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.

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