

VAMPIRE

THE MASQUERADE

Ritual of St. Romanus

(Bloodline, Brujah, Gangrel and Nosferatu characters only)

Legend has it that the first gargoyle was captured by Saint Romanus, who bound it with his hallowed stole and commanded it to keep eternal vigil against evil spirits, and all enemies of the cross. Some Tremere claim him for one of their own, but whether he was or not, his legend has certainly inspired them. During the medieval era, they worked horrible magicks upon Gangrel and Nosferatu vampires, distorting them into loyal monsters to guard their chantries and artifacts. This practice began to die off during the Victorian era, due to increasing gargoyle revolts, pressure from the Camarilla, and the obvious risks to the Masquerade.

Now, however, with the Pyramid broken, various factions within the Houses have begun looking in to the buried and forbidden rituals of creating gargoyle servants. With the Gangrel and Brujah in revolt, many Princes have struck backroom deals with local chantries, turning a blind eye to the forbidden arts, so long as they are used on the right people. Their rediscovered knowledge is fragmentary, however, and the rituals they have reverse-engineered are often messy and incomplete. The Grotesques of modern nights are marked more by scarred and distorted flesh than carved stone. Some lucky ones can even hide their wounds and pass for human, as well as any vampire can.



LORE

● Unnatural Weaponry

No longer connected to even the symbolism of nature, your uses of Feral Weapons no longer resemble any natural forms. Perhaps your hands become hooking sickles of obsidian, or your jaws deform into a draconic snout. You may use Melee instead of Brawl to make non-biting attacks with Feral Weapons.

●● Clouded Memory

You only remember life before your hideous transformation in fleeting glimpses. You lose up to 4 dots of skills and cannot use Memoriam. However, your forgotten abilities return to you in flashes at opportune moments. At the start of each story you get a pool of temporary dots equal to the dots you lost. You may spend these dots to increase your skill rating in any skill by an equal amount for a scene.

●●● Loyal Sentinel

Whether out of Stockholm syndrome, fear, or genuine affection, you remain loyal to your creator. They have tasked you with keeping watch over something important to them in return.

Distribute four dots between Mawla and Haven to represent your master and their holdings. However, the yoke of a warlock is seldom light, and they will demand tasks of their servant.

●●●● Escaped Experiment

You broke free of your remakers, whether by brute force or a quiet escape into the night. In breaking both the mystic and physical chains of your enslavement, you've become immune to Blood Sorcery Rituals, and gain two specialties among Occult, Stealth, Larceny or Survival relating to your breakout. Your captor or their allies have not given up the chase, though. Take two dots of Adversaries

●●●●● Monstrous Hybrid

You were multiple individuals, merged hideously together into one. You are now of two clans, and may take Disciplines of your secondary clan (which still must be Brujah, Nosferatu or Gangrel). You get one dot in one of these disciplines. However, you are also now duly cursed, and suffer both clan Banes. When you are affected by a clan compulsion, the Storyteller chooses which is more narratively appropriate.

The memories of such chimerae are often a mixture of the individuals of which they are composed, but their personality is singular. Many struggle to unify a coherent identity, let alone sort out which aspects of their minds originated from whom.