Rules 5: Mortal Hunters Merits and Flaws

You may select up to 15 points worth of Flaws. Flaws provide you with additional Freebie Points in the beginning. Merits must be taken using Freebie Points. No single Merit or Flaw may cost over 7 points.

Choose from any Merit & Flaw category in the Dark Ages Book (pp303-310), subject to the following restrictions (forbidden merits & flaws):

Forbidden Merits: Eat Food, Blush of Health, Efficient Digestion, Prestigious Sire, Inoffensive to Animals, Unbondable.

Forbidden Flaws: Smell of the Grave, 13th Generation, Ragged Bite, Leper, Addiction, Monstrous, Permanent Wound, Slow Healing, Child, Flesh of the Corpse, Prey Exclusion, Amnesia, Territorial, Religious Prohibition, Flesh Eater, Infamous Sire, Sire’s Resentment, Apostate, Outspoken Pagan Heretic, Initiate to the Road, Repulsed by Garlic, Touch of Frost, Demon-hunted, Cannot Embrace, Cast No Reflection, Eerie Presence, Repulsive to Animals, Blood Madness, Haunted, Can’t Cross Running Water, Grip of the Damned, Light Sensitive, Weak Blood, Weak Aura, Potent Aura.

Additional Merits & Flaws: (You may also select any from the following list)

**Physical**

Thick-skinned (2 Pt. Merit): Kindred must make their Strength plus Potence roll versus your Stamina to penetrate your skin with their *bite*. This only works if you struggle. If unconscious or unmoving, a Kindred can slowly pierce your skin and drink.

Hemophiliac (3 Pt. Flaw): If you get cut, you will not stop bleeding without medical help. During combat, if left untreated, it will result in *one* additional level of lethal damage after 5 turns. Any Kindred who bites you will find that they cannot seal the wound with a lick.

Potent Blood (3 Pt. Flaw): Your blood, for some reason, is very potent and Kindred will desire to drink it. They will not easily give up the chance to continue using you as a source of vitae. They gain two blood points for every one drunk. Certain Kindred (Gangrel for one) may be able to actually sense your potent blood, if they are in close proximity to you, and target you first.

Poisonous Blood (2 Pt. Merit): Your blood is poisonous to Kindred, though they will not know this until they drink it. Every blood point drunk causes one lethal health level of damage to them.

Resemble Kindred (2 Pt. Merit): You look like a Vampire - unusually pale and thin like them. Mortals in your community may not immediately consider you to be a vampire or other supernatural creature, but you will look strange to them – that pale thin guy who looks like he’s seen a ghost. For vampires, you can move among them as one of them (until they perform a successful Auspex check on you), but they may force the new stranger before the Prince for recognition, and he may ask for a Blood Bond…

**Mental**

Iron Will (4 Pt. Merit): You cannot be Dominated, nor can your mind be affected in any way by spells or rituals. However, the GM may require you to spend Willpower points when extremely potent powers (such as level 5+ Disciplines) are directed at you.

Weak Willed (3 Pt. Flaw): You are highly susceptible to Dominate and intimidation by others; decreasing your ability to use your Willpower freely. You can employ your Willpower only when survival is at stake or it is appropriate to your Nature.

Spiritual Pale Aura (2 Pt. Merit): Any color your aura takes has a pallor to it like a Vampire’s. In fact, if a Vampire makes less than five successes on an Aura Perception roll, she believes you to be one of them. If this is combined with the Resemble Kindred merit, you can very effectively pass yourself as a vampire – at least on the outside. (You cannot take this merit if you have any dots in True Faith.)

Invisible to Vampires (4 Pt. Merit): Your very nature makes it difficult for Kindred to even look at you. To them, you have a Level 1 Obfuscate in effect at all times.

Fist of God (7 Pt. Merit): You can deliver blows to Kindred that cause aggravated damage. You should work with the GM to come up with the reasons why. Maybe you spent long years in a dojo, refining your martial arts chi by punching bowls of tightly-packed sand until your fists were raw, scintillating chi energy. Or your vision quest led to the Cave of the Wolf, where a half-man/half-wolf put claws on your hands to be used in the battle against your enemy. The damage done is as much as your fist normally does, but is considered to be *aggravated* against Kindred (i.e. like Claws). Only mortals with True Faith may purchase this Merit.

Clear Sighted (3 Pt. Merit): You can see through all Levels of Kindred Obfuscate with a Perception+ Alertness roll, difficulty vs. the level of Obfuscate + 4.

Ghoul (5 Pt. Merit): You were previously turned into a Ghoul by a Vampire (and either had a falling out with your prior master; or he/she suffered final death). This gives you all the Ghoulish benefits, including a Blood Pool, a Potence rating of 1 or 2 (and the potential for other Disciplines), and retarded aging. Unfortunately, to keep your immortal state (and powers gained from it), you need a regular supply of Kindred vitae (*once a month minimum*) or you become mortal once more. You may choose from one of the following three levels. If you revert to mortality, you can never again become a Ghoul and will age at the following rate:

Real Age Aging

Less than 100 years normal

100-250 years 10x normal (each day counts as 10)

250 or more years instantly crumble to dust

Ghouls who begin the game at 100 or more years get Potence 1 and five additional freebie points to spend however they like at character creation (they have the experience of a long life without the rigidity of the Vampire brain). Ghouls who are between 100 and 250 years old get Potence 2 one dot in any other Discipline of their choice, and eight extra freebie points at character creation. Ghouls 250 or more years old get Potence 2, three dots in any other Discipline(s) of their choice, and twelve extra freebie points at character creation. This can be a very powerful merit, but considering the need for vampire blood monthly, a very dangerous and deceptive one. While the levels 2 and 3 powers would be highly entertaining, the likelihood of your character becoming the hunted and dying is very high. You would have to convince all of your companions – once they learned what you are – that you are no threat and that you should be allowed to continue living. This could make a very interesting philosophical/moral argument.

The Beast Within (5 Pt. Flaw): The Beast is awake within you. You are prone to frenzies, just like Vampires. These are caused by situations of intense emotions: fear, anger, hate. You will be required to make Frenzy rolls, just like vampires, if you are faced with some of the similar triggers (anger, fear, hate, etc.). You may end up becoming a figure of rage and fear in your community. Characters with True Faith who take this flaw are doomed, like the Kindred, to a slow degeneration into bestiality.

**Universal**

Zero Dot (7 Pt. Flaw): You may take zero dots in one of your Attributes. This will effectively prevent you from making most rolls that are associated with that attribute. However, you may be able to temporarily (single use) make a roll based on an attribute where you have zero dots by spending a Willpower point. Spending the Willpower point will temporarily provide you with one dot in that attribute for purposes of the one roll only. After the roll, your attribute is essentially back to zero again. You may buy a dot in your zero Attribute by spending 10 Experience Points (effectively “buying off” this flaw).

**Modifications to existing merits and flaws:**

The following are changes to existing (allowed) Merits & Flaws or new Merits & Flaws.

Addiction: This would be an addiction to alcohol or some plant-based natural narcotic.

Limp (new): This is a 1-point version of Lame. You always walk with a limp, your walking speed is three-quarters of normal, and your running speeds are one half of normal.

Light Sleeper: Makes it easier for you to awaken if ambushed or loud noises. Rules of Humanity and Roads do not apply to mortals. Waking is simple – this merit simply allows you a better roll to awaken at the sound of danger (or ambush).

Deep Sleeper: Essentially the opposite of Light Sleeper.

Derangement: This is now a **3-point Flaw** (instead of 2 points).

Hunted: You are pursued by a supernatural creature of some sort (vampire, fae, werewolf).

 This can stem from an old family animosity or curse, or some action you took when you were younger.

Oathbreaker: Applies to some higher-ranking member of the nobility to whom you previously swore and oath.