

## Vampires

Vampires are created when a mortal and a vampire trade blood. Sometimes this is done against their will using mind controlling magic, because the Vampire wishes a servant or lover; other times, the Mortal is entirely willing, albeit not always aware of the full nature of their conversion.

### Breed Suggestions

**Strong** Vampires are usually called **Gangrel** and are savage, solitary hunters.

**Nimble** Vampires are usually called **Nosferatu** and are disfigured, alienated monsters.

**Wise** Vampires are usually called **Mekhet** and are masters of lore and sorcery.

**Determined** Vampires are usually called **Lasombra** and are masters of crushing the wills of others.

**Lordly** Vampires are usually called **Ventrue** and are aristocratic lords of the night.

**Charming** Vampires are usually called **Daeva** and are masters of the silver tongue and ensorcelling mortals.

### Factions Suggestions

**Soldier** faction Vampires usually belong to **The Black Hand**, a paramilitary group preparing for Gehenna.

**Diplomat** faction Vampires usually belong to **The Invictus**, heavily involved in politics and business.

**Magical** faction Vampires usually belong to **The Circle Of The Crone**, a neo-pagan group of witches.

**Supernatural** for Vampires is sometimes called **Vitae** and is a measure of the blood they have consumed. Unlike normal Supernatural, Vitae slowly runs out – every night a point is lost, and must be refreshed by drinking a living creature’s blood for a minute (an act he feels a powerful urge to do as he loses more Vitae.) Older vampires lose their ability to consume Animal blood and eventually even Human blood – the oldest Vampires can only feed on other Vampires.

A Vampire who drops to 0 Vitae becomes frenzied, an uncontrollable beast hungering blood who will not stop until he is satiated. If he drops to negative Vitae, he goes into **Torpor** – he falls asleep, his Vitae stops dropping and he will not awaken until provided with blood to raise him into positive figures again.

**Magic** common to Vampires includes:

**Celerity:** 1 Dot lets you speed up a touched tiny object (like a cog), 2 Dots + gives increasing bonuses to your own speed.

**Resilience:** 1 Dot prevents trivial injuries (like cuts from broken glass), 2 Dots can soak Bashing damage, 3 can soak Normal damage, 4 can protect from ranged attack and 5 can protect from Aggravated damage.

**Vigour:** 1 Dot lets you sense the strongest creature nearby, 2 Dots + gives you greater increases to Strength and 5 Dots lets you grow in size.

**Animalism:** 1 Dot to sense nearby animals, 2 Dots to communicate with them, 3 Dots to control touched animals, 4 Dots to control animals at range and 5 Dots to make them lifelong thralls.

**Shapeshifting:** Limited to “creatures of the night”. 1 Dot to become a raven, 2 Dots for a vampire bat, 3 dots for a cloud, 4 dots for a wolf and 5 dots for a hybrid man/bat or man/wolf.

**Fear:** 1 Dot to detect fear, 2 Dots to discover a target’s greatest fear, 3 Dots to make a touched target scared, 4 Dots to terrify from a distance and 5 Dots to plunge someone into insanity.

**Domination:** 1 Dot to hide an untruth from target, 2 Dots to plant a minor suggestion, 3 Dots to make a touched target suggestible, 4 Dots to mind control from a distance and 5 Dots to make someone a lifelong thrall.

### Weaknesses

Vampires take aggravated damage from fire, and from exposure to sunlight (even through a curtain, though direct sunlight is the deadliest).

Against the vampire who turned them, Vampires take a –2 penalty to pools for persuasion and mind control

### Morality

Morality for Vampires is sometimes called **Humanity** and represents their control over their bestial urges.

M5: Selfish thoughts & acts.

M4: Injury to others & petty theft.

M3: Grand theft & mass property damage.

M2: Murder/manslaughter.

M1: Perverse and heinous crimes (I.E. Rape, torture)

The lower Humanity becomes, the less a Vampire cares about the feelings of others and the more freely he will do anything to satisfy his Vice and his hunger.

## Changelings

Changelings are created when humans are kidnapped by the True Fae and taken to Arcadia as servants, captives or lovers. The magic of the land mutates mortals into a fusion of Human and Faerie.

Changelings possess a “mein”: appear as their mortal form to Mortals, and as part-Fae creatures to other Changelings. They can strengthen the mein and disguise themselves as mortals to all by spending 1 Supernatural, or they can shatter their mein expose their Changeling form to a Mortal by spending **ALL** their current Supernatural.

### Breed Suggestions

**Strong** Changelings are usually called **Ogres** and are the hulking giants of fairy stories.

**Nimble** Changelings are usually called **Darklings** and are shadowy goblins of the night.

**Wise** Changelings are usually called **Wizened** and are the craftsmen of Arcadia.

**Determined** Changelings are usually called **Beasts** and are the most feral looking of the Changelings.

**Lordly** Changelings are usually called **Elementals** and are embodiments of the Earth itself.

**Charming** Changelings are usually called **The Fairest** and are the most beautiful, if not always the kindest, Changelings.

### Factions Suggestions

**Soldier** faction Changelings usually belong to **The Summer Court**, who prepare to fight back against their former captors.

**Sneak** faction Changelings usually belong to **The Winter Court**, who want to hide away from Arcadia.

**Diplomat** faction Changelings usually belong to **The Spring Court**, who live their life in hedonistic glee.

**Magical** faction Changelings usually belong to **The Autumn Court**, who want to master the magical gifts of the True Fae.

**Supernatural** for Changelings is sometimes called **Glamour** and can be gained from two sources. Goblin Fruits are magical favours found in the magical lands of the Faeries. Some appear as actual fruits; others appear as nonsensical objects like books, pens or foot pumps. A fruit consumed shortly after being picked (or prepared in a special, magical recipe) restores Wyrd. Emotions can also restore Wyrd. The stronger the emotion, the better – a child’s sadness at not getting a cookie offers less Wyrd than a husband grieving for his wife. Each court is also better at harvesting certain emotions: Summer Court prefer Wrath, Winter Court prefer Sadness, Spring Court prefer Desire and Autumn Court prefer Fear.

**Magic** common to Changelings includes:

**Resilience:** 1 Dot prevents trivial injuries (like cuts from broken glass), 2 Dots can soak Bashing damage, 3 can soak Normal damage, 4 can protect from ranged attack and 5 can protect from Aggravated damage.

**Vigour:** 1 Dot lets you sense the strongest creature nearby, 2 Dots + gives you greater increases to Strength and 5 Dots lets you grow in size.

**Animalism:** 1 Dot to sense nearby animals, 2 Dots to communicate with them, 3 Dots to control touched animals, 4 Dots to control animals at range and 5 Dots to make them lifelong thralls.

**Fear:** 1 Dot to detect fear, 2 Dots to discover a target’s greatest fear, 3 Dots to make a touched target scared, 4 Dots to terrify from a distance and 5 Dots to plunge someone into insanity.

**Sorrow:** 1 Dot to detect sorrow, 2 Dots to discover a target’s greatest sadness, 3 Dots to make a touched target sad, 4 Dots to cause malaise from a distance and 5 Dots to plunge someone into depression.

**Wrath:** 1 Dot to detect anger, 2 Dots to discover a target’s greatest hate, 3 Dots to make a touched target angry, 4 Dots to induce wrath from a distance and 5 Dots to plunge someone into a frenzied hatred.

**Desire:** 1 Dot to detect desire, 2 Dots to discover a target’s greatest love, 3 Dots to make a touched target yearn, 4 Dots to cause lust from a distance and 5 Dots to plunge someone into frothing desire.

### Weaknesses

Changeling magic is ineffective at protecting against an iron (not steel) weapon. This is more pronounced against the True Fae, who are especially weak to hand-hammered (or “cold”) iron weapons- they take Aggravated damage from cold iron sources

### Morality

Morality for Changelings is sometimes called **Clarity** and represents their sanity due to living in two worlds.

M5: Selfish thoughts & acts, using magic, visiting the Faerie lands.

M4: Injury to others, petty theft, taking psychotropic drugs.

M3: Killing another changeling, using Faerie magic in front of Mortals

M2: Kidnapping, manslaughter, breaking formal oaths.

M1: Perverse and heinous crimes (I.E. Rape, torture), killing a human, spending prolonged time in Arcadia.

The lower Clarity becomes, the less a Changeling can tell apart what is real and unreal – however, using magic prevents a Changeling from staying wholly sane. Every time a Changeling’s Occult increases to 5 or more, they must lose 1 Clarity.

## Demons

Demons are fallen angels who escaped from their infernal prison by possessing humans of weak will. The human's soul is destroyed, but the memories and feelings of the Mortal make an indelible mark on the Demon's soul.

Demons possess an "Apocalyptic Form", their true appearance as a fallen angel. The exact appearance should vary on the Breed and Magic of the Demon: a Slayer may look skeletal and terrifying, a Devourer with Fire magic may appear as a burning bull-headed beast. Transformation into this form requires spending a Faith point: transforming back is free.

### Breed Suggestions

**Strong** Demons are usually called **Slayers** and are former Angels of Death.

**Nimble** Demons are usually called **Scourges** and are guardian angels turned spies.

**Wise** Demons are usually called **Fiends** and are former augers stripped of their great powers.

**Determined** Demons are usually called **Devourers** and are the personification of nature's wrath.

**Lordly** Demons are usually called **Devils** and are Lucifer's former aides.

**Charming** Demons are usually called **Defilers** and are the succubii and tempters of lore.

### Factions Suggestions

**Soldier** faction Demons usually belong to **The Raveners**, driven by years of imprisonment to wish to destroy all God has created.

**Sneak** faction Demons usually belong to **The Luciferians**, who seek out their missing lord.

**Intellectual** faction Demons usually belong to **The Cryptics**, Demons who wish to gather knowledge to prove God himself ordained their rebellion.

**Diplomat** faction Demons usually belong to **The Faustians**, experts in making pacts with mortals.

**Supernatural** for Demons is sometimes called **Faith** and is a measure of the belief others hold in them. It can be regained by belief in the Demon's true nature – either by simply appearing in true form before someone (sometimes called "Reaping") or through long-term pacts with mortals, exchanging favours for worship. Reaping provides quicker Faith, but greater rewards await a patient Demon with many pacts.

**Magic** common to Demon includes:

**Animalism:** 1 Dot to sense nearby animals, 2 Dots to communicate with them, 3 Dots to control touched animals, 4 Dots to control animals at range and 5 Dots to make them lifelong thralls.

**Desire:** 1 Dot to detect desire, 2 Dots to discover a target's greatest love, 3 Dots to make a touched target yearn, 4 Dots to cause lust from a distance and 5 Dots to plunge someone into frothing desire.

**Fear:** 1 Dot to detect fear, 2 Dots to discover a target's greatest fear, 3 Dots to make a touched target scared, 4 Dots to terrify from a distance and 5 Dots to plunge someone into insanity.

**Domination:** 1 Dot to hide an untruth from target, 2 Dots to plant a minor suggestion, 3 Dots to make a touched target suggestible, 4 Dots to mind control from a distance and 5 Dots to make someone a lifelong thrall.

**Fire:** 1 Dot to control a candle, 2 Dots to shoot a small firebolt, 3 Dots to control a fire, 4 Dots to ignite an inferno and 5 Dots to convert self into a flaming form.

**Water:** 1 Dot to control drops, 2 Dots to create a cup of water, 3 Dots to control a bucket, 4 Dots to create a deluge and 5 Dots to convert self into a watery shape.

**Light:** 1 Dot to make something glow, 2 Dots to make a blinding flash, 3 Dots to make a searing ray, 4 Dots to control light at a distance and 5 Dots to shine as the sun.

### Weaknesses

Demons take aggravated damage from holy items – even stepping into a blessed area like a church causes them discomfort and, eventually, damage.

### Morality

Morality for Demons is sometimes called **Torment** and represents their struggle to deal with the sins of their past.

M5: Selfish thoughts & acts, harming any creature except in self-defence.

M4: Theft, breaking a sworn word, harming a human except in self-defence.

M3: Betrayal of trust, inflicting intentional emotional harm.

M2: Murder/manslaughter, giving in to feelings of anger or hate.

M1: Perverse and heinous crimes (I.E. Rape, torture), thoughtless violence.

The lower Torment becomes, the less a Demon cares about the mistakes of the past and the more he wishes to revenge himself against God, humanity and all of creation. Lower Torment Demons have Apocalyptic Forms which are more terrifying than inspiring, and their magic similarly has a tainted look and application.

## Street Fighters

Street Fighters are humans who train in martial arts schools where they learn physics-defying combat techniques and skills bordering on the supernatural.

### Breed & Faction Suggestions

Breeds & Factions can be combined to create different schools of martial arts. A Strong Breed & Magical Faction character may practice a martial art of using magical powers to boost ones own strength; a Determined Breed and Soldier Faction character may have been trained in a fighting style that emphasises taking punishment to enable one to deal greater blows oneself.

If using the Additional Combat Rules, you may permit new Factions who offer bonuses to the new combat skills: for example, a Wrestling Faction which gives +2 Dots in Grab.

**Supernatural** for Street Fighters is sometimes called **Chi** and can be gained from meditation and by sticking to the honour code of martial artists.

### Optional Rule: Additional Combat Rules

If using Street Fighters, players may wish to further clarify their character's skills with martial arts. If so, consider the following optional system:

Street Fighters gain the following additional skills: Punch, Kick, Grab and Block. All Street Fighters gain three additional skill points for allocation on character creation, which are spent as per the normal rules.

Whenever you carry out an action using one of these techniques, your Storyteller may permit you to use the other skills in addition to the normal skill – for example, a punch in combat may use a pool based on STR + Physical + Strength

**Magic** common to Street Fighters includes:

**Fire:** 1 Dot to control a candle, 2 Dots to shoot a small firebolt, 3 Dots to control a fire, 4 Dots to ignite an inferno and 5 Dots to convert self into a flaming form.

**Ice:** 1 Dot to control flakes, 2 Dots to create an icicle, 3 Dots to control touched ice, 4 Dots to create a hailstorm and 5 Dots to convert self into an icy form.

**Light:** 1 Dot to make something glow, 2 Dots to make a blinding flash, 3 Dots to make a searing ray, 4 Dots to control light at a distance and 5 Dots to shine as the sun.

**Celerity:** 1 Dot lets you speed up a touched tiny object (like a cog), 2 Dots + gives increasing bonuses to your own speed.

**Animalism:** 1 Dot to sense nearby animals, 2 Dots to communicate with them, 3 Dots to control touched animals, 4 Dots to control animals at range and 5 Dots to make them lifelong thralls.

**Shapeshifting:** 1 Dot to become a non-combat form like a bird, 2 Dots for a small combat form like a bat, 3 dots for a non-living form like a lamp-post, 4 dots for a man-sized combat form and 5 dots for a hybrid man/animal form.

If using the Additional Combat Rules, you may permit Occult to be substituted for a Combat skill for certain Magic pools – i.e. if Fire magic can only be used as a flaming punch, Punch can replace Occult.

### Weaknesses

Street Fighters have the same general weaknesses as mortals – they have no bane. (There may be some exceptions due to the specific teachings of a martial arts school, however)

### Morality

Morality for Street Fighters is sometimes called **Honour** and represents their sanity due to living in two worlds.

M5: Repeatedly striking an opponents weak spot.

M4: Striking a dizzied foe, using a weapon on an unarmed opponent.

M3: Breaking one's word, running from a challenge.

M2: Murder/manslaughter, using a firearm.

M1: Perverse and heinous crimes (I.E. Rape, torture)

The lower Honour becomes, the less a Street Fighter cares about his word and playing by the rules. Honour facilitates regaining a Chi: after a combat, a successful Honour role allows one Chi point to be regained.