



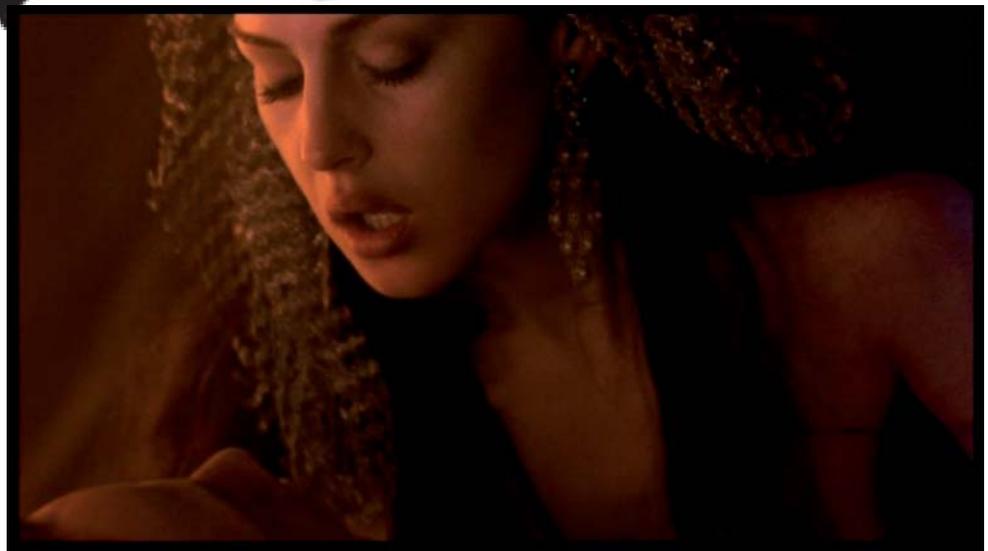
Toreador

The Toreador are the most beautiful and glamorous of the Kindred Kind. The chosen of Aphrodite, the Toreador were immortal seducers and demonic concubines of the Ancient Mediterranean nights. In the middle age, the Toreador were a member of the High Clans, and their numbers were made up of the same types that are common in the modern nights; minstrels, painters, poets and actors. They were dark muses and eternal keepers of beauty, culture and art. It is said that while the Ventrue are the mind of the Camarilla, the Toreador are its soul. It was Toreador Elder Rafael de Corazon, whose cultic charm and presence made the Camarilla possible. The Toreador are the greatest supporters of many of the Camarilla's traditions, most notably the tradition of Elysium. This is where the Toreador are in their element, showcasing their latest pieces and practicing their highly effective and sometimes deadly form of social maneuvering.

From the outside, most other Clans think of one face of the Toreador, but see another. When speaking of them to another, most envision Toreador as the Artistes - billowy shirted, frock-coated fops who crow

-Succubae salivate, sweat, cry saltwater tears and produce other fluids of life, when they are full of vital force.

-Succubae have a particular weakness for the vital force of young children. Each time a Succubus tastes infant life-force, they must make a Willpower roll at a difficulty of 6 to avoid becoming addicted. Once acquired, a Succubus must succeed in a Self-Control check every time the opportunity to feed from an infant presents itself or they will indulge.





eating, buying and sleeping with. While a Malkavian elder might be found in his 1800s finery, the Toreador is much more likely to be wearing something from this year's Paris catwalks.

Disciplines

Presence

Like all Succubae the Toreador exude a powerful seductive pull on the emotions of others, enchanting and entrancing all in their Presence.

Auspex

Like all Succubae, the Toreador see with mystic awareness of life force, a psychic perception of the animating forces of the world.

Celerity

Toreador can draw on the power of their Vitae to move with preternatural grace and at superhuman speeds.

about the beauty of the ages and lamenting their lost humanity. In reality, outsiders are less likely to meet such characters, given as they are to sequestering

themselves away to work on their latest masterpiece. Far more often encountered are those Toreador whose immortal lives have become dedicated to the Kindred social scene - Toreador are often a large contingent of the city's Harpies, and having spent years with their bitchy and conniving clan-mates they are more than capable of ruining someone's reputation with a pithy comeback or a damning piece of gossip whispered in just the right ear.

The Toreador see themselves as the vampires closest to the living breathing pulse of the humans around them. They claim that this is what keeps them so vital and modern. Indeed, Clan members are often the first ones to be aware of what mortals are wearing,



Toreador Curse

A Toreador's mystic-vision and empathic-sensitivity are their greatest strengths, but also their greatest weakness. Toreador are often overcome by the beauty they see around them, and become entranced and immobilized. Paintings, auras, neon signs, or even sunrises can captivate a Toreador. It requires a successful Willpower roll to break the fascination quickly; otherwise, the Toreador will stand, awed and helpless, for minutes or even hours. This trait explains why Toreador so often fall in love with mortals.



Disciplines

Presence

Like all Succubae, Sirens exude a powerful seductive pull on the emotions of others, enchanting and entrancing all in their Presence.

Melpominee

The Siren's song, their signature Discipline; they can enchant, entrance, and even derange the minds and hearts of others with their voice alone.

Auspex

Like all Succubae, the Sirens see with mystic awareness of life force, a psychic perception of the animating forces of the world.

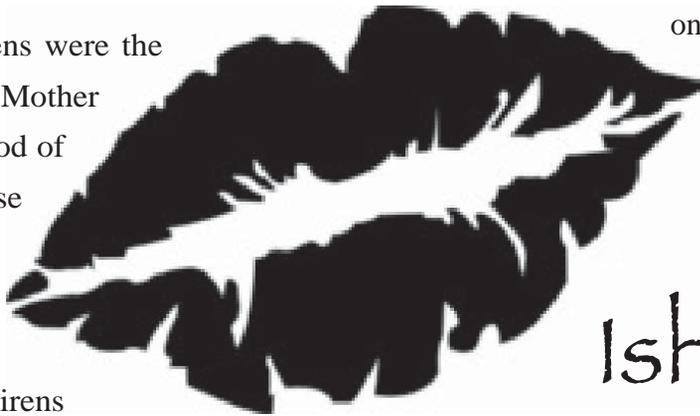
Siren Curse

Sirens hear the hypnotic song of the Animus at all times. As a result of this distraction, the difficulties of all a

Siren's Perception rolls are increased by one. Additionally, a Siren's Alertness can never exceed 3.

SIRENS

To the early Greeks, sirens were the children of the Death-Mother and Dionysus, the mad god of passion and beauty. These Succubae are known for their dark passions and their haunting voice. Though not all Sirens are female, most are- Sirens tend to favor women *Childer*, though anyone who starts to hear the call (the secret song of the gods) will be *Embraced*. Extremely rare in the modern nights, Ancient vampire lords still seek to keep sirens as oracles and performers to stir passions in their cold hearts. Thus, the few Sirens who survived into the modern nights often did so in the keeping of a powerful courtly patron.



Ishtarri

The children of war and love, the Ishtarri claim descent from the brutal queen of heaven, the Babylonian goddess Ishtar. A warrior line of Succubae, the Ishtarri commanded adoration and fear in the nights of the middle east and north Africa, though since then they have scattered to the four corners of the earth. They are almost unheard of in the modern nights, harboring in the desolate waits of the third world, Africa and in the east. Some say they are in hiding, though a history of conflict with the Ghul Djinn, Setites and Rakshasa may be responsible for their rarity.



Passionate, violent and brutal, the Ishtari indulge everything to its utmost extreme. Like the Sirens, Ishtarri almost always Embrace women, though those chosen by their goddess must have great beauty, passion, cunning and aggression. Male Ishtarri are not unheard of, but aren't the traditional chosen of the goddess.

Though often holding few material possessions, as they travel light, what possessions they do keep are always ornate crafted pieces of great beauty, decorating adornments that are almost always one-of-a-kind. While few Ishtarri carry a watch, a great many have bejeweled crowns crested with horns. All Ishtarri carry a beloved melee weapon, or bow, which they treat as an extension of their personage. Though they may have an extensive weapons collection hidden away in various stashes, the weapon they are currently mastering is always carried on them. In the modern nights, those that come upon the few remaining Ishtarri often confuse them for Brujah, and many have theorized that they are a Toreador-Brujah hybrid, though the Ishtarri are, in fact, Unliving and quite assuredly Succubae.

Disciplines

Presence

Like all Succubae the Ishtarri exude a powerful seductive pull on the emotions of others, enchanting and entrancing all in their Presence.

Potence

The Ishtarri are superhumanly strong, able to tear their enemies apart with minimal effort. Further, they are able to make great acrobatic flight-like leaps.

Auspex

Like all Succubae, the Ishtarri see with mystic awareness of life force, a psychic perception of the animating forces of the world.

Ishtarri Curse

Their bloodline weakness is an extreme difficulty in resisting indulging their vices. An Ishtarri who has an opportunity to indulge her favorite vice and fails to do so finds her resolve weakened (reflected in the game mechanics as lost Willpower points).



Umpyres

The ancient vampires of Eastern Europe, Umpyres are Living-Dead spirits, creatures that have returned from the dark spiritual realm beyond the grave, horrific spirits of the underworld that have escaped to return to earth and re-inhabit their own body. Unlike their Western Vampire cousins, Umpyres are far from stagnant. They refer to the experience of being Embraced as “Resurrection,” a time of visions during which they believe their spirit is reborn in the inhuman underworld. Umpyres spend a prolonged time in death, days or even weeks, before they’ll rise again. Their time in the ground transforms them, and over the long centuries the bodies of many Umpyres mutate and evolve to match their monstrous spirits. Unlike their Undead cousins, Umpyre bodies can retain tattoos and piercings until that flesh is cleaved and regrown, a talent often put to use in their rituals and fashion. While hair-cuts can last months, hair growth still cannot exceed its original length. Though, upon rising from the grave, their body heals from any wounds or damage, and supernatural sources of damage leave scars on a Umpyre’s body.

Followers of the Wyck, Kuldonic witches and the nature mystics of the old ways say that earth is the middle-world, suspended between the heavens beyond the sky - all light and thought, ethereal and abstract, and the Pit under the world - all darkness and sensation and organic rot, chthonic and fertile. The ethereal heavens is usually said to be the domain of the Sky Father, keeping the rule of order over the world, patroning human civilization and governing human morality- or the twins of the sun and the moon. The sensational pit is the layer of the great Dragon. The middle-world is the wholeness that bridges these two polarities of the universe, the great tree that bridges sky and earth, like the human soul. When a creature of this world dies, say these old mystics, their wholeness is broken, and their astral mind and image may ascend

to perpetuate in the halls of their ancestors in the sky, while their body-soul leaks down through the grave soil to return to the great pool of fertility in the earth, where they are reborn as creatures of the underworld.

The knowledge of the structure of the universe has been called by many names; to the Mesopotamians, the Sky Father was Ashur and the Great Underworld Dragon, Tiamet. To the Russians it was Parun and the Dragon Volos, and to the Christians, the Holy Father and the Devil.

Umpyres usually have a vision in the darkness of death before they rise again- to some it is a nightmarish hell, to others a dream of horrific beauty, but almost all return to this ‘dark place’ as they slumber in the earth. Umpyres cannot usually retract their fangs, though few of them would if they could.

-Umpyres each dream of Vulo, the dark world beneath the world, as they slumber.

- Umpyres spend a prolonged period in death before they will rise again. Further, Umpyres have been known to perform the Embrace on freshly dead corpses, calling the Body-Spirit of the deceased back from hell. Though it is much rarer that this Embrace will actually work, so long as the body isn’t cold, there is still a chance it will resurrect the deceased.

- Umpyres each develop an addiction to consuming flesh. Though many Voivode see doing so as unseemly, Gangrel often see it as a further attachment to the way of the predator, and Nosferatu often develop a taste for rotten flesh.

THE TURNING OF THE WYRM

Though many Umpyres say that the world is as it has always been, others say that the cosmic harmony has unhinged, and the Great Dragon has gone mad. One Mesopotamian version of this tale tells us that Tiamat has turned, and seeks to consume this middle-world. In the beginning Tiamet defended her offspring and all of