Clan Specific

Assamites

Sectarian Ally

Cost: 1pt.
You have a close friend in one of the Kindred sects. Perhaps you are a warrior who is in touch with one of the antitribu, a vizier who shares common business interests with some Camarilla Ventrue, or a sorcerer who corresponds with one of the rare blood magicians of the Anarch Movement. Your ally can help you navigate the currents of their sect, but they might want something in exchange from time to time.

Thousand Meter Killer

Cost: 1pt.
You have proven yourself worthy to join the Thousand Meter Club through your remarkable skill with the sniper rifle. The difficulty of all rolls associated with sniping is reduced by -1. You also double the normal range when using a sniper rifle as a weapon.

Brujah

Fury’s Focus

Cost: 3pt.
Prerequisite: Path of Entelechy
Brujah who have devoted themselves to mastering their frenzies through the Path of Entelechy sometimes find tangible benefits resulting from their efforts. A Brujah with this Merit may briefly delay the full onset of frenzy.

> System: The player spends a Willpower point at the onset of frenzy and then rolls the Brujah’s Entelechy rating. The difficulty is one higher than the original roll to resist frenzy. The Brujah still

frenzies, but the player controls her character's actions for one turn per success. Furthermore, when the period of partial control ends and the Brujah loses control, the difficulty of any degeneration rolls triggered by sins committed during the frenzy are reduced by the number of successes rolled, to a minimum difficulty of 4.

Dynamic Personality

Cost: 5pt.
Your natural charisma draws mortals to you like groupies to a rock star. Consequently, it is easier for you to acquire certain Backgrounds related to mortals.

System: In addition to any Backgrounds acquired at character creation or through roleplay, you can purchase new Backgrounds with experience points at the end of each story. The available Backgrounds are Allies, Contacts, Herd, Retainers, and each new dot costs the current rating in experience points.

Followers of Set

Drug Resistance

Cost: 2pt.
The Setite religion is one fraught with vices, both to compromise enemies and to enlighten initiates. Cultists tend to build up a tolerance to the substances they take directly (if human or ghoul) or through the blood of prey (if Kindred). You are unusually resistant to alcohol, narcotics, and similar addictive substances. You can pretend to be far more under the influence than you are in order to take advantage of an opponent. All rolls to resist the effects of such substances are at -2 difficulty.

Addictive Blood

Cost: 3pt.
You don't just peddle narcotics; through the blessings of the Dark God, you are the perfect drug. Your blood is especially delicious to others, Kindred or kine. Whoever tastes your blood must, during any subsequent scenes that they meet you, drink again or spend a Willpower point to avoid the pangs of craving. These cravings add +2 difficulty to any Mental or Social rolls. Setites with this Merit find it much easier to blood bond an opponent, as once they have tasted the tainted vitae, they will do almost anything to drink it again.

Setite Initiate

Cost: 5pt.
You were Embraced into a Clan other than the Followers of Set. However, you have accepted the Setite religion, undergone the vetting process and rites, and have been formally inducted into the cult. You have access to Serpentis and Setite Blood Sorcery (though you pay out-of-Clan costs to learn them). You may even study one of their Paths of Enlightenment.

It is important to note that “Setites” from other Clans or bloodlines are not treated as second-class citizens. You are no longer a dupe they can string along. Once you are in, you are a sibling of faith, which is a much more important distinction than blood. An outsider accepting the Dark God is a joyous event, even to the most conservative elder. There are even rumors of non-Kindred supernatural beings joining the cult.

Gangrel

Hive-Minded

Cost: 1 or 2pt.
Your Animalism works on insects and other creepy-crawlies in addition to animals. If you select the two-point version of this merit, your Protean forms may take the form of an insectoid swarm rather than a single creature (though the swarm must be of a size and mechanical equivalent to a wolf or a bat, as appropriate).

Skald

Cost: 2pt.
Anytime you make an Occult roll to know a fact about vampiric history, you may add a die to your dice pool. Further, you have exceptional memory for oral histories, and you are a quick study when it comes to memorizing large amounts of rote information. This is not true eidetic memory, but constitutes the ability to memorize poetic eddas, codes, or complex messages with only a few hours of study.

Lesser Mark of the Beast

Cost: 4pt.
Common to the Gangrel known as the Knights of Avalon, you are able to control how your Beast manifests more than others do. Whenever you would gain an animalistic feature, roll your current Willpower (difficulty 12 - Humanity rating, maximum 9). If successful, you manage to channel your humanity to avoid gaining an animalistic feature. However, your Beast is further from you, making you at +2 difficulty to rolls involving Animalism or Protean (or combo Disciplines involving those powers) for the rest of the evening. Vampires on a Path of Enlightenment lose all access to this Merit.

Totemic Change

Cost: 5pt.
Your Protean forms are flexible; you may choose a different animal form each time you change shape. The form you choose each time must follow all the conventions and rules of standard Protean animal shapes; you simply may choose to appear as a different animal each time you take Beast Form.

Giovanni

Cannibal

Cost: 1pt.
Most vampires can't eat food, and even those who can force it down, don't gain sustenance from it. Like them, you still can't stomach the crap most mortals eat. Human meat, on the other hand, brings you great joy. It can be baked, fried, or even raw, and you can tuck right in, and even gain sustenance. Even other vampires look askance at Kindred who devour their prey, though the Dunsirn applaud your respect for tradition.

In addition to the blood points every human can provide, you can cannibalize a mortal and gain even more. An average human can provide up to seven helpings of meat (one per health level). Each helping provides you with one blood point.

Consanguineous Resistance

Cost: 1pt.
Your character cannot be blood bound by anyone who shares his mortal bloodline. That is, if you were born into the Giovanni family, you cannot be bound by anyone else who was born a Giovanni, though you can still be bound by, say, a Pisanob of the Giovanni Clan, or by Kindred of any other Clan. Similarly, a Dunsirn with Consanguineous Resistance could not be bound by others who were born into the mortal Dunsirn family, but could be bound by a Milliner of the Giovanni Clan.

The Giovanni are extremely suspicious of anyone known to manifest this quirk. Although this blood-borne aberration hasn't been documented, a few savvy Giovanni have a rough idea of what it is and does. It's generally associated with being a rebellious young smartass who needs to be put down. This is not as unfair as it sounds; by the time a bond resistance is really obvious, it's likely because a punishment isn't working. A character who is discovered to have this trait probably earns her sire's hostility at the very least.

Mortuario

Cost: 2 or 4pt.
You died. Perhaps you were murdered, or simply had a car accident. Whatever the cause, you were gone. But your sire found you too useful, or couldn't let you go. You were Embraced using the Ferryman's Recall ritual. The Embrace left you with the scars of your death, eternal tracework reminders of your trip to the other side. It also left you with the taut, pallid complexion of the dead. In addition to the traditional weakness of your Clan, you also suffer disfigurement from your time as a true corpse. While you are able to heal yourself just like any other vampire, the wounds do not heal cleanly. You retain the scars of every experience. Depending on the nature of the damage, this can make social dealings exceedingly difficult, and may decrease your Appearance dots over time (even to 0). However, your time across the Shroud also gave you a natural feel for necromantic blood magic. The difficulties of all Necromancy rolls are reduced by one. This trait costs 4 points for characters who already have an appearance of 0 (such as Samedi and the Harbingers of Skulls), or 2 points for any other Kindred. It is an incredibly rare condition even among the Giovanni, and essentially unknown outside the Clan. Giovanni with this Merit generally arouse the superstition of their Clan, and are treated with a definite wariness, particularly by anziani. Characters with the Mortuario Merit may not also possess the Sanguine Incongruity Merit or similar flaws such as Monstrous.

Sanguine Incongruity

Cost: 5pt.
Giovanni with this atavism are few and far between. Kindred possessing it do not bear the traditional Giovanni Clan weakness, the so-called Curse of Lamia; their Kiss causes no more damage than the blood loss itself. These vampires acquire a peculiar pallor upon their Embrace, however — they look like corpses, and no amount of blood ingestion can flush their features (as other vampires are able to do). Indeed, the bearer of this Merit more closely resembles the Clan's Cappadocian ancestors, and they have a slightly unnerving air about them. As a result, all rolls involving a Social attribute (Charisma, Manipulation, or Appearance) are at +1 difficulty.

Giovanni with this Merit are afforded wide berth, as the Giovanni tend to be quite superstitious about it. Characters with the Sanguine Incongruity Merit may not also possess the Mortuario Merit.

Lasombra

Court Favorite

Cost: 1-5pt.
While the Courts of Blood are usually difficult to sway, you have become very good at shifting the balance. A mixture of experience and political empathy allow you to know just the right way to nudge the decision in your direction, or perhaps for that of your client. Any roll made that will affect the decision in a Court of Blood is granted a bonus or penalty (whichever is in your favor) in dice equal to the level you have of this Merit.

Eyes of Shadow

Cost: 1-4pt.
There is something about your eyes that makes you look dark and dangerous. Making eye contact with you is like staring into the Abyss. It may not be obvious why, but anyone you talk to gets a chill when they meet your gaze. The difficulty for any Intimidation roll is reduced by the number of points in this Merit (to a minimum of 2).

Bigger Boys Came

Cost: 2pt.
When someone uses their contacts to their advantage, you can try to use yours to overrule them. You might get an editor to quash a reporter's story, or get a gang boss to stop his thugs taking down a rival. To do this you must make a roll using Manipulation + Contacts (difficulty 8). If you can get more successes than the Contacts rating of your opponent, their contacts fail to come through for them.

Call of the Sea

Cost: 2pt.
There is something about the sea that makes you feel at home. You are in tune with the tides and rhythm of the ocean. When on a boat in the ocean or on a river, you may add a die to all your dice pools except for Disciplines.

Controllable Night Sight

Cost: 2pt.
Your night vision is extraordinarily good, even for a vampire. The deepest shadows are like looking into a well-lit room for you. However, in normal light or bright conditions, you have to switch back to less-sensitive vision, or the weakest light quickly blinds you. While your night sight is active, you suffer no penalties for the dark and can see perfectly well. Should you use it in well-lit conditions; you suffer a penalty inversely proportional to the usual penalties for darkness.

Secret Stash

Cost: 2-5pt.
You have several resources, sleeper agents, or followers hidden away for a rainy day. For each level of this Merit you have one unassigned Background point "sitting in storage" (2 gives you one point, 3 gives you two points, and so on). At any time, you may spend as many of them as you like to increase your level in Allies, Contacts, Herd, Influence, Mentor, Resources, or Retainers. Once spent, the points remain assigned permanently, but until then they cannot be affected by anything. This allows the vampire to create a new resource in an instant, without requiring the expenditure of experience points or awaiting a downtime. The vampire is not really gaining new levels, but revealing levels he has had

all along.

Aura of Command

Cost: 3pt.
Whether you are good at barking orders or simply have a commanding tone, people tend to do what you tell them to do. You are not so much a natural leader as a born commander. When using the Leadership skill to get others to obey you, the difficulty is reduced by two.

King or Queen of Shadow

Cost: 4pt.
It is hard to hold onto your Humanity within the Sabbat, or even simply as a vampire. However, you draw strength from your ability to empathize with the kine. Any degeneration checks you make while on Path of Humanity reduce their difficulty by two.

Long-Term Planning

Cost: 4pt.
You never leave anything to chance; every action is a carefully considered stratagem. Once per session you may declare an action you are about to take is actually “all part of your plan” and reduce its difficulty by two points. The Storyteller may veto the use of this ability on particular rolls. The player and Storyteller should keep a note of each of these occasions and decide how they are linking together into a grand scheme.

Instrument of God

Cost: 5pt.
Your self-confidence comes not from a belief in your own abilities, but due to a direct manifesto from the Lord. You have a divine purpose and He works through you, even though your goals may seem anything but holy. Whether it is because of you powerful will or an actual connection to the divine, you gain three additional dice to resist the powers of True Faith when they are used against you, including soaking damage from True Faith abilities.

Malkavians

Distracting Aura

Cost: 2pt.
Reading an aura using Auspex requires the viewer to focus on recurring patterns and colors to detect a target’s emotional state. Because of the unique state of your psyche, your aura is even harder to

read than most. All uses of Aura Perception are at a +2 difficulty against you.

Prophetic Dreams

Cost: 2pt.
You have dreams during your daylight sleep. Dreams you remember. Sometimes, they even come true. By spending a Willpower point upon rising for the evening, you may have the Storyteller give your character a lucid dream featuring foreshadowing about upcoming events, characters, and situations.

Cold Read

Cost: 3pt.
Whenever you meet someone for the first time, you may spend a number of points of Willpower equal to your Perception. For each point spent, you may ask the Storyteller one question about the character. The Storyteller must either answer truthfully or let you take the Willpower point back to you to avoid answering the question.

Nosferatu

Foul Blood

Cost: 1pt.
Your blood is vile; in fact, it tastes so disgusting it requires a Willpower roll (difficulty 6) just to avoid gagging and retching after tasting it. If someone is foolish enough to attempt diablerie on you, they need to succeed in three (difficulty 9) Willpower rolls to go through with it. The blood is so disgusting that no one can keep it down long enough to use it to become a ghoul, either.

Lizard Limbs

Cost: 1pt.
Like a lizard, you are able to actually shed parts of your body. By spending a blood point and a little effort, you can detach a hand or foot, or even an arm or leg. This might be to escape bonds or a grapple. Unfortunately, the appendage will not reattach, and you will have to regrow that over time (usually a couple of days for a hand or foot, and a week for a limb). You also suffer a -3 dice pool penalty to actions that would require the use of more limbs.

Long Fingers

Cost: 1pt.
You have been blessed with unusually long and graceful fingers. This means you have an easier time

with fine manipulation as well as grappling, gaining an extra die when attempting such actions.

Monstrous Maw

Cost: 1pt.
You have either oversized tusks for fangs, or a huge mouth full of sharp teeth. Whatever form it takes, your mouth is that of a monster. When attacking with a bite you do an additional point of damage. You may also add a die to your Intimidation dice pool when you smile.

Piscine

Cost: 1pt.
Water is a far more comfortable environment for you, be it the sea or sewer effluent. Rolls involving swimming or underwater movement have their difficulty reduced by 1.

Slimy

Cost: 1pt.
You secrete an ooze, which is as disgusting as it sounds. The ooze covers your entire body and soaks into your clothes. It makes you slippery and difficult to hold, requiring opponents to gain two more successes to grapple you. The dampness also makes you a little fire resistant, reducing your difficulty to soak fire damage by 1.

Spawning Pool

Cost: 1-3pt.
You have a spawning pool of your own (or possibly donate heavily to the Clan's main pool). Creating such a pool takes time, and requires regular infusions of blood, at least six blood points a week for a year.

The Merit grants its level as a dice pool bonus to the Nosferatu's use of Animalism in their home city, but only with animals considered vermin, such as rats and cockroaches. Essentially the bonus is only available for creatures that might conceivably drink regularly from the tainted blood.

Once established, the spawning pool requires twice its level in blood points each week to it. Without proper maintenance, its level will drop by one. It can be rebuilt by maintaining it at the new level and adding four additional blood points each week for six months.

The Merit cannot be improved above its initial level, as this also represents the convenience of its location and the variety of creatures that might find it.

Tunnel Rat

Cost: 1-5pt.
You are remarkably adept at moving through the underground tunnels that you call your home. When attempting to navigate, escape, or track through sewers and underground places you know, you gain an additional die for every point you have in this Merit.

Sleep Unseen

Cost: 2pt.
The power of Obfuscate usually requires you to concentrate at least a little. However, you are able to lock the power on, allowing you to sleep while remaining hidden. To do so requires the expenditure of blood point, but it will last throughout the day's rest. Those with Auspex can still attempt to detect you, but mortals will be unaware of your danctuary. This can be a useful trick for Kindred who like to travel.

Tough Hide

Cost: 2pt.
Your skin is much tougher than usual, possibly like that of a rhino or a lizard. This hide protects you against most damage, granting you an extra die when making a soak roll. However, this bonus does not apply against fire and sunlight.

False Reflection

Cost: 3pt.
Even when using their Obfuscate abilities, Nosferatu still show up in their true form when noticed by machines, such as cameras or video surveillance. With this ability, the Nosferatu can extend their power to recorded images and media. However, as with Mask of the Thousand Faces, the original image isn't actually changed; it is just that people see it the way the Nosferatu wants it seen. Unfortunately, computers are not so easily fooled: if the image is used for facial recognition software (for instance), the computer will see the Nosferatu's real face and fail to find a match. The Nosferatu has best take care how this power is used, as it may wear off in time. Some archived photos have given librarians a nasty surprise, years after going into storage.

Patagia

Cost: 4pt.
Your arms and legs have leathery flaps of skin between them, similar to that of a flying squirrel. While they make finding clothes a nightmare, they also allow you to glide for short distances, given enough height and a decent wind. The Storyteller might require an Athletics roll when it comes to landing.

Rugged Bad Looks

Cost: 5pt.
While you are still hideous, you are not quite as ugly as most Nosferatu. You still have an appearance of 0, but you might pass for human in the right light. It is a still a good idea to cover up and stay in the shadows, but the sight of you (or even the smell of you) is not cause for someone to immediately think of you as a freak or a trauma victim.. Having said that, you are still ugly enough to unnerve the crap out of most people.

Ravnos

Antitoxin Blood

Cost: 1pt.
Although vampires are typically immune to mortal drugs and poisons, there are supernatural venoms that can affect Kindred physiology. A Ravnos with this Merit is immune to all forms of drugs and poisons, including the venoms and toxins of supernatural creatures or those created by supernatural powers.

Brahmin

Cost: 1pt.
As a member of the Brahmin jati, you are a priest, artist, teacher, or other pillar of society. Perhaps you keep the lore of the Clan, or perhaps you act as an advisor to other Ravnos in need of wisdom. Once per session, if you fail an Academics or Expression roll, you may immediately reroll it.

You do not have to purchase this Merit to be a member of the Brahmin jati, but only members of the Brahmin jati may have this Merit.

Kshatriya

Cost: 1pt.
You are a member of the Kshatriya jati; perhaps you are a warrior, a descendant of rulers, or a member of the military. Your role is to protect the Ravnos in war, and govern in peace. Once per session, you regain a Willpower when you successfully use a combat maneuver.

You do not have to purchase this Merit to be a member of the Kshatriya jati, but only members of the Kshatriya jati may have this Merit.

Legerdemain

Cost: 1pt.
You’re extremely good at sleight of hand and other physical tricks. Difficulties when using Subterfuge

for physical trickery, shell games, card tricks, and so forth, are decreased by two.

Mute Devotion

Cost: 1pt.
Your Animalism carries an unusual side effect: it lingers in the minds of the beasts you speak with or control, lending them a certain resistance to others. When someone else attempts to command a creature you have previously controlled with Animalism, their difficulty levels are at +2.

Vaishya

Cost: 1pt.
The Vaishya jati are tasked with utilizing influence, maintaining the human herds, and keeping finances. They are often seen as traders and merchants, but to the Ravnos, they are also a critical part of maintaining the Masquerade that hides vampires from mortal hunters. Once per session, you may call on one of your Backgrounds as if you had an extra dot in that Background (up to the normal maximum of 5). You do not have to purchase this Merit to be a member of the Vaishya jati, but only members of the Vaishya jati may have this Merit.

Critters

Cost: 2pt.
You're excellent with animals — so much so that they constantly seek to befriend you. Wherever you go, the animals are happy to see you, and more often than not, happy to help you when you ask for their aid. You receive a bonus die on Social rolls to affect small animals. Further, animal companions who have had continual interaction with you see you as something of a pet, and occasionally bring you small useful things. Once per game session, animals will bring you a useful piece of information or a small item relevant to events. This item might occasionally play into the individual Ravnos' particular vice, as the animals quickly pick up on what pleases their friend.

Ravnos Jati

Cost: 2pt.
You belong to a widely-recognized Ravnos jati, affording you some measure of status with your Clan members. Whenever you interact with another Vagabond, treat your Status as one level higher; if they also belong to your jati, treat your Background as two levels higher and your Allies, Contacts, or Mentor as one higher where your jati is concerned. Once per session, if you're in a city with a significant Ravnos population, you can find one member of your jati with no issue, who will likely help you out with no questions asked. Once per chapter, a member of your jati will seek you out for help with a troublesome and dangerous task.

Heart of Needles

Cost: 3pt.
Your natural abilities with illusions have rendered you particularly jaded and unimpressible. How can anything be as perfect as your own imagination? Because of this, your heart is harder than most, and you have a significant resistance to emotion control. All powers and Social challenges that attempt to manipulate you emotionally are made at a +2 difficulty.

Toreador

Indelible

Cost: 1 or 2pt.
Whereas other vampires' bodies return to the state they were in at the Embrace each evening, any body modifications you get after the Embrace remain as they are until you actively spend a Willpower point to return your body to its tabula rasa state. This Merit applies to changes as simple as dyeing or cutting your hair to modifications as complicated as tattoos, piercings, or even small implants.

If the Merit only allows for cosmetic alterations, it is worth 1 point. If it allows for more utilitarian alterations, such as RFID implants that activate certain electronic devices, then it is worth 2 points.

Impressive Restraint

Cost: 2pt.
When you haven't fed, it can be torturous to be near mortals. The pounding thrum of blood through their veins does not leave you nearly as tempted as it might other Kindred. When opportunity presents itself, the difficulty of all Self-Control rolls to resist hunger are made against a -2 difficulty. Characters on Paths of Enlightenment that require Instinct cannot take this Merit.

Master of the Masquerade

Cost: 2pt.
There are many small tics, nervous habits, and autonomous bodily functions (like breathing) that Kindred simply forget to do. They can be unnervingly still or forget to breathe, particularly when they think they're alone. You never let down your guard. The act of breathing remains an unconscious habit to you, and you never lapse into that eerie statue-like stillness, even when transfixed or concentrating. Consequently, the difficulties of all Social rolls are lowered by one when interacting with mortals. This Merit does not allow you to eat food or benefit from the blush of health — those Merits are still required to be a true master of the Masquerade.

Slowed Degeneration

Cost: 5pt.
Your Humanity is strong and can more easily withstand the Beast's assaults. You gain two additional dice on any Conscience roll. This degree of moral resilience allows a well-behaved vampire to lose Humanity at a much slower rate than would otherwise be possible. Only vampires following Humanity may take this Merit, and the Merit is lost forever in the event that the vampire takes up another Path of Enlightenment.

Tremere

Embraced without the Cup

Cost: 1pt.
For some reason you did not drink the blood of the elders when you were inducted into Clan Tremere. More dangerously, it may have had no effect on you. As a result, you are not bound to the Clan the way most Tremere are. Should it be discovered, it will usually be corrected, but one might almost believe there was some purpose to this lapse, as the Tremere don't make mistakes. Perhaps the Clan has a special task in mind for you, one where you might be forced to act against the Clan to maintain a cover….

Secret Society Member

Cost: 1pt.
You have found and joined one of the many secret societies in Clan Tremere. Your character must be suitable to join, such as having Necromancy to join the Covenant. You might pick one of the societies listed here or create one of your own. In most cases, your society membership should be kept secret, but your allegiance to it is not considered a crime. While your society expects you to uphold its tenets and agenda, they can also be counted upon to back you up and help you increase your power within the pyramid.

Keys to the Library

Cost: 1-5pt.
You have one of the most sought after positions in the chantry: a librarian. It is one of your duties to catalogue and maintain the magical lore kept in your chantry. This means you have complete access to it, and get to decide who can see it and who can't. A vast array of rituals and Thaumaturgical knowledge resides here, making it simple to learn many of the secrets of magic. No matter how restrictive your chantry, you have complete access to the library for research. The cost of this merit is the same as the chantry's Library rating.

Outside Haven

Cost: 2pt.
You maintain your own private haven outside the chantry and Tremere control. Most Tremere are expected to rest in the chantry, where the Clan can keep an eye on them. However, you have been trusted with a little more privacy. This might be because you have already proved your loyalty, or perhaps because they are testing it.

Unmarked Antitribu

Cost: 2 or 5pt.
While you are part of the Sabbat and a traitor to House and Clan Tremere, somehow you remain unmarked by the antitribu curse. You are not easily recognized as a renegade Tremere, and the magic that burned so many of your brethren cannot target you. Further, other Sabbat members cannot judge you at a glance. Those of the Telyavelic bloodline can purchase this Merit at 2 points, while other Tremere pay 5 points.

Quartermaster

Cost: 3pt.
You are one of the Kindred responsible for maintaining and organizing the chantry's mundane supplies. You may take anything from the chantry's stores as defined by the chantry's Stores rating. While you will have to return or replace anything you borrow, you have access the whole range of equipment appropriate to the size of the chantry. This might range from assault weapons and explosives to advanced medical and scientific equipment.

Tzimisce

Bioluminescence

Cost: 1pt.
Perhaps through biological expertise, or perhaps by unlocking something primordial within, you have accessed the secrets of bioluminescence. Using Vicissitude, you may grant yourself (through Malleable Visage) or others (via Fleshcraft) the ability to emit a soft glow. With muscle control and practice, you can control the color and pattern of the illumination. This can light a soft glow in the dark, create beautiful displays, or even act as a primal form of communication. Some Fiends grant their ghouls or childer bioluminescence, developing an eerily nuanced and wordless language with their thralls and broods. Only characters with at least one dot of Vicissitude may purchase this Merit.

Pain Tolerance

Cost: 2pt.
Maybe you are a badass or shut off your nerves through Vicissitude. Maybe your sire put you through

so many intricate hells that it would be tough for anyone else to compete. Maybe it just turns you on. Regardless, at Hurt or Injured, you suffer no wound penalties, though you still suffer full penalties at Wounded and below. You must have a Conviction or Courage rating of 3 or more to take this Merit.

Dracon’s Temperament

Cost: 3pt.
You emulate the ideal of Azi Dahaka within and without, to levels visceral and abstract. Your psyche flows with the permutable nature of change. Like the protean Dracon, you are a whirlwind of temperaments. This is not multiple personalities. You are one identity shown through the prism of ever-shifting Natures. No anchor fetters your sense of self. You can be any you.

At the start of each story, you may choose one Personality Archetype to function as your Nature, spending the rest of the story perceiving the world through that perspective. You also regain Willpower according to your new Nature and may be affected by other effects or Discipline powers as per your new Nature as well.

Haven Affinity

Cost: 3pt.
You are the land. The land is you. The home soil calls to you. You give to it, and it gives to you. Your connection to the earth of your prime haven grants you an extra die to all dice pools when operating there. It also acts as a mystic beacon, allowing you to home in on its location with a standard Perception + Survival roll (difficulty 6), +1 difficulty when a state or country separates you; +2 if you’re halfway across the globe. This applies only to your primary haven.

Revenant Disciplines

Cost: 3pt.
The blood of your revenant family runs deep, deeper than the Embrace. The Disciplines that were innate to you as a ghoul have remained so as a Cainite. At character creation, select the ghoul family from which you hail (V20, pp. 503-506). Instead of the Tzimisce’s standard complement of Animalism, Auspex, and Vicissitude, you draw from your three family Disciplines for your starting allocation (though you may buy other Disciplines with freebies, as normal). You trade in the entire set of Tzimisce Clan Disciplines for the set of revenant family Disciplines, for the purposes of in-Clan Experience cost.

Promethean Clay

Cost: 5pt.
Your flesh ripples and molds itself to your preternatural will, almost before you consciously invoke the change. The difficulty to use any Vicissitude power on yourself is two less than normal, and you may

activate Vicissitude powers reflexively at your full dice pool while taking other actions. Powers that require multiple turns to activate still require the usual duration. The change simply occurs without conscious direction. As a final benefit, you need no physical sculpting to use the first three levels of Vicissitude on yourself, as your flesh undulates and extrudes to its desired shape. Only characters with at least one dot of Vicissitude may purchase this Merit.

Ventrue

Connoisseur

Cost: 2pt.
Your study of the Auspex Discipline, combined with your rarified tastes, allows you an uncanny empathy and connection to a victim, giving you powerful insights into the character of any whose blood you taste.

> System: The character tastes another's blood (potentially risking a blood bond), and player rolls Perception + Empathy (difficulty 6 for mortals or 8 for Kindred). If the blood came from a mortal, each success allows him to learn one of the following: the mortal's Nature, her Demeanor, any Derangements she may possess, whether she is blood bonded, and whether she carries any blood-borne diseases. If the vitae came from a vampire, he can learn all of the previous information, plus anything discoverable with the first level of the Path of Blood. The Ventrue may taste the blood of a mortal who does not fit within his feeding restriction long enough to use this ability, but he must immediately spit it out afterward.

> Vampires that do not have Auspex •• cannot take this Merit.

Blessed by St. Gustav

Cost: 4pt.
Many Ventrue antitribu replace their traditional affinity for Presence with an aptitude for Auspex by means of the ignobilis ritus known as the Prayer to St. Gustav. For your piety and devotion to the Sabbat cause, you have been especially blessed and have an affinity for both Disciplines.

> System: This Merit is identical to Additional Discipline Merit found on, except that it can only be used to add Auspex as a fourth in-Clan discipline. Only Ventrue antitribu can take this Merit.

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