**Rules 7: TRUE FAITH**

True Faith is a power held by the truly devout. With True Faith, for example, a brandished cross can have an effect on a [vampire](https://whitewolf.fandom.com/wiki/Vampire_(cWOD)), [fallen](https://whitewolf.fandom.com/wiki/Fallen_(DTF)), [mage](https://whitewolf.fandom.com/wiki/Mage_(cWOD)), [werewolf](https://whitewolf.fandom.com/wiki/Werewolf_(cWOD)), [wraith](https://whitewolf.fandom.com/wiki/Wraith), or [changeling](https://whitewolf.fandom.com/wiki/Changeling_(cWOD)) instead of being merely an empty symbol of the creed. Faith can come from many different beliefs, such as Christianity, Islam, or Judaism, and even virtuous pagans can resist the lure of darkness if their faith is true.

True Faith may arise as a result of a person’s experience, but it is more vital than that, more a measure of conviction and strength of mind. Nor is it necessarily something that comes from outside the individual, from some [God](https://whitewolf.fandom.com/wiki/God_(cWOD)) or [angel](https://whitewolf.fandom.com/wiki/Angel_(DTF)). Whether or not their beliefs are correct, these people believe so unwaveringly that their own conviction protects them. Other beings might develop True Faith based on forces that hold a special relation to the believer.

A character with True Faith need not be a paragon of virtue. Nor are the most virtuous always blessed with True Faith. Someone with Faith could be low in Humanity or Conscience – someone that is frequently sinful. Faith is simply the fact that the person *believes* in God or the higher power. Sinful folk often take actions to atone for their sins because of their faith in God.

How those with Faith view those with Magic: In many cases, those with True Faith believe that the Magic powers others manifest are derived form God (not a pagan source), and that the Thaumaturge may simply not yet have come to the true understanding of from whence his powers derive. God is everywhere and in everything – even Magic. However, the more devout will always keep an eye out for true satanic/black magic – the devil does exist, after all.

Special note: There is one easy way for a vampire to detect a person with a Faith rating, other than bitter experience — the use of Aura Perception can find it. A mortal with Faith has their aura permanently altered so that they have a silver or gold “halo” around their body. The strength of the Faith determines the brightness of the halo. Be warned.

In [Vampire Dark Ages](https://whitewolf.fandom.com/wiki/Vampire:_the_Masquerade) Faith Trait has a rating of 1 to 10. Exactly what protection is afforded to the individual by the Trait depends on this rating, as described below. In theory, a [mortal](https://whitewolf.fandom.com/wiki/Mortal_(cWOD)) might have a Faith rating of greater than 5 or 6, but these people are one in a million – high reputation Inquisitors or the sort of people who are venerated as saints. They are unlikely to enter a chronicle, but their powers would be enormous.

A character receives 4 Mana points per level in True Faith (record where Blood Points go). **Spent Mana points replenish at the rate of 1 point per HOUR.**

There are three types of Faith powers, all of which are available to those with True Faith:

* Continuous powers (always up)
* Rating-based powers (depend on how many dots in Faith your character has)
* Activated powers (you spend Mana points to gain a power/effect).

These are all fully detailed in the following pages.

**Continuous Powers (Faith Rating)**

The following special abilities and defenses are *always in effect* for any character that has one or more dots in Faith. That means all of them are up and ready, no matter how many dots in Faith that your character has. You do not receive any of these special abilities if your only dot(s) in Faith comes from an object or relic which has its own Faith rating (i.e. you do not have a Faith rating of your own).

* Add your True Faith rating to the difficulty of any attempt to influence your mind, heart, or soul with supernatural powers, including vampiric Disciplines such as Dominate and Presence. The difficulty can go as high as 10.
* Add your True Faith rating to your Conscience when making Conscience rolls.
* The blood of the Faithful is unpalatable, even deadly, to the Damned. A vampire must drink a number of additional blood points equal to your character’s True Faith in order to gain one blood point from that victim. If your True Faith rating is 3 dots or higher, the vampire takes a level of aggravated damage per blood point drained from the you (not gained by the drinker). If the vampire has Fortitude, that vampire can attempt to soak this (Sta + For, diff your True Faith +3).
* You may use up a temporary dot of True Faith instead of burning a Willpower point. This temporarily reduces your Faith rating by a dot, and thus your access to Faith powers. Your True Faith rating can go to zero, but it cannot go below zero in this way. This is useful for rare times when you are almost out of Willpower. The expended True Faith dot(s) return to you at the rate of one per 4 hours of *uninterrupted* prayer. Also, reducing your Faith in this way also temporarily reduces your Mana points by 4 per dot of Faith reduced.

**Faith Rating-based Powers & Abilities**

The following powers are available to a character depending on his Faith rating (1 to 5). Items with a Faith rating will also impart these powers to the weilder:

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  + Warding. Any character with Faith may attempt to ward off vampires by brandishing a holy symbol or uttering prayers. **The character rolls True Faith against a difficulty equal to the vampire's current Willpower points.** This is a full action but requires no Mana points. The number of successes indicates the number of steps (squares) backward the vampire is forced to take. If no successes are scored, the vampire need not step back but may not advance toward the character that turn. A botch indicates that the vampire may advance unhindered. Further, if the cross, Bible, or other holy symbol is placed against the vampire's body, each success causes an aggravated health level of damage, burning into the flesh. (Note that a Vampire may burn a Willpower point to shake this off for 1 turn and advance normally. At the start of the next turn – as long as the character is still trying to ward off the vampire – the vampire must burn another Willpower point if it wishes to advance again.) If the person doing the Warding is attacked and injured by the Vampire, the Warding ends (but may be brought up again by the character on another turn).
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  + Resistance. A mortal with a Faith rating of 2 or more may completely resist Dominate and Presence vampiric mind-control powers (up to level 4) by spending a Willpower point (1 point per Dominate attempt; 1 point to resist Presence for 5 turns). This is a reflexive power, no roll or action is required, no Mana is spent. The character simply declares he is resisting and burns the Willpower.
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  + Sensing. A person with a Faith of 3 or more may be able to sense the presence of a vampire, ghost, or demon with a Perception + True Faith roll (difficulty 6). This difficulty is not affected by Obfuscate, Stealth, or any means of concealment. The character need not even try to sense the unholy. The roll is automatic (thus required no action and no Mana points) as long as the character is at peace – quietly reading, praying, meditating, even sleeping. The character will not sense a presence while preoccupied or in a crowded, noisy place. The character may not know exactly what they sense through their Faith; all that they will know is that something unclean or evil is nearby.
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  + Immunity. The mortal may not be turned into a [ghoul](https://whitewolf.fandom.com/wiki/Ghoul_(VTM)), and is immune to any mind-altering Disciplines such as [Dominate](https://whitewolf.fandom.com/wiki/Dominate_(VTM)), [Presence](https://whitewolf.fandom.com/wiki/Presence_(VTM)), and [Obfuscate](https://whitewolf.fandom.com/wiki/Obfuscate_(VTM)). This is a reflexive power, always in effect, no roll or action or Mana required.
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  + Purity. The person is so pure, so holy, that they can fill a vampire with self-loathing, disgust, terror, and even physical pain. Any vampire (or other infernal creature) hearing the character pray, preach, or recite psalms, or who is touched by the faithful, may be forced to flee immediately. To avoid fleeing, the vampire must either expend one Willpower point *per turn* or make a Rotshreck roll at a base difficulty of 9. Failure on the Rotshreck roll means the vampire goes nuts and cannot remain in the area any longer (and can’t burn Willpower to remain.)
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  + Sanctify an area by creating an area of tranquility for 1 scene.
  + Feel God's faith in you, improving Willpower by 1 or more points for a day.
  + Banish a demon or summoned spirit.
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  + Cause a creature with murderous intent (mortal, vampire, werewolf) to be overcome by guilt (and thus rendered incapacitated).
  + Provide countermagic against magic use, whether directed at the Faithful or not.
  + Cure a serious and permanent disease.
  + Bless a religious icon to damage supernatural beings. Works even if the bearer has no Faith rating, but must at least be a believer in the given faith (or religion). Will do 1 level of damage for every willpower point spend during the blessing.
  + Expel a Wraith skin-riding a mortal; bring a Werewolf out of frenzy.
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  + Conversion: Change someone's Nature (Cha + Empathy, diff target's Willpower). Duration: 1 success = 1 day, 2 = 1 week, 3 = 1 month, 4 = year, 5 = permanent.
  + Reduce a Vampire discipline by one per success on Faith roll (lasts one scene).
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  + Exorcise demons and evil spirit without having to make an Exorcism attempt. Takes a Faith roll vs target's Willpower.
  + Lay a ghost to rest.
  + Permanently leave an aura of tranquility (as level 6).
  + Cause an evil creature to realize it truly deserves death. Target's Humanity cannot be more than 2 and must be truly guilty of atrocities. Five successes on a Faith roll are required. If successful, the creature will remorsefully commit suicide or submit to execution (must be as painless as possible and humane).
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  + Ignore a source of damage. Requires at least 5 rounds spent in preparation.
  + Heal *all* wound levels in a mortal. Cure blindness, deafness, mortal disease.
  + Cleanse someone from the [Embrace](https://whitewolf.fandom.com/wiki/Embrace_(VTM)). The target must want it and have gone through a significant and dramatic story. Faith roll at difficulty 10, and the vampire becomes a mortal or alternatively, achieves [Golconda](https://whitewolf.fandom.com/wiki/Golconda_(VTM)).
  + Call the minion of the Divine (in mortal form) to help you. Results may vary.

**Activated Faith Powers**

In addition to the continuous Faith and Faith Rating-based abilities provided above, characters with Faith also receive a variety of additional abilities and options which are activated thru the expenditure of one or more Mana points and time. A character can use *any* of these powers – no special abilities or traits are required (except for dots in Faith and available Mana points). For information see Dark Ages book pages 288ff.

*The rules in Dark Ages are modified and supplemented by the rules and systems found below:*

**Blessing** (p288)

The character can purify objects and make them holy. A blessing generally requires an appropriate ritual conducted by the character and results in an item with a True Faith rating of 1 (see p290). The ritual takes about 10 minutes to complete, and the character must be in relatively peaceful surroundings or conditions. A holy item has a True Faith rating of its own, which adds to the True Faith of the person who carries it (along with additional, bonus Mana points: 4 bonus Mana per dot in Faith of the item), even granting a temporary True Faith rating to those who have none. Bonus Mana points granted by a True Faith object are regained by the object at dawn each day. (For those who have no Faith rating, the holy item will provide the Faith Rating-based powers listed above, corresponding to the level of Faith in the item. Those powers are Warding, Resisting, Sensing, etc.) See page 290 for further details on holy relics. An easier ritual can bless holy water and make sacramental bread and wine for use during Mass.

*Procedure:*

Frequency: Can be performed more than once per day (presuming Mana points available).

Casting Time: 10 minutes per item.

Cost: Each Blessing attempt costs 3 Mana points, *whether the attempt is successful or not*.

Roll: True Faith + Theology vs. difficulty 8. A willpower point may be burned if desired.

Successes Result Duration

Botch \* \*

0 none n/a

1 bless bread or wine Mass

2 create 1 vial holy water 1 year

3 poison to water permanent

3 create holy object 1 day

4 create holy object 1 week

5 create holy object 1 month

6+ create holy object permanent

\* The roll fails and the character may not attempt to Bless objects for 1 week.

If a character has two or more blessed items, the object with the highest Faith rating is used.

A character may have in existence a maximum of 1 Blessed object (that he created) per dot in Faith at any one time. The exception to this are Blessed objects whose durations are permanent.

**Exorcism** (p288)

The faithful can cast out harmful or malign influences. The difficulty ratings assume that the character has access to the appropriate trappings of faith (i.e. Bible, a crucifix, candles, plus bells, salt, water, or other items appropriate to your character’s faith). If these props are not available, increase the listed difficulty by one or two. The chart below is a revision of the chart found on p289 of Dark Ages. *Use the chart presented here for tasks and results.*

*Procedure:*

Frequency: One Exorcism can be performed one time per scene (maximum).

Casting Time: 3 turns at normal chart difficulty. 1 turn at chart difficulty +1.

Cost: Mana cost varies by task (see chart below).

Roll: True Faith + Charisma, difficulty based on desired effect (See chart).

Successes: All it takes to succeed on any of these is one or more successes.

Task Mana Difficulty

Permanently expel a ghost from a place 4 9

Force a minor demon to flee in terror (1 scene) 2 7

Force a major demon to flee in terror (1 scene) 4 8

Permanently expel a demon from a place 6 9

Banish (remove) effects of Dominate or Presence \* 4 Vampire’s Willpower

Sever a Blood Oath (permanent) 7 10

Inflict (True Faith) dice of aggravated damage 4 Target’s Sta +4

to a demon, ghost, or vampire by touch \*\*

*(this power lasts for 1 scene)*

Note that the Mana points must be spend on the attempt, whether it is successful or not.

\**the character may use this roll to remove the effects of Dominate or Presence on himself (if he has the presence of mind, no pun intended, to know that he is under the effects of a Dominate or Presence) or may be used on another (an ally) under the effects.*

\*\**Since this power lasts 1 scene, every time your character with this power up touches/hits (with fist/hand) a vampire, ghost, or demon in combat, instead of making a Melee roll, the character instead makes the Faith + Charisma roll versus the target’s Stamina +4 as the difficulty. Each success scored does 1 level of Aggravated damage. A failure means a miss, no effect. A botch can have varied results, from the power being “deactivated” for a turn or two to the character injuring his fist (thus taking a level of bashing damage), and so forth.*

**Healing** (p288)

Gifted with the power to heal, the character’s touch can cure injuries and maladies. There are two versions of this: Healing (weaker power but easy to administer) and Laying On Hands (powerful version). Characters with Magic ability can utilize the Healing ritual. Characters with Faith utilize the Laying On Hands ability detailed below.

Laying On Hands

The healer calls up heap big powerful prayer, lays his/her hands on the injured, and channels the power of God into the patient. Glory Be! By spending Mana points and making the roll, the patient is completely healed of the designated injuries. The highest wound level of the specified wound type is healed first. If enough Mana points are available, it is possible to fully heal a patient of his injuries in a very short period of time.

*Procedure:*

Frequency: One healing attempt per scene per target.

Casting Time: 1 full turn turn (time varies – combat turn if in a fight, long turn if not).

Cost: 1 Mana point per bashing wound level.

2 Mana points per lethal wound level.

4 Mana points per aggravated wound level.

Roll: True Faith + Medicine vs. difficulty 6. Each success heals one specified wound level.

The Healer makes the roll and based on the number of successes (wound levels healed), spends the Mana points per the cost chart. Since the power takes 1 full turn to cast, the character must be touching the patient during casting. The effects of the healing imbued take place immediately on the patient’s next (upcoming turn). If the character himself is the patient, the healing effects take place immediately at the beginning of the character’s *next* turn.

Only one damage *type* at a time may be healed by each casting of a Laying On Hands (i.e. bashing, lethal, or aggravated damage levels). If a patient has suffered wounds from multiple sources (e.g. two levels lethal, one level bashing), a Laying On Hands roll must be made twice to heal both types of damage, but the character doing the healing can choose which type of damage he is healing. If the healing roll is failed no Mana points are expended, but the healing roll may be reattempted. If the roll is botched no Mana points are spent but the healer cannot attempt to heal that patient again for another full 24 hours.

Raise The Dead

At a cost of 10 Mana and 1 hour of time, a character can attempt to bring a person back that has recently died (within 6 hours of death). The person brought back will be at incapacitated level, and must receive additional medical attention immediately, or they will likely just die again.

The character must score 10 successes on multiple True Faith + Conscience rolls vs. difficulty of 9 per roll. Total up the number of successes. If a roll is failed, the character must start over from the beginning (at 0 successes). If a roll is botched, the Raising ends, the target remains dead, and the character may not reattempt to raise him – ever. A character may burn a willpower point every time he makes this roll. Thus if the character has enough force of will, he can greatly increase his likelihood of succeeding, though it leaves him very drained at the end. Once a character successfully raises another from the dead, the healer loses all remaining Mana (if any are left over after spending the base 10 points) and must rest a full 24 hours – at which point the character regains all Mana as normal. If a character attempts to continue acting or adventuring after raising the dead, the character will continue to have 0 Mana until he can rest the 24 hours.

**Disciplines**

Characters with True Faith may expend Mana points to mimic a few of the vampiric disciplines, in a limited way and for a short time. These are not “vampire” abilities, per se, that the character is manifesting on himself. Rather, these are divinely gifted special powers thru Faith that the character can manifest for a limited time. Praise God!

These powers may be manifested on the character, or the character may “gift” a power to a friend or ally. In order to place such a power on an ally, the character must touch him during casting. An ally cannot have more than **one** such power placed on him at any one time.

The casting character cannot have more than **two** of these powers up and in effect at the same time. Also, a character cannot have two of the same type of power up at the same time (i.e. Fortitude 1 and Fortitude 2).

The chart below provides the powers that can be called up, their duration, and Mana cost. Casting time to put one of these powers up is 1 full turn and is the only thing the character can do during that turn.

Discipline Power Duration Mana Cost

Auspex 1 1 scene 1

Auspex 1 1 day 2

Fortitude 1 10 turns 1

Fortitude 1 1 scene 2

Fortitude 2 10 turns 2

Fortitude 2 1 scene 4

Potence 1 10 turns 1

Potence 1 1 scene 2

Potence 2 10 turns 2

Potence 2 1 scene 4

Presence 1 10 turns 2

*(must preach or pray to those affected)*