



called Protean, has been lost to time.

Disciplines

Beastialism

Animalistic shapeshifters, Gangrel are able grow claws, transform into wolves or bats and even flow across the earth as mist.



the beast forth and ride the frenzy.

Certainly, Gangrel are popularly viewed as quiet, taciturn and reclusive. Although there is no more truth to this than there is to any other stereotype, the clan as a whole displays little of the ostentation found among lines such as the Toreador or Ventrue. Gangrel are closely tied to the Rom, or Gypsies, adopting much of that culture's speech patterns and mannerisms.

Rumors speculate that the Rom are in fact descended from the Antediluvian who founded the Gangrel line. As such, say the rumors, any Kindred who harms or Embraces a Gypsy will suffer the wrath of the Ancient. Obviously, the vampires of Clan Ravnos ignore this fabled prohibition, and Gangrel and Ravnos harbor an ages-old hatred for each other.

Though arising from the Umpyre Empire, the Gangrel have spread as far east as the fringes of India, as far south as the waists surrounding Egypt, and as far north as the scandinavian icelands. In the ancient Empire of Greece, a line of Gangrel were said to practice a version of Beastialism that allowed them to return to their human appearance, but this Discipline,



As the supreme predators of the night, Gangrel are able to commune with the spirit of animal predators of the living world.

Fortitude

The Gangrel are resistant to fire and the burning sun, and posses limited immunity to wounds or injury.

Gangrel Curse

As Gangrel loose themselves to the Beast within, it stains their body, mutating them into feral animalistic demons. As a Gangrel's Humanity or Path score goes down, they permanently loose Social Attributes as their body becomes warped with bestial demonic features.





Nosferatu

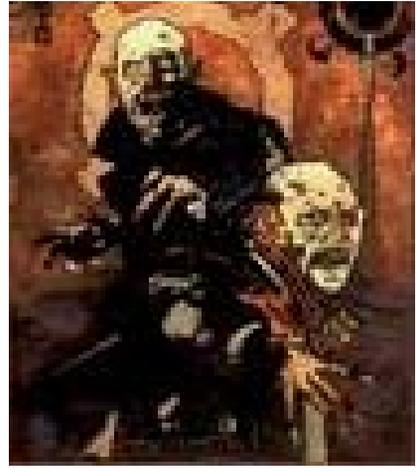
Hideous cannibals, Nosferatu undergo the most dramatic



physical transformation during their time in the ground. During this time, their corpse loses all its hair, its skin becoming translucent, bluish, grey or even a molted green, and its body distorts as the forces of rot infuse into its flesh and bone. Nosferatu often have cauliflowered or bat-like pronged ears, and their mouth distends into a huge maw of needle-like uneven fangs. Boiling out of the forests and caves of Eastern Europe, Nosferatu never

full return to the living world, instead, lurking as an incorporeal cloud, a foul spirit, aware of the physical world around them but not a part of it. Nosferatu must materialize, manifesting their corpse body out of the darkness, in order to interact with the living world. Having spent the long nights of the ancient past in service to their Voivode masters, the Nosferatu now hide in the sewers of the cities, acting as information brokers, dragging their victims down into the silent gloom.





Disciplines

Corpus (Obfuscate)

The Nosferatu are netherworld-beasts and spend most of their time Incorporeal, intangible, and unseen. Over time, the Nosferatu are able to manipulate the transition between being physical and being incorporeal and even what likeness they take on when they take on physical form.



to commune with the inner spirits of carrion creatures, rats, crows, maggots, and other bottom feeders. Their mastery of the rot-eater Beast is so powerful that they can draw them up and command legions of these pestulencial critters.

Nosferatu Curse

Nosferatu are absolutely loathsome to look at. All Nosferatu have Appearance ratings of zero - monstrous. They may never permanently improve their Appearance. Most Social actions based on first impressions, except intimidation and the like, fail automatically.

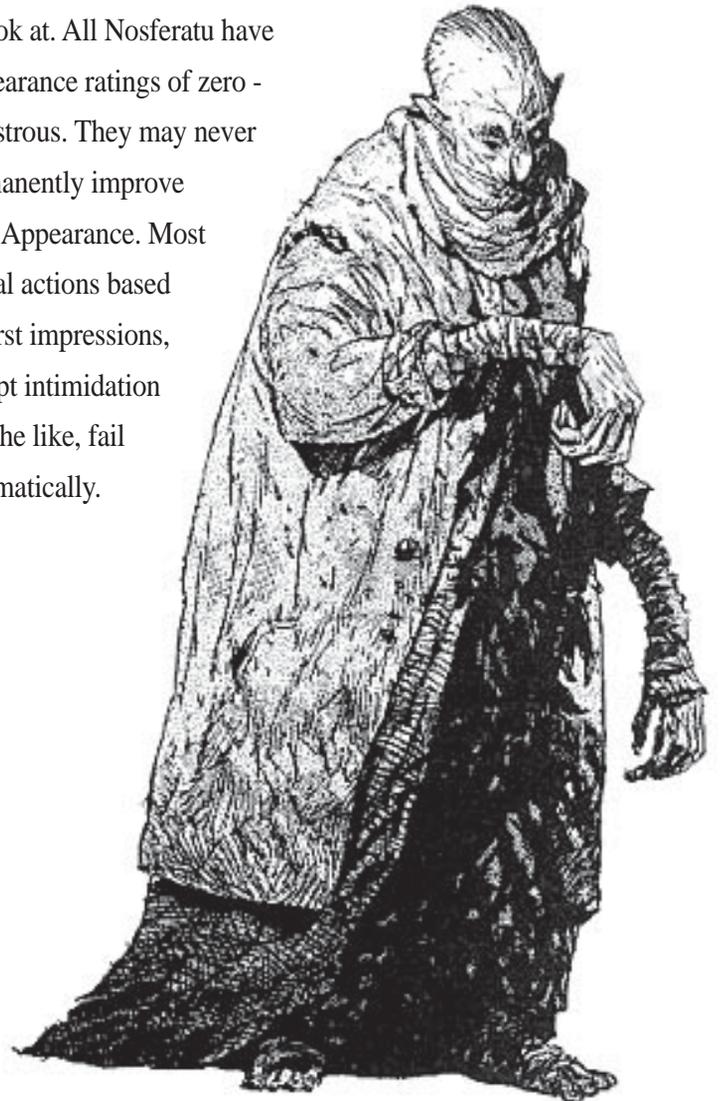
Potence

Inhumanly strong the Nosferatu are able to direct the force of their spirit into each action of their body, further enabling them to crawl on any surface or even upside-down.

Ferallity

(Animalism)

As cannibal spirits of the netherworld, the Nosferatu are able





Vrykolaka

Corpses and cadavers, the Vrykolaka are not Undead- they are Dead. Their spirit slipped into death, and now lingers as a Ghost possessing its own carcass. The Vrykolaka dominated the mausoleums and catacombs of Greece, Italy and the lands of the eastern Mediterranean, rising out of Babylon and Mesopotamia into the Byzantine Empire. Children of the god of Death - called Asure, Thanos, Azreal, Vrykos - in his last incarnation, he was called the Capadocian. Vrykolaka are of a morbid, spiritual bent, deeply introspective and obsessed with the shades of the dead who have not moved on. Most Vrykolaka believe that death is a refining purifying force, and consider themselves to be a

higher order of being than both the living and the deceased, as they alone have fully moved beyond the distinction. Further, a Necrotic aura of death emanates from within them, a force that they learn to focus and inflict on others. These Necrites have followed the morbid religions of humanity through the ages, fascinated with human apocalyptic death cults and their belief in redemption through

resurrection. As such, the history of their Bloodlines is marked out in the competition and ascendants of various cults within their ranks. Often, these cults are interconnected, and though they may follow slightly different cosmologies, they are often merely different philosophical approaches to the same fundamental beliefs.



Each bloodline is usually dominated by one cult which interlocks with the others. The Vrykolaka play a dual role; they are among the Kindred Kind, and yet they also hold a place among the dead legions of the Dark Kingdoms of Shades and Ghosts. They act as mediums and necromancers, priests and scholars.

Unlike Kindred more attuned to life, Vrykolaka do not burn in the Sun's rays. Instead, their flesh rots in daylight, crumbling and withering away. Furthermore, the Vrykolaka Embrace can only be preformed on a prospective Childer after their heart has stopped and their body has died.

- Unlike other Kindred, Vrykolaka are immune to the interference of wood with their spirit-body connection. Instead, metal placed into their heart will have the same effect.

- Ghosts in a corpse shell, Vrykolaka don't feel through their bodies in the same kind of first-person way as those more closely bound to their

flesh. Vrykolaka don't feel pain the way others do, and as a result, they suffer no Health Level dice-pool penalties from injury until they reach *crippled* [-5 to all dice pools], at which point the damage is severe enough to interfere with their body's structural function. The sole exception to this is Aggravated damage, which simultaneously damages both body and spirit. While some Vrykolaka may be more corpse like than others, with some resembling freshly dead cadavers, while others may reek with the rot of the ages, all Vrykolaka bear the uncomfortable stigma of their dead body. The difficulty of any rolls involving a social attribute are increased by at least one.

- The Vrykolaka cannot heal victims with their "Kiss," and though still quite debilitating, their *Kiss* is excruciatingly painful.

