

## Merits & Flaws

These are meant to supplement the merits and flaws described for Caitiff in *Lore of the Clans* (pgs. 269-270) and *Beckett's Jihad Diary* (pgs. 142-143). These merits and flaws may only be selected by Caitiff, unless otherwise specified.

### Favored Discipline (3 pt. Merit)

Choose one Discipline you have at least one dot in. That Discipline counts as an in-clan Discipline for you when spending experience points on it, allowing you to spend five times its current rating to increase it, rather than six times.

You can select this merit up to three times, choosing a different Discipline each time.

### Inceptor (7 or 15 pt. Merit)

You have developed your own unique Discipline, which is treated as an in-Clan Discipline for you. Work with the Storyteller to create this Discipline, as outlined later in this chapter. The development of a unique Discipline is likely to draw a considerable amount of attention from other Kindred, who may alternate between a desire to learn it themselves and a fear of the unknown power it presents.

This merit can be selected Caitiff for 7 points, or non-Caitiff for 15 points.

### New Bloodline (7+ pt. Merit)

You are not truly Caitiff - you are the first of a new bloodline (though most Kindred may still refer to you as a Caitiff until you can force them to recognize the legitimacy of your blood). This Merit has several effects:

- Three Disciplines you know are considered to be Clan Disciplines for you. If you have the *Inceptor* merit, one of these Disciplines must be the incepted one.
- Any childer you sire will likewise treat those three Disciplines as in-Clan Disciplines, unless they are Caitiff themselves.
- On the downside, you will develop a weakness, which likewise will be passed to your childer (again, unless they themselves are Caitiff). You and the Storyteller should work together to develop a weakness that fits your character.

Being the founder of a bloodline carries a certain amount of prestige but also a certain level of danger. Most Clan elders fear new bloodlines, believing that history tends to repeat itself - few bloodline founders haven't sought Antediluvian status, requiring Diablerie to achieve.

This merit costs 7 points for a 15th Generation Caitiff character, and one additional point for each generation above that (8 for 14th generation, 9 for 13th, and so on). It cannot be selected by a vampire with the *16th Generation* flaw.

This merit may be selected by non-Caitiff, with the following changes:

- At least two of the Disciplines selected to be the bloodline's in-Clan Disciplines must be in-Clan Disciplines

for the vampire's clan. So, for example, a Toreador who knows Dominate may choose that plus two of Auspex, Celerity, and Presence to become her bloodline's in-Clan Disciplines.

- A vampire already part of a Clan either retains her normal Clan weakness, or may find it replaced with a new weakness; they are not, in any event, saddled with two weaknesses.

### Persistent Family (2 pt. Flaw)

You have cut ties with your mortal life, but those you left behind have not given up on you. Whether your parents, siblings, wife, children, or friends, they are trying to find out what has happened to you. They may hire detectives to find you, plaster posters with your picture around town, pester radio and television stations to run public service ads, or dedicate websites and utilize social media to recruit the aid of the internet in order to find you. They most likely suspect that you have run away, joined a cult, or been kidnapped. Even making contact with them again may be more of a curse than a blessing as they fail to understand why you only show up or call at night, look so pale, or seem to have a bunch of strange new friends. There are few ways to dissuade them that won't involve either breaching the Masquerade or resorting to supernatural means of keeping your Cainite nature secret.

### Corrupt Embrace (3 pt. Flaw)

For some supernal reason, your blood is cursed, the gift of Caine not being bestowed properly, poisoning mortals and causing most of those you attempt to Embrace to rise as undead horrors devoid of consciousness or soul.

This flaw has two effects. First, for each blood point you feed to a mortal, they suffer 1 point of lethal damage. Further, one time in ten the mortal fails to become a ghoul, or even be blood bound to you.

Second and more horribly, your attempts to Embrace go horribly wrong more often than not. Each attempt has only a one-in-ten chance of success; all other attempts cause the would-be vampire to instead rise as a zombie (as outlined on pg. 164 of the *Vampire: the Masquerade 20th Anniversary Edition* core rulebook) that seeks only to kill everything around it - including you.

This flaw may not be taken by vampires with the *Thin Blood*, *15th Generation*, or *16th Generation* flaws.