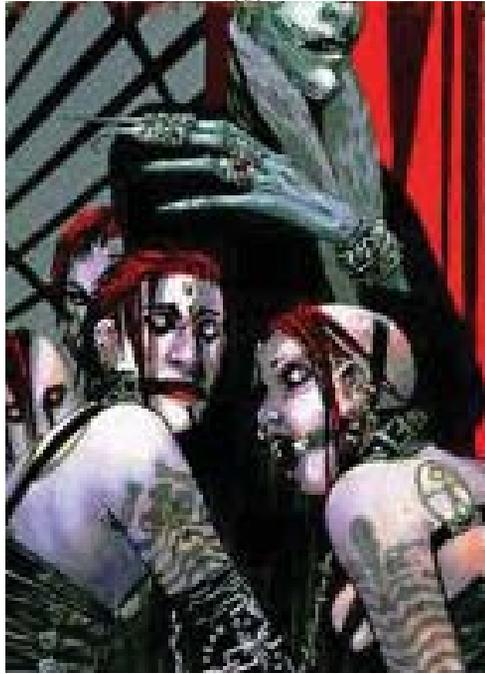


with uneven knotted muscles. Ghouls are most often kept as servants, Blood Bound to their Kindred master and treated as functionaries, amusements and even slaves. Mortal Guards, trusted stewards, or even favorite snacks and blood dolls; These Ghouls are rarely, if ever Embraced, and almost none have returned as Revenants. Kindred will also commonly Ghoul a prospective Childer as a precursor to the Embrace, but these mortals are rarely ever called Ghouls during their short time as mortal Vitae drinkers. The SanGiovanni usually plie their mortal heads-of-family with their Vitae in a ritual called the Proxi-Kiss, during which time they prove themselves worthy of resurrection as an honored



and keeping vast stores of Vitae to feed their life-sustaining habit. Indeed, while many willing Ghouls see their enchantment as a stepping stone to immortality, or even see the crimson gift of the immortals as a noble and honored status (some even believe that their master loves them as they love their master), when it comes down to it, a Ghoul is a junky. Life as a Ghoul is almost always a degrading trial of striving to please an inhuman master that looks on humans as pawns or toys or just food. The gift of Immortality, dangled over so many Ghouls' heads, is seen as so valuable that their Kindred masters often become irrationally demanding and judgemental, as the tortured members of families such as

Ancestor. Tremere almost never create mere servant Ghouls and partaking of their Vitae is simply a part of Apprenticeship. The practice of making a prospective Childer spend decades as a Ghoul used to produce giant Brujah and Pisacha and huge

the Giovanni can attest. The Tzimisce Ghoul and craft the flesh of mortals to make it a vessel for the lesser creatures of the Pit to inhabit and the lobottomized minds of such fleshy amagams quickly become lost in this unending nightmare



grendal-esk misshapen Nosferatu. In the modern nights, such bizarre appearances are considered a drawback and few Kindred spend so long assessing a Childer-to-be. Animals also make excellent Ghoul-servants, and they tend to grow to huge proportions, great strength and, in some cases, monstrous appearances in a much shorter time than their human counterparts. Assamites are forbidden from making Ghouls, while Kuei-Jin are incapable of it. Enchanting a mortal with their own Vital Force is considered a blessing among the Salubri, Setites and Succubae. Some Ghouls who've broken the Blood Bond have even been known to take up hunting weak neonate vampires

until they welcome their new spirit as feral masters. **System:** Ghouls can remain the same age for centuries so long as they always have at least 1 Point of Kindred Vitae in their system. Ghouls who have outlived their mortal life-spans will decay in minutes to their true age without their life-sustaining stipend of vampire blood. For a human Ghoul, every decade spent under the enchantment of Vitae adds a total of 3 points to the Ghouls Physical Attributes (3 points to spend on Physical Attributes not +3 to each), even if this drives that Attribute above 5, though a Ghoul can (at the cost of their 3 Ghoul Points) instead add a Healthlevel of size or





HEALTH

girth, taking them well over the normal human height and size.

At the Story Teller's discretion a Ghoul may be allowed to assign their Ghoul points to other Attributes (Charisma or Appearance for a Toreador Ghoul, Perception for a Tremere Apprentice, Manipulation for a Setite Devotee or Ventruer survivor, etc.). These additions are permanent alterations to the

Ghouls body, aberrations in human growth that occur as a side-effect of mortal consumption of Vitae. Most animal Ghouls gain these Ghoul Points every year instead- growing to monstrous size, unnatural strength and vicious speeds in a much shorter time. Ghouls cannot spend Blood-Points, as they are mortals under Vitae's enchantment, not Kindred able to channel that Vital Force. A Ghoul who's consumed a Blood-Point of Vitae is not holding that Vitae separately from their own blood, nor are they simply adding its volume to their own Blood-Points. Instead, the Blood-Point of Vitae "taints" one of the Ghouls own Blood-Points. Should a Ghoul fall to the Incapacitated Healthlevel, any further damage received is applied to the Blood Points of Vitae in their system, destroying these Blood-Points instead of Healthlevels, with any remaining damage being applied to the Ghoul's healthlevels as usual. In this way, Ghouls are often capable of surviving mutilations and wounds that would kill other mortals. Young Ghouls can subsist on receiving one Blood Point per month, though Ancient Ghouls who've persisted well beyond their natural life-spans may need 1 Blood Point a day to prevent rapid aging from setting in.

Over the course of their long exposure to Kindred Vitae, Ghouls often develop Derailments in-keeping with the Vitae they've been receiving, including Berserker Rages, Cannablist Urges, Pedo- & Necrophelia, Nymphomania, and more. Long term Ghouls can and do frenzy from starvation, provocation, lust or fear, though it is much easier for them to resist than for a Kindred.

Immortality weight of the centuries

While the life of mortals is utterly linked to their body, the soft spongy material soaked in living blood is the vessel of their spirit. But this life is all too transitory, and as the years pass the permanence of the world shifts to ash and dust as once vital flesh fades and the spirit flees into twilight. Men dream of being exempt from the grip of time, and wish for timelessness, agelessness and Immortality. Kindred have the closest thing to the glorified perfection of deathlessness.

Bruised

Hurt

Injured

Wounded

Mauled

Crippled

Incapacitated

(-1)

(-1)

(-2)

(-2)

(-5)



Most have already died and concurred the end to return to the living world once more. The witches tell us that death isn't the end of life, just another transformation of the eternal force; That the time we each have in this middle world is limited, but death is not the end- it's a new beginning. The Immortal Kindred do not age, they are not extinguished from

lack of nourishment and they do not stop being simply because their flesh cannot sustain them. Still, even the Immortals are not ceaseless and eternal- take a Kindred's head and their Second Breath (their Immortal existence) is over.

Immortal Health

Health and bodily integrity are measured by Healthlevels; Humanbeings typically have 7 living Healthlevels, 3 Healthlevels of technically living flesh, but the being is dead, and 10 structural levels below that, which simply represent the degrading structural integrity of the corpse body.

On character sheets, each level of health is represented by a standard chart found towards the bottom. There are seven standard Healthlevels that are used by all physical humanoid creatures. If an Incapacitated (the seventh healthlevel) character takes further damage, they are dead. Successful decapitation always drops a character down to Torpid/Dead. In addition, there are three hidden Healthlevels that sit below Incapacitated, but a character down to these Healthlevels is dead, as their body no longer functions well enough to sustain life. A character's Healthlevels represents the state of health for the character, along with the appropriate penalties to movement incurred by injuries the character received in gameplay. Further, they represent the amount of Life-Force that a mortal possesses, with each corresponding to a Blood-Point. Every Blood Point taken from a mortal will take 1 Healthlevel per Blood Point taken. Similarly, every Healthlevel a mortal loses to injury saps 1 Blood Point. They also represented how long it would take to heal the injuries incurred. Mortals heal at a slow but effortless rate, with each level healing more quickly than the level before it. Kindred can heal or reconstitute 1 Healthlevel per Blood-Point spent.

When an Immortal Kindred falls below Incapacitated instead of dying, they fall into a death like slumber, Torpor, until their spirit is strong enough to resurrect them once more. If a Kindred's Torpid body is attacked it will begin losing Structural Levels (which also must be healed as if they were Healthlevels to return the body to activity), and

should they lose all Structure levels, they are beyond even the recuperative abilities of the Immortals and are Destroyed; Though some Ancients have been seen to recombine themselves from even Ash and Dust. Again, no matter how damaged a Kindred's remains might be, so long as their head has not become detached from their torso/heart, a Kindred may revive themselves from Torpor eventually.

Healthlevels

Bruised	No penalties are issued.
Hurt	-1 penalty to dice pools and no movement penalties.
Injured	-1 penalty to dice pools and movement is slightly impaired.
Wounded	-2 penalty to dice pools and movement is limited to walking and jogging.
Mauled	-2 penalty to dice pools and movement is significantly impaired.
Crippled	-5 penalty to dice pools and movement is nearly impossible.
Incapacitated	A character may take no actions or move due to unconsciousness.
Torpid/ Dead	
Broken Body	
Ruined Corpse	
Desicated Remains	
Shrivelled Sinue	
Gristled Shreads	
Skelital Bones	
Mostly Whole	
Wrecked Assortment	
Piecemeal Chunks	
Grownd Mess	
Gravelly Bits	
Ash and Dust	



Torpor

Sleep of the Ages

During the death-sleep of Torpor, a Kindred's body is inert; While some Kindred experience nothing during their slumber, others find their Ghost cast back into the Underworld, experiencing visions, nightmares of hell and revealed mysteries. Still, though their spirit may be adrift, Kindred in Torpor gradually lose their Blood Potency over the course of their deep slumber, and most arise in a greatly weakened state. Others have grown so powerful enough that their consciousness remains quite active, dreaming of the events around them, influencing the emotional tide of the waking world, mentally commanding survivors and teaching apprentices and Children, Astrally travelling the epiphs of the heavens and Sojourning the pits of hell. Some are even active in the hearts and minds of their descendants.

Once a Kindred enters Torpor, they are in the grip of death, a force that tries to keep them inert through the millennia. While Kindred with high Identity scores can slip their slumber in just a few decades, those nearest to the Beast will not rise for centuries. If a Kindred enters Torpor for lack of Blood, they cannot rise again without first being roused by Blood Points. To rise, just as they do from their daily slumber, a Kindred must spend a Blood Point to attempt to animate themselves, and make a Path of Identity score roll against a difficulty of

the vampire's Legacy score. Less than three successes simply allows the Kindred to roll again next turn without needing to spend another Blood Point, in their attempt to acquire 3 successes and rise again. Some Kindred whose spirit has traveled deep into Hell or the Underworld must first return from their Sojourn to even attempt to rise.

Path of Identity Score	Min. Length of Torpor
10	One day
9	Three days
8	One week
7	Two weeks
6	One month
5	One year
4	One decade
3	Five decades
2	One century
1	Five centuries
0	Millennium

Rememberance

The Mists of Time

Kindred awakening from Torpor are usually quite disorientated, as their visions fade like dreams. So too does their memory of their existence before they fell into the death sleep, and the centuries of days melt into a skeletal summation that becomes more and more uncertain and warped over the ages. While many cults claim to know a or the origin of Kindred kind, the loss of Rememberance to Torpor makes even those Kindred who were their uncertain and open to debate. When a Kindred rises from Torpor, they are assumed to have lost the centuries to the mists of death, and each success they gained on their Awakening roll reduces that loss. Five or more successes can be assumed to clear the cobwebs of the centuries from a Kindred's mind, though their earliest memories always become vague, distorted or sketchy.

Aggravated Damage

Unlike most forms of injury, some attacks cause wounds that are more horrific, deeply affecting and lasting than others. Fire, Sunlight, acid, radiation, electricution, the claws and teeth of other supernaturals and most forms of magical attack damage both a Kindred's body and their spirit. Other supernatural creatures take Aggravated damage from other sources, such as Lupines and Silver, Ghosts and Salt, or the Fae and Iron. Aggravated Damage is sometimes called Immortal Wounds because a Kindred cannot simply spend a Blood-Point and heal a Healthlevel lost to Agg. Damage. Instead, the wound persists with her, demanding 5 Blood Points and 5 successive days of slumber to reconstitute or heal each Healthlevel lost to Aggravated Damage. Mortals



rarely heal from Aggravated Damage at all. Unliving Kindred keep scars to remember their Aggravated wounds. While a Kindred reduced below Incapacitated from mortal damage will fall into Torpor, a vampire stricken down by Aggravated Damage is instead destroyed. Some mortal wounds are so severe that they are considered Aggravated damage once inflicted, such as decapitation.

Sunlight

Sunlight, even more than fire, is deadly to vampires. Even diffuse sunlight running through a heavy curtain can cause burns, and direct sunlight sears all but the most powerful vampires. Unless a character has Fortitude, the rays of the sun cause burns, no matter how weak they are. Characters with Fortitude (and only characters with Fortitude) may attempt to resist sun damage, using a dice pool equal to the level of the Discipline. The difficulty to soak the damage depends on the intensity of the light, while the amount of damage taken depends on the amount of protection between the vampire's skin and the sunlight. No part of a vampire is immune to the rays of the sun. Any character looking into direct sunlight is blinded instantly, her retinas burned by the illumination. Fortunately for vampires, the light reflected from the moon is not strong enough to inflict any serious damage, though some suffer the equivalent of mild sunburn if they are exposed to the light of a full moon and aren't wearing any protective gear. As with fire, sunlight inflicts automatic damage per turn unless soaked.

Soak Difficulty	Intensity of Light
3	Faint light coming through a closed curtain- heavy cloud cover- twilight
5	Fully protected by heavy clothes- sunglasses- gloves and a wide-brimmed hat
7	Indirect light coming through a window or light curtains

9	Outside on a cloudy day- hit by one ray of direct light- catching the sun's reflection in a mirror
10	Direct rays from an unobscured sun

All damage inflicted by fire is automatically successful unless soaked (i.e., a character trapped in a bonfire takes two automatic health levels of damage per turn, not the results of two damage dice per turn).

Health Levels/Turn	Turn Exposure
One	Small part of body exposed, a hand or part of the face
Two	Large part of body exposed, a leg, an arm or the whole head
Three	Fifty percent or more of the body exposed - wearing thin clothing

Soak Difficulty	Heat of Fire
3	Heat of a candle (first-degree burns)
5	Heat of a torch (second-degree burns)
7	Heat of a Bunsen burner (third-degree burns)
8	Heat of an electrical fire
9	Heat of a chemical fire
10	Molten metal

Fire

Vampires fear fire, for it is one of the few things that can end their immortal existences. Fire damage is aggravated and ignores armor; a vampire can resist it only with the Fortitude Discipline. Mortals (as well as dampyrs, ghouls, lupines, etc.) can resist fire with their Stamina, though even a few moments of exposure is still likely to result in horrible burns. A fire's size determines the levels of Aggravated damage a character endures per turn, while its heat determines the difficulty of the Fortitude soak roll. A character suffers the full damage effect for each turn that she's in contact with the flames; she must leave the area and/ or put out any fire on her to stop taking damage.

Health Levels/Turn	Size of Fire
One	Torch; a part of the body is exposed to flame
Two	Bonfire; half of the body is exposed to flame
Three	Raging inferno; entire body is engulfed

Combat Charts

Close Combat Maneuvers Table

Maneuver	Traits	Accuracy	Difficulty	Damage
Bite	Dex + Brawl	+1	Normal	Str+1 (A)
Block	Dex + Brawl	Special	Normal	(R)
Claw	Dex + Brawl	Normal	Normal	Str+1 (A)
Clinch	Str + Brawl	Normal	Normal	Str (C)
Disarm	Dex + Brawl	Normal	+1	Special
Dodge	Dex + Dodge	Special	Normal	(C)
Hold	Str + Brawl	Normal	Normal	Str+1
Kick	Dex + Brawl	Normal	+1	Str+1
Parry	Dex + Melee	Special	Normal	(R)
Strike	Dex + Brawl	Normal	Normal	Str
Sweep	Dex + Brawl/Melee	Normal	+1	Str (K)
Tackle	Str + Brawl	Normal +1	Str+1	(K)
Weapon Strike	Dex + Melee	Normal	Normal	Weapon

(A): The maneuver inflicts aggravated damage.

(C): The maneuver carries over on successive turns.

(K): The maneuver causes knockdown.

(R): The maneuver reduces an opponent's attack successes.

