Supernatural

Deceptive Aura

Cost: 1pt.
Your aura is unnaturally bright and colorful for a vampire. You register as a mortal on all attempts to read your aura.

Healing Touch

Cost: 1pt.
Normally vampires can only seal the wounds they inflict from feeding by licking them. With but a touch, you can achieve the same effect, closing the puncture wounds left by drinking blood.

Inoffensive to Animals

Cost: 1pt.
With rare exceptions, animals usually despise the Kindred. Some flee, others attack, but all dislike being in the presence of a vampire. You have no such problem. Animals may not enjoy being in your company, but they don’t actively flee from you.

Apostate

Cost: 2pt.
Since their inception, Nergali Baali have subverted members of other Clans into their own ranks. Known as Apostates, initiates are first drained completely by a Baali nest-master, who then extracts the still-beating heart from a mortal victim, fills it with his own blood, and buries it in a pool of gore within a Well of Sacrifice. The initiate swims through the dismembered bodies and viscous remains to find and consume the heart. In this way, Nergali do not make a victim of those they Embrace; prospective members must claim it through strength of will. Apostates replace any one in-Clan Discipline with Daimoinon, but in turn gain the Baali Clan weakness on top of their standard Clan weakness. Apostates can still pass with relative ease for members of their former Clans, but any childe they Embrace is indistinguishable from a standard Baali. Further, such a childe shares none of the Clan Disciplines or weaknesses of their sire’s former Clan, save those Disciplines that are innate to the Baali. Apostates do not lose levels in the Discipline they choose to exchange for Daimoinon, but further levels in that Discipline are purchased at out-of-Clan costs. Baali may not take this Merit.

Medium

Cost: 2pt.
You possess the natural affinity to sense and hear spirits, ghosts, and shades. Though you cannot see them, you can sense them, speak to them and, through pleading or cajoling, draw them to your presence. You may call upon them for aid or advice, but there will always be a price. Also, your difficulty is reduced by two for all Awareness rolls involving the spirits of the dead.

Magic Resistance

Cost: 2pt.
You have an inherent resistance to the rituals of the Tremere and the spells of the mages of other Clans. The difficulty of all such magic, both malicious and beneficent, is two higher when directed at you. You may never learn magical Disciplines such as Thaumaturgy and Necromancy.

Without a Trace

Cost: 2pt.
When in the wilderness, the earth fills in your footprints. You leave no noticeable traces, not even a scent. Normal attempts at tracking automatically fail. Supernatural attempts are done with a +2 difficulty.

Hidden Diablerie

Cost: 3pt.
The tell-tale black streaks of diablerie do not manifest in your aura.

Lucky

Cost: 3pt.
You were born lucky — or else the Devil looks after his own. Either way, you may repeat any three failed rolls per story, including botches, but you may try only once per failed roll.

Oracular Ability

Cost: 3pt.
You can see and interpret signs and omens. You are able to draw advice from these omens, for they provide hints of the future and warnings of the present. When the Storyteller feels that you are in position to see an omen, you will be required to make a Perception + Awareness roll, with the difficulty relative to how well the omen is concealed. If successful, you may then roll Intelligence + Occult to interpret what you have seen; the difficulty is again relative to the complexity of the omen.

Spirit Mentor

Cost: 3pt.
You have a ghostly companion and guide. The identity and exact powers of this spirit are up to the Storyteller, but it can be called upon in difficult situations for help and guidance.

Mark of Caine

Cost: 4pt.
Over the course of history, some of the ritae have been lost, either due to the death of Sabbat members, or because the ritus simply was not as integral to the Sabbat's survival in the modern world. One of these lost ritae was the Mark of the Father, which offered protection against weapons of faith. As faith has declined in the modern world, the ritus was used less and less, until eventually, priests who know the ritae have become all but extinct. Some vampires who participated in the lost Mark of Caine ritus were especially blessed, and still bear a faint sign of favor.

Such vampires are always old, pre-dating the first Sabbat Civil War, and once had this ritual cast upon them by a powerful practitioner. These vampires have a small, faded mark upon their forehead that resembles the Hebraic letter tav.

> *System:* Those who bear the Mark of Caine gain a twisted form of True Faith. They can use the effects of the first dot of True Faith – they must use symbols of Caine as "holy symbols." Further, they get +2 dice to resist mortal True Faith. Only vampires on spiritual Paths of Enlightenment can use this Merit – if a Cainite reverts to Humanity or succumbs to wassail, all benefit from this Merit is lost forever.

Profane Trappings

Cost: 4pt.
You befoul everything you touch. Whether through intent or unfortunate happenstance, your Domain, Retainers, Herd, and trappings are all tainted with the unholy. While this pollutes your surroundings with a constant aura of nausea and unease, it does make any infernal acts easier to perform in their presence. By taking this Merit, any Disciplines you use are considered infernal; at the Storyteller's discretion, using your Disciplines on land you hold, on servants in your employ, or with objects you possess, reduces the difficulty of the roll by –2.

True Love

Cost: 4pt.
You have discovered, perhaps too late, a true love. He or she is mortal, but is the center of your existence, and inspires you to keep going in a world of darkness and despair. Whenever you suffer, the thought of your true love gives you the strength to persevere. This Merit grants you one automatic success on all Willpower rolls, which can be negated only by a botch die. This can be a great gift but also a hindrance, for your true love may require protection and occasionally rescue.

Additional Discipline

Cost: 5pt.
You can take one additional Discipline (Storyteller discretion) as if it were a Clan Discipline. All costs to learn that Discipline are paid out as if it were native to your Clan. A character cannot take this Merit more than once, and Caitiff vampires cannot take this Merit.

Demonic Patron

Cost: 5pt.
Your actions drew the attention of a demonic entity. Maybe you deliberately sought it as a means to gain power, or perhaps it wheedled its way into your existence and now won’t let go. The entity became a patron of yours, offering guidance when sought and assistance against your foes. One night it will turn on you and demand something. You will be unable to refuse its request. Until that time, your patron counts as three dots in Mentor and two dots in Allies.

Psychic Leech

Cost: 5pt.
At the cost of one Willpower point, you may feed on the Willpower of your victims from a distance. The consumed Willpower strengthens the potency of your own blood, effectively transforming it into temporary blood that dissipates at the end of the night. These temporary blood points may be spent just like regular blood points, but cannot be lost due to damage or blood drain, do not affect hunger rolls for frenzy, and may not be used to create or sustain blood bonds or ghouls. To activate this ability, the target must have at least one of your blood points in their system, and must be engaged in eye contact with you.

Spectral Sepulcher

Cost: 5pt.
You have become the final resting place for a ghost and they are now forever bound to your body. Maybe you deliberately sought out this ghost, or perhaps it found you through serendipity. The ghost is now something of a patron to you, offering guidance (when asked for... or not) and assistance against your enemies. However it's motivations are to preserve its home - you - and how it believes this should be accomplished may not always align with what you might want to accomplish. When at odds, roll your Willpower vs the ghost's (7). If you lose, you must do what the ghost wants. Your spectral patron counts as three dots in Mentor and two dots in Allies.

Touch of the Wyld

Cost: 5pt.
Unlike nearly all other undead, you have no obvious Wyrmtaint. You are invisible to those who have

the ability to naturally sense the Wyrm, smelling as a normal human might. Your true nature is only to be realized by displaying supernatural abilities or through some powerful extrasensory perception, such as reading one’s aura with Auspex, or a similarly functioning ability, such as the Gifts bestows until Garou by Luna. Even those with the Merit Scent For the Wyrm can’t smell your sin without the aid of disciplines.

Unbondable

Cost: 5pt.
You are immune to being blood bound. Tremere cannot take this Merit.

Blasphemous Pact

Cost: 6pt.
In your recent past or long ago, you knowingly made a pact with a being of unadulterated wickedness. Whether the being was a demon of immense power, a reaper wishing to claim your soul, or some greater monster seeking knowledge in exchange for its foul blessing, your pact resulted in your receipt of a gift. This gift allows you to stave off the Curse of Caine, to a degree. Perhaps your gift allows you the ability to walk in daytime whilst under cover. Maybe you can eat uncooked meat, still running with blood. The gift may allow you to breed. The dark nature of the pact means all this comes at a price. The entity with whom you consort will one night take everything you own, and bring it to ruin. It will destroy all relationships, any reputation, and any good you may achieve. It will claim your soul, and likely the souls of those close to you. Speak to the Storyteller about the nature of your gift. The Storyteller will decide on the price you must pay.

Nine Lives

Cost: 6pt.
Fate has granted you the opportunity to come as close to Final Death as anyone can get and still survive. When a roll occurs that would result in your death, the roll is made again. If the next roll succeeds, then you live — and one of your nine lives is used up. If that subsequent roll fails, then another reroll is made, until either a successful roll occurs or your nine lives are used up. The Storyteller should keep careful count of how many lives the character has remaining.

True Faith

Cost: 7pt.
You have a deep-seated faith in and love for God, or whatever name you choose to call the Almighty. You begin the game with one point of True Faith (see the sidebar on p. 372); this Trait adds one die per point to all Willpower and Virtue rolls. You must have a Humanity of 9 or higher to choose this Merit, and if you lose even a single point, all your Faith points are lost and may be regained only when the lost Humanity is recovered. Individuals with True Faith are capable of performing magical acts akin to miracles, but the exact nature of those acts are up to the Storyteller.

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