

Discipline Summary Sheet

General

Animalism V p146-149

1	Feral Whispers	Man + Animal Ken	6-8	Communicate with and command animals. Roll only required to command. Requires eye contact.
2	The Beckoning	Chr + Survival	6	Summons animals of specified type. Success determine how many come.
3	Quell the Beast	Man + Empathy	7	Needs target's Willpower in successes. Target becomes passive and listless and cannot spend Willpower.
4	Subsume the Spirit	Chr + Animal Ken	8	Possess animal. Success determine disciplines allowed.
5	Drawing out the Beast	Man + Animal Ken	8	Target Frenzies instead of vampire. If vampire leaves before frenzy finishes target keeps Beast.

Auspex V p149-153

1	Heightened Senses	-	-	Subtract Auspex from Perception difficulties. Provides danger sense
2	Aura Perception	Per + Empathy	8	View auras. Success determine detail.
3	The Spirit's Touch	Per + Empathy	varies	Psychometry.
4	Telepathy	Int + Subterfuge	Willpower	Reads surface thoughts, or transmit thoughts. 1 Willpower to use on supernaturals.
5	Psychic Projection	Per + Occult	varies	Costs 1 Willpower. Enter Penumbra, attached to body by silver cord. Mental attributes replace physical (Dex = Wits, Str = Man, Sta = Int), Willpower becomes health.

Celerity V p153

1	-	-	-	Costs 1 Blood. For each level vampire gains one extra action with full dice pool next turn. These actions cannot be split or used to activate Disciplines.
2				
3				
4				
5				

Dominate V p156-160

1	Command the Weared Mind	Man + Intimidation	Willpower	Give target 1 word commands. Success determine vigor and duration.
2	Mesmerize	Man + Leadership	Willpower	Complex commands. Successes determine how far against their nature target will act. Only 1 command at a time.
3	The Forgetful Mind	Wits + Subterfuge	Willpower	Alter, create or remove memories. At least 3 successes needed to erase a memory.
4	Conditioning	Char + Leadership	Willpower	Condition an individual to obey the vampire, must be done over time. Vampire must accumulate between 5 and 10 times target's Self-Control, target then obeys vampire, others at +2 difficulty to Dominate them.
5	Possession	Char + Intimidation (difficulty 7)	Willpower (difficulty 7)	Possess target. Each success removes a point of Willpower. Must remove all target's Willpower. Man + Intimidation roll (diff. 7) to determine what Disciplines may be used while possessing.

Fortitude V p163

1	-	-	-	For each level vampire gains 1 extra soak dice. Soaks Agg damage including fire and sunlight.
2				
3				
4				
5				

Obfuscate		V p166-168		
1	Cloak of Shadows	-	-	Must remain motionless in cover.
2	Unseen Presence	Wits + Stealth	varies	Invisible. Only roll when vampire does something to draw attention.
3	Mask of a Thousand Faces	Man + Performance	7	More successes give greater appearance change.
4	Vanish from Mind's Eye	Chr + Stealth	Wits + Alertness	Vampire becomes indistinct to view, requires Per + Alertness roll (diff. 8) to track. 4+ successes disappears completely as per Unseen Presence. More success than viewers Willpower and they forget the vampire was ever there.
5	Cloak the Gathering	-	-	Affect others with Obfuscate. 1 per point of stealth.

Potence		V p170		
1	-	-	-	For each level vampire gains one auto success on all strength and melee and brawl damage rolls.
2				
3				
4				
5				

Presence		V p170-173		Presence may be resisted for a turn by spending a Willpower point and rolling Willpower diff. 8
1	Awe	Chr + Acting	7	Attracts people to vampire and makes them receptive. Success determine the number.
2	Dread Gaze	Chr + Intimidation	Wits + 3	Victim cowed, at -1 dice per success. 3+ success and target flees. May be extended roll.
3	Entrancement	App + Empathy	Willpower	Target's will try to please vampire. Successes determine duration.
4	Summon	Chr + Subterfuge	5 - known 7 - stranger	Target tries to get to summoner. Successes determine how determined and speed. Lasts until sunrise.
5	Majesty	(Target) Courage	Chr + Intimidation	Vampire is respected and feared. Cannot be acted against without a successful roll. Cost 1 Willpower.

Camarilla Clans and Bloodlines

Dementation		V p155-156		
1	Passion	Chr + Empathy	Humanity	Hightens or dulls emotions. Successes determine duration.
2	The Haunting	Man + Subterfuge	Per + Self Control	Victim sees things in the corner of their eyes. Successes determine duration. Costs 1 Blood.
3	Eyes of Chaos	Per + Occult	Varies	See patterns in events. Can see targets Nature.
4	Mind Tricks	Man + Empathy	7	1 target per success. Frenzy check at +2 difficulty, mortals go berserk. User must also test at -1 difficulty.
5	Total Insanity	Man + Intimidation	Willpower	Target must be focused on vampire for power to work. Target gains five derangements, successes determine duration.

Flight		GttC p115		
1	-	-	-	Soar, max speed 15mph
2	-	-	-	Running takeoffs, carry 20lbs. Max speed 30mph
3	-	-	-	Straight vertical ascent if unencumbered. Carry 50lbs, max speed 45mph.
4	-	-	-	Vertical take off with 50lbs, carry 100lbs. Max speed 60mph.
5	-	-	-	Carry 200 pounds, fly at 75mph.

Visceratika

GttC p114-116

1	Skin of the Chameleon	-	-	Costs 1 blood. Vampire's skin takes on the colour and texture of the background. If moving at walk or less, vampire gets +5 stealth.
2	Scry the Hearthsrone	Per + Alertness (difficulty 6)	Wits + Stealth (difficulty 6)	Costs 1 Willpower. The vampire can detect others within a building as long as they are inside or in contact with it, or until sunrise. If target is hiding they get a resistance roll. For Obfuscate compare Visceratika -1 to Obfuscate level.
3	Bond with the Mountain	-	-	Spend two blood and merge with rock. Similar to Earth Meld, although slight outline is visible (Per + Alertness difficulty 8). Triple soak dives vs attack, three damage from a single attack forces Gargoyle out of bond.
4	Armor of Terra	-	-	Vampire subtracts one from all wound penalties, and gains +1 to all soak rolls for Lethal and Aggravated and +2 against Bashing. Only takes half damage from fire. +2 difficulty to touch based Perception rolls.
5	Flow Within the Mountain	-	-	Must use level three then spend two blood and may move at half pace, awareness of surroundings 50 yards

Sabbat Clans & Bloodlines**Obtenebration**

V p168-170

1	Shadow Play	-	-	Vampire can manipulate shadows and dim lights. +3 stealth and +1 intimidation. Cost 1 Blood. One target may be surrounded by shadows, -1 from soak and Stamina pools.
2	Shroud of Night	Man + Occult	7	Create and control area of darkness. 10' area per success, range 50 yards. Extinguished light and muffles sound, those inside lose 2 dice from Stamina pools.
3	Arms of the Abyss	Man + Occult	7	Vampire creates tendrils of darkness, one per success. Each has Str and Dex equal to Obtenebration rating, does Str +1 damage and is 6 ft long, has 4 HL soaks Bashing and Lethal on users Sta + Fortitude pool. 1 Blood may add 6 ft of length or +1 str or Dex.
4	Black Metamorphosis	Man + Courage	7	Costs 2 blood. Grow 4 tentacles as Arms of the Abyss but with Str and Dex of vamp. May make +1 attack with them. -2 from Stamina and soak pool of those in physical contact with user. +3 Intimidation and can sense surroundings. Witness used to these sights (including mortals) roll Courage diff 8 or flee.
5	Shadow Body	-	-	Vampire spends 3 blood over 3 turns and assumes intangible shadow form. Still hurt by fire and sunlight. May move around and ignore gravity and ooze over others as per Shroud of Night. Witness affected as per Black Metamorphosis.

Vicissitude

V p185-187

Vicissitude may be healed by vampires of equal or lower generation as agg. damage.

1	Malleable Visage	Int + Body Crafts	7	Vampire may alter appearance and voice, costs a blood point per body part changed. Copying another is Perception + Body Crafts, diff 8 and increasing Appearance is diff 10.
2	Fleshcraft	Dex + Body Crafts	5~9	Vampire can reshape flesh.
3	Bonecraft	Str + Body Crafts	7	Vampire can reshape bone. For damage does one die per success. May create bone spikes doing Str +1 damage or quills.
4	Horrid Form	-	-	Vampire assumes a large monstrous black form. Physical

				attributes +3, social at 0. Brawl attacks do +1 damage. Costs 2 blood.
5	Bloodform	-	-	Vampire can become blood, partially or all, and reform. Leg and chest 2 points, arms head and abdomen 1. Vampire may move around and ooze through cracks, still takes damage from fire and sunlight.

Mytherceria GttS p40-41

1	Folderol	Per + Expression	Man + Subterfuge	Detect lies, one roll per statement.
2	Fae Sight	Per + Occult	6	Become Enchanted, roll to sense if fae have been active in an area.
3	Aura Absorbtion	Per + Empathy	varies	Absorb images and knowledge of person who held or touched the item, one per success. Success deduct from future use of Spirit's Touch.
4	Chanjelin Ward	Int + Security	Willpower +2 or 7	Affects an area or a person. Target at -2 Int. Anyone seeing it are also addled lost unless they can make an Wits + Investigation roll, difficulty 8. Success determine the duration of the ward.
5	Riddle Phantastique	Man + Occult	Willpower	Vampire utters a riddle, and target can do nothing but sit and try to solve it. This requires acquiring vampires successes x3 on a Wits + Occult roll, difficulty 8. Each botch does 1 health level.

Sanguinus GttS

1	Brother's Blood	-	-	Spend blood to heals other member of circle, including aggravated.
2	Octopod	-	-	Costs one blood, Donate an exterior organ to another circle member..
3	Gestalt	Wits + Occult	7	All vampires spend one blood, only roll if they don't have the power. Share sensory inputs. Per difficulties -3. Mind powers roll against highest Willpower but only effects target. By taking no action may loan attribute. Gain two way telepathy.
4	Walk of Caine	Stam + Occult	7	Recipient goes down maximum of one generation for each circle member he takes form who all go up one. Only roll if donor does not have the power.
5	Coagulate Entity	-	-	All circle members spend three blood, and takes three turns. Amalgamate into one creature guided by lowest gen. Generation is highest -1 per additional member. Str, Stam & Per equal lowest gens + 1 per member and all physical dice pools +1 per member.

Spiritus SHttS p41-43

1	Speak with Spirits	Wits + Linguistics	6	Communicate with nearby spirits.
2	Summon Spirit Beasts	Chr + Animal Ken	7	Summons an animal spirit, predisposed to help the vampire. Has same stats as living animal. Successes determine how long it can stay.
3	Aspect of the Beast	Man + Occult	7	Vampire gains an animal power for one turn per success. Costs one blood.
4	Engling Fury	Man + Intimidation	8	Take power from an animal (engling) spirit. Vampire gains one Willpower point per success. This destroys the spirit.
5	The Wildebeest	-	-	Feral cat-like form, instant transformation. Str +3, Dex +2, Stam +2. +1 bite and claw damage. App 0 Man -3. Double smell, hearing and night vision.

Valeren GttS p 121

1	Sense Vitality	Per + Empathy	7	Requires touch, informs vampire of targets type, health,
---	----------------	---------------	---	--

				blood pool and diseases spending upon successes. Also can reveal how the target got in their current state.
2	Anesthetic Touch	Willpower	6	Blocks pain. Requires touch, 1 Blood Pint and willing target can ignore wound penalties for one turn per success. Unwilling targets requires resisted Willpower rolls, diff 8. Mortals may be sent to sleep for 5-10 hours, regaining 1 temporary willpower point. Kindred are not effected.
3	Burning Touch	-	-	Requires touch, each Blood Point spent reduces targets dice page due to pain.
4	Ending the Watch	-	-	Costs 1 Willpower, must palce hand over targets heart. If they wish to die they do, and cannot be embraced and do not become Wraiths.
5	Vengeance of Samiel	-	-	Costs 3 blood, may only be used once per turn and only when sole action is attack. Melee or Brawl roll cannot be dodge and counts as if every dice in pool was a success.

Independent Clans

	Protean	V p173-175		
1	Eyes of the Beast	-	-	See in darkness, even total, eyes go red.
2	Feral Claws	-	-	Vampire grows claws, takes 1 turn. Str +1 agg. damage. 1 Blood Point.
3	Earth Meld	-	-	1 blood for vampire to merge with earth. Attempts to locate are a +2 difficulty, any attacks return him to normal form.
4	Shape of the Beast	-	-	Vampire becomes wolf or bat. 1 blood for 3 turn change. Extra blood reduces the time by 1 turn per blood point. Bat has Str 1, flies -3 diff on hearing Per roll and +2 diff to hit. Wolf has agg. claw and bite, runs at twice the normal speed -2 all Per rolls. Other forms possible.
5	Mist Form	-	-	Vampire becomes mist. Still takes damage from fire and sunlight. 1 blood for 3 turns change, 2 blood for 2 turn change or 3 blood for one turn change. Immune to mundane attacks, -1 HL of damage from fire and sunlight.

Chemistry

V p153-155

1	Ignis Fatuus	-	-	Costs 1 Willpower, creates static illusions that affect one sense and last one scene.
2	Fata Morgana	-	-	Costs 1 Willpower and 1 Blood, creates static illusions that affect all senses and lasts one scene.
3	Apparition	-	-	Costs 1 blood. Cause illusions created by levels 1 & 2 to move.
4	Permanency	-	-	Costs 1 blood. Causes illusions created by levels 1 & 2 to remain until dissolved by vampire.
5	Horrid Reality	Man + Subterfuge	Per + Self Control	Costs 2 Willpower. Illusions can damage, but not kill.

Quietus

V p175-176

1	Silence of Death	-	-	Creates 20 foot radius zone of silence around the vampire. Costs 1 blood and lasts 1 hour.
2	Scorpion's Touch	Willpower (diff 6)	Stamina + Fortitude (diff 6)	Vampire's blood must touch target. For each 1 blood, target loses 1 Stamina. Successes determine duration. Spitting blood is Sta + Athletics diff. 6.
3	Dagon's Call	Stamina (diff Willpower)	Stamina (diff Willpower)	Target's blood vessels burst. Costs 1 Willpower and touch, can be activated and time in the next hour. Each success does 1 Lethal HL damage. Willpower can be spent on successive turns to keep rolling.
4	Baal's Caress	-	-	Coat weapons with blood so that they do agg. damage. 1

				blood point on weapon good for one hit.
5	Taste of Death	-	-	Spit blood 10' per point of Strength and Potence the vampire posses. Each blood point does 2 dice of agg. damage. Hitting requires Sta + Athletics diff 6.

Serpentis

V p176-178

1	The Eyes of the Serpent	Willpower	9	Immobilizes target with eye contact. Only roll against supernaturals. If target is harmed can spend Willpower point to break the spell.
2	The Tongue of the Serpent	-	-	Vampire's tongue becomes long and snake-like. Does Strength in agg. damage. If damage is done the tongue can drink blood, duplicating the kiss. Tongue is sensitive to vibrations vampire can halve penalties for darkness.
3	The Skin of the Adder	-	-	Costs 1 Willpower and 1 Blood, vampire grows scales. Soak difficulty is 5 and can so agg. except fire and sunlight. Fangs do +1 damage and can squeeze through and gap as wide as head. App becomes 1.
4	Form of the Serpent	-	-	Vampire becomes large black cobra. Costs a blood point and takes three turns. Improved smell and vibration sense but +2 difficulty for hearing. Bite damage equals vampire's no grapple required. Poison is fatal to mortals.
5	Heart of Darkness	-	-	Vampire can remove heart. Only at the new moon and takes hours of surgery on others. If the heart is impaled by a stake, the vampire goes into torpor, if it exposed to fire or sunlight, the vampire is killed. Witnesses must make Courage rolls.

Independent Bloodlines

Daimoinon

VSH p38-39

1	Sense the Sin	Per + Empathy	Self - Control + 4	Vampire knows the target's greatest character flaws.
2	Fear of the Void Below	Wits + Intimidation	Courage + 4	Vampire must use Daimoinon 1 on the target successfully, the talk to the target about his damnation. Target enters fear frenzy, with 3+ successes target collapses in panic.
3	Conflagration	Dex + Occult	6	The vampire can hurl blasts of flame. Costs 1 blood and does 1 die of damage per blood point.
4	Psychomachia	(Target) Lowest Virtue	8	Vampire must use Daimoinon 1 on the target successfully. If target fails their roll they enter frenzy attacked by phantasm from their fear, Baali must concentrate
5	Curse	Int + Occult	Willpower	Curses target, successes split between severity and duration.

Kineticism

O:aPGtP p37-39

1	Dampening	Stamina + Dodge	6	Dampen the kinetic energy of the attack. Each success removes one damage success, cost 1 blood.
2	Redirection	Stamina + Dodge	6	Redirect attack by 30 degrees per success. No other actions can be taken that turn. Requires Wits + Firearms, difficulty 8 to hit a target.
3	Vengeful Strike	-	-	Return the energy of a blow to the attacker. Add damage dice equal to the attackers damage successes to the next blow. Costs 1 blood and only lasts for current or next turn.
4	Discharge	Willpower	6	Each success adds 1 dice of damage to physical attacks. Roll does not deduct from the attacking dice pool.
5	Kinetic Shield	Willpower	7	Creates shield 6' x 4' that can absorb 5 health levels of damage. Each success can add 3' area or 1 health level.

Melpominee VPG p135-136

1	The Missing Voice	-	-	Vampire can throw their voice to any point in their view. Can talk with both voices, but at -2 to dice pools.
2	Phantom Speaker	Wits + Performance	7	Vampire can project their voice to any place or person known to them. Lasts 1 turn per success, or a scene with 3+ and costs 1 Blood Point
3	Madrigal	Char + Performance	7	Induce emotion appropriate to song sung, each success effects 1/5 of audience. Resistance costs 1 Willpower. Targets act according to their Nature.
4	Siren's Beckoning	Man + Performance (Willpower)	Willpower (App + Performance)	Drive single target mad with the vampire's song. Singer must accumulate targets 5 in successes, then target gains a Derangement or psychological Flaw. 20 successes makes it permanent.
5	Virtuosa	-	-	Use levels 2 and 4 on multiple targets, up to Stam + Performance. Costs 1 Blood per five targets beyond the first.

Obeah VSC p36-37

1	Sense Vitality	Per + Empathy	7	Requires touch, informs vampire of targets type, health, blood pool and diseases spending upon successes. Also can reveal how the target got in their current state.
2	Anesthetic Touch	Willpower	6	Blocks pain. Requires touch, 1 Blood Pint and willing target can ignore wound penalties for one turn per success. Unwilling targets requires resisted Willpower rolls, diff 8. Mortals may be sent to sleep for 5-10 hours, regaining 1 temporary willpower point. Kindred are not effected.
3	Corpore Sano	-	-	Heal by laying on hands. 1 Blood Point per on-agg, two per agg.
4	Mens Sana	Int +Empathy	8	The vampire can cure Derangements. Takes at least 10 minutes of talking to target.
5	Unburdening of the Bestial Soul	Stam + Empathy	12 - Humanity	The vampire takes the target's soul into their body. Target's body becomes a mindless, will obey simple commands from the vampire. The vampire may spend 1 Permanent Willpower to restore 1 Humanity, up to vampire's Empathy, but no higher than sum of relevant virtues.

Temporis VSH p44-46

1	Time Atunement	-	-	Vampire can sense time altering powers, and has an internal clock. Sensing is Per + Temporis at 9 – power level at 1 mile per point of Per or Per x 10 yards for Celerity.
2	Internal Recursion	Man + Empathy	Willpower	Target continues to perform the same action over and over. Successes determine duration, 1 turn to 1 day. Target may break out if disturbed.
3	Lapse	Stam + Intimidation	Willpower	Vampire slows down the target next turn one turn per success. Target at half dice pool and Str based damage halved. Characters with multipe actions may lose half, round down, and avoid penalties.
4	Subjective suspension	Stam + Occult	6	Costs 2 blood. Must see object (Per + Alertness for fast moving) and object frozen with no energy until physically disturbed, then resumes. Successes determine duration 1 turn to 1 day.
5	Clotho's Gift	Stam + Occult	7	Costs 3 blood, for next (1/2 Temporis rounded down) turns character gets successes additional actions. May use other Disciplines and Temporis 1-4 but does 1 unsoakable lethal damage each time.

Thanatosis VPG p143-144

1	Hag's Wrinkles	-	-	The vampire can expand and contract their skin. Can make pockets of flesh +2 diff to find small things hidden in them. Costs 1 blood. Distorting features requires Stam + Acting, diff 8.
2	Putrefaction	Dex + Medicine	Stamina + Fortitude	Putrefies target, take 1 HL Lethal damage and lose 1 App, permanently for Mortals. May also blight plants.
3	Ashes to Ashes	-	-	Vampire becomes a black powder that can only be separated by force, costs 2 blood Not hurt by fire or sunlight, but requires Per + Alertness roll, diff 9 to be aware of surrounds. Reforming takes a turn, and if separated vampire may be harmed.
4	Withering	Man + Medicine	Willpower	Vampire touches target's limb, causing limb to wither and become useless. Permanent for mortals, one night for supernaturals. Requires target's stamina in successes, and costs 1 Willpower. Head is fatal for mortals, and vampires lose 2 from all mental attributes and can only use Potence, Celerity and Fortitude.
5	Necrosis	Dex + Medicine	Stamina + Fortitude	Extreme version of putrefaction, costs 2 blood and requires contact. Does 1 Lethal per success. Additional successes can cause loss of Appearance , Dexterity and Strength, in that order. Lost attributes return when damage heals.

Children of Osiris

Bardo

HH p52-54

1	Restore Humanitas	Conscience + Empathy	Humanity level to be restored	Restore lost Humanity. Must be done within a week of loss, and requires one hour of mediation per point to be restored.
2	Banishing Sign of Thoth	Dex + Occult	8	Protects against supernatural powers. Each success adds +1 difficulty to use a supernatural power against the vampire.
3	Gift of Apis	-	-	Vampire gets full nourishment from animal blood.
4	Pillar of Osiris	Willpower	varies	Creates a Pillar where the vampire can meditate, after a night long ritual. All powers used at the Pillar by the vampire are at -3 difficulty. For every month away from a Pillar add +1 to Frenzy difficulties. The Pillar lasts 1 week per success.
5	Paradox	Wits + Manipulation	Willpower	The vampire utters an extemporaneous phrase. Target must make a Willpower roll difficulty 7 to take any actions that scene. Target also is at +1 difficulty in any attempt to harm the vampire. If the phrase is accompanied by a sudden blow, the difficulty is reduced by 2.

V	Vampire
GttC	Guide to the Camarilla
GttS	Guide to the Sabbat
VSC	Vampire Storyteller's Companion
SH	Storyteller's Handbook
STHttS	Storyteller's Handbook to the Sabbat
DSotBH	Dirty Secrets of the Black Hand
O:aPGtP	Outcasts: a Players Guide to Pariahs
HH	Hunter Hunted