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<td>Scent Of The Beast</td>
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<td>Threefold Assault*</td>
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<td>The Wolf’s Maw</td>
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<td>Yielding Soil*</td>
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*Addendum Information
Blasé (Invite Only Page 59) 8xp

Prerequisites: Majesty 1, Resilience 1

Cost: 1 Vitae  Dice Pool: This power requires no roll to invoke  Action: Reflexive

When you’re the best, you’re the best. Anything else is boring. The Daeva who developed this Devotion embodied this mentality, letting the force of her Majesty stand against that which would shake her. Both Awe and Resilience must be active in order to use this Devotion. Upon activation, the character receives a bonus to her Composure score equal to her dots in Majesty for a single turn. These dots add to derived traits and all rolls as normal Composure dots would, but does not give temporary Willpower points, only temporary Willpower dots. This power costs 8 experience points to learn.

Addendum Information
4. Blase’ [Invite Only]: This devotion can only be activated once a turn.

Blood Shield  (Ancient Mysteries: Page 73) 39xp

Prerequisites: Celerity 3, Resilience 5, Vigor 3

Cost: 1 Vitae per turn + 2 Willpower  Dice Pool: Composure + Athletics + Resilience  Action: Instant

Duration: One turn per point of Vitae spent.

This Devotion is rumored to have survived for millennia as a way for vampires in ancient times to stand beneath the light of the Sun, even if for just a few seconds. In modern nights, there are other useful ways to employ this Devotion for vampires unwilling to take that leap of faith. Surviving a major conflagration is one such use.

When a Kindred activates this Devotion, he literally forces his Vitae out the pores of his skin, creating a thick, coagulated blood shield that begins smoldering almost immediately. Obviously, use of this Devotion depends upon the amount of Vitae in the Kindred’s body and/or the amount of Willpower he can expend.

Failure: Not enough Vitae covers the Kindred to protect him from harm. He still receives aggravated damage, but Resilience functions normally.

Success: The flames surround the vampire and attempt to consume him, but his blood absorbs the damage. As long as the vampire can continue replenishing the Blood Shield, he suffers bashing damage from fire rather than aggravated. He is still susceptible to Rötschreck, however.

This power costs 39 experience points to learn.

Bloody Tandem  (Night Horrors: Immortal Sins Page 76) 21xp

Prerequisites: Blood Potency 4, Auspex 4, Majesty 3

Cost: 1 Willpower dot and 1 point of Vitae to "bond," but no cost to use  Dice Pool: None; this Devotion is considered "always on"  Action: None

Sometimes vampires connect with one another in a way that is imperceptible -- the Blood calls up a strange sympathy, and the two exist on the same wavelength, sometimes without even meaning to. Both vampires must possess this Devotion (though one can always teach it to the other). Each must spend 1 Willpower dot to forge a sympathetic connection, with each consuming a point of the other's Vitae. Once this is done, the connection is formed. This connection exists outside a normal Blood bond, though if the Vinculum is present, the two vampires can avoid the cost of 1 Vitae to forge the sympathy. When the two work in tandem with this Devotion (and it's always on), the following elements are in play: (1) The two may always read one another's surface thoughts. This necessitates no roll, normally, though one can attempt to "hide" his thoughts with a Resolve + Composure roll. The other in the pair may try to expose hidden thoughts with a contested Wits + Empathy roll. The distance between the simpatico vampires doesn’t matter. (2) Each always knows where the other is. This is a rough approximation (she's that way, about a hundred miles), but doesn’t tell the vampire any details about the surroundings. (3) Each
always knows if the other suffers harm or is in danger. This has a downside: If one suffers wound penalties, the other suffers those same penalties even if she's free of physical damage. (4) Each can always see the other’s aura with no roll. As above, one can hide her aura or “fake” a different one with a Resolve + Composure roll, contested by the other vampire’s Wits + Empathy. (5) If the two are within sight of one another, they may add both their Blood Potency scores to Resistance rolls. (6) Each gains a bonus to Majesty rolls equal to the other vampire’s Manipulation score. (7) Each can spend Vitae for the other (i.e., Charles spends a point of Vitae to heal a point of Charlene’s damage). This has one limitation and one downside, though. The limitation is that, regardless of Blood Potency, spending Vitae for another is limited always to 1 point of Vitae per turn. The downside is that having the Blood so intimately fettered to the other vampire can be damning; if one vampire enters a hunger frenzy, the other automatically enters as well, even if her belly is full of blood. This is not limited by distance: If Charles enters a hunger frenzy in Topeka, Charlene will enter one even if she's in Milwaukee with a full Vitae track. This Devotion costs 21 Experience points to learn.

Addendum Information

5. Bloody Tandem [Immortal Sinners]:
   a. High Notification for each use, must include PC and player info of the Tandem partner.
   b. This power may only be active between two Kindred at a time. While tied to another PC, you cannot activate this power on another PC. The Tandem pair must both agree to end their connection for the power’s effect to end. Once severed, the power cannot be reactivated for a month.

Bobcat Climbing (Nomads Page 95) 5xp
Prerequisites: Protean 1, Vigor 1
Cost: 1 Vitae     Dice Pool: This power involves no roll to invoke. Action: Reflexive
Inhuman reflexes and surpassing strength are already a winning combination in a fight, but some Kindred find the combination useful outside of conflict. Specifically, they’re great for rapid climbing. Enhanced strength makes it easy to ascend by fingertip holds, while superlative balance makes it possible to move with swift precision. While Bobcat Climbing, a Kindred can climb with great speed. Using this power doubles the normal distance climbed per success to 20 feet. In an extended action, each roll represents one turn of time instead of one minute. All normal penalties for poor climbing conditions apply. The Storyteller may even rule that some surfaces such as a sheer glass face simply cannot be climbed, not even with this power, or she may impose a severe penalty for doing so. Bonuses for climbing carefully cannot be gained with this power. Nor is climbing gear any help. The power must be activated with each new climb. This power costs five experience points to learn. Note that if the Kindred also activates Claws of the Wild, she gains its +2 bonus to her climbing pool in addition to the benefits of Bobcat Climbing.

Body Hive (Danse Macabre Page 207) 24 xp (maybe) Need confirmation
Prerequisites: Animalism 3, Resilience 3, Nightmare 2
Cost: 1 Vitae per night to maintain the hive, and keep the body from reverting to its normal state (thus killing the vermin) plus 1 per use.     Dice Pool: Stamina + Animalism + Size     Action: Instant
This horrific power turns the vampire’s body into a living hive for vermin which hollow out her torso of all the useless organs that fill it, and gnaw wound-like exits in her chest and back. The creatures inhabiting her partakes of her Vitae, becoming essentially a swarm of tiny ghouls. This horror can be summoned out and controlled in a terrifying display of unnatural potency. The body hive has several effects. It can be used to make a lethal ranged attack on a target you can see who is within a pistol shot’s distance, inflicting successes as lethal damage. The hive can also scout the surrounding area, revealing hidden opponents, dangers, or other things of interest. When the hive creatures burrow back into your body, you learn what they know. Finally, you can set the hive’s creatures...
swirling around you, confusing attackers, flying into their mouths, and biting them. This allows you to add the successes on the Devotion roll to your Defense until you direct the hive to some other purpose.

**Body of Will (Vampire: The Requiem Page 151) 15xp**

**Prerequisites:** Resilience 3, Vigor 1  
**Cost:** 1 Vitae  
**Dice Pool:** Composure + Athletics + Resilience  
**Action:** Reflexive

Truly tough Kindred can call upon personal reserves of will to shore up their toughness in the face of adversity. By means of this Devotion, a vampire learns how to funnel his strength of will through his supernaturally altered form, allowing him to shrug off the deleterious effects of his wounds -- for a time. Each success gained on the activation roll allows the character to ignore any current wound penalties, as well as any penalties he acquires from new wounds, for one turn. Therefore, if three successes are rolled, the character is wound-penalty-free for the duration of the existing turn and for two turns thereafter. A new Vitae expenditure and roll is required each time the vampire wishes to reactivate the Devotion. This power costs 15 experience points to learn.

**Butcher's Hook (Mekhet: Shadows In The Dark Page 108) 6xp**

[Auspex 3]

A London-based Mekhet named Bobby Butchers became something of an expert at interpreting CCTV records. Even though most vampires only appear as blurs in photographs and film, Butchers worked out a technique enabling him to identify a vampire caught on CCTV or any other kind of video, and in recent years, others have also developed similar techniques. This power isn't really a Devotion as such; it's a specific application of Auspex. A Mekhet watches a recording (or, if you're a cockney like Bobby, he "takes a butcher's"), and takes note of the blur that signifies the presence of a vampire. He concentrates on the blur. He places his hand on the screen. First, he use The Spirit's Touch (Auspex 3), and follows that immediately in the next turn with Aura Perception (Auspex 2). He spends one Vitae to activate each power, meaning that he spends a total of two Vitae over two turns, even though neither power doesn't normally have a cost. If both rolls are successful, the vampire using this power can identify the vampire underneath the blur, providing that he has met the vampire before. Of course, this power doesn't work on Hollow Mekhet, since they don't appear on recorded media at all. The Mekhet teach this Devotion to their own, and Kindred of other clans rarely have the opportunity to learn it. This technique costs six experience points to learn.

### Addendum Information

7. **Butcher's Hook, Have a Look [Mekhet: Shadows in the Night]**

a. Low Approval for Mekhet; Mid Approval for all others.

**Chains Of The Spirit (Shadows Of Mexico Page 164) 9xp**

**Prerequisites:** Majesty 1, Obfuscate 2  
**Cost:** 1 Vitae per scene  
**Dice Pool:** Presence + Survival + Obfuscate - opponent's Composure  
**Action:** Instant

Religious and spiritual disagreements are common amongst the Kindred of this brood, even among the vampires of a single covenant. Such arguments can easily escalate to violence -- dead blood can suddenly run very hot, indeed. When used, this Devotion helps a vampire of the brood project an aura of blessedness; the impression given is that she possesses an obvious spark of the divine, thus calming those who look upon her. (This is perceived differently by each vampire: One may see that she has faintly glowing eyes, another may witness a halo around her head like sun glare.) If the Devotion is successful, the vampire appears beatific and holy to those viewing her. First, this negates the effects of Predator's Taint (the vampire herself may still suffer those effects, but those viewing her do not). Second, any vampires within a number of yards equal to her Blood Potency have difficulty frenzying. When resisting frenzy (which they must do, as they cannot "ride the wave" if this power is active), a nearby vampire gains...
a number of bonus dice upon the "resist frenzy" roll equal to the caster's successes on the activation roll. This power remains active for the rest of the scene. This Devotion costs nine experience points to learn.

**Charm The Dead (Danse Macabre Page 208) 33 xp (maybe) need confirmation**

**Prerequisites:** Majesty 5, Auspex 4, Vigor 2  
**Cost:** 1 Vitae  
**Action:** Extended  
**Dice Pool:** Presence + Majesty + Blood Potency resisted by the ghost's Willpower  
This clever power allows one to faintly perceive ghosts, and then imbue them with enough substance and attention to affect them with Majesty, then finally consume them. The devoured dead provide some sustenance for the hungry vampire, but more significantly, they give up images and insights into their lives and last moments.

**Cobra's Kiss (Dance Macabre Page 206) 15 xp (maybe) need confirmation**

**Prerequisites:** Protean 3, Vigor 2  
**Cost:** 1 Vitae per successful bite.  
**Dice Pool:** Strength + Brawl - Defense to grapple, and Strength + Brawl to bite.  
**Action:** Instant to invoke, and a normal action to grapple and bite.  
This deadly power transforms the vampire's fangs into hollow venom-injecting instruments like a viper's. A measure of Vitae is then transformed into a lethal supernatural poison. The vampire's bite inflicts aggravated damage, and mortals suffer the effect of an injected poison with a Toxicity equal to 4 + the vampire's Blood Potency. Other Kindred suffer the aggravated damage normally, but the supernatural venom also destroys Vitae equal to the damage inflicted.

**Cowboy Shot (The Danse Macabre -- Page 91) 9 xp**

**Prerequisites:** Auspex 1, Celerity 2  
**Cost:** 1 Vitae  
**Dice Pool:** Wits + Celerity  
Aiming a gun on the move is hard. Aiming a gun on motorcycle is impossible. But for one gun-happy Bride the two great tastes of bikes and guns coming together was a personal challenge. After years of development he came up with the cowboy shot. By harnessing the speed of Celerity and the quick eye of Auspex, he learned how to steady his shooting hand by anticipating the bumps in the road before they happened. A vampire that uses this ability negates any penalties from firing a weapon while on a moving vehicle. Any penalties incurred from the target's actions remain unaffected. Intrepid vampires have translated the ability to hand-held weapons as well. This power costs 9 experience points to learn.

**Defiant Child (Night Horrors: Wicked Dead Page 155) 18xp**

**Prerequisites:** Celerity 2, Resilience 2, Vigor 2  
This Devotion charges an adherent with vitality and sexual potency -- a male vampire with this Devotion can sire children, and a female vampire can bear the children of a mortal. Once this Devotion is learned, this capacity can be activated for a whole night by expending an additional Vitae when waking. This Devotion costs 18 experience points to learn.

**Addendum Information**

11. **Defiant Child (Night Horrors: The Wicked Dead)**
   a. Top Approval
   b. Replace “Fortitude” with “Resilience”

**Deja Vu (Night Horrors: Immortal Sinners Page 33) 24 xp (maybe) need confirmation**

**Prerequisites:** Obfuscate 4, Majesty 2  
**Cost:** 1 Vitae  
**Action:** Contested
**Dice Pool**: Wits + Subterfuge + Obfuscate versus Composure + Blood Potency, Auspex 1 possessors are immediately given a +2 to defend themselves against this power.

Jimmy Vellum developed this defensive devotion fairly early on, and keeps its secret tightly held to all but his closest confidantes. By combining Obfuscate and Majesty, Jimmy has discovered a way to make those who meet him for the first time immediately feel as if they have met him before, always in a positive light. Perhaps as a long forgotten classmate, a friendly motorist who helped fix a tire, a cheery hotel clerk. Regardless of the position, Jimmy is always "remembered," and so he is more often than not given the benefit of the doubt in any situation upon first meeting a new individual. Introduction into Jimmy's cult often involves the teaching of this devotion, under blood-curdling threats and oaths never to divulge it to outsiders.

**Failure**: The Auspex user knows something is up, and is free to question (or not, some people are just like that) Jimmy's first meeting.

**Success**: Jimmy's Deja Vu is active, and the individual affected remembers Jimmy in a positive manner. This gives Jimmy a +3 to any Socialize, Persuasion, or Subterfuge rolls on this individual for the rest of the night, in reference to making a good impression. This power lasts one scene.

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**Destructive Might (Ancient Mysteries pg 74) 30xp Not Sanctioned**

**Addendum Information**

12. Destructive Might [Ancient Mysteries]: Not Sanctioned

**Dream-Drinking (Mythologies -- Page 76 ) 5xp**

**Prerequisites**: Auspex 1, Dominate or Majesty 1

**Cost**: 1 Vitae  

**Dice Pool**: Wits + Empathy + Auspex

**Action**: Extended. Target number equals subject's Resolve + Composure; one roll represents three minutes.

**Effect**: Kindred who peer behind the veil of sleep can sometimes drain such insights from their prey. By means of this Devotion, a vampire can find the moment at which a sleeper dreams, and drink that dream for herself along with the blood of the dreamer. She will dream along with the sleeper until the dream stops, and can "replay" the dream in her own mind, dreaming it again at any time until her next feeding. Tasting new blood, even from the same dreamer on the same night, washes the dream away. Ordinarily, dream threats pose no real danger to a dream-drinking vampire. The Storyteller may still call for Composure rolls to avoid waking up or fear frenzy (if the sleeper is dreaming about his Boy Scout Jamboree bonfire). If the stories of a "dream world" are correct, it may be inhabited by spirits or dream entities of some sort, which might be able to harm a dreamer -- or a dreamer's leech. Giving powerful dream entities the equivalent of the Nightmare Discipline is probably a good start; Storytellers who really want to escalate can have a vampire awaken from a mortal nightmare to discover claw marks in his own chest, an eye missing or some other dream-inflicted wound. Dreams occur during REM (Rapid Eye Movement) sleep, which sets in about 90 minutes after falling asleep or 90 minutes after the end of the last REM phase. The average human sleeper goes through three or four REM phases per night, each one usually longer than the last. Humans familiar with lucid dreaming, or with the visualization exercises common in some esoteric traditions, have better instinctive control over their subconscious minds; they add their Occult score to their target number. A vampire who has shared the proper dream (or dreams) with a mortal will be at an advantage when manipulating him. Such a vampire should add +1 (or more for more intense or frequent sharing) to Social rolls against him, especially Empathy, Intimidation and Seduction. Pure information gathering is also possible through dreams, replacing Empathy in the activation dice pool with Investigation or Subterfuge. This power costs five experience points to learn.

**Failure**: Failure means no dream found or consumed.

**Success**: Success allows continued dream-drinking; when the required total is reached, the user has drained the subject's dream, and can experience it herself.
**Suggested Modifiers:**

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<td>+2</td>
<td>Power is turned on a vampire with whom the user has a blood tie</td>
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<td>+1</td>
<td>The character has drunk the dreams of the subject before without incident</td>
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<td>-1</td>
<td>Each derangement the subject possesses</td>
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<td>-1</td>
<td>Seeking a specific flavor of dream (erotic, heroic, nightmarish, etc.)</td>
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<tr>
<td>-2</td>
<td>Seeking a specific setting or element of dream (ideal lover, childhood home, the character, etc.)</td>
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<td>-3</td>
<td>Seeking a specific memory or experience (security codes, a witnessed murder, etc.)</td>
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**Eye Catcher (Night Horrors: Immortal Sinners Page 69) 12xp**

**Prerequisites:** Majesty 2, Nightmare 2

**Cost:** 1 Vitae  
**Action:** Instant

**Dice Pool:** Manipulation + Empathy + Majesty - target's Composure + Obfuscate + Blood Potency

Eye Catcher overcomes social anonymity in much the same way flamethrowers overcome thatch huts. The target of this devotion (who may or may not be willing or even aware of its effects) becomes remarkable to all witnesses, his every action and word somehow fascinating and, more than that, memorable. People forget thousands of things about other people every day—nobody who sees the target of Eye Catcher forgets him. The value of this attention and this vivid recollection is neutral: to someone trying to maintain a low profile it's a bane, to someone trying to raise his profile or earn (or change) a reputation it's most certainly a boon. A successful use of this power renders the target unforgettable for a scene. An exceptional success imbues him with this glamour for an entire night (until he next sleeps). The successes rolled on Eye Catcher act as a penalty to rolls intended to avoid detection or go unnoticed or unremarked, but as a bonus to rolls for actions intended to make an impression or be remembered.

The target of this devotion leaves a strong impression upon any who encounter him, be that an audience, a date, a potential ally, the bank teller being robbed, or a victim chosen to slake thirst.

**Addendum Information**

14. Eye-Catcher [Immortal Sinners]

a. This Devotion costs 12 XP to learn.

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**Eyes Of The Beast (Night Horrors: Wicked Dead Page 95) 6xp**

**Prerequisites:** Auspex 1, Celerity 1

**Cost:** 1 Vitae  
**Dice Pool:** N/A  
**Action:** Reflexive

The draugr is extremely difficult to surprise, and is adept at battling multiple opponents at once. The creature's Beast warns him of incoming attacks, the character listening to the same minute changes in the environment that warn a spider of intrusion on its web. Or, perhaps, does a tiny vestige of the Man, some lingering bit of Humanity, warn the Beast? Once the character activates this Discipline, he adds his Auspex rating to his Initiative rating. (If he activates Celerity as well, he adds both Disciplines.) Also, the character's Defense does not diminish from being attacked by multiple opponents in the same turn. This Devotion costs 6 experience points to learn.

**Addendum Information**

15. Eyes of the Beast [Wicked Dead]

a. Available to Non-Draugr characters (including PCs) at Low Approval

b. This devotion adds Auspex dots as a positive modifier to Initiative. Ignore the text about retaining Defense.

c. This devotion, once activated, lasts for a number of turns equal to the user’s Celerity.
Feed The Hungry Eyes (Night Horrors: Immortal Sinners Page 69) 21 xp (maybe) need confirmation

Prerequisites: Majesty 3, Nightmare 4

Cost: 1 Vitae  Action: Instant

Dice Pool: Manipulation + Subterfuge + Nightmare - target's Composure + Blood Potency

Even when we're alone, we're not--the imagined presence of all those we know and whose opinions motivate us looms still, even when they are physically distant. Humans are social beasts, and the Kindred share this dependency upon the attention of others. Expectations are a binding, conjuring and direction behavior, forcing action and mocking free will. The roles into which we are cast become who we are. By manipulating the way a target is treated, Feed the Hungry Eyes trains the target to conform to a new role. This power produces a profoundly disquieting effect, ranging in subtly from a vague impression to a sanity-rending shift in the way the target is treated. Feed the Hungry Eyes changes the way people who know the target treat her. The power is immediate, but the long-term effects of the devotion take a while to fully manifest. With a successful application of this power, the target is treated as if she is known to be significantly different in one or more major ways -- different Virtues or Vices, possessing mental or social Flaws, Derangements, a lower or higher Morality, different politics, different allegiances, prejudices, opinions or beliefs. A fanatical member of the Lancea Sanctum might be treated as if she were an apostate reformer, a strong supporter of the Prince's regime as if she were a dangerous radical. Each time these altered perceptions afflict the target in some way, she must pay 1 Willpower to overcome the urge to conform to the expectations. Until she's paid Willpower points equal to the total successes rolled when using this power, the effects remain. If she's ever unable to pay the Willpower to resist, she changes to conform to expectations -- changing her personality, beliefs or core values to suit.

Flesh Of Iron (Nomads -- Page 95) 12xp

Prerequisites: Protean 3, Resilience 1

The known dangers of a vampire's nighttime existence are bad enough. When a nomad travels to a new town or shelters in the wilderness, he risks a whole new array of dangers and hazards. This Devotion allows a measure of protection against physical threats, whether the impact of a car on a lonely highway or a machete in the hands of a vampire protecting his domain. For a few moments, the character's skin takes on the consistency of sharkskin or granite, his flesh like iron. Blades and impacts bounce off; even bullets and swords are blunted. When this Devotion is used, the vampire gains an armor effect. His dots in Resilience are treated as armor points and can be used to defend equally against melee, ranged and firearm attacks. Armor rating acquired from this Devotion is not combined with that from any protective gear worn; the highest armor rating of the two takes precedence. The effect of this power lasts for a number of turns equal to the character's dots in Protean. As a side effect of this protection, the character's movement is slowed. His thickened, hardened flesh is stiff and cumbersome. His Initiative and Speed traits are both reduced by an amount equal to his dots in Resilience, to a minimum of zero. A character may choose not to invoke the full measure of his Resilience in armor. For example, a character with this Devotion and Resilience 4 may choose to invoke only two points of armor from Flesh of Iron. A character doing this suffers the Initiative and Speed penalties for only the amount of armor he uses; so, the character in the example would suffer only a -2 penalty to Initiative and Speed in this case. This power costs 12 experience points to learn.

Fooling the Sleeping Beast (Ancient Mysteries page 75) 21xp

Prerequisites: Obfuscate 3, Resilience 3

Cost: 1 Vitae, 1 or more Willpower dots  Dice Pool: None  Action: Reflexive

Few vampires are certain exactly what occulted calculus truly determines the length of one's slumber. But many suspect that as the Beast gains power over one's human side, the Beast must sleep longer in its lair before rousing its host to wakefulness once more. This Devotion gives false power to the Man for a moment, enough to fool the Beast into slumbering for less time than what it would normally require.
As the vampire is cast into torpor (or chooses to enter torpor), the vampire’s player may spend any number of that character’s Willpower dots. Every dot spent increases the vampire’s effective Humanity for purposes of determining length of torpidity (though the creature’s Humanity does not actually increase). A vampire of Blood Potency 5 with a Humanity of 3 will spend 50 years in torpor — but, if that vampire’s player spends two of the vampire’s Willpower dots, then when determining the time of torpor, the character’s Humanity is assumed to be 5 instead of 3. Now the vampire only spends five months in torpor. By reducing the time factor by increasing Humanity, it assures that the Kindred will not be “out of commission” for nearly as long.

This Devotion costs 21 experience points to learn.

**Gargoyle’s Watch (Ancient Mysteries page 75) 27xp**

**Prerequisites:** Protean 5, Resilience 3

**Cost:** 1 Vitae  
**Dice Pool:** This power involves no roll to activate  
**Action:** Instant  

Kindred need protection from the elements, curious mortals, and even other meddlesome vampires during their daytime slumber. The need for protection dramatically increases during the far longer periods of torpor that many vampires endure. A vampire with this Devotion is able to transform himself into a statue that is virtually indistinguishable from carved and chiseled stone. Truly persistent foes may be able to harm a vampire under the Gargoyle’s Watch, but it would be a mighty feat, indeed.

This power may be activated immediately prior to slumbering for the daytime or as part of the process of entering torpor (even involuntarily). Upon activation, the vampire literally becomes a stone statue. The transformation to stone is imperfect. The body convulses, growths of rocky outcroppings appear, and, in many cases, the excruciating experience causes the vampire’s face to contort into horrible displays of pain. While in this state, the vampire is treated as an object with Durability equal to his Resilience rating, and Structure equal to Stamina + Size + Resilience. In addition, he is completely immune to sunlight and nearly impervious to fire. Only extremely hot fires can harm the vampire in this state; he can endure up to three points of damage from fire per turn without suffering any ill effect (so a fire that inflicts five points of damage per turn would only inflict two to the vampire — still enough to destroy him, given time). This power lasts until the vampire awakens, at which time the vampire’s body bursts forth from its stone cocoon.

While this power is in effect, the vampire may still wake up during the daytime or during torpor, as per normal rules. Because of the deep dormant state, however, all rolls made to awaken (including from a voluntary torpor) are made at a -3 penalty.

This power costs 27 experience points to learn.

**Glimpse of the Abyss (Ancient Mysteries page 75) 27xp**

**Prerequisites:** Nightmare 4, Obfuscate 4 (Must have experienced torpor)

**Cost:** 1 Willpower  
**Dice Pool:** Presence + Intimidation + Nightmare – Composure (the Nosferatu clan weakness does not apply)  
**Action:** Instant

Nearly every vampire who emerges from torpor can at least remember that his time spent in the deep slumber was unpleasant at best. Many are able to recall that period of time as absolute terror. A select few, however, wield their collection of memories as a potent weapon. Victims of this power receive an unfiltered view of torpor’s mind bending effects. These unfortunate victims stop at nothing to find solitude and escape the nightmarish hallucinations assaulting them.

**Failure:** The subject is momentarily distracted by a minor hallucination, but it does not hinder his current activity.

**Success:** The victim witnesses hallucinations inspired by the vampire’s memories of torpor and then amplified by the target’s own fears. Every person he sees or hears becomes another hallucination that he believes to be a threat, physically and emotionally. The victim does anything possible to escape everyone he can see and hear. During his attempts to find solitude, self-inflicted wounds (gouging his own eyes, attempts to forcefully plug his ears, falling in
a careless and frantic escape, etc.) and psychic trauma cause one point of bashing damage per turn. This effect lasts until the victim can find solitude and no longer sees or hears anyone who could become another hallucination. Kindred subject to this power must check for Rötschreck (requiring a number of successes equal to the successes rolled when activating this power), and other supernatural beings capable of similar frenzies or losses of control must check for this possibility, as well. Being in a state of frenzy does not protect a victim from the self-inflicted damage — even the Beast fears these nightmares
This power costs 27 experience points to learn.

Hidden Agenda (Ancient Mysteries page 76) Not Sanctioned

Addendum Information

19. Hidden Agenda [Ancient Mysteries]: Not Sanctioned

Infallible Aim (World of Darkness Chicago page 83) 10xp
Prerequisites: Auspex 1 Celerity 1
Cost: 1 Vitae  Dice Pool: This power involves no roll to invoke.  Action: Reflexive
With this Devotion, Maxwell can combine Auspex’s capability to perceive with Celerity’s ability to react. Infallible Aim essentially creates a pause in which Maxwell can aim while using a ranged weapon — a pause that seems generous to him but is imperceptible to those around him. While this Devotion can’t be used for more than one shot (no matter how fast he’s moving, the gun barrel still quivers and jerks after firing), this Devotion does make him incredibly accurate.
When used, Maxwell can add his Celerity dots to his attack pool for any ranged weapon, up to a maximum +3 dice pool bonus. Essentially, he gets a free chance to aim each turn. As with normal aiming, however (see the World of Darkness Rulebook, p. 162), Maxwell loses his mundane Defense for the turn. Likewise, the dice pool bonus he gains from aiming subtracts from the bonus Celerity grants to his Defense in the turn. Therefore, if Maxwell were to gain a +2 dice pool bonus to his attack, he would lose his mundane Defense, and his Celerity-derived Defense bonus would be just 1: Celerity 3 minus the +2 dice pool bonus.
This Devotion costs 10 experience points to learn.

Instantaneous Transformation (Vampire: The Requiem Page 151) 18xp
Prerequisites: Celerity 2, Protean 4
Cost: 1 Vitae (in addition to other costs required by the transformation)  Dice Pool: Stamina + Survival + Protean
Action: Reflexive
Sometimes the shift into animal (or otherwise inhuman) form simply takes too long. Developed by the Gangrel, Instantaneous Transformation allows such a shift to take place, not over the span of seconds, but literally in the blink of an eye. Success on the activation roll indicates that the character transforms into an alternate shape instantly -- so fast, in fact, that he may still take a normal action in that turn. If the roll fails, the character still transforms normally for the Protean Discipline used (in the space of one turn). He simply loses the one Vitae for this Devotion, and any other points must still be spent for the change itself. If a dramatic failure occurs, the character cannot change at all this turn, and he loses one Vitae to the wasted Devotion. Note that this Devotion is most useful to those vampires who can exhaust multiple Vitae in a single turn. This power costs 18 experience points to learn.

Iron Facade (Vampire: The Requiem Page 151) 10xp
Prerequisites: Obfuscate 2, Resilience 2
Cost: 1 Vitae  Dice Pool: Intelligence + Survival + Obfuscate  Action: Instant
Sometimes intimidation is a vampire's best weapon, particularly when facing an opponent who is unaware of the Kindred's true ability. Through the use of this power, the vampire appears to shrug off even the mightiest of blows,
to ignore wounds that should cripple even one of the undead. Kindred with this power have been known to rout far more capable foes, for the enemy truly believed that such vampires were invulnerable. With a successful invocation roll, the character can hide the full extent of his injuries. Wounds are invisible and he does not appear to slow down, limp or grow weary. He seems to function at full capability, regardless of how badly injured he actually is. Iron Facade does not actually heal wounds or reduce dice-pool penalties. It simply appears to do so, making it impossible for any observers to determine the character’s true condition. Once activated, Iron Facade lasts for a scene or until the character is sent into torpor by his wounds. A vampire with Auspex might be able to see through this power, as per the standard Auspex-versus-Obfuscate rules. This power costs 10 experience points to learn.

**Killer Instinct (Invite Only Page 60) 7xp**

**Prerequisites:** Protean 1, Vigor 1

**Cost:** 1 Vitae  
**Dice Pool:** This power requires no roll to invoke

Daeva convince you to like them. Ventrue insist you obey. When dealing with a Gangrel, their Beast speaks to yours. You never know when it'll strike. They raise the stakes of every conversation with their intensity and unpredictability. This Devotion takes that to another level: The character’s Beast moves to the forefront, putting all those she converses with on the defensive. Characters trying to move against the Gangrel socially find themselves unable to invest full attention to their efforts, shaken by the monster before them. When active, this power enhances the effects of Aspect of Predator. Her Protean dots add to her Blood Potency score for the purposes of determining the Predator’s Taint of those characters meeting her. After the addition is considered, characters that would be considered lower Blood Potency than the user cannot spend Willpower points in any social actions that target her. Use of this power lasts for the current scene. This power costs 7 experience points to learn.

**Addendum Information**

26. Killer Instinct [Invite Only]

a. The limitation against Willpower use does not apply to Willpower required to activate a power.

**Knowing The Stranger (Vampire: The Requiem Page 150) 21xp**

**Prerequisites:** Auspex 4, Obfuscate 4

**Cost:** 1 Vitae  
**Dice Pool:** Intelligence + Empathy + Obfuscate versus Resolve + Blood Potency  
**Action:** Contested; resistance is reflexive

The Familiar Stranger is a versatile and useful ability, but its use becomes perilous when the vampire has no idea who he should be impersonating. Knowing the Stranger serves as a short-term fix to that problem. It allows the character to discern in advance who the target most expects to see under the circumstances, before The Familiar Stranger is activated (so the Devotion and Discipline power are applied separately). The character does not have any choice over who he "becomes," but he does know exactly who he’s supposed to be, even if he has never met that person before. The character gains the knowledge mystically and may act accordingly. The information drawn from the subject's mind even allows the Kindred to custom-tailor certain aspects of the power to her. For example, the Kindred learns that the man the subject sees is her father, that he is gruff but caring, and that the last time he and the subject parted ways, they did so on bad terms and the subject feels remorse for that interaction. The vampire must be able to see the person whom he plans to dupe when this Devotion is activated. This power costs 21 experience points to learn. If the contested roll is won, the vampire knows in advance for whom he will be mistaken. If the contested roll is tied or lost, the vampire gets no impression of who he might be mistaken for. He can try to use the Devotion again or may forge ahead with The Familiar Stranger and hope for the best. If the vampire suffers a dramatic failure, he assumes that he appears as one person when the subject actually interprets him as another.
Languor’s Denial (Ancient Mysteries pg 77) NPC only Top Approval 24xp

**Prerequisites:** Resilience 3, Vigor 3

**Cost:** 1 Vitae  
**Dice Pool:** Stamina + Survival + Resilience  
**Action:** Reflexive

Torpor is cruel, and often unexpected. A vampire is cast into the deathly sleep with little warning, and can do nothing to ensure protection for her body, her allies, her childer. But what if that wasn’t true? What if she could, for a time, stave off torpor long enough to accomplish what needs to be accomplished?

Use of this Devotion allows the vampire to put off torpor for a number of nights equal to the vampire’s dots in Resolve. Any effect that would normally send the vampire into torpor — rightmost Health box filled with lethal damage, a stake in the heart, starvation — does not do so. The vampire may continue to operate until either she’s reached the number of nights equal to her Resolve score or until she takes one more point of lethal or aggravated damage. During this time forestalling torpor, the vampire appears sickly (often with jaundiced skin and a faint crust of blood around the nose, mouth, eyes and ears) and trembles. What she does with this time is up to her — orchestrate revenge on enemies? Get affairs in order? Ensure that her body will be protected during torpor’s duration?

Triggering this Devotion is not without its downsides. A vampire who enters torpor due to a stake or to starvation cannot then remove the stake or fill up on blood to avoid torpor entirely. Use of this Devotion means that torpor is now inevitable, even if the stake is pried from the breastbone (although without the stake in her heart, at least she knows she’ll wake up!). In addition, the vampire spends time in torpor as if her Blood Potency were one higher (so, a vampire of Humanity 5, Blood Potency 7 would normally spend seven months in torpor, but using this Discipline, she’ll spend eight months lost to that ancient sleep).

This Devotion costs 24 experience points to learn.

**Addendum Information**

27. Languor’s Denial [Ancient Mysteries]: Not Sanctioned for PCs (Top Approval for NPCs)

Leader Of The Pack (Night Horrors: Immortal Sinners -- Page 59) 15xp

**Prerequisites:** Animalism 3, Dominate 2

**Cost:** 1 Willpower  
**Action:** Instant

**Dice Pool:** Manipulation + Animal Ken + Animalism - Highest Composure among the group of animals

Animalism and Dominate are two Disciplines that work differently, one upon animals and one upon sentient beings. However, with this clever devotion, Dave Carmine has discovered a way to choose which horse will be the winner in a race. By using the ability to summon a group of horses (or, in this case, get their attention), he can implant a group command into them. This power works only upon one kind of animal, such as horses or dogs, but could not work with a mixed group of animals, such as rats, cats and dogs in a room. Leader of the Pack costs 15 XP to purchase.

**Failure:** The power fails and none of the animals pay attention.

**Success:** All animals calm and come to attention, looking toward the vampire using the devotion for guidance. In turn, each animal must be addressed by the vampire individually, and is told which of the group to obey. In the case of horses, Dave would enter the stable, activate the devotion, and select one horse to be the "leader." The horse chosen to be the leader is given a single instruction, such as "Win tomorrow's race," and all the other animals will do what is necessary to help that animal achieve that command, such as deliberately throwing the race. In the case of predatory mammals, such as dogs or wolves, this power can be used to build a pack mentality where one wasn't before. Other commands, such as "Maul anyone who enters the property," "Guard my haven from intruders" or "Accompany this man to his desired location" are all possible, although self-destructive commands such as "Jump off this cliff" would not be. This power fades at sundown of the following day.

**Addendum Information**

28. Leader of the Pack [Immortal Sinners]
a. The number of animals affected by this merit at any one time is limited to 15.

Learn Bane (Danse Macabre -- Page 200) 12xp

Prerequisites: Auspex 2, Animalism 1, Nightmare 1

Cost: 1 Vitae  Dice Pool: Wits + Intimidation + Auspex - Composure  Action: Instant

A perceptive vampire can examine another and learn, through a delicate combination of glimpsing the target's aura and inducing just a bit of fear, whether she suffers from any banes. This has the side effect of allowing the character to learn the target's clan by learning her clan weakness. The vampire using this Devotion must make eye contact with the target. Even if the Kindred uses the Devotion successfully, though, the target notices nothing but a slight shiver down her spine. If the vampire succeeds in using the Devotions, he immediately learns the target's banes, including clan weakness. He doesn't learn the order in which the character acquired them, though, nor does he learn the target's present Humanity level (meaning that this Devotion can be used to guess, but not exactly measure, how strong the Beast is for a given vampire). This Devotion costs 12 experience points to learn.

Lessons In The Steel (Vampire: The Requiem -- Page 151) 12xp

Prerequisites: Auspex 1, Resilience 3

Cost: 1 Vitae  Action: Instant

Dice Pool: Resolve + Investigation + Resilience - opponent's Resolve

Some rather intrepid Kindred develop the ability to gain insight into a foe's combat prowess by willingly subjecting themselves to opponents' attacks. Knowledge is power, after all, and any vampire wounded in this way is gifted with power that can then be used against the enemy. In order to activate this Devotion, the vampire must first suffer an attack from an opponent that successfully inflicts at least one point of damage of any type in close combat. Upon suffering this wound, the vampire's player makes the requisite roll. His dice pool is reduced by one die for each piece of information sought about the attacker (up to a maximum of five) beyond the first. The information the character seeks must be related to combat or other martial prowess. For example, Joe's character wishes to learn two bits of relevant information about the Kindred who just hit him, so Joe rolls Resolve 3 + Investigation 2 + Resilience 3, minus one die for the second piece of information sought. One success is achieved and the Storyteller reveals that the attacker has great prowess with a blade (Weaponry 4), but rather poor follow-through (Strength 1). This power has no effect on ranged attacks, nor on attacks that are themselves manifestations of other Disciplines. Theban Sorcery's Blood Scourge, for example, provides no information, but an opponent invoking Vigor for a pummeling attack does. This power costs 12 experience points to learn.

Liar's Mark (Night Horrors: Immortal Sinners -- Page 108) 17xp

Prerequisites: Crúac 3, Theban Sorcery 2

Cost: 1 Vitae, 1 Willpower  Dice Pool: Intelligence + Occult + Crúac - target's Resolve  Action: Instant

With this power, Rafael Pope can levy a powerful curse over a character. The curse gives Pope power over the character, but only if the character lies. If she does, the liar becomes Pope's puppet, her mouth becoming bloody as if she has bitten her lip or tongue. Not only is this disconcerting for others involved, Pope can also choose to see through her eyes for the remainder of the scene or burn out her forked tongue. If the roll is successful, the target becomes the object of Pope's curse, but no immediate effects occur. If the character lies, Pope becomes immediately aware, regardless of his distance from the character (so long as it is night for both parties). He may choose to see through her eyes for the remainder of her scene (though he does not learn the nature of the lie unless it somehow comes up again as he watches the scene). Conversely, he may choose as an Instant action to inflict a number of Lethal damage equal to his successes on the Activation roll. In the case of the latter, the blood boils in the target's mouth, burning out her tongue. The character becomes unable to speak until the damage has healed. The effects of the power last until sunrise or Pope uses one of the above abilities, whichever occurs first.
(He need not expend this power to know the target has lied.) Use of this power requires that Pope be able to see the target and that he perform a short ritual recognizable to both practitioners of Crúac and Theban Sorcery as a bastardization of their sacred rites. Pope may have a number of curses active at any given time equal to his Blood Potency. This power costs 17 Experience points to learn.

Love Like Blood (Nomads -- Page 95) 10 xp
Prerequisites: Dominate 2, Resilience 2
Cost: 1 Vitae  Dice Pool: This power involves no roll to invoke  Action: Reflexive

The Ventrue who discovered and perfected this Devotion was an unfortunate nomad who faced "opposition" from the Kindred whose territory through which he passed (and poached on). Battered and injured by the fists, bullets and blades of his foes, he confronted his rivals in parley nonetheless -- entrancing and fascinatıng the attackers with the blood that welled and dripped from his own wounds. The Ventrue’s injuries held a strange, primal beauty for the other Kindred, whose resistance to the Lord’s influential powers was eroded by sanguine desire. A vampire who has learned this capability has developed a special link between his force of will and the potency of his blood. When he is wounded, the blood flowing from his injuries manifests a strange "resonance," partially psychic and partially physical, that draws the attention of other Kindred. If the character suffers a wound penalty, his player may spend a Vitae and that penalty is not applied to any attempts to use the Dominate Discipline for the rest of the scene. Instead, the player gains a bonus equal to the normal penalty. Thus, a Ventrue reduced to 2 Health suffers a -2 penalty to all dice pools except for those relating to Dominate. For those actions, he actually gains a +2 bonus. Only vampires are affected by Love Like Blood. Mortals, ghouls and other beings are unaffected. Love Like Blood applies to only Dominate actions made upon a vampire in the immediate vicinity, and who can see or smell the character's wounds. This power costs 10 experience points to learn.

Mark Of Shadows (Night Horrors: Immortal Sinners -- Page 101) 15xp
Prerequisites: Obfuscate 2, Resilience 1, Vigor 2
Cost: 1 Vitae  Action: Instant
Dice Pool: Resolve + Investigation + Resilience - opponent’s Resolve

This technique allows one to mark an object with a measure of Vitae, and cloak it from sight as through use of the Obfuscate power, Touch of Shadows, but the sacrifice of Vitae extends the duration of the effect for an entire night, and doesn’t require the vampire to remain present. The vampire rolls for this effect, and then the results are compared to that of any searchers who encounter the object for the remainder of the night. The effects are otherwise identical to Touch of Shadows.

Failure: The attempt fails.
Success: The character can hide a single object from sight, unless someone actively searches for that specific item. Indeed, "specific" is very literal here -- a character looking for "an Obfuscated book" does not find it, though she does if she’s looking for "the Ordo Dracul Kogaion's handwritten and leather-bound copy of 17th-century rituals" and has seen it before.

Suggested Modifiers:

<table>
<thead>
<tr>
<th>Modifier</th>
<th>Situation</th>
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<tr>
<td>+2</td>
<td>A tiny item, one easily concealed in the palm of a hand</td>
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<tr>
<td>+1</td>
<td>An item that can be hidden in a pants pocket</td>
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<tr>
<td>-1</td>
<td>An item that can only barely be squeezed into a large jacket pocket</td>
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<tr>
<td>-2</td>
<td>An item that can be concealed under a jacket without too obvious a bulge</td>
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<tr>
<td>-3</td>
<td>An item too large to be naturally hidden, but still small enough to be carried easily</td>
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-3 The "item" is actually an abstract ideal or negative space, such as a hallway or portal to another room. If a closed door seals the portal, this is not subject to the penalty, as all the Kindred needs to do is hide the door, not the portal itself.

-4 An item as large as the vampire herself, such as a motorcycle.

-5 An item bigger than the vampire herself, such as a car or large shipping crate, but smaller than five times the vampire's Size.

**Addendum Information**

33. Mark of Shadows [Immortal Sinners]

a. This Devotion costs 15 XP to learn.

b. This Devotion has a prerequisite of Resilience, not Fortitude.

**Mask Of The Beast (Nomads -- Page 96) 15xp**

**Prerequisites:** Obfuscate 4, Animalism 1

With this Devotion, a vampire can cause others to believe he is merely a mundane animal. To use Mask of the Beast, the vampire must first make contact with an animal of the type she wishes to mimic. After about a minute of study and "communion" (using Feral Whispers), the vampire has enough of a feel for that animal's instincts, form and movements to suggest a reasonable facsimile. The Size of the animal mimicked can be up to two higher or lower than the character's own. Thus, a vampire with Size 5 can appear as an animal of Size 3 through 7. The Kindred can appear only as the individual creature with which she interacts. She could not, for example, interact with a dog and appear as a horse. Once the effect ends, another communion period is required to re-establish it, even if the Kindred wants to use the same disguise. The effect must begin immediately after interacting with the animal. While the vampire appears to be an animal, there is no physical transformation, so circumstantial evidence can be tricky. While under this power's effects, she still leaves human tracks. In the seeming appearance of an eagle, she can't fly and retains human weight. As well, character cannot travel any faster than her own Speed. Mask of the Beast does not fool genuine animals. Mask of the Beast lasts for one scene. Its effect ends if any other Obfuscate power is used or if the character does anything that her disguise could not, such as fire a gun or speak. If someone witnesses such a belying action, he can point out the disguise to others. A Wits + Composure roll is made for each such person, and successes achieved must exceed those acquired in the Manipulation + Animal Ken + Obfuscate roll made for the Devotion user. If an onlooker's successes aren't high enough, he still doesn't perceive the vampire as anything other than an animal. This power costs 15 experience points to learn.

**Cost:** 1 Vitae  
**Dice Pool:** Manipulation + Animal Ken + Obfuscate  
**Action:** Instant

**Memory Theft (Ancient Mysteries pg 77) Not Sanctioned**

**Addendum Information**

34. Memory Theft [Ancient Mysteries]: Not Sanctioned

**Monster's Call (Night Horrors: Wicked Dead -- Page 95) 15xp May not be used by PC's**

**Prerequisites:** Majesty 4, Protean 1

**Cost:** 1 Willpower + 1 Vitae  
**Dice Pool:** Presence + Persuasion + Majesty  
**Action:** Instant

Draugr don't always cooperate, but sometimes a kind of pack instinct takes over. This Devotion allows a draugr to call out to any others of its kind in the vicinity. This Devotion is mercifully rare, because it constitutes a terrible danger the Masquerade (not to mention anyone standing near the draugr employing it). The draugr lets out an unearthly howl. This hideous sound carries farther than it should--the draugr's Beast reaches out to the Beasts of any other Kindred in the area, and they respond. This Devotion costs 15 experience points to learn.

**Failure:** The howl carries, but the mystical summons does not. The attempt fails.
**Success:** The howl rings out and carries with it a mystical summons to any vampiric Beast in the area. All draugr and Larvae within a half-mile per success respond to the summons. They aren't necessarily under the vampire's command when they arrive, but they attack mortals and non-draugr first.

**Addendum Information**

**39. Monster's Call [Wicked Dead]**

a. May not be taken by PCs.
b. May be taken by non-Draugr NPCs

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**Partial Transformation** (Vampire: The Requiem -- Page 152) 15xp

**Prerequisites:** Protean 4, Resilience 1

**Cost:** 1 Vitae  
**Dice Pool:** This power involves no roll to invoke. **Action:** Instant

With this power, any vampire who is capable of assuming a bestial or inhuman shape may choose to stop the process partway through, granting herself a single aspect or trait of the animal. The nose of a wolf allows for tracking prey, and the wings of a bat or bird -- while unable to provide true flight, as the Kindred simply aren't built for soaring -- are useful for breaking falls or gliding short distances. Technically, this power can also be used for sprouting claws, but as the Protean Discipline already allows for that effect such a use would be somewhat redundant. Once the transformation begins, the character halts it, granting herself only those animalistic features that she chooses. Obviously, the character may take on only the qualities or features of an animal she can already become through use of Protean. Thus, a character with two alternate forms -- a wolf and a bat -- could assume wings or a wolf's nose, but not the tail of a scorpion or the eyes of a hawk. Partial transformations of this sort last for the duration of the scene or until the character chooses to remove them. Use of this power provides a bonus of one or two dice to the circumstances in question, as determined by the Storyteller. A character using a wolf’s nose might gain two dice to attempts to track something by scent. Combat applications of this power add one die to attack rolls and inflict lethal damage. This power costs 15 experience points to learn.

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**Perfect Stranger (Vampire MET page 211) 21xp**

**Prerequisites:** Auspex 4, Obfuscate 4

**Cost:** 1 Vitae  
**Test Pool:** Intelligence + Subterfuge + Obfuscate versus Resolve + Blood Potency **Action:** Contested; resistance is reflexive

The Familiar Stranger is a versatile and useful ability, but its use can become frustrating when the vampire’s rather generic identity or limited disguise talents aren’t sufficient to allow him to achieve his goals. Perfect Stranger serves as a short-term fix to that problem, allowing the character to transcend the rather generic identities The Familiar Stranger is normally limited to, and instead create the façade of a specific individual. The character may use this power to mimic an existing individual, or they may simply craft an illusory appearance entirely of their own devising.

This Devotion allows the vampire to circumvent the many of the restrictions of The Familiar Stranger. The Kindred can make any changes to her appearance that she likes: alter her apparent age, modify her voice to suit her needs, adopt a different illusory wardrobe, change her facial features, switch apparent genders, etc. She can even appear as a radically different body type than her actual form. Thus, with this Devotion a six foot vampire can appear to be a small child. However, the form must still fall within basic human parameters — the vampire can now mimic a hideous Nosferatu (even if she is not deformed), but she cannot disguise herself as an animal, nor can she appear to be some sort of nightmarish four-armed demon or other similarly outlandish or impossible shapes.

However, it should be noted that because this power does not work on quite the same supernatural principles as The Familiar Stranger, it does not share all of that power’s benefits either. While a vampire can appear to change her clothing with Perfect Stranger, she does not have the ability to pass off one object for another. For example, if she appears to be a police officer, a target will not see her driver’s license as a police badge as he might if she were
using The Familiar Stranger to assume the role of a police officer. On the other hand, with some research or even some quick Telepathy she could potentially use this Devotion to take on the appearance of a particular officer the target already trusts, which might avoid the need to show a badge in the first place.

A role adopted with The Familiar Stranger is thus typically less influential or imposing with regard to onlookers, but it's also a lot easier to maintain since targets are naturally inclined to accept the vampire's presence and don't tend to expect much from her specifically. By contrast, creating an identity or impersonating an individual with Perfect Stranger carries a much greater risk of discovery, but in return it gives the vampire the capability to fool targets in a much more precise and devastating way. Both powers therefore have advantages and disadvantages to consider.

Like all Obfuscate-based powers, a façade created by Perfect Stranger does not appear on video equipment, nor will any apparent voice changes carry over on recording devices. Immediate observers using such devices are still fooled normally.

A failure on this test means that no change takes effect, though the vampire is aware of this failure. Success means that the vampire is perceived as having the appearance she desires for the rest of the scene.

Once fooled, an onlooker cannot attempt to pierce the vampire's disguise again unless he does something that would betray his identity, in which case the subject may test Wits + Awareness + Auspex against the vampire's own test pool.

A character with Auspex can potentially see through this disguise, as per the normal rules for Auspex versus Obfuscate (see p. 159).

Perfect Stranger lasts for one scene, until the vampire drops the façade or the disguise is prematurely dispelled somehow.

This power costs 21 experience points to learn.

**Poisoned Chalice** *(Nomads -- Page 96)* 18xp

**Prerequisites:** Dominate 4, Majesty 2

**Cost:** 1 Vitae  
**Dice Pool:** Intelligence + Expression + Dominate versus subject's Resolve + Blood Potency  
**Action:** Contested; resistance is reflexive

Proponents of the feudal structure of vampiric society, the Ventrue are purveyors of ceremonial rites and tokens of hospitality. The offering of gifts and presents (don't say bribes) is one such affectation. It's very common for a roaming Ventrue to send a gift to the Prince or Primogen of a city that he visits or passes through (unless his presence is a secret). In a dead world where the only important possession is blood to sate one's unending thirst, the only meaningful gift is blood. The Ventrue have traded mortal blood slaves as gifts for centuries. Such gifts are meant to curry favor and enmesh recipients in the webs of boon and counter-favor that typify members of the clan.

If a gift-giver has learned the secret of this Devotion, the blood of an enslaved mortal can be far more than a token of esteem. It can be a conduit through which the benefactor works his inhuman powers on the recipient. To use Poisoned Chalice, the vampire must have already Dominated a chosen mortal subject (the vessel) using the Conditioning power successfully. He must then feed the vessel a few drops of his own Vitae while concentrating on a specific subject -- the intended recipient of the gift. The power of his Dominate Discipline is instilled in the vessel's blood, which is laced with psychic energy. When the intended recipient drinks from the vessel, the trap springs, seeping into the subject's mind and making him especially inclined to trust or favor the gift-giver. Don't make a dice roll for the power's effect when your character imprints his power on the vessel. A dice pool is rolled only if/when the vessel's blood is tasted by the chosen recipient, for whom the contested roll is made as well. Once a vessel's blood is instilled with the power of Poisoned Chalice, it remains charged until consumed by the chosen recipient or until the character deliberately wills it to become inert. The character can affect only one vessel with this power at a time. If he wishes to use the Devotion on another subject, he must release the previous one or latent vessel (and can do so at any distance). If the intended victim of the power does feed, he is susceptible to the benefactor's influence for a short period. The power's effects linger for a number of nights equal to the user's Intelligence. If the
character and subject do not meet in person in this time, the power dissipates and the subject is no longer affected. Poisoned Chalice can be used with Kindred vessels, too, but this approach is rare. For one thing, it is politically dangerous to offer up another vampire's Vitae as a gift, since drinking the blood of other undead always potentially risks blood addiction and a possible Vinculum. Kindred vessels are also unreliable. If, for any reason, such a vampire spends Vitae equal to the benefactor's Intelligence before the intended subject feeds, the energies of Poisoned Chalice dissipate. A successful use of Aura Perception on a vessel affected by this power reveals a muted aura similar to an individual under the effects of Dominate. This Devotion costs 18 experience points to learn.

**Failure:** The same or most successes are rolled for the recipient. The subject is unaffected by the power and does not realize that the vessel's blood is tainted.

**Success:** The most successes are rolled for the benefactor. The subject is strongly inclined to trust and respect the character. When they next meet, the benefactor gains a bonus to all Social-Attribute-based dice pools (not including Disciplines) equal to the successes achieved on the Devotion roll. This bonus lasts for one scene and applies only to Social rolls made against the subject. This excludes the use of any Disciplines.

**Suggested Modifiers:**

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<thead>
<tr>
<th>Modifier</th>
<th>Situation</th>
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<tbody>
<tr>
<td>+2</td>
<td>Power is used on a vampire with whom the user has a blood tie</td>
</tr>
<tr>
<td>-1</td>
<td>The character has never met the subject, but knows enough about him to paint a fairly accurate mental picture</td>
</tr>
<tr>
<td>-3</td>
<td>The character has never met the subject and knows little more about him than his name or physical description</td>
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</tbody>
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**Predator's Camouflage** (Night Horrors: Wicked Dead -- Page 95 ) 9xp

**Prerequisites:** Majesty 1, Obfuscate 2

**Cost:** 1 Vitae  
**Dice Pool:** Wits + Stealth + Obfuscate  
**Action:** Instant

From this rather odd combination of Disciplines comes one of the careful predator's most useful assets. Normally, draugr are unmistakably monstrous, and any living person who sees one can't help but recognize the deadly hunter. This Devotion, however, allows the draugr to mask the Beast within for a few crucial seconds—long enough to grab a victim, or get close enough to bite. Upon successful activation, the character is indistinguishable from a normal, living person for a number of turns equal to the successes rolled. This Devotion does not affect how the vampire appears in mirrors and other reflective media, however. This Devotion costs 9 experience points to learn, though the benefits of Predator's Camouflage for a non-draugr are limited. Then again, if the vampire's Humanity has fallen far enough, it might be a true blessing to be able to pass unnoticed among the living.

**Addendum Information**

**40. Predator's Camouflage [Wicked Dead]**

a. This devotion may be taken by non-Draugr characters, including PCs, at Low Approval

b. This devotion adds half of one’s Majesty dots, rounded up, to Humanity for turns equal to successes for the purposes of humanity capping successes on social tests (not for the drawbacks to merits or frenzy).

c. This devotion cannot trick a power identifying the character as a vampire, only the physical signs are removed.

**Predatory Growl** (Nomads -- Page 97 ) 7xp

**Prerequisites:** Animalism 1, Dominate 2

**Cost:** 1 Vitae  
**Dice Pool:** Intelligence + Animal Ken + Dominate versus Resolve  
**Action:** Contested; resistance is reflexive

While Ventrue and Gangrel have a reputation for surrounding themselves with animals, that doesn't necessarily mean they want vermin or scavengers invading their havens or makeshift shelters while on the road. Rather than
scare each one away as it's encountered, this Devotion makes for a widespread banishment. The Kindred growls, the animals flee and the wanderer doesn't have to worry about anyone local using animal pawns to spy on him. The Kindred growls and, if the roll is successful, instills a healthy respect for distance into the mind of any creature that falls under Animalism's rubric. All such affected animals flee at top speed along the most direct route until they're exhausted. Furthermore, they're unwilling to approach the vampire again for a number of hours equal to the successes rolled. They can be compelled, but it takes a great deal of persuasion (more successes have to be rolled for the influencing force than were achieved by the frightening vampire). The activation roll is contested by an animal's Resolve (or the highest Resolve of a group of animals) if that creature is under the influence of the supernatural, such as an animal that has been made into a ghoul. An animal that is possessed by a supernatural creature is not susceptible to the power, however. Likewise, a creature that is wholly supernatural such as a shape changer in animal form is not subject to this power. The radius of Predatory Growl is equal to 10 yards per success. Furthermore, its effects seem to "echo" -- animals that weren't around when it was used are leery of the vampire and hesitant to approach him. This secondary effect lasts a number of hours equal to the successes rolled. This power costs seven experience points to learn.

**Preemptive Reflex (Ancient Mysteries page 78)** 24 xp

**Prerequisites:** Celerity 5, Auspex 1

**Cost:** 2 Vitae  
**Dice Pool:** This power involves no roll to invoke  
**Action:** Reflexive

Celerity is not always sufficient to keep a vampire out of harm’s way. He is also limited by the possibly unknown intentions of his opponent. Sometimes, the environment around him may have a surprise or two waiting to be sprung. Those who have learned this power have the uncanny ability to react practically instantly to all of these threats.

This power allows a vampire to defend himself by literally removing his body from a threatening physical effect. He may activate this power at any time during a turn in response to an attack or physical threat against him. In a nearly invisible blur, he moves up to his maximum Speed, adjusted by Celerity. This most likely removes him from the threat of a punch, blade or gunshot, but may also apply to environmental conditions. If the floor gives out beneath him, he may instantly move backwards to a stable area. Likewise, a falling object provides no threat, as long as the vampire perceives it even a split second before impact. This ability negates all successes gained in a single roll to attack him and provides complete success in any roll made to determine his defense in a physical situation.

This power may only be used once per turn, but may be utilized at any time regardless of the vampire’s other actions for the turn. If the vampire takes no other actions that turn, he can use this Devotion as many times as his Vitae expenditure allows.

This power costs 24 experience points to learn.

**Addendum Information**

39. **Preemptive Reflex (Ancient Mysteries):**
   a. This power may be used to intercept an attack on another PC or target within the user’s Celerity speed range.
   b. Replace “negates all successes from an attack” to “Doubles bonus gained from Celerity against attacks made with Athletics, Brawl, Firearms, Weaponry, or supernatural sources where Defense would apply.” This effect does not double Celerity when determining Initiative or Speed.
   c. This power may still be used to completely avoid damage from an environmental source (such as an explosion, car crash, etc.) at VST discretion.

**Quicken Sight**  (Vampire: The Requiem -- Page 152) 5 xp

**Prerequisites:** Auspex 1, Celerity 1

**Cost:** 1 Vitae  
**Dice Pool:** This power involves no roll to invoke.  
**Action:** Reflexive
With this power, the Kindred is able to combine her Heightened Senses and superhuman reaction time to see fast-moving objects in detail that neither Discipline alone can reveal. She can follow a specific card in a deck as it's shuffled, track the loaded chamber in a game of Russian Roulette, pick out subliminal messages in a film or on television, and even read the headline on a newspaper as she drives past the newsstand at 60 miles per hour. Any time the character wishes to observe, follow or examine something that moves too quickly to follow with normal.

**Repulsive Vapor  (Requiem For Rome -- Page 119) 18xp**

**Prerequisites:** Protean 5, Nightmare 1  
**Cost:** 1 Vitae (in addition to other costs required by the transformation)  
**Dice Pool:** Presence + Intimidation + Protean vs. subject's Composure + Blood Potency  
**Action:** Contested; resistance is reflexive

The Gangrel of the Peregrine Collegia have developed this noxious deterrent as a means to keep investigators from discovering the Gangrel's unsavory activities. They transform themselves into a foul, rot-damp mist, disgusting and repelling all but the most determined observers. A vampire making use of the Body of Mist (Protean 5) may choose to invoke this power and make the activation roll upon effecting her transformation. Afterwards, any individual who wishes to pass through the mist (or who encounters it as it moves toward him) must successfully resist the activation or be repelled. Vampires are simply disgusted by the clinging, foul mist, while mortals may actually be nauseated by the effect. Note that the Repulsive Vapor does not involve an unusual display: For all intents and purposes, the mist is no more or less remarkable than any normal fog (unless the mist moves in a suspicious manner). For a group of individuals encountering the mist, the Storyteller may roll the highest Composure of the crowd as an indicator of the group's reaction. This power costs 18 experience points to learn.

**Failure:** The subject's successes exceed or tie those rolled for the vampire. The subject finds the mist unpleasant, but is otherwise unaffected.

**Success:** Successes rolled for the vampire exceed those rolled for the subject. The victim turns away from the mist, and will attempt to flee from it. He continues fleeing for one turn per success rolled and will not come within sight of the mist for the remainder of the scene.

**Sanctum of Fear (Nomads Page 98) 20xp**

**Prerequisites:** Nightmare 2, Protean 2  
**Cost:** 1 Vitae  
**Dice Pool:** Manipulation + Empathy + Nightmare versus subject's Composure + Blood Potency  
**Action:** Contested; resistance is reflexive

One extra Vitae is spent when invoking Haven of Soil and this Devotion takes effect once the vampire has melded with the earth. The Storyteller makes the power's activation roll and records the successes achieved (if any). Anyone who comes close to the resting place — within two yards for each Willpower dot of the interred vampire — is affected.

One reason why the Gangrel are more willing to leave the safety of their havens and cities than other Kindred is that many have the ability to take shelter at any time. Any vampire with more than the basics of Protean can meld her body into the soil to hide from the sun and her enemies. Still, the safety offered by Haven of Soil is fleeting. If a resting place is disturbed, a vampire risks being ripped from the soil and exposed to the light of day.

To minimize the dangers of deliberate or accidental violation of their temporary havens, some gifted Kindred have developed this Devotion. It channels the psychic force of the Nightmare Discipline into the earth that surrounds a vampire. Whenever someone comes near the Kindred's resting place, the intruder is plagued by a subconscious sense of gnawing dread. Unless the subject can overcome this ominous instinct, he is forced to turn away and avoid the place altogether.

**Failure:** An equal number or the most successes are rolled for the subject. He feels a little uneasy but is otherwise unaffected. The subject does not realize that an external force was intended to influence his mind.
**Success:** The most successes are rolled for the interred vampire. The subject’s subconscious mind is stricken with dread. He avoids the area without knowing why and refuses to venture back until the next sunset. If forced to stay by others or by circumstances, the subject suffers a penalty on all actions equal to the successes achieved on the Devotion roll until he can leave the area.

**Sanguine Séance (Ancient Mysteries pg 78) 18 xp**

**Prerequisites:** Majesty 4, Auspex 3  
**Cost:** 1 Willpower + 1 Vitae  
**Dice Pool:** Manipulation + Occult + Auspex versus subject’s Composure + Blood Potency  
**Action:** Extended and contested; resistance is reflexive

Kindred certainly share accounts of what they perceive and remember regarding torpor, but few have any educated position about the nature of a vampire’s soul. Those who have learned this power claim that they have mastered the art of coaxing a slumbering vampire’s soul out of the murky depths of the Underworld and into their ritual area. There, the user of this power is able to converse with the torpor-bound Kindred for a short while before its essence is drawn back to the depths. Some Kindred claim this power merely summons a sort of psychic reflection of the target vampire, but results of this power speak for themselves.

The user of this power must either touch the target Kindred or be within close proximity to the torpid vampire… such as within the tomb or resting area.

**Failure:** No successes are added to the total. If the Devotion’s user fails to accumulate the target number of successes before the victim does, the Devotion fails, and the target Kindred may not be contacted for one month.

**Success:** The character wins the contested roll by achieving a number of successes equal to the target’s Willpower before the target can achieve a number of successes equal to the summoner’s Willpower. The vampire has summoned the spiritual presence of the Kindred in torpor. Once this has been accomplished, the summoner is free to converse with the ghostly reflection of the torpid vampire. The presence may only manifest for a number of minutes equal to the summoner’s Occult skill. The power’s user can employ whatever verbal tactics he feels are necessary in order to convince the summoned presence to answer questions or convey any information it might know. No Disciplines may be used to harm the presence or force it to respond, but effects of a Vinculum still apply.

This power costs 18 experience points to learn.

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<tr>
<td><strong>Modifier</strong></td>
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<tr>
<td>+2</td>
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<tr>
<td>-1</td>
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<tr>
<td>-3</td>
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<td>-5</td>
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**Scent Of The Beast (Nomads Page 98) 18xp**

**Prerequisites:** Animalism 3, Auspex 3

Tracking Kindred through unknown territories can be difficult, whether in a city or the wilderness. Most vampires are smart enough (and paranoid enough) to hide whatever physical traces they might leave behind. There is one thing all Kindred share, though, that is difficult if not impossible to hide: The snarling hunger of the Beast. Vampires who have mastered this Devotion have learned enough about their own base impulses to sniff out the lingering psychic traces of the vampiric Beast, like a rank scent of blood and rage in the night air. They can follow the trail of fellow vampires through any terrain. The character using this Devotion must attempt to track a specific vampire whom she has encountered before, so that she knows the "scent" of her quarry's Beast. She can track her quarry's movements only since the last sunset, as the sun's rays burn away all but the faintest traces of Kindred psychic imprint upon the world. This Devotion detects only Kindred and their Beasts, and offers no advantage for tracking...
mortals, animals or other creatures. If the quarry is able to obscure his Beast, such as with the Mask of Tranquility power (Obfuscate), the task becomes extended and contested. If the quarry ever achieves the most successes in a roll, the tracker loses the trail altogether. If the tracker gets the most successes with each roll, they count toward the total number needed to follow the trail to its end. If there's ever a tie on any particular roll, the Storyteller may allow the tracker successive attempts at that stage to resume the trail, all compared to the same number of successes achieved in the tying roll made for the subject. So, if the tying roll involves four successes, five or more successes must be achieved for the tracker for him to ever pick up to the trail again. The Storyteller decides how many successive attempts are allowed, but each becomes more difficult. Note that it's easier to find the Beast of a vampire with higher Blood Potency -- the more "vampiric" the subject, the easier it is to detect his Beast's psychic residue. Both tracking and deliberately covering one's tracks with Obfuscate requires participants to move at half Speed. Moving at a more desperate clip increases the margin of error. Moving at three-quarter Speed imposes a -2 penalty, while moving at full Speed imposes a -4 penalty. These modifiers apply to appropriate participants’ rolls. Whenever this Devotion is used, the character suffers a -1 penalty on all rolls to resist frenzy for the duration of the scene. This power costs 20 experience points to learn.

**Failure:** In an extended effort, no successes are gathered at the current stage of the trail. Your character must find and correctly identify a fresher section of trail before trying again, represented by successes accumulated in subsequent rolls. In an extended and contested effort, if the most successes are ever rolled for the quarry, the trail is lost altogether.

**Success:** In an extended effort, the tracker gains some ground and accurately traces the trail further (successes are accumulated). In an extended and contested effort, the most successes are rolled for and accumulated by the tracker.

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<td>+2</td>
<td>Power is used on a vampire with whom the user has 2a blood tie</td>
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<tr>
<td>-1</td>
<td>For every two hours that have elapsed since the quarry has passed Because Scent of the Beast involves tapping into one's Beast, it carries a certain danger. The Beast rides close to the surface and the character's control over it is diminished.</td>
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**Searing Wind (Requiem For Rome Page 118) 18xp**

**Prerequisites:** Celerity 3, Nightmare 3

**Cost:** 1 Vitae  **Dice Pool:** Strength + Athletics + Celerity vs. subject’s Stamina + Blood Potency  Contested; resistance is reflexive

Some fleet-footed Kindred find that no matter how swift they are, they can never guarantee that they will be able to outrun every creature they meet. Those who have reason to elude capture may develop a means to discourage even the quickest pursuers, punishing those who attempt a chase. This devotion combines supernatural speed with the fearsome power of Nightmare, inflicting pain on those who try to keep pace with the vampire. In order to activate this Devotion, the vampire must be running at full speed, and must be pursued by an opponent. After the first round of the chase, the vampire may unleash this power. If the contested roll is won, the opponent feels a searing pain in his limbs and suffers a -3 penalty to his rolls until one or both runners comes to a halt. The pain is purely psychological, and does no actual damage to the opponent. When the chase ends, the pain lasts for a number of turns equal to the number of successes scored in excess of the victim's Stamina roll and then fades completely, leaving no mark and imposing no further penalty. This power cannot be used if the vampire invoking it is the pursuer; it works only to escape capture, not effect it. This power does, however, benefit from a +2 bonus if the pursuer has a blood tie to the vampire invoking it. This power costs 18 experience points to learn.
Seeking The Silent (Invite Only Page 60) 21xp
Prerequisites: Auspex 5, Protean 1
Cost: 1 Willpower point and 1 Vitae Dice Pool: Intelligence + Investigation + Auspex - the nearest torpid vampire's Resolve Action: Instant
Schäfer's trick was discovered by accident back in 1956. He was attempting to expand his consciousness through Twilight while projecting a strong presence to witnesses. What occurred though surprised him. As his mind scanned the region at near-light speeds, his Beast flared and the projection ended. After recovering from frenzy and cleaning his demolished haven, he studied the results and attempted to replicate them. After laborious effort, he discovered that he could project his Beast to some small degree, and this Devotion is the result of that peculiarity. Its development revolutionized the Berliner Movement, allowing Schäfer to hunt torpid elders for recruitment. Upon activating the power, the character sinks into a trance, similar to Twilight Projection. However, the vampire's consciousness does not project as normal. Instead, his mind seeks out the nearest torpid Kindred, allowing the user to pinpoint her location. The power scans an entire metropolitan area for the nearest vampire, or scans a radius of ten miles per dot of the user's Blood Potency outside of a city. If the user has never met the torpid vampire he's located, he must immediately resist Predator's Taint as if he met her in person. If the resistance fails, he falls to frenzy and loses any memory of the location. This doesn't prevent him from using the power again, but makes the initial activation useless. This power costs 21 experience points to learn.

Shelter Of Slumbering Sands (City Of The Damned: Los Angeles Page 81) ?xp
Prerequisites: Celerity 1, Protean 2
Cost: 1 Vitae Dice Pool: Stamina + Survival + Celerity Action: Reflexive
Despite her combat prowess and skill, the vampire recognizes that every so often it is simply impossible to avoid forced torpor, either from a stake through the heart or from excess damage. In such a state, a Kindred is completely at the mercy of her foe. Normally, that is... This power is reflexive, activated the instant the character is forced into torpor (by whatever means), even if another action was taken in that turn. If successful, the character uses her superhuman speed to take one final action before falling into the dark sleep: Melding her form with the ground on which she falls. Provided, of course, that it is a material she is able to merge with. In this state, the character is completely protected and cannot be dug up. She will remain in this state until her torpor ends, either through natural (such as it is) healing or the removal of the stake. If staked through the heart, the stake itself does not transform, but remains buried in the material the character is merged with. Which means that some fool might just remove it one day, and release a vampire in the grips of Wassail.

Shift The Dark Heart (City Of The Damned: Los Angeles Page 81 ?xp
Prerequisites: Celerity 1, Protean 4
Cost: 1 Vitae Dice Pool: Wits + Survival + Celerity Action: Reflexive
While not instant death, as legends and television suggest, a stake through the heart is indeed a serious threat to most Kindred. While some forms of blood magic do offer protection, the vampire has developed a way to protect her dark heart by utilizing superhuman speed and her own ability to shape shift. This power is reflexive, activated the instant the character takes a stake to the chest (or back), even if another action was taken in that turn. If successful, she instantly triggers a minor shift in her internal anatomy, shunting the heart to one side in order to prevent the stake from piercing it. Otherwise, the character suffers damage as normal from the attack. If taken by surprise, this power cannot be used in the first turn of combat, but can be used in all following turns.
Stalwart Servant (Nomads Page 99) 15xp  
**Prerequisites:** Dominate 4, Resilience 1  
**Cost:** 1 Vitae  
**Dice Pool:** This power involves no roll to invoke  
**Action:** Instant  
The unlife of the Damned is dangerous, far more so when venturing into unknown or enemy territory. The best defense against the attacks of rivals and enemies is not being tougher or faster or better armed, but evading attack altogether. Many nomads are masters of such evasion, preferring to avoid a fight than being forced into a defensive posture. In a foreign city or in the wilderness, however, a roaming vampire probably doesn't have access to all her usual resources. It's therefore important to get everything possible from those on hand. This Devotion was developed for just such eventualities; it allows a vampire to lend some of her own physical prowess to followers. A bolstered defender can hold back an attacker for precious moments, allowing the vampire to escape before having to summon her own Resilience. This Devotion can be used only on a subject whom the vampire has made loyal with the Conditioning power. The resulting bond allows the master to lend her Resilience. The vampire must touch the subject in order to use Stalwart Servant. The subject gains a number of Health dots as if he had the same number of dots in Resilience as the vampire for the duration of the scene. If a character with 4 Resilience uses Stalwart Servant on her bodyguard, he gains four Health dots for the duration of the scene. The subject does not gain extra dots in Stamina, nor the ability to downgrade some aggravated damage to lethal damage that Resilience normally grants. All he gains is additional Health dots, and they last for the scene unless wounds are incurred for them. If the servant already has dots in Resilience and activates that Discipline, he gains the benefit of the higher rating rather than combining the two. If he has 2 Resilience and has gained four Health from Stalwart Servant, he gains no more than four additional Health. He does gain his own two-dot increase in Stamina, and the ability to downgrade aggravated damage, however. The character using Stalwart Servant can invoke her own Resilience as normal, but it calls for a separate use of the power and requires its own Vitae expenditure.  
This power costs 15 experience points to learn.

Subliminal Messages (Invite Only Page 61) 6xp  
**Prerequisites:** Celerity 1, Obfuscate 1  
**Cost:** --  
**Dice Pool:** Wits + Subterfuge + Obfuscate - the highest Resolve of all listeners  
**Action:** Instant  
Sometimes a speaker needs to convey a message, but doesn't want to deal with the immediate ramifications of his words. This Devotion facilitates that need. The vampire speaks rapidly, using the attention-diverting capabilities of Obfuscate to veil a part of his message for future consumption. Subliminal Messages is a powerful tool for politically minded Kindred who wish to make controversial statements but not deal with the immediate fallout and dissent. Often, a group of calm listeners is all a policy needs to carry lasting respect and credence. The vampire must make the veiled statement during discussion of similar topics. The statement must be a single sentence. If the conversation doesn't blend well, listeners are bound to put two and two together. If the roll is successful, listeners do not immediately remember the statement. It's in the back of their minds, but isn't recalled until the next scene. If the veiled topic is mentioned later during that scene, the effect ends on the listener, and she immediately remembers the statement as made. Most importantly, listeners have no reason to believe anything odd has happened. Clearly, the statement was just overlooked in the midst of other discussion. This power can be pierced with sensory powers in the same way Obfuscate powers are. This power costs 6 experience points to learn.

Terrible Flesh (Night Horrors: Immortal Sinners Page 136) 30 xp (maybe) need clarification  
**Prerequisites:** Blood Potency 5, Nightmare 1, Protean 4, Resilience 3, Vigor 1  
**Cost:** 1 Vitae  
**Dice Pool:** Stamina + Resolve + Protean  
**Action:** Instant  
A vampire's body does not always change as the creature ages, nor does it necessarily need to shift or swell as the fiend's Blood grows thicker, more puissant. For some, though, especially those creatures possessing this Devotion, the body does and can shift, growing to accommodate its awful lurch forward in power. When the vampire's Blood
Potency increases by one, the vampire has a chance to invoke this Devotion. It cannot be invoked at any other time -- only when the creature's Blood becomes more concentrated does he have the chance to perform it. It must be performed that night; failure to do so means the vampire has lost the chance to mold his body to his swollen might. The flesh doesn't appear normal after use of this Devotion. The player may define how the flesh appears (though the character has no choice in the matter), and it's always horrible. The skin bloats or cracks. It may suffer strange striations, stretch marks or black streaks. It may occasionally rupture and leak some kind of clear run-off. (Though this causes no damage, it may incur minor irritation.) Anything from bed sores to reptile scales are possible.

However, invoking this Devotion has two downsides. The first is that, regardless of the number of successes, as long as one success is gained on this Devotion, the vampire's Speed suffers a permanent -3 reduction to Speed. Every time he uses this Devotion successfully, his Speed suffers. This does mean that, eventually, it's possible the vampire will be largely without the ability to move. The second downside affects the vampire's Humanity score. The flesh is so plainly inhuman that it is actually more difficult for the vampire to convince himself of his own connections to the human world and mortal physiology. As such, every time this Devotion is used successfully, degeneration rolls suffer a cumulative -1 penalty.

Successes gained on the roll can be spent in a number of ways:
(A) A success may be used to increase the vampire's Size by 1 (which then also increases the vampire's Health score).
(B) A success may be used to grow some manner of armor -- each success spent in this way adds +1/+1 to the vampire's existing bodily armor.
(C) A success may be used to increase the creature's Max Vitae pool by 1, even beyond what his Blood Potency allows (though on the next Blood Potency dot gained the Max Vitae goes up to the expected level of the new dot, but no more beyond that).
(D) A success may be used to increase the creature's Strength score by 1. This does not increase the creature's Speed score, however.

Threefold Assault (Chicago) 10xp
Cost: 1 Vitae Dice Pool: Presence + Intimidate + Majesty, Dominate or Nightmare (selected by the character when the Devotion is learned) versus the lowest of the subject’s Composure, Resolve or Stamina + Blood Potency Action: Instant and contested; resistance is reflexive

Maurey has always been intrigued by the Disciplines that influence the mind, and has studied them as intensely as he’s been able. Threefold Assault is the first fruit of his studies, being a fused and paradoxical jolt of melded love, terror and devotion.

To make a Threefold Assault, Max must meet the gaze of his target and shout something — given the confusing tangle of emotions carried in the voice, it doesn't really matter what he says, or if it’s comprehensible. If Max succeeds, the effects of the Devotion are imposed on the target for one turn. The effect imposed depends on which trait the target rolled to resist (Composure, Resolve or Stamina).

If Stamina is lowest, the target is overcome with trembling terror and suffers a −1 penalty to all Physical Attributes.
If Resolve is the lowest, the target is baffled and confused. The victim can either move or take an action on her turn, but not both.
If Composure is lowest, the target is torn between hatred for Max and loathing for herself. This tension prevents her from spending Willpower points to oppose, attack or resist Max.
If two or three traits are equally low, the target chooses which to defend with. Only one Threefold Attack can affect a target at a time.

This Devotion costs 10 experience points to learn.

Addendum Information
51. Threefold Assault [World of Darkness: Chicago]: Mid Approval
Touch of Deprivation (Vampire the Requiem MET page 215) 21 xp

Prerequisites: Auspex 4, Dominate 2

Cost: 1 Vitae  Test Pool: Intelligence + Medicine + Auspex versus Resolve + Blood Potency (if the subject is unwilling)

Action: Contested; instant if the subject is willing

With a simple touch, the Kindred can temporarily shut down one of a victim’s five senses. This Devotion is most frequently used as a combat or interrogative tool to blind or deafen a subject, but it can just as easily be used to negate one of the other senses. In fact, a vampire who is immune to pain does not suffer wound penalties, so some Kindred have been known to use this power on their allies in a crisis.

The character must touch the subject (see “Touching an Opponent” in the Mind’s Eye Theatre rulebook, p. 217) or an unarmed attack might be made. Once contact is established, the contested draw is made if the subject is resistant. If the player gets the most successes, the vampire chooses which of the five senses is negated. The victim goes blind, deaf or is otherwise impaired. If an equal number of successes is drawn or the subject gets more, the power has no effect. This effects of this power last for a scene. (See “Fighting Blind” in the Mind’s Eye Theatre rulebook, p. 227.)

If the vampire possesses a higher Auspex than the subject, she may negate a supernatural sense (such as The Spirit’s Touch), rather than one of the mundane five. This power costs 21 experience points to learn.

Toughest SOB In The Room   (The Danse Macabre -- Page 91 ) 12 xp

Prerequisites: Majesty 2, Resilience 2

Cost: 1 Vitae   Dice Pool: No dice roll necessary   Action: Instant

Effect: Sometimes people won't listen. Sometimes things get physical before your done talking. But goddammit, they're going to listen, because you're the toughest sonuvabitch in the room. Way this works is this: The character turns this power "on" for the scene, and during that scene, every point of lethal or aggravated damage she takes can turn into a bonus on any Majesty rolls (to a maximum of +5 damage). Trick is, if she heals this damage, she loses the bonus (to a 1:1 ratio: one damage healed, one less bonus die). This power costs 12 experience points to learn.

Trackless Step (Requiem For Rome Page 119) 12xp

Prerequisites: Protean 2, Celerity 2

Cost: 1 Vitae per scene   Dice Pool: Dexterity + Survival + Protean   Action: Instant

Developed by the Kindred of Outer Arabia and imported with the conquests of Rome, the Trackless Step is a powerful expression of unity with the environment. The invoker gains the ability to walk across his chosen element without leaving a trace of the invoker's passage. If the roll is successful, the vampire leaves no footprints where he walks. A penalty equal to the number of successes gained on the roll is imposed on any attempt to track him. The vampire must possess a variation of Haven of Soil that matches the terrain he is crossing for this power to work.

Passage over sand, dirt or mud is possible with the basic level of the power, while the ability to meld with water is required to use Trackless Step in snow or across ice, the ability to meld with wood is required to cross a path of tall grass or dried leaves and the ability to meld with stone is required to cross a path of gravel or rock dust. This power costs 12 experience points to learn.

Unholy Skies (Night Horrors: Immortal Sinners Page 142) 24xp

Prerequisites: Blood Potency 6, Animalism 4, Protean 4

Cost: 2 Vitae   Dice Pool: Presence + Animal Ken + Animalism   Action: Instant

Some amongst the Damned, such as the Unholy, are practically forces of nature (though they are most certainly not natural). With this Devotion, the vampire summons forth a veritable army of birds that choke the sky. In addition, she may move within the demonic flock as if she is one of them. The vampire shrieks, her tongue and throat mimicking the sound of some awful predatory or scavenging bird. She summons birds in a radius around her
equal to 1/4 mile (approximately 400 yards) per success gained. Birds suffuse the air at a rate of about one bird per square foot (so, if you imagine a small bedroom in a house being 100 square feet at 10' by 10', you'll have a hundred flapping, screaming, frenzied birds in that small space). It takes a number of turns equal to 10 minus the vampire’s Presence dots for the birds to manifest. The birds are usually of one or two types (crows and blackbirds, for instance), but may be anything (gulls, hawks, owls, sparrows). The birds are violent, pecking and scratching. Those caught within the frenzied flock take 3 points of Bashing damage per turn—those hiding behind or beneath objects may be safe, but all objects of Durability 1 caught within the effects of this Devotion suffer 3 points of Structure damage. Something as meager as a blanket is sure to be torn to ribbons. A glass window is likely to break. A pantry (where one might hide) will take damage, but will likely survive the onslaught. At the time of using this Devotion, the vampire may signify targets that remain unaffected by the birds (other characters, never objects). These targets remain unscathed by the furious flock. While the flock remains, the vampire may literally disappear and reappear through any one bird in the flock provided that bird remains in her field of view. She must spend 1 point of Vitae every time she does this, and it takes two full turns (one to disappear, one to reemerge). Emergence is literal: she springs forth from the bird, and the animal itself ruptures in a pop of blood, feather and bone. The squall of birds lasts for the remainder of the scene. At the end of it, the ground is sure to be littered with dead birds—as the flock flaps around in frenzy the birds are harming each other just as much as they’re harming anybody on the ground. This Devotion costs 24 Experience points to learn.

**Veridical Tongue** *(Vampire the Requiem MET page 216)* 12 xp

**Prerequisites:** Dominate 2, Majesty 2

**Cost:** 1 Vitae  **Dice Pool:** Presence + Subterfuge + Majesty – Composure  **Action:** Instant

With this power, a character is able to sift through the tide of Kindred lies by rendering one subject unable to speak anything but the entire truth as he knows it. Lies cannot escape his mouth, nor is his tongue able to utter them. Targets may choose to remain silent, of course, but when they speak, they simply can’t lie, even by omission. The subject must be in the Discipline’s user’s presence when this power is invoked.

If the draw is successful, the target must speak the truth for a number of minutes equal to the successes gained. He may choose not to speak at all, but silence often equates to guilt among the Kindred.

This power costs 12 experience points to learn.

**Whisper Campaign** *(Night Horrors: Immortal Sinners Page 68)* 24 xp

**Prerequisites:** Majesty 4, Nightmare 4

**Cost:** None  **Dice Pool:** Manipulation + Socialize + Majesty - target’s Composure + Fame Merit  **Action:** Extended (Consuming Pace)

With this power, the vampire may dramatically alter the nature of a target's reputation, warping her notoriety or granting the target her fifteen minutes. A sinner can become known for saintly reserve and calm. A murderer can be thought innocent. Shifting well-known reputations is more difficult, but no reputation is safe from a skilled practitioner of this art. Over the course of days or weeks, the vampire spreads rumors carefully crafted to turn opinions, and invested with a subtle measure of irrationality and striking certitude. When ten successes are reached these rumors become self perpetuating, and the target gains 1 Fame and, if desired, the Notoriety Flaw. The nature of this fame is entirely up to the vampire to decide, but to create fame for a target outside her normal community requires an additional five successes per point of Fame granted. Simply shifting the nature of the target's existing fame requires only five total successes. The reputation-altering effects of the Whisper Campaign are effectively permanent, and persist until active efforts are made to rehab the altered reputation. Fame created with this devotion will fade if the target does nothing to earn further attention or reinforce the fame for a month per point of Fame.
Whispers In The Dark  (Danse Macabre Page 206) 12xp  
**Prerequisites:** Dominate 3, Obfuscate 3  
**Cost:** 1 Willpower plus the cost of Dominate  
**Dice Pool:** None  
**Action:** Instant

This subtle power allows a vampire rendered invisible with Obfuscate to use Dominate on a victim without revealing their presence. The vampire stands close to the formless target, and whispers her desires to him. Dominate at one or two dots may be used this way.

Wretched Bite  (Night Horrors: Immortal Sinners Page 136) 18xp  
**Prerequisites:** Blood Potency 4, Nightmare 3, Protean 3  
**Cost:** 1 Vitae  
**Dice Pool:** Strength + Brawl + Protean - Defense where appropriate  
**Action:** Instant

The vampire’s mouth becomes an awful nest of fangs, each many inches long. The jaw’s muscles grow tight, corded with bone-snapping tension. But it’s not just the ferocity of the bite that matters here—it’s what happens after to those whose flesh and blood is punctured by such grotesque, foul teeth. The roll counts as an attack roll made by the vampire using this Devotion. Successes on the roll translate as aggravated damage—so, if the vampire gains five successes, then the victim suffers a terrible bite wound equivalent to 5 points of aggravated damage. That is not all of the horror conferred by this bite, however. While the wound itself is immediately infected, that’s purely physical. A successful attack also invokes a deep-seated spiritual infection. Those bitten by this Devotion feel weak and worthless afterward, as if all that’s good and holy in the world has truly left them behind. They feel the absence of God and light strongly. They are certain to feel truly bottom-of-the-barrel wretched. For a number of days equal to the Blood Potency of the vampire casting this Devotion, the bite victim suffers a penalty to all Mental and Social rolls. This penalty is equal to the Devotion user’s dots in the Nightmare Discipline. Vampires have a bit of inbuilt protection against this, however— at the time of a bite, a vampire’s player may roll that character’s Blood Potency. Successes on that roll reduce the penalty (to a minimum of -1, as it can never be completely countermanded). Humans gain no such chance to combat the deep grief and sense of worthlessness. It is then, no wonder that those mortals bitten in such a way often kill themselves soon after, or beg to join the ranks of the hideous undead. This Devotion costs 18 Experience points to learn.

Wolf’s Maw, The (Shadows Of Mexico Page 173) 6xp  
**Prerequisites:** Majesty 1, Nightmare 1  
**Cost:** 1 Vitae per scene  
**Dice Pool:** Presence + Intimidation + Majesty versus Composure + Blood Potency  
**Action:** Contested; resistance is reflexive

Those who deal with the Fortunate Eight (a brood in Mexico) often feel as if they are held in the mouth of a wolf—at any point the beast could lick them, crush them or spit them out. This simple Devotion helps the user enforce this feeling, stirring in a victim's blood feelings of both excitement and unease. The one-two punch of fear and wonder can unbalance even the most unwavering Kindred. If the Devotion's caster is successful, the victim of this power feels socially unsettled. For the rest of the scene, the victim suffers a penalty equal to the caster's Majesty dots on all Socialize, Persuasion, and Empathy dice pools. This power costs six experience points to learn.
Yielding Soil (Immortal Sinners Page 126) 12xp
[Protean 2, Resilience 2]
Cost: Special  Action: Instant
Dice Pool: No roll is necessary. Passing through a natural substance is automatic and takes a character’s action in a turn to complete. The vampire can pass through any substance with which she can meld (see Vampire: the Requiem, p. 139, for more information). This power usually costs 1 Vitae to activate, but if the character wants to bring a “passenger,” she must expend 1 Vitae and 1 Willpower point to do so. If the passenger is unwilling, she must first be successfully grappled.

Though it is indeed useful for a vampire to merge with the ground, as with Haven of Soil, sometimes it is not the preferred result. This power allows the vampire to pass through natural substances while retaining her solid form.

Addendum Information
54. Yielding Soil [Immortal Sinners]
a. This Devotion cannot be used on unwilling characters.
b. This Devotion costs 12 XP to learn.