

HIDDEN GEMS

This Document contains little known Merits and Powers from throughout the various editions of Vampire the Masquerade and the World of Darkness as published by White Wolf and Onyx Path. It contains their cost and mechanically effect as well for ease of reference. In regards to OWbN, what is listed in this document is all at Storyteller Approval for your characters. Do not assume, however, these things will be allowed in your games or automatically approved for you by your Storyteller. Always work with your Storyteller to spend your experience points or build a character. These are OPTIONAL printed things that can help you make your character better and things they thematically should be good at. These powers are always subject to a games house rules as well; please make sure to check those as well.

MERITS

Name	Point Cost At Creation	Effect
Ability Aptitude	1	+2 Bonus Traits in any challenge with a specifically chosen Non Combat Ability
Additional Discipline	5	Gain one additional In Clan Discipline, but it may not be a clan specific
Innate Magical Ability	5	Get a specific Unique ability crafted by the Storyteller to not exceed a level 3 power in scale
Misplaced Heart	2	Can Not be Staked unless they know where your heart is in your body
Religious Devotion	1-3	Each Level of this Merit grants 1 additional Temporary Willpower that goes above your max (max of 3)
Home Advantage	1	Gain 2 Levels of an Ability that can go above your generational cap or 1 Attribute traits that can go above your generational cap
Scarred	2	Plus 2 Bonus Traits on Social Intimidation Challenges
Higher Purpose	2	Plus 2 Bonus Traits in any challenge related to working towards your character defined higher calling
Obsessive Savant	2	Plus 3 Bonus Traits on any challenge using a specifically chosen knowledge related ability (non combat)

Silence	1	Plus 2 Bonus Traits on all Stealth challenges including Obfuscate
Magic Sensitivity	1	Get a Static Mental challenge to know and identify any supernatural power used within 10 feet of you.
Alternate Sense	7	Remove the need for Line of Sight with powers, If you have the Blind Flaw you may ignore its drawbacks, and your effective Auspex rating in all Seeing the Unseen challenges is 2 levels higher.
Of Embraced Foretold	5	Get 3 Retests a game session that may be used on any challenge
Destined for Greatness	5	Get 3 Retests a game session that may be used on any challenge
Sexy	2	Plus 2-3 Bonus Social Traits on challenges with those who find you attractive.
Flirt	2	Plus 2 Bonus Traits on all Social Challenges with those who find you attractive
Good Right/Left Hook	1	Your Brawl Attacks Now get the High Caliber effect
Guardian Angel	6	ST run NPC who will help bail you out of danger
Charmed Existence	5	1 Retest a Game Session in any challenge
Self—Confident	5	Spend 1 Willpower to Automatically win any static challenge at a certain difficulty level.
Unshockable	1	Plus 1 Bonus Traits on all Instinct Challenges
Natural Runner	1	Plus 1 Step in Combat
Psychic Leech	5	Feed off mortals to gains willpower back
Unimpressed	5	Plus 2 Bonus Traits in any challenge to reset having your emotions manipulated
Discipline Prodigy	5	Choose one In Clan Discipline. Gain 1 Bonus Trait on all challenges when using that Discipline.

Pure Blood	5	Spend 1 more blood trait a round in combat over your generational cap.
Bloat	1-5	Every level of this merit grants 1 additional blood trait on your pool above generation cap.
Heart of Bone	1-5	Each Level of this merit grants your heart one level of armor against attacks/staking.
Houses of the Holy	7	A Location chosen by you and the Storyteller may not be entered by any Supernatural Enemy of yours
Fortress Soul	7	You are immune to Possession of any kind.
Blasé		TOREADOR ONLY. Immune to Presence levels 1-5, varies from game to game
Vampiric Consort	5	TOREADOR ONE: Requires the Merit Closer Than Blood. Access another players Discipline powers for a scene with ST approval.
Bearing of Kings	2	BRUJAH ONLY: Plus 2 Bonus Traits on all Presence challenges
True Berserk	5	In combat, you may elect to use this merit. If you do, you may not wear armor and if you use a shape changing power you auto frenzy. In return you gain 3 Physical Traits, 3 Health Levels, Reduce all wound penalties by one degree, and are Immune to Frenzy/Rotshreck (unless you use a shape changing power)
Incantations		Gain minor magical rituals decided upon by you and your storyteller

ABILITIES

- **Martial Arts:** Gain Bonus Traits in Combat equal to your current Martial Arts Ability rating. Choose between Hard Style, Soft Style, or Weapon Style. You can not have Brawl and the Martial Arts ability. This ability costs 3xp per level. Hard and Soft Style

grant you additional effects as well when using them, and weapon style retests cannot be canceled by anything other than weapons style

- Ass Beating: Functions as per Brawl
- Style: At level 3 you can conceal all armor as normal clothes

COMBINATION DISCIPLINES

Name	Requirements	XP Cost	Effect
Eye of Unforgiving Heaven	Auspex 4, Valeren 4	14	Fire a beam of sunlight from your Third Eye.
Glare of Lies	Auspex 2, Valeren 1	7	Sense if a person does not speak the truth.
Measure the Will	Auspex 2, Dominate 2	7	Gain an impression of the Willpower rating of the target.
Penitent Resilience	Fortitude 3, Valeren 4	14	Walk through the sunlight by allowing the sun to burn away your vitae.
Stunning Awe	Dominate 2, Presence 2	7	Stun a target with a mixture of terror and fascination.
Beast's Vigor	Animalism 3, Fortitude 3	10	Transfer Wounds to an Animal
Mystic Sight	Auspex 2, Blood Magic 2	7	See and Learn what blood magic a target is using.
Quickened Instincts	Auspex 1, Celerity 2	7	Negate being Surprised
See the True Form	Auspex 2, Protean 4	14	See the Targets Shape Changing powers the possess
Shattered Fog	Auspex 1, Protean 5	17	Quickly turn into Mist form to avoid an attack
Nikola's Blessing	Dominate 1, Presence 1	3	Reduce the difficulty of a targets frenzy challenges
Messenger's Voice	Animalism 3, Presence 3	10	If she's successful, the target incorporates her teachings as if they were his own. What's more, he instinctively defers to the preacher on all matters concerning his new "faith."
Livia Yorke's Ouroboros	Serpentis 3, Vicissitude 3	6	With it, the user infects a mortal with a sentient piece of her essence, which devours him from the inside and gains a sickening façade of independence, while remaining mystically tied to the vampire.
McShaw's Grace	Dominate 2, Presence 3	3	Give someone the Toreador Clan Flaw

Nikolai Steen's Acuity	Auspex 1, Dementation 1	3	Know a targets Derangements or Mental Flaws
The Rod Raw Rending	Fortitude 1, Potence 1	4	Your Brawl and Melee Attacks ignore levels of armor on targets.
Dark Father's Stigmata	Obtenebration 3, Vicissitude 3	10	When wounded, the black shadow-blood lashes out at the attacker and creates a growing shroud of protective shadow
Eye For The Weakness of Steel	Auspex 1, Celerity 1, Fortitude 1	3	Ignore a targets Armor with atacks
The Beast's Transmogrification	Valeren 5, Viccistude 3	10	Change a Targets Morality and ratings
Bird in Ear	Animalism 2, Chimerstry 2	7	The vampire imbues a message in a small animal who then carries the message to its intended recipient, relaying it in the vampire's own voice.
Komenos's Honor	Fortitude 3, Koldunic Sorcery 2	2	Bonuses to Resists Frenzy and Morality checks
Sawafi's Form	Protean 3, Serpentis 5	7	Turn into a Sandstorm and harm those who are in it.
Righteous Gaze	Potence 3, Presence 3	10	Burn a sinful person from within through eye contact.
Halo of Steel	Fortitude 3, Willpower 6+	10	Ignore any pain from your wounds.
Moment of Grace	Dominate 4, Presence 3	14	Change the Road of the vampire to the Via Caeli for a short time.
Beast's Communion	Animalism 3, Auspex 4	14	Give the vampiric Beast within a Cainite a voice to interrogate it.
Mortal Skin	Dominate 3, Obfuscate 3	10	Exhibit natural bodily human responses (like appearing warm or having a pulse).
Inspire Greatness	Presence 3, Fortitude or Potence 2	10 and 7	Grant levels of Potence and Fortitude to a target. As well as inspire them
Sound of a Breaking Oath	Auspex 4, Dominate or Presence 4	14	Feel if a promise made to you is broken.
Ward the Souls Sanctity	Auspex 2, Obfuscate 3, Optional Presence 3	11	Retests to resists Mind Effecting powers and if you succeed the ability to send it back to the target.

Enhance Sensation	Auspex 3, Presence 3, optional Vicissitude 2	10	Heighten the physical, emotional, and psychic sensibility of a target.
Record/Recall Sensation	Auspex 3 or 4, Vicissitude 2	11 or 15	Record and replay physical sensations on yourself or a target (advanced version works without physical contact).
Test the Road	Animalism 3, Auspex 2	10	Determine the Road rating in the Road of the Beast of a vampire through dialogue.
Revoke the Gifts of Adam	Animalism 4, Protean 4	14	Change the shape of a mortal into that of an animal by feeding him your blood.
Quicken Sight	Auspex 1, Celerity 2	4	Quicken Sight allows the character to see fast-moving objects in detail that even Heightened Senses alone cannot reveal.
Iron Façade	Fortitude 1, Obfuscate 3	5	Mask any injuries to appear invulnerable.
Name of the Fallen	Auspex 3, Thaumaturgy 1	5	Identify a deceased person, Kindred or kine, by handling a piece of the corpse.
Flesh of Wind and Water	Celerity 2, Vicissitude 3	8	Alter your own form via Vicissitude almost immediately.
Sanguinary Expulsion	Fortitude 2, Protean 3 or Thaumaturgy 3	7	Expulse foreign vitae.
Anticipatory Visage	Auspex 4, Obfuscate 3	12	Appear as exactly the person the target is expecting.
Instantaneous Transformation	Celerity 2, Protean 5, Obtenebration 5	12	Transform yourself quickly into a non-corporeal form.
Mind's Eye	Auspex 4, Dominate 3	12	Experience a memory of a target for yourself.
Mortal Terror	Animalism 3, Presence 2	9	Send a target into Röttschreck with a gaze.