outspoken views on the subject have made you suspect in the eyes of the city's hierarchy, and you may be suspected of (or arrested for) treason.

Vulgar

Bonus: 1pt.
Tact is a foreign concept to you, and you're famous for being abrasive and generally unpleasant. Rolls involving social graces or delicate situations suffer +1 difficulty.

Enemy

Bonus: 1-5pt.
You have an enemy, or perhaps a group of enemies, who seek to harm you. The power of the enemy depends upon how many points the player wishes to spend (five points indicate the wrath of a Methuselah or other potent supernatural foe).

Rivalry

Bonus: 1-5pt.
Someone hates you so much that they cannot bear to leave you alone. The scale of this Flaw is similar to that of the Enemy Flaw (see above), but your Rival is not interested in seeing you dead. Rather, a Rival desires only to make your unlife as troublesome and hellish as possible. At lower point value, the Rival may also be a friend who arrives at precisely the worst moment to steal your thunder or make you embarrassed. At higher levels, your Rival loses sleep planning how to make your life miserable.

Bound

Bonus: 2pt.
You are blood bound to another vampire. Your regnant may not necessarily treat you badly, but the fact remains that your will is not entirely your own. The knowledge gnaws at you, even as you find yourself lost in devotion to your vampiric master. Sabbat vampires cannot take this Flaw.

Catspaw

Bonus: 2pt.
You've done dirty work for someone high up in the city's hierarchy in the past — the Sheriff, the Bishop, or even someone higher. However, instead of granting you favor, your deeds have made you an embarrassment or a liability. For the moment, your former employer's concern is to keep you quiet. In the long term, it's to get rid of you.

Escaped Target

Bonus: 2pt.
You had targeted a mortal for the Embrace, but someone else got there first. You cannot stand the humiliation of being cheated of your prize, and fly into a rage (+2 difficulty to avoid frenzy) whenever you see the one who got away. This hatred may lead you into other irrational behaviors, like Embracing enemies of the neonate, creating unauthorized childer, or even trying to kill your rival. Furthermore, your petty and irrational behavior is well-known and quite noticeable, and as a result you are at + 1 difficulty on all Charisma rolls until the situation is resolved.

Expiration Date

Bonus: 2pt.
Your personal motto is simple: I do what I want. This has, as might be expected, caused you trouble more than once. You are wanted in several domains for various minor crimes, such as exsanguinating the Seneschal's favorite ghoul. You haven't been bloodhunted just yet, but the writing is on the wall. You've just about run out of time and no one wants you to take them with you when everything turns sideways. One more mistake and you sign your Final Death warrant. All social-based rolls to acquire help are at +2 difficulty, except those involving Intimidation.

Failure

Bonus: 2pt.
You once held a title in the city, but failed catastrophically in your duties. Now you are branded incompetent, excluded from circles of power and responsibility, and generally ostracized by those on their way up. Your exclusion may make you a target for recruitment by the Sect's enemies (or so the whispers run, making you even more distrusted). Conversely, the consequences of your error might come back to haunt you.

Masquerade Breaker

Bonus: 2pt.
In your first nights as a vampire, you accidentally broke the Masquerade — and were spotted doing so. Someone else covered for your mistake, but holds the favor over you. Now you exist in fear that your error will be revealed. In the meantime, your "savior" takes pitiless advantage of you. This Flaw can only be taken by vampires in Sects or Clans that respect the Masquerade.

Old Flame

Bonus: 2pt.
Someone you once cared deeply for is now with the enemy. He still attempts to play on your sympathies “for old times’ sake” while working against you. Unless you succeed on a contested Manipulation + Expression roll against your former friend, you cannot act against him unless the situation becomes life-threatening.

Rival Sires

Bonus: 2pt.
The flip side of Escaped Target, two vampires wanted to gift you with the Embrace. One succeeded, one failed — and she’s not happy about that failure. You, your actual sire, or both of you have become the target of the failed suitor’s ire. Regardless, your persecutor is at +2 difficulty to refrain from frenzy in your presence. In addition, she may well be working actively to discredit or destroy you.

Uppity

Bonus: 2pt.
You are proud of your new status in the Sect — so proud that you’ve shot your mouth off to other Kindred and made some enemies. Wiser vampires laugh at you and chalk your rudeness up to youth, but others find you arrogant and insulting. These enemies will take action to embarrass or harm you. Furthermore, you are at +2 difficulty on all Social rolls against any vampires you have alienated through your yammering — and you may not know who they are.

At Storyteller discretion, you may also be required to make a Willpower roll (difficulty 6) to keep your mouth shut any time the opportunity presents itself for you to brag about your pack, your Clan, or your status.

Disgrace to the Blood

Bonus: 3pt.
Your sire regards the fact that he Embraced you to be a titanic mistake, and has let everyone know it. You are mocked at gatherings, taunted by your peers, and actively despised by the one who should be giving you guidance. Any request or petition you make is likely to be looked down upon by friends of your sire, and your achievements are likely to be discounted.

Former Prince

Bonus: 3pt.
Once, you held near-absolute power in a city, but those nights are gone now. Perhaps you stepped down,perhaps you were deposed, or perhaps your city fell to the Sabbat; it matters little in your

reduced state. What does matter is that the Prince in the city where you now dwell is aware of your prior employment, and has concerns that you might be trying to make a comeback. The machinery of the Camarilla in the city where you now make your home is subtly stacked against you, and if the Prince sees an opportunity to get rid of you he just might take it. This Flaw can only be taken by Camarilla vampires.

Hunted Like a Dog

Bonus: 3pt.
Another Sect or group of vampires has decided that you're a target for extermination, and pursues you relentlessly. On the bright side, the enemies of your enemy may well wish to help you out, potentially garnering you allies.

Narc

Bonus: 3pt.
You are known to be a snitch, an informer firmly planted in the pocket of the vampires in charge. Those on whom you might yet inform loathe you as a result, feeding you misinformation when they can in an attempt to discredit you. Given the opportunity, they might do you mischief. Regardless, your reputation as a weasel precedes you, putting you at +1 difficulty on all Social rolls against those who don't agree with your politics.

Sleeping With the Enemy

Bonus: 3pt.
You have some sort of intimate connection with a member of an opposing Sect or inimical Clan. You may have a lover, a childe, a friend, or a contact working the other side of the fence, but regardless of politics you retain a friendly (or more than friendly) relationship with your putative foe. Your close ties to someone on the other side would be regarded as treason by your superiors within the Sect, and if you are discovered, the penalty will surely be death.

Clan Enmity

Bonus: 4pt.
One Clan in particular wants you dead. You have offended the entire Clan, from elders to neonates, and as a result every member of that bloodline wants your head on a plate. The effects of the Flaw may manifest as anything from very public snubs and insults to actual attempts on your unlife. You are also at +2 difficulty on all Social rolls relating to members of the Clan in question.

Hunted

Bonus: 4pt.
You are pursued by a fanatical witch-hunter who believes (perhaps correctly) that you are a danger to humanity. All those with whom you associate, be they mortal or Kindred, may be hunted as well.

Loathsome Regnant

Bonus: 4pt.
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. In any case, existence under the bond is a neverending nightmare, with your regnant serving to conduct the symphony of malice. Sabbat vampires cannot take this Flaw.

Oathbreaker

Bonus: 4pt.
Once you swore fealty to a lord or organization, or made a binding contract. You've broken that promise and everyone knows about it. Now it's near impossible to earn the trust of others. The difficulty of Social rolls to convince someone of your trustworthiness is increased by three, and even members of your coterie may have reservations about you.

Trophy Arrogance

Bonus: 4pt.
The character has begun to wear out his welcome when it comes to making demands on the Trophy Clan. While the Clan has promised him any number of rewards, both monetary and supernatural, the new Alastor has been abusing the Trophy's Clan hospitality and is taking advantage of them. Making demands of local Kindred resources, throwing the fallen Anathema back in the Clan's face, or being overly arrogant about the fact that the Clan owes the character are just some of the ways an Alastor can demonstrate this Flaw.

> Note: This Flaw is only available to Alastor characters who have killed an Anathema. It is not available to those named Alastors by Justicars and Inner Circle.

Outspoken Heretic

Bonus: 4pt.
You hold a belief considered to be heretical by a major religious power, such as the Catholic Church. Unlike others who practice their heresies in secret, you are open about your beliefs. You must constantly face false accusations, harassment from others who fancy themselves true believers, and the denial of hospitality from steadfastly faithful stranger, or those who fear the religious authority. At the Storyteller's discretion, this can impose a difficulty increase of up to 3 to applicable Social rolls.

Overextended

Bonus: 4pt.
You've got your fingers in too many pies, and people are starting to notice. You have too many ghouls, too many retainers, or too much influence, which means that a lot of people have a vested interest in trimming back your operations. These enemies take every opportunity to reduce your power and influence, and if that means lying, cheating, or killing, so be it. Furthermore, your enemies block every attempt you make to move into new areas of control. You're boxed in, and the box is getting smaller.

Probationary Sect Member

Bonus: 4pt.
You are a defector. You turned traitor to the Camarilla, Sabbat, or other Sect, and you still have much to prove before you are accepted by the Kindred you have defected to. Other vampires treat you with distrust and even hostility, and your reputation might even sully those whom you regularly associate with.

Blood Hunted

Bonus: 4 or 6pt.
You have been made the target of a blood hunt, and for you to return to your home city is death. For four points, this Flaw means that only your home city is offlimits to you. For six, it means that the entire Camarilla is howling for your vitae. This Flaw can only be taken by Camarilla vampires.

Black Sheep

Bonus: 5pt.
You belong to a prestigious lineage that is considered to be paragon of another sect, or at least it did before you joined the Anarch Movement. You have embarrassed your sire, grandsire, and perhaps even farther back up the line; now the time has come to pay. Your erstwhile broodmates want to bring you back into the fold, if only to clean the stain from your reputation, and are unwilling to recognize your independence. Your sire and grandsire spare no effort to make things uncomfortable for you and any Anarchs who shelter you. This flaw combines the effects of Sire's Resentment and Hunted Like a Dog, so those flaws may not be taken in conjunction with Black Sheep.

In addition, many members of the Anarch Movement actively distrust you solely based on your lineage, believing that you are a double-agent. All social rolls involving your fellow Anarchs incur a +2 difficulty.

Laughingstock

Bonus: 5pt.
Somehow you've drawn the scorn of the local Harpies, who make you their favorite target. You are at a +2 difficulty on all Social rolls in Elysium and a +1 anywhere else in the city. In addition, you are at +2 difficulty to use Intimidation or any Dominate powers on anyone who has heard the stories mocking you. This Flaw can only be taken by Camarilla vampires.

Nameless

Bonus: 5pt.
You do not exist. Certainly, you still walk the earth and your friends and kin can still see and touch you, but all records of your existence have been destroyed. Not even your vampiric progeny can lay claim to your name. As far as anyone can prove, you never were. If you take this Flaw, you may not take any Social Merits that grant benefits based on reputation. At Storyteller's discretion, you may also be barred from taking Backgrounds that require a social presence. Who or what have you made so angry that they have erased your existence from the face of this earth?

Red List

Bonus: 7pt.
You are either being considered for or are already on the dreaded Red List, the registry of those vampires the Camarilla most wants extinguished. Any Camarilla vampire will either attack you on sight or, more likely, call in for a great deal of help.

Supernatural

Cast No Reflection

Bonus: 1pt.
You actually cast no reflection, just like the vampires of legend. This can have a detrimental effect when trying to pass as a human. Vampires of Clan Lasombra automatically have this Flaw (and you may be mistaken for one of them if you possess this).

Cold Breeze

Bonus: 1pt.
A chill wind follows you everywhere you go. While it may make for dramatic entrances, this effect also discomfits mortals (+1 difficulty on all appropriate Social rolls) and marks you as obviously supernatural. Cold winds sweeping through executive offices or crowded nightclubs can raise all sorts of questions.

Initiate of a Road

Bonus: 1pt.
Your life on the road to enlightenment has just begun. Though you fully grasp the tenets and precepts of your chosen Road, you have not yet put them to the test. This may be because you were recently Embraced or because you previously abandoned a former Road (in which case you may also consider taking the Apostate Flaw). With this comes a +1 difficulty in resisting frenzy and Rötschreck, and you lack an aura tied to your Road. However, you have an easier time changing Roads, if you wish to do so.

Repulsed by Garlic

Bonus: 1pt.
You cannot abide garlic, and the smallest whiff of its scent will drive you from a room unless you make a successful Willpower roll (difficulty based on the strength of the odor).

Touch of Frost

Bonus: 1pt.
Plants wither as you approach and die at your touch. Your touch leeches heat from living beings, as though you were made of ice.

Cursed

Bonus: 1-5pt.
You are the recipient of a supernatural curse. The strength and pervasiveness of the curse depend upon how many points you wish to incur. Examples follow:

- If you pass on a secret you were entrusted with, your betrayal will come back to harm you in some way. (1 pt.)
- You stutter uncontrollably when you try to describe what you have seen or heard. (2 pts.)
- Tools break or malfunction when you try to use them. (3 pts.)
- You are doomed to make enemies of those whom you most love or admire. (4 pts.)
- Every one of your accomplishments or triumphs will eventually become soiled or fail in some way. (5 pts.)

Demon Hounded

Bonus: 1-5pt.
A demon has taken a shine to you. It comes at odd and inconvenient hours and offers you bribes of wealth and power. Some days, it asks for favors; on others, it offers them. What black schemes does hell have in mind for you that one of its servants would bother you so? What fell powers have you toyed with that you should not? At 1 point, the demon is little more than an imp, asking for minor favors or stealing small objects. At 3 points, the demon is your physical or magical equal, or is a smaller threat that is willing to also drag your close friends into this affair. At 5 points, the demon is significantly powerful, able to threaten your coterie, or a lesser demon willing to torment your friends, family, and acquaintances.

Unlucky

Bonus: 1-5pt.
You are spectacularly unfortunate. Disaster follows in your wake. You are magnetically attracted to misfortune. At 1 point, it rains whenever you forget your coat. At 3 points, it’s rare for you to recover from any failure gracefully. At 5 points, nearly everything you attempt ends catastrophically. A number of times per day equal to the point you have in this Flaw, the Storyteller may force you to reroll a successful roll and take the second result. Lucky and Unlucky are not mutually exclusive, but for simplicity’s sake, the same roll cannot be modified by both at once. That is, if a Lucky reroll is used, the Storyteller cannot force you to reroll the reroll.

Beacon of the Unholy

Bonus: 2pt.
You radiate palpable evil. Clergy and devout mortals know instinctively that there is something horribly wrong with you, and react accordingly.

Deathsight

Bonus: 2pt.
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. You are at -2 difficulty to resist all rolls based on Appearance, but by the same token you are at +2 difficulty on all Perception-based rolls. In addition, you find social interaction difficult and are at +1 difficulty on all Social-based rolls.

Eerie Presence

Bonus: 2pt.
Mortals have an unconscious awareness of your undead nature, which makes then anxious and ill at ease in your presence. Because of this, difficulties of all rolls relating to social interaction with mortals are increased by two.

Kiss of Death

Bonus: 2pt.
Should you drain a mortal vessel of all blood minutes after their heart stops beating, the corpse rises as a zombie (using the statistics for zombies on Necromancy). These zombies are free-willed, hostile toward you, and cannot be directed without some sorcerous or necromantic means to command them.

Lord of the Flies

Bonus: 2pt.
Buzzing harbingers of decay swirl around you everywhere. Their constant presence makes it difficult for you to interact socially (+1 difficulty when appropriate) and nearly impossible to sneak up on someone or hide effectively. The buzzing of the flies inevitably gives you away — all Stealth rolls are at +2 difficulty.

Can’t Cross Running Water

Bonus: 3pt.
You believe in the old folklore, and cannot cross running water unless you are at least 50 feet (15 meters) above it. Running water is considered to be any body of water at least two feet (half a meter) wide in any direction and not completely stagnant.

Cloaked in Shadow

Bonus: 3pt.
Shadows cling to you constantly. These are not the ordinary shadows cast simply by existing; the

darkness around you is thick and heavy, making it impossible for you to pass as anything other than something supernatural. In addition to this complication, the difficulty for Social rolls with other vampires (especially the Lasombra) increases by one.

Devil’s Mark

Bonus: 3pt.
Whether product of your Embrace or gained through exposure to infernal or other unholy power, you’ve been branded with the “Devil’s Mark,” an anatomical aberration that manifests the taint of the demonic. Possible deformities include, but are not limited to: bestial or inhuman eyes, hooves, horns, unnaturally colored or scaly skin, a birthmark in the form of a sigil, parasitic infestation, claws, misshapen teeth. or ineffectual (perhaps additional) limbs. You may never remove or “improve” these disfigurements, although magic or Disciplines can hide them from plain sight. A Devil’s Mark confers the following mechanical effects: Lower the maximum rating in one Attribute by one (if the maximum rating is 5, it becomes 4), while the cost to raise said Attribute increases by one (1 + the current rating x 4). If the mark becomes visible or is known to a mortal, it confers a -1 difficulty on Intimidation rolls when dealing with her, but in turn increases the difficulties for all other Social die rolls by one. Players should work with a Storyteller to determine an appropriate Devil’s Mark, and the Physical Attribute best suited to their mark.

Haunted

Bonus: 3pt.
You are haunted by an angry and tormented spirit, most likely one of your first victims. This spirit actively attempts to hinder you, especially when feeding, and does its utmost to vent its anguish upon you and anyone in your presence. The Storyteller determines the exact nature of the spirit, its powers, and whether or not it can eventually be laid to rest.

Lord of the Night

Bonus: 3pt.
In your presence lights dim, tiny flames extinguish, and shadows cling to you or languidly move about with a surreal unlife, making it impossible to pass as anything other than inhuman. The particular shadow you cast is a malicious entity with a will of its own. It lashes out at friends and enemies alike, tearing at the scenery, and snarling at passers-by. These effects can be suppressed for a scene by spending a point of Willpower.

Repelled by Crosses

Bonus: 3pt.
You are repelled by the sight of ordinary crosses, believing them to be symbols of holy might. When confronted by a cross, you must make a Willpower roll (difficulty 9) or flee from the symbol for the

duration of the scene. If you botch the roll, not only must you attempt to flee, but the touch of the cross can cause aggravated damage (one health level of damage per turn that the cross touches your skin). This damage cannot be soaked, even if the vampire possesses Fortitude.

Unholy Stain

Bonus: 3-pt.
Your soul is stained with sacrilege. Some are born or Embraced this way; more earn the stain through wicked oaths and foul deeds. When interacting with any mortal, your Social difficulties increase by one, as people feel unnaturally ill at ease in your presence. Additionally, people of faith feel compelled to hostility when in your proximity. Their initial stance towards you is always aggressive, and it takes little to provoke them to violence. Mortals with True Faith will recognize you on sight, and often attack.

Grip of the Damned

Bonus: 4pt.
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. For vampires with high Humanity, this experience may require a Humanity roll, at the discretion of the Storyteller. Giovanni cannot take this Flaw.

Dark Fate

Bonus: 5pt.
You are doomed to experience Final Death or, worse, suffer eternal agony. No matter what you do, you cannot avoid this terrible fate. At some point during the chronicle, your Dark Fate will come upon you. Even more ghastly is the fact that you occasionally have visions of this fate, and the malaise these images inspire requires an expenditure of a temporary Willpower point to avoid, or else you lose a die from all of your actions for the remainder of the night. It is up to the Storyteller to determine the exact nature of this fate, and when it will occur. This is a difficult Flaw to roleplay; ironically, though it may seem as though it removes all free will, the knowledge of one’s death can be quite liberating.

Light-Sensitive

Bonus: 5pt.
You are even more sensitive to sunlight than other vampires are. Sunlight causes double normal damage, and the light of the moon can cause lethal damage in a manner similar to the sun, though it must shine directly upon you. Even bright lights hurt your eyes, requiring the use of sunglasses. Followers of Set and related bloodlines cannot take this Flaw, as they already have a worse version of it.

Harbinger of the Abyss

Bonus: 5pt.
You have become the void: the endless black of night, an empty pool of darkness. Where you pass, shadows leap to join you and flames gutter and perish. When you are in the presence of mundane fire, you must make a reflexive Obtenebration roll against the soak difficulty of any nearby flame. A success extinguishes the fire instantly, casting the area into darkness. This Flaw also includes the effects of Touch of Frost and Eerie Presence and is therefore mutually exclusive with them. However, the clinging darkness around you provides one benefit (besides being an unusual way to extinguish unwanted fires): reduce the difficulty of all Intimidation rolls by two, to a minimum of 4. You must have at least one dot of Obtenebration to purchase this Flaw.

Vassal of the Clan

Bonus: 6pt.
Through natural predisposition or a curse, you bear a permanent one-point blood bond to those one Generation lower, a two-point blood bond with those two Generations lower, and a three-point blood bond to those three or more Generations lower than you within your own Clan. These blood bonds override any other blood bonds you may earn during play. This can be a great risk for Hand members, as the blood forces allegiances to potentially risky vampires, or worse, to heretical ideologies.

Methuselah’s Thirst

Bonus: 7pt.
Whether from advanced age, your addiction to Diablerie, or the degradation of your Humanity, you are no longer capable of drinking mortal blood to sustain yourself and must feed upon the vitae of other vampires to survive. You may attempt to drink the blood of mortals, but it will not nourish you. If you do not feed on other vampires — you will go into torpor.

The Scourge

Bonus: 7pt.
The Scourge is a vampire-specific plague that infects the Blood. This disease is a mutated strain of leprosy crossed with the bubonic plague which directly attacks the vampire’s vitae. Once infected, the victim must spend more blood each time they expend vitae. The cost for any vitae expenditure increases by one for each night the victim suffers from The Scourge. In some cases, the victim also suffers from a disfiguring malady that impacts their appearance but does not threaten their life.

While The Scourge is curable on a case-by-case basis, the disease itself cannot be exterminated. In extremely rare cases, an afflicted vampire becomes a carrier of the disease and immune to its effects. The carrier then spreads The Scourge to other vampires.

Currently, there is only one known carrier of the disease.

Clan Specific

Assamites

Outcast

Bonus: 2pt.
Your have rejected the ethos of the caste into which you were Embraced. Perhaps you are one of the few viziers or sorcerers to support the Web of Knives or pursue the Path of Blood. Perhaps you are a warrior who has little stomach for combat, preferring instead to be a diplomat or a student of the occult. Perhaps you made some kind of public spectacle that revealed your disdain for your fellow caste members. Your sire now rejects you, as do the other members of your caste. The difficulty of all Social rolls against members of your caste is at +2.

Broken Antitribu

Bonus: 3pt.
You are one of those most pitiful things — an Assamite antitribu who still labors under the Tremere Curse. You have pledged yourself to the Sabbat, but you cannot perform diablerie and can only partake of Kindred vitae already transubstantiated through the Vaulderie. As a result, the difficulty of all Social rolls against other Sabbat members is at +2.

Multiple Curses

Bonus: 3pt.
In addition to the normal curse imposed upon you by your caste or sect, you suffer one additional one associated with the Assamite Clan. Most likely, you are a rare vizier or sorcerer within the Sabbat who suffers the Baali Curse in addition to your normal caste-imposed curse, but at the Storyteller’s discretion, other combinations may be possible.

Brujah

Obvious Predator

Bonus: 2pt.
Your innate Brujah rage always percolates below the surface no matter how hard you try to project an

image of calm. Mortals find you intrinsically menacing, and instinctively fear you for the violence you promise to unleash.

> System: The difficulty of all Social rolls made against mortals other than Intimidation rolls increases by 2.

Followers of Set

Scales

Bonus: 1-3pt.
Set blessed you upon your Embrace, and you bear his mark. A portion of your skin is covered in scales. As a one-point Flaw, a small, easily hidden area of skin is covered. As a two-point Flaw, a whole limb is covered, while having a scaled, lipless face is a three-point Flaw. Kine are frightened and disturbed by the obviously unnatural scales, and Kindred have their own prejudices against the Setites. All social rolls receive a +2 difficulty when the scales are visible. This penalty does not apply to social interactions with other Setites.

Venomous Bite

Bonus: 2pt.
You have developed venom glands in the roof of your mouth. The venom is a virulent neurotoxin, fatal to mortals, although Kindred and other supernatural creatures are unaffected by it. You, of course, are immune. The problem is you have no control over your poison glands. When you bite, you always inject this venom, usually killing your human victims. You must learn to feed in other ways, perhaps drawing the blood you need with a syringe or razor, if you do not wish to kill every time you feed.

Forked Tongue

Bonus: 2pt.
Your tongue is forked, flickering, and inhumanly reptilian. Upholding the Masquerade becomes difficult for you. Note that this tongue does not inflict aggravated damage, nor draw blood.

Heartless

Bonus: 4pt.
You have lost your heart. Either you removed it via The Heart of Darkness, or an elder did it to you, but either way you no longer have easy access to it. The heart might be in the possession of a foe, or simply missing. If it turns out that a Cainite possesses the heart (say a Setite elder, or your sire) you must obey their every command. If it’s merely missing, the anxiety and obsession to find it interferes

with your nightly existence, and may increase the difficulty of Willpower rolls by +1 at Storyteller discretion.

Aura of the Typhon

Bonus: 5pt.
Something slithers beneath your skin, coiled in your very essence — something that causes the Lupines to stalk you for some dread purpose you do not understand. Their howls follow in your wake. You catch glimpses of blurred motion and the gleam of eyes and teeth in the dark. They get closer every night. What do they want from you?

Gangrel

Member of the Pack

Bonus: 2pt.
You can only summon, speak to, and command a specific type of animal — ravens, rats, and so forth — with Animalism. Your Storyteller is the best adjudicator of what types of animal are appropriate for this Flaw, but the choice should be fairly limiting. Other animals do not respond to your uses of Animalism at all.

Rat in a Cage

Bonus: 2pt.
Anytime you are penned in or physically restrained (such as by a cage, or with handcuffs), you suffer acute anxiety. The difficulties of any rolls made under such circumstances are increased by two.

Giovanni

Inbred

Bonus: 1-5pt.
Inbreeding, a common occurrence among the incestuous Giovanni Clan, can take many forms. The Inbred Flaw covers all manner of physical, mental, and emotional defects. A one-point Inbreeding is something simple and unobtrusive, such as eyes too close together or an underbite (+1 difficulty on Appearance rolls). A three-point Inbreeding is more severe: a congenital health condition (for mortals) or a crippling physical deformity (+2 difficulty on appropriate Strength, Dexterity, or Stamina rolls).

Five-point Inbreedings are grossly disabling or emotionally crippling — everything from uselessly atrophied legs to a permanent Derangement — decided on mutually by the player and Storyteller.

Inbred conditions may or may not be immediately discernible, though their point cost should be relative to their magnitude, as decided by the Storyteller.

Shadow Walker

Bonus: 6pt.
The Giovanni Clan is by its nature inexorably tied to the realm beyond the sudario. Giovanni suffering from this Flaw are so tied to the Shadowlands that even in the lands of the living they must interact with the world of the dead on a nightly basis. To shadow walkers, objects in the Underworld are as real as anything found in the physical world. Such vampires find that the ghosts of walls may impeded their flight, ghostly objects may strike them, and wraiths' powers work as if the Kindred were on the far side of the Shroud. This Flaw is similar to the Ash Path power Dead Hand, except that Shadow Walker is always on and it in no way allows the character possessing it to perceive beyond the Shroud.

The Storyteller may determine that certain Shadowlands topography interferes with you. Unless you have some ability to do so, you can't see into the Shadowlands, so you have to be careful in feeling your way about — essentially, a blind man subject to the Underworld landscape. At the Storyteller's discretion, immaterial walls or environmental effects may restrict you.

Lasombra

Uncontrollable Night Sight

Bonus: 2pt.
Your night vision is good, but you can't turn it off. While you can see easily into the deepest shadows, any light is almost blinding to you. You suffer penalties the brighter the area you are in is lit, inversely proportional to the standard penalties for darkness. Even just standing in a well-lit room is uncomfortable to you.

Insubordinate

Bonus: 3pt.
You like to be in charge so much you have a hard time following anyone else's orders. When given a plan or told to do something, you tend to do the opposite on principle. Whenever you are ordered to do something, you must make a Willpower roll with a difficulty depending on the importance of the superior and the danger of the task (difficulty 7 is typical for someone directly above the vampire assigning them a moderately dangerous task). If you fail, you will do anything except what you've been told to do.

Unproven

Bonus: 3pt.
Somehow, you have failed to prove yourself worthy of the name Lasombra. Maybe your sire did not test you well enough, or an opportunity to prove yourself has not come up. Whatever the reason, you are not truly considered part of the Clan. All social dealings with other Lasombra suffer a -3 dice penalty. You may also not be chosen to sit in judgment in the Courts of Blood.

Malkavians

Paper Trail

Bonus: 2pt.
You've spent some time in state institutions like prisons or asylums, likely before your Embrace. Most people have some sort of information that relays date of birth and other bits of fact. This information is hard to eliminate, and may endanger the Masquerade. Enemies with the right influence may be able to track down the information and use it against you. It may lead to vulnerable targets or clue hunters to where your haven is located.

Stigmata

Bonus: 2 or 4pt.
Oracles are often marked as messengers of the gods. Your markings come in the forms of phantom wounds that seep blood. The bleeding is slight but incessant, costing you an extra blood point every day just before you wake at dusk.

The 2-point version of this Flaw means wounds that can be easily hidden from prying eyes, such as on the hands or the side. You gain a +1 difficulty to all Social rolls when dealing with someone aware of your condition.

The 4-point version can't be easily hidden, like bleeding eyes. The Social penalty increases to +2, and one of your Attributes also gains a +1 difficulty to all rolls because of the constant seeping blood.

Infectious

Bonus: 3pt.
Madness flows within your blood, but your bite carries a taint as well. Mortals take a temporary derangement for every three points of blood you take from them. The derangements stay until the mortal restores the lost blood.

Overstimulated

Bonus: 3pt.
Malkavians notice things that many others do not. That means keeping their eyes and ears open far longer than anyone else does. That makes you easily distracted when trying to focus. Take a +2 penalty to all rolls involving Perception.

Dead Inside

Bonus: 4pt.
You feel nothing but pain and numbness. While others find ways to make their lives worth living, you sometimes don't get that thrill. Once per session, the Storyteller may cancel any gain of Willpower points.

Nosferatu

Stench

Bonus: 1pt.
Most Nosferatu pick up a certain odor, but you stink so bad even your Clan-mates find you hard to be close to. Your presence is preceded by your stench, removing two die from all Stealth rolls.

Dangerous Secret

Bonus: 1-5pt.
You have come to know something you really wish you hadn't discovered. Worse yet, the people you have the dirt on know that you know. It might be that you have discovered the Prince's haven, or that there are infernalists hiding in the diocese. Whatever it is, you are not sure whom you can tell, and if you do, you will only make the subjects of the secret more enthusiastic about getting rid of you. You may even be implicated in the secret and risk going down with them. The more potent the Flaw, the more powerful the people in question are, and the more they want it silenced.

Anosmia

Bonus: 2pt.
Your life in the sewer has removed your sense of smell and taste. This means you are unperturbed by even the worst stench or most disgusting flavor. However, it also means you cannot ever succeed at any Perception rolls that rely of taste or smell. It also does not make you immune in any way to gas attacks or poisons; you just won't be able to tell they are there.

Parasitic Infestation

Bonus: 2pt.
Living in the dark has made you a home to all manner of creepy crawlies and bloodsuckers. Your skin is crawling with ticks, lice, and leeches of all descriptions. They constantly bite and burrow, and having fed on your vitae, they have become very hard to kill. Not only can you not command them, you have tried everything to get rid of them and still they persist. Whatever the reason, they find you so succulent they reduce your blood pool by the result of one die divided by 3 (round down) each time you rise. The constant itch also keeps you on edge, increasing the difficulty of any Self-Control or Instinct rolls by 1.

Bestial

Bonus: 3pt.
You are closer to animals than humans, and it shows. In addition to the Nosferatu Clan weakness, you have an additional weakness: whenever you frenzy, you gain an animal feature, similar to the Gangrel Clan weakness .

With Storyteller permission, permanently acquired animal features may be justification to acquire certain Merits after character creation, such as Lizard Limbs or Monstrous Maw. If so, the Storyteller can simply award them, or require an experience point expenditure (such as two times the Merit point value). Similar Flaws can also be taken, but cannot grant additiona freebie or experience points.

Enemy Brood

Bonus: 3pt.
You have made an enemy of another group of Nosferatu. Unlike your usual enemies, they know the places you like to go and aren’t too squeamish about following you there. They keep you on the move, hunting you from sanctuary to sanctuary. The sewers themselves might not even be safe for you anymore. If you move to a new city, they use their contacts to pass on the word to their allies to keep hounding you. Sooner or later, you are going to have to take them down to rid yourself of them.

Putrescent

Bonus: 4pt.
The supernatural process that usually keeps a vampire’s form from rotting after death has failed to work on you. Your body has become putrescent and fragile as it gradually decays. All soak rolls you make have their dice pool reduced by 1. You may even lose body parts if you suffer a solid enough blow. Should this happen, make a Stamina roll (difficulty 6) and lose a part of your body (Storyteller’s choice) if you fail. Should you botch, you also receive a level of aggravated damage. These missing parts may regrow, but your body continues to rot.

Contagious

Bonus: 5pt.
Your body is still dying on the inside, your rotting entrails providing nutrition for noxious bacteria, spores, and even fungi. Mortals that touch you or on whom you feed must make a Stamina roll (difficulty 9) not to fall ill. The illness puts them in bed with fever and sickness, and each week they may attempt the Stamina roll again. The Storyteller might reduce the difficulty if the target is receiving proper medical attention. On a success they recover, but if they fail, they remain feverish. At the end of each month the victim remains ill, they lose a point of Stamina; if they are reduced to zero Stamina they die. If the Nosferatu knows of their contagion and infects someone maliciously, the Storyteller might call for a Humanity (or appropriate Path of Enlightenment) degeneration roll if they die. Supernatural creatures generally have the ability to heal or cure such sickness in themselves, and vampires are immune to these germs of the dead.

Incoherent

Bonus: 5pt.
Human speech is impossible for you. It might be that your mouth is too misshapen after the Embrace, or that years of living in the sewers have made you forget how to communicate. While you can understand what is being said to you, you cannot respond. Telepathy works on you as normal, and you have no problem communicating with animals, but human speech is barred to you.

Ravnos

Chandala

Bonus: 1pt.
Being a member of the the Chandala jati is a mixed bag. You are responsible for the disposal of corpses, as well as many other foul tasks, but at the same time, you are often ignored. Your Social rolls against other Ravnos are made at a +2 difficulty.

You do not have to take this Flaw to be a member of the Chandala jati, but only members of the Chandala jati may have this Flaw.

Flawed Reality

Bonus: 2pt.
Your illusions always contain a notable flaw, and as such, are easier to disbelieve. The difficulties of all rolls to disbelieve your illusions are reduced by two.

Oathbreaker

Bonus: 2pt.
Making an oath ties one person's svadharma to another, linking the two spirits until the oath can be fulfilled. With this in mind, a Ravnos never breaks her word once given in good faith, and so long as it was done with proper ceremony. If the Ravnos spits into her palm and shakes on her word, then the oath cannot be broken without negatively impacting the vampire's svadharma (or so Ravnos superstition dictates).

The oathbreaker will lose her way, falling into vice and worthlessness, until the broken oath can be redeemed. Anyone who looks at your aura can see a sickly red slash indicating the broken oath. You may not spend Willpower to ignore your Ravnos vice, and you do not gain Willpower from fulfilling your Nature.

Lost Svadharma

Bonus: 3pt.
You once knew your svadharma, but when the time came to fulfill it, you failed. Now that destiny has passed you by, and there may never be another chance to make it right. Other Ravnos know the tale, and hold your failure against you. You are scorned, and your confidence has been thrown into doubt. Your total Willpower score is permanently reduced by one and you may not spend Willpower when performing actions where other Ravnos are directly involved.

Toreador

Tortured Artist

Bonus: 1pt.
Nothing is ever good enough for your work. No matter how much praise is lavished upon you, you can only see the flaws and mistakes. This leads to long periods of ennui, which makes your artistic work irregular at best. Further, you throw yourself into business arrangements and social situations with intensity, which often leads to heartbreak, which leads to the pain and passion that fuels your next work. You are at +1 difficulty on Social rolls in which you are being praised, complimented, or treated with respect.

Private Life

Bonus: 3pt.
You have a completely separate life that no other Kindred know about. It may be your mortal family that you have turned into ghouls, or a YouTube channel that you use to talk in metaphor about your frustrations with Kindred society. If discovered, this could risk other vampires accusing you of breaching the Masquerade (if Camarilla), consorting with humanity instead of being a superior vampire (if Sabbat), or just overall paranoia and suspicion on why you're keeping such deep secrets.

Tremere

Arcane Curse

Bonus: 1-5pt.
Because of either your studies or someone else's, you suffer from a magical curse. It might be an aversion or allergy, or even a strange magical effect. The level of the flaw depends on how debilitating the curse is. Curing the affliction may be impossible, or require some sort of quest or advanced research.

Flaw Value	Example Curse
1 point	A minor oddity, such as an animal feature or strange eye color.
2 points	A noticeable problem, such as your magic having a strange taint or pattern that makes it instantly recognizable, or that plants wither in your presence.
3 points	Something problematic, such as people sickening in your presence or animals attacking you.
4 points	Concerning handicap, such as developing another Clan's weakness.
5 points	Potentially deadly, such as moonlight being as dangerous to you as sunlight.

Cloistered

Bonus: 2pt.
You have spent almost all of your undead existence in the halls of the chantry, making Kindred society rather new and confusing for you. You suffer a -2 dice penalty to any social interactions with those outside the Tremere.

Permanent Third Eye

Bonus: 2 or 4pt.
While most sealed third eyes are visible as a slight scar, yours remains permanently open on your forehead. For 2 points, the eye is merely open, and may be closed for a scene on a successful Willpower roll (difficulty 6). For 4 points, the eye sheds light, increasing all Stealth difficulties by 2.

Betrayer's Mark

Bonus: 3pt.
Even though you are loyal to House and Clan Tremere, for some reason you are branded with the mark of the antitribu. It might be that you have returned to the Clan after leaving the Sabbat or that you unwittingly or as part of an undercover operation took part in the Vaulderie. Whatever the reason, the mark makes other Tremere wary of you. You will have to go that extra mile to prove yourself, and

few among the Clan will trust you with positions of power and responsibility.

Bound to the Clan

Bonus: 3pt.
You have done more than just drink from the blood of the elders. Whether as punishment or by choice, you have become fully blood bound to Clan Tremere. You cannot act against the Clan, and find everything you do works in the service of the Tremere. You might not like it, but you can't help yourself doing it. Of course, now you are bound to the Clan, you cannot be bound to another individual. Many older Tremere have this Flaw, as it has been common in the past to completely blood bind new Tremere.

Mage Blood

Bonus: 5pt.
Your blood is so tied to magic that you find you are unable to use any Discipline apart from Thaumaturgy (and for Kindred who are not Tremere, it is still paid for at out-of-Clan rates). While no path or ritual is barred to you, you may not gain any dots in any other Discipline.

Thaumaturgically Inept

Bonus: 5pt.
Something about you refuses to respond to Thaumaturgy. Magic just doesn't work for you. You cannot take any ability in the Thaumaturgy Discipline or any of its paths or rituals. For a Tremere this is doubly difficult, as skill in Thaumaturgy is often the key to position within the Clan.

While some willingly choose to ignore their thaumaturgical studies and serve in other ways, ineptitude is never excused. Only Tremere can take this Flaw.

Tzimisce

Unblinking

Bonus: 1pt.
Your eyes do not close. Ever. Perhaps you have left your humanity too far behind to upkeep such habits, or perhaps you fleshcrafted some form of transparent eye-scale or nictitating membrane. Your quirk probably makes astute observers uncomfortable, adding +1 to the difficulty of friendly social interactions with humans, Kindred on Humanity, and others with mortal sensibilities.

Ancestral Soil Dependence

Bonus: 2pt.
Your flesh yearns for a homeland you have never seen. The voice of Kupala punishes your day sleep if this yearning is not met. The soil from a place important to you as a mortal will not suffice; in addition, you require two handfuls of the tainted Eastern European soil of the ancestral Tzimisce homeland. This Trait mostly commonly manifests in the childer of koldun and the branch of the Clan thought to be descended from Yorak. It can even manifest in childer sired generations after their ancestors relocated. Characters Embraced in Eastern Europe can't take this Flaw (they're already dependent on the local soil).

Faceless

Bonus: 3pt.
You have escaped the tyranny of physical self-identity. You call no face your own. Every sunset, you awaken to a new visage, an amalgam pieced together from memory and dream. Your features, ethnicity, even gender become fluid things while you sleep. While this Flaw exemplifies the extreme ideals of Azi Dahaka (and should impress most Metamorphosists), it can cause complications for vampire concerned with maintaining recognition, reputation, or a mortal alias.

Every sundown, the player rolls one die and is subject to the results on the following table:

Roll	Result
1	No change.
2-3	Minor changes, somewhat recognizable.
4-8	Unrecognizable by even those closest to the character (such as her packmates or sire). Ethnicity and gender may change.
9-10	Total metamorphosis. Tentacles, bone spikes, or other inhuman features may appear.

Flaw affects some Backgrounds (V20, p. 110). Without a stable face, Alternate Identity and Fame cannot be maintained. Backgrounds like Allies, Contacts, Influence, and Status might be complicated by the lack of a solid identity as well. The vampire can use Malleable Visage and a mirror to reconstruct her true face from memory, but this requires at least three successes at difficulty 8 to make her recognizable, and five successes for a flawless copy.

The Mistaken Identity Flaw cannot be taken. Other Merits/Flaws may be affected, at the Storyteller's discretion. Characters must have at least one dot of Vicissitude to take this Flaw.

Privacy Obsession

Bonus: 3pt.
Perhaps it is a trait carried in the blood. Perhaps your strict sire carved this lesson into your mind and flesh. Either way, you carry the Tzimisce respect for privacy to extremes. You must make a Willpower

roll (difficulty 6) to enter another being's dwelling without being invited, though you can go to fiendishly clever lengths to garner an unwitting invitation. When disturbed in your haven by an uninvited guest, you must make a Self-Control or Instincts roll (difficulty 7) to avoid frenzy.

Revenant Weakness

Bonus: 3pt.
You were once part of a revenant family. Following the Embrace, you suffered both your Clan's weakness and your revenant family's limitation. The Storyteller might let you manifest a weakness from a lost or destroyed revenant line. This could add mystery to your background and allow for a bit of genealogical detective work, certainly making you a curiosity to the Romanian Legacy Foundation.

Consumption

Bonus: 5pt.
There is something hungry inside of you. But what is it? Portions of the Antediluvian? Your Vicissitude gone horribly wrong? Whatever it is, it is active, acting like a cancer, devouring you from the inside out. Your very blood is wrought with corrosive, flesh-eating bacteria. At the beginning of each evening, you suffer one health level of lethal damage that cannot be soaked nor healed with blood. The only way to counteract the effect is by ingesting one-tenth of your body-weight in flesh to supplement your depleted carcass.

Whether you kill and devour the skin from humans or raid the biohazard containers of liposuction clinics for siphoned fat, you need your ration of human flesh in order to survive. If you try and ingest this macabre meal before damage is done, you'll simply vomit it out like any other food — this does not impart the benefits of the Eat Food Merit.

Ventrue

Uncommon Vitae Preference

Bonus: 2pt.
Your preferred source for vitae is rarified even by the standards of your Clan, such as "only Korean War vets," "only Federal Court Judges," or "only virgins over the age of 40." The difficulty of all hunting rolls for your character is increased by +2, to a maximum of 9.