

Vampire the Masquerade Disciplines

From the [Hero Games board](#) written by Robert Harrison.

- Also see [vtm_characters](#)

Animalism

Feral Whispers

This is the base power of this discipline and is a requirement for learning some of the others. For persuading animals to do the vampire's bidding, 6d6 Mind Control can be used on predatory mammals, 4d6 Mind Control can be used on non-predatory mammals and predatory birds, and only 2d6 Mind Control is available for controlling reptiles and non-predatory birds.

Feral Whispers - (a) Mind Link, Animal class of minds, Any Willing Target, Limited Class Of Minds: Land vertebrates that can see (-1/2), (b) Mind Control 3d6 (Animal class of minds), Only with reptiles, birds, and mammals (-1/4), © Mind Control 3d6 (Animal class of minds), Only with predatory birds and mammals (-1/2), (d) Mind Control 3d6 (Animal class of minds), Only with predatory mammals (-3/4)

All powers take Eye Contact Required (throughout; -1), Extra Time (Full Phase, -1/2), Concentration (1/2 DCV; -1/4)

Active Cost: (a) - (d) 15 each Real Cost: (a) - © 5 each, (d) 4

Beckoning

This version of the power is a rather powerful one, good for summoning some of the truly mighty predators (lions, tigers, grizzly bears, etc.). The player can purchase weaker versions.

Beckoning - Summon 200-point Terrestrial vertebrates, Friendly (+1/4), Expanded Class of Beings Animals (+1/2), Summoned Being Must Inhabit Locale (-1/2), Arrives Under Own Power (-1/2), Incantations (-1/4)

Active Cost: 70 Real Cost: 31

Quell the Beast

Weaker or more powerful versions of this power can be purchased.

Quell the Beast: Mind Control 10d6 (Human and Animal classes of minds), Target is unaware of effect, Telepathic (+1/4); Set Effect (stop struggling, submit/be complacent) (-1/2), Does not work against other Kindred (-1/4), Concentration (1/2 DCV; -1/4), Gradual Effect (1 Turn (Post-Segment 12); -1/4), Must touch victim or make eye contact (-1/4)

Active Cost: 100 Real Cost: 40

Subsume the Spirit

This power is built using the Mind Transfer effect described on p. 156 of UNTIL Superpowers Database. The Partial Transform indicates the degree of control over the animal and the extent to which the vampire can use Disciplines after transferring his mind to the animal's body.

Subsume the Spirit: Major Transform 5d6 (mental transference - animal to animal under control of vampire's mind), Partial Transform (+1/2), BOECV (Mental Defense applies; +1); Side Effects (vampire's body incapacitated and helpless while vampire uses mind transfer, Side Effect occurs automatically whenever Power is used; -1), Limited Target (animals, -1/2), All Or Nothing (-1/2), Eye Contact Required (-1/2), Extra Time (Full Phase, -1/2), Vampire's body takes damage inflicted on possessed animal (minus defenses) (-1/2), Concentration (1/2 DCV; -1/4)
Active Cost: 187 Real Cost: 39

Drawing out the Beast

Drawing out the Beast - (a) Mind Control 12d6 (Human class of minds), Telepathic (+1/4); Set Effect (vampire-like frenzy, -1), Only when vampire is in Frenzy or about to Frenzy (-1/2), Extra Time (Full Phase, -1/2), Side Effects (-5 Negative Skill Levels to Beserk/Enraged Recover rolls, -1/4), Side Effect (1d6 Continuous Major Transform, vampire to increasingly lethargic vampire with no Beast if vampire leaves target's presence before Beserk/Enraged ends, -1/4), Does not provide Mental Awareness (-1/4), (b) +5 with Beserk/Enraged activation rolls; Only usable with Beserk/Enraged rolls made in conjunction with Mind Control (-1/2), Not available if ECV attack roll is unsuccessful (-1/4)
Active Cost: (a) 75, (b) 15 Real Cost: (a) 20, (b) 8

Auspex

Heightened Senses

as described in V:tM

Heightened Senses - (a) +2 PER with all Sense Groups, Side Effects (4d6 Flash vs. Sight, Hearing, and Smell/tTaste groups, Side Effect always occurs in presence of bright lights, loud noises, strong smells; -3/4), Nonpersistent (-1/4), (b) Danger Sense, 11- (general area, any danger, Function as a Sense); Penalties applied to roll to detect more remote sources of danger (-1/2), © Precognitive Clairsentience (Sight Group), No Conscious Control (-2), Precognition/Retrocognition Only (-1), Vague and Unclear (-1/2)
Active Cost: (a) 6, (b) 37, © 40 Real Cost: (a) 3, (b) 25, © 9

Aura Perception

Aura Perception - Detect Aura, 11- (Sight Group), Discriminatory
Cost: 10

The Spirit's Touch

This is essentially psychometry.

The Spirit's Touch - Retrocognitive Clairsentience (Sight And Hearing Groups); Retrocognition Only (-1), Time Modifiers (-1/2), Psychometry (UNTIL Superpowers Database, p. 168; -1/2)

Active Cost: 50 Real Cost: 17

Telepathy

Telepathy: Telepathy 8d6 (Human class of minds), Target is unaware of effect; Extra Time (Full Phase, -1/2), Does Not Provide Mental Awareness (-1/4), Half effect vs. other Kindred Power loses about a fourth of its effectiveness (-1/4), Concentration (1/2 DCV; -1/4)

Active Cost: 60 Real Cost: 27

Psychic Projection

This power enables the vampire to project his soul/consciousness outside of his body. Movement in the Astral Plane is handled as described in The Mystic World.

Psychic Projection - (a) Extra-Dimensional Movement (Single Dimension, Any Location (Astral Plane)) (25 Active Points); Astral Projection (body left behind, can't move/fight/etc.) (-1), (b) Sight Group and Normal Hearing Images 1" radius, +/-3 to PER Rolls, Transdimensional (Single Dimension (physical plane); +1/2), Set Effect (Image of vampire; -1), 3 Continuing Charges lasting 1 Minute each (-1/2), Costs Endurance (Only Costs END to Activate; -1/4), Only to project images into the physical world from the Astral Plane

Active Cost: (a) 25, (b) 33 Real Cost: (a) 12, (b) 11

Celerity

Extra Actions and Quick Reflexes

This is simply extra SPD and Lightning Reflexes.

Extra Actions and Quick Reflexes - (a) +1 SPD (10 Active Points); Costs Endurance (-1/2), Only to perform physical actions (-1/2), Linked (Lightning Reflexes; -1/4), (b) Lightning Reflexes: +2 DEX to act first with All Actions; Costs Endurance (-1/2), Only for physical actions (-1/2)

Active Cost: (a) 10, (b) 3 Real Cost: (a) 4, (b) 1

Blindingly Fast Movement

Blindingly Fast Movement - Teleportation 6", Position Shift, Invisible Power Effects, SFX Only (Fully Invisible; +1/2); Must Pass Through Intervening Space (-1/4), no Noncombat movement (-1/4)

Active Cost: 25 Real Cost: 17

Chimerstry

Ignis Fatuus

Static images that affect only one sense in a 1-hex radius.

Ignus Fatuus - Sight, Hearing, Smell/Taste and Touch Groups Images 1" radius, +/-2 to PER Rolls, Costs END Only To Activate (+1/4); Set Effect (Only to make static, simple images that affect one sense at a time; -1/2)

Active Cost: 39 Real Cost: 26

Fata Morgana

Static images that can affect a combination of senses in a 2-hex radius.

Fata Morgana - Sight, Hearing, Smell/Taste and Touch Groups Images Increased Size (2" radius; +1/4), +/-3 to PER Rolls, Costs END Only To Activate (+1/4); Extra Time (Full Phase, -1/2), Static images only (-1/4)

Active Cost: 51 Real Cost: 29

Appararition

Mobile images in a 2-hex radius.

Apparition - Sight, Hearing, Smell/Taste and Touch Groups Images Increased Size (2" radius; +1/4), +/-4 to PER Rolls, Costs END Only To Activate (+1/4); Extra Time (Full Phase, -1/2)

Active Cost: 55 Real Cost: 37

Permanency

Mobile images that do not require the awareness of their creator, can fill a 4-hex radius.

Permanency - Uncontrolled (+1/2) and Persistent (+1/2) for up to 55 Active Points of Chimerstry Image powers, Costs END Only to Activate; Extra Time (1 Turn (Post-Segment 12), Character May Take No Other Actions, -1 1/2), Concentration (1/2 DCV; -1/4)

Active Cost: 69 Real Cost: 25

Horrid Reality

Images projected directly into the target's mind

Horrid Reality: Mental Illusions 15d6 (Human and Animal classes of minds), Target is unaware of effect; Extra Time (Full Phase, -1/2), Stops Working If Mentalist Is Stunned (-1/2), Concentration (1/2 DCV; -1/4), Does Not Provide Mental Awareness (-1/4)

Active Cost: 105 Real Cost: 42

Dementation

Passion

Amplifies or deadens the emotions of single person

Passion: Mind Control 10d6 (Human class of minds), Target is unaware of effect; Only amplifies or dulls emotions already present in target at the moment (-1), Set Effect: Emotions only (-1/2), Does Not Provide Mental Awareness (-1/4)

Active Cost: 70 Real Cost: 25

The Haunting

This creepy power will affect the target without the attention or presence of the vampire that uses it.

The Haunting: Mental Illusions 12d6 (Human class of minds), Target is unaware of effect; No Conscious Control (Only Effects cannot be controlled; -1), Extra Time (Full Phase, -1/2), Does Not Provide Mental Awareness (-1/4), Concentration (1/2 DCV; -1/4)

Active Cost: 80 Real Cost: 27

Eyes of Chaos

Eyes of Chaos - Detect Personality Traits and Hidden Patterns (no Sense Group), Discriminatory; Extra Time (1 Minute, Character May Take No Other Actions, -1 3/4), Concentration (1/2 DCV; Character is totally unaware of nearby events; -1/2)

Active Cost: 20 Real Cost: 6

Voices of Madness

This power inflicts temporary madness on everyone in a 5" radius. It costs Blood Pool END to activate.

Voices of Madness: Mind Control 13d6 (Human class of minds), Target is unaware of effect, Area Of Effect Nonselective (9" Radius; +3/4) (149 Active Points); Set Effect (Rage or Fear; -3/4), Extra Time (Full Phase, -1/2), Side Effects, Side Effect occurs automatically whenever Power is used (10d6 Mind Control, vampire must make Frenzy or Rotschreck roll; -1/2), Does Not Provide Mental Awareness

(-1/4), Concentration (1/2 DCV; -1/4)

Active Cost: 149 Real Cost: 46

Total Insanity

This power also requires expenditure of Blood Pool END. Total Insanity - Major Transform 2d6 (person to person with lots of new deleterious Psych. Limitations), Uncontrolled (+1/2), Based On EGO Combat Value (Mental Defense applies; +1), Continuous (+1); Extra Time (1 Turn (Post-Segment 12), Character May Take No Other Actions, -1 1/2), Requires target's undivided attention (-1/2)

Active Cost: 105 Real Cost: 35

Dominate

Command

Good for controlling individuals with one-word commands.

Command - 9d6 Mind Control, Requires eye contact (-1/2), Clear, straightforward one-word commands only (-1/2), Does Not Provide Mental Awareness (-1/4)

Active Cost: 45 Real Cost: 20

Mesmerize

Vampiric hypnotism

Mesmerize - 13d6 Mind Control, Requires eye contact (-1/2), Concentrate (0 DCV, -1/2), Target cannot be distracted (-1/2), Extra time (1 Turn, -1 1/4), Does Not Provide Mental Awareness (-1/4), Mandatory Effect: Target doesn't remember control EGO +10 (-1/4), Must Always Achieve Particular Effect (-1/4)

Active Cost: 65 Real Cost: 14

The Forgetful Mind

The vampire can erase and implant memories, and detect memory alteration that has occurred in others.

The Forgetful Mind – (a) Major Transform 2d6 (person to person with altered memories), Based On EGO Combat Value (Mental Defense; Mental Defense applies; +1), Invisible Power Effects, (Fully Invisible; +1); Extra Time (1 Turn (Post-Segment 12), Character May Take No Other Actions, -1 1/2), Requires eye contact (-1/2), (b) Detect Memory Alteration (Unusual Group), Range (8 Active Points); Extra Time (Full Phase, -1/2)

Active Cost: (a) 90 (b) 8 Real Cost: (a) 30, (b) 5

Conditioning

The vampire can gradually convert someone to a loyal servant over a space of weeks, without feeding him blood.

Conditioning - (a) Major Transform 1d6 (person to loyal servant of vampire), Partial Transform (+1/2), Based On EGO Combat Value (Mental Defense applies; +1), Invisible Power Effects, Hide effects of Power (Fully Invisible; +1); Gradual Effect (1 Week; -2), Extra Time (1 Minute, Character May Take No Other Actions, -1 3/4), Incantations (-1/4) (b) +10 Mental Defense (12 points total), Usable By Other (+1/4), Uncontrolled (+1/2), Persistent (+1/2); Only Works Against other Vampire's Mind-Control Powers (-1), Linked (Transform; -1/2)

Active Cost: (a) 52, (b) 25 Real Cost: (a) 10, (b) 10

Possession

Possession - Major Transform 2d6 (person to person possessed by vampire's mind), Based On EGO Combat Value (Mental Defense applies; +1); Vampire's Body is Helpless and Incapacitated While Using Mind Transfer (-1), Extra Time (Full Phase, -1/2), Concentration (0 DCV; -1/2), Limited Target (mortals) (-1/4), Normal Range (-1/4), Limited Range (Must be relatively close to target (in same room); -1/4)

Active Cost: 60 Real Cost: 16

Fortitude

The following defensive powers must be purchased in order of their listing here.

Higher levels of normal toughness

(a) +2 PD, +2 ED, (b) Damage Resistance (2 PD/2 ED). Not vs. aggravated damage (-1/2)

Active Cost: (a) 4, (b) 2 Real Cost: (a) 4, (b) 1

Tougher against aggravated damage

Damage Resistance (1 PD/1 ED; Can purchase up to half of vampire's normal PD/ED, protects against aggravated damage). Cost: 1 per 1 PD/1 ED

Improvement of Damage Reduction

(so that half of it protects against BODY from Killing Attacks and aggravated damage) and Can Withstand Sunlight a Little Better (change Susceptibility to Sunlight time increment to 1d6/minute)

Necromancy

The Sepulchre Path

Insight

Psychometry with a corpse's eyes

Insight - Retrocognitive Clairsentience (Sight Group); Extra Time (1 Turn (Post-Segment 12), Character May Take No Other Actions, -1 1/2), Retrocognition Only (-1), Focus (IAF, Bulky; Corpse with intact head; -1), Psychometry (-1/2), Concentration (1/2 DCV; -1/4)

Active Cost: 40 Real Cost: 8

Summon Soul

The ability to summon a wraith whose name is known to the vampire.

Summon Soul - (a) Summon 400-point Ghost/Wraith, Specific Being (+1); Extra Time (1 Turn (Post-Segment 12), Character May Take No Other Actions, -1 1/2), Focus (OAF, Object associated with the wraith in life; -1), Incantations (-1/4), Concentration (1/2 DCV; -1/4), Summoned ghost remains in the Shadowlands (-1/2), (b) Detect Summoned Wraiths (Sight Group), Dimensional Sense (Underworld)

Active Cost: (a) 160, (b) 8 Real Cost: (a) 35, (b) 8

Compel Soul

The ability to command summoned wraiths

Compel Soul - Mind Control 10d6, Transdimensional (Single Dimension (Underworld); +1/2); Limited Class Of Minds: Wraiths summoned by the vampire (-1), Does Not Provide Mental Awareness (-1/4), Stops Working If Mentalist Is Knocked Out (-1/4), Concentration (1/2 DCV; -1/4), Normal Range (-1/4), Limited Range (Face-to-face with summoned wraith; -1/4)

Active Cost: 75 Real Cost: 23

Haunting

The ability to compel a wraith to remain within a particular area.

Haunting - Ego Attack 2d6, Trigger (When ghost attempts to leave designated area; +1/4), Transdimensional (Single Dimension (Underworld); +1/2), Does BODY (+1); Limited Class Of Minds: Wraith summoned by vampire (-1), Extra Time (Full Phase, -1/2), Does Not Provide Mental Awareness (-1/4), Incantations (-1/4)

Active Cost: 55 Real Cost: 18

Torment

The ability to torture summoned wraiths

Torment: Killing Attack - Ranged 1d6, Transdimensional (Single Dimension (Underworld)); +1/2); Only vs. wraiths summoned by the vampire (-1), No Range (-1/2)

Active Cost: 22 Real Cost: 9

The Bone Path

Tremens

The vampire can expend Blood Pool END to animate a corpse or body part for an instant and at a defined time.

Tremens - Telekinesis (8 STR), Fine Manipulation, Trigger (+1/2); Cannot attack with power (-1), Only vs. corpse or corpse parts (-1), Instant (-1/2), Extra Time (Full Phase, -1/2), Concentration (1/2 DCV; -1/4), Incantations (-1/4)

Active Cost: 33 Real Cost: 7

Apprentice's Brooms

The vampire spends Blood Pool END to create undead domestic help.

Apprentice's Brooms - Summon 4 100-point Non-offensive domestic animated corpses, Slavishly Devoted (+1); Extra Time (1 Minute, Character May Take No Other Actions, -1 3/4), Focus (OAF Bulky Expendable, Difficult to obtain new Focus; cadavers; -1 3/4), Concentration (1/2 DCV; -1/4), Incantations (-1/4)

Active Cost: 60 Real Cost: 12

Shambling Hordes

The vampire spends Blood Pool END to create cadaverous combatants

Shambling Hordes - Summon 4 178-point Zombies, Slavishly Devoted (+1); Focus (OAF Bulky Expendable, Difficult to obtain new Focus; cadavers; -1 3/4), Extra Time (1 Turn (Post-Segment 12), Character May Take No Other Actions, -1 1/2), Concentration (1/2 DCV; -1/4), Incantations (-1/4)

Active Cost: 92 Real Cost: 19

Soul Stealing

The vampire forces a target's soul out of his body and into astral form. The vampire must touch the target to do this.

Soul Stealing - Major Transform 2d6 (person to disembodied soul), Continuous (+1); Transform heals

back at REC/6 hr (-3/4), Extra Time (Full Phase, -1/2), Limited Range (-1/4), Limited Target (sentient beings, -1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)
Active Cost: 60 Real Cost: 18

Daemonic Possession

Daemonic Possession - Major Transform 1d6 (Ghost/disembodied soul to reanimated corpse), Continuous (+1); Focus (OAF Bulky Expendable, Difficult to obtain new Focus; corpse, no later than 30 minutes from dying; -1 3/4), Concentration, Must Concentrate throughout use of Constant Power (1/2 DCV; -1/2), Extra Time (Full Phase, -1/2), Limited Target (free-floating soul or ghost, -1/2), Incantations (-1/4), Ghost/soul must be willing to occupy body (-1/4)
Active Cost: 30 Real Cost: 6

The Ash Path

Shroudsight

The ability to see into the Shadowlands/Underworld. May draw the (unwelcome) notice of its inhabitants.

Shroudsight: Dimensional Sense (Shadowlands, Sight Group)
Cost: 10

Lifeless Tongues

Allows communication with wraiths in their native environment. Vampires must be able to see the wraiths (with Shroudsight) first.

Lifeless Tongues: Dimensional Sense (Shadowlands, Hearing Group) \\Cost: 10

Dead Hand

With an expenditure of Blood Pool END, the vampire can extend his reach into the Shadowlands and grab things and persons there.

Dead Hand: Transdimensional (Single Dimension (Shadowlands); +1/2) for up to 20 Active Points of Strength; Side Effects (Side Effect occurs automatically whenever Power is used; Major Transform: Vampire to vampire vulnerable to attacks from the Underworld; -1)
Active Cost: 10 Real Cost: 5

Ex Nihilo

Through an elaborate ritual that requires the expenditure of much Blood Pool END, the vampire is able to travel to the Underworld, where he enjoys protection against attacks that don't inflict aggravated damage on wraiths.

Ex Nihilo - (a) Extra-Dimensional Movement (Single Dimension, Any Location - the Shadowlands); Extra Time (Extra Phase, Character May Take No Other Actions, -1), Increased Endurance Cost (x2 END; -1/2), Gestures (Draw door with chalk or blood; -1/4), Concentration (1/2 DCV; -1/4), Incantations (-1/4), (b) Desolidification (affected by everything except attacks from the Skinlands or objects that have existence in both Skinlands and Shadowlands), Costs END Only To Activate (+1/4), Uncontrolled (Lasts CON in phases after activation; +1/2); Only To Protect Against Limited Type Of Attack (-1), Side Effects (1 pip KA when activated, Side Effect occurs automatically whenever Power is used; -1/2), Only when vampire enters the Shadowlands (-1/2)

Active Cost: (a) 25, (b) 70 Real Cost: (a) 8, (b) 23

Shroud Mastery

Increases or decreases the strength of the Shroud, thus making it easier or harder for wraiths and other Underworld beings to use certain abilities. This power has the Transdimensional advantage to reflect the fact that it affects beings on both sides of the Shroud.

Shroud Mastery - (a) Change Environment 8" radius, -4 Rolls involved modified by the Shroud, 1 Continuing Charge lasting 6 Hours (+0), Transdimensional (Single Dimension- Shadowlands; +1/2); Extra Time (Full Phase, -1/2), Concentration (0 DCV; -1/2), Increased Endurance Cost (x2 END; -1/2), Costs Endurance (Only Costs END to Activate; -1/4), (b) +4 with rolls affected by the Wall, 1 Continuing Charge lasting 6 Hours (+0), Ranged (+1/2), Transdimensional (Single Dimension - Shadowlands; +1/2), Persistent (+1/2), Usable Simultaneously (up to 16 people at once; +1 1/4); Concentration (0 DCV; -1/2), Extra Time (Full Phase, -1/2), Increased Endurance Cost (x2 END; -1/2), Costs Endurance (Only Costs END to Activate; -1/4)

Active Cost: (a) 48, (b) 75 Real Cost: (a) 17, (b) 27

Necromantic Rituals

Vampires must purchase a Variable Power Pool to represent knowledge and ability to perform Necromantic rituals. The vampire may use the VPP to perform any ritual he has learned. All rituals also require this same KS as a skill roll to perform them successfully. Rituals that are learned and performed for the first time take a -3 modifier to the KS: Vampiric Necromancy roll. A successful use of the ritual drops the modifier to a -2, and each successive use drops the penalty by another point. Changing powers in the VPP also requires the KS roll and at least one Turn; extra time taken to change powers will add the skill roll required (+1/step on the Time Chart). Limitations on the Control Cost include "Powers restricted to known rituals (-1/4)" and "Requires a KS: Vampiric Necromancy skill roll (-1/2)".

Finding the Target

Finding the Target - Detect Target of Long-Range Necromantic Rituals (Unusual Group), Range, Targeting, Telescopic (+30 versus Range Modifier); Concentration (0 DCV; -1/2), Requires A KS: Vampiric Necromancy Skill Roll (Active Point penalty to Skill Roll is -1 per 20 Active Points; -1/4)

Active Cost: 48 Real Cost: 27

Call of the Hungry Dead

Causes target to hear the noises made by wraiths in the Shadowlands.

Call of the Hungry Dead: Mental Illusions 10d6, Target is Unaware of Effect; Extra Time (5 Minutes, Character May Take No Other Actions, -2 1/4), No Conscious Control (Only Effects cannot be controlled; Voices/howls/other noises from across the Shroud; -1), IAF Expendable (Easy to obtain new Focus; Hair of victim, to be burned; -1/2), Concentration (1/2 DCV; -1/4), Requires A KS: Vampiric Necromancy Skill Roll (Active Point penalty to Skill Roll is -1 per 20 Active Points; -1/4)
Active Cost: 70 Real Cost: 13

Eyes of the Grave

The target sees intermittent visions of his own death that paralyze him with fear.

Eyes of the Grave: Mental Illusions 12d6, Target is Unaware of Effect; Extra Time (1 Hour, Character May Take No Other Actions, -3 1/4), No Conscious Control (Only Effects cannot be controlled; Visions of the target's death; -1), IAF (pinch of dirt from a fresh grave; -1/2), Concentration (1/2 DCV; -1/4), Requires A KS: Vampiric Necromancy Skill Roll (Active Point penalty to Skill Roll is -1 per 20 Active Points; -1/4)
Active Cost: 80 Real Cost: 13

Ritual of the Unearthed Fetter

This ritual creates an item which makes the execution of Sepulchre Path necromantic powers easier. The vampire only pays for the cost of the item, even though a ritual must be performed to create it.

Unearthed Fetter: +4 with Sepulchre Path-related rolls; Skill levels only apply to a single, pre-specified wraith (-1), Focus (IAF, Fingerbone from the wraith of interest; -1/2)
Active Cost: 20 Real Cost: 8

Ritual of the Unearthed Fetter: Create Unearthed Fetter, Requires 1 hour/10 Active Points (+1/2); OAF (finger bone and chip from a grave stone or other marker; -1), Concentration (1/2 DCV; -1/4), Requires A KS: Vampiric Necromancy Skill Roll (Active Point penalty to Skill Roll is -1 per 20 Active Points; -1/4)
Active Cost: 12 Real Cost: 5

Cadaver's Touch

Makes target look like a corpse.

Cadaver's Touch - Minor Transform 2d6 (person to person with corpse-like attributes, wax doll resolidifying or boiling off), Indirect (Any origin, always fired away from attacker; +1/2), MegaScale (1" = 100 km; +3/4, Can Be Scaled Down 1" = 1km, +1/4); Extra Time (1 Hour, Character May Take No

Other Actions, -3 1/4), Focus (OAF Expendable, Easy to obtain new Focus; wax doll shaped like target; -1), Incantations (-1/4), Concentration (1/2 DCV; -1/4), Requires A KS: Vampiric Necromancy Skill Roll (Active Point penalty to Skill Roll is -1 per 20 Active Points; -1/4)
Active Cost: 50 Real Cost: 8

Grasp of the Ghostly

Enables vampire to reach into Shadowlands and bring wraithly relics into world of the living.

Grasp the Ghostly - Extra-Dimensional Movement (Single Dimension, Any Location - the Shadowlands), Ranged (+1/2), Usable As Attack+1; Extra Time (6 Hours, Character May Take No Other Actions, -3 3/4), Focus (OAF Expendable, Easy to obtain new Focus; Item of similar mass; -1), Only to bring relics from the Underworld to the real world (-1), Incantations (-1/4), Concentration (1/2 DCV; -1/4), Requires A KS: Vampiric Necromancy Skill Roll (Active Point penalty to Skill Roll is -1 per 20 Active Points; -1/4)
Active Cost: 62 Real Cost: 8

Obfuscate

Cloak of Shadows

An easy form of invisibility

Cloak of Shadows: Invisibility to Sight Group , Reduced Endurance (0 END; +1/2); Chameleon (-1/2), Psionic (Doesn't work against cameras, other devices; may require EGO vs. EGO roll in certain circumstances; -1/2), Not in bright light (-1/2)
Active Cost: 30 Real Cost: 12

Unseen Presence

A more difficult but more useful form of invisibility

Unseen Presence: Invisibility to Sight Group , Reduced Endurance (0 END; +1/2); Only When Not Attacking (-1/2), Psionic (Doesn't work against cameras, other devices; may require EGO vs. EGO roll in certain circumstances; -1/2), Invisibility doesn't work if vampire makes a loud noise (-1/4)
Active Cost: 30 Real Cost: 13

Mask of a Thousand Faces

Psionic disguise ability

Mask of a Thousand Faces - Shape Shift (Sight and Hearing Groups, limited group of shapes), Imitation, Costs END Only To Change Shape (+1/4); Psionic (Doesn't work against cameras, other devices; may require EGO vs. EGO roll in certain circumstances; -1/2), Extra Time (Full Phase, -1/2)
Active Cost: 41 Real Cost: 20

Vanish from the Mind's Eye

The ability to turn invisible in plain sight, which frightens ordinary mortals.

Vanishing from the Mind's Eye - (a) Invisibility to Sight Group , Reduced Endurance (0 END; +1/2); Psionic (Doesn't work with cameras, other devices; EGO vs. EGO roll may be required in certain circumstances; -1/2), Linked (Drain; -1/2), Doesn't work if vampire makes loud noise (-1/4), (b) Drain PRE 2d6, MegaScale (1" = 1 km; +1/4), Personal Immunity (+1/4), Area Of Effect (One Hex; +1/2), Reduced Endurance (0 END; +1/2); Only vs. mortals (-1/2), Targets must witness vampire vanishing (-1/4), Linked (Invisibility; -1/4), © +30 PRE; Only for fear-based Presence Attacks against mortals (-1/2), Linked (Drain; -1/2)

Active Cost: (a) 30, (b) 50, © 30 Real Cost: (a) 13, (b) 25, © 10

Cloak the Gathering

This ability enables the vampire to extend Obfuscate to others.

Cloak the Gathering - Usable Simultaneously (up to 8 people at once; +1 for up to 41 Active Points of Obfuscate Powers), Costs END Only To Activate (+1/4), Persistent (+1/2), Ranged (+1/2); Extra Time (Full Phase, -1/2), Everyone loses Cloak's protection if the vampire violates conditions (-1/4), Concentration (1/2 DCV; -1/4)

Active Cost: 92 Real Cost: 46

Obtenebration

The Suffocating Darkness

Imposes a drowning-like condition on the target (see UNTIL Superpowers Database, p.

The Suffocating Darkness - Change Environment 4" radius, +1 Temperature Level Adjustment, Costs END Only To Activate (+1/4), Selective Target (+1/2), Ranged (+1/2), Usable As Attack (Defense is self-contained breathing or Life Support: Extreme Heat or Cold; +1); Extra Time (Full Phase, -1/2), Must be used in conjunction with another Obtenebration power (-1/4)

Active Cost: 49 Real Cost: 28

Shadow Play

Can extend and manipulate existing or create shadows almost from whole cloth. Shadows made with Images can, at the vampire's option, make noises (like the rustling of clothes, flapping of bat wings, etc.).

Shadow Play - (a) Change Environment 4" radius, -2 to Sight Group PER Rolls, Costs END Only To Activate (+1/4), Personal Immunity (+1/4), Varying Effect (Very Limited Group - Shadows, +1/4), Selective Target (+1/2); No Range (-1/2), Extra Time (Full Phase, -1/2), Concentration (1/2 DCV; -1/4),

(b) Sight Group Images, Increased Size (4" radius; +1/2), +/-3 to PER Rolls, Costs END Only To Activate (+1/4); Linked (Change Environment; -1/2), Set Effect (Separate shadows from their casting bodies, make shadows of things not there; -1/2), Extra Time (Full Phase, -1/2)
Active Cost: (a) 40, (b) 33 Real Cost: (a) 18, (b) 13

Shroud of Night

Inky cloud of darkness that obliterates sight and muffles sound. Costs normal END (2/phase).

Shroud of Night - Darkness to Sight Group and Normal Hearing 4" radius, Costs END Only To Activate (+1/4), Mobile (+1); Extra Time (Full Phase, -1/2), Concentration (0 DCV; -1/2)
Active Cost: 97 Real Cost: 48

Arms of the Abyss

The vampire can summon up to five black tentacles at a cost of 5 Blood Pool END/tentacle. These tentacles can come from any sufficiently dark and deep shadow and attack people within 2 - 4" of the vampire.

Arms of the Abyss - Telekinesis (15 STR), Costs END Only To Activate (+1/4), Autofire (5 shots; +1/2), Indirect (Any origin, any direction; +3/4); Restrained (-1/2), Limited Range (-1/4), Concentration (1/2 DCV; -1/4), Extra Time (Delayed Phase, -1/4), Requires one or more patches of suitable darkness (-1/4), Each individual TK attack can be destroyed (-1/4)
Active Cost: 56 Real Cost: 20

Black Metamorphosis

The vampire acquires a horrific appearance, with mottled skin, tentacles, and a demonic mien.

Black Metamorphosis - Multiform (500 Character Points in the most expensive form); Costs Endurance (Only To Change; -1/2), Extra Time (Full Phase, -1/2)
Active Cost: 100 Real Cost: 50

Tenebrous Form

The vampire takes on the terrifying form of a living shadow.

Tenebrous Form - Multiform (500 Character Points in the most expensive form); Extra Time (1 Turn (Post-Segment 12), -1 1/4), Costs Endurance (Only To Change; -1/2), Concentration (1/2 DCV; -1/4)
Active Cost: 100 Real Cost: 33

Potence

Each level of Potence provides the following:

Potence - (a) +5 STR; No Figured Characteristics (-1/2), (b) Leaping +2" (5" forward, 2 1/2" upward)
Active Cost: (a) 5, (b) 2 Real Cost: (a) 3, (b) 2

Presence

Awe

The vampire becomes extremely persuasive to everyone in a 4" radius

Awe: Mind Control 9d6, Targets are unaware of effect, Telepathic (+1/4), Explosion (-1 DC/2"; +3/4), Nonselective Target (-1/4); Set Effect (Only to cause sympathy, yearning, and receptiveness; -1), No Range (-1/2), Does Not Provide Mental Awareness (-1/4), Stops Working If Mentalist Is Knocked Out (-1/4), Half-effective against vampires three generations lower (-1/4), Targets must look at/listen to vampire (-1/4)

Active Cost: 114 Real Cost: 32

Dread Gaze

The vampire can cause extreme fear in a target.

Dread Gaze - Mind Control 15d6, Telepathic (+1/4); Set Effect (Fear; -1), Does Not Provide Mental Awareness (-1/4), Gestures (Reveal true vampiric nature - bare fangs, hiss, etc.; -1/4), Half effectiveness against vampires three generations lower (-1/4)

Active Cost: 94 Real Cost: 34

Entrancement

Targets are infatuated with the vampire, if only temporarily.

Entrancement: Mind Control 20d6, Target is unaware of effect, Reduced Endurance (1/2 END; +1/4) (150 Active Points); Set Effect (Devotion; -1), Eye Contact Required (-1/2), Extra Time (Full Phase, -1/2), Does Not Provide Mental Awareness (-1/4)

Active Cost: 150 Real Cost: 46

Summon

The vampire can cause someone he's met before to seek him out.

Summon: Summon 400-point Specific People that Vampire has Met, Specific Being (+1); Extra Time (1 Minute, Character May Take No Other Actions, -1 3/4), Concentration (0 DCV; Character is totally unaware of nearby events; -3/4), Arrives Under Own Power (-1/2), Can only summon persons that the vampire has met; familiarity with summoned determines how fast they move (-1/2), Vampire must concentrate for 1 minute every evening until summoned being arrives (-1/4)

Active Cost: 160 Real Cost: 34

Majesty

Those around the vampire are crushed by the weight of his presence. Those in the area dare not raise their voices or hands against the vampire.

Majesty: (Total: 210 Active Cost, 70 Real Cost) +30 PRE; Only for Presence Attacks (-1) plus Mind Control 14d6, Target is unaware of effect, Telepathic (+1/4), Reduced Endurance (1/2 END; +1/4), Explosion (-1 DC/2"; +3/4), Nonselective Target (-1/4); Set Effect (Fear, awe, and love; -3/4), No Range (-1/2), Does Not Provide Mental Awareness (-1/4), Stops Working If Mentalist Is Knocked Out (-1/4), Targets must be paying attention to vampire (-1/4), Half effectiveness against vampires three generations lower (-1/4)

Active Cost: (a) 30, (b) 180 Real Cost: (a) 15, (b) 55

Protean

Eyes of the Beast

The vampire can see in complete darkness. His eyes turn a disturbing shade of red.

Eyes of the Beast - Nightvision, Visible (-1/4), Nonpersistent (-1/4)

Active Cost: 5 Real Cost: 3

Feral Claws

The vampire spends 1 Blood Pool END and grows tough, sharp claws capable of inflicting aggravated damage and digging into sheer rock faces.

Feral Claws - (a) Killing Attack - Hand-To-Hand 1/2d6 (1d6+1 w/STR), Armor Piercing (+1/2); Extra Time (Full Phase, -1/2), (b) +2 with Climbing; Linked (Killing Attack - Hand-To-Hand; -1/2)

Active Cost: (a) 15, (b) 6 Real Cost: (a) 10, (b) 4

Earth Meld

The vampire can merge into the earth and hide there during the day. Disturbing the vampire causes an explosion of earth that temporarily blinds everyone in a 1 hex radius.

Earth Meld - (a) Extra-Dimensional Movement (Single Dimension, Any Location (place between Earth and the Astral Plane)); Extra Time (1 Turn (Post-Segment 12), Character May Take No Other Actions, -1 1/2), Side Effects, Side Effect occurs automatically whenever Power is used (20d6 Suppress STUN, must make Path-based EGO roll to wake up prior to his desired time of emergence; -1), Reversed if vampire is physically disturbed (-1/2), Concentration (1/2 DCV; -1/4), Must have access to bare earth (-1/4), (b) Sight Group Flash 3d6, Trigger (Submerged vampire is physically disturbed; +1/4), Personal Immunity (+1/4), Explosion (+1/2); No Range (-1/2)

Active Cost: (a) 25, (b) 30 Real Cost: (a) 5, (b) 20

Shape of the Beast

For 5 END, the vampire can change into a large bat. For 1 END, he can change into a large wolf.

Shape of the Beast - Multiform (500 Character Points in the most expensive form) (x2 Number Of Forms); Extra Time (1 Turn (Post-Segment 12), Character May Take No Other Actions, -1 1/2), Costs Endurance (Only To Change; -1/2)

Active Cost: 105 Real Cost: 35

Mist Form

The vampire can transform himself into a cloud of mist.

Mist Form - Multiform (500 Character Points in the most expensive form); Extra Time (1 Turn (Post-Segment 12), Character May Take No Other Actions, -1 1/2), Costs Endurance (Only To Change; -1/2)

Active Cost: 100 Real Cost: 33

Quietus

Silence of Death

The vampire spends Blood Pool END to create a 3"-radius zone of silence.

Silence of Death - Darkness to Hearing Group 3" radius, Costs END Only To Activate (+1/4), Mobile (+1); Extra Time (Full Phase, -1/2), Sounds originating outside of Darkness radius can still be heard (-1/4), Concentration (1/2 DCV; -1/4)

Active Cost: 34 Real Cost: 17

Scorpion's Touch

The vampire can convert some of his Vitae to one dose of a poison which drains the constitution of those whose flesh it touches. This poison can cause vampires to go into torpor.

Scorpion's Touch - (a) Drain CON and PD 1d6, 8 clips of 8 Charges (+0), Personal Immunity (+1/4), CON and PD simultaneously (+1/2), Uncontrolled (+1/2), Variable Advantage (+1/4 Advantages; Limited Group of Advantages; Range (limited by STR) or Trigger: Target touches poisoned object; +1/2), Continuous (+1), Delayed Return Rate (points return at the rate of 5 per 6 Hours; +1 1/4); Increased Endurance Cost (x3 END; -1), Extra Time (Extra Phase, -3/4), Costs Endurance (Only Costs END to Activate; -1/4), (b) Suppress STUN 1d6 (standard effect: 3 points), Trigger (Vampire's CON reduced below 0 by Scorpion's Touch; +1/4), Uncontrolled (Ends when vampire's CON recovers to >0; +1/2), Reduced Endurance (0 END; +1/2), Continuous (+1), Cumulative (48 points; +1 1/4); Only vs.

vampires (-1)

Active Cost: (a) 50, (b) 22 Real Cost: (a) 17, (b) 11

Dagon's Call

This long-range attack power requires touching the victim one hour before initiating the attack.

Dagon's Call - Drain BODY and STUN 1d6, Delayed Effect (+1/4), BODY and STUN simultaneously (+1/2), Invisible Power Effects (Fully Invisible; +1), Continuous (+1), Delayed Return Rate (points return at the rate of 5 per Month; +2); 1 Charge (-2), Costs Endurance (-1/2), Must touch target (-1/4)
Active Cost: 57 Real Cost: 15

Baal's Caress

The vampire coats bladed/pointed weapons with transformed , venomous Vitae capable of inflicting aggravated damage. Each charge costs 3 Blood Pool END, and a clip of 6 therefore costs 18 Blood Pool END to prepare.

Baal's Caress - Drain BODY 2d6, Delayed Return Rate (points return at the rate of 5 per Month; +2) (60 Active Points); 4 clips of 3 Charges (-3/4), HKA must penetrate skin (-1/2), Costs Endurance (-1/2), Gradual Effect (1 Turn (Post-Segment 12); -1/4), Focus (IIF, blood spread on bladed/sharp weapon, can be washed off; -1/4)
Active Cost: 30 Real Cost: 7

Taste of Death

This power enables the vampire to transform his Vitae into a more corrosive form of Baal's Caress and to spit it at his opponents. Each dose costs 1 Blood Pool END. It causes aggravated damage and is therefore not absorbable by a vampire's normal defenses.

Taste of Death: Ranged Based on STR (+1/4) for Baal's Caress (2 Active Points)
Cost: 2

Serpentis

The Eyes of the Serpent

The vampire can immobilize persons with his gaze. His eyes become very snaky.

The Eyes of the Serpent: Entangle 4d6, 4 DEF, Takes No Damage From Physical Attacks Limited Group (+1/4), Works against EGO not STR (+1/4), Invisible Power Effects, SFX Only (Fully Invisible; +1/2), Based On EGO Combat Value (Mental Defense applies; +1); Eye Contact Required (Requires eye contact throughout use; -1), Avoidance roll (Supernatural creatures can break out of Entangle with unmodified EGO roll; -3/4), Cannot Form Barriers (-1/4), Normal Range (-1/4), Limited Range (-1/4)
Active Cost: 120 Real Cost: 34

The Tongue of the Asp

This power confers an 18-inch range to the abilities listed under The Kiss. It also provides a targeting ability to hearing, although this involves flicking out a large, forked tongue.

The Tongue of the Asp: (Total: 55 Active Cost, 47 Real Cost) Limited Range (+1/4) for up to 120 Active Points of Powers of "The Kiss", and REC of Blood Pool, Restrained (-1/2), (b) Detect Air Vibrations (Touch Group), Discriminatory, Range, Targeting; Gestures, Requires Gestures throughout (Flick forked tongue in and out of mouth; -1/2)

Active Cost: (a) 30, (b) 25 Real Cost: (a) 20, (b) 17

Skin of the Adder

With this power, the vampire turns into a snaky-looking guy who can squeeze through tight spaces. It costs 1 Blood Pool END/5 minutes to maintain this form. The scaly skin can absorb some aggravated damage.

Skin of the Adder - (a) Shape Shift (Sight and Touch Groups), Costs END Only To Change Shape (+1/4); Extra Time (Extra Phase, -3/4), Increased Endurance Cost (x2 END; -1/2), (b) Armor (3 PD/3 ED); Linked (Shape Shift; -1/2), Not vs. fire or sunlight-based attacks (-1/4), © Killing Attack - Hand-To-Hand 1/2d6 (1d6+1 w/STR); Linked (Shape Shift; Lesser Instant Power can be used in any Phase in which greater Constant Power is in use, -1/4)

Active Cost: (a) 16, (b) 9, © 10 Real Cost: (a) 7, (b) 5, © 8

The Form of the Cobra

This power enables the vampire to transform into a giant Egyptian cobra with the same mass as the vampire. It costs 1 Blood Pool END/5 minutes to maintain this form.

The Form of the Cobra - Multiform (400 Character Points in the most expensive form); Extra Time (1 Turn (Post-Segment 12), Character May Take No Other Actions, -1 1/2), Costs Endurance (Only To Change; -1/2)

Active Cost: 80 Real Cost: 27

The Heart of Darkness

With this power, the vampire can essentially eliminate the "Immobilized by weapon struck through the heart" Physical Limitation disadvantage by removing his heart and hiding it well. The vampire's activation rolls for the Berserk and Enraged disadvantages also increase by two each. The vampire can confer these characteristics to other vampires as well with a special, gruesome ritual. If a vampire's heart is discovered, staking the heart or throwing it into a fire or sunlight will subject the vampire to 0-pt. Susceptibility (occurring rarely) in which he takes 1d6 BODY and STUN/minute. Burning the heart or exposing it to sunlight will destroy the vampire, while staking it will send the vampire into a torpor from which he cannot recover until the stake is removed. Vampire characters with this power cannot start with the altered disadvantages, but must instead pay for them with experience points.

The Heart of Darkness - (a) Adjust "Frenzy" Beserk and Enraged rolls by 2 (-2 to Activation, +2 to Recovery), Replace "staked" Physical Limitation with a Susceptibility to having one's heart burned/exposed to sunlight/staked, (b) Major Transform 2d6 (vampire to vampire with heart removed (altered Beserk, Frenzy, "staked" Disadvantages)); Extra Time (1 Hour, Character May Take No Other Actions, -3 1/4), Window Of Opportunity (once per Month; window remains open for 6 Hours; -2 1/4), Gestures (Requires both hands; Complex; surgery; -3/4), No Range (-1/2) (Real Cost: 4)
Active Cost: (b) 30 Real Cost: (b) 4

Thaumaturgy

Costs Blood Pool END (-0)

The Path of Blood

Taste for Blood

The vampire spends 1 Blood Pool END to learn about the status of a target vampire (or if the target is a vampire at all).

A Taste For Blood - Detect Vampire Blood Pool (Smell/Taste Group), Discriminatory; Costs Endurance (-1/2)

Active Cost: 8 Real Cost: 5

Blood Rage

This power enables the vampire to force another vampire to spend Blood Pool END against his will.

Blood Rage: Mind Control 10d6, Target is Unaware of Effect, Telepathic (+1/4); Limited Class Of Minds Vampires (-1), Does Not Provide Mental Awareness (-1/4), Stops Working If Mentalist Is Knocked Out (-1/4), Must touch target (-1/4), Set Effect (Spend Blood Pool END in a specified manner, and make a Frenzy check or two; -1/4)

Active Cost: 87 Real Cost: 29

Blood of Potency

The vampire can temporarily take on the characteristics of a vampire more closely related to Caine by boosting his Blood Pool END Reserve.

Blood of Potency - Aid Endurance 3d6, Delayed Return Rate (points return at the rate of 5 per 6 Hours; +1 1/4); 1 Charge (-2), Extra Time (1 Turn (Post-Segment 12), Character May Take No Other Actions, -1 1/2), Self Only (-1/2), Costs Endurance (-1/2), Blood Pool END Reserve only (-1/4), Concentration (1/2 DCV; -1/4)

Active Cost: 67 Real Cost: 11

Theft of Vitae

This power enables the vampire to extract blood from his target at range.

Theft of Vitae - (a) 10 REC on Blood Pool END Reserve; Half-effectiveness when animal blood is transferred (-1/2), Linked (Transfer; -1/2), (b) Transfer 2d6 (BODY (mortal) or END (vampire) to END), Can Transfer Maximum Of 32 Points, from BODY or END, one at a time (+1/4), Limited Range (+1/4), Reduced Endurance (1/2 END; +1/4), Area Of Effect Accurate (One Hex; +1/2), Delayed Return Rate (points return at the rate of 5 per Day; +1 1/2); Side Effects, Side Effect occurs whenever Power is used on other vampires (3d6 Major Transform to blood-bonded slave of vampire target; -1/4), Only Restores To Starting Values (-1/2), Half-effectiveness when Transfer done on animals (-1/2), Extra Time (Full Phase, -1/2), © +10 with Theft of Vitae
Active Cost: (a) 10, (b) 150, © 10 Real Cost: (a) 5, (b) 54, © 10

Cauldron of Blood

This power causes aggravated damage.

Cauldron of Blood - (a) Drain BODY 3d6, Delayed Return Rate (points return at the rate of 5 per Month; +2); Must touch target (-1/4), Only effects targets with blood (-1/4), Fortitude protects against Drain (-1/4), (b) Continuous, Uncontrolled, and Reduced END (0; +1/2) on Drain; Only vs. mortals (-1/2)
Active Cost: (a) 90, (b) 35 Real Cost: (a) 51, (b) 23

The Lure of Flames

The character can conjure flame and burn things.

Flame in hand

Flame in hand - Sight Group Images 1" radius, Costs END Only To Activate (+1/4); Only To Create Light (-1), No Range (-1/2)
Active Cost: 12 Real Cost: 5

Ignite

Ignite - Killing Attack - Ranged 1 point, Costs END Only To Activate (+1/4), Sticky (+1/2), Uncontrolled (+1/2), Continuous (+1); Limited Range (-1/4), Concentration (1/2 DCV; -1/4)
Active Cost: 16 Real Cost: 11

Intense Flame

Intense Flame - Killing Attack - Ranged 1d6, Costs END Only To Activate (+1/4), Sticky (+1/2), Uncontrolled (+1/2), Continuous (+1); Extra Time (Full Phase, -1/2), Limited Range (-1/4), Concentration (1/2 DCV; -1/4)
Active Cost: 49 Real Cost: 24

Movement of the Mind

Weak

Weak - Telekinesis (2 STR), Fine Manipulation, Reduced Endurance (1/2 END; +1/4), Invisible Power Effects (Fully Invisible; +1); Concentration (1/2 DCV; -1/4), Extra Time (Delayed Phase, -1/4)
Active Cost: 29 Real Cost: 19

Strong

Strong - Telekinesis (20 STR), Reduced Endurance (1/2 END; +1/4), Invisible Power Effects (Fully Invisible; +1); Concentration, Must Concentrate throughout use of Constant Power (1/2 DCV; -1/2), Extra Time (Full Phase, -1/2)
Active Cost: 67 Real Cost: 33

Self-Levitation

Self-Levitation - Flight 6", Invisible Power Effects (Fully Invisible; +1); Concentration (1/2 DCV; -1/4), Extra Time (Delayed Phase, -1/4)
Active Cost: 24 Real Cost: 16

The Path of Conjuring

Summon the Simple Form

This power enables the vampire to create simple objects composed of a single substance out of thin air. The items costs Blood Pool END to create and require the same amount in normal END/phase to maintain their existence.

Summon the Simple Form: Summon 50-point Any simple object made out of a single substance, Expanded Class of Beings (+1/4), Slavishly Devoted (+1); Extra Time (Full Phase, -1/2), Vampire must spend END each phase to maintain object's existence (-1/2)
Active Cost: 22 Real Cost: 11

Permanency

Permanency: Remove "Vampire must spend END each phase to maintain object's existence" from Summon the Simple Form

Magic of the Smith

This power allows the vampire to create permanently existing, complex objects.

Magic of the Smith: Summon 75-point Complex items of multiple components and moving parts that Vampire knows something about, Expanded Class of Beings (+1/2), Slavishly Devoted (+1); Extra Time (Full Phase, -1/2), Concentration (1/2 DCV; -1/4)

Active Cost: 37 Real Cost: 21

Reverse Conjunction

Allows vampire to destroy objects created through the Path of Conjuring.

Reverse Conjunction - Drain BODY 3d6, Ranged (+1/2); Only against objects created by The Path of Conjuring (-1 1/2), Extra Time (Full Phase, -1/2)

Active Cost: 45 Real Cost: 15

Power over Life

This allows the vampire to create a simulacrum of any creature. The creature has no will of its own and will take no actions of its own accord. It will mindlessly follow simple instructions from the vampire.

Power over Life - Summon 150-point Simulacra, Expanded Class of Beings (+1/2), Specific Being (+1), Slavishly Devoted (+1); Extra Time (1 Minute, Character May Take No Other Actions, -1 3/4), Increased Endurance Cost (x3 END; -1), Concentration (1/2 DCV; -1/4)

Active Cost: 105 Real Cost: 26

Hands of Destruction

Decay

Items touched by the vampire wither, rot, or otherwise break down.

Decay - Major Transform 1d6 (inanimate object to withered/rotted/broken down version of same object), Partial Transform (+1/2), Continuous (+1); No Range (-1/2), Concentration, Must Concentrate throughout use of Constant Power (1/2 DCV; -1/2), Must touch object (-1/4), Limited Target (Inanimate Objects) (-1/4)

Active Cost: 37 Real Cost: 15

Gnarl Wood

Can warp wood, either one item at a time or every wooden item in a 2" radius (2 Blood Pool

END/phase) if the vampire is powerful enough to have this option.

Gnarl Wood - (a) Minor Transform 3d6 (wooden object to useless wooden object); Limited Target (wooden objects, -1/2), Extra Time (Full Phase, -1/2), Limited Range (-1/4), Concentration (1/2 DCV; -1/4), (b) Area Of Effect (up to 5" Radius; +1) for up to 45 Active Points of Transform Wooden Object to Useless Wooden Object; Limitations from base Transform power (-1 1/2)

Active Cost: (a) 30, (b) 45 Real Cost: (a) 12, (b) 18

Acidic Touch

The vampire secretes an extremely powerful acid.

Acidic Touch - Killing Attack - Ranged 1d6, Costs END Only To Activate (+1/4), Penetrating (+1/2), Uncontrolled (Lasts 1d6 phases; +1/2), Continuous (+1); No Range (-1/2), Extra Time (Full Phase, -1/2), Must touch target (-1/4)

Active Cost: 49 Real Cost: 22

Atrophy

Causes a limb to wither. It costs 11 Blood Pool END per application, and the shock can potentially kill a character.

Atrophy - Major Transform 2d6 (Person to person with Physical Limitation relating to crippled limb, Vampire spending 50 Blood Pool END, or mortal seeking magical healing (Dispel)), Partial Transform (+1/2), Continuous (+1); No Range (-1/2), Extra Time (Full Phase, -1/2), Limited Target (living creatures) (-1/4), Concentration (1/2 DCV; -1/4)

Active Cost: 75 Real Cost: 30

Turn to Dust

The vampire grabs/touches a character and causes him to age in increments of 10 years.

Turn to Dust - Major Transform 1d6 (mortal to old, decrepit version of same mortal), Partial Transform (+1/2), Continuous (+1); No Range (-1/2), Concentration, Must Concentrate throughout use of Constant Power (1/2 DCV; -1/2), Must touch object (-1/4), Limited Target (mortals) (-1/4)

Active Cost: 37 Real Cost: 15

Thaumaturgic Rituals

These are handled identically to Necromantic Rituals, with a VPP of the same structure. The Ritual Preparation effect also applies to some of these rituals as well.

Defense of the Sacred Haven

This power creates a ring of Darkness which blocks out the sun. It costs 7 Blood Pool END to set up.

Defense of the Sacred Haven - Change Environment (area into which no sunlight can penetrate) 8" radius, Costs END Only To Activate (+1/4), Uncontrolled (Lasts as long as thaumaturge remains in Change Environment area; +1/2); Extra Time (1 Hour, Character May Take No Other Actions, -3 1/4), Gestures (Inscribe glyphs; -1/4), Incantations (-1/4), Requires A KS: Thaumaturgy Skill Roll (Active Point penalty to Skill Roll is -1 per 20 Active Points; -1/4)
Active Cost: 35 Real Cost: 7

Wake with Evening's Freshness

This ritual enables the vampire to awaken during the day if necessary.

Wake with Evening's Freshness - (a) +10 PER with Hearing Group, 1 Continuing Charge lasting 1 Day (+1/4); Only to wake up (-1), Linked (Danger Sense; -1/2), (b) +3 with EGO rolls, 1 Continuing Charge lasting 1 Day (+1/4), Only with EGO rolls required to act during the day (-1), © Danger Sense, 11- (immediate vicinity, out of combat, Function as a Sense), 1 Continuing Charge lasting 1 Day (+1/4)

Limitations in common: Focus (IAF, Ashes of burned feathers to be scattered over resting place; -1/2), Requires A KS: Thaumaturgy Skill Roll (Active Point penalty to Skill Roll is -1 per 20 Active Points; -1/4), Costs Endurance (Only Costs END to Activate; -1/4), Extra Time (5 Minutes, -2)
Active Cost: (a) 25, (b) 11, © 34 Real Cost: (a) 4, (b) 2, © 8

Communicate with Kindred Sire

This power allows communication with a vampire's sire, once located with Ritual Preparation.

Communicate with Kindred Sire - Mind Link, One Specific Mind, No LOS Needed (15 Active Points); Extra Time (5 Minutes, Character May Take No Other Actions, -2 1/4), Concentration (1/2 DCV; -1/4), Focus (IIF, One of sire's possessions; -1/4), Requires A KS: Thaumaturgy Skill Roll (Active Point penalty to Skill Roll is -1 per 20 Active Points; -1/4)
Active Cost: 15 Real Cost: 4

Deflection of Wooden Doom

This ritual protects the vampire from being staked.

Deflection of Wooden Doom - (a) Armor (20 PD/0 ED), 1 Continuing Charge lasting 1 Day (+1/4); Only Works Against Wooden Stakes Aimed at the Heart (-1), Linked (Killing Attack - Hand-To-Hand; -1/2), Costs Endurance (Only Costs END to Activate; -1/4), (b) Killing Attack - Hand-To-Hand 2d6, 1 Continuing Charge lasting 1 Day (+1/4), Damage Shield (+1/2), Continuous (+1), Invisible Power Effects (Fully Invisible; +1); Only damages wooden stakes aimed at the heart (-1), Only affects the first stake to hit the heart (-1), No STR Bonus (-1/2), Linked (Armor; -1/4),

Limitations in common: Extra Time (1 Hour, -3), Requires A KS: Thaumaturgy Skill Roll (Active Point penalty to Skill Roll is -1 per 20 Active Points; -1/4), Focus (IIF, splinter placed under tongue; circle of sawdust, in which vampire stands; -1/4)
Active Cost: (a) 37, (b) 112 Real Cost: (a) 6, (b) 15

Devil's Touch

This ritual makes the target very unpopular for one night.

Devil's Touch - Major Transform 1d6 (person to person who's inexplicably loathesome to others), Costs END Only To Activate (+1/4), Uncontrolled (Ends when Transform is complete; +1/2), Continuous (+1), Invisible Power Effects (Fully Invisible; +1); Extra Time (5 Minutes, Character May Take No Other Actions, -2 1/4), Recovers at REC/6 hours (-3/4), Limited Target (mortals) (-1/4), Focus (IIF, a penny, to be placed somewhere on the person (pocket, shoe, etc.); -1/4), Incantations (-1/4), Requires A KS: Thaumaturgy Skill Roll (Active Point penalty to Skill Roll is -1 per 20 Active Points; -1/4) Active Cost: 56 Real Cost: 11

Ward vs. Ghouls

This protective effect destroys other vampires' servants.

Ward versus Ghouls - Drain BODY & STUN 1d6, BODY and STUN simultaneously (+1/2), Costs END Only To Activate (+1/4), Time Delay (10 hr; +1/4), Damage Shield (+1/2), Uncontrolled (Eliminated by destroying object or glyph on object; +1/2), Continuous (+1), Usable as Attack (Line of Sight not required after casting of ritual; +1 1/4), Delayed Return Rate (points return at the rate of 5 per Month; +2); Extra Time (5 Minutes, Character May Take No Other Actions, -2 1/4), Only vs. ghouls (-1), Incantations (-1/4), Requires A KS: Thaumaturgy Skill Roll (Active Point penalty to Skill Roll is -1 per 20 Active Points; -1/4) Active Cost: 72 Real Cost: 15

Principal Focus of Vitae Infusion

This ritual creates items that are infused with blood. These items can be converted to 10 pts of Blood Pool END for use by the vampire. The ritual that creates the foci will make 13 charges of the END Reserve.

Vitae-Infused Object - Aid END 2d6 (standard effect: 6 points); OAF (Any small object, which takes on a shiny reddish hue and is slick to the touch; -1), Only Restores to Starting Values (-1/2), Only aids vampire END Reserves (-1/4) Active Cost: 20 Real Cost: 7

Principal Focus of Vitae Infusion - Create Vitae-Infused Object, Regular END Cost (Blood Pool END; +1/4), Requires 5 min/10 Active Points (+1); Increased Endurance Cost (x5 END; -2), OAF (Any small object into which vitae is infused; -1), Requires A KS: Thaumaturgy Skill Roll (Active Point penalty to Skill Roll is -1 per 20 Active Points; -1/4) Active Cost: 16 Real Cost: 4

Incorporeal Passage

Enables vampire to move horizontally in a straight line through any barrier. The vampire is not affected by physical attacks but is still susceptible to fire and sunlight.

Inicorporeal Passage - Desolidification (affected by fire, sunlight-based attacks), 1 Continuing Charge lasting 6 Hours (+0); Extra Time (5 Minutes, Character May Take No Other Actions, -2 1/4), Focus (IAF, shard of mirror, held towards the vampire; -1/2), Costs Endurance (Only Costs END to Activate; -1/4), Concentration (1/2 DCV; -1/4), May only move in a straight line when moving through objects; cannot backtrack or move through the earth (-1/4), Requires A KS: Thaumaturgy Skill Roll (Active Point penalty to Skill Roll is -1 per 20 Active Points; -1/4)

Active Cost: 40 Real Cost: 8

Pavis of Foul Presence

Pavis of Foul Presence - Missile Deflection (Any Ranged Attack), Missile Reflection, Trigger (When attacked by Presence Discipline powers; +1/4), Based On EGO Combat Value (+1); Extra Time (5 Minutes, Character May Take No Other Actions, -2 1/4), 3 Charges (-1 1/4), Only Works Against Mental Powers from the Presence Discipline (-1), Focus (IIF, Length of blue silk worn around the neck; -1/4), Incantations (-1/4), Requires A KS: Thaumaturgy Skill Roll (Active Point penalty to Skill Roll is -1 per 20 Active Points; -1/4)

Active Cost: 90 Real Cost: 14

Bone of Lies

This ritual binds a spirit into a skull which forces the holder of the skull to answer questions truthfully.

- Bone of Lies - (a) Mind Control 15d6; Focus (OAF Durable, Skull or other arrangement of bones; -1), Set Effect ("Answer questions truthfully"; -1/2), Target must be holding bones when questions are put to him (-1/2), Normal Range (-1/4), Limited Range (-1/4), (b) Endurance Reserve (200 END, 0 REC) Reserve: Only provides END for Mind Control (-1), Visible (Skull turns black as END Reserve is depleted; -1/4)

Active Cost: (a) 75, (b) 20 Real Cost: (a) 21, (b) 9

- Create Bone of Lies - Create Bone of Lies, Regular Endurance Cost (Blood Pool END Reserve; +1/4), Requires 5 minutes/10 Active Points (+1); Focus (OAF Durable Expendable, Difficult to obtain new Focus; Skull or other bones at least 200 years old; -1 1/4), Increased Endurance Cost (x3 END; -1), Concentration (1/2 DCV; -1/4), Incantations (-1/4), Requires A KS: Thaumaturgy Skill Roll (Active Point penalty to Skill Roll is -1 per 20 Active Points; -1/4)

Active Cost: 67 Real Cost: 17

Blood Contract

This power magically enforces the terms of a contract between two parties. Sometimes the terms must be enforced by a demon.

Blood Contract - Summon 600-point Contract Enforcement Demon, Trigger (One or both parties violate terms of contract; +1/4), Difficult To Dispel (x4 Active Points; +1/2) (210 Active Points); Extra Time (1 Day, -4), Focus (IAF Fragile, Contract signed in blood; -3/4), Strong-Willed +4 on EGO Rolls (-1/2), Ritual (2 casters; -1/4), Incantations (-1/4), Requires A KS: Thaumaturgy Skill Roll (Active Point penalty to Skill Roll is -1 per 20 Active Points; -1/4)

Active Cost: 210 Real Cost: 30

Vicissitude

Achieving functional or aesthetically pleasing results with these powers also requires a PS: Body Sculpting roll.

Malleable Image

Enables the vampire to change his appearance. Costs 2 Blood Pool END to

Malleable Image - Shape Shift (Sight and Touch Groups, limited group of shapes), Costs END Only To Change Shape (+1/4), Uncontrolled (Can be undone by others with Malleable Image; +1/2); Extra Time (1 Minute, Character May Take No Other Actions, -1 3/4), Requires A Power Skill: Vicissitude Roll (-1/2)

Active Cost: 40 Real Cost: 12

Fleshcraft

This power enables the vampire to adjust and redistribute the flesh of the target.

Fleshcraft - Major Transform 1d6 (person to person with different appearance, shape, etc.), Improved Target Group (Any re-distribution of flesh; +1/4); Extra Time (1 Turn (Post-Segment 12), Character May Take No Other Actions, -1 1/2), No Range (-1/2), Gestures (Requires both hands; manipulate target's flesh; -1/2)

Active Cost: 19 Real Cost: 5

Bonecraft

This power allows the vampire to alter the skeletal structure of the target, sometimes to the detriment of the target if need be. The vampire can also create offensive weapons with his own bones (in the form of spikes).

Bonecraft - (a) Killing Attack - Hand-To-Hand 1/2d6 (1d6+1 w/STR); Requires A Power Skill: Vicissitude Roll (-1/2), Extra Time: Full phase (only to activate) (-1/4), Side Effects (1 pip KA; -1/4), (b) HKA 1/2d6, Reduced Endurance (0 END; +1/2), Persistent (+1/2), Damage Shield (Offensive; +3/4), Continuous (+1); Side Effects (1/2d6 KA; -2), No STR Bonus (-1/2), Requires A Power Skill: Vicissitude Roll (-1/2), Activation Roll 15- (-1/4), Extra Time (Full Phase, Only to Activate, -1/4), © Drain BODY & STUN 2d6, BODY and STUN simultaneously (+1/2), Delayed Return Rate (points return at the rate of 5 per Month; +2); Extra Time (Full Phase, -1/2), Must follow successful Grab (-1/2), Requires A Power Skill: Vicissitude Roll (Active Point penalty to Skill Roll is -1 per 20 Active Points; -1/4), Only works against creatures with bones (-1/4)

Active Cost: (a) 10, (b) 37, © 70 Real Cost: (a) 5, (b) 8, © 28

Horrid Form

This allows the vampire to transform into a hideous, frightening beast for 5 Blood Pool END + 2 Blood

Pool END for each 5 minutes that the vampire is in this form.

Horrid Form: Multiform (500 Character Points in the most expensive form); Extra Time (1 Turn (Post-Segment 12), -1 1/4), Costs Endurance (Only To Change; -1/2)
Active Cost: 100 Real Cost: 36

Blood Form

This horrific power enables the vampire to convert himself to a form of animated blood.

BloodForm: Multiform (500 Character Points in the most expensive form); Extra Time (1 Turn (Post-Segment 12), -1 1/4), Costs Endurance (Only To Change; -1/2)
Active Cost: 100 Real Cost: 36

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