

Gifts of The Blood

Animalism

Entrenched in folklore and myth are rumours of supernatural beings having sway over the animalistic nature of the living, and unliving, creatures. Animalism, as it has been dubbed by licks old and new, is exactly this gift. Whilst in a rudimentary sense, this power allows those blessed with it to commune with (and control) animals it also extends to the ability to understand and influence the deep-rooted beasts in other kindred.

Sense the Beast (low level animalism):

By tapping into the beast in their own, and others, blood a vampire is able to observe the state of another person's beast at any given time. Commonly this can be used to ascertain how Hungry a target may be at the given point in time.

In some circumstances, the power may allow for the person using it to ascertain the state of a targets beast, like whether or not they are close to succumbing to their beast in a fit of rage or fear (commonly referred to as a frenzy).

[System: By using low level Animalism, the player is able to ask the target a single question regarding the state of their beast at the given point in time. Typically, this occurs after focusing on the individual in question for a short period of time - or making contact with the target (assuming they have consented to such).

Via negotiation, the two players can decide what information is reasonable to have been learned.]

Song of Serenity / Drawing Out the Beast (high level Animalism):

More adept users of the gift can use their knowledge of the nature of the beast to influence and interact with the state of their own beast, or even the beast of others. For example, if they observe someone of the brink of frenzy, they can choose to soothe another lick: causing their beast to recede and withdraw, ultimately preventing a Frenzy from occurring.

Alternatively, this intimate knowledge of the bestial can be weaponised to humiliate someone, or goad them into acting violently. In a much less benevolent manner than previously mentioned, this power can be used to bring the beast in a target to the forefront of their being: either bringing them close to the point of losing control, or forcing them to Frenzy if they were already on the verge.

[System: By using this power, the player is able to directly influence the state of another person's beast at a given point in time. They can both use this to calm the beast in their target (preventing a Frenzy) or antagonise it (producing or increasing the likelihood of a Frenzy). This can be done by means of a claiming song or soothing words, or by antagonising the target in question.

Through negotiation, the person using the power highlights what they are wanting to do (and how they are doing it) and the target reacts accordingly depending on the state of their beast prior to the ability being used. A target's beast can only be influenced by this power once per hour - all following attempts will fail.]

Auspex

Auspex is, for the most part, best described as a sixth sense. It allows for those with such a gift, to see that which may otherwise have remained concealed or hidden, as well as grant them the ability to pierce through the veil of limited mundane understanding: and observe the astral plane beyond our own. Whilst proficiency does indeed vary, Auspex allows for those most gifted with it to utilise their heightened senses and understanding to navigate the world unburdened by an element of paranoia.

Sense the Unseen (low or high level Auspex):

Those who possess this unique power have the gift to peer through the mundane reality, and reveal to themselves what has been hidden. It is almost impossible to hide in plain sight from someone with the preternatural sight that Auspex grants. Their worldview is forever altered by the sight gifted to them upon their Embrace.

A prime use of this power, is to peel back the veil of Obfuscate, to reveal whoever is in hiding. As you would expect, this makes users of this gift indispensable to their own, and their coterie's, survival. All can be wary of the natural forms of predation, but it is a rare gift to be able to keep an eye peeled for the supernaturally concealed.

[System: The Auspex user spends an appropriate amount of time surveilling an area, attempting to discover anyone who may be hiding in Obfuscate. After a short duration, the User can approach the player in hiding (if there is one) and discuss the level of Obfuscate and Auspex being used.

Through this negotiation, both players reveal the level of the power they have (the Obfuscate player will be indicating this with a number of fingers displayed against their chest) and if the Auspex power surpasses the Obfuscate, they can be seen. In the case of a tie, the Auspex user can be vaguely aware of a hidden presence, but is unable to break the Obfuscate being used.]

Scry the Soul (high level Auspex):

Those more well acquainted with the means of acquiring information through Auspex, can utilise it to peer into the very Soul of their target, and ascertain qualities about their persona. This can simply be a way to seem if someone's Aura reads as a mortal, or if they a vampire (or other supernatural creature). As you can expect, it is incredible useful to be able to read the true nature of someone without having to ask them: they cannot hide the truth of their souls afterall.

In other cases, they can ascertain whether or not a target is under the effect of Dominate, or another supernatural mind altering effect. Even, in some cases, if the target has committed the sin of Diablerie in recent times. ,

[System: During a conversation with the Target, a player can use this power to ask them a single question regarding their current emotional state, their nature (mortal, vampire, fae, werewolf, etc etc) the target them has to answer honestly.

This power can be roleplayed as if the user is reading the aura of the target, and can only be used on the same target, from the same source, once an hour (unless negotiated otherwise).]

Celerity

Often it is best to simply not get caught, hit, or chased down. Celerity is the gift that grants Kindred exactly this capability. It is a supernatural speed that allows Licks to dodge slightly faster than the person striking them, or run faster than would otherwise be natural. In other cases, this gift can be weaponised to allow for the user to react with cat-like speed to an incoming attack, and counter-attack before the initial attempt has even connected. At it's core, Celerity is the ability to dodge, and move in an undodgeable manner.

Rapid Reflexes (low level Celerity):

Celerity enhances the very nervous system of those who are gifted with it. In every sense, they are physically faster than those without. As such, when it comes to Reflexes, users of Celerity are often unparalleled. To them, the movements of other kindred are sluggish, and altogether clumsy; easy to predict and react to. It is little surprise that even the most adept Gangrel or Nosferatu have a hard time catching those with this gift, and an even harder time stopping them from slipping from their grasp.

[System: In a combat scenario, a player with Celerity is able to react to an incoming attack and dodge the first hit, meaning that they have the upper hand for a return strike. However, if there are multiple attackers, they will only be able to dodge a single attack.

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Lightning Strike (high level Celerity):

If you can avoid a punch, grapple, or bite: it stands to reason that you can deliver them quicker than your opponent. This is a rare skill amongst the more combatant Licks in the Anarchs; but this is only due to the sheer discipline and rigour it takes to muster and harness such a capability. It takes an incredible amount of self control and physical prowess to predict where your opponent is going to move, and have your weapon there for when they arrive. Often, it might appear like a precognitive phenomena to those observing: but it cannot

be chance when it happens repeatedly, and to great effect. When your body is but a blur, how can those you're fighting expect to dodge it?

[System: This power allows a player to ensure that an attack is undodgeable, and will always connect with it's target. It can only be used a maximum of twice in a single fight scene, unless negotiated otherwise.

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Dominate

As the name would suggest, Dominate is a gift that grants those with the power to exert control over a subject. It allows for Vampires to command a mortal, or other Vampire, to do something they want: even if it isn't in keeping with their state of mind at the time. Dominate grants the ability to overwhelm someone's mind, and free will. Inherently, it subsumes the targets will, making it malleable in the palm of the user. Mental domination, allowing those gifted with it to conquer and control those beneath them.

Compel (low level Dominate):

Whilst simple in notion, the ability to compel another carried with it a great amount of versatility, power, and control. It may seem small, but the ability to Dominate the will of another living creature, regardless of their consent, is a truly terrifying concept. It is how those in power stay in control, even if the person who has fallen victim to it knows it is happening, or rather that it has happened: which is the case for Licks.

It is an excruciating pain, to have a domitor crack open your skull like a plaything thing and implant a command that cannot, and will not, be ignored. They become puppets for the will of their controller, acting in that moment exactly as intended.

[System: whilst maintaining eye contact, the User of Dominate can utter a phrase (at most two words), instructing the victim on how to act. Unless there is a supernatural reason to prevent it from happening, the target does exactly as instructed.

Obviously whilst the character being targeted is likely not consenting, the player using Compel must ensure that they have the enthusiastic consent of the person they are using the discipline on. An individual can only be subject to Dominate once within an hour (unless negotiated otherwise) by the same source.]

The Forgetful Mind (high level Dominate):

If compelling someone to act is an invasion of privacy, and a subversion of free will, then erasing someone's memory is an unprecedented horror to weaponize against your foe or subordinates. It is easier to keep someone in line if they don't remember how it is you angered them in the first place - easiest if they don't recall getting irate to begin with.

However, it isn't a perfect science to delve into someone else's mind and unpick recent history: threads are left untethered, pieces of the puzzle that don't quite add up... with the help of another Dominate user, these threads can easily be undone, and the effort of erasure rendered moot.

[System: Whilst making continued and eye contact with the target, the player is able to use this power to remove select memories from the target that have been created over the last few minutes or so. This duration can be longer, if the target is willing (and consenting out of character).

Again, whilst the character being targeted is likely not consenting, the player using Forgetful Mind must ensure that they have the enthusiastic consent of the person they are using the discipline on. An individual can only be subject to Dominate once within an hour (unless negotiated otherwise) by the same source.

With specific regards to Forgetful Mind, if another Dominate user possesses the same power, they can use the discipline in an identical fashion to reverse the effect of the erasure.]

Fortitude

With damnation, resilience often comes. Just as there are mortals who are tougher than their peers, there are also Roaches with thicker skin or tougher bones. Fortitude is what allows kindred to shrug off all but the most egregious sources of damage, as if they are mundane inconveniences. A gift in more ways than one, it not only allows a lick to strengthen themselves against physical attacks, but also against mental sieges. In every sense, Fortitude allows for a vampire blessed with this gift to become impenetrable.

Unswayable Mind / Toughness (low level Fortitude):

Resistance, that's what it means to be tough. In the Anarchs, you are only as powerful as your ability to resist what is thrown at your feet, and overcome it. Often, you've got to take the first punch, to be able to avoid the following onslaught. This is what Toughness allows you to do. A key power in the Discipline of Fortitude, it allows the body of the user to harden, and absorb inhuman levels of punishment before finally succumbing to the damage taken. This combative discipline allows those with it to be the last ones standing, even if they are only doing so by the skin of their fangs.

Recent changes in the blood, and attitudes amongst Licks, have seen a peculiar phenomena arise amongst those with Fortitude. Where their bodies have always been hardened against attacks - so too have their minds become fortified against all manners of a siege. Perhaps more interesting still, is that this often comes at the cost of their physical defences...

[System: A player can choose to use the Toughness power, which makes them significantly more capable of enduring punishment and pain than their fellow Anarchs. When engaged in a fight, the player is welcome to roleplay shrugging off all but the most Potent blows or damaging Claws. In order to gain this effect, the User must roleplay in a fashion so that it is obvious that they are more resistant to physical

damage - this could include insulting the strength of the enemy, laughing, mockery, etc. This power does not make the user immune to damage - simply harder to put down.

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Alternatively to Toughness, a player may choose to use the Unswayable Mind power. This makes them resistant to a single use of Dominate, Presence, Dementation, and Chimerstry. This power can only be used a total of twice in a single hour, and cannot be used in response to the same user in that time (unless negotiated otherwise). After doing so, for the remainder of the hour, the User of Fortitude loses access to Toughness. In order to make it clear that the power is being used in response to an invasion of their mind, the Player is encouraged to become verbally resistant to the person targeting them - may get angry at them, disdainful of their attempts etc etc.]

Flesh of Marble (high level Fortitude):

There have long been legends of heroic individuals whose skin was like stone, craved from the purest Marble. Just as this has been the case, there have also been foreboding tales of monstrous creatures with skin like cracked granite, stalking the night. It is quite fitting then, that this power allows for both of these eventualities. Those gifted with a true understanding of Fortitude, are capable of turning their very flesh to stone. For a short duration, they become truly immune to all forms of physical assault, and can retaliate without fear of getting hurt.

This is the power that allows the Gargoyles to bludgeon their enemies with granite talons, and resist volleys of gunfire. It is the power that allows high-clan bastards to shrug off attempts at staking, or shatter the fangs of those who try to drink from them. If but for a moment, those with this gift truly embody what it means to be an immovable object.

[System: The User of this power becomes immune to all mundane forms of damage for a short duration. Whilst this power is in use, they can only be harmed by FIRE, BLOOD SORCERY, THIN-BLOOD ALCHEMY, HIGH LEVEL POTENCE and SUNLIGHT (unless negotiated otherwise with the attacker). This power lasts at most for single combat scene, and cannot be used again within the next hour (again, unless negotiated otherwise with those involved in a scene). To make clear that this power is in use, the player should dramatically rebuke all attempts to hurt them. It should be obvious to those observing, that the user is simply not getting hurt.

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Obfuscate

In a world filled with paranoia and fear - with surveillance and panopticism rife even in the kindred world - being able to hide in plain sight is a boon that cannot be overlooked. Obfuscate provides Licks with the ability to conceal themselves and others from threats wherever they may stem from. In some cases making them undetectable entirely. Subversion and subterfuge are the lifeblood of the capabilities granted by this gift, allowing its users the comfort of choosing when they can be seen or understood - and the choice not to be if the situation demands it.

Cloak of Shadows (low or high level Obfuscate):

The ability to conceal oneself is a quintessential power granted by Obfuscate. By standing in the shadows, or in the periphery, a Lick is able to conceal themselves from the un-gifted eyes of all around them. To pass without a trace, and move without worry of being spotted by mortal eyes. The Unseen are able to observe conversations and events that otherwise would've been hidden from them, simply by walking in the room where they are happening. This preternatural stealth allows for the monstrous to appear as if from nowhere at all, and has often been used to allow for surprise attacks and restraints if the situation demands it.

There is a limitation to this gift, however. Whilst obfuscated, a Lick is unable to interact with the world around them. They are but a shadow. The moment they choose to relinquish the safety of the shroud, they are once again visible to the world around them.

[System: a player using this power should hold both of their arms crossed against their chest, to signify that they are in fact obfuscated. In order to do such, they must begin in a shadowed or darkened area, and cannot be mid conversation with people (unless all participants deem it would be preferential for dramatic effect etc).

If approached, or seen, by a character with the appropriate level of Auspex, that exceeds the user's Obfuscate level, the player using obfuscate must cease using this power, and reveal themselves. Otherwise, they are hidden until they choose not to be.]

Ventriloquism (high level Obfuscate):

The ability to conceal your own body is one thing - but to conceal your words is another entirely. A gift that has long perplexed others, Ventriloquism does exactly this. It allows a vampire to encode a conversation that they are having with a single other person, such that to those attempting to listen in, it is incomprehensible.

Between two Nosferatu, these conversations sound like a mix of stutters, coughs, retches and animalistic tones to the eavesdropper, an infuriating discussion in a language they could have no chance of learning. Two malkavians engaging in a conversation, using this power, often sound as if they are simply talking trivial and unimportant gibberish (after all, why would you care what two Malkavians are even saying?). There are, of course, other uses by other Clans, but these are the most prevalent.

[System: a player using this power holds their hand up, with their thumb pointing to themselves, and little finger toward the person they are engaging in a conversation with. For all intents and purposes, anyone attempting to listen in is unable to understand what is being said. This power only conceals a conversation for a few minutes.

However, if the eavesdropper is gifted with High Level Auspex, they can approach the user, and potentially negotiate understanding pieces of information they have gleaned, as long as all parties are comfortable with doing so.]

Oblivion

All things end. An unnatural fact to the undying, but an inevitability that they have to come to grips with nonetheless. Oblivion is the gift of entropy, decay, and the ever-glaring Abyss. It's practitioners gain the ability to commune and interact with - and in some cases enslave - the dead, be they spirit or corpse. However, the Abyss is not so limited in scope as that. Some gifted with Oblivion weaponise it to enhance their strikes, and summon unholy tenebrous tendrils to incapacitate their foes. It is the power that grants mastery over endings, be that inflicting death or utilising its secrets.

Where the Shroud Thins (low level Oblivion):

In order to have the ability to command influence over the dead, you must first be able to understand where the veil between this world and the Abyss is thin. Where denizens can cross, and where you can pull forth wraiths and spectres. The gift of ascertaining the strength of the shroud is one innate to most users of this power. So too, is the sight that comes with a connection to the end of all things. Those gifted with the powers that Oblivion grants can also see clearly through the darkness. Furthermore, they can clearly see the undead walking amongst them: and know the dangers these things can carry with them, even in being able to talk with them, in rare cases.

[System: A character with low level Oblivion can spend an appropriate short amount of time ascertaining the strength of the barrier between worlds, and whether or not that is likely to change soon.

Prior to, or after, using this power the player can approach a member of the game team, and they will inform the player of the state of the shroud at this point in time, as well as describe what the player's character sees during this contemplative vision.

The power can only be used once every 2 hours, and should be roleplayed in an appropriate ritualistic manner.]

Touch of Oblivion (high level Oblivion):

When you have spent your time ensconced in the shroud of the Shadowlands, the energy begins to seep into your very being, and can become inextricably linked to your very being. The Touch of Oblivion, as this has been dubbed, allows for those blessed with it to channel the raw entropic energy of the underworld through their own bodies, into someone else. This

easily reduces mortals to an agonised and incoherent mess, and prolonged exposure easily condemns the mortal to death. If affecting a vampire, it simply causes excruciating pain, and enhanced damage to their flesh as the raw power of the underworld seeps into their bodies.

[System: Either through a prolonged touch or an delivered blow, the player can channel the raw entropic energies of Oblivion into a target, causing agonising pain, and visions of death. These visions can include the death of themselves or a loved one, and persist for 10 minutes (unless negotiated otherwise) after the use of the power.

If using this discipline in a combat situation, as with all physical interactions at our event, the players should drop Out of character to negotiate the outcome, as well as physical boundaries, to ensure that no one gets hurt. Fighting in this manner is akin to stage fighting, and all involved should have discussed the outcome before happens, even briefly.]

Potence

With kindred blood, comes boundless strength. In the most primal and visceral sense: Potence is the gift that embodies this. It is the gift that gives Licks the ability to throw cars, level building, and rip each other limb from limb. A perturbing embodiment of the rage beast in every single Kindred, it is a brutish tool without finesse. Simply, Potence is unbridled & uncurtailed physical prowess. Those adept into the gift are granted a boon that allows them to hunt their prey with ease, and squash them like ants underfoot. Some call it crass: others prefer effective.

Lethal Body (low level Potence):

The Blood that flows through the muscles of some Licks, carries with it a certain and unquenchable fury. The Beast in the blood of all vampires is an angry, intolerant, and vicious creature: Potence is the manifestation of that Rage. Through channelling their concentration on acts of violence, a Lick is able to imbue every movement they take with a lethality that otherwise seems incomprehensible. They can shatter bones with a handshake, rip the doors off vaults and car chassis: all in the pursuit of complete physical domination, and violence. The only way to ensure victory sometimes is outright annihilation, and the Anarchs with this gift are pretty damn good at ripping their enemies in two.

[System: The player can spend an appropriate amount of time displaying their rage or frustration at something (individual, concept, organisation etc) following which, for a duration as long as these frustrations remain (and it obvious that the player is feeling such emotion to those around them) their limbs are imbued with an incredible strength, causing the slightest touch to carry with it an immense amount of pain for the recipient.

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Draught of Might / Fist of Caine (high level Potence):

With greater mastery of Potence, comes greater potential for prowess in combat. When a lick attuned themselves with their inner rage, allowing it to take the reigns as they enact an onslaught of brutality: they can crack the very bodies of their own kind into small, unthreatening, pieces.

With this enhanced knowledge of their own capabilities, those gifted with this level of Potence understand how they can weaponise these secrets for the benefits of their comrades. If another Vampire willingly ingests the blood of someone with this power they themselves gain access to a weaker version. This itself can turn the tides of bar-room brawls, and nightclub gang fights. Not that this is a secret in the Anarchs, mind you...

[System: The player using this power has access to a higher level of Potence, much like the Lower Level, but to a higher degree. It is susceptible to the same rules, and requires the same type of roleplay. So much so, that even the Flesh of Marble can't prevent the victim of the Fist of Caine from taking egregious amounts of damage.

If the user wishes, they can share their blood with another vampire, and gift them LOWER LEVEL POTENCE for the duration of 15 minutes, some other medium duration of time.

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Presence

Is it really a surprise that the Damned can exist within mortal society undetected, when the world they prey upon is filled with an obsession to worship charismatic figures? Presence is the gift of supernatural charisma. It is what enhances the silver tongues of some clans into Lethal tools by which they can shape cults of Unliving and mortal alike. A boon that allows them the freedom to convince and persuade all to their cause: or strike fear into the very core of those who get in their way. Presence can be a caress of the mind, or a sledgehammer to the enthralled.

Awe / Dread Gaze (low level Presence):

Presence is a gift of multiple facets. It has the power to inspire adoration and sympathy, or strike fear into the hearts of another. A novice with this gift can do both of these things, on a whim or for a purpose. The power of Awe is a means of exuding supernatural charisma: it places those subject to it in a position of positivity towards the user. They are more receptive to acts of persuasion, more likely to side with the gifted in an argument.

The other side of this coin is fear. Just as they can be persuasive, those with presence in their blood can choose to terrify someone standing before them, filling them with true fear

and trepidation. Sometimes this can be met with anger, others they may simply flee from the Lick exercising this power.

[System: The player using this power can use it to amplify a social situation. For example, in an argument they can use Dread Gaze to send the target reeling (assuming the other party is consenting to such). Awe grants the player using the power the ability to positively influence how what they are saying to be received.

This influence lasts for the duration of the conversation, or a total of 10 minutes at any one time. It cannot be used on the same target more than once in an hour (unless negotiated otherwise).]

Entrancement (high level Presence):

Love and respect are powerful weapons. A master of Presence understands this at their core, above all else. To be able to make someone love you, adore you, and respect you is a dangerous feat. Entrance allows the Vampire using it to enchant another, filling them with exactly these feelings, for a time. Often, this isn't a jarring occurrence, but there is a risk of attempting it on another who holds you in disdain. After all, if these emotions feel unnatural, the victim would know as clear as day their actions are being puppeteered like a marionette for an audience. Mocked, and humiliated.

[System: The player using this power can, as part of a social scene, use this power to enchant the minds and social predisposition of a single target (as long as they are consenting to such out of character). They two players involved can determine and negotiate between themselves how this plays out, and whether or not it will lead to positive or negative obsession for the duration.

The power lasts for a maximum of 30 minutes, and can only be used on the same target once within 2 hours, by the same user (unless negotiated otherwise of course). These feelings do not dissipate or arrive instantly, but build over the course of 5 minutes following the use of the power, and linger for a short duration (at a lesser intensity) following the end.]

Protean

There are clans of licks who have garnered a reputation for appearing as monstrous as they act. There are those who stalk the night with canine eyes, and brutal talons. Protean is what allows them to gain such predatorial features. Rumoured to allow kindred to shift into the bodies of animals, and mythic beasts: it makes sense that those with such a gift would be able to change parts of themselves rather than the whole. It is the power of Protean to enable kindred to mutate and adapt - such that they can remain the apex hunter in any environment that they choose as their current hunting ground. Protean gifts kindred mutability.

Feral weapons (low level Protean):

The animalistic enhancements gifted by Protean are a keystone of the gifts that this discipline grants. These enhancements are as diverse and practical as the animal kingdom itself. The limits are as nebulous and varied as the adaptations of living creatures. Sometimes a user might manifest these alterations as claws for a Lick who is prone to ripping and rending flesh, or other times they are feline eyes for better sight when hunting. Whatever the variation, these accoutrements and modifications serve to better the user in one way and one way alone: survival.

[System: The player with this power has access to having feral enhancements or body modifications that will, in some way or another, make them better suited to surviving in a combative and dangerous scenario.

For example, a player with dog-like claws may be able to observe and deal more damage to someone they are attacking. Another possibility could be having extra fangs for easier attempts at diablerie or feeding. Whatever the variation, if you are unsure of the suitability, feel free to contact a member of the game team with your queries.

If using elements of this discipline in a combat situation, as with all physical interactions at our event, the players should drop Out of character to negotiate the outcome, as well as physical boundaries, to ensure that no one gets hurt. Fighting in this manner is akin to stage fighting, and all involved should have discussed the outcome before happens, even briefly]

The Unfettered Form (high level Protean):

The most masterful users of Protean have shed the shackles of restraint in more ways than one. So in touch with their bestial and primordial natures are they, that they can emulate and embody the facets of the world and weather. They are as changeable and mutable as the weather itself: and can often attempt to channel this to escape bonds, grapples and constraints; or move their heart at will to avoid getting staked by an attacker.

[System: if the player who possess this power can use it once an hour to escape a grapple during combat, or avoid getting staked by another player attacking them. This can be roleplayed as if the Protean user has dispersed into a cloud of mist, or as if they skin has become slippery and hard to grasp.

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Blood Sorcery

There are Kindred Clans who have toiled to understand the intricacies of The Blood that flows throughout kindred and mortal alike. Through this knowledge, they have discovered ways to influence and warp the powers that are innate to themselves, and levy that knowledge with tact and strategy. As the name would suggest, this is more a form of magic

than innate prowess: a process through which they can use their own blood to hinder that of those around them. In some cases, they have been known to make another Lick's blood boil in their own bodies, as well as render it entirely inert. Blood Sorcery, as it has been dubbed, is a means through which previously unthought of secrets of the blood have been unearthed and turned against any that stand in the practitioners' path.

Extinguish Vitae (low level Blood Sorcery):

Practitioners of Blood Sorcery are rightfully feared, as their understanding of the intricacies of the blood are almost unmatched. This knowledge, whilst clandestine, is not something that they are against leveraging against their enemies. With a simple touch, or incantation, the sorcerer is capable of extinguishing the powers in a target's Blood for a short will, rendering them devoid of their supernatural capability. A horrifying and unnatural notion to most Vampires, and rightfully feared.

[System: The User spends an appropriate duration of time roleplaying an incantation, or deliberate touch (with the consent of the target) and removes their ability to use disciplines for the next 15 minutes (unless negotiated otherwise). It should be obvious to those around the user that something akin to magic is being conducted.

This power can only be used on the same target once in an hour (unless negotiated otherwise) and cannot affect the same target more than twice in the same night.

If used in combat, as with all physical interactions at our event, the players should drop Out of character to negotiate the outcome, as well as physical boundaries, to ensure that no one gets hurt. Fighting in this manner is akin to stage fighting, and all involved should have discussed the outcome before it happens, even briefly.]

Cauldron of Blood (high level Blood Sorcery):

Control over the blood in someone's body is a uniquely powerful gift, rooted in deeply intricate magical practices and shrouded in mystery. With greater mastery of Blood Sorcery, comes a greater ability to influence the very blood in another's veins. The Cauldron of Blood, as this power has been named, boils the vitae in another's body causing excruciating agony and driving some to the verge of a hunger frenzy, as their sustenance is obliterated from within them. Delivered through prolonged contact with the target, this is as much a method of torture, as it is a method of injuring an enemy.

[System: with the consent of the target, the player must make prolonged contact with the person they are using the power on, whilst imitating a powerful incantation (the specifics of which are up to the player using the power). Whilst the power is being used, the target experiences a great deal of pain, akin to being burned alive, and roleplays this damage accordingly. If the target wishes to, they can enter a fear or hunger frenzy, becoming animalistic and bloodthirsty.

This power can only be used on the same target once in an hour (unless negotiated otherwise) and cannot affect the same target more than twice in the same night.

If used in combat, as with all physical interactions at our event, the players should drop Out of character to negotiate the outcome, as well as physical boundaries, to ensure that no one gets hurt. Fighting in this manner is akin to stage fighting, and all involved should have discussed the outcome before it happens, even briefly.]

Thin-Blood Alchemy:

The Duskborn themselves have no disciplines. Their blood is so weak in strength that even the smallest feats of Potence are out of their reach. The blood of the Duskborn is uncoded. A sandbox of potential, with no glimpse of innate skill. This may sound like a weakness, but it is this blessing that allows them to walk in the sunlight untouched, amongst other previously unimaginable capabilities. Thin-Blood Alchemy is more of a science than it is supernatural, and with their unique propensity to understand it, it gives the Duskborn the upper hand.

Through this power, a thin-blood can emulate disciplines that haven't been seen in centuries. They can craft portable fire from the bottled blood of a Brujah; temporarily steal a discipline from a thicker blooded Lick for a one-time-use of it: they can even use the blood of the living to become mortal again, with enough time and preparation. A pipe dream that some long for. They have shed the stagnance of Clans and their crafts for a new Alchemy: of limitless potential. Of course everyone else is scared shitless of the unpredictable.

Counterfeit (low level Thin-Blood Alchemy):

All the power of the world in a drop of blood. The Duskborn have the potential to harness whatever powers they could possibly need, as long as they can get ahold of the blood of someone who has the innate capacity to do it. All they need to do is take a vial of blood from a thicker-blooded Lick, and study it for a short while to understand how it works: and then ingest it to gain access to its secrets.

This power, dubbed Counterfeiting by its practitioners, is truly without limitation. The blood of other vampires is nothing but ammunition for the Duskborn's goals, whatever they may be. How hard can it be to get someone's vitae, after all?

[System: with the Out of Character consent of the target, the player can roleplay stealing their blood by whatever means they deem appropriate (as long as both parties are consenting).

Following this, the User then gets to steal a power that the target has access to. For the next hour, the target is unable to use this power, as it has been stolen from them.

At any point within the next hour, the player can choose to ingest the stolen blood, and have a one-time-use of the HIGH LEVEL POWER for the discipline they stole.

A single player can have access to several of these powers at once providing they have stole from several people. All stolen disciplines are subject to identical rules as innate use.]

On-Demand Sunburn (high level Thin-Blood Alchemy):

It is a unique gift amongst the Duskborn, that they can walk in the light of day, un-marked by the curse that renders most Licks denizens of the night. With this unique perspective and experience, comes unique gifts. Daywalking in of itself is a feat that contradicts the experience of most of the unliving, and the powers that come with it are just as jarring. In times of great stress, emotion, or danger: a Daywalker can expel the sunlight stored within them, and unleash a torrent of pain against another, scalding them with the raw and untempered light of the Sun. A powerful and terrifying glimpse of something most vampires never see after their Embrace. This takes a huge toll on the Thin-blood, often rendering them unconscious, covered in burns, but very much still alive.

[System: Once throughout the event, a player may unleash SUNLIGHT on a vampire that is causing them distress, or given some other strong motivation to do so. This will incapacitate the target, and potentially render them into a state of torpor, that they can only be brought back from by being fed kindred blood. In some cases, and only with the explicit consent of the player being targeted, it can kill the Vampire it is being used on.

The player planning on using this power should only do so following a negotiation with the player they are intending to use it on. There should be an emotive, and story relevant reason for this being used, as the effects are dramatic and hard to mitigate. During this, the players can decide how the target is going to be affected, and the level of damage that is being caused. The target always reserves the right to veto the option of being killed.]

AMALGAMS - CLAN SPECIFIC GIFTS

Chimerstry (replaces high level Obfuscate):

The Ravnos have a unique capability to produce illusions and hallucinations, and plant them directly into the minds of whichever observers they see fit. This is no parlour trick, or farce. To those inflicted with the effects of Chimerstry, these are very real, and very terrifying hallucinations. A Raven can make the target see a hunter barrelling across a room, stake in hand, hellbent on turning them to ash. They could just as easily make it so that the words the Ravnos speaks are heard in thunderous tenor, or hushed and persistent whispers. Illusions and their craft are a terrifying tool. One which the Ravnos keep close to their chest until absolutely necessary.

[System: The Ravnos player can approach a target and provide a description of a hallucination they experience. The detail and strength of the hallucinations ultimately depend on how much detail the user goes into, and the time they roleplay crafting the illusion. On the weaker end, it is a hallucination that effects one of the senses, and at the more powerful end it can effect multiple. The hallucinations themselves are harmless, and once the duration has ended it is apparent that they were not real.

Through negotiation, the player and target can discuss the nature of the hallucination, and ensure that the target is comfortable with the desired effect. The power only lasts for 10 minutes, or until the target has deemed they have roleplayed if sufficiently.]

Dementation (replaces high level Dominate):

Clan Malkavian are of uniquely broken mind, and fractured perspectives. Inherent to their blood is the Cobweb - or network depending on which one you ask. This curse - a communal nonsensical hivemind - carries with it a unique gift. Access to Dementation. Malkav's brood are often emotive, or devoid of such. Sometimes compelled by seemingly irrational fears, or stalwart in contradictory beliefs. As you would expect, they are accused of madness. Dementation allows them to extend this to others, however briefly, and give them a taste of what it means to be a Malkavian. Through it, they can inflame or subdue the emotions a person is feeling, or convince them of an impossible truth for a time. A truly terrifying weapon; Dementation is the ability to fracture the worldview of others at will.

[System: The Malkavian player spends a short amount of time observing the behaviours and emotion of a target. The target needn't be aware at the time. After which, the player approaches the target to negotiate the outcome.

During negotiation, the player informs the target of the desired effect (be that emotional influence or the implantation of a truth in their mind). After the negotiation, the power is in effect for the next 10 minutes, or until the target has deemed that they have roleplayed it for a sufficient duration. A target can only be subject to Dementation once within an hour (unless negotiated otherwise) from the same source.]

Obeah (replaces high level Auspex):

The Salubri are shunned for being soul-stealers and Diablerists. The existence of Obeah is almost contradictory to this claim, yet appears to be the root of such a rumour. The Cyclopes are well acquainted with emotional and physical turmoil. Even the damned hate them for the most part, and they are attacked wherever they go. So intimate is their understanding of pain, that they can soothe it in others, at the price of taking it unto themselves for a time. Through this power, they can calm the rage in a Brujah, quell the orgasmic ecstasy of a revelrous Minister, or excise the sadness of a catatonic Toreador: all at the cost of experiencing it firsthand. This of course removes the feeling from the target, and as such it is a most surreal and unnerving experience for the unprepared.

[System: The Salubri approaches a person experiencing intense emotion, and spends an appropriate amount of time talking to them in an attempt to resolve, silence, or steal the emotion.

Via negotiation, the Player makes clear to the Target that they are removing an emotion that they are experiencing, and replacing it with a void. After this negotiation, the target reacts accordingly, and the Player is now experiencing what was taken. This effect lasts for 10 minutes for the target, and until the Salubri uses this power again for the User.]

Serpentis (replaces high level Protean):

Members of The Ministry have access to a unique version of Protean to their fellow kindred. Dubbed Serpentis by its practitioners, it allows members of The Church of Set to emulate the ophic qualities of mythic reptiles; to weaponise snake-like fangs, reptilian talons, and perturbing eyes. In practise, it isn't too divergent in powers to its Protean counterpart. Yet, it can grant a Minister with the ability to rend flesh with venomous class, or harden their skin into dragon-like scales. As disturbing and inhumane to the onlooker as their cultic practises can be to the faithful, it is a gift that allows them to embody the tempting and subversive nature that The Ministry Proselytises, in physical form.

[System: Much as with Feral Weapons, possession of this discipline means that characters can adorn themselves with relevant body modifications to enhance their actions with the modified parts.

For example, someone choosing to have scaled skin may be more resistant to taking damage from the taloned hands of a gangrel, and their venomous bite might deal excruciating pain to a mortal, or indeed other Vampire.

As with all physical interactions at our event, the players should drop Out of character to negotiate the outcome, as well as physical boundaries, to ensure that no one gets hurt. Fighting in this manner is akin to stage fighting, and all involved should have discussed the outcome before it happens, even briefly.]

Vicissitude (replaces high level Protean):

The Stokers have a reputation as masters of torture and metamorphosis for a reason. Fleshcraft, or Vicissitude as it is privately known, is the cause. To a Tzimisce gifted with this perturbing capability, the bodies of others (and themselves) are but clay between their talons. Easily shaped, warped, and twisted. It is this gift that allows them to enhance their own bodies, and rend the flesh of others with ease. They can graft all manner of modifications onto themselves, and cripple the bodies of those who they are fighting - with nothing more than a measure's touch. No wonder the Dragons are so aware of the weakness of the flesh - to them, it is nothing more than a medium for craft.

[System: As with Protean, a player with this gift can choose to start the game with prosthetic elements to their character's body - ranging from something as simple as clawed fingers, or unevenly coloured eyes - to further complexities such as horns, a fanged maw, or a draconic tail.

If deemed appropriate between parties involved, a Tzimisive Player can also use this gift in combat, temporarily render an opponent's limb useless. This can only be used once (unless negotiated otherwise) and the effect wears off after 10 minutes or so (again, unless negotiated to the contrary). Fleshcraft can only be used once an hour.

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hurt. Fighting in this manner is akin to stage fighting, and all involved should have discussed the outcome before it happens, even briefly]

Visceratika (replaces either high or low level Fortitude):

The Gargoyles are cursed to have flesh of stone, and forever appear outcast and different from other Licks. And yet, they were designed as bodyguards, protectors, and slaves. All for the sake of protecting the Tremere. Visceratika is a left-over remnant of their design; a hallmark of their purpose. It allows them to provide their hardened skin to someone of their choosing, for as long as they are touching them. The person they choose to protect feels their flesh crack and dry out, as it forms in a horrific amalgamation of granite and muscle. Very much a last-ditch resort, the Gargoyles have been known to do this to save the lives of those who they deem worthy: people they would call friends and comrades. It is no small feat, and excruciatingly painful for the Gargoyle involved. A power rarely seen, but terrifying in capability.

[System: The player using this power (with the consent of the target) places their hand upon a target, and shares whatever Fortitude powers they have access to with the person they are touching. This power can only be used twice over the event (unless negotiated otherwise with the players involved in the scene) and only once an hour.

As with all physical interactions at our event, the players should drop Out of character to negotiate the outcome, as well as physical boundaries, to ensure that no one gets hurt. Fighting in this manner is akin to stage fighting, and all involved should have discussed the outcome before it happens, even briefly]

Arms of Ahriman (replaces high level Oblivion):

The Abyss is a terrifying and unruly domain. Filled with immense trepidation, and shadowy denizens unlike anything that walks the mortal plane. Clan Lasombra have a unique relationship with the energies of this dark and twisted place. They have spent centuries harnessed it's gift, and weaponising them against their enemies. The Arms of Ahriman - and the art of Obtenebration - are evidence to support this claim. With this power, a magister can summon abyssal tendrils to wrap around an opponent and hold them in place. Try as they might, for as long as the Lasombra concentrates uninterrupted: escape is but a futile pipe dream, as the very shadows themselves betray the victim.

[System: a player using this power can incapacitate a single opponent, rooting them in place for a duration of time (and effectively paralysing the target) for a maximum of 5 minutes (unless negotiated otherwise), and as long as they have unbroken concentration on the target. If they are attacked themselves, the power breaks and the opponent is free.

A player with HIGH LEVEL POTENCE can spend an appropriate amount of time roleplaying breaking out of shadowy tendrils; and a player with LOW LEVEL CELERITY can use their power to dodge this attack.

As with all physical interactions at our event, the players should drop Out of character to negotiate the outcome, as well as physical boundaries, to ensure that no one gets hurt. Fighting in this manner is akin to stage fighting, and all involved should have discussed the outcome before it happens, even briefly]