

Chapter Five: Your Character

Making a Character

So you're going to play a familiar. Awesome. Here's how you do:

- Select the *role* your familiar fulfills for their undead bloodsucking monster of a patron. The ones on offer are *burglar*, *driver*, *expert*, *fixer*, *muscle*, *procurer*, and *trophy*.
- Write down a concept for your familiar (“artist laboring for an eternal muse,” “blood addict who’ll do anything for a fix,” “very, very strange club kid,” “petty drug dealer in *way* over his head,” etc).
- Come up with a name for your familiar.
- Write down a short, punchy description of your familiar, incorporating the three most striking features they have. Use two sentences, tops.
- Pick one of the Attribute arrays offered in the playbook for your chosen role.
- Note down your permanent *unholy strength* Condition.
- Pick one of the following values to start with: Day +0, Night +0 *or* Day +1, Night -1, *or* Day -1, Night +1.
- Select role moves as instructed by your playbook.
- Select two Shadow moves from among the lists provided by your patron.
- Select one of the other players. They get to start with an Edge on your character.

Now you're ready to play.

Playbooks

Burglar: Security, stealth, intrusion, and getting back out again with what's not yours. Well. It's yours *now*.

Driver: From point A to point B with speed and discretion, you know how to get around.

Expert: Translation, curation, and a doctorate in something unlikely. You know how to find information and what to do with it.

Fixer: The hookup chap. Guns? Drugs? Meetings? You can arrange it.

Muscle: Security, intimidation, legbreaking: that's your thing.

Procurer: When blood or suckers are needed, you scare them up.

Trophy: The master saw something in you. Maybe not something useful in any practical sense, but something.

Burglar

When a vampire decides it wants something, there's a good chance it already belongs to someone else. That's where you come in. You're kept on retainer because you can get things: information, maybe, or a coveted antique sold at auction. Maybe something really special, like a child snatched from her crib. Whatever the job, *silence* is your specialty: get in, get out, and no screaming until the next morning. Best of all, you don't need an invitation before you can lever open a window and crawl through.

Attributes

Pick one of the following sets of modifiers to describe your Attributes:

- Muscle +0, Will -1, Charm +0, Smarts +1
- Muscle -1, Will +0, Charm +0, Smarts +1

Advances

When you accumulate 10 experience, erase it all at the end of the session and take one of the following advances:

- Increase an Attribute of your choice by +1. You can only take this advance twice.
- Raise your day by +1 and lower your night by -1, or vice-versa. You can take this advance as many times as you want.
- Take a new Burglar move. You can take this advance as many times as you want.
- Take a move from a different role. You can take this advance up to three times in total, but never more than twice from the same role.
- Take a new Shadow move from any of the lists your Master's blood has opened to you. You can take this advance as many times as you want.

Burglar Moves

Start with *Case the Joint* and one other Burglar move.

Case the Joint: For each day you spend observing your mark—whether it's a house or a person—you gain one contingency plan, to a maximum of three plans. When you finally begin your heist, you can spend one contingency plan at any time to add +1 to a move before rolling.

Confidence Job: When you *fast talk* someone in pursuit of robbing them or getting past them to rob someone else, you can roll with smarts instead of charm.

I'm Supposed to Be Here: Carry +1 forward ongoing to *slow things down* during a heist that's going pear-shaped.

I Anticipated This: At any point during a heist, you can spend one contingency plan to declare that you acquired and brought with you a piece of specialized equipment like thirty feet of nylon rope, a crowbar, a silenced gun, or a chloroform-soaked rag, and have had it all this time.

Secured the Package: Once per session, when you roll a 7-9 to *cut and run*, you may forbid the Master from deciding that you lost something in the course of escaping.

Think Fast: Once per heist, or once per session when pursuing a spur-of-the-moment opportunity, you can re-roll a missed attempt to *do something shady*.

Tricks of the Trade: When you roll a 12+ on any move during a heist, you gain one contingency plan, based on general knowledge and experience of the kind of thing you're doing. This can take you above the usual maximum of three contingency plans.

Driver

Vampires have trouble with moving around: sometimes crossroads are a problem, sometimes churches or rivers, always the sun. That's where you come in. You're the A-to-Z man. You're the lady who specializes in here-to-there, and maybe back again. Usually it's your fellow familiars you're ferrying around, along with some kind of cargo: a precious antique, or something illegal, or a juicy blood-filled morsel who may or may not want to stay in the fucking car. Sometimes it's your patron. Try not to drive too crazy, then; they don't like being jostled.

Attributes

Pick one of the following sets of modifiers to describe your Attributes:

- Muscle +0, Will -1, Charm +0, Smarts +1
- Muscle +1, Will +0, Charm -1, Smarts +0

Advances

When you accumulate 10 experience, erase it all at the end of the session and take one of the following advances:

- Increase an Attribute of your choice by +1. You can only take this advance twice.
- Raise your day by +1 and lower your night by -1, or vice/versa. You can take this advance as many times as you want.
- Take a new Driver move. You can take this advance as many times as you want.
- Take a move from a different role. You can take this advance up to three times in total, but never more than twice from the same role.
- Take a new Shadow move from any of the lists your Master's blood has opened to you. You can take this advance as many times as you want.

Notes

As the Driver, you're probably going to be doing stuff behind the wheel pretty often. There's no special "drive" move; whatever you're doing is handled by the standard basic moves. Crazy-ass stunt driving and chasing another vehicle down in a car pursuit is covered under *flex*, while trying to kill somebody with your car is our good friend *fuck them up*. Attempting to escape pursuit or lose a tail is *cut and run*, while smuggling stuff along back roads without drawing attention and the like is our tried and true companion *do something shady*.

Driver Moves

Start with Signature Ride and one additional Driver move.

Signature Ride: You have a badass car of some kind. It can be customized, rare, unusual, whatever. It may be the reason your patron noticed you in the first place. Alternately, you can have something a little different, like a big rig truck, a speedboat, or even maybe a private plane, if the Master's cool with it. If anything happens to your signature ride, you'll get a new one somehow within a session or so at most; it's no fun playing the Driver without something to drive.

Fly Casual: Everyone fucks up, gets inspected, or straight up gets caught sooner or later, but why give up even then? Once per session, when you make a move with a vehicle and miss, you can say “hell no” and roll again.

Hang on!: When you or a passenger in a vehicle you’re operating takes harm, the harm is reduced by 1.

Mechanic: You’re good with machines. If you’ve got at least marginally adequate tools and a little bit of time to work, you can get any kind of vehicle up and running again unless it’s *completely* fucked. If you note that you’re taking time for some special tune-ups, then later during the same session you can cash in your tune-up to add +1 to a move with the tuned-up vehicle *after* you roll.

Pathfinder: You have an incredible sense of direction and can always backtrack effectively, keep a heading in confusing circumstances, and generally know where you are. If the Master says “You’re lost,” you get to say “Nope, I have Pathfinder. Which way’s the interstate?”

Them Duke Boys are at it Again: When you roll a 12+ on a move with a vehicle, get 1 experience.

Wheelman: Holy shit, you’re good behind the wheel. Carry +1 forward ongoing to make a move with a vehicle you’re trained to operate.

Expert

Some vampires simply drift from night to night on a sea of blood with no greater interest than counting from one to two, hunger and satiation, again and again. But many eventually develop hobbies, which in time become obsessions. Music, art, history—whatever it might be, a vampire’s collection will eventually require curation, caretaking, and expert development. That’s where you come in. You might be a dealer in rare books, an antiquarian, or a professor with a very obscure degree. Whatever it is, your expertise drew the notice of something old and dead and possessed of peculiar interests... interests that align with yours, unlike the rest of the world. Now you spend your nights translating ancient manuscripts tattooed into flayed human skins, or verifying the authenticity of 4th century BCE Phrygian blood-cult art from Derinkuyu, or attempting to run down a lost Monet rumored to be in the possession of a private collector, its contents... well, let’s say they’re of great interest to your patron and leave it at that, yes?

Attributes

Pick one of the following sets of modifiers to describe your Attributes:

- Muscle -1, Will +0, Charm +0, Smarts +1
- Muscle -1, Will +1, Charm +0, Smarts +0

Advances

When you accumulate 10 experience, erase it all at the end of the session and take one of the following advances:

- Increase an Attribute of your choice by +1. You can only take this advance twice.
- Raise your day by +1 and lower your night by -1, or vice/versa. You can take this advance as many times as you want.
- Take a new Expert move. You can take this advance as many times as you want.
- Take a move from a different role. You can take this advance up to three times in total, but never more than twice from the same role.
- Take a new Shadow move from any of the lists your Master’s blood has opened to you. You can take this advance as many times as you want.

Expert Moves

Start with Expertise and one additional Expert move.

Expertise: You’re an expert in your field, whatever it might be. Broadly define your area of expertise as something like “ancient blood-cults,” “art,” “music,” “Middle Eastern history,” or “world mythology.” Whenever it becomes relevant to the story, you can ask the Master to tell you something you know about your chosen field of expertise that’s helpful to move things forward. There’s no roll involved: you *always* know something useful to move things forward, if the matter at hand touches on your specialty.

Curated Connections: Carry +1 forward ongoing to *work a system* when engaging your area of specialty, such as battering through academic red tape or finding the right international art dealer.

Just the Thing for the Occasion: Part of being a good custodian and curator is anticipating the needs of your collection. Once per story, you may opt not to roll when you *work a system* relating to your area of expertise, and simply take a 10+ result instead.

My Precious: Once per session, when you are transporting some item or relic related to your field of expertise and you roll a 7-9 to *cut and run*, you may forbid the Master from deciding that you lost something in the course of escaping.

Polyglot: You've mastered a number of languages relating to your field of study and bastions of global expertise in your field. Whenever you run into a linguistic roadblock, you can either translate it yourself, or you know someone else who can. If it's something *really* weird and obscure, like a Phoenician cultic cipher, you can try to crack it in just a few days by *working a system*, rather than being forced to embark on years-long academic ordeal like the rest of the world's dullards.

Research Pays Off: You can study up on whatever ill-advised task your patron sets before you to improve your chances. For every two full days you spend researching the adventure you're about to embark on, you gain 1 prep, to a maximum of three. At any time during the ensuing story, you can spend 1 prep to add +1 to a roll before picking up the dice.

World-Renowned Expert: Choose a second area of expertise. Yes, you're that good. Your patron is quite lucky to have you.

Fixer

Some vampires have a little black book that could burn a city—or a nation—to the ground. Others are... less personable. They've slept in the cold ground for seventy years and every breathing person they used to know is dead. Or they look like a worm-raddled corpse or something that crawled out of a murderer's worst nightmare. Or they just don't like going out. Whatever the case, they need someone like you: someone who knows people and knows how to get things. Because everyone needs something, right? Even if that someone is a blood-drinking corpse. And you, well, you specialize in a little bit of everything. Guns? You can get guns, even in a country that prides itself on making that next to impossible. Drugs? Child's play. Information? Meetings? You know a guy. And if you don't know a guy, then you know a guy who knows a guy. And that's why your patron has made *you* into the person *they* know. You're their point of contact, their *artery*, into the rest of the world and all the things they need.

Attributes

Pick one of the following sets of modifiers to describe your Attributes:

- Muscle -1, Will +0, Charm +1, Smarts +0
- Muscle +0, Will -1, Charm +0, Smarts +1

Advances

When you accumulate 10 experience, erase it all at the end of the session and take one of the following advances:

- Increase an Attribute of your choice by +1. You can only take this advance twice.
- Raise your day by +1 and lower your night by -1, or vice/versa. You can take this advance as many times as you want.
- Take a new Fixer move. You can take this advance as many times as you want.
- Take a move from a different role. You can take this advance up to three times in total, but never more than twice from the same role.
- Take a new Shadow move from any of the lists your Master's blood has opened to you. You can take this advance as many times as you want.

Fixer Moves

Start with Networking and one additional Fixer move.

Networking: When you go to shake the tree, something useful usually falls out. Carry +1 forward ongoing to *work a system*.

Shady Merchandise: Once per story, when the Master introduces a complication around something illegal you're trying to acquire, you can explain how you foresaw this complication and have already dealt with it in advance (such as by arranging to pay off the cops so that, actually, no, there *isn't* a patrol car in the area right now).

Got That in Stock: Select one of the following specialties: weapons, drugs, cash. Once per story, you can say "Actually, I know where I can lay my hands on that *right now*," and do so with no roll or other legwork required.

Friends in High Places: Select one of the following to have an influential contact in: Local government, high society, or law enforcement. If you leverage this contact to *work a system*, you can re-roll a failure.

Friends in Low Places: Select one of the following to have an influential contact in: Organized crime, labor unions, or counterculture. If you leverage this contact to *work a system*, you can re-roll a failure.

Friends High and Low: Choose a second option from *Friends in High Places* or from *Friends in Low Places*.

Favor for a Friend: Whenever you use your contacts and influence to get something for somebody *other* than your patron, get an Edge on them.

Muscle

Vampires *don't* tend to have too much difficulty defending themselves... at least, not at night, when they're awake and on the prowl. Even then, few monsters want to lurk in their lair, defending it from all comers for eternity. That's why you're in your present circumstances: something about you made an ageless monster think, "Yes, this person could keep an angry mob from breaking into my mansion and killing me while I sleep." Or perhaps you were brought into service to act as a bodyguard for one of your patron's *other*, less robust servants? Or maybe—very likely—a night-bound monster decided it needed someone capable of inflicting violence on its behalf during the day. Either way, that's what you're expected to do now: hurt people in furtherance of our patron's agenda.

Attributes

Pick one of the following sets of modifiers to describe your Attributes:

- Muscle +1, Will +0, Charm -1, Smarts +0
- Muscle +1, Will +0, Charm +0, Smarts -1

Advances

When you accumulate 10 experience, erase it all at the end of the session and take one of the following advances:

- Increase an Attribute of your choice by +1. You can only take this advance twice.
- Raise your day by +1 and lower your night by -1, or vice/versa. You can take this advance as many times as you want.
- Take a new Muscle move. You can take this advance as many times as you want.
- Take a move from a different role. You can take this advance up to three times in total, but never more than twice from the same role.
- Take a new Shadow move from any of the lists your Master's blood has opened to you. You can take this advance as many times as you want.

Muscle Moves

Start with two Muscle moves.

Buff: Maybe you've been working out diligently. Or hitting the juice on top of the vampire blood. Or, maybe, you're seven feet tall and your patron figured "Hey, I can teach someone how to protect me, but you can't teach being seven feet tall," and that's what got you this gig to start with. Regardless, you can suffer 1 more harm than other characters before you die.

Looming Presence: When you *bare your fangs* you can roll with muscle instead of will.

Bodyguard: Once per session, you can re-roll an attempt to *protect someone* and keep the better result.

Prepared for Violence: Once per session, you can retroactively declare that you were ready for this situation and have a small, concealable weapon of your choice within reach. Maybe you taped it to your leg, maybe you hid it behind the bookshelf in advance; whichever, it's there and now it's in your hand.

Exploit an Opening: When you spend an Edge against someone while attempting to *fuck them up*, you can add +1 to your move *and* increase the harm you inflict by 1.

Observation Under Fire: When you roll a 10+ to *protect someone*, get an Edge on them.

Violent Lessons: When you roll a 12+ to hurt someone in service of your patron, get 1 experience.

Procurer

Vampires drink blood, and they want to drink it on the regular. A vampire freshly returned from the silent land is rapacious, indiscriminate, drawn to the hunt. That's not your patron, though. Your patron has shit to do, and stalking a fresh source of the red night after night is exhausting. You, then, represent an investment: a small draught of blood given out to a specialist in bringing much greater quantities back to the lair. You're your patron's hookup. You know how to flash the right smile, or pad of bills, and lure prey into the monster's very lair. You might specialize in certain drugs, either to make your job easier or to spice the blood to your patron's demanding tastes. The rest of your fellows on this night-shift work, sometimes they have to do terrible things. You? Terrible things is your entire stock in trade. You're a procurer for a monster.

Attributes

Pick one of the following sets of modifiers to describe your Attributes:

- Muscle +0, Will -1, Charm +0, Smarts +1
- Muscle -1, Will +0, Charm +1, Smarts +0

Advances

When you accumulate 10 experience, erase it all at the end of the session and take one of the following advances:

- Increase an Attribute of your choice by +1. You can only take this advance twice.
- Raise your day by +1 and lower your night by -1, or vice/versa. You can take this advance as many times as you want.
- Take a new Procurer move. You can take this advance as many times as you want.
- Take a move from a different role. You can take this advance up to three times in total, but never more than twice from the same role.
- Take a new Shadow move from any of the lists your Master's blood has opened to you. You can take this advance as many times as you want.

Procurer Moves

Start with Cheap Charm and one additional Procurer move.

Cheap Charm: The first step is always getting through the door, and it's been a very long time since that was a problem for you. What do you need, fake id? Some names to drop? A bit of cash to grease the wheels? Never fear, you came prepared, and you can even get a couple-few friends in with you. This works whether you're trying to get into the hottest club in town, a drug den, or an exclusive Hollywood party.

Cold Reading: Let's be blunt: your skillset is also that of a con artist. The first time a person you met during the current scene gives you a piece of personal information about themselves (real name, where they live, or any sort of personal reminiscence), you get an Edge on them.

Don't Be Like That: You are an expert in selling people things they don't need—like going back with you to a dilapidated mansion or old crypt on the edge of town. That can go wrong a million ways and you've learned to steer at least, oh, half a million of 'em back on course. Once

per session, when you try to *slow things down* you can re-roll your attempt and keep the better result.

Spiked: Sometimes all the fast-talk in the world won't get the job done by itself, and then it's chemistry to the rescue. When trying to *do something shady* in order to drug or poison someone, you can roll with Charm rather than Smarts.

Hard Sell: Carry +1 forward ongoing to *fast talk* someone into giving you their blood, or following you back to some sketchy location.

Snarling Not Smiling: If you have an Edge on someone, then you can *bare your fangs* at them without anyone watching the interaction realizing you're being anything but civil and social. The menace comes through loud and clear, but only to your target.

Master Manipulator: When you roll a 12+ to *fast talk* someone, get 1 experience.

Trophy

Familiars are useful for plenty of reasons. They can get things, they can go places, they can run interference, sure. But sometimes a vampire brings a mortal into their darkened world for more... personal reasons. That's you. You're not the driver, the fixer, the muscle, any of that. Maybe you're the vampire's lover. Maybe you're an artist, and a monster has developed a fixation on your work. Maybe you're in trouble, and once upon a time, back when it still breathed, your patron swore to your great-grandfather that it would always look out for him and his, and this is its idea of upholding that promise. Hell: maybe back when it had a pulse, the vampire *was* your great-grandfather. Maybe you're the high priest of your patron's blood cult. Whatever it is, a vampire values you for sentimental rather than practical reasons. On the one hand, this might (*might!*) mean less onerous and gruesome duties. On the other, it also means that your position is only as secure as a fickle heart that no longer beats.

Attributes

Pick one of the following sets of modifiers to describe your Attributes:

- Muscle +0, Will +0, Charm +1, Smarts -1
- Muscle +0, Will +1, Charm -1, Smarts +0

Advances

When you accumulate 10 experience, erase it all at the end of the session and take one of the following advances:

- Increase an Attribute of your choice by +1. You can only take this advance twice.
- Raise your day by +1 and lower your night by -1, or vice/versa. You can take this advance as many times as you want.
- Take a new Trophy move. You can take this advance as many times as you want.
- Take a move from a different role. You can take this advance up to three times in total, but never more than twice from the same role.
- Take a new Shadow move from any of the lists your Master's blood has opened to you. You can take this advance as many times as you want.

Trophy Moves

Start with two Trophy moves.

Indulgence: Once per story, when you break night, you can opt not to alter your day/night balance.

Dark Dreams: The shadow of the blood always looms over your life. Carry +1 forward ongoing when you roll with night.

Friend of the Night: Maybe you understand your patron better than anyone else, or maybe they're just giving you the best portion of their blood. Once per story, by taking just a moment to catch your breath and close your eyes, you can force the Dark to retreat two steps.

I Can't Promise Your Safety If You Harm Me: Carry +1 forward ongoing when you invoke your patron while trying to *stand your ground* or *bare your fangs*.

Stilled Hearts are Still Hearts: When you gain an Edge on your patron, get 1 experience.

Lucky Number: Whenever your patron dispatches you to accompany your fellow familiars on a mission you're unsuited to (which is probably most missions), gain 1 hold. Spend your hold at any point during the mission to add +1 to another familiar's roll.

Intercessor: You can spend an Edge on another familiar to talk them out of the shadows, causing the Dark to recede by 1 step for them.

The Shadows of Dark Miracles

Vampires wield powerful, disturbing dark miracles. You don't get those powers, but you don't get *nothing*, either. As a familiar, you can learn to call forth... let's say the mere shadow of those terrible powers. Still, that's a shadow cast from the other side of the grave, and it's more occult power than anyone else among the living is packing. It gives you a big edge.

The Power of the Blood

Vampiric power isn't universal, and different lineages carry different gifts in their blood. Your patron's lineage dictates what kind of Shadow moves you can learn and use. Here's who gets what:

Carpathian: Authority, Beast, Power, Speed

Corse: Authority, Insight, Horror, Power

Lamia: Authority, Divinity, Glory, Speed

Penanggalan: Flesh, Glory, Power, Speed

Pisacha: Abyss, Glory, Insight, Speed

Sasabonsam: Death, Insight, Power, Speed

Switching Patrons

Headhunting happens in the world of the undead. Maybe you got a better deal. Maybe something happened to your patron and you're desperate for a new hookup. Maybe you've been stuck in Morocco for six months and you'll take *anything* you can scrounge up on the occult black market, as long as it came out of a vampire's veins. So: What happens when, after spending two years lapping at a Penanggalan's wrist, you start drinking from a Lamia?

A short, emergency renewal from another bloodline doesn't do anything unusual other than disable the ability to buy Shadow moves until you're back on your familiar brand of the blood. If you switch to a new kind of blood and stick with it for at least three months, the changes are more drastic. You regain the ability to buy Shadow moves, though you're limited to your new patron's list. Moreover, you start to lose any Shadow moves corresponding to dark miracles your new patron doesn't have at a rate of one move at the beginning of each session, starting with any moves from their lineage-unique miracle (Abyss, Beast, Death, Divinity, Flesh, and Horror). A replacement move from your new patron's lists appears at the end of the session. While the old power is burning itself out of your body, you have the Condition *turmoil of the blood*, which leaves you alternately wracked by chills and fevers, and causes you to become lost in the Dark after only three advances rather than the usual five.

Blood Potency

A few powerful shadow moves require you to spend your *Blood Potency*. This is a special charge of supernatural power you take in when you drink your master's blood, renewing your covenant for another month. Once you use up your Blood Potency charge, it's gone until the next time you drink vampire blood (and no, you can't save up a bunch of charges from month-to-month,

although it *is* possible to consume an extra draught of blood to power up temporarily; see page XX).

The Shadow of the Abyss

When a Pisacha comes back from the quiet lands, it brings back a connection to primordial darkness. True vampires of that lineage can bend silence and shadows to their service, using them to vanish even from plain sight, appear as someone else, and to wield darkness as a weapon and servant. The shadow of the Abyss is far more limited, but still grants terrible and formidable powers, encompassing the following moves:

Darkstalker's Instinct: While lost in the Dark, carry +1 forward ongoing to *do something shady*. You can spend your Blood Potency to use this move for a scene without being lost in the Dark.

Go to Ground: If you find a dark corner, make yourself as small as you can, close your eyes, shut out the world around you as best you can, and roll with night. On a 10+, nobody can find or notice you. On a 7-9, nobody will notice you unless they're actively trying to find you.

Red Silence: You can suffer 1 harm and smear your blood across a wall, door, window, floor, or other surface. For the rest of the scene, no sound that you make will carry through the anointed surface.

Concealment: When you *do something shady* and attempt to conceal a small item on your person, you can roll again once if you miss.

Creeping Presence: While lost in the Dark, you can match your footsteps to someone else's and automatically follow them through a poorly-lit environment with no chance of being detected until you choose to reveal yourself, so long as you and your victim are the only ones present. You can spend your Blood Potency to use this move for a scene without being lost in the Dark.

Mask of Shadows: So long as the lighting is poor, you can spend your Blood Potency to pull the darkness around yourself in such a way that it's impossible for others to be sure of your identity for the rest of the scene. Even your voice echoes strangely.

Swallowing the Shadow: Once per night you can pull your own shadow into yourself, and keep it there as long as you wish. While doing so, you have no shadow, and are filled with a cold, clammy darkness. The Dark cannot advance, but you also suffer 1 harm at the end of each scene during which your shadow is inside of you, and cannot heal any harm while your shadow is within.

Shadow Dance: You can advance the Dark to momentarily bend, warp, beckon, and manipulate shadows, so long as there are already shadows present to work with. You can use these tricks to carry +1 forward to *show your teeth* or *do something shady*.

Contamination: If your shadow touches someone else's, you can advance the Dark to force a momentary merging of the two shadow-selves. You get an Edge on the other person, but they also get an Edge on you.

Lights Out: By conjuring up darkness from your own internal hollows and crevices and allowing some even more primordial shadow to inhabit it—call it the Dark, why not?—you can breathe out into a room, and extinguish all the lights within. Advance the Dark and roll with night. On a 10+, all lights go out and stay out for as long as you concentrate on holding the darkness in place. On a 7-9, candles and other small fires simply go out, while electric lights dim out and large flames bank to only the slightest of embers. Electric lights will flicker back on and embers will flare back to weak (but probably steadily growing) flames after half a minute or so.

Shadow-Shroud: You can beckon your shadow to climb onto you, swallowing you in a haze of darkness. The Dark advances twice. This shroud of crawling shadows acts as armor, and the first two times during the scene that you take harm, the harm is reduced by 1, unless it is inflicted by fire.

The Shadow of Authority

Vampires use dark miracles of Authority to crush the will of others, or ensnare them with hypnotic allure. The Carpathian, Corse, and Lamia lineages can all freeze people in place with a glare, implant hidden or obvious desires, compel immediate obedience, or even rewrite memories over the course of a conversation, or even rebuild someone's mind completely over several sessions of conditioning. Some truly ancient Corses can even pour their consciousness into another mind and drive their victim around like a car. The shadow of Authority is far more limited in what it can accomplish, but still truly frightening when turned against ordinary people. Authority *doesn't* work on vampires, alas. It encompasses the following moves:

Mind Games: When you exploit your knowledge of someone by spending an Edge to make them freeze up or hesitate, you can advance the Dark to keep the Edge.

Fascinate: By maintaining both eye contact and a steady stream of talk, you can narrow someone's perceptions down until they block out everything other than you. Jarring stimuli (loud noises, physical jolts) will break the trance, but otherwise they'll ignore everything but what you're saying and doing. You need to have their attention for a few moments before this move becomes effective.

Fugue State: You can wipe out someone else's memory by locking eyes and smashing your will against their own. Spend an Edge or your Blood Potency and roll with night. On a 10+, they forget everything that's happened since they woke up. On a 7-9, they forget everything that happened in the current scene. On a miss, they get an Edge on you.

Hypnotic Patter: So long as you have your victim's undivided attention, you can re-roll attempts to *fast talk* by advancing the Dark.

Command: You can make eye contact, speak a single word, and roll with night. On a 10+, your victim obeys immediately. On a 7-9, they obey hesitantly. On a miss, the Dark advances.

Hypnosis: If you and your target are alone, with no external distractions, and you maintain both prolonged eye contact and a steady patter of soothing, lulling dialogue, you can attempt to place them into a hypnotic trance. Spend your Blood Potency and roll with night. On a 10+, they fall into a suggestive trance and you can give them a relatively straightforward set of instructions to follow in the near future. On a 7-9, they fall into a suggestive trance and you can give them a set of simple instructions to follow sometime in the near future, so long as they wouldn't consider those instructions terribly objectionable. On a miss, they snap out of the daze and know what you tried to do. If you're lost in the Dark, you don't need to spend your Blood Potency to use this move.

The Shadow of the Beast

Carpathian vampires are predator-lords, given dominion over the night and all that hunts within it. They can summon and command beasts to do their bidding, transform into wolves, bats, swarms of rats or night-fogs, move through the earth as though it were water, even conjure predatory features such as claws and mouths full of shark teeth. The shadow of the Beast is substantially more limited, but still enough to turn a Carpathian's familiars into terrible hunting-hounds. The shadow of the Beast encompasses the following moves:

Feral Whispers: If there are no distractions around, and you're free to concentrate intently upon a single creature, then you can speak and make yourself understood to a single animal, and understand the animal in turn. If lost in the Dark, you can use this move even under pressure.

Feral Summons: You can inflict 1 harm on yourself, spilling a quantity of your blood while focusing intently on a single animal with which you are familiar. Roll with night. On a 10+, the animal appears during the current scene, if it's close enough to be able to do so. On a 7-9, the animal makes its way to you some time in the next few hours.

Page of Rats and Flies: You can inflict 1 harm on yourself, spilling a quantity of blood. Within a few minutes, flies, rats, worms, slugs, and other vermin converge upon your spilled blood from all directions.

Subsume the Heart's Blood: You can suffer 1 harm to intentionally advance the Dark.

Drown the Hungry Beast: Once per night, you can suffer 3 harm to force the Dark to retreat.

Leader of the Pack: When you fall into the Hunger, you can roll with night. On a 10+, all animals in your presence are stirred by your Hunger and also attack whatever target you go after. On a 7-9, they simply go berserk when you do. On a miss, they act normally.

Night Eyes: While lost in the Dark, you can see in the dark as though it were midday, or even in pitch blackness with some degree of acuity. Your eyes shine like a wolf's if someone shines a light on you while using this move. You can spend your Blood Potency to use this move for a scene without being lost in the Dark.

Taste of Blood: If you taste someone's blood, then for the next several hours, you can pick up and follow their scent like a bloodhound. Roll with night. On a 10+, you can track them with ease and accuracy. On a 7-9, following their trail is a slow and arduous process. On a miss, you lose them.

Breath of the Night: While lost in the Dark, you can spend a minute of total concentration breathing out a deep, billowing fog from your mouth and pores. The fog is dense, and spreads to encompass the better part of a building up to the size of a two-story house. While concealed by your fog, carry +1 forward ongoing to *do something shady*. You can spend your Blood Potency to use this move for a scene without being lost in the Dark.

Lurk in the Soil: You can lay down on loose earth, concentrate your thoughts utterly on the darkness beneath the ground, and slowly sink into the dirt. While under the ground you enter a waking trance in which you don't breathe and your heart scarcely beats. You're aware of nothing but the passage of time and anyone who draws close to your hiding place. When you become aware of such a person, you know who they are, and can choose to erupt out of the ground in a spray of dirt. You automatically emerge from the ground lost in the Dark and in the throes of the

Hunger. Leaving the ground without becoming lost in the Dark takes an hour of carefully worming your way out of the dirt, or spending your Blood Potency.

Claws: When lost in the Dark, you can force your nails to harden into small but serviceable claws. These act as weapons inflicting 2 harm. You can spend your Blood Potency to use this move for a scene without being lost in the Dark.

The Shadow of Death

Of all vampires, the monstrous Sasabonsam retain perhaps the closest link to the sunless lands from which they have returned. They can use the dark miracles of Death to interrogate the dead, summon ghosts and bind them to servants, raise corpses as menial laborers, and work black magic to perform all manner of unholy feats with ash, bones, and burial grounds. The shadow of Death wielded by their familiars is significantly more restrained, but nonetheless encompasses the following moves:

Mantle of the Grave: By advancing the Dark, you can become as cold and unfeeling as a corpse for a scene. You grow pale, cold to the touch, and when you speak, frost plumes out from your lips. While using this move, ignore any Conditions based around physical or emotional pain, take +1 forward ongoing to *stand your ground*, and take -1 forward ongoing to *fast talk*.

Semblance of the Grave: By laying down, becoming perfectly still, and slowing your breathing to nothingness over the course of ten minutes, you can suppress all outward vital signs and appear to all but the most painstaking examination to be a corpse. You remain aware of your surroundings during this time. It takes about six hours to slowly re-start your heart and emerge from this suspended animation, however.

Dead Man's Stare: If you stare into a corpse's eyes and advance the Dark, you can see a reflection of their final sight.

Miasma: By breathing into someone else's mouth, you can afflict them with a debilitating sickness. Advance the Dark and roll with night. On a 10+, they suffer the *wracked with sickness* Condition for the next week. On a 7-9, the Condition only afflicts them until they next feel the touch of the sun.

Scuttling Servant: Suffer 1 harm and wash a small piece of a cadaver (such as a severed hand or rolling eyeball) with your blood to animate it to serve you for a few hours.

Shambling Servant: Suffer 1 harm and spend your Blood Potency as you feed your blood to a corpse, then roll with night. On a 10+, it rises up to serve you for the rest of the night, and does so with something closely approximating its original level of sophistication and intelligence, though it has no real personality to speak of. On a 7-9, it rises up to serve you for the rest of the night, though it's not much smarter than a dog, and vicious to boot. On a miss, it reanimates for the rest of the night, uncontrollable and driven by hunger for warm flesh.

Disposal: You can suffer 1 harm and advance the Dark twice to spill your blood upon a cadaver, rendering it into a pile of featureless ashes over the span of a few minutes.

Damnation Ward: Suffer 1 harm to sprinkle your blood around the edges of a room. For the next several hours, anyone trying to eavesdrop on anything happening in the room instead hears the whispers of the restless dead, giving them the *disturbed* Condition.

Preservation: Suffer 1 harm to anoint a corpse with your blood. The corpse won't decay at all over the next month.

The Shadow of Divinity

The Lamiae are no mere accidents or curses. They have been drawn back from beyond the mortal veil by the blood of a dark god, and are themselves vessels for Divinity. They hear and consume prayers, and sometimes answer them with small blessings and curses. They can transform themselves into terrible and unstoppable god-forms. The shadow of Divinity that falls upon their servants is of a different nature, making a familiar into a channel through which the Lamia's nature may flow into the world. It encompasses the following moves:

Whispers of the Heart: True Lamiae can hear their name being spoken anywhere in the world. You're a bit more limited: if someone speaks your name within a mile or two of your location, you know it, get a sense of who has uttered your name (if you don't know them, it's just "a stranger"), and can advance the Dark to hear whatever they're saying for a few moments.

Knowing the Heart's Blood: The first time you drink someone's blood, you taste a little bit of the flavor of their spirit, and gain an Edge on them.

Crimson Offering: You can suffer 1 harm as you let out a portion of your blood, and bleed away one of your memories with it. You permanently lose this memory, but if anyone drinks your blood, they gain possession of the memory.

Blood Relic: You can coat an object in a thin layer of your blood, rendering it immune to the ravages of time and resistant to damage: attempts to break it by *flexing* suffer -2 or Disadvantage. The object becomes susceptible to destruction by fire or sunlight, however. Small objects cost you 1 harm's worth of blood; large objects, like an entire door or piece of furniture, cost 2 harm in lost blood.

Poisonous Blood: Your blood is poisonous. Anyone drinking it or otherwise taking more than a few drops into their body suffers 2 harm.

Hot-Eyed Devil Stare: If you maintain unbroken eye contact with someone for a minute or so, you can roll with Night. On a 10+ they fall into a trance and become completely unaware of the world around them or the passage of time so long as you maintain eye contact. On a 7-9, they are paralyzed so long as you maintain eye contact, but remain horribly aware of their paralysis.

Maw of the Abyss: While lost in the Dark, you can unhinge and grotesquely deform your jaw. Though it may take a few minutes, you can get it wrapped around anything up to the size of a live pig, and what you can fit in your mouth, you can swallow. Suffer 2 harm if you eat something that's indigestible or too large to comfortably fit in the human stomach. If you eat something too large, gain the Condition *bloated* for the next several nights. You can spend your Blood Potency to use this move for a scene without being lost in the Dark.

Monstrous Incubation: So long as it has tasted the same Lamia blood you have, you can swallow vermin (a single poisonous snake is traditional, but swarms of spiders or rats are also common) and allow them to live comfortably within your belly until such time as you stir the Dark to bring them forth. You can simply release your passenger(s) to play havoc in the area, or vomit them onto someone as a projectile, if you like.

Blood Sacrifice: Suffer 1 harm and spill out a quantity of your blood into a prepared vessel. Whosoever drinks your blood carries +1 forward or gains Advantage on their next move.

The Shadow of the Flesh

Perhaps the most terrifying of all vampiric powers, the dark miracles of the Flesh allow Penanggalans to transform and reshape their bodies as they see fit—and also to warp and change the bodies of others. If you want to revert a transformation inflicted by someone else's use of the Flesh, you must spend your Blood Potency and roll with night. On a 10+, one alteration heals and your body returns to normal. On a 7-9, one alteration... *mostly* reverts to normal, but you're not quite as you were before. On a miss, your Blood Potency is wasted. The shadow of the Flesh encompasses the following moves:

What Could Be: When you lay down to sleep, you can lock a single simple alteration to the coloration of your form into your mind. Over the course of the next six to eight hours, this feature slowly transforms until it matches the ideal in your mind. Your eyes might go from brown to hazel, or your hair from blonde to brunette. Changing skin tone can only be done gradually, a few shades per night; it takes about three days to go from pale to dark. Making these alterations forfeits the opportunity to cause the Dark to retreat through rest.

Pouches: You can push a small, handheld object into your flesh to perfectly conceal it, and later retrieve it from within your body. Both concealment and retrieval cause the Dark to advance.

Slither: With concentration, you can soften your bones to the consistency of thin cartilage, allowing you to carry +1 forward ongoing to squeeze your way through narrow openings or tight gaps, to wiggle out of handcuffs, and the like.

Stretch: You may suffer 1 harm and advance the Dark to stretch any part of your body out enough to reach across an average-sized room; this takes a few moments, as does returning your body to normal. Your skin doesn't stretch along with the muscle, gristle, and sinew beneath, so the end result is less Reed Richards and more David Cronenberg. You can twist and bend an extended limb any way you please without regard for normal placement of joints. When employing this move, you gain the Condition *extended* [body part(s)].

Detach Limb: Suffer 2 harm to remove a part of your body, which remains animate and under your control until you retrieve and reattach it. Hands, arms, and legs are all valid, but unlike a true Penanggalan you can't separate your head and guts from the rest of your body. A detached body part is a small target, so ranged attacks against it carry -1 forward ongoing or suffer Disadvantage. 1 harm is enough to ruin and disable a separated body part.

Pelesit: Upon learning this move, a hideous, miniscule creature formed from meat and gristle grows within your flesh. The pelesit generally resembles a fleshy insect of some kind. You can bring it forth from your body and animate it for an entire night when you desire; its small but vicious teeth are capable of inflicting 1 harm, and you can share its senses as it creeps, leaps, or flaps about on wings made of loose skin. If the pelesit is still separate from your flesh at dawn, it dies. If it suffers 1 harm while separated from you, it dies. If the pelesit dies while separated from you, you must spend your Blood Potency to replace it. Familiars who host a pelesit within them become lost in the Dark after one less advance than normal.

Chrysalis: You can spend your Blood Potency when going to sleep to create a fleshy cocoon around yourself, in which you remain for three days and nights. At the end of this time, you emerge with whatever set of sexual characteristics you desire: male, female, neuter, and intersex forms are all possible. Your gross physical features are otherwise generally unchanged, and others are likely to mistake you for a close family member.

Cosmetic Sculpting: You can rework your own flesh through laborious, painstaking effort. You can stretch your larynx to change your voice, pull your hair out inch by inch to lengthen it over several hours, slim down your nose, reposition your ears... such flesh-sculpting takes several hours of work, and forces you to suffer 1 harm and roll with night. On a 10+, you create exactly the changes you desire in a single go. On a 7-9, you only get some of what you're going for. If that's not good enough, you'll need to inflict additional harm and go in for another session to finish the job (another 7-9 will do it). On a miss, you suffer harm as you pull and savage your muscles and skin, but there are no visible changes at the end other than deep bruising. This move cannot inflict any changes beyond the human norm.

Bonesculpting: Through agonizing effort, you can craft your own bones, changing the shape of your features, your height, or even extending your bones into simple weapons capable of inflicting 2 harm. Such crafts take hours of intensive labor, inflict 2 harm, and require you to roll with night. On a 10+, you create the changes you're after in a single go. On a 7-9, you only get partway there, and if you were trying anything outlandish like giving yourself natural weapons or a Condition like *quadrupedal locomotion*, then you have the Condition *crippled* while the alterations are only half-finished, and after you heal up, you'll need to get at least another 7-9 result to finish the job. On a miss, you suffer harm for nothing, and only torn flesh and minor fractures attest to your efforts.

Bodyworks: You can now sculpt the flesh of others by suffering 1 harm and rubbing your blood into their body as you remold skin, meat, and muscle. This takes hours, so they need to be willing or restrained. Roll with night. On a 10+, you create exactly the alterations you desire, and can give them a Condition if you wish. On a 7-9, well, you can still give them a Condition, but things don't turn out... quite the way you envisioned them. On a miss, the flesh simply doesn't cooperate, and they suffer 1 harm but are otherwise no different than when you started. If you're lost in the Dark, you can suffer 2 harm rather than the usual 1 and craft their bones as well, permitting more extensive modifications. You can spend your Blood Potency to craft their bones without being lost in the Dark.

The Shadow of Horror

The ancient horrors of the Corse bloodline can pour the darkness of the Great Beyond into the minds of those around them, clouding mortal senses or shattering thoughts into red-hot splinters. Undead masters of Horror reweave perceptions to disguise their hideous appearance, or simply hammer the psyche of their victims with relentless terror and confusion until their meal-to-be is rendered catatonic. The shadow of Horror is far more restrictive, and encompasses the following moves:

Flicker: By forcing the Dark to advance, you can momentarily distract someone with a flickering, half-glimpsed hallucination at the periphery of their senses. They take -1 forward or suffer Disadvantage on whatever they're about to do.

Grotesquerie: By blocking out the rest of the world and intently focusing your entire will, you can cause a single person to falsely perceive a single object in a grotesque fashion. Perhaps their dinner plate is suddenly crawling with worms and maggots. Perhaps roaches and scorpions are scuttling over the gun they were about to reach for. Perhaps the lenses of their eyeglasses are threaded with bloody, pulsing veins. Roll with night. On a 10+, you can pick both the object and the illusion. On a 7-9, you can decide what object to cast an illusion on, and who sees it, but not the form the illusion takes. This move persists for as long as you can maintain perfect concentration.

Blurred Reality: Concentrating hard enough that your heart gallops and your mind aches and bleeds, you can block out a single small piece of reality (nothing much bigger than, say, a watermelon), making it impossible for anyone to perceive it clearly for the rest of the scene. An obscured thing isn't *invisible*, it just won't resolve into anything that makes sense to the eye. It's... a blurry, incoherent thing. Suffer 1 harm when you use this move.

Ignis Fatuus: By forcing the Dark to advance, you can create a modest, static illusion encompassing a single sense—an image, a sound, a smell, even a texture or taste. The illusion lasts as long as you stick around, or until you choose to end it.

Revelation from Darkness: When you almost die, and choose some alternative like becoming *badly hurt* or giving your fate to the Master to avoid death, you glimpse tantalizing revelations in the darkness. Gain an Edge on whoever is most directly responsible for you almost dying, if anyone.

Wounded Souls: While lost in the Dark, you know when you stand in the presence of someone possessing a Condition of significant mental dysfunction—to your eyes, they seem to be periodically limned in a silvery fog. What you *don't* know is whether this is something as mundane as serious depression or obsessive-compulsive tendencies, or as serious as murderous psychosis. Gain an Edge on them the first time you see this fog, in any case. You can spend your Blood Potency to use this move for a scene without being lost in the Dark.

Earworm: You can tell someone something, and at the cost of the Dark advancing, roll with night to ensure that your statement lodges in their psyche like a fishhook. They gain the Condition *troubled by your statement*. On a 10+, this lasts for weeks. On a 7-9, it goes away after a few nights. On a miss, the Dark advanced for nothing.

Nightmares: You can crouch over a sleeping person and, by advancing the Dark, breathe the hunger and darkness of the Great Beyond into their dreams. You must literally breathe into their

mouth, nose, or ears, and roll with night. On a 10+ they carry -1 forward ongoing (or suffer Disadvantage) for several hours after awakening, as they are dogged by their horrible nightmares. On a 7-9, they carry -1 forward (or suffer Disadvantage) to their first move after waking up. On a miss, nothing happens.

Caged in Cracked Reflections: You can forcibly cause the Dark to retreat at the cost of accepting a Condition reflecting some form of mental instability or torment such as *hallucinations*, *paranoia*, *obsession with X*, or *periodic fugue states*. Roll with night. On a 10+, this Condition lasts for a day or so. On a 7-9, it lasts for a week or so. On a miss, it lasts for a week or so and the Dark doesn't retreat.

Heart of Chaos: When you get an Edge on someone while they're lost in the Dark, on a 10+ the Master will also tell you something about their secret inner nature—especially if something about them is cracked, festering, unhealthy, or deeply suppressed. You can spend your Blood Potency to use this move for a scene without being lost in the Dark.

The Shadow of Glory

Vampires use dark miracles of Glory to focus their natural predatory intensity into a supernatural allure. The Lamia, Penanggalan, and Pisacha lineages can win anyone to their side with little more than a smile and a come-here gesture, frighten mortals to death with a focused concentration of rage and malice, summon their familiars from anywhere in the world with a psychic beckoning, or, with prolonged contact, crush a person's will and personality until they're little more than a fawning lackey. The shadow of Glory is less impressive, but still formidable, encompassing the following moves:

First Impression: You gain the Condition *trustworthy*, but can only tag it against someone during the first scene in which you meet them.

Own the Room: While lost in the Dark, you can roll with night. On a 10+, you become the center of attention—nobody can help but hang on your every word, track your every movement. On a 7-9, you draw the undivided attention of those you directly approach or interact with, but will not seize the attention of an entire ballroom simply for walking through the door. On a miss, you can't use this move again for the rest of the night. You can spend your Blood Potency to use this move while not lost in the Dark.

Personal Magnetism: When you're in a one-on-one social situation and have someone's undivided attention, you can advance the Dark to carry +1 forward ongoing for the rest of the scene to *fast talk* or *slow things down*.

Predatory Charisma: Advance the Dark to give yourself one of the following Conditions for the rest of the scene: *imposing* or *important*.

Smooth Recovery: Flaring out a burst of concentrated charisma, you can attempt to smooth over minor social gaffes and missteps. Advance the Dark to re-roll when you fail to *fast talk* or *slow things down*.

Splinter in the Mind: While interacting with someone, you can advance the Dark to create a powerful and lasting impression. For at least the rest of the current story, they simply won't be able to get you out of their head, and will gain the Condition *thinking of (your familiar)*.

Untamed Glare: Advance the Dark to add +1 to an attempt to *bare your fangs*, calling the predatory aura of the blood into your gaze and demeanor.

The Shadow of Insight

Vampires use dark miracles of Insight to extend their senses beyond human or even earthly limitations. The Corse, Pisacha, and Sasabonsam lineages can track a person by scent, read a book in the dark by feeling the texture of ink on the pages, hear a person's heartbeat from the next room over, and sometimes even catch glimpses of the future and past, or read the thoughts of those who stand before them. The shadow of Insight is much more limited, and encompassing the following moves:

Predator's Senses: By forcing the Dark to advance, you can sharpen and focus your senses for the rest of the scene to the point that you can smell blood from several rooms away, hear someone's heartbeat from the next room, or track a single person's movement within a large crowd with no difficulty. You gain the *supernaturally keen senses* Condition.

Predator's Awareness: Whenever you are lost in the Dark, you can sense murderous intent as a hazy crimson aura around the one with such intentions. You can spend your Blood Potency to use this move while not lost in the Dark.

Light Sleeper: Your senses remain alert and hard at work even while you sleep. While you're asleep, you remain as aware of your surroundings as you would be if you were awake.

Killing Edge: Once per session, when you are in active and immediate danger, your heightened senses give you a slight advantage in the struggle to survive, allowing you to add +1 to a move *after* rolling.

Second Sight: By pressing your forehead to a door, wall, or other such surface and concentrating intensely, you can project your senses to perceive whatever's on the other side. Any significant distraction breaks this move. Using this move causes the Dark to advance.

Mind-Thief: By staring intently at someone for at least a minute without taking any other action (including speaking or walking), you can attempt to read a few moments of their current thoughts. Spend an Edge or your Blood Potency and roll with night. On a 10+, you learn their current thoughts and immediate intentions. On a 7-9, you hear a short snippet of their current thoughts.

The Shadow of Power

Vampires use dark miracles of Power to perform superhuman feats of strength and toughness. Although found among the Carpathian, Corse, Penanggalan, and Sasabonsam bloodlines, the ratio of power-to-durability differs significantly. Carpathians, while sturdy, lean mostly toward sheer muscle power; by contrast, while a Sasabonsam is easily strong enough to drag a man off of his feet and up the side of a building, the toughness of their flesh is far more remarkable, being thick enough to turn knives and even sometimes stop bullets. Penanggalan balance the two aspects, while a Corse's body is "merely" as tough as cured leather, but its strength is the stuff of legends. The shadow of Power lifts a familiar above and beyond the enhanced strength and toughness common to all of their kind, and encompasses the following moves:

Beyond Human: When you *flex* and it's a feat of strength, you can suffer 1 harm to attempt a feat of strength that should be just beyond the limits of human possibility, like climbing a brick wall by gouging your fingertips into the bricks, kicking a steel door hard enough to shear off the deadbolt, or ripping the door clean off of a car. Ostentatious feats such as *throwing* a car remain the province of the undead.

Fast Clotting: Your blood clots quickly, minimizing your risk of bleeding out from small wounds such as bullet holes. Small-caliber firearms inflict only 1 harm to you, rather than the usual 2 harm.

Killing Hands: When you inflict harm with your bare hands or a melee weapon, if you're lost in the Dark, the harm you inflict is 1 greater than normal. You can spend your Blood Potency to use this move for a scene without being lost in the Dark.

Shock Resistant: Your bones and frame are preternaturally tough. When you suffer harm from falling, the harm is reduced by 1.

Uncanny Power: When you perform a move that relies on raw physical strength and you miss, you may advance the Dark to roll again.

Unholy Toughness: When you suffer harm, you can spend your Blood Potency to suffer no harm at all instead.

Unnatural Resilience: You can take 1 additional harm before you die.

The Shadow of Speed

Vampires use dark miracles of Speed to accelerate their body in impossible, terrifying ways. All lineages save for Corses exhibit superhuman swiftness, but it tends to manifest differently for each. Carpathians snap from place to place in spasms of movement too fast for the eye to follow, while a Lamia aroused to exercise its terrible speed is like a black wind, rampaging without hesitation or cease until it reaches its destination or everything before it is dead. Penanggalan move with the swiftness and certainty of a jungle cat, covering an impossible amount of ground with each step or leap. Pisachas jump from place to place like a stuttering video, seeming to disappear from the world or to skip part of what should be the necessary motion for them to move about or strike. Sasabonsam strike and scurry with a revolting suddenness, changing from stillness to rushing motion with no warning in the fashion of a wolf spider. The shadow of Speed is not so extreme as any of these, but still allows superhuman feats of movement and reaction, and encompasses the following moves:

Don't Blink: You can perform a snap-motion too fast for the eye to follow, interjecting into the middle of an action another player or the Master has already described to interrupt it. Doing so inflicts 1 harm on you.

Killing Speed: When you make a move which would benefit from great speed, such as *cut and run* or *fuck them up* with a close-quarters weapon, you carry +1 forward ongoing if you're lost in the Dark. Alternately, you can spend your Blood Potency to access this move for a scene even while not lost in the Dark.

Nerve Snap: Once per session, you can advance the Dark when you take harm to convulsively twist away at the moment you begin to feel pain, reducing the harm suffered by 1.

Predator's Pace: You can run at frightening speed in short sprints, easily able to overtake a man on a bicycle. If you spend your Blood Potency, you can accelerate fast enough to catch a car, at least for a block or two.

Uncanny Precision: You can advance the Dark to re-roll a move requiring physical precision such as shooting a gun or picking a lock.