# Supernatural

## Cast No Reflection

***Bonus: 1pt.***
You actually cast no reflection, just like the vampires of legend. This can have a detrimental effect when trying to pass as a human. Vampires of Clan Lasombra automatically have this Flaw (and you may be mistaken for one of them if you possess this).

## Cold Breeze

***Bonus: 1pt.***
A chill wind follows you everywhere you go. While it may make for dramatic entrances, this effect also discomfits mortals (+1 difficulty on all appropriate Social rolls) and marks you as obviously supernatural. Cold winds sweeping through executive offices or crowded nightclubs can raise all sorts of questions.

## Initiate of a Road

***Bonus: 1pt.***
Your life on the road to enlightenment has just begun. Though you fully grasp the tenets and precepts of your chosen Road, you have not yet put them to the test. This may be because you were recently Embraced or because you previously abandoned a former Road (in which case you may also consider taking the Apostate Flaw). With this comes a +1 difficulty in resisting frenzy and Rötschreck, and you lack an aura tied to your Road. However, you have an easier time changing Roads, if you wish to do so.

## Repulsed by Garlic

***Bonus: 1pt.***
You cannot abide garlic, and the smallest whiff of its scent will drive you from a room unless you make a successful Willpower roll (difficulty based on the strength of the odor).

## Touch of Frost

***Bonus: 1pt.***
Plants wither as you approach and die at your touch. Your touch leeches heat from living beings, as though you were made of ice.

# Cursed

***Bonus: 1-5pt.***
You are the recipient of a supernatural curse. The strength and pervasiveness of the curse depend upon how many points you wish to incur. Examples follow:

- If you pass on a secret you were entrusted with, your betrayal will come back to harm you in some way. (1 pt.)
- You stutter uncontrollably when you try to describe what you have seen or heard. (2 pts.)
- Tools break or malfunction when you try to use them. (3 pts.)
- You are doomed to make enemies of those whom you most love or admire. (4 pts.)
- Every one of your accomplishments or triumphs will eventually become soiled or fail in some way. (5 pts.)

# Demon Hounded

***Bonus: 1-5pt.***
A demon has taken a shine to you. It comes at odd and inconvenient hours and offers you bribes of wealth and power. Some days, it asks for favors; on others, it offers them. What black schemes does hell have in mind for you that one of its servants would bother you so? What fell powers have you toyed with that you should not? At 1 point, the demon is little more than an imp, asking for minor favors or stealing small objects. At 3 points, the demon is your physical or magical equal, or is a smaller threat that is willing to also drag your close friends into this affair. At 5 points, the demon is significantly powerful, able to threaten your coterie, or a lesser demon willing to torment your friends, family, and acquaintances.

# Unlucky

***Bonus: 1-5pt.***
You are spectacularly unfortunate. Disaster follows in your wake. You are magnetically attracted to misfortune. At 1 point, it rains whenever you forget your coat. At 3 points, it’s rare for you to recover from any failure gracefully. At 5 points, nearly everything you attempt ends catastrophically. A number of times per day equal to the point you have in this Flaw, the Storyteller may force you to reroll a successful roll and take the second result. Lucky and Unlucky are not mutually exclusive, but for simplicity’s sake, the same roll cannot be modified by both at once. That is, if a Lucky reroll is used, the Storyteller cannot force you to reroll the reroll.

# Beacon of the Unholy

***Bonus: 2pt.***
You radiate palpable evil. Clergy and devout mortals know instinctively that there is something horribly wrong with you, and react accordingly.

## Deathsight

***Bonus: 2pt.***
Everything appears rotted and decayed to you. The world appears to you as a corpse; mortals look diseased or skeletal, buildings seem decrepit, and your fellow Kindred seem to be walking, moldering cadavers. You are at -2 difficulty to resist all rolls based on Appearance, but by the same token you are at +2 difficulty on all Perception-based rolls. In addition, you find social interaction difficult and are at +1 difficulty on all Social-based rolls.

## Eerie Presence

***Bonus: 2pt.***
Mortals have an unconscious awareness of your undead nature, which makes then anxious and ill at ease in your presence. Because of this, difficulties of all rolls relating to social interaction with mortals are increased by two.

## Kiss of Death

***Bonus: 2pt.***
Should you drain a mortal vessel of all blood minutes after their heart stops beating, the corpse rises as a zombie (using the statistics for zombies on Necromancy). These zombies are free-willed, hostile toward you, and cannot be directed without some sorcerous or necromantic means to command them.

## Lord of the Flies

***Bonus: 2pt.***
Buzzing harbingers of decay swirl around you everywhere. Their constant presence makes it difficult for you to interact socially (+1 difficulty when appropriate) and nearly impossible to sneak up on someone or hide effectively. The buzzing of the flies inevitably gives you away — all Stealth rolls are at +2 difficulty.

## Can’t Cross Running Water

***Bonus: 3pt.***
You believe in the old folklore, and cannot cross running water unless you are at least 50 feet (15 meters) above it. Running water is considered to be any body of water at least two feet (half a meter) wide in any direction and not completely stagnant.

## Cloaked in Shadow

***Bonus: 3pt.***
Shadows cling to you constantly. These are not the ordinary shadows cast simply by existing; the

darkness around you is thick and heavy, making it impossible for you to pass as anything other than something supernatural. In addition to this complication, the difficulty for Social rolls with other vampires (especially the Lasombra) increases by one.

## Devil’s Mark

***Bonus: 3pt.***
Whether product of your Embrace or gained through exposure to infernal or other unholy power, you’ve been branded with the “Devil’s Mark,” an anatomical aberration that manifests the taint of the demonic. Possible deformities include, but are not limited to: bestial or inhuman eyes, hooves, horns, unnaturally colored or scaly skin, a birthmark in the form of a sigil, parasitic infestation, claws, misshapen teeth. or ineffectual (perhaps additional) limbs. You may never remove or “improve” these disfigurements, although magic or Disciplines can hide them from plain sight. A Devil’s Mark confers the following mechanical effects: Lower the maximum rating in one Attribute by one (if the maximum rating is 5, it becomes 4), while the cost to raise said Attribute increases by one (1 + the current rating x 4). If the mark becomes visible or is known to a mortal, it confers a -1 difficulty on Intimidation rolls when dealing with her, but in turn increases the difficulties for all other Social die rolls by one. Players should work with a Storyteller to determine an appropriate Devil’s Mark, and the Physical Attribute best suited to their mark.

## Haunted

***Bonus: 3pt.***
You are haunted by an angry and tormented spirit, most likely one of your first victims. This spirit actively attempts to hinder you, especially when feeding, and does its utmost to vent its anguish upon you and anyone in your presence. The Storyteller determines the exact nature of the spirit, its powers, and whether or not it can eventually be laid to rest.

## Lord of the Night

***Bonus: 3pt.***
In your presence lights dim, tiny flames extinguish, and shadows cling to you or languidly move about with a surreal unlife, making it impossible to pass as anything other than inhuman. The particular shadow you cast is a malicious entity with a will of its own. It lashes out at friends and enemies alike, tearing at the scenery, and snarling at passers-by. These effects can be suppressed for a scene by spending a point of Willpower.

## Repelled by Crosses

***Bonus: 3pt.***
You are repelled by the sight of ordinary crosses, believing them to be symbols of holy might. When confronted by a cross, you must make a Willpower roll (difficulty 9) or flee from the symbol for the

duration of the scene. If you botch the roll, not only must you attempt to flee, but the touch of the cross can cause aggravated damage (one health level of damage per turn that the cross touches your skin). This damage cannot be soaked, even if the vampire possesses Fortitude.

## Unholy Stain

***Bonus: 3-pt.***
Your soul is stained with sacrilege. Some are born or Embraced this way; more earn the stain through wicked oaths and foul deeds. When interacting with any mortal, your Social difficulties increase by one, as people feel unnaturally ill at ease in your presence. Additionally, people of faith feel compelled to hostility when in your proximity. Their initial stance towards you is always aggressive, and it takes little to provoke them to violence. Mortals with True Faith will recognize you on sight, and often attack.

## Grip of the Damned

***Bonus: 4pt.***
There is no ecstasy in your Embrace — only terror and pain. Mortals upon whom you feed struggle and shriek while you attempt to feed, requiring you to grapple with them for as long as you wish to take their blood. For vampires with high Humanity, this experience may require a Humanity roll, at the discretion of the Storyteller. Giovanni cannot take this Flaw.

## Dark Fate

***Bonus: 5pt.***
You are doomed to experience Final Death or, worse, suffer eternal agony. No matter what you do, you cannot avoid this terrible fate. At some point during the chronicle, your Dark Fate will come upon you. Even more ghastly is the fact that you occasionally have visions of this fate, and the malaise these images inspire requires an expenditure of a temporary Willpower point to avoid, or else you lose a die from all of your actions for the remainder of the night. It is up to the Storyteller to determine the exact nature of this fate, and when it will occur. This is a difficult Flaw to roleplay; ironically, though it may seem as though it removes all free will, the knowledge of one’s death can be quite liberating.

## Light-Sensitive

***Bonus: 5pt.***
You are even more sensitive to sunlight than other vampires are. Sunlight causes double normal damage, and the light of the moon can cause lethal damage in a manner similar to the sun, though it must shine directly upon you. Even bright lights hurt your eyes, requiring the use of sunglasses. Followers of Set and related bloodlines cannot take this Flaw, as they already have a worse version of it.

## Harbinger of the Abyss

***Bonus: 5pt.***
You have become the void: the endless black of night, an empty pool of darkness. Where you pass, shadows leap to join you and flames gutter and perish. When you are in the presence of mundane fire, you must make a reflexive Obtenebration roll against the soak difficulty of any nearby flame. A success extinguishes the fire instantly, casting the area into darkness. This Flaw also includes the effects of Touch of Frost and Eerie Presence and is therefore mutually exclusive with them. However, the clinging darkness around you provides one benefit (besides being an unusual way to extinguish unwanted fires): reduce the difficulty of all Intimidation rolls by two, to a minimum of 4. You must have at least one dot of Obtenebration to purchase this Flaw.

# Vassal of the Clan

***Bonus: 6pt.***
Through natural predisposition or a curse, you bear a permanent one-point blood bond to those one Generation lower, a two-point blood bond with those two Generations lower, and a three-point blood bond to those three or more Generations lower than you within your own Clan. These blood bonds override any other blood bonds you may earn during play. This can be a great risk for Hand members, as the blood forces allegiances to potentially risky vampires, or worse, to heretical ideologies.

# Methuselah’s Thirst

***Bonus: 7pt.***
Whether from advanced age, your addiction to Diablerie, or the degradation of your Humanity, you are no longer capable of drinking mortal blood to sustain yourself and must feed upon the vitae of other vampires to survive. You may attempt to drink the blood of mortals, but it will not nourish you. If you do not feed on other vampires — you will go into torpor.

# The Scourge

***Bonus: 7pt.***
The Scourge is a vampire-specific plague that infects the Blood. This disease is a mutated strain of leprosy crossed with the bubonic plague which directly attacks the vampire’s vitae. Once infected, the victim must spend more blood each time they expend vitae. The cost for any vitae expenditure increases by one for each night the victim suffers from The Scourge. In some cases, the victim also suffers from a disfiguring malady that impacts their appearance but does not threaten their life.

While The Scourge is curable on a case-by-case basis, the disease itself cannot be exterminated. In extremely rare cases, an afflicted vampire becomes a carrier of the disease and immune to its effects. The carrier then spreads The Scourge to other vampires.

Currently, there is only one known carrier of the disease.

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