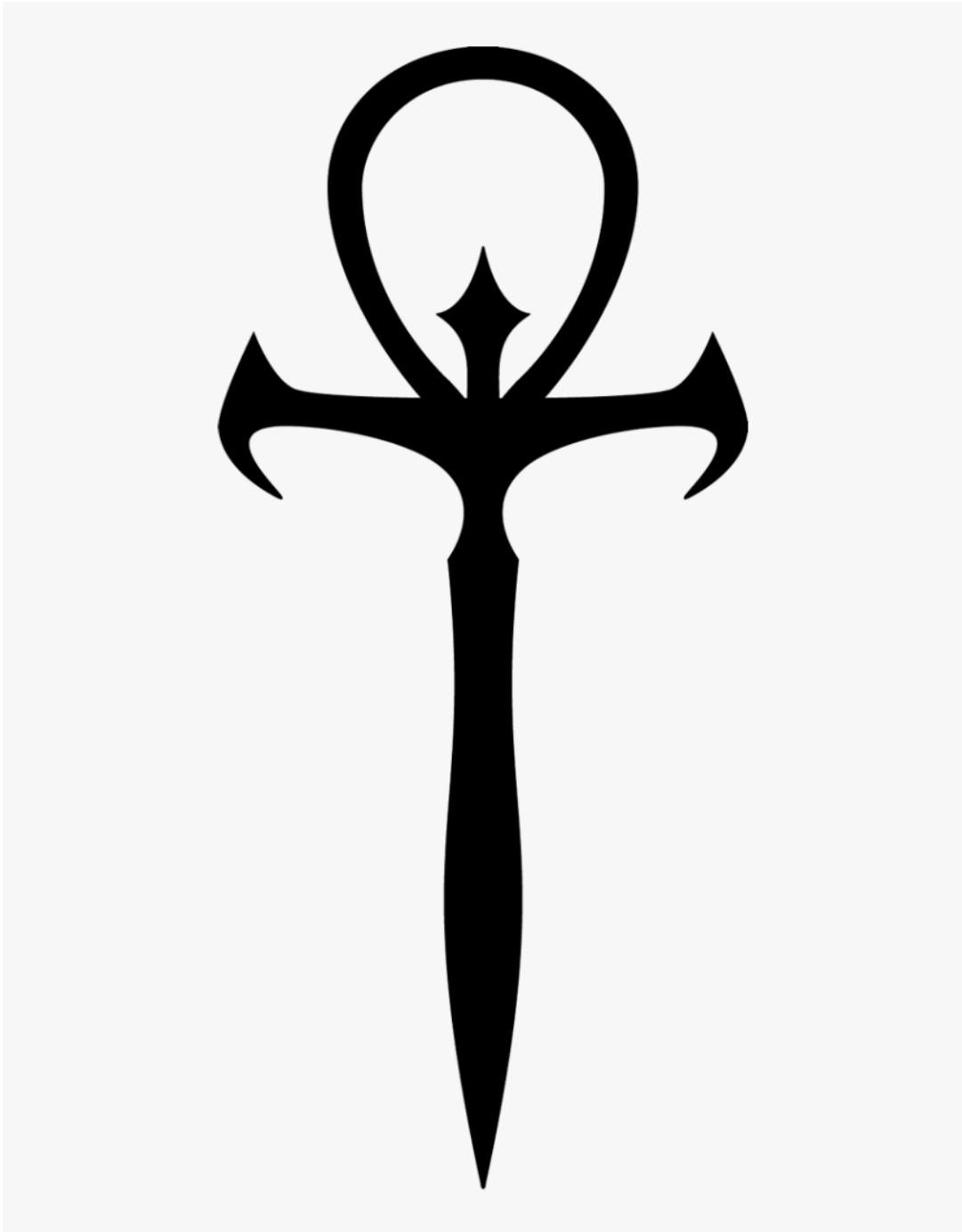


# VAMPIRE THE MASQUERADE - 5<sup>th</sup> EDITION

Visceratika adapted to V5



# POTENCE

## Level 1

### FLIGHT

**AMALGAM:** Potence 1 + Protean 1.

**PREREQUISITE:** Weight of the feather (Pag 269, Core Rulebook).

The power of flight is one of the reasons the Gargoyles have existed for so long. This discipline combination allows them to apply some of their superhuman strength to carry objects with maximum weight, depending on the gargoyle's dots of proteanism and potency.

**COST:** Free.

**SYSTEM:** The gargoyle adds his ratching of protean and potence and follows the chart below:

- The character can make a running takeoff and carry 20 pounds/10 kilograms while flying. Maximum speed is 30 miles/50 kilometers per hour.
- The character can make a straight, vertical takeoff if unencumbered, or can make a running takeoff carrying up to 50 pounds/25 kg. Maximum air speed is 45 miles/70 kilometers per hour.
- The character can now make a vertical takeoff with up to 50 pounds/25 kg of baggage, but can carry up to 100 pounds/45 kg while flying. Maximum speed is 60 miles/95 kilometers per hour.

•••• The character can now carry up to 200 pounds/90 kg, easily enough to carry away an adult person (or vampire). Maximum speed is 75 miles/120 kilometers per hour.

After five dots add 100 pounds/45 kg of weight and 20 miles/32 kilometers per hour to the speed. Gargoyles don't think of Flight as a Discipline. To them, it's just flight, part and parcel to being a Gargoyle, and may be baffled by notions such as teaching it to other vampires.

**DURATION:** As long as desired.

# OBFUSCATE

## Level 1

### SKIN OF THE CHAMELEON

**AMALGAM:** Obfuscate 1 + Protean 1.

This basic power has saved countless Gargoyles breaching the Masquerade — and has allowed just as many to ambush unsuspecting intruders. When Skin of the Chameleon is in effect, the Gargoyle's skin takes on the color and texture of the surrounding environment. This coloration changes reflexively as long as the Gargoyle maintains a walking pace or slower. More rapid movement causes the Gargoyle's appearance to blur, negating the camouflaging effect. If this power is

used while the Gargoyle is in flight, his skin becomes a reasonable facsimile of the night sky.

**COST:** Free.

**DICE POOLS:** Obfuscate + Protean.

**SYSTEM:** The dice pool of the gargoyle stealth is increased equal to the number of successes of the roll, but with the limitations above. To be seen, the observer must do a roll of Wits + Awareness + Auspex with the difficulty being the successes of the gargoyle's roll of dexterity + stealth. In case of success only the observer can effectively see the gargoyle, but in the act of showing the location to others, the difficulty to see the kindred falls in two to everyone else in the scene. *"Maybe it's just my eyes or paranoia playing tricks on me"* - Hunter.

**DURATION:** As long as desired.

## PROTEAN

### Level 2

#### ARMOR TERRA

**AMALGAM:** Protean 2 + Fortitude 2.

**PREREQUISITE:** Toughness (Pag 258, Core Rulebook).

With this power of protean, the Gargoyle's skin can become truly rock-like to the touch. He becomes harder to harm, even with fire, and grows inured to injury. A non-Gargoyle learning this power would

find her skin becoming gray and rock-like. Certain abilities can only be truly useful for those who become such abominations.

**COST:** One Rouse Check.

**SYSTEM:** This power is automatically activated when the gargoyle is attacked, costing one Rouse Check. As the discipline Toughness, but also transforms any aggravated damage in superficial with the limit of the gargoyle Protean + Fortitude, also halves the damage dice pool of any fire-based source of injury (this Discipline does not change the rules for Röttschreck, however). The difficulty of all touch-based Perception rolls is increased by two, due to the desensitization of the character's skin, and the vampire loses two dice in every social roll.

**DURATION:** As long as desired.

### Level 3

#### CLAY BODY

While most protean users utilize their powers to turn into animals, gargoyles do a more refined version of it, that is change the structure of their bodies to appear smaller, taller, or even extend or retract their limbs. Most of them use that to camouflage when someone loses them of sight, others just like to appear less freakish when hiding their wings.

**COST:** One Rouse Check.

**SYSTEM:** No test is required, but the vampire cannot change small features of his body like traces of their faces or marks on their skin, neither can more than double his size nor halve it. This power only allows the user to extend or retract his body like it's made of elastic or clay. The transformation is painless and takes one turn, in which the kindred can do other actions too, but the vampire must do one Rouse Check every time that he decides to morph something as a whole. This power doesn't change the physical stats of the kindred, but it makes it possible to escape some difficult situations or turn them in his favor. No Rouse Check is needed to change back to his original form.

**DURATION:** As long as desired, or until entering in torpor.

## Level 4

### FLOW WITHIN THE MOUNTAIN

**PREREQUISITE:** Earth Meld (Pag 270, Core Rulebook).

The vampire sinks into stone, concrete, brick, asphalt or other rocky surfaces, and may slowly move through the material.

**COST:** One Rouse Check.

**SYSTEM:** As Earth Meld but only on natural or artificial rock surfaces. One turn is required to enter a surface, after which a vampire may move horizontally or

vertically at a walking speed. While moving they create a visible ripple in the material. They may exit the surface at any point but test Strength + Strength if the stone is covered by another material such as wood or drywall, difficulty depending on the material. On a successful exit, the covering material will be visibly and audibly broken. While inside of the rock, the vampire is aware of sounds in their surroundings. During day-sleep, disturbances like the traffic and construction sites awaken them or not as with all vampires.

**DURATION:** As long as desired, or until disturbed.

## FORTITUDE

### Level 4

#### THE ROCK WITHIN

**AMALGAM:** Fortitude 4 + Protean 3.

**PREREQUISITE:** Armor Terra.

As in Armor Terra, but the Gargoyle's innards become rocklike.

**COST:** Passive.

**SYSTEM:** Any weapons that would pierce the vampire's body (Like bullets and knives) do half damage, and staking is effectively impossible unless the attacker's Strength + Potence is at least 7.

**DURATION:** Passive.

## Level 5

### DARK STATUE

**AMALGAM:** Fortitude 5 + Protean 3.

**PREREQUISITE:** Armor Terra.

By remaining completely still, the character avoids the effects of direct sunlight and becomes immune to fire damage. However, should the character move or even twitch for any reason, the full effects of sunlight begin.

**COST:** Two Rouse Checks

**DICE POOL:** Stamina + Fortitude.

**SYSTEM:** Not moving during the day requires a Stamina + Fortitude against a difficulty of 5. Trying to make the gargoyle move in this state is as easy as moving the arm of a statue of granite, and trying to influence the gargoyle's mind is like trying to talk with a wall brick.

**DURATION:** As long as desired.

## PREDATOR TYPE

### TOURIST HUNTER

The nights are difficult for you to travel or move to somewhere new, it's simply safer at home. You envy the vagabonds, tourists, and truckers of the world — always moving, always free. You know how to pick out the ones whose deaths are discounted as they risk traveling alone, or who simply won't be missed at all. With a vigilant eye, you know how to recognize if there's someone new who you'll never meet in person.

**DICE POOL:** Dexterity + Streetwise or Stealth.

- Add a specialty Streetwise (New faces) or Stealth (Stalking).
- Add one dot of Obfuscate or Protean.
- Gain two additional dots of Heaven.
- Gain the Flaw Prey Exclusion (locals).