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.

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