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.

Revision #3
Created 6 May 2022 10:27:33 by Pooka
Updated 9 May 2022 14:45:23 by Pooka