

DESCENDANT OF KARL SCHREKT

(TREMERE ONLY)

Modern nights have shattered the pyramid that was once Clan Tremere, scattering them to the winds. Of those who remain, the oldest is Former Justicar Karl Schrekt. Embraced in 1235, he had been a vampire hunter during his mortal years. Before the Schism, he served the Camarilla by hunting the Sabbat, the Anarchs, and any other occult menace they identified. Now, what's left of the clan within the Camarilla looks to him for guidance and leadership. His descendents hold true to his hardlined beliefs: enforce the Traditions, strengthen the Clan, and hide the secrets of Blood Magic.

- **Ritual Preparedness:** Karl Schrekt has remained alive due to endless, near-paranoid preparation, and your character has learned this lesson through their lineage. You keep the items needed to cast different rituals close at hand, and you also happen to know a few magical shortcuts. Once per month, you can perform any of your known Blood Sorcery rituals in one minute. You are assumed to have the necessary mundane ingredients required due to your preparedness or your ability to “make do.”
- **Know the World:** Your family knows that knowledge is power, and you have gathered an archive of literature about Kindred and all manner of other supernatural beings. Gain two dots of the Haven Background and three dots of the Library Advantage representing this archive. Once per month, you can ask the Storyteller to answer a general question about werewolves, magicians, wraiths, fae, or other supernatural entities and receive a truthful answer. This question cannot reveal current events (such as the current leader of the local Sabbat pack), only longstanding information.
- **Surveillance:** Your progenitor is famous for his effectiveness in digging into the lives of sect enemies. You have been trained in similar practices. Once per month, you may spend a Downtime Action to spy on a target. This action may not be delegated to a Contact or Ally. Your Storyteller will do a test with your Wits + Investigation vs. your target's Wits + Stealth. If you win, you learn one of your target's Convictions and identify the corresponding Touchstone. If you lose, your target learns that you are spying on them.