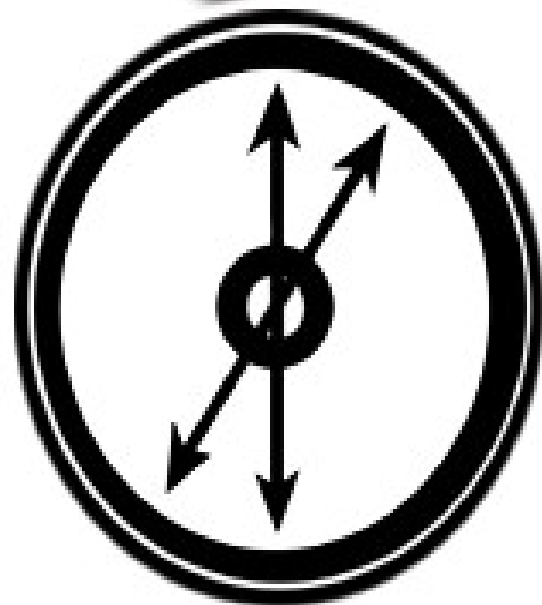


# Bloodlinebook

# TRUE BRUJAH



VAMPIRE™  
THE ETERNAL STRUGGLE

A Sourcebook for: Vampire – The Masquerade

Compiled by Nomad

# BRUJAH



## Credits:

Compiled by Nomad 2003

### White Wolf Copyright Information

Information below states White Wolf copyrights as according to the Dark Spiral Site

© 1991-2003 White Wolf Publishing, Inc. All rights reserved. Reproduction without the written permission of the publisher is expressly forbidden, except for the purposes of reviews, and blank character sheets, which may be reproduced for personal use only. White Wolf, Vampire the Masquerade and Mage the Ascension are registered trademarks of White Wolf Publishing, Inc. All rights reserved. Aeon, Werewolf the Apocalypse, Wraith the Oblivion, Changeling the Dreaming, Vampire the Dark Ages, Werewolf the Wild West, and all other books published by White Wolf are trademarks of White Wolf Publishing, Inc. All rights reserved. All characters, names, places and text herein are copyrighted by White Wolf Publishing, Inc. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned. These products use the supernatural for settings, characters and themes. All mystical and supernatural elements are fiction and intended for entertainment purposes only. Reader discretion is advised. Check out White Wolf online at [www.white-wolf.com](http://www.white-wolf.com) ; [news://alt.games.whitewolf](http://news://alt.games.whitewolf) and [news://rec.games.frp.storyteller](http://news://rec.games.frp.storyteller)

# Index

Introduction	Page 4
By Damien Moore	
The True Brujah Clan	Page 6
Character Creation	
True Brujah Disciplines	Page 10
Temporis, Elementalism	
New Backgrounds	Page 23
Arcane, Age, Military	
Character Sheet	Page 26

# THE TRUE BRUJAH

By Damien Moore

## Introduction

*Carthage was Utopia. It is a living dream. Millennia ago, we Brujah created a city where Kindred and kine could live together. We strove for the heavens only to see others grow jealous. They betrayed us and destroyed the dream. Now we are divided, and we have gone from being scholars and philosophers to cretins and clowns like your sire, Smiling Jack.*

- Critias to Dre, newly Embraced Brujah

At one time the Brujah were not all rebels. At one time they sought to understand, not to destroy.

Before Carthage. To many of the Brujah of the time, this was a dirge. Their dream destroyed, their plans unravelled. Many were claimed by Hunters, by the plots of the Jyhad, as they fell into despair, and so into carelessness.

Some, however, did not grieve. They were angered, seeking vengeance. These Brujah were the basis of the High Council of Clan Brujah. They met in secret in the ruins of Carthage, and formed their plans for revenge.

Each time they had given their dreams flesh, the other, jealous clans came and destroyed what they had built. Even with their wide powers over the elements, their powers of Presence and their Potence-enhanced strength, they did not have warriors to fight the other clans.

A plan was conceived to give them these warriors. From this point onwards, the High Council would conduct a 'breeding' program for Brujah warriors. Those who Sired were to find those with the fighting spirit, who were high of temper, who could

defend their Elders. They were no longer to be taught their Sire's powers over the earth, but instead were to be taught to move with the speed of lightning.

The Council believed that the combination of Potence and Celerity would give their warriors the ability to defend them, to create a warrior-class within the Clan. Those who created Childer against the Council's edict were held to be in violation of the Third Tradition and were either destroyed along with their Childer or ostracised and no longer granted the clan's protection.

There was more to this policy however, that met the eye. For the most-part, it was Troile's Childer rather than Brujah's that had somehow learned the discipline of Celerity, and thus it was they more than their siblings that Sired Childer. As a result, over the following two centuries the number of True Brujah fell, and the number of Troile's Childer increased.

These Childer were taught nothing of their Sire's original abilities, but simply assumed that they too were masters of Celerity. They were also instructed to destroy any Kindred they saw using the Elementalism discipline, described to them as a form of Blood Magic.

The years passed, and the warrior-Brujah's childer became more populous. They either forgot or did not learn their Sire's heritage, and the High Council faded from sight, so as not to present a target to the other clans. The Ventrue, the Malkavians, the Toreador, all assumed that the elder Kindred of the Brujah had been destroyed or had fled, or melded with the earth, no longer a factor in Kindred politics.

The other clans of the kindred noticed this change in the younger Brujah, but did not pay it much heed, often to their dismay when these new Brujah went mad, destroying all in sight. Since the fall of Carthage, the Brujah had been always on the edge of Frenzy. Some theorised it was the rage of Troile, echoing down through his bloodline. The High Council considered it to be an unfortunate side-effect of their new Childer's possession of Celerity, one that may reap its own benefits when they used their Childer in battle in the centuries to come.

This situation continued for a thousand years. The High Council, from their various Havens and hiding places watched, and their warrior-childer ravaged the Kindred world, increasing in numbers and generation. The Council cared not for their Progeny's fascination with the Anarch movement, regarding the battles against the other Elders as good training.

Indeed, when the Sabbat was formed, they would have collected their Childer and fought against the Ventrue and other clans. Except for one thing.

The Inquisition. Their fascination with their own Childer, their tweaking of their destinies, led the inquisitive mortals to them, the evil ones who sat in the background like the puppet-masters. And why, came the argument in the mortal councils, destroy the puppets when you may destroy the puppeteers

By flame, by stake and by sunlight, the mortals found and destroyed the True Brujah, one by one. Their secrecy from the world of the Kindred, long their shield, became the sword used against them, as they could not even call for their warriors.

And so the majority of the High Council passed away, their plans flapping loose in

the winds of history. Without their subtle control upon their behaviour, their childer raged unchecked... the Sabbat, the wars of the Jihad, all would have been lessened with the intervention of the High Council.

Not all of the council was destroyed. A small number of those who knew the truth escaped the flame, and fled into hiding, seeing this as a repetition of the destruction of Carthage. They lost much of their will to live, and slipped into Torpor.

The years passed, and their grief lessened, even in Torpor. The remainder of the High Council awoke, and took stock of the world around them. Times had changed since the dark ages of the Inquisition. New Empires had arisen and fallen, new thoughts and philosophies to light.

First in priority was regaining their control over their breeding experiment. This was complicated by the existence of the Sabbat. No longer was there a single Clan Brujah, but now there were the Brujah *antitribu*. These childer had conceived a plan to free themselves from tyranny, and in this they mirrored the true beliefs of the High Council -- freedom and self expression.

Yet once again, a Brujah's dream was shattered by the other clans. The Tzimisce and Lasombra clans took control of the dreams of freedom and turned them to anarchy and chaos.

Even their warrior-childer had split into several factions. The Iconoclasts were the chaotic and devastating warriors that the breeding program was designed to bring about. The Idealists on the other hand were extremely suspect to the High Council. Many of them decreed them to be the "legacy of Veddatha", and their attitudes of controlling all of the Brujah were termed "Ventrue-syndrome."

It was the Individualists that surprised the High Council the most. Even after 2,000 years, the True Brujah spirit seemed to spring anew from their chaotic childer. Many individualists were secretly sponsored by the High Council, and the most promising were led subtly towards an 'apprenticeship' -- an apprenticeship that ended in them being taught the true history of the Brujah, and led into their full legacy.

The True Brujah were involved with the Black Hand before its fall, but their origins predate even that ancient sect. Indeed, when the young Brujah speak of Carthage, they are speaking of the home of the True Brujah and not the fabled utopias that spring to their minds. The True Brujah believe that their founder made his haven in Northern Africa, around which the great city arose, where the Children of Seth were mere vessels and sacrifices. Carthage was not a city of idylls but a den of blood and fire and gods who walked among men.

Some of the True Brujah even claim memories of the city and must be ancient indeed. Since the fall of the Black Hand, the True Brujah have returned to the lands of their origin, forging a loose bond with the Followers of Set. Although solitary and aloof, the True Brujah realize the value of allies, even to the extent of finding common ground with the Setites. Both groups are finders of secrets and searchers for lost lore, and though they differ in what they do with their bounty, none have any doubt that they seek similar ends.

Unlike their Setite allies, however, the True Brujah do not pursue vice and indulgence, nor do they wish to undertake the Setites' chthonic quest to raise their undead god. The Elois seek knowledge for its own sake. They choose to be erudite and sage, hoping to master their domains through craft. Few enemies are so relentless as a True Brujah, and few allies are as resourceful.

## True Brujah



### Nickname

Elois.

### Appearance

The True Brujah tend to dress in the styles of the time when they were Embraced, which sometimes causes them difficulties in the modern nights. The True Brujah have no particular ethnic makeup, though many of the

most ancient members of the bloodline seem to hail from Persia or Mesopotamia. Younger members affect conservative modern clothing, including bespoke suits and other subtle finery. Members of the bloodline who have formed relationships with the Egyptian Setites sometimes affect Northern African styles and customs, as well.

The appearance of this clan is fairly sharply divided between the Elders, who are often at least 300 years old, and often prefer to dress in the styles of their lifetimes, at least in private, and the younger Kindred.

These younger kindred often are a strange mix. Scholastic backgrounds are mixed in with very fit sportsmen. The members of this clan tend to dress casually but conservatively.

## **Haven**

True Brujah prefer solitary havens, as far from vampires and mortals as possible. If they possess the resources to do so, True Brujah establish multiple secret havens, sometimes in various cities around the world. They favor withdrawn mansions, estates, hidden palaces, temples and other luxurious quarters, where they may always retreat into comfort if the burden of ages weighs too heavily on them for a time.

## **Background**

True Brujah have been Embraced from all of the world's cultures, generally after middle age, though the bloodline does claim a few precocious young Kindred. The characteristic many True Brujah share is a penchant for

learning. Most members of the bloodline are very well educated or quickly become so after their Embrace. Several are also independently wealthy, hailing from affluent families or having assets that otherwise require little attention.



## **Character Creation**

True Brujah almost never have impassioned Natures, and their Demeanors vary wildly from vampire to vampire. Their concepts typically fall among the professional, outsider or dilettante categories, usually with some degree of scholarly bent. Mental Attributes are usually primary, though they sometimes favor Social Attributes, and Knowledges are likewise preferred. Common Backgrounds among the True Brujah include Alternate Identity, Arcane, Contacts, Herd and Resources. Most True Brujah still uphold the ideals of Humanity, although elders of the bloodline sometimes adopt strange or unique Paths of Enlightenment, about which little is known. Those involved with the Setites are not known for their adoption

of the Path of Typhon – though they may share some cultural ties, they do not necessarily share the same philosophies.

**Clan Disciplines:** Temporis, Elementalism, Potence, Presence.

## Clan Weakness

The emotions of the True Brujah atrophy during their nights of contemplation and study; they become cold and passionless as time wears on and they grow ever away from mortal life. While these Kindred understand good and evil on a philosophical level, they rarely feel any pangs of morality themselves. Conscience and Conviction rolls for True Brujah are always made at a difficulty two higher (maximum 10) than circumstances would otherwise dictate. Also, Humanity and Path ratings are difficult to maintain in the absence of emotion – True Brujah must pay double experience point costs to increase or regain their Conscience, Conviction, Humanity and Path scores.

## Organisation

The True Brujah part of the Brujah clan is so small in comparison to the other clans that at this stage they are still relatively closely knit. They rarely have formal meetings, but instead the clan is organised around an Archive, with one Elder and his childer in a city.

These True Brujah often masquerade as Intellectualist Brujah, so as to allow themselves to move easily within the Kindred world.

While the True Brujah value their solitude, they also hold intellectual discourse in high regard. Twice per century, these Kindred gather at a location decided by their

eldest and inform each other of pressing matters – the last meeting, for example, established their informal relationship with the Followers of Set. Outside of these gatherings, small cells or salons of True Brujah sometimes meet to discuss current events, philosophy, religion, politics and anything else that may affect their unives.

## Quote

We must take control of our Sibling's Childer, as we control ourselves, and bring them back into the fold.

## Stereotypes

**Brujah:** These lost Childer need to be brought into line, not by wholesale destruction, but by pruning the bad from the good. Our program has not failed; it has succeeded beyond our wildest dreams. It is simply the fact that it is now out of control.

**Ventrue, Malkavian, Toreador:** They destroyed Carthage. We will have only the minimum interaction with these clans, and we will play our cards very close to our chests when dealing with them. If their Elders suspected the truth...

**Tremere:** This clan is *fun*. No other clan presents such an opportunity to play with their minds. Our elemental abilities confuse them, and their manipulations disgust us. Simply take care that none of them gain your blood.

**Nosferatu:** Watch them. If they learn the truth they may sell it to others. A pity, as they have learned much.

**Gangrel:** They have helped us in days gone past, and it is said that they helped some of us escape Carthage and then the Inquisition. Respect them.



**Camarilla:** A perfect opportunity to watch our opponents move. Forget not that this runs both ways.

**Sabbat:** A waste. Deluded Kindred, believing themselves free from their Sire's Sires. This group is one of the areas to be pruned.

**Setite:** Trust them not. They are our cousins, but they are lost to the darkness within themselves.



## The View From Without

**The Camarilla:** Sounds like a rumor made up by some elder to keep his rowdy childer in line. I don't buy it.

– Stevie "The Butcher" Reno, Sheriff of Houston

**The Sabbat:** Irrelevant failures, if they exist at all.

– Laika, Tzimisce koldun

**The Independents:** A welcome addition and a willing tool, but we shall see what they harbor in their hearts over time.

– Verdigris, Setite mistress

# True Brujah Disciplines

## Temporis

4 suc. one hour.

5 suc. one day.

### • Time Sense

The vampire gains an automatic and perfect sense of time, and can sense any sort of time disturbances, such as uses of Temporis, the Time sphere, the Pandemonium arcanos, etc.

### •• Ramble On

Roll: Man. + Empathy, difficulty  
Willpower

The vampire may put a victim into an endless loop, in which the victim will repeat whatever she was doing at the time the vampire used this power. If the victim is put into an obviously dangerous situation, she may roll Perception + Alertness, difficulty 6, to escape this state. Otherwise, this power lasts for the following time periods:

1 suc. one turn.

2 suc. one minute.

3 suc. ten minutes.

4 suc. one hour.

5 suc. one day.

### ••• Zombie's Curse

Roll: Cha. + Intimidation, difficulty  
Willpower

The vampire may put a victim into a state where she perceives the world as moving twice as fast, and she is moving at half-speed. In combat, most of the victim's Melee and Brawl attack rolls are increased in difficulty by two, and do half their normal damage. This power lasts for the following time periods:

1 suc. one turn.

2 suc. one minute.

3 suc. ten minutes.

### •••• Cowalker

By spending a willpower point, the vampire may remove herself from the flow of time, move around in any fashion she sees fit, and step back into the flow of time. She may not affect objects that she did not remove from the time stream with her (it is assumed that her clothing, and all items on her immediate person, leave the time stream with her).

### ••••• Frozen Object

Roll: Dex. + Occult, difficulty 6

The vampire may temporarily remove an inanimate object (that is not touching an animate being) from the time stream. If the object is moving rapidly, she must also make a Wits + Alertness roll to affect it. Objects stopped in this way lose no energy.

The vampire may allow an object to reenter time at will; otherwise, an object will reenter the time stream of its own accord after the following time periods:

1 suc. one turn.

2 suc. one minute.

3 suc. ten minutes.

4 suc. one hour.

5 suc. one day.



#### •••• • Control Aging

Roll: Sta. + Occult, difficulty Willpower  
The vampire may age a target, or reverse the aging of a target. This effect can not be used on the same target more than once per scene. The age of the target changes by ten years per success (in either direction), or as follows:

- 1 suc. one year.
- 2 suc. five years.
- 3 suc. ten years.
- 4 suc. fifty years.
- 5 suc. one hundred years.

The difficulty to use this power is 6 if the victim is willing, or inanimate.

#### •••• • Domain of Evernight

Roll: Per. + Alertness, difficulty 7

The vampire can dilate time, with respect to a given area. One hour may be affected for each dot she has in Willpower. The extent of the dilation is as follows:

- 1 suc. one hour passes in ten minutes.
- 2 suc. one hour passes in five minutes.
- 3 suc. one hour passes in one minute.
- 4 suc. one hour passes in thirty secs.
- 5 suc. one hour passes in ten seconds.

#### •••• • Outside the Hourglass

Roll: Sta. + Occult, difficulty 8

The vampire can step out of time. Each success represents one turn that the vampire may spend out of the time stream. In this state, the vampire can move any objects manually. Any effects created by the vampire, including explosions, attacks, etc, can be created, but will only take effect once she has reentered the time stream.

#### •••• •• Rewind Time

Roll: Str. + Alertness, difficulty 8

The vampire may turn back time, and rewrite her own actions. After the vampire has rewound time, she will be in the place where she initiated the effect, and all other things will be as they were in the time to which she rewound. She will know what happened before she rewound time, and she may act differently. Others will act in the exact same fashion as they did before, unless they are persuaded to behave differently. The maximum amount of time that can be rewound is as follows:

- 1 suc. one turn.
- 2 suc. one minute.
- 3 suc. ten minutes.
- 4 suc. one hour.
- 5 suc. one day.

## ..... Pocket out of Time

Roll: Man. + Security, difficulty 7

The vampire may remove an entire area, with a radius of up to ten feet per success, from the time stream. Those inside this area see the outside area in stasis, and cannot leave for the entire duration of this effect. This effect can be ended at will, and ends if the vampire is destroyed.

## ..... Summon History

Roll: Man. + Occult, difficulty 7

The vampire may try to bring a period of time to the present. She must focus on time; she may not name an event. Those inside this area can not interact with those in the present unless they have Time Sense. (Such interactions might prove hazardous.) The largest gap in time that may be passed this way is as follows:

- 1 suc. one year.
- 2 suc. 100 years.
- 3 suc. 500 years.
- 4 suc. 1000 years.
- 5 suc. 5000 years.

# Elementalism

---

## Introduction

Elementalism is the discipline of knowing the world. As the user progresses in its power, she begins to gain a greater grasp of how the world is put together, and how to manipulate its various aspects.

It is in many ways much like Thaumaturgy, in that it has many separate divisions of the actual discipline. The differences are, however, profound. Elementalism has no rituals, no rites as part of its makeup. It relies not on using outside power to make an effect, but on the user knowing the way of the world in order to effect it. The separate areas of Elementalism, known as The Ways, build upon the previous ways, each branch of knowledge providing a basis for learning remaining ways.

In game terms, the possessor of Elementalism must first advance to at least the third level in any Way before they may start on to one of the next ways. [For instance, a beginning Kindred user of

elementalism has 1 point in Elementalism, and 1 point in the Way of Earth. She must learn 2 more points of the Way of Earth (still with 1 point of Elementalism) before she may spend experience to buy another point of Elementalism, at which point she also gains a point in the Way of Air.]

A starting character can start with either the Way of Earth or the Way of Air. From there he can advance according to his choices and the restrictions given in the individual Ways.



# Way of Earth

(No rerequisite)

## • Earth Sense

By laying her hands on rock, stone or earth, the Kindred using this ability gains the ability to perceive the surrounding area from the point of view of the earth with which she is connected. She can perceive buried or hidden objects, whether in the stone, or very close by to that stone. For instance, the Kindred could sense the buried coffin underneath him, or the assailant hiding behind the corner or the concrete building, or the wiring behind the concrete wall. It has been said that Vampires with this ability may even sense the location of earth-melded Kindred. This power is limited to current information, it cannot be used to pertain information from the past.

**System:** By making a Perception + Earth roll, she may gain the sensory input from the stone around her.

Successes Distance	
1 Within	1 metre
2 Within	5 metres
3 Within	10 metres
4 Within	50 metres
5 Within	100 metres

The difficulty depends on the type of material that is being attempted to be read. Earth and natural stone is difficulty 6, concrete and man-made stones are difficulty 8. The perception extends out of the stone to a limit of 1/3 of a metre.

In addition to the success-range limits, the earthen material being read must be contiguous. Ie: if using a concrete building, just the building may be read, not the surrounding footpath, etc. If reading a

boulder, then the earth surrounding the boulder is not included in the effect.

On Per + Earth roll (diff 9), an earthmelded Kindred may be sensed (but not affected in any way).

## •• Manipulate Earth

A Cainite who has progressed to this level of knowledge in the Way of Earth gains the ability to morph earth and stone to his will. He may command it to warp or move in any one way, directed only by his mind - no physical touch is necessary, although the object being so altered must be within sight, or otherwise sensed.

They may cause a rock to melt and run like water, pits to open up in front of their enemies, or command the marble top of a tomb to flow out of the way to give them a temporary Haven. (Of course they need to move it back again before sun-up).

**System:** By spending a blood point, the vampire using this ability may command stone or earth to alter in shape in any way. He cannot destroy or create the earth. To determine how successful the effect is, the Kindred must roll Intelligence + Earth (diff 6 for natural stones, diff 8 for man-made substances).

Successes Area effected	
1	Approximately a cubic meter
2	Closet worth
3	Room worth
4	Factory worth
5	Most of a mountain.

Each manipulation can cause one effect only. (e.g. to cause stone to flow away from a place and then flow back is two actions and requires two blood points.

### ••• Create Earth

Upon achieving this level of knowledge in the Way of Earth, the Kindred may create natural earth and stone as they dictate, in any shape or anywhere within sight.

She may see the location that she wishes to create the earth, and it must rest upon something solid, (i.e. its not possible to create rocks in mid-air). It is however possible to create the stone around an object, or even a person. It is not possible to create stone other than granite, or similarly natural stones. Gemstones cannot be created.

**System:** The Vampire using this ability must spend one blood point to invoke this power. In addition to this, she must decide ahead of rolling for successes how much earth she wishes to create. If not enough successes are gained, then nothing happens at all. Excess successes also have no extra effect. Roll Intelligence + Earth against difficulty 6.

Successes	Effect
1	Approximately a large bucketload.
2	Approximately one cubic metre
3	2 cubic metres
4	5 cubic metres
5	10 cubic metres
6	50 cubic metres

### ••• Earthmeld

This ability is effectively identical to the third level of the Protean Discipline. It takes, as for those with Protean, one blood point to sink into the earth, and one to rise up and out. In addition, once achieving this level of the discipline, the Vampire may affect not only natural stone and earth, but may affect other solid matter, such as glass, steel and asphalt. Exactly what can

and cannot be affected is upto the individual ST.

### •••• Summon Earth Elemental

By concentrating upon a large sample of earth or stone, the Cainite evoking this power may summon an elemental spirit to the sample in order to animate it. This spirit takes upon a vaguely humanoid form, and may not be friendly to the invoker. The elemental may be commanded by the Kindred to perform simple tasks, such as lifting and carrying objects.

**System:** Invoking this ability is quite trying to the Kindred attempting it. In addition to spending a bloodpoint, she must also spend a Willpower point to summon the spirit.

Each time the Kindred gives a command to the elemental, he must roll his willpower at a difficulty of 7. Only one success is needed for the command to be obeyed. Problems occur when the roll is failed or botched.

If he merely fails the roll, then he must immediately make another roll to regain control (willpower, difficulty 8, three successes needed). If this is failed then the spirit breaks free of the Kindred's control.

If the command-willpower roll is botched, then the Kindred suffers an immediate loss of 1 permanent willpower (as is usual for willpower rolls), and the spirit immediately breaks free.

What happens when an elemental spirit breaks free is up to the ST. It may simply leave the physical form it was ordered into and depart, it may attack the Kindred, it may wander off in its physical form. (Earth Elemental: Str 6, Dex 2, Sta 6)

## •••• • Stoneform

The Kindred invoking this power immediately transforms herself into a natural piece of stone. The exact shape of the transformed Kindred is a matter of choice when she uses the ability -- however she is limited to a maximum increase in size of 20%.

The Vampire may take on the appearance of a natural boulder, or of a statue, or even of a stone wall (albeit a small one) and once assuming this shape the Kindred is immune to fire and sunlight, as well as being staked. She is however immobile unless she transforms to flesh and is vulnerable to being smashed as would be a normal stone object. A Kindred in this state may sense her surroundings using any sensory abilities she may have, including Earth Sense and Auspex.

**System:** Invoking this power requires the expenditure of a single blood point, whether to become stone or to become flesh. Once in this shape she cannot move without transforming back to flesh (very painful in sunlight). This includes the spending of bloodpoints, other than the one necessary to revert to their "natural" shape.

In order to mimic a particular object, she must make a Manipulation + Subterfuge (why? who knows. If you can think of a better one...), and the accuracy of the copy is dependant on the number of successes (use the success table for obfuscate or vicesitude).

Once in the Stoneform, the vampire's Stamina is raised by 3 extra dice for soaking purposes.

## Way of Air

(No prerequisites)

### • Descent of the Feather

This first ability to manipulate the Way of Air manifests itself to give the vampire using it the ability to slow a fall by force of will. He can prevent himself from suffering damage from all but the highest of falls.

**System:** The Kindred must roll his willpower, at a difficulty of 6. Each success he achieves on this roll negates one health level of damage. (Slows his fall so as to effect this.)

### •• Drawing the Storm

This surrounds the Elementalist in very strong winds wrapping around in all directions. This will pick up local debris and loose matter in a 10ft radius around the user.

**System:** The Kindred spends a point of blood and makes a willpower roll to irritate and yet control the winds around herself. Each success increases the difficulty of all thrown and projected missile attacks (knives, arrows, etc, but not firearms) against the user or anyone within 10ft of her by one. The distractions also reduce the dice pools of anyone inside the storm by one (except for the user).

### ••• Resist the Calling of the Earth

This ability is an extension of the Kindred's current knowledge of the element of air. Rather than simply slow his fall, he may now nullify any downward descent, buoyed up by the air itself.

Using this part of the discipline, the vampire may step off the side of a building and simply float in midair, or activate his power and draw his legs up to float in lotus.

Given enough ability, the Cainite may change his weight, or slowly rise into the air rather than hovering.

**System:** The player rolls willpower against a difficulty of 6. The degree of effect is dependant on the successes gained.

Successes Effect 1 Simple hovering is possible. The Kindred may either float, or behave as normal.

2 Subtle changes in weight are possible for the user of this discipline, as long as he lessens his true weight. At this many successes, he may null his entire weight, and kick off from an object to move around.

3+ In addition to the above effects, the vampire may also ride slowly, as the air itself lifts him. The rate of speed at which he may rise is depends on the number of successes. 3 successes allows a speed of 5 feet per turn, plus 5 feet per turn for every additional success.

### ••• Become the Breath

This ability is extremely similar to that of the Protean ability of Earthmeld, except that it allows the user to meld with the very air itself. The Kindred is not visible, and cannot be damaged or sensed in any way. Neither may she take any action herself. She may sense very dimly anything which occurs in her area. **System:** The use of this discipline is extremely difficult; even to those who have progressed this far in the

Way of Air. In addition to spending a blood point to enter or exit the melded state, she must also spend a WP point to enter the state.

### •••• Calling of the Heavens

Upon achieving this level of the Way of Air, the Cainite may use it to take to the air in any direction that he wishes. He is supported by the air itself, and may guide his direction and speed by force of will.

**System:** The player makes a willpower roll. Success indicates they have achieved flight, the number of successes determines he maximum speed (10 feet per turn, per success).

### •••• • Summon Air Elemental

By concentrating upon a cloud or wind, the Cainite evoking this power may summon an elemental spirit to the sample in order to animate it. This spirit takes upon a vaguely humanoid form, and may not be friendly to the invoker. The elemental may be commanded by the Kindred to perform simple tasks, such as displacing or pushing objects. **System:** Invoking this ability is quite trying to the Kindred attempting it. In addition to spending a bloodpoint, she must also spend a Willpower point to summon the spirit.

Each time the Kindred gives a command to the elemental, she must roll her willpower at a difficulty of 7. Only one success is needed for the command to be obeyed. Problems occur when the roll is failed or botched.

If she merely fails the roll, then she must immediately make another roll to regain control (willpower, difficulty 8, three successes needed). If this is failed then the spirit breaks free of the Kindred's control.



If the command-willpower roll is botched, then the Kindred suffers an immediate loss of 1 permanent willpower (as is usual for willpower rolls), and the spirit immediately breaks free.

What happens when an elemental spirit breaks free is up to the ST. It may simply leave the physical form it was ordered into and depart, it may attack the Kindred, it may wander off in its physical form. (Air Elemental: Str 5, Dex 5, Sta 3)

## Way of Water

(Must have at least 1 other way)

### • Sense of the Dolphin

The Cainite can emit a high pitched noise signal, and use his ability to sense the return of that signal to judge distance, and other spatial relationships.

The distances can be judged exactly by the Kindred and will work in darkness, or if the Vampire is blind. There is a range of 20 feet when this power is used in air, but this is increased 100-fold when he is underwater. One disadvantage to this power is that those who may be able to sense these sounds, like individuals with Auspex, or Garou, will be able to 'home in' on the vampire, after a length of time (depends on distance), if the Kindred keeps using this power.

### •• Bonds of Poseidon

As the second level Neptune's Might power.

### ••• Gifts of Aeolus

This ability allows the Kindred to call forth a mist, fog, rainstorm or any other type of weather that is mostly moisture based. Thus the rain-storm called cannot cause lightningstrikes, unless the area would naturally have them.

This weather has little affect except to conceal the Kindred. However, if a fog is called, it has the additional effect that any being tracking the Kindred or sensing them, loses 2 additional dice to roll.

### •••• Gift of the Nymph

This ability is rare, even among the True Brujah. It allows the Kindred who invokes it, on spending one blood point, to cause up to 100 litres of water to behave in any manner he decrees. Thus, the water may be made to flow up hill, to solidify into ice, to boil, to behave similarly to the effects of the deepers from 'Abyss'. However, on changing state from liquid to solid or gas, the Kindred loses control of the water, thus he cannot simply boil 100 litres of water and parbroil another Kindred. The Kindred must be in contact with the water he wishes to affect, although the degree of contact is not important, and at least one drop of his blood must mix with the water in question.

This power may be used to allow Kindred to walk across water, or to allow others to walk across the water, by altering the surfacetensions on the top of the liquid.

### ••••• Summon Water Elemental

By concentrating upon a pool or river, the Cainite evoking this power may summon an elemental spirit to the sample in order to animate it. This spirit takes upon a vaguely humanoid form, and may not be friendly to

the invoker. The elemental may be commanded by the Kindred to perform simple tasks, such as splashing or carrying objects. **System:** Invoking this ability is quite trying to the Kindred attempting it. In addition to spending a bloodpoint, she must also spend a Willpower point to summon the spirit. Each time the Kindred gives a command to the elemental, she must roll her willpower at a difficulty of 7. Only one success is needed for the command to be obeyed. Problems occur when the roll is failed or botched. If she merely fails the roll, then she must immediately make another roll to regain control (willpower, difficulty 8, three successes needed). If this is failed then the spirit breaks free of the Kindred's control.

If the command-willpower roll is botched, then the Kindred suffers an immediate loss of 1 permanent willpower (as is usual for willpower rolls), and the spirit immediately breaks free.

What happens when an elemental spirit breaks free is up to the ST. It may simply leave the physical form it was ordered into and depart, it may attack the Kindred, it may wander off in its physical form. (Water Elemental: Str 5, Dex 3, Sta 5)

#### •••• • Break the Bonds of Brotherhood

This ability allows the Vampire to cause blood to turn to water, with a willpower roll (difficulty of 7). The number of successes achieved is the number of blood points changed. A botch means that if the target was a vampire, the target's blood pool is actually increased by one, as the blood is thickened, rather than thinned.

## Way of Fire

(Must have at least 2 other ways)

Any use of the way of fire first requires a Frenzy roll.

### • Fire Sense

The user of this power understands fire, its motivations and needs.

**System:** The Kindred using this power must overcome his natural fear of fire and look into the flames and make a Willpower roll. A failed roll costs one WP, on a successful roll the user knows how the fire will spread or grow, what it is feeding on and how to slow it down, stop it or make it grow.

### •• Manipulate Fire

The user of this power can now speak to the flames and befriend them, bringing them to roaring power or quieting them to mere subservience.

**System:** The Kindred using this power must spend one Blood Point and make a Charisma + Occult roll (Dif=7) each success changes the intensity of the fire by one step on the following chart:

Match  
Lantern  
Torch  
Fireplace  
Bonfire  
Small Room  
Large Room  
Building  
Fireball/Conflagration

### ••• Create Fire

The Cainite using this power can bring flames from nothing.

**System:** The Kindred must make a Willpower roll (Dif=6) and expend one blood point. The size of the fire produced depends on the number of Willpower successes, as per the "Lure Of Flames" Thaumaturgical Path.

### •••• Multitude of forms

Fire and heat distort visible light and through this power a Cainite produces one or more "Mirror Images" out of light refraction.

**System:** The Kindred spends one turn immobile and makes a Manipulation + Subterfuge roll (Dif=8) and each success creates a partial image out of the wavering heat that suddenly surrounds the Cainite. Attacks against the user of the discipline are at +1 difficulty for every alternate image. These alternate images disappear one per turn until they are all gone, or the Cainite restarts the power.

### ••••• Summon Fire Elemental

By concentrating upon a bonfire or fireplace, the Cainite evoking this power may summon an elemental spirit to the sample in order to animate it. This spirit takes upon a vaguely humanoid form, and may not be friendly to the invoker.

The elemental may be commanded by the Kindred to perform simple tasks, such as igniting flammable objects.

**System:** Invoking this ability is quite trying to the Kindred attempting it. In addition to spending a bloodpoint, she

must also spend a Willpower point to summon the spirit.

Each time the Kindred gives a command to the elemental, she must roll her willpower at a difficulty of 7. Only one success is needed for the command to be obeyed. Problems occur when the roll is failed or botched.

If she merely fails the roll, then she must immediately make another roll to regain control (willpower, difficulty 8, three successes needed). If this is failed then the spirit breaks free of the Kindred's control.

If the command-willpower roll is botched, then the Kindred suffers an immediate loss of 1 permanent willpower (as is usual for willpower rolls), and the spirit immediately breaks free.

What happens when an elemental spirit breaks free is up to the ST. It may simply leave the physical form it was ordered into and depart, it may attack the Kindred, it may wander off in its physical form. (Fire Elemental: Str 3, Dex 6, Sta 5)

## Way of Shadows

**(Elementalist must have at least 2 other ways)**

The shadow becomes an extension of the Kindred's self, able to perform duties at extended distances away from the Kindred as if it was the Kindred. The shadow has no existence in itself. It is guided by the thoughts of the Kindred, requiring his concentration. If the Kindred's concentration is broken then the effect is broken and the shadow becomes one with the Kindred instantly. The shadow is not trapped away from the Kindred, it just ceases to exist away from the Kindred. Even in full darkness a shadow exists and can be called upon at all times. A Kindred with Auspex can test to perceive the

presence of a shadow with a test of Perception + Alertness. 1 success perceives a presence close by but not the location or form. 2 successes perceives the location of a presence but not the form. 3 successes perceives the location and form of the presence.

If one ability is invoked while another is being used (such as, Shadow Touch is used while using Shadow Eyes) but the second test is a normal failure then that indicates that the force was insufficient to cause the desired effect while a botch will require a concentration roll ( Self-Control - Difficulty 7 ) for the shadow to continue its existence.

#### • Shadow Eyes

The Kindred's shadow is sent to view places that the Kindred wishes not to be present at herself. The Kindred uses the shadow's presence to view another location. Such viewing does not allow the Kindred to perceive both her current location and the other location at the same time. This also, does not allow the Kindred to hear conversations only to see who or what is present. The shadow can even be used to read that which is clearly displayed (comprehension of the material is still dependent on the limitations of the Kindred).

**System:** Manipulation + Investigation  
Difficulty 5

#### •• Shadow Touch

The Kindred's shadow can be sent to touch, move or lift small light objects ( a pen, piece of paper, button, etc ). The shadow gains a small amount of solid existence which will enable it to manipulate objects. This ability can be used in conjunction with other Shadow abilities. Example:

Spill coffee from a coffee cup across a page or part a curtain to see inside a room.

**System:** Dexterity + Alertness Difficulty 5

#### ••• Shadow Force

The Kindred's shadow can push with great force against an object be it a door or a person.

**System:** Strength + Brawl Difficulty 7

#### •••• Shadow Cloak

The Kindred's shadow will envelope the Kindred and hide her from view, even her aura. Kindred with higher Auspex than the Elementalist's Way rating will be able to perceive past this cloaking.

**System:** Manipulation + Subterfuge  
Difficulty 7

#### ••••• Shadow Hold

The Kindred's shadow can carry/lift an object so shadow could transport an object back to the awaiting hands of the Kindred. This option is limited by the object being able to pass unnoticed and unhindered by people, furniture and closed doors. The shadow may be able to pass unhindered by these things but the object does not take on the shadow's properties.

**System:** Manipulation + Subterfuge  
Difficulty 9

# Way Of Spirits

**(Elementalist must have at least 3 other ways)**

## • See Tellurian

The Kindred, with concentration, can see spirits and ghosts nearby.

**System:** Willpower roll. Lasts one scene as long as the Elementalist concentrates.

## •• Speak With Spirits

The Elementalist can speak to nearby spirits for the duration of the scene. This in no way affects the spirits' response to the Elementalist.

**System:** Elementalist rolls Charisma+Linguistics Dif=6 or Spirit's Rage. Each success allows the elementalist to converse with one nearby spirit for one round.

## ••• Demanding Trial

The Elementalist can make a nearby spirit serve her will for one task.

**System:** The spirit and elementalist make an opposed willpower roll' if the spirit wins it is free to leave and the Elementalist loses one temporary Willpower to feed either the spirit's Willpower, Rage or Gnosis.

## •••• Manifestation of Souls

The elementalist can force a nearby soul/spirit of the dead to manifest physically and follow simple verbal commands. The souls/spirits can take any action they could in life.

**System:** Summoner rolls Charisma + Occult (Dif=7). Each success lends the spirit corporeal existence for a certain period of time.

- 1 success 1 turn
- 2 successes 5 turns
- 3 successes 20 turns
- 4 successes 1 Hour
- 5 successes 1 night

The spirit/soul has the same Health Levels and stats as it possessed in life. It returns to the spirit realm when reduced to Incapacitated or when the duration ends.

## ••••• Fetish Rite

As Fetish, from spirit Thaumaturgy. Also see Werewolf and Book of The Wyrm for examples and Freak Legion for use of Fetishes for those without Gnosis.

## ••••• • Rending

The Elementalist, using a sharp object, can literally rend the fabric of our reality, breaking a hole into the Tellurian.

**System:** The Elementalist must spend 1 Willpower and rolls Strength + Potence (Dif=Gauntlet -- but most Kindred do not understand the gauntlet very well), and then tears a hole in reality to the Umbra beyond using his sharp implement (claws work well, although ritual knives were more common and the occasional broadsword was used). The Elementalist

then walks through next round. By spending additional willpower the Elementalist can keep the tear open for one additional person per point of WP spent. Returning from the Umbra is automatic for the Elementalist from the Near Umbra, but anyone in her company has to hold her hand or be stuck.

## Way of Time

**(Must have at least 5 other ways)**

As the first six levels of Temporis, the "Official" True Brujah discipline.



# New Backgrounds

As some of the most useful Traits in Vampire, whether from a mechanical point of view or in the terms of describing a Storyteller character's role in a given chronicle, Backgrounds go a long way. Of course, these Backgrounds are completely optional and subject to Storyteller approval for use in her game – not every chronicle needs 500-year-old players' characters or those with the ability to call up units of Green Berets. Age and Military Force are suited more to elders than neonates and ancillae, so Storytellers are encouraged to disallow them in games that do not feature elders as players' characters.

## Arcane

*Gray wondered where the hell the Nosferatu who had stolen her sire's amulet could be. She knew it was a Sewer Rat – she'd seen him long enough to know that he was ugly as sin – but she couldn't describe him to anyone in any detail. Even the Kindred who knew the Nosferatu "can't put a name to the face."  
Maybe it was time to give up.*

Certain Kindred are inherently unknowable, and those around them often fail to notice them, let alone their undead states. Some vampires have the ability to remain anonymous. This strange ability generally manifests as a strange nepenthe, whereby the person trying to remember the Kindred experiences only a strange nostalgia, absent of any detail. A vampire with a high Arcane Trait may attempt to vanish from view, or she may simply seem too ordinary to notice. This is not similar to Obfuscate, per se, and it certainly does not help in combative (or

potentially so) situations – the Kindred won't be disappearing into a puff of smoke or lingering invisibly before anyone's eyes. If someone searches for the Kindred, their quest may well prove fruitless: Somehow, no one remembers her, or the camera was out of tape, or the guard was too far away to give a reliable description. A vampire's Arcane score subtracts one die per dot from any dice pools used to actively search for her – most often Perception or Investigation pools. A Kindred may choose to "turn off" Arcane if she so wishes, thereby enabling others to find her, as is sometimes beneficial. This is a passive Trait, not an active one; it does not help on Stealth rolls or other overt attempts to hide from others. It simply makes the vampire hard to find, whether she's lying in the back seat of a car or hidden in a crypt three continents away.

No character may take the Arcane background if she has any Status, Clan Prestige or Fame, or vice versa. Likewise, Arcane does not have any effect for Kindred of the Eighth Generation or lower – elders are simply too unnatural to slip so easily from the minds of others.

**Note:** This Background is as often a detriment as it is a blessing, and it sometimes conflicts with other Backgrounds.

An Arcane Kindred with Resources may well have to hunt down his stock dividends while an Arcane Mentor may prove more trouble to find than she's worth.

- Easily overlooked
- Hard to follow
- It takes a detective to shadow you
- Maybe he passed through here a couple years ago
- Never heard of the guy

## Age

*Ivreh sighed even though he didn't need to – he had come to appreciate the irony of the act. When one spends more than three centuries as a member of the undead Kindred, one takes one's levity where one can find it. He wandered over to the chessboard, his thoughts turning to Gabrielle and their ongoing game, and moved his pawn – who represented a certain importer from Taipei – to take her bishop – the leader of a Luddite cult in Trinidad. Indeed, Ivreh had learned much more than patience since his Embrace.*

You have survived as a vampire for far longer than many Kindred – enough to be considered an elder according to the fickle, deadly others of your kind. This Background is not necessarily a simple reflection of your age; it reflects the number of years you have functioned away from the slumber of torpor. If you have fallen into torpor, you may actually be older than even this Trait indicates....

Every dot of Age gives a character a certain amount of extra freebie points to reflect her greater acumen, but this wisdom comes at the expense of Humanity. Note that the progression is not linear – truly ancient vampires learn with much more difficulty than younger ones, as stasis grips them in their unchanging state.

**Note:** This Background is included as a Storyteller's option for elder chronicles, and is not mandatory for Storyteller characters of advanced age. By all means, create your elders to suit the story; this system is included to make sure players' elders start out with a common frame of reference, should you allow them.

Although this Trait may theoretically rise above 5 (for unimaginably old characters), Storytellers should give serious thought to their game before allowing it.

- Annuated: 200 years or less active, +30 freebie points, -1 Humanity
- Elder: 200 to 350 years active, +55 freebie points, -2 Humanity
- Hoary: 350 to 500 years active, +75 freebie points, -3 Humanity
- Venerable: 500 to 750 years active, +90 freebie points, -4 Humanity
- Ancient: Active for more than 750 years (!), +100 freebie points, -5 Humanity

## Military Force

*The commandant suppressed a shudder while the cowled –man? – before him whispered concise, uncompromising orders. He was to pull his forces back as the guerrillas pressed the attack, redirecting the troops to a forgotten graveyard. From there, a second unit would move in from the flanks, catching the guerrillas in enfilade. During the firefight, a certain cenotaph was to be toppled and destroyed, along with anything that lay beneath it. Precisely why, it was apparently not the commandant's privilege to know....*

You have accumulated some sway over a group of fighting soldiers. Whether as the leader of a populous gang or the dignity of an entire nation, an armed force obeys your command. Although the nights of the vampiric warlord are long past, many elders cultivate some degree of military might, though they do so now with discretion and subtlety, to avoid the ire of others of their kind.

Military Force might not necessarily mean that the vampire has armed legions at her



beck and call. Far more likely, especially in the modern nights, the vampire may suggest "police actions" or may influence brushfire conflicts in certain nations. A vampire may, under extreme duress, be able to enforce martial law, but such behavior attracts attention, and her influence would no doubt wane significantly afterward.

This Trait is most suitable for elders, and Storytellers should feel free to extrapolate this Background past the sixth dot for vampires who have influence over truly frightening martial power.

- Surly mob: 15 poorly organized and untrained thugs.
- Militia: 25 functionally trained "security guards"
- SWAT team: 40 capable fighters
- Veteran troop: 75 combat seasoned Soldiers
- Elite company: 100 battle hardened troops 6+Specialweapons, greater quantitiesand perhaps even national armed forces.









# TRUE BRUJAH

## EXPANDED BACKGROUND

ALLIES

MENTOR

CONTACTS

RESOURCES

FAME

RETAINERS

HERD

STATUS

INFLUENCE

OTHER

## POSSESSIONS

GEAR (CARRIED)

EQUIPMENT (OWNED)

FEEDING GROUNDS

VEHICLES

## HAVENS

LOCATION

DESCRIPTION



## PRELUDE

[illegible]

## SEX\_

### CHARACTER SKETCH