

# DESCENDANT OF ANTONEO DEMARCO GIOVANNI CAPPADOCIA (HECATA ONLY)

Antonio DeMarco Giovanni Cappadocia was an ancient member of the Giovanni clan (a Premaschine) with prowess in Necromancy and absolute control of the wraiths of Indianapolis. He made a lot of allies in Indy, as well as having many city members in his back pocket. Aside from this, he also had amassed quite a large sum of wealth and influence.

He was the only member of the Giovanni clan that was accepted by the local Camarilla and allowed to sit in on Primogen meetings and other courtly matters. Not just feared but respected as well.

- **Mook:** You were Embraced for your physical prowess, and the Giovanni clan elders have called in favors to make sure you have ample instruction in combat without hindering your loyalty to the clan with the annoyance of a minimal blood bond. You can learn the disciplines Celerity and Potence without a teacher, although you must still pay out-of-clan costs to purchase these powers.
- **Anziani:** You may learn Ceremonies from the book *Cults of the Blood Gods*. (See attached translations). Additionally, you may choose from the Oblivion powers in that book that are not presented in *Laws of the Night* as alternative Oblivion powers for a given level.
- **La Famiglia Giovanni:** You may take the "La Famiglia Giovanni" Bloodline Loreshet (See attached) by paying the normal costs for the Loreshet. As with all Bloodline Loreshets, you can take this Loreshet in addition to this Loreshet.

# LA FAMIGLIA GIOVANNI

(BLOODLINE: HECATA ONLY)

Until recently, whenever an outsider Kindred thought about the Clan of Death, they pictured the Giovanni family. Their origins stretch back before the Roman Empire (when they were known as the Ioveanus or Jovians), and the entire time they've had their hands in Kindred affairs. The original Giovanni family knows how to play the game better than anyone, crafting an identity as "Devil Kindred" to strike the right balance of fear and respect in their rivals — and their relatives.

The Giovanni family and the clan of vampires known as the Giovanni are not identical, but it was a useful fiction for centuries. However, now that the Family Reunion has caused a restructuring of the Clan of Death, the original family refuses to be left out in the cold. As much as some cousins would like to see the backside of la famiglia, the "true" Giovanni aren't just going to stand by and let thousands of years of family history get tossed out due to some political convenience. They are the top dogs, and they'll murder to retain that position.

After all, no one fights like a family.

- **Faded Glamour:** Being a Giovanni still means something, even if it's not your name on the clan anymore. Old habits die hard, and the instinct to obey is still ingrained in much of the Clan of Death. Once per game, you gain one automatic success to any social test against another NPC Hecata Kindred, ghoul, or retainer.
- **Petty Cash:** The Giovanni started as merchants, and they still know the power of cold, hard cash. As one of the favored children of the family, you have access to a substantial bank account. You get 3 Dots in the Resources Background and 3 dots in the Allies Background as well as the Retainer Advantage for Free.
- **Spectre Servant:** There's a lot the family is good at, but in particular they're excellent at enslaving the spirits of the dead to their will. You have inherited or personally captured a spectre to act as your servant. This acts as a three-dot Effectiveness Ally, using the wraith stats in *Laws of the Night Deluxe Edition*, p. 327-329. The spectre wants nothing more than to break the leash and devour your spirit. Until then, they can be summoned once per session and will arrive within 1 hour.

# OBLIVION

## (POWERS)

- **Ashes to Ashes:**

**Cost:** One Rouse check

**System:** The vampire makes a Rouse Check to expend vitae, and introduces the vitae to the corpse. Unless the corpse is animated, the body disintegrates over three turns with no test necessary. If it is, the user makes a contested Stamina + Oblivion vs Stamina + Medicine (Corpses with Fortitude may resist with Stamina + Fortitude) check. If the user wins, the animated corpse dissolves in five turns, minus the margin (minimum one, and disintegrating corpses suffer physical Impairment). On a critical win, the corpse disintegrates immediately. On a total failure, the corpse putrefies but does not disintegrate, and is subsequently immune to this power from any user.

**Duration:** Variable

- **The Binding Fetter:**

**Cost:** Free

**System:** On activation, the user's senses become supernaturally attuned to the energies of fetters, and they may identify these auras by sight, smell, and their other senses. While this power is in use, the necromancer is distracted from other activity around them, conveying a -2 penalty to all Awareness, Wits, and Resolve linked checks.

**Duration:** One Scene

- **Fatal Precognition:**

**Amalgam:** Auspex 2

**Cost:** One Rouse Check

**Challenge Pool:** Resolve + Oblivion

**System:** The vampire must be able to see or hear their target when they use this power. After making a Resolve + Oblivion (Difficulty 3 or more at the Storyteller's discretion) test, the vampire becomes paralyzed in place as the vision plays out, preventing them from any form of physical or social interaction for that turn.

The higher the margin, the clearer the vision. A win grants sight of the corpse, and with each point of margin an additional clue is provided, such as the manner of death, time and place of death, or the name and face of the first living person to find the corpse. A critical win on this test grants the vampire a vision of crystal clarity, along with a sense of the motive, if the target is intentionally killed. A total failure renders the vampire blind for the remainder of the scene, and unable to use this power on the same target again. If anyone attempts to subvert the fate observed in this way, they find everything working against their hubristic ambition. Add one to all Difficulties while working to directly circumvent the precognition as cars break down, storms erupt from nowhere, and people become hostile for no reason. This penalty applies until the prophecy is fulfilled or avoided, or the current story ends.

**Duration:** Until fulfilled, avoided, or the story ends.

# OBLIVION

(POWERS CONT'D)

•• **Where the Shroud Thins:**

Cost: One Rouse Check

Dice Pools: Wits + Oblivion

System: Following a Rouse Check, the player makes a Wits + Oblivion (Difficulty 3) test and on a win may determine the density of the Shroud in their nearby area, as large as an entire building or landmark. On a critical win, this test reveals whether the Shroud's density recently changed. On a total failure, the power backfires and gives a false reading. Without use of this power, Oblivion users cannot benefit from a thinning of the Shroud. The following table expresses the different degrees of Shroud density, and the effects they have:

SHROUD DENSITY	POSSIBLE CAUSE	EFFECT
Impenetrable	No deaths took place here, consecrated land	Vampires and wraiths cannot cross the Shroud here
Thick	Long ago a death took place here, a place of joy	No effect
Thin	A death recent took place here, melancholic mortals often pass through this place	-1 Difficulty on Oblivion tests
Frayed	A series of deaths took place here, necromancers often enact Ceremonies here	-2 Difficulty on Oblivion tests
Absent	A necromancer used Split the Shroud here, spectres regularly pass through this part of the Shroud	-2 Difficulty on Oblivion tests, wraiths can freely pass to and from the Shadowlands, mortals suffer two Superficial Health damage in this area that cannot be healed until they depart.

**Duration:** One Scene

# OBLIVION

(POWERS CONT'D)

## ••• Passion Feast:

**Amalgam:** Fortitude 2

**Cost:** Free

**Challenge Pool:** Resolve + Oblivion vs. Resolve + Composure

**System:** A vampire with this power can drain a wraith of their passion. While in close proximity (three yards/meters or closer) to the wraith, they may test a contest of Resolve + Oblivion vs. the wraith's Resolve + Composure. A win for the vampire inflicts one Aggravated Willpower damage to the wraith and reduces the vampire's Hunger by one for the remainder of the night. That Hunger returns on the following night regardless of Rouse Checks, as the feeding is only a nepenthe to dull the vampire's hungry urges. Feeding from a wraith may merit a Stain at the Storyteller's discretion, as the consumed passion dulls the wraith's reason for being, likely sending them down a path to self-destructive acts. The Storyteller determines the number of passions a wraith possesses (though five or more is rare), and may deem that the wraith becomes an uncontrollable, murderous spectre once all passions have been consumed.

**Duration:** Passive

## •••• Necrotic Plague:

**Cost:** One Rouse Check, Two Stains

**Challenge Pool:** Intelligence + Oblivion vs. Stamina + Medicine or Fortitude

**System:** The user makes a Rouse Check and then makes an Intelligence + Oblivion test while touching their victim. If the victim is weak (a baby, elderly, unwell, recovering from an illness, dying, or with 3 unmarked Health boxes or less), they are automatically infected. If the victim is healthy, they make a Stamina + Medicine (those with Fortitude may use it in place of Medicine) test, resisting the disease if they make a critical win. This power cannot be used on vampires. Storytellers may decide spreading such a horrific disease warrants Stains.

Victims of the disease take one Aggravated Health damage at the start of every scene following their infection. The victim suffers from the disease for a number of scenes equal to the user's Oblivion rating. The sickness cannot be medically treated, as it is supernatural in origin, but it is healed through drinking vitae.

If the player makes a critical win when activating this power, they can choose to make the disease communicable via touch, with subsequent recipients suffering the disease for one scene fewer than the victim by whom they were infected.

If the player makes a total failure, the vampire's own vitae convulses as if poisoned. They suffer three Aggravated Health damage as the infected blood pours out of them and must make a Rouse Check.

**Duration:** One turn to activate, variable length of condition

# OBLIVION

(POWERS CONT'D)

•••• Skuld Fulfilled:

**Cost:** Two Rouse Checks

**Challenge Pool:** Stamina + Oblivion vs. Stamina + Medicine or Fortitude

**System:** The vampire makes two Rouse Checks as they expend sufficient vitae to coat both their palms and their face with blood as they recall the faces of their victims. If the user succeeds in a contest of Stamina + Oblivion vs. the victim's Stamina + Medicine (Those with Fortitude may resist with Stamina + Fortitude), the targeted individual is affected by a serious condition they've historically suffered and recovered from, such as treated cancer, a broken bone, or a disease — including one gained through Necrotic Plague — with any debilitating effects from this condition occurring immediately. The condition's effects are for the Storyteller to determine, but they should be severe. If the victim is a ghoul, this power removes their immunity to aging and eliminates any vitae in their system, potentially resulting in older ghouls dying or even disintegrating where they stand. On a critical win, this power may kill the victim by stopping their heart completely if the user wishes. On a total failure, the vampire cannot use this power against that individual again.

**Duration:** Variable, dependent on whether the condition is treatable

•••• Withering Spirit:

**Cost:** Two Rouse Checks, Stains (variable amount)

**Challenge Pool:** Resolve + Oblivion vs. Resolve + Occult or Fortitude

**System:** The vampire makes two Rouse Checks to expend sufficient vitae to coat both hands, and touches the victim. After making a Resolve + Oblivion vs. the victim's Resolve + Occult (Those with Fortitude may use it in place of Occult) test, the victim suffers two Aggravated Willpower damage for each point of the vampire's margin. The attack erodes the victim's spirit until they're a broken husk, and if Impaired by this power they will not return as a wraith after death.

Storytellers may decide that the spirit-destroying nature of this power warrants Stains, though as always, an appropriate Conviction may mitigate these.

**Duration:** One turn

# OBLIVION

## (CEREMONIES)

### • The Gift of False Life:

**Ingredients:** A human body (or multiple bodies), a small concoction of blood, phlegm, and bile.

**Process:** After applying the concoction to the corpse or corpses and performing the Ceremony, the affected bodies animate into a form of false life. They follow a single command from the vampire, providing it's simple and the corpse is physically capable of performing it, such as "sweep the floor," "hold this door shut," or "walk around the house perimeter." They have no ability to think or calculate, so conditional or complicated commands such as "attack the next person to walk through this archway," "drive this car," or "build a shack" do not work. They may be directed towards a specific target for attack or other action if the necromancer points at them.

**System:** The player makes their Ceremony test and upon a win they raise a number of corpses equal to their Oblivion rating, or the number of bodies they have prepared (whichever is lower). A critical win doubles their Oblivion rating for the purpose of determining corpses raised. The mindless corpse's animation ends when it is destroyed or it concludes its task. These corpses do not defend themselves from attacks, and decay as normal; the Ceremony does not grant them any form of immunity to the elements or time.

### MINDLESS CORPSE

**Standard Dice Pools:** Physical 2, Social 1, Mental 1

**Secondary Attributes:** Health 4, Willpower 1

**Exceptional Dice Pools:** Intimidation 4

**Special:** Mindless corpses take Superficial and Aggravated damage in the same way as vampires, except they are immune to sunlight. They cannot heal or mend damage, and rot at least one Superficial Health damage each day. They cannot be mentally dominated or influenced as they are bound to their master. They do not react to motion, words, or interference from anyone but their creator. Mindless corpses may always contribute to Teamwork (see **Vampire: The Masquerade** p. 122) for menial labor such as digging, lifting, or pushing even if they lack Skills.

**General Difficulties:** 3/1

### ••• Host Spirit:

**Ingredients:** A gift to be made as tribute to a wraith (whether the wraith values it depends on the individual), a parasitic bug, two teeth extracted from the vampire's Mouth

**Process:** The vampire must be in close proximity to a wraith in order to use this power, typically through use of Summon Spirit. The necromancer presents a tribute to the wraith, sometimes in the form of alcohol poured on the wraith's gravesite, or a bag of coins to be buried in the earth, or even the freshly decapitated head of one of the wraith's until-recently living enemies. The vampire then pulls two teeth from their mouth, usually with pliers, and bites into a parasite with their remaining teeth. The vampire then opens their mouth and the wraith can choose to jump inside, inhabiting the vampire's body.

**System:** The vampire's player makes a successful Oblivion Ceremony test. If the wraith agrees to the proposition, it then enters the vampire's body and can remain for a number of scenes equal to the number of dots in the Occult Skill that the necromancer has. With the wraith inside them, the vampire gains +2 dice to all Physical Attribute tests and +2 Health until the wraith departs. The vampire can hear the wraith in their head, with its advice, cajoling, or supportive words provided by the Storyteller. A wraith can choose to assert its possession instead of acting as a passenger. If the vampire resists, they make a Resolve + Composure test vs. the wraith's Resolve + Composure. If successful, the wraith's influence is rejected. If failed, the wraith steers the vampire until the end of the scene, though it can't make the vampire do anything self-destructive. On a critical win, the wraith is ejected entirely and returns to the Underworld. On a total failure, the wraith can make a vampire harm himself, but returns to the Underworld after the first injury is sustained. A vampire whose body succumbs or is voluntarily opened to the possession attempt finds all Willpower damage healed once the wraith departs, as the spirit subdues the Beast for as long as it is present.

# OBLIVION

## (CEREMONIES CONT'D)

### •••• Split the Shroud:

**Ingredients:** A scalpel that's been used to cut into someone living, chalk or charcoal, a silk sheet, a human sacrifice.

**Process:** The vampire hangs a silk sheet over a wall in a place where the Shroud density is standard, thin, or frayed. They then murder a human sacrifice against the sheet, usually via some manner of bloodletting, and as blood coats the sheet, cut it open with a scalpel. The Ceremony widens the portal between the world of the living — which wraiths call the Skinlands — and the Shadowlands. Wraiths who enter the Skinlands via this method take to haunting locations and people, indulging in their passions, and possess humans if their powers allow for it. Some treat the vampire with gratitude for splitting the Shroud, while others enjoy harassing the necromancer responsible.

**System:** The caster kills the human sacrifice, which may result in Stains depending on the Chronicle Tenets and the Storyteller's discretion. When cutting the silk sheet with a scalpel, their player makes the Ceremony test (with -1 Difficulty if the scalpel was used in the human sacrifice). Due to the amount of blood spilled in this Ceremony, the caster must make a test to resist falling into hunger frenzy (Difficulty 2). For every success on the Ceremony test, the Shroud's density reduces by a level, down to being absent.

Following this Ceremony, vampires can access the Shadowlands with Ex Nihilo more easily, but importantly, if the Shroud rating is reduced to absent, wraiths can spill into the Skinlands as they see fit for the remainder of the chapter. Once the chapter concludes, a Shroud density of absent increases to frayed and the gateway for wraiths closes.

### ••••• Ex Nihilo:

**Ingredients:** Masks for each participant, a bowl containing sufficient quantity of the caster's vitae so each participant might coat the soles of their feet in it, two coins of any value per participant.

**Process:** Few Ceremonies of Oblivion come with as much doubt and fear as Ex Nihilo, the ability to migrate into the Shadowlands.

This Ceremony enables a physical crossing into the lands of entropy.

Vampires who physically enter the Shadowlands may interact with wraiths as if they were solid, but cannot carry objects beyond those on their person with them. Vampires destroyed in the Shadowlands disappear in a vortex of blood and ash, sucked into the false earth beneath their feet. Ex Nihilo appeals to a great many necromancers and mystics who want to study the Shadowlands without the impediment of a time limit. It's an unmatched method for interviewing ghosts and exploring the necropoli — the cities spirits inhabit.

It's also incredibly dangerous, as many wraiths — especially spectres — seek to destroy vampires, draining them of their Willpower, and there's always the risk of meeting the ghost of someone the vampire slew years earlier. Such wraiths tend to hold a grudge.

The vampire must have used the Split the Shroud Ceremony within this chapter, in the location they're currently occupying, in order for Ex Nihilo to function. If the Shroud density is reduced to absent, the caster and any companions may enter the Shadowlands from that point, if they don masks to cover their faces, dip or paint their feet in the vampire's vitae, and carry a coin in each hand.

**System:** The user makes three Rouse Checks (sufficient to expend the required vitae) and expends a Willpower point to prepare for the crossing. They then make their Ceremony test. If successful, the vampire, a number of companions equal to their level of Occult Skill, and any objects on their person may then enter the Shadowlands.

The Shadowlands follows several rules that do not exist in the world of the living:

- Wraiths are capable of physical attacks on vampires (see Vampire: The Masquerade, p. 377 for an average spectre's stat block) but some are also capable of attacking a vampire's Willpower specifically, as they drain a vampire's passion. Defense pools against Willpower drain, which a wraith can attempt up to 3 yards/meters from the vampire, are made up from the vampire's Resolve + Composure, vs. the attacking wraith's Strength + Brawl. This attack inflicts Aggravated Willpower damage.



# OBLIVION

## (CEREMONIES CONT'D)

- Though there is no sun (and therefore no daytime) in the Shadowlands, the vampire must still Rouse the Blood every 24 hours. With no sunlight, they are able to operate without rest.
- Vampires in the Shadowlands cannot interact with the world of the living in a meaningful way. They can only touch or speak with living creatures by ending this Ceremony, which takes the expenditure of a Willpower point and another Rouse Check in a place where the Shroud isn't impenetrable. They can see snatches of motion through the Shroud, and a Discipline such as Auspex may enable them to spy from beyond the veil, but for the most part, anything viewed has a Difficulty 4 or more to perceive.
- Vampires can use their Disciplines in the Shadowlands just as they can in the land of the living.
- If a vampire is compelled to feed in the Shadowlands, they cannot obtain sustenance from wraiths without the Passion Feast power (see p. 206), but can feed from mortals or other vampires with them.
- Oblivion absorbs individuals who lose all Health or Willpower in the Shadowlands. They leave no wraiths if destroyed.
- Vampires cannot bring wraiths out of the Shadowlands without a Ceremony such as Summon Spirit (see p. 209), which must be used in the land of the living to have this effect.

**Duration:** Until the power is deactivated or the vampire is destroyed

### ••••• Lazarene Blessing:

**Ingredients:** One human sacrifice, incense, the heart of any mammal, powdered silver.

**Process:** The necromancer burns incense to perfume the air before performing an act of human sacrifice, cutting the heart of the victim out and replacing it with the heart of another mammal, though it doesn't need to be stitched in and working for the Ceremony to function. After pouring a bag of powdered silver over the open eyes of the dying or dead mortal, the vampire invites a wraith to take the deceased mortal as a host. Wraiths cannot be forced to possess a body, but few refuse the opportunity to walk around in semi-living shoes again.

**System:** Killing a mortal for this Ceremony may incur Stains, depending on the Chronicle Tenets. If the replacement heart was likewise taken from someone the vampire murdered, that murder might also incur Stains. Following a successful Ceremony test, a wraith can enter the freshly-dead body and live in it as if it were their own. The wraith must be present during the act of sacrifice.

The possessed corpse will wake bearing the wounds that killed it, though the replacement heart is functional (no matter its origin or placement) and the body heals one point of Health damage upon possession. The remaining Health damage recovers with time. The body possesses the same Physical Attributes, Disciplines (if a ghoul), and Backgrounds it had in life. Social and Mental Attributes, Skills, and any form of morality rating match those of the wraith.

This possession lasts indefinitely, or until the possessed body dies again or the wraith is exorcised from the host. The body gains no special resistances to harm beyond Disciplines it might have possessed in life.