

Vampire: the Requiem

Disciplines reference cards v1.2

Includes errata from Second Printing available online at:

http://wiki.white-wolf.com/worldofdarkness/index.php?title=Vampire:The_Requiem_Second_Printing_Errata

- ✓ **ANIMALISM**
- ✓ **AUSPEX**
- ✓ **CELERITY**
- ✓ **DOMINATE**
- ✓ **MAJESTY**
- ✓ **NIGHTMARE**
- ✓ **OBFUSCATE**
- ✓ **PROTEAN:** *added personal comments on *Claws of the Wild**
- ✓ **RESILIENCE**
- ✓ **VIGOR**

Write-up by *DaveLongTooth*, 2009

Graciously hosted by *MrGone*

I was sooo tempted to write "EYE OF THE TIGER" for *Nightmare 3*

DISCIPLINE (template) p.114

• NAME – **Cost:** cost, **Action:** action, **Roll:** Attribute + Skill + Discipline

Success: describe

Modifiers: list

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ANIMALISM (requires eye contact for *Feral Whispers* and *Obedience*) p.115

• **FERAL WHISPERS** – **Cost:** ---, **Action:** Instant, **Roll:** Manipulation + Animal Ken + Animalism

Success: communicate fully with the target animal

Modifiers: predatory +1; can assume same shape +1; hiss and squeak +1; bird and reptile -1; insect or fish -3

•• **OBEDIENCE** – **Cost:** ---, **Action:** Instant, **Roll:** Presence + Animal Ken + Animalism – animal's Composure

Success: the animal obeys the order to the best of its ability

Modifiers: as *Feral Whisper*; already used *Feral Whisper* +1, order contrary to nature -1, blatantly suicidal -3

••• **CALL OF THE WILD** – **Cost:** 1 Vitae, **Action:** Instant, **Roll:** Presence + Animal Ken + Animalism

Success: summons the animals of one kind in an area of 100 yards per success; successes add to other *Animalism* use

Modifiers: may vary according to ambient noise and barriers

•••• **SUBSUME THE LESSER SPIRIT** – **Cost:** 1 Vitae, **Action:** Contested, **Roll:** Manipulation + Animal Ken + Animalism

versus animal's Composure

Success: the vampire possesses the animal's body, can use *Animalism*; **Exceptional:** can also use *Auspex* and *Majesty*

Modifiers: as *Feral Whisper* and *Obedience*; animal is a ghoul -1

••••• **LEASHING THE BEAST** – **Cost:** 1 Vitae, **Action:** Instant (or Contested), **Roll:** Manipulation + Empathy + Animalism

(versus Composure + Blood Potency)

Success: inspire or calm rage Frenzy or Rotschreck; **Exceptional:** and stay in that state for rest of the scene

Modifiers: knowing a target's *Vice* or *Virtue* grants a +1 bonus; blood tie grants +2; self already in frenzy -2

AUSPEX (all except *Twilight Projection* risk sensory overload by strong stimuli, Resolve roll to avoid) p.119

• **HEIGHTENED SENSES** – **Cost:** ---, **Action:** Instant, **Roll:** ---

Description: doubles any or all senses range and clarity; can see in pitch darkness; add Auspex rating to Wits + Composure rolls to avoid surprise in case of imminent danger (*also allow Clash of Will, and occasional premonitions*)

•• **AURA PERCEPTION** – **Cost:** ---, **Action:** Instant (but takes two turns before having information), **Roll:** Intelligence + Empathy + Auspex – target's Composure

Success: see the aura of target, giving insight into its mental and emotional state; detect supernatural effects and entities; know if target is lying when talking (contested by a Composure roll)

Modifiers: blood tie +2, see shade +0, primary shade and color +1, supernatural nature and patterns -2, shifts -3

••• **THE SPIRIT'S TOUCH** – **Cost:** ---, **Action:** Instant, **Roll:** Wits + Occult + Auspex (contested by Resolve + Blood Potency when used to gain insight on someone's past)

Success: touching the object reveals information about the previous owner and its state of mind, or someone's past

Modifiers: blood tie +2, read before +1, recent but mild -1, shallow or long ago -2, disconnected -3, stressful read -3

•••• **TELEPATHY**– **Cost:** --- (1 Willpower for supernatural beings unless willing), **Action:** Instant, **Roll:** Intelligence + Occult + Auspex – subject's Resolve

Success: can read or add a thought to the subject's mind. **Modifiers:** blood tie +2, single message +0, probe for a time -1, subject has a derangement -1 each, looking for data which isn't currently thinking -2, deep subconscious memory -3

••••• **TWILIGHT PROJECTION** – **Cost:** 1 Willpower, **Action:** Instant, **Roll:** Intelligence + Occult + Auspex

Success: user separates ghost body from physical body, can venture throughout the world; **Exceptional:** regain cost

Modifiers: usually none, but could be -2 under high stress or hastened

CLASH OF WILLS (p.119): *Auspex*, while active, allows seeing through supernatural deception (like *Obfuscate*).

Contested roll: Wits + Investigation + *Auspex* against Resolve + Stealth + *Obfuscate*; ties go to defender (which depends on situation and Storyteller, *i.e. try to detect Obfuscated vampire; try to disappear in front of witness with Auspex*).

AURA SIGNIFIERS P.120

Afraid	Orange
Aggressive	Purple
Angry	Bright Red
Bitter	Brown
Calm	Light Blue
Compassionate	Pink
Conservative	Lavender
Desirous/Lustful	Deep Red
Distrustful	Light Green
Envious	Dark Green
Excited	Violet
Generous	Rose
Happy	Vermillion
Hateful	Black
Idealistic	Yellow
Innocent	White

Lovestruck

Obsessed

Sad

Spiritual

Suspicious

Confused

Daydreaming

Diablerist

Controlled

Frenzy

Psychotic

Vampire

Shapeshifter

Ghost

Magic Use

Bright Blue

Bright Green

Silver

Gold

Dark Blue

Mottled, shifting

Sharp, flickering

Black veins in aura

Weak, muted

Rapidly rippling

Hypnotic, swirling

Pale

Intensely vibrant

Spotchy, intermittent

Myriad sparkles

CELERITY p.123

Cost: 1 Vitae per turn

Action: Reflexive; may even be activated before a faster opponent acts in a turn.

Effect: added to Initiative, subtracted from attacker's dice pool, increase Speed by itself (one time per Dot)

RESILIENCE p.140

Cost: 1 Vitae per scene

Action: Instant

Effect: adds to Stamina (thus increasing Health), downgrades its rating in total of Aggravated damage into Lethal

VIGOR p.141

Cost: 1 Vitae per scene

Action: Instant

Effect: adds to Strength (thus increasing Speed), added to distance-per-success on Jumping roll

DOMINATE p.124 (requires eye contact, so moving subject -1; Vinculum bypass this restriction except for *Conditioning*)

Modifiers: all Dominate powers are at +2 when subject has a blood tie

- **COMMAND** – **Cost:** ---, **Action:** Contested, **Roll:** Intelligence + Intimidation + Dominate versus Resolve + Blood Potency
Success: subject obeys a one-word command literally, with appreciable self-preservation; a number of turn equal to successes. **Exceptional:** subject also rationalizes its behavior as its own decision.
- **MESMERIZE** – **Cost:** ---, **Action:** Contested, **Roll:** Intelligence + Expression + Dominate versus Resolve + Blood Potency
Success: subject obeys and performs a task; subject can only have one suggestion implanted at a time; can roll Resolve during the task if it is against the subject's moral code or plainly dangerous (suicidal suggestions always fail to implant)
Exceptional: subject also rationalizes its behavior as its own decision.
- **THE FORGETFUL MIND** – **Cost:** ---, **Action:** Extended (5 minutes per roll), **Roll:** Wits + Persuasion + Dominate - Resolve
Success: can alter or restore a block of memories in the subject; can only be used in a calm environment
Modifiers: description of the new memories are lacking -1 to -3
- **CONDITIONING** – **Cost:** 1 Willpower per roll, **Action:** Extended and Contested (each roll is a week of manipulation; requires subject's Willpower + 5 successes), **Roll:** Wits + Subterfuge + Dominate versus Resolve + Blood Potency
Success: each level of conditioning grants +1 to Dominate use (-1 to other people), at +3 no longer needs eye contact
- **POSSESSION** – **Cost:** 1 Willpower, **Action:** Extended and Contested, **Roll:** Intelligence + Intimidation + Dominate versus Resolve; must accumulate subject's Willpower in successes (**note:** cannot possess other Kindred)
Success: the vampire now inhabits the mortal's body; must still roll to stay awake at day

MAJESTY (p.129) – can resist a turn spending 1 Willpower point and success on Composure (+ Blood Potency for vampires); higher Blood Potency than user ignore for rest of the scene; all Majesty powers rolls subject to +2 for blood tie

• **AWE** – **Cost:** ---, **Action:** Instant, **Roll:** Presence + Expression + Majesty

Success: affects people with lowest Composure first; gains dice equal to number of successes on any Social rolls

Modifiers: one person 0, two people -1, six people -2, twenty people -3, vast number in immediate vicinity -4

•• **REVELATION** – **Cost:** 1 Vitae, **Action:** Contested, **Roll:** Manipulation + Persuasion + Majesty versus subject's Composure + Blood Potency. **Success:** the subject confesses its sins; after a turn subject can spend a Willpower point succeed at a Composure roll to stop. **Exceptional:** subject cannot make it stop, revealing all its sins or crime

Modifiers: full Vinculum +3, already under Entrancement +3, under Awe +2, second stage Vinculum +2, first stage Vinculum +1, subject is an enemy -1, user has inflicted violence upon subject in the scene -2

••• **ENTRANCEMENT** – **Cost:** ---, **Action:** Contested, **Roll:** Manipulation + Empathy + Majesty versus subject's Composure + Blood Potency. **Success:** warps emotional state of subject making it willing servant for an hour or so, long enough for a single task. **Exceptional:** for a week. **Modifiers:** was previously under Entrancement within the week -3.

•••• **SUMMON** – **Cost:** 1 Vitae, **Action:** Contested, **Roll:** Manipulation + Persuasion + Majesty versus Subject's Composure + Blood Potency. **Success:** subject gets as close as possible to user and its location tonight. **Exceptional:** even during the day. **Modifiers:** loyal +3, friendly +1, no idea where is subject -1, disliked -1, more than 500 miles away -3, urgent business or reviled -3, other side of the world -5.

••••• **SOVEREIGNTY** – **Cost:** 1 Willpower per scene, **Action:** Instant; Contested, **Roll:** Presence + Intimidation + Majesty (versus Composure + Blood Potency). **Success:** people can speak freely but never defy or criticize user; must spend 1 Willpower and succeed Contested roll to act freely one turn. **Modifiers:** per step of Vinculum +1, defied earlier +1.

NIGHTMARE (Modifiers: all these benefit from the +2 for blood ties)

- **MONSTROUS COUNTENANCE** – **Cost:** ---, **Action:** Contested, **Roll:** Presence + Intimidation + Nightmare versus subject's Composure + Blood Potency.

Success: affects one person who can see the user: scare and runs away one turn per exceeding success or out of sight

Exceptional: subject is reduced in a cowering heap, unable to take any actions, but still allowed his Defense

- **DREAD** – **Cost:** 1 Vitae, **Action:** Contested, **Roll:** Manipulation + Empathy + Nightmare versus Composure + Blood Potency. **Success:** an atmosphere of fear persist in the area for the scene or until the vampire stops to concentrate, i.e. attack, dodge, activate another Discipline; those affected suffer -2 to all actions and cannot spend Willpower for Heroic efforts or Resistance. **Exceptional:** victims also lose a Willpower point.

- **EYE OF THE BEAST** – **Cost:** 1 Vitae, **Action:** Contested, **Roll:** Presence + Empathy + Nightmare versus subject's Composure + Blood Potency

Success: a mortal subject is paralyzed in fear, incapable of moving or taking action, can still use Defense if attacked but tries to run away thereafter; vampires suffer Rotschreck. **Exceptional:** subject also lose a Willpower point

- **SHATTER THE MIND** – **Cost:** 1 Willpower, **Action:** Contested, **Roll:** Manipulation + Empathy + Nightmare versus subject's Composure + Blood Potency (a target can suffer this power a maximum of once per scene)

Success: subject loses next action, lose one Willpower point and suffers -1 to all rolls for the scene, also gain a mild Derangement for one week per success. **Exceptional:** victim falls unconscious for the scene, wakes up with loss of 1 Willpower dot and gain one severe Derangement (both permanent)

- **MORTAL FEAR** – **Cost:** 1 Willpower, **Action:** Instant, **Roll:** Presence + Intimidation + Nightmare – Composure
Success: suffer 1L per excess success (vampires suffer Willpower points loss instead). **Exceptional:** and a Willpower dot

OBFUSCATE

• TOUCH OF SHADOW – **Cost:** ---, **Action:** Instant, **Roll:** Wits + Larceny + Obfuscate

Success: hide an object. **Modifiers:** palm size +2, pocket size +1, large pocket -1, bulge under jacket -2, too large to hide but can be carried -3, abstract -3, large as user -4, bigger than user but less than five times more (i.e. Size 6 to 24) -5.

•• MASK OF TRANQUILITY – **Cost:** ---, **Action:** N/A (can be turned off or on, once per scene)

Effect: do not cause reaction of Predator's Taint in others; user is still affected normally

••• CLOAK OF NIGHT – **Cost:** ---, **Action:** Instant, **Roll:** Intelligence + Stealth + Obfuscate

Success: vanish from sight one scene or until bring attention to self (i.e. attack, smash window, shout);

Special: if more success than witnesses Willpower, they rationalize disappearance

Modifiers: user is alone +1, one witness +0, each witness after the first -1

•••• THE FAMILIAR STRANGER – **Cost:** ---, **Action:** Contested, **Roll:** Wits + Subterfuge + Obfuscate versus subject's Resolve + Blood Potency

Success: appear as the person most expected in the situation (may not be the same for every witness)

Modifiers: knows who is expected +2, blood tie +2, no idea who +0, act not entirely appropriate -1, inappropriate -2

••••• CLOAK THE GATHERING – **Cost:** ---, **Action:** Instant, **Roll:** Intelligence + Stealth + Obfuscate

Success: extend Cloak of Night on additional people, up to dot of Stealth; people break Obfuscate individually, not affecting the others' camouflage; all those affected can see each other.

Modifiers: they are all out of sight of any witness +1, single witness +0, each other witness -1, each person except self above Obfuscate rating -1

PROTEAN

- ASPECT OF THE PREDATOR – **Cost:** ---, **Action:** N/A

Effect: change the way the user is affected by Predator's Taint, now only reacting aggressively as if others were of equal or lower Blood Potency. Does not change how others perceive the user though.

- HAVEN OF SOIL – **Cost:** 1 Vitae, **Action:** Instant

Effect: take refuge into the soil (or other substance if learned), not material while so merged; all attempts to find the vampire are at -3; require a Humanity roll for the user to perceive others nearby

- CLAWS OF THE WILD – **Cost:** 1 Vitae, **Action:** Reflexive

Effect: nails grow into long, fearsome talons or claws; extended from hands and/or feet; lasts a scene but can be ended prematurely. They grant +2 to climbing rolls and inflict +1 Aggravated when used in combat (used with Brawl skill).

[The claws can **arguably** ignore Armor in combat, depending on your Storyteller's interpretation of *WoD*, p.166.](#)

[They should ignore Durability when attacking mundane objects as per *WoD*, p.135.](#)

- SHAPE OF THE BEAST – **Cost:** 1 Vitae, **Action:** Instant

Effect: the vampire (and his personal effects) transforms into a bat or wolf (or any shape learned after one of these two); can sleep in that shape but must still avoid sunlight and it takes an additional Vitae to wake up. Wolf shape adds +1 to attacks with claws and teeth, as well as doubling speed. Bat has Strength 1 but Speed is 20 (+5 per dot of Vigor when active), Defense increase by 2, hearing perception rolls are at +3.

- BODY OF SPIRIT – **Cost:** 1 Vitae, **Action:** Instant

Effect: transform in a fine chilling mist, floating along above the ground at normal Speed; can easily slip under doors or between screens. Totally immune to physical attacks and takes only less damage from sunlight and fire.