



spirits are spawned in hell, and the rite of the Embrace is just an aid to help these spirit's emerge onto earth. But, despite the claims about the "natural order," the dead do naturally rise from their grave; It is a tendency in humans among those who'se passions wont die that happens in every major agrocultural civilization in the world and is as old as man-kind itself. Just as some saw it as divine, others thought of it as an abomination.

Though always a rare occurrence, by some accounts it has been getting rarer over the past millenium, until, in modern nights it is all but unherd of, while others claim that the dead have been rising with ever more regularity, particularly in the East. What Bloodline and with what Legacy a Revinant rises with is likewise misterious; perhaps linked to the land or racial heritage. While some Bloodlines simply have no Revenants; such as the Brujah and Ventruue, other Bloodlines have rather high numbers of Revenants among their ranks, and the Wan-Kuei, who cannot Embrace, are all Revenants.

In the West, Revenants are cult figures, hailed as special or exiled as periahs. In the East, it is the standard form of the Becoming. When the Guantlet/Shroud is thicker, fewer souls return from the grave, but when the passage between worlds is open, then the dead rise freely.

System: Revenant character's start with a Legacy of zero-being Thin Blooded, though they can still improve their character's starting Legacy rating with levels in the Legacy Background; Still a Revenant only recieves a Legacy increase of 1 for every 2 levels of the Background bought,

What Rises

The Kindred condition is ultimatly a part of the human condition. The Embrace always fails when given to animals. Similarly, the Kindred condition is foriegn to pre-agrocultural hunter-gatherer societies. Kindred only ever arise from the great cities of agrocultural or industrial civilizations. Hunter-gatherers are too tied to their totems, naturae and animal spirits to haunt the Shadowlands or walk the ash path of vampirism. Of course, this is a claim that's disputed by the Umpyrs, who claim that the Kindred condition is intimately tied to the order of the natural world.

That said, Lupines almost always die upon the Embrace. But rarely, one will actually return transformed into a hybrid- an Abomination. Such creatures are monstrously powerful but truely pittiable; the tails of their suicides are shocking, especially for the Kindred, for whom suicide is a nearly impossible task.

and thus the maximum rating a Revenant could start play with would be a Legacy of 5. Levels in the Memorium Wraith character Background may, at the Storyteller's discesion, add to a Revenant's starting Legacy. Kuei-jin do not have access to the Legacy Background nor to Memorieum; All Kuei-Jin are Thin Blooded. Strangely, Revenant's tend to pop out of their graves with unusually high Blood Potency. Revenant's are given a Blood Potency that is the inverse of their Path of Idenitty score (Potency = 10 - Path of Identity), and can buy additional Blood Potency levels in character creation. Similarly, returning from the grave demans spiritual fortitude; All Revenant characters must posses a minimum Willpower of 5.

Ulltimatly, what Bloodline a Revenant will return as is up to the Story Teller; Usually the heritage of the Revenant (asian, slavic, Strigoi, Yuta-dhana), the cultural or religous beliefs of the Revenant (Hindu, Catholic, Roman Soldier, Taoist, Kuldunist witch), or the land of their death and resurrection (Egypt, Transilvania, a bloody Battlefield) will have influence over what Hell or dark god claims them or what spiritual condition befalls them. Almost all Dampyrs become Revenants, though they already know their Bloodline.

Dampyrs

Half-Blooded, Half-Damned

The children born of a union between a living humanbeing and a ghost or Kindred, Dampyres are all mediums, able to sense the spirits of the dead and sprits of death. This has produced some strange creatures, Kindred who are born in a semi-mortal pupa stage, seeming like half-human living vampires. The Dampyr children of the rare firtile Kindred (a Succubus spawning-pit or a Thrashing Dragon Penangalla) are Human-Kindred half-breads. Similarly, families of living vampires pass down their seed generation after generation, a tribe of half-human creatuers. These human-vampires are either born from a semi-human family of creatures like itself or from a union of a human and a firtile Kindred; Form birth, a mortal vampire produces 1 Blood Point of KIndred Vitae in their veins per day. Other than that, they are essentially human, naturally healling and needing to eat, drink and breath, defficating, urinating and yes, aging. Unlike other humans, these half-vampires age more slows as they get older. While childhood may last only 10 years, teens may persist for some odd 30 years, and young adulthood can stretch on for another 50 years. Even so, half-bloods do age. Unlike Ghouls, the aging process is not aressted by their Kindred Blood, just slowed, and most will have a "natural" life span of 300 years or more. Of course, not only do most never reach that

lofty decrebitude, opting for the Becoming well before they've turned grey, but the Half-Damned always rise again as Revenants. For them, death is certainly not the end, but is rather more like a coming-of-age. Many saw their human-vampire days as a pupa stage, preparing them for their transformed self. Human-Kindred hybrids are also able to heal themselves with their Kindred Blood. Living vampires can give themselves the Quickening, can induce Blood Bonds and can hold up to 10 Blood Points of Vitae, though they cannot make Vitae by consuming blood. Instead they must wait until their living Kindred body produces it. Further, Dampyrs start to develop their Bloodline Disciplines, even in life. Half-Vampires, they feel the urges of the Beast within them, and can indeed, Frenzy (though neither the sun nor fire can trigger the Red Fear). Moreover, Dampyrs tend to develop cannibalistic, necrophiliac and violent-sexual Deraingments in life. They are considered to have no Legacy, though they may develop their Blood Potency. Dampyrs with high Blood Potency look more and more like their fully Immortal counterparts, and a Dampyr with a Blood Potency of ten can, if she so chooses, spend all her Blood Potency to undergo the Becoming at that moment. A Dampyr can successfully commit Diablerie, though doing so will usually just kick-start their full vampiric transformation. A Dampyr who undergoes the Becoming as a result of Diablerie gains a Legacy that is one less than the Legacy of the vampire who was Diableriesed- just as if that vampire had Embraced the Dampyr. The Half-Bloods may prefer dark gloom and feverish nights, but they have no vulnerability to Sunlight, and freely walk through the day. Further, they do not feel the pull of daily slumber nor the intense panic of the red fear from the sun's rays. Similarly, while fire burns them, it does not have the same voracity for Dampyr flesh as it does a vampire's (dampyres can soak fire damage with their Stamina + Fortitude), though the flames can still provoke the Beast within. Dampyrs do



infact possess a Beast inside of them; most grow pointed teeth or sprout outright fangs and thirst for blood. While a Dampyr cannot make more Vitae by feeding and doesn't need to spend Vitae to animate themselves, but hunger and the presence of blood can still make a Dampyr frenzy. The Half-Damned must still make Degeneration checks, though, like all truly living beings, unlike full Kindred, Dampyrs can freely raise their Path of Identity score even restoring lost Path score. Thus, while Dampyrs feel the draw of the Beast, it has not yet begun to consume them from within. Dampyrs

The Strigoi Vu

The Strigoi are a subspecies of Voivode-umphyre. A mortal lineage descended from the Dragons of the Underworld- the Voivode, the Strigoi were known to the ancient tribes of the Black Forests of the Carpathian Mountains as Underworld witches and fertility shaman; Insular mediums, people would ask the Strigoi to appeal to the Underworld to make the soil rich and fertile, spare the people from sickness and appease the legions of the world of death. Similarly, the Strigoi would demand the ritual sacrifice of Blood to the soil and the Underworld and couch the people to live in harmony with the demons of hell. Strigoi Voivode were, each of them, born vampires. In life, the Strigoi is a vampiric Underworld witch (Strigoi Vu), who later transforms into their full monstrous Immortality (Strigoi Mort).

Nobles of the Dragon, the Strigoi warlord families refreshed the fertility of the kingdom in blood, were the people's champions and were responsible for violent overthrows and guerrilla wars.

The human-vampire family has diversified into many lines through the centuries, expanding well beyond the bounds of Eastern Europe. By the Dark Ages, the major line of Strigoi had become a Draconic House of mortal warlords, stretching far and wide across Europe and populating the knightly orders of the Dragon. Descendants from these Strigoi include the Messiah of the Ordo Dracul, Vlad the Impaler, the Countess of Blood, Elizabeth Bathory, and many others. The Noble line of the Dragon





interbreed with the Imbued Nobility of Charlemagne's Holy Roman Empire, interbreeding the quasi-human demon families of the warrior-nobility with the sky-father's chosen families of noble-knights of Europe. In the modern nights, though many of the Strigoi remain Voivode and hidden from the Tzimisce, the Sabbat and Tzimisce have claimed many of the Strigoi families as their servants. The Cainite Sabbat scoff at the notion that the Strigoi are indeed human-vampire hybrids, saying that vampires are infertile, and that the Curse of Cain can only be passed on through the Embrace- all deviants from this are thought to be Infernal manifestations. To the Sabbat, the Strigoi (like all other Dampyre lineages) are nearly Ghoulish Families. That said, Strigoi Vu spout fangs, possess a more ===== Dampyrs often go through a teenage rebellion, sometimes lasting decades, during which they attempt vampire hunting.

Bratovitch: The historical hound-keepers and human barons of the Voivode; the Bratovitches are noted for savage violence and barely controlled rages. The Bratovitch's spawned many Noble Houses of the Dragon, including the Hungarian Bathory, the Bocskai and Bethlen clans as well as the Transylvanian the Basarab Danesti and Draculesti Families. All the Basarab Strigoi were destroyed by the Tzimisce in response to the actions of the Ordo Dracul (Dracula was a Dampyre of Draculesti lineage.)



In the modern nights, the noble lines rarely birth a true Strigoi, and the most fertile families have descended into back-woods obscurity, acting as the tenders of ancient Voivode territories. One branch of Bratovitch Strigoi have been kept as mutilated servants by the Tzimisce; The first breath (as the Strigoi call their mortal years) is a horrid torment of beatings and mutilation for the Sabbat Bratovitchs, tending the Fleshcrafted Creatures from the Pit; Upon the Second Breath (the Becoming), they often turn their inner pains outward, becoming among the most sadistic of the Tzimisce.

Grimaldi: The most important of the "ghoul families," the Grimaldis serve as diplomats, but have a more critical role as the enforcers of the Sabbat mandate of secrecy (their version of the Masquerade). In this capacity, they are the most humane (and ironically, useful) of the Strigoi to the Sabbat. In the Modern Age, they are horribly wealthy and have influence almost rivaling the Giovanni and Venture. They do the Sabbat's "hush work"... killing "bizarre death" stories, bribing cops, silencing witnesses, etc.

Szantovich (Zantosa): The Dark Age Voivode's infiltrators into various courts, the Szantovich's were inbedded in the royalty of the courts of Eastern Europe from Byzantium through to the nights of Rasputin and the Romanoffs. They spawned many of the wealthiest Noble Houses of the Dragon, including the Hungarian Rákóczi and Szathmáry clans.

In the Modern Age they've Anglicized their name to become the Zantosa, Rakkosi and Sathmari families. They are still rich, but have grown quite hedonistic. The Zantosa are too far gone in their appetites to serve much use for the Sabbat; these nights, they primarily subsist by providing obscene amounts of cash whenever their undead masters demand it. Beyond that, the Zantosa party, drink, snort, smoke, dance and fuck themselves into the void. They have been secretly guarding a hidden underground crypt in New York. The ancient Elder who was sleeping there is rumored to be Dagan. Many Zantosa Strigoi have taken up Fleshcrafting despite their fear of the Kuldunists, though Zantosa Strigoi Elders will destroy any who bring Viscisitude into their presence.

Obertus: (The Hidden) served the Draconian Voivode of the Dark Ages by working in monasteries and libraries. The Hidden survive into the Modern Age as possibly the oldest Strigoi family. The Obertus are scholars and obsessive

researchers, focusing on occult issues and questions of vampiric lore. The Obertus Strigoi are among the most anti-Tzimisce Voivode, frequently embarking on what they call the Shadow-Crusade against the hated Fleshcrafters.

Danislav: Decended from both the ancient Clan of the Wolf (ShadowLord Kinfolk) and the Underworld Dragon (the Wyrn), these tribal chieftans have betrayed their aligance to the Sky-father with their heritage as Umpyre creatures. The Danislav Strigoi bread Dampyr Lupines and powerful Kuldunists. Under constant attack and persuit by their Lupine brethren, these Strigoi were all but exterminated by the Dark Ages. Yet, they were so favored by the Voivode that their liniage almost asuredly still persists in producing prodigious and savage Warlord Umpyres.

Krevcheski: Originally a family of Strigio scholars and witches who'd grown distant from the other Voivode, the Krevcheski Strigoi betrayed their brethren defecting into the service of the Tremere. They serve the Worlocks into the modern nights as the Ducheski family of Kindred Lore Keepers.

Families of the Black-Hand

Three Half-vampire families are members of the mysterious Magnus Nigrum. They speak of their Families arising in India, Persia and Eastern Europe between 700BC and 300AD:

The Enrathi: Originally of Italian and Iberian decent, the Enrathi were a family of half-demons that rose out of the Toreador breeding pits during the Roman Empire. They have since bred with the Eastern European Strigoi, Ravnos Dampyrs, Yuta-dhana and Giovanni Still-Born, tempering their vicious Succubae traits with the blood of other Kindred Legacies. While Enrathi still become Toreadore when they resurect as Revinants, in life they are able to develop Potence, Ferality, and Beastialism in addition to their own Bloodline Disciplines, Seductive Presence, Auspex and Celerity. Unlike other Dampyres, Enrathi are not Mediums- they have no greater sense of the spirits of the dead than most mortals. The Enrathi are a kind of demonic witch, a pretty-faced middle-man for hell, brokering deals and making aquasitions- usually your children. In the Middle Ages, they were black market Slavers and Bankers. Ofcourse, they've always been in the bussiness of making unwholesome aquasitions for the full-bloods and they were quickly snatched up into by the clandetien secret order of the Magnus Nigrum. Today, the Enrathi serve the needs of the the Black-Hand and their Underworld Hell by stealing spiritually potent childern.

Rafastio: The Magnus Nigrum emerged into central Europe



as late as 800AD, yet had strong ties with the major sects of Enlightened Witches and Wildmen, already being surplanted and oppressed by the Church of the Patriarch. According to the *Biel's Letters* (a set of corospondances and other Kindred artifacts from the 9th Century) conspiritors in the Magnus Nigrum had *old-ties* with the Kuldun Witches and the Bahari Daughters of Heckate. One family of Witches, luck-sages and curse-weavers of Northern Italy, the Rafastios found their fate entwined with the Kindred. Their use of magical Kindred Vitae in their rites transformed them over the generations into Half-demon creatures, Bloodthirsty witches, destined for the Second Breath. When the Rafastios began their involvement with the Magnus Nigrum, they'd already become a synchratic practice, using the guise of Christian Saints and the Holy Mother, along with folk tales to teach the way of the Wyck. They have since become mystics of the Black Mother using Catholic-Bahari worship and rites. Rafstio bear ancient spiritual ties to the tied of the moon, and find it harder to access their Kindred-half and magical Disciplines durring the full moon and easier when the moon is dark, but are overwhelmed by blood thrist durring this time as well. Upon resurection as a Revenant, Rafastio become Kathakanas Nagaraja.

Marijava: Descended from the leader of a Thuggee sect of robbers and assassins, the Marijava, like the Yatu-dhana, are not quite human- the generations of blood rites and human sacrafice to the Dark Mother has brought the monster out in them. This line has remained of Indian, Persian and Bangali descent as a cannibal family of half-corpse man-eaters. They spy on just about everyone for the Tal'mahe'Ra, most being highly trained assassins, thieves or professionals in some white-collar field. Upon resurection, Marijava return from the dead as Brahma-parusha Nagaraja, having been elevated

by death. Only after this transformation can they begin to develop Kamayoga.

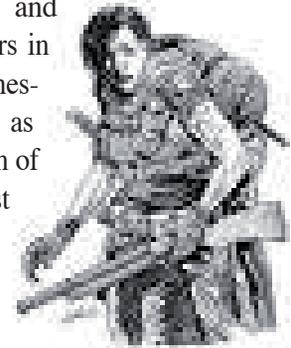
The SanGiovanni Still-Born

The mortal family of the SanGiovanni cannot be said to be Dampyrs. Though the family has a penchant for incestuous necrophilia, the Necromancers have never been able to breed their dead seed into their living descendants. Still, the shadow of their inheritance falls early on some, Still-Born but animate non-the-less, these horrid babies barely maintain the signs of life, yet are sustained by the cold Vitae their body holds. In childhood these Still-Born creatures are unnaturally quiet and morbid. As the years pass on, their body becomes more and more corpse-like, and many Still-Born don't even notice when their body fully dies and they become fully Kindred. Still, Still-Born never develop fangs until their Second Breath and superficially resemble ghoulish undertakers. Like all creatures of their sort, Still-Born are natural Mediums, though all Embraced Giovanni share that trait. Less philosophical Giovanni think the Still-Born as the produced of generations of mother's being Ghouled while with-child... something that makes birthrates low and miscarages comon. Still-Born do not sprout fangs, and remain fangless until their resurrection. Further, Still Born may look dead, and though their heart beats to weekly to be felt, they are in fact, alive. Still Born usually lose their Humanity early, and often start on one of the death focused Paths of Identity even in childhood. Some among the SanGiovanni secretly think that the Still-Born are abominations and actively seek to destroy each of them before they mature.



Ravnos Dampyrs & Yatu-dhana

Rakshasa that practice the rite of Yoni can become as a Yang Imbalanced Kuei-jin for a time, enduring the sun for hours instead of minutes, eating, drinking and fucking as much as they could want ...and siring children. Unlike the Thrashing Dragons, the Rakshasa cannot maintain this state for more than a single lunar cycle, and as such, cannot carry children to term, but many human women have discovered that they carry the seed of a dead-man or devil in them. The sourcerous Yatu-dhana consider Dampyr birth to be a blessing, and gypsie Ravnos hold their Dampyrs in great esteem as shamam and witches-often, ironically, employing them as vampire hunters. The living children of the Rakshasa's are limited to the first 3 levels of Mayayoga, a threshold they can only move beyond after their resurrection.



Eastern Dhampirs

The Thrashing Dragons and indeed any Yang Imbalanced Kuei-Jin can sire with a human or carry one to term. Such children are much like Yang Imbalanced Kuei-Jin themselves, though they are only Half-demon. Though they were born on earth, their soul comes from the Thousand Hells, and as infants they resemble midler Chih-Mieh, at the constant mercy of the urges of the P'o. Through their young life they may either develop their Humanity, or they may begin the arduous path of developign the Dharma. While a Dhampir is mortal, they cannot develop the Dharma discipline beyond level 2.

Ghouls

Kindred Vitae has many powerful magical properties. If it is given to a mortal to drink, it can arrest that mortals aging, along with its addictive properties. Moreover, given time those enchanted with Kindred blood are changed by it. While Vrykolaka Vitae will simply make a Ghoul seem palid and sickly, their body will function like a machine despite all ill appearance, even growing inhumanly strong and tuff; Succubae Ghouls often become flush and visceral creatures, hyperactive, voracious and euphoic. Vitae is a powerful steriod and though the Ghouls of all Bloodlines grow physically stronger over the years, those that habitually drink the blood of the Brujah, Gangrel, Giovanni and Pisacha often grow to abnormal sizes and become thick