

# Thaumaturgy

Thaumaturgy		1 Blood, Willpower [Level +3] (Botch= -1 permanent Willpower p.178)
<b>Path of Blood / Rego Vitae</b>		
•	A Taste for Blood	1 Blood, Willpower [4]
••	Blood Rage	1 Blood, Willpower [5] (1 succ = 1blood)
•••	Blood of Potency	1 Blood, Willpower [6] (1 succ= -1 Generation 1 hour)
••••	Theft of Vitea	1 Blood, Willpower [7] (50 feet from the subject)
•••••	Cauldron of Blood	1 Blood, Willpower [8] (1 succ = 1 aggrav, -1Blood)
<b>The Lure of Flames /Creo Ignem</b>		
•	Candle	1 Blood, Willpower [4] ( <i>success determines the accuracy</i> )
••	Palm of flame	1 Blood, Willpower [5]
•••	Campfire	1 Blood, Willpower [6]
••••	Bonfire	1 Blood, Willpower [7]
•••••	Inferno	1 Blood, Willpower [8]
<b>Movement of The Mind / Rego Motus</b>		
•	1 pound	1 Blood, Willpower [4] (1 success = 1 turn of manipulation)
••	20 pound	1 Blood, Willpower [5]
•••	200 pound	1 Blood, Willpower [6] (may flying at his running speed)
••••	500 pound	1 Blood, Willpower [7]
•••••	1000 pound	1 Blood, Willpower [8]
<b>The Path of Conjuring</b>		
•	Summon the Simple Form	1 Blood, Willpower [4] ( 1 wil / turn to keep the object)
••	Permanency	1 Blood, Willpower [5] (3 Blood to make it real)
•••	Magic of the Smith	1 Blood, Willpower [6] (5 Blood to conjure)
••••	Reverse Conjunction	1 Blood, Willpower [7] (p.181)
•••••	Power Over Life	1 Blood, Willpower [8] (10 Blood to create life)
<b>Hands of Destruction</b>		
•	Decay	1 Blood, Willpower [4] (10 years / minute)
••	Gnarl Wood	1 Blood, Willpower [5] (50 pound of wood / Blood)
•••	Acidic Touch	1 Blood, Willpower [6] (1 Blood= 1 aggrav.)
••••	Atrophy	1 Blood, Willpower [7] (resist with Sta + Athletics [8] 3 succ)
•••••	Turn to Dust	1 Blood, Willpower [8] (1 success = 10 years ; resist with Sta + Courage [8] more successes than the Thaumaturge)
<b>Neptune's Might /Rego Aquam</b>		
•	Eyes of the Sea	1 Blood, Willpower [4] (p.101 Camarilla Guide)
••	Prison of Water	1 Blood, Willpower [5] (to be free Str + Potence [8] )
•••	Blood to Water	1 Blood, Willpower [6] (1 success = 1 blood into water)
••••	Flowing Wall	1 Blood, 3 Wil, Willpower [7] (1 succ = 10 feet)
•••••	Dehydrate	1 Blood, Willpower [8] (resist Sta + Fortitude [9] )

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<b>Spirit Manipulation</b>		
•	Hermetic Sight	1 Blood, Willpower [4] (p.106 Camarilla Guide)
••	Astral Cant	1 Blood, Willpower [5]
•••	Voice of Command	1 Blood, Willpower [6] versus Willpower [Man + Occult]
••••	Entrap Ephemera	1 Blood, Willpower [7] (succ = power level)
•••••	Duality	1 Blood, Willpower [8]
<b>Elemental Mastery / Rego Elementum</b>		
•	Elemental Strength	Willpower [4] (1 succ = 1 turn with 3 dots of Sta or Str)
••	Wooden Tongues	1 Blood, Willpower [5] (p. 99 Camarilla Guide)
•••	Animate the Unmoving	1 Blood, 1 Wil, Willpower [6] (max objects =Intelligence)
••••	Elemental Form	1 Blood, Willpower [7] (3 succ to use Disciplines)
•••••	Summon Elemental	1 Blood, Willpower [8] (p.99-100 Camarilla Guide)
<b>Corruption</b>		
•	Contradict	1 Blood, Willpower [4] (resist with Per + Subterfuge [succ + 2] ) (p.102 Camarilla Guide)
••	Subvert	1 Blood, Willpower [5] (resist with Per + Subterfuge [Man + Subterfuge] )
•••	Dissociate	1 Blood, Willpower [6] (resist with Willpower [Man + Empathy] )
••••	Addiction	1 Blood, Willpower [7] (resist with Self-Control [succ + 3] )
•••••	Dependence	1 Blood, Willpower [8] (resist with Self-Control [succ + 3] )
<b>Thaumaturgical Countermagic</b>		
•	<i>(This is not a path!)</i>	2D (p.108 Camarilla Guide)
••		4D
•••		6D
••••		8D
•••••		10D
<b>Weather Control / Rego Tempestas</b>		
•	Fog, Light Breeze	1 Blood, Willpower [4]
••	Rain or Snow	1 Blood, Willpower [5]
•••	High Winds	1 Blood, Willpower [6]
••••	Storm	1 Blood, Willpower [7]
•••••	Lightening Strike	1 Blood, Willpower [8] and Per + Occult [p.109 Camarilla Guide]

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<b>The Green Path</b>		
•	Herbal Wisdom	1 Blood, Willpower [4] (p.100 Camarilla Guide)
••	Speed the Season's Passing	1 Blood, Willpower [5]
•••	Dance of Vines	1 Blood, Willpower [6] (1 succ = 1 turn)
••••	Verdant Haven	1 Blood, Willpower [7] (3 turns)
•••••	Awaken the Forest Giants	1 Blood, Willpower [8] (p.101 Camarilla Guide)
<b>The Path of Technomancy</b>		
•	Analyse	1 Blood, Willpower [4] (p.104 Camarilla Guide)
••	Burnout	1 Blood, Willpower [5] (+1 diff. if not touching the device, range = 10 times Willpower in yards)
•••	Encrypt/Decrypt	1 Blood, Willpower [6] (must touch the device, last for a number of weeks = permanent Willpower)
••••	Remote Access	1 Blood, Willpower [7] (succ =max # of dice)
•••••	Telecommute	1 Blood, 1 Wil, Willpower [8] (5 min/succ, succ=range)
<b>Alchemy</b>		
•	Simple changes in form	1 Blood, Willpower [4] (p.69 Blood Magic)
••	Complex changes	1 Blood, Willpower [5]
•••	Complicate changes	1 Blood, Willpower [6]
••••	Minor shifts	1 Blood, Willpower [7]
•••••	Miraculous shifts	1 Blood, Willpower [8]
<b>Biothaumaturgy</b>		
•	Forensics	1 Blood, Willpower [4] (p.70 Blood Magic) (1 week)
••	Surgery	1 Blood, Willpower [5] (2 weeks)
•••	Lesser Animation	1 Blood, Willpower [6] (3 months)
••••	Greater Animation	1 Blood, Willpower [7] (4 months)
•••••	Cognizant Constrution	1 Blood, Willpower [8] (5 months)
<b>The Focused Mind</b>		
•	Readiness	1 Blood, Willpower [4] (p.71 Blood Magic)
••	Centering	1 Blood, Willpower [5]
•••	One-Tracked Mind	1 Blood, Willpower [6]
••••	Dual Thought	1 Blood, Willpower [7]
•••••	Perfect Clarity	1 Blood, Willpower [8] (last for 1 scene, -2 diff. on all actions, immune to Frenzy, Röttschreck)
<b>The Hearth Path</b>		
•	Guest's Herald	1 Blood, Willpower [4] (p.72 Blood Magic) (last for 24h)
••	Master's Order	1 Blood, Willpower [5]
•••	Rhyme of Discord	1 Blood, Willpower [6] (last for 24h)
••••	Temporal	1 Blood, Willpower [7] (last until the sunrise)
•••••	The Chauldron's Rede	1 Blood, Willpower [8] (last until the sunrise)

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<b>Mastery of the Mortal Shell</b>		
•	Vertigo	1 Blood, Willpower [4] (p.73 Blood Magic) (last a number of turn = successes)
••	Contortion	1 Blood, Willpower [5]
•••	Seizure	1 Blood, Willpower [6] (victim : -4D, 1 Bashing/turn)
••••	Body Failure	1 Blood, Willpower [7] (victim : -5D, 1 Lethal/turn)
•••••	Marionette	1 Blood, Willpower [8] (line of sight, resist with Sta + Fortitude [Will of Thaumaturge], cannot resist if victim doesn't have Fortitude)
<b>Oneirmancy</b>		
•	Portents	1 Blood, Willpower [4] (p.75 Blood Magic)
••	Foresee	1 Blood, Willpower [5]
•••	Dreamspeak	1 Blood, Willpower [6]
••••	Augury	1 Blood, Willpower [7]
•••••	Reveal the Heart's Dreams	1 Blood, 1Wil / Mortal, 2 Wil / Kindred, Willpower [8]
<b>Path of the Blood Curses</b>		
•	Ravage of the Beast	1 Blood, Willpower [4] (p.76 Blood Magic) (resist with Self-Control [7] )
••	Weight of the Sun	1 Blood, Willpower [5] (last for 1 scene / successes)
•••	Abated Tooth	1 Blood, Willpower [6] (last for 1 night / succ, resist with Sta + Fortitude [8] )
••••	Treacherous Bonds	1 Blood, Willpower [7] (must touch the subject, 1 night/successes)
•••••	The Withering of Ages	1 Blood, Willpower [8] (must touch the subject, contested Willpower roll [8]; victim lose 1 Physical Attributes point per 10 years of age, minimum of 0; last for 1 night; can spent 5 Blood and 1 Wil to heal)
<b>Path of Curses</b>		
•	Stigma	1 Blood, Willpower [4] (p.78 Blood Magic) (target may resist Wil [7], Social Rolls +1 diff.)
••	Malady	1 Blood, Willpower [5] (target may resist Wil [7]; 1 succ = -1D Physical Attributes, max -3D )
•••	Pariah	1 Blood, Willpower [6] (target may resist Wil [7]; 1 nigh/successes, )
••••	Corrupt Body	1 Blood, Willpower [7] (target may resist Wil [7]; victim suffers -1D, an Attribute drop to 0, )
•••••	Fall from Grace	1 Blood, Willpower [8] (target may resist Wil [8] if the victim botche it's permanent; victim has an automatic ghost « 1 » , any actions have a maximum of 2 successes )
<b>Path of Transmutation</b>		
•	Fortify the Solid Form	1 Blood, Willpower [4] (p.80 Blood Magic)
••	Crystallize the Liquid Form	1 Blood, Willpower [5] (1 succ = 1 Blood into solid form for 1 scene)
•••	Liquify the Solid Form	1 Blood, Willpower [6] (last for 1 scene)
••••	Gaol	1 Blood, Willpower [7]
•••••	Ghost Wall	1 Blood, Willpower [8]

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## The Vine of Dionysus

•	Methyskein	1 Blood, Willpower [4] (p.82 Blood Magic)
••	Omophagy	1 Blood, Willpower [5]
•••	Hamartia	1 Blood, Willpower [6]
••••	Enthousiasmòs	1 Blood, Willpower [7]
•••••	Ionos Aimatos	1 Blood, Willpower [8]

## The Faux Path

•	Hello , Goodbye	1 Blood, Willpower [4] (p.84 Blood Magic)
••	Disciplinary Identification	1 Blood, Willpower [5]
•••	Thaumaturgical Nomenclature	1 Blood, Willpower [6]
••••	Ritual Madness	1 Blood, Willpower [7]
•••••	Sanguinary Affectation	1 Blood, Willpower [8]