Social

Elysium Regular

Cost: 1pt.
You spend an unusual amount of time in Elysium. You see and are seen to such an extent that all of the movers and shakers of Elysium at least know who you are. Extended time spent in Elysium also gives you extended opportunities to interact with the Harpies and other Kindred of that stature — and they'll know your name when you approach them. This Merit is generally taken by vampires that respect and attend Elysium on a regular basis.

Former Ghoul

Cost: 1pt.
You were introduced to the Blood long before you were made Kindred. Your long experience as a ghoul gives you insight into and comfort with vampiric society. You are at -1 difficulty on all Social rolls when in the presence of other neonates (particularly those who haven't been educated by their sires), and have a -1 difficulty on all rolls relating to vampiric knowledge.

Harmless

Cost: 1pt.
Everyone in the city knows you, and knows that you're no threat to their plans. While that sort of estimation may seem insulting, it's also what's kept you from being killed. No one considers you worth their time to deal with, and that low opinion keeps you safe. If you start acting in a way that demonstrates that you are no longer harmless, others' reactions to you will likely change as a result.

Natural Leader

Cost: 1pt.
You are gifted with a certain magnetism to which others naturally defer. You receive two extra dice when making Leadership rolls. You must have a Charisma rating of 3 or greater to purchase this Merit.

Prestigious Sire

Cost: 1pt.
Your sire has or had great status in her Sect or Clan, and this has accorded you a certain amount of prestige. Though your sire may no longer have any dealings with you, the simple fact of your ancestry

has marked you forever. This prestige might aid you greatly in dealings with other vampires, or it might engender jealousy or contempt.

Protégé

Cost: 1pt.
Your sire watched you for some time before Embracing you, and spoke glowingly of you to acquaintances. These vampires may be inclined to look favorably on you by dint of your sire's recommendation; you are at -1 difficulty on Social rolls with all those who've heard good things about you.

Rep

Cost: 1pt.
Your fame has exceeded the bounds of your Sect. Everyone knows who you are, what you've done and what you're supposed to have done (which might not be the same thing). The publicity can be good or bad; what matters is that everybody knows your name. Whether individuals outside of your immediate social circle know enough to match your face to your name is a different matter.

Sabbat Survivor

Cost: 1pt.
You've lived through at least one Sabbat attack or attempted recruitment. Your experience helps you anticipate situations where you might potentially be endangered by the Sabbat once again. You are at -1 difficulty on all Perception rolls when it comes to Sabbat-based matters. This Merit is generally taken by groups in conflict with the Sabbat, and comes into play most frequently as a means of avoiding ambushes.

Boon

Cost: 1-6pt.
Someone owes you a favor. The vampire in your debt might be the lowliest neonate in the city or might be the Prince herself; it all depends on how many points the Merit costs. You only have that single favor owed you (unless you take the Merit multiple times), so using it properly is of paramount importance. Depending on status and other factors, the vampire who owes you a favor may well resent his debt, and might go out of his way to "settle" it early — even going so far as to create situations from which he must "rescue" you and thus clear the slate.

Bullyboy

Cost: 2pt.
You're part of the brute squad the local Sheriff or Bishop calls on when he needs some muscle. As a

result, you get in on action that others miss entirely, score points with those in power, and occasionally get a chance to act outside of the law. How far outside the law you can go depends on circumstance and how much the vampire you report to likes you.

Entrepreneur

Cost: 2pt. Merit
Making money comes naturally to you, and you know what it takes to succeed. All rolls involving acquiring money through business dealings have their difficulty reduced by 2.

Peacemaker

Cost: 2pt.
You have a reputation for having a good head on your shoulders and the honor to keep your word no matter what. As a result, your allies and sectmates ask you to mediate their disputes, even with other sects. This Merit allows your character to use her reputation as leverage to keep the peace during tense situations. Reduce the difficulty of all social rolls to keep the peace or to mediate honestly between factions (even other sects) by 2.

Prized Patch

Cost: 2pt. You belong to an Anarch gang with a violent, effective, or otherwise impressive reputation. The history of the gang might extend a hundred years before you were born, but so long as you hold membership and wear the colors of your crew, other Anarchs naturally tend to respect you. Some may even occasionally perform minor tasks for you to try to curry favor with the others. When your membership is known, reduce the difficulty of all Manipulation rolls with other Anarchs by 2 unless a given Anarch has a historical animosity with your gang.

Old Pal

Cost: 2pt.
An acquaintance from your breathing days was Embraced at the same time you were. Fortunately, your friendship has endured even death and unlife, and you find a constant source of support and aid in your old friend. She expects the same of you, which isn't always convenient, but at least you each have someone to hang onto who remembers the good old nights — and days. The Storyteller should play the Old Pal as a very loyal Ally.

Lawman's Friend

Cost: 2pt.
For whatever reason (maybe your winning smile or perhaps just your superb groveling technique), the local Sheriff or Bishop in charge of discipline likes you. He's inclined to overlook your minor trespasses

and let you in on things you're not supposed to know about. He even gives you warnings about occasional crackdowns and times when the higher-ups aren't feeling generous. Of course, abusing this connection might well turn a friendly vampire into an enemy — and the change might not be apparent until it's too late.

Open Road

Cost: 2pt.
Unlike many Kindred, you like to travel. You have a solid knowledge of safe travel routes and methodologies, not to mention haven space available in any number of destinations. Unless someone out there knows your exact route and is specifically looking for you, you can move between cities unimpeded by random encounters with Lupines, overzealous state troopers, and the like.

Sanctity

Cost: 2pt.
This Merit is sometimes called the halo effect; everyone considers you pure and innocent, though not necessarily naïve. You have a saint-like quality that is hard to pinpoint but cannot be denied. You are trusted, even if you are not trustworthy. At the Storyteller's discretion, you tend to receive lesser punishments for wrongdoing, and you are liked by most.

Scholar of Enemies

Cost: 2pt.
You have taken the time to learn about and specialize in one particular enemy of your Sect. You are aware of at least some of the group's customs, strategies, abilities, and long-term goals, and can put that knowledge to good use. This Merit is worth a -2 difficulty for all non-combat rolls pertaining specifically to the subject of your specialization. On the other hand, you are at a +1 difficulty when it comes to dealing with other enemies, simply because you're so thoroughly focused on your field.

Scholar of Others

Cost: 2pt.
This Merit functions identically to Scholar of Enemies, except that it applies to a group that is not necessarily inimical to your Sect.

Friend of the Underground

Cost: 3pt.
While you're not a Nosferatu, you know your way around the sewers, tunnels, ducts, subway tubes, and other subterranean passages of your hometown. The local Nosferatu (and any other creatures dwelling down in the muck) may not actually like you, but they're not inclined to kill you on sight when

they see you in their territory. You are at -1 difficulty on any rolls involving the subterranean world (sneaking from place to place underground, finding routes into sub-basements, and so on). Nosferatu cannot purchase this Merit.

Mole

Cost: 3pt.
You have an informer buried in one of your Sect's enemy organizations who funnels you all sorts of information as to what her peers are up to. What you do with the information is up to you, but abusing the knowledge might be a good way to get your informer killed. The other side has spies too….

Rising Star

Cost: 3pt.
You're one of the up-and-comers in the city, a rising star in your Sect. Everyone wants to know you and be your friend, even as those in power groom you for positions of greater responsibility. You are at -1 difficulty on all Social rolls against any vampires in your Sect who aren't actively opposing your ascent.

Soapbox

Cost: 3pt.
You have some sort of special forum (a zine, a secure blog, a well-known podcast, or a social media account with a lot of followers) that allows your Anarch to express an opinion and have said opinion spread widely. The Soapbox Merit represents a social delivery mechanism that can influence Kindred outside of your character's normal social circle or class. Reduce the difficulty of Expression and Subterfuge rolls by 2 difficulty when dealing with vampires who read the Soapbox.

Sugar Daddy

Cost: 3pt.
You have a personal relationship with a high-ranking member of a different sect. You may invoke your Sugar Daddy's name to lower the difficulty of Manipulation rolls by 2 against members of that sect when attempting to smooth out problems or acquire minor favors. Of course, the Sugar Daddy may expect similar treatment in kind, and is unlikely to look favorably on any behavior that impugns whatever status he may have.

Broken Bond

Cost: 4pt.
You were once blood-bound but have secretly slipped the leash, and you are free to act as you will once more. Your regnant has no idea that you are not in fact bound, and continues to treat you as if

you were. At Storyteller discretion, the experience of having been bound once may render you immune to ever being enthralled again.

> Sabbat vampires cannot take this Merit.

Clan Friendship

Cost: 4pt.
One particular Clan (not your own) has a special liking for you. You might have done the Clan as a whole a favor at some point, or perhaps you're just a loud voice in support of their aims. Whatever the case, you're at -2 difficulty on all friendly Social rolls involving members of the Clan in question. Of course, the reaction your cozy relationship with another Clan is likely to draw from your own Clan leaders is an entirely different can of worms.

Primogen/Bishop Friendship

Cost: 4pt.
The ruling vampires of the city value you and your opinions. You are called in to consult on decisions, and your recommendations carry great weight. Your position may not be an official one, but it's powerful nonetheless.

Trophy Allegiance

Cost: 4pt.
Similar to the Clan Friendship Merit Trophy Allegiance opens doors and allows the character to be treated favorably by a specific Clan. The character has earned the Trophy from the Clan in question for taking down one of the Anathema. Word has spread throughout that Clan, that members should offer assistance and rewards to the character for their deed.

While the Trophy itself has likely already been covered with specific rewards, this Social Merit reflects more of a general goodwill and offers the character -2 difficulty on all friendly Social rolls involving members of the Trophy Clan who are familiar with the Alastor's deeds. Additionally, the character's reputation may earn her the occasional small favor such as the use of a haven, a loaner car, access to information from Trophy Clan members.

> Note: This Merit is only available to Alastor characters who have killed an Anathema and earned a Trophy.

Arcane

Cost: 1 to 5 pt.
Some vampires have a strange ability to slip from notice, which manifests as an aura of forgetfulness. Those trying to remember the vampire experience a sensation of jamais-vu. The ability may be deliberately developed, or the Kindred could simply be too ordinary to pay attention to. Though not similar to Obfuscate, Arcane doesn't help in combat situations — the vampire can't literally vanish. However, someone searching for them may well fail, as no one remembers the vampire or can give a reliable description.

Each point taken subtracts one die from any dice pools used to actively locate the vampire or recall her from memory. Those with this Merit can choose to "turn off" Arcane if they wish. As a passive trait, it doesn't help on Stealth rolls or other overt attempts to hide. If you have any dots in Status or Fame, Arcane ceases to function while you possess them.

Paragon

Cost: 7pt.
Others find you particularly compelling. Select one Background from the following group: Allies, Contacts, Domain, Fame, Herd, Influence, Mentor, Resources, Retainers, or Status. You receive one free dot in that Background, and your maximum Trait score in that Background may exceed normal Generational limits by one.

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