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.

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