

Combo Disciplines

Name	1st	Lvl	2nd	Lvl	3rd/optional	Lvl	Book	Pg No	Description
Aegis of Entropy	Mortis (The Grave's Decay)	1	Fortitude	3	N/A	N/A	01 Guide to the High Clans	163	Rots weapons striking the user.
Aegis of Entropy	Fortitude	3	Mortis (The Grave's Decay)	1	N/A	N/A	01 Guide to the High Clans	163	Rots weapons striking the user.
Armory of the Abyss	Obtenebration	3	Potence	3	Fortitude		01 Guide to the High Clans	163	Creates Weapons or amour from stuff of the abyss.
Armory of the Abyss	Potence	3	Obtenebration	3	Fortitude		01 Guide to the High Clans	163	Creates Weapons or amour from stuff of the abyss.
Armory of the Abyss	Fortitude	3	Obtenebration	3	Potence		01 Guide to the High Clans	163	Creates Weapons or amour from stuff of the abyss.
Awaken the Slumbering Curse	Mortis	5	Auspex	4	N/A	N/A	01 Guide to the High Clans	164	Curses ghouls to burn up in the sun.
Awaken the Slumbering Curse	Auspex	4	Mortis	5	N/A	N/A	01 Guide to the High Clans	164	Curses ghouls to burn up in the sun.
Becoming Kupala	Koldunic Sorcery (Way of Spirit)	6	Vicissitude	6	N/A	N/A	01 Guide to the High Clans	164	Sink into the earth and become one with it.
Becoming Kupala	Vicissitude	6	Koldunic Sorcery (Way of Spirit)	6	N/A	N/A	01 Guide to the High Clans	164	Sink into the earth and become one with it.
Charon's Oar	Mortis (Nigrimancy)	5	Auspex	5	N/A	N/A	01 Guide to the High Clans	165	Can enter the spirit realm with one's physical body.
Charon's Oar	Auspex	5	Mortis (Nigrimancy)	5	N/A	N/A	01 Guide to the High Clans	165	Can enter the spirit realm with one's physical body.
Clarity of Emptiness	Auspex	1	Mortis (The Corpse in the Monster)	2	Obtenebration		01 Guide to the High Clans	165	Can Focus on mental tasks easier at the expenses of social graces.
Clarity of Emptiness	Mortis (The Corpse in the Monster)	2	Auspex	1	Obtenebration		01 Guide to the High Clans	165	Can Focus on mental tasks easier at the expenses of social graces.
Clarity of Emptiness	Obtenebration	2	Auspex	1	Mortis (The Corpse in the Monster)		01 Guide to the High Clans	165	Can Focus on mental tasks easier at the expenses of social graces.
Echo of the Subtle Vizier	Obtenebration	2	Dominate	2	N/A	N/A	01 Guide to the High Clans	165	Dominate others via whispering to their shadow.
Echo of the Subtle Vizier	Dominate	2	Obtenebration	2	N/A	N/A	01 Guide to the High Clans	165	Dominate others via whispering to their shadow.
Effigy of the Sculpted Tomb	Fortitude	2	Potence	2	Mortis (The Grave's Decay)		01 Guide to the High Clans	165	Can harden body to improve some physicals.
Effigy of the Sculpted Tomb	Potence	2	Fortitude	2	Mortis (The Grave's Decay)		01 Guide to the High Clans	165	Can harden body to improve some physicals.
Effigy of the Sculpted Tomb	Mortis (The Grave's Decay)	2	Potence	2	Fortitude		01 Guide to the High Clans	165	Can harden body to improve some physicals.
Eminence of Shade/Conquering Blood	Dominate	5	Obtenebration	5	Vicissitude		01 Guide to the High Clans	166	Can possess a target while using certain transformed shapes.
Eminence of Shade/Conquering Blood	Obtenebration	5	Dominate	5	Vicissitude		01 Guide to the High Clans	166	Can possess a target while using certain transformed shapes.
Eminence of Shade/Conquering Blood	Vicissitude	5	Dominate	5	Obtenebration		01 Guide to the High Clans	166	Can possess a target while using certain transformed shapes.
Eye of Unforgiving Heaven	Warrior Valeren	4	Auspex	4	N/A	N/A	01 Guide to the High Clans	166	Third eye burns others with power of the sun.
Eye of Unforgiving Heaven	Auspex	4	Warrior Valeren	4	N/A	N/A	01 Guide to the High Clans	166	Third eye burns others with power of the sun.
Flaying Touch	Vicissitude	2	Potence	2	N/A	N/A	01 Guide to the High Clans	167	Can flay the skin off others
Flaying Touch	Potence	2	Vicissitude	2	N/A	N/A	01 Guide to the High Clans	167	Can flay the skin off others
Fountain of Ill Humors	Potence	2	Mortis (Path of the Four Humors)	3	N/A	N/A	01 Guide to the High Clans	167	Spit secretions of Dark Humors at targets
Fountain of Ill Humors	Mortis (Path of the Four Humors)	3	Potence	2	N/A	N/A	01 Guide to the High Clans	167	Spit secretions of Dark Humors at targets
Glare of Lies	Valeren	1	Auspex	2	N/A	N/A	01 Guide to the High Clans	168	Third eye helps detect lies.
Glare of Lies	Auspex	2	Valeren	1	N/A	N/A	01 Guide to the High Clans	168	Third eye helps detect lies.
Hand of the Master Artisan	Auspex	1	Celerity	1	N/A	N/A	01 Guide to the High Clans	168	Can use celerity for artistic work over a lengthy period of time.
Hand of the Master Artisan	Celerity	1	Auspex	1	N/A	N/A	01 Guide to the High Clans	168	Can use celerity for artistic work over a lengthy period of time.
Jaws of the Dracon	Koldunic Sorcery	7	Special	Special	Special	Special	01 Guide to the High Clans	168	Casts a massively destructive storm.
Measure the Will	Dominate	2	Auspex	2	N/A	N/A	01 Guide to the High Clans	168	Can gauge a target's willpower and/or virtues
Measure the Will	Auspex	2	Dominate	2	N/A	N/A	01 Guide to the High Clans	168	Can gauge a target's willpower and/or virtues
Penitent Resilience	Valeren	4	Fortitude	3	N/A	N/A	01 Guide to the High Clans	169	Can soak sunlight damage with Blood
Penitent Resilience	Fortitude	3	Valeren	4	N/A	N/A	01 Guide to the High Clans	169	Can soak sunlight damage with Blood
Quicksilver Contemplation	Temporis	3	Auspex	2	N/A	N/A	01 Guide to the High Clans	169	Can mentally contemplate a course of action over a long period of time in an instant
Quicksilver Contemplation	Auspex	2	Temporis	3	N/A	N/A	01 Guide to the High Clans	169	Can mentally contemplate a course of action over a long period of time in an instant
Sculpt the Flowing Wound	Vicissitude	2	Fortitude	3	N/A	N/A	01 Guide to the High Clans	169	Accelerate healing by shaping flesh.
Sculpt the Flowing Wound	Fortitude	3	Vicissitude	2	N/A	N/A	01 Guide to the High Clans	169	Accelerate healing by shaping flesh.

See the True Shape	Vicissitude	2 Auspex	2 N/A	N/A	01 Guide to the High Clans	169	Can see when a target is in a transformed state.
See the True Shape	Auspex	2 Vicissitude	2 N/A	N/A	01 Guide to the High Clans	169	Can see when a target is in a transformed state.
Stunning Awe	Dominate	2 Presence	2 N/A	N/A	01 Guide to the High Clans	169	Slow a target with terror and mystical compulsion.
Stunning Awe	Presence	2 Dominate	2 N/A	N/A	01 Guide to the High Clans	169	Slow a target with terror and mystical compulsion.
Unchain the Wrathful Beast	Animalism	5 Vicissitude	4 N/A	N/A	01 Guide to the High Clans	170	Change a target into a frenzied Zulo.
Unchain the Wrathful Beast	Vicissitude	4 Animalism	5 N/A	N/A	01 Guide to the High Clans	170	Change a target into a frenzied Zulo.
Witness of Ahriman	Dominate	3 Obtenebration	3 N/A	N/A	01 Guide to the High Clans	170	Fills the victims mind with fear that gnaws at their resolve.
Witness of Ahriman	Obtenebration	3 Dominate	3 N/A	N/A	01 Guide to the High Clans	170	Fills the victims mind with fear that gnaws at their resolve.
Aura of Accursed Rage	Animalism	3 Presence	2 N/A	N/A	02 Guide to the Low Clans	158	Causes Cainites to frenzy easier.
Aura of Accursed Rage	Presence	2 Animalism	3 N/A	N/A	02 Guide to the Low Clans	158	Causes Cainites to frenzy easier.
Bear's Skin	Animalism	2 Protean	4 N/A	N/A	02 Guide to the Low Clans	159	Takes on a visage similar to a bear during frenzy.
Bear's Skin	Protean	4 Animalism	2 N/A	N/A	02 Guide to the Low Clans	159	Takes on a visage similar to a bear during frenzy.
Beast's Vigor	Animalism	3 Fortitude	3 N/A	N/A	02 Guide to the Low Clans	159	Transfer's wounds to animal ghoul.
Beast's Vigor	Fortitude	3 Animalism	3 N/A	N/A	02 Guide to the Low Clans	159	Transfer's wounds to animal ghoul.
Blessing's Warning	Daimoinon	1 Auspex	2 N/A	N/A	02 Guide to the Low Clans	159	See holy relics. ground or people.
Blessing's Warning	Auspex	2 Daimoinon	1 N/A	N/A	02 Guide to the Low Clans	159	See holy relics. ground or people.
Craft Ephemera	Chimerstry	5 Fortitude	3 N/A	N/A	02 Guide to the Low Clans	159	Craft a solid illusion that fades at dawn.
Craft Ephemera	Fortitude	3 Chimerstry	5 N/A	N/A	02 Guide to the Low Clans	159	Craft a solid illusion that fades at dawn.
Drink the Mind	Quietus Thaumaturgy (Rego Vitae)	5 Auspex	4 Thaumaturgy (Rego Vitae)		5 02 Guide to the Low Clans	160	Gain Knowledge and skills of diablerized victims.
Drink the Mind	Quietus Thaumaturgy (Rego Vitae)	5 Auspex	4 Quietus Thaumaturgy (Rego Vitae)		5 02 Guide to the Low Clans	160	Gain Knowledge and skills of diablerized victims.
Drink the Mind	Auspex	4 Quietus	5 Vitae		5 02 Guide to the Low Clans	160	Gain Knowledge and skills of diablerized victims.
Feris' Talons	Fortitude	2 Protean	2 N/A	N/A	02 Guide to the Low Clans	160	Can grow great claws.
Feris' Talons	Protean	2 Fortitude	2 N/A	N/A	02 Guide to the Low Clans	160	Can grow great claws.
Feral Imbuing	Animalism	4 Potence	2 N/A	N/A	02 Guide to the Low Clans	160	Grant Potence to an animal.
Feral Imbuing	Potence	2 Animalism	4 N/A	N/A	02 Guide to the Low Clans	160	Grant Potence to an animal.
Goddess Among Beasts	Animalism	1 Ogham	1 N/A	N/A	02 Guide to the Low Clans	160	Dominate beasts in one's domain.
Goddess Among Beasts	Ogham	1 Animalism	1 N/A	N/A	02 Guide to the Low Clans	160	Dominate beasts in one's domain.
Guardian Vigil	Auspex	1 Celerity	1 Fortitude		1 02 Guide to the Low Clans	161	Character enters a trance of perpetual awareness
Guardian Vigil	Celerity	1 Auspex	1 Fortitude		1 02 Guide to the Low Clans	161	Character enters a trance of perpetual awareness
Guardian Vigil	Fortitude	1 Celerity	1 Auspex		1 02 Guide to the Low Clans	161	Character enters a trance of perpetual awareness
Hatch the Viper	Protean	2 Serpents	4 N/A	N/A	02 Guide to the Low Clans	161	Can create a Ghoul viper from one's blood.
Hatch the Viper	Serpents	4 Protean	2 N/A	N/A	02 Guide to the Low Clans	161	Can create a Ghoul viper from one's blood.
Loki's Gift	Animalism	4 Protean	4 N/A	N/A	02 Guide to the Low Clans	162	Assume the form of the last creature fed on.
Loki's Gift	Protean	4 Animalism	4 N/A	N/A	02 Guide to the Low Clans	162	Assume the form of the last creature fed on.
Long March	Celerity	2 Fortitude	2 N/A	N/A	02 Guide to the Low Clans	162	Move at great speeds for an extended period of time.
Long March	Fortitude	2 Celerity	2 N/A	N/A	02 Guide to the Low Clans	162	Move at great speeds for an extended period of time.
Maddening Halo	Auspex	2 Dementation	3 N/A	N/A	02 Guide to the Low Clans	162	Can alter spiritual halo to drive onlookers mad.
Maddening Halo	Dementation	3 Auspex	2 N/A	N/A	02 Guide to the Low Clans	162	Can alter spiritual halo to drive onlookers mad.
Memory Rift	Obfuscate	2 Presence	2 N/A	N/A	02 Guide to the Low Clans	162	Victim forgets the actions of the user.
Memory Rift	Presence	2 Obfuscate	2 N/A	N/A	02 Guide to the Low Clans	162	Victim forgets the actions of the user.
Mystic Sight	Auspex	2 Thaumaturgy	2 N/A	N/A	02 Guide to the Low Clans	163	Can see sources of magic power or people who employ magic.
Mystic Sight	Thaumaturgy	2 Auspex	2 N/A	N/A	02 Guide to the Low Clans	163	Can see sources of magic power or people who employ magic.
Quickened Reflexes	Auspex	1 Celerity	2 N/A	N/A	02 Guide to the Low Clans	163	Can react to ambushes even caught unaware.
Quickened Reflexes	Celerity	2 Auspex	1 N/A	N/A	02 Guide to the Low Clans	163	Can react to ambushes even caught unaware.
Respite of Lucidity	Animalism	5 Dementation	2 N/A	N/A	02 Guide to the Low Clans	163	Can temporarily lose derangements.
Respite of Lucidity	Dementation	2 Animalism	5 N/A	N/A	02 Guide to the Low Clans	163	Can temporarily lose derangements.
Retain the Quick Blood	Celerity	3 Quietus	3 N/A	N/A	02 Guide to the Low Clans	163	Blood used for Celerity returns in time.

Retain the Quick Blood	Quietus	3 Celerity	3 N/A	N/A	02 Guide to the Low Clans	Blood used for Celerity 163 returns in time.
Scent of Caine	Auspex	Thaumaturgy (Rego 2 Vitae)	1 N/A	N/A	02 Guide to the Low Clans	164 Can smell those with Vitae.
Scent of Caine	Thaumaturgy (Rego Vitae)	1 Auspex	2 N/A	N/A	02 Guide to the Low Clans	164 Can smell those with Vitae.
Scourge the Thrall	Animalism	4 Fortitude	4 N/A	N/A	02 Guide to the Low Clans	159 Transfer's wounds to human ghoul.
Scourge the Thrall	Fortitude	4 Animalism	4 N/A	N/A	02 Guide to the Low Clans	159 Transfer's wounds to human ghoul.
See the True Form	Auspex	2 Protean	4 N/A	N/A	02 Guide to the Low Clans	164 Can glean information concerning the target's forms.
See the True Form	Protean	4 Auspex	2 N/A	N/A	02 Guide to the Low Clans	164 Can glean information concerning the target's forms.
Serpent's Numbing Kiss	Presence	3 Serpents	2 N/A	N/A	02 Guide to the Low Clans	164 Can inject a mind altering poison via tongue.
Serpent's Numbing Kiss	Serpents	2 Presence	3 N/A	N/A	02 Guide to the Low Clans	164 Can inject a mind altering poison via tongue.
Shadow Feint	Celerity	2 Obfuscate	2 N/A	N/A	02 Guide to the Low Clans	164 Usage of Celerity leaves an after image behind.
Shadow Feint	Obfuscate	2 Celerity	2 N/A	N/A	02 Guide to the Low Clans	164 Usage of Celerity leaves an after image behind.
Shared Entombment	Animalism	1 Protean	3 Potence		1 02 Guide to the Low Clans	165 Can Earthmeld with Childe or Ghoul
Shared Entombment	Protean	3 Animalism	1 Potence		1 02 Guide to the Low Clans	165 Can Earthmeld with Childe or Ghoul
Shared Entombment	Potence	1 Protean	3 Animalism		1 02 Guide to the Low Clans	165 Can Earthmeld with Childe or Ghoul
Shattered Fog	Auspex	1 Protean	5 N/A	N/A	02 Guide to the Low Clans	166 Temporarily assume mist form to avoid attacks.
Shattered Fog	Protean	5 Protean	1 N/A	N/A	02 Guide to the Low Clans	166 Temporarily assume mist form to avoid attacks.
Spectral Puppeteer	Dominate	5 Auspex	5 N/A	N/A	02 Guide to the Low Clans	166 Can possess a target while using astral form.
Spectral Puppeteer	Auspex	5 Dominate	5 N/A	N/A	02 Guide to the Low Clans	166 Can possess a target while using astral form.
Stone Meld	Fortitude	2 Protean	3 N/A	N/A	02 Guide to the Low Clans	166 Can Meld into Stone.
Stone Meld	Protean	3 Fortitude	2 N/A	N/A	02 Guide to the Low Clans	166 Can Meld into Stone.
Sympathetic Agony	Chimerstry	2 Fortitude	4 N/A	N/A	02 Guide to the Low Clans	166 Inflict Phantom pain on a target corresponding with one's own wounds.
Sympathetic Agony	Fortitude	4 Chimerstry	2 N/A	N/A	02 Guide to the Low Clans	166 Inflict Phantom pain on a target corresponding with one's own wounds.
Torpid Hibernation	Fortitude	3 Protean	3 N/A	N/A	02 Guide to the Low Clans	167 Goes torpid during a "meld" but awakens after a set period of time.
Torpid Hibernation	Protean	3 Fortitude	3 N/A	N/A	02 Guide to the Low Clans	167 Goes torpid during a "meld" but awakens after a set period of time.
Tree Meld	Ogham	1 Protean	3 N/A	N/A	02 Guide to the Low Clans	167 Melds into a tree.
Tree Meld	Protean	3 Ogham	1 N/A	N/A	02 Guide to the Low Clans	167 Melds into a tree.
True Love's Face	Obfuscate	3 Presence	3 N/A	N/A	02 Guide to the Low Clans	167 Take on the form of a Target's true Love.
True Love's Face	Presence	3 Obfuscate	3 N/A	N/A	02 Guide to the Low Clans	167 Take on the form of a Target's true Love.
Whispers of Loathing	Dementation	2 Auspex	4 N/A	N/A	02 Guide to the Low Clans	167 Infect the target's mind with creeping insanity.
Whispers of Loathing	Auspex	4 Dementation	2 N/A	N/A	02 Guide to the Low Clans	167 Infect the target's mind with creeping insanity.
Wolf's Lament	Animalism	1 Obfuscate	2 N/A	N/A	02 Guide to the Low Clans	168 Can howl out a message that will be passed along by wolves.
Wolf's Lament	Obfuscate	2 Animalism	1 N/A	N/A	02 Guide to the Low Clans	168 Can howl out a message that will be passed along by wolves.
Beast's Communion	Animalism	3 Auspex	4 N/A	N/A	03 Road of Humanity	70 Trap the target's beast within a sane mind and communicate with it.
Beast's Communion	Auspex	4 Animalism	3 N/A	N/A	03 Road of Humanity	70 Trap the target's beast within a sane mind and communicate with it.
Mortal Skin	Dominate	3 Obfuscate	3 N/A	N/A	03 Road of Humanity	71 User is perceived as having normal Mortal autonomic functions.
Mortal Skin	Obfuscate	3 Dominate	3 N/A	N/A	03 Road of Humanity	71 User is perceived as having normal Mortal autonomic functions.
Ennoia's Mastery	Animalism	1 Protean	3 N/A	N/A	04 Road of the Beast	72 Can take on certain beneficial animal features.
Ennoia's Mastery	Protean	3 Animalism	1 N/A	N/A	04 Road of the Beast	72 Can take on certain beneficial animal features.
Revoke the Gift of Adam	Animalism	4 Protean	4 N/A	N/A	04 Road of the Beast	73 Changes a mortal into a beast for a night.
Revoke the Gift of Adam	Protean	4 Animalism	4 N/A	N/A	04 Road of the Beast	73 Changes a mortal into a beast for a night.
Test the Road	Auspex	2 Animalism	2 N/A	N/A	04 Road of the Beast	72 Tests the to see if the target is on the 04 Road of the Beast.
Test the Road	Animalism	3 Auspex	2 N/A	N/A	04 Road of the Beast	72 Tests the to see if the target is on the 04 Road of the Beast.

Inspire Greatness	Presence	3 Fortitude	2 Potence		2 05 Road of Kings	72 Boosts a target's strength or resilience.
Inspire Greatness	Fortitude	2 Presence	3 Potence		2 05 Road of Kings	72 Boosts a target's strength or resilience.
Inspire Greatness	Potence	2 Presence	3 Fortitude		2 05 Road of Kings	72 Boosts a target's strength or resilience.
Sound of a Breaking Oath	Dominate	4 Auspex	4 Presence		4 05 Road of Kings	73 Know when a vassal breaks an oath.
Sound of a Breaking Oath	Presence	4 Auspex	4 Dominate		4 05 Road of Kings	73 Know when a vassal breaks an oath.
Sound of a Breaking Oath	Auspex	4 Dominate	4 Presence		4 05 Road of Kings	73 Know when a vassal breaks an oath.
True Tongue	Dominate	2 Presence	2 N/A	N/A	05 Road of Kings	73 Target is forced to tell the truth.
True Tongue	Presence	2 Dominate	2 N/A	N/A	05 Road of Kings	73 Target is forced to tell the truth.
Halo of Steel	Fortitude	3 Willpower	6 N/A	N/A	06 Road of Heaven	69 Can ignore wound penalties.
Halo of Steel	Willpower	6 Fortitude	3 N/A	N/A	06 Road of Heaven	69 Can ignore wound penalties.
Moment of Grace	Dominate	4 Presence	3 N/A	N/A	06 Road of Heaven	69 Forces the target on to the 06 Road of Heaven for a time.
Moment of Grace	Presence	3 Dominate	4 N/A	N/A	06 Road of Heaven	69 Forces the target on to the 06 Road of Heaven for a time.
Righteous Gaze	Potence	3 Presence	2 N/A	N/A	06 Road of Heaven	68 Burn a target with a mere gaze.
Righteous Gaze	Presence	2 Potence	3 N/A	N/A	06 Road of Heaven	68 Burn a target with a mere gaze.
Enhance Sensation	Vicissitude	2 Auspex	3 Presence		3 07 Road of Sin	70 Enhances pleasure or pain on the target
Enhance Sensation	Auspex	3 Presence	3 Vicissitude		2 07 Road of Sin	70 Enhances pleasure or pain on the target
Enhance Sensation	Presence	3 Auspex	3 Vicissitude		2 07 Road of Sin	70 Enhances pleasure or pain on the target
Record Recall Sensation	Vicissitude	2 Auspex	3 Auspex		4 07 Road of Sin	71 User records and later plays back a sensation.
Record Recall Sensation	Auspex	3 Vicissitude	2 Auspex		4 07 Road of Sin	71 User records and later plays back a sensation.
Veil the Sin	Auspex	2 Obfuscate	2 Daimoinon		2 07 Road of Sin	72 Target forgets a sensation they've previously felt.
Veil the Sin	Daimoinon	2 Obfuscate	2 Auspex		2 07 Road of Sin	72 Target forgets a sensation they've previously felt.
Veil the Sin	Obfuscate	2 Daimoinon	2 Auspex		2 07 Road of Sin	72 Target forgets a sensation they've previously felt.
Ward the Soul's Sanctity	Auspex	2 Obfuscate	3 Presence		3 07 Road of Sin	70 Wards the user against mental tampering.
Ward the Soul's Sanctity	Obfuscate	3 Auspex	2 Presence		3 07 Road of Sin	70 Wards the user against mental tampering.
Ward the Soul's Sanctity	Presence	3 Auspex	2 Obfuscate		3 07 Road of Sin	70 Wards the user against mental tampering.
Shroud of Absence	Dominate	3 Obtenebration	3 N/A	N/A	08 Clanbook Lasombra Rev	72 Creates a Darkness of the mind that others have difficulty looking into.
Shroud of Absence	Obtenebration	3 Dominate	3 N/A	N/A	08 Clanbook Lasombra Rev	72 Creates a Darkness of the mind that others have difficulty looking into.
Birth the Vozhd	Vicissitude	6 Animalism	6 N/A	N/A	09 Clanbook Tzimisce Rev	72 Create a Vozhd from Ghouls.
Birth the Vozhd	Animalism	6 Vicissitude	6 N/A	N/A	09 Clanbook Tzimisce Rev	72 Create a Vozhd from Ghouls.
Pater Szlachta	Vicissitude	3 Protean	4 N/A	N/A	09 Clanbook Tzimisce Rev	72 Assume an animal form with flehcrafted extras
Pater Szlachta	Protean	4 Vicissitude	3 N/A	N/A	09 Clanbook Tzimisce Rev	72 Assume an animal form with flehcrafted extras
Soul Decoration	Vicissitude	3 Auspex	2 Obfuscate		2 09 Clanbook Tzimisce Rev	72 Can alter auras.
Soul Decoration	Auspex	2 Obfuscate	2 Vicissitude		3 09 Clanbook Tzimisce Rev	72 Can alter auras.
Soul Decoration	Obfuscate	2 Auspex	2 Vicissitude		3 09 Clanbook Tzimisce Rev	72 Can alter auras.
Thaumaturgical Sight	Auspex	2 Thaumaturgy	1 N/A	N/A	10 Clanbook Tremere Rev	47 See Blood magics in use. Similar to Mystic Sight?
Thaumaturgical Sight	Thaumaturgy	1 Auspex	2 N/A	N/A	10 Clanbook Tremere Rev	47 See Blood magics in use. Similar to Mystic Sight?
Forced March	Celerity	2 Fortitude	2 N/A	N/A	11 Clanbook Assamite Rev	71 Move at great speeds for an extended period of time. Similar to Long March
Forced March	Fortitude	2 Celerity	2 N/A	N/A	11 Clanbook Assamite Rev	71 Move at great speeds for an extended period of time. Similar to Long March
Shadow Feint	Celerity	2 Obfuscate	2 N/A	N/A	11 Clanbook Assamite Rev	72 Usage of Celerity leaves an after image behind.
Shadow Feint	Obfuscate	2 Celerity	2 N/A	N/A	11 Clanbook Assamite Rev	72 Usage of Celerity leaves an after image behind.
True Love's Face	Obfuscate	3 Presence	3 N/A	N/A	12 Clanbook Followers of Set Rev	69 Take on the form of a Target's true Love.
True Love's Face	Presence	3 Obfuscate	3 N/A	N/A	12 Clanbook Followers of Set Rev	69 Take on the form of a Target's true Love.
Typhonic Beast	Potence	3 Serpents	4 N/A	N/A	12 Clanbook Followers of Set Rev	69 Assume the form of the Thyphonic Beast
Typhonic Beast	Serpents	4 Potence	3 N/A	N/A	12 Clanbook Followers of Set Rev	69 Assume the form of the Thyphonic Beast
Weigh the Heart	Auspex	3 Serpents	5 N/A	N/A	12 Clanbook Followers of Set Rev	70 Reads a target's character and sins.
Weigh the Heart	Serpents	5 Auspex	3 N/A	N/A	12 Clanbook Followers of Set Rev	70 Reads a target's character and sins.
Beast Meld	Animalism	3 Protean	6 N/A	N/A	13 Clanbook Gangrel Rev	73 Melds into an animal.

Beast Meld	Protean	6 Animalism	3 N/A	N/A	13 Clanbook Gangrel Rev	73 Melds into an animal.	
Claw Immunity	Animalism	2 Fortitude	4 N/A	N/A	13 Clanbook Gangrel Rev	72 Gain extra soak dice against claws/bites.	
Claw Immunity	Fortitude	4 Animalism	4 N/A	N/A	13 Clanbook Gangrel Rev	72 Gain extra soak dice against claws/bites.	
Flesh Wound	Fortitude	2 Obfuscate	3 N/A	N/A	13 Clanbook Gangrel Rev	72 Conceal wounds.	Similar to Iron Facade
Flesh Wound	Obfuscate	3 Fortitude	3 N/A	N/A	13 Clanbook Gangrel Rev	72 Conceal wounds.	Similar to Iron Facade
See the Reflected Form	Auspex	4 Protean	4 N/A	N/A	13 Clanbook Gangrel Rev	72 See the shapes others can transform to.	
See the Reflected Form	Protean	4 Auspex	4 N/A	N/A	13 Clanbook Gangrel Rev	72 See the shapes others can transform to.	
Bliss	Dominate	2 Presence	3 N/A	N/A	14 Clanbook Toreador Rev	73 Pleasant memories of beauty can raise virtues temporarily.	
Bliss	Presence	3 Dominate	2 N/A	N/A	14 Clanbook Toreador Rev	73 Pleasant memories of beauty can raise virtues temporarily.	
Double Talk	Auspex	2 Celerity	1 Obfuscate	1 Rev	14 Clanbook Toreador	75 Can conceal words in conversation.	
Double Talk	Celerity	1 Auspex	2 Obfuscate	1 Rev	14 Clanbook Toreador	75 Can conceal words in conversation.	
Double Talk	Obfuscate	1 Celerity	1 Auspex	2 Rev	14 Clanbook Toreador	75 Can conceal words in conversation.	
Soul Painting	Auspex	4 Presence	2 N/A	N/A	14 Clanbook Toreador Rev	74 Can paint attributes of the subject which can be clear for all to see.	
Soul Painting	Presence	2 Auspex	4 N/A	N/A	14 Clanbook Toreador Rev	74 Can paint attributes of the subject which can be clear for all to see.	
Burning Wrath	Celerity	3 Potence	3 N/A	N/A	15 Clanbook Brujah Rev	66 Brawling attacks do agg damage.	
Burning Wrath	Potence	3 Celerity	3 N/A	N/A	15 Clanbook Brujah Rev	66 Brawling attacks do agg damage.	
Iron Heart	Potence	3 Presence	3 N/A	N/A	15 Clanbook Brujah Rev	66 Strengthens will against supernatural manipulation.	
Iron Heart	Presence	3 Potence	3 N/A	N/A	15 Clanbook Brujah Rev	66 Strengthens will against supernatural manipulation.	
Pulse of Undeath	Auspex	1 Potence	3 N/A	N/A	15 Clanbook Brujah Rev	66 Can sense physical disciplines within other Cainites.	
Pulse of Undeath	Potence	3 Auspex	1 N/A	N/A	15 Clanbook Brujah Rev	66 Can sense physical disciplines within other Cainites.	
Denial of Aphrodite's Favor	Dominate	3 Fortitude	3 N/A	N/A	16 Clanbook Ventrue Rev	77 Gains generational immunity to Presence similar to that of Dominate.	
Denial of Aphrodite's Favor	Fortitude	3 Dominate	3 N/A	N/A	16 Clanbook Ventrue Rev	77 Gains generational immunity to Presence similar to that of Dominate.	
Lifesong	Dominate	1 Presence	1 N/A	N/A	16 Clanbook Ventrue Rev	77 Can determine a living creature's demeanor from listening to hem talk.	
Lifesong	Presence	1 Dominate	1 N/A	N/A	16 Clanbook Ventrue Rev	77 Can determine a living creature's demeanor from listening to hem talk.	
Heart's Desire	Auspex	4 Chimerstry	2 N/A	N/A	17 Clanbook Ravnos Rev	68 Create an image of the target's greatest desire.	
Heart's Desire	Chimerstry	2 Auspex	4 N/A	N/A	17 Clanbook Ravnos Rev	68 Create an image of the target's greatest desire.	
Mask of Cathay	Animalism	3 Chimerstry	3 N/A	N/A	17 Clanbook Ravnos Rev	68 Conceals oneself as an Asuratizayya.	
Mask of Cathay	Chimerstry	3 Animalism	3 N/A	N/A	17 Clanbook Ravnos Rev	68 Conceals oneself as an Asuratizayya.	
Sympathetic Agony	Chimerstry	2 Fortitude	4 N/A	N/A	17 Clanbook Ravnos Rev	67 Inflict Phantom pain on a target corresponding with one's own wounds.	
Sympathetic Agony	Fortitude	4 Chimerstry	2 N/A	N/A	17 Clanbook Ravnos Rev	67 Inflict Phantom pain on a target corresponding with one's own wounds.	
Aura of Inescapable Truth	Dominate	4 Presence	4 N/A	N/A	18 Libellus Sanguinis 1	95 Target is forced to tell the truth.	Same as True Tongue
Aura of Inescapable Truth	Presence	4 Dominate	4 N/A	N/A	18 Libellus Sanguinis 1	95 Target is forced to tell the truth.	Same as True Tongue
Dark Steel	Obtenebration	3 Potence	3 N/A	N/A	18 Libellus Sanguinis 1	33 Summon longer, stronger tentacles.	
Dark Steel	Potence	3 Obtenebration	3 N/A	N/A	18 Libellus Sanguinis 1	33 Summon longer, stronger tentacles.	
Shadowed Eyes	Obtenebration	3 Auspex	3 N/A	N/A	18 Libellus Sanguinis 1	33 Cover targets eyes with shadows.	
Shadowed Eyes	Auspex	3 Obtenebration	3 N/A	N/A	18 Libellus Sanguinis 1	33 Cover targets eyes with shadows.	
Smothering Darkness	Obtenebration	2 Obfuscate	1 N/A	N/A	18 Libellus Sanguinis 1	33 Extinguish flames with shadows.	
Smothering Darkness	Obfuscate	1 Obtenebration	2 N/A	N/A	18 Libellus Sanguinis 1	33 Extinguish flames with shadows.	
Command the Wary Steed	Presence	3 Animalism	2 N/A	N/A	19 Libellus Sanguinis 2	102 Scare or embolden horses.	
Command the Wary Steed	Animalism	2 Presence	3 N/A	N/A	19 Libellus Sanguinis 2	102 Scare or embolden horses.	
Diplomat's Boon	Presence	5 Auspex	3 N/A	N/A	19 Libellus Sanguinis 2	37 Say what the target wants to hear.	
Diplomat's Boon	Auspex	3 Presence	5 N/A	N/A	19 Libellus Sanguinis 2	37 Say what the target wants to hear.	
Double Tongue	Presence	6 Auspex	3 N/A	N/A	19 Libellus Sanguinis 2	37 Hide speech in conversation.	
Double Tongue	Auspex	3 Presence	6 N/A	N/A	19 Libellus Sanguinis 2	37 Hide speech in conversation.	

Esprit De Corps	Potence	5 Presence	5 N/A	N/A	19 Libellus Sanguinis 2	102 Buff physicals of others.	Similar to Inspire Greatness
Esprit De Corps	Presence	5 Potence	5 N/A	N/A	19 Libellus Sanguinis 2	102 Buff physicals of others.	Similar to Inspire Greatness
Blood Tempering	Fortitude	2 Quietus	4 N/A	N/A	20 Libellus Sanguinis 3	66 Reinforce items to make them more durable.	
Blood Tempering	Quietus	4 Fortitude	2 N/A	N/A	20 Libellus Sanguinis 3	66 Reinforce items to make them more durable.	
Call the Wild Hunt	Animalism	5 Protean	4 N/A	N/A	20 Libellus Sanguinis 3	30 Transform your ghouls into a raging pack of animals.	
Call the Wild Hunt	Protean	4 Animalism	5 N/A	N/A	20 Libellus Sanguinis 3	30 Transform your ghouls into a raging pack of animals.	
Draught of the Soul	Auspex	4 Quietus	5 N/A	N/A	20 Libellus Sanguinis 3	65 Steal the memories of a diablerised victim.	Similar to Drink the Mind
Draught of the Soul	Quietus	5 Auspex	4 N/A	N/A	20 Libellus Sanguinis 3	65 Steal the memories of a diablerised victim.	Similar to Drink the Mind
Enhance the Wild Ride	Animalism	4 Protean	4 N/A	N/A	20 Libellus Sanguinis 3	29 Better version of Ride the Wild Ride.	
Enhance the Wild Ride	Protean	4 Animalism	4 N/A	N/A	20 Libellus Sanguinis 3	29 Better version of Ride the Wild Ride.	
Eyes of Blades	Auspex	2 Celerity	3 N/A	N/A	20 Libellus Sanguinis 3	66 Defend against all incoming attacks with full capacity.	
Eyes of Blades	Celerity	2 Auspex	3 N/A	N/A	20 Libellus Sanguinis 3	66 Defend against all incoming attacks with full capacity.	
Read the Winds	Animalism	4 Auspex	5 N/A	N/A	20 Libellus Sanguinis 3	30 See through the eyes of local animals.	Similar to Mind of the Wilds
Read the Winds	Auspex	5 Animalism	4 N/A	N/A	20 Libellus Sanguinis 3	30 See through the eyes of local animals.	Similar to Mind of the Wilds
Truth of Blood	Auspex	4 Quietus	2 N/A	N/A	20 Libellus Sanguinis 3	66 Determine is the target is telling the truth and the truth behind their words.	
Truth of Blood	Quietus	2 Auspex	4 N/A	N/A	20 Libellus Sanguinis 3	66 Determine is the target is telling the truth and the truth behind their words.	
Blood Apocrypha	Auspex	1 Obfuscate	1 N/A	N/A	21 Libellus Sanguinis 4	75 Creates hidden text.	
Blood Apocrypha	Obfuscate	1 Auspex	1 N/A	N/A	21 Libellus Sanguinis 4	75 Creates hidden text.	
Madman's Quill	Auspex	3 Dementation	Variable	N/A	21 Libellus Sanguinis 4	110 Imbue a work with a Dementation power.	
Madman's Quill	Dementation	Variable	Auspex	3 N/A	21 Libellus Sanguinis 4	110 Imbue a work with a Dementation power.	
Mind of the Wilds	Animalism	2 Auspex	4 N/A	N/A	21 Libellus Sanguinis 4	33 Gain knowledge of the nearby area from animals.	Similar to Read the Winds.
Mind of the Wilds	Auspex	4 Animalism	2 N/A	N/A	21 Libellus Sanguinis 4	33 Gain knowledge of the nearby area from animals.	Similar to Read the Winds.
Nightmare Curse	Auspex	4 Chimerstry	5 N/A	N/A	21 Libellus Sanguinis 4	33 Conjures a personal scourge for the target.	
Nightmare Curse	Chimerstry	5 Auspex	4 N/A	N/A	21 Libellus Sanguinis 4	33 Conjures a personal scourge for the target.	
Prophecy	Auspex	4 Dementation	3 N/A	N/A	21 Libellus Sanguinis 4	109 Predict forthcoming events.	
Prophecy	Dementation	3 Auspex	4 N/A	N/A	21 Libellus Sanguinis 4	109 Predict forthcoming events.	
The Beast's Vigor	Animalism	3 Fortitude	3 N/A	N/A	21 Libellus Sanguinis 4	32 Transfer's wounds to animal ghoul.	Same as Beast's Vigor
The Beast's Vigor	Fortitude	3 Animalism	3 N/A	N/A	21 Libellus Sanguinis 4	32 Transfer's wounds to animal ghoul.	Same as Beast's Vigor
Vanishing	Dementation	4 Obfuscate	5 N/A	N/A	21 Libellus Sanguinis 4	111 Causes the target to enter a delirium and vanish from the world.	
Vanishing	Obfuscate	5 Dementation	4 N/A	N/A	21 Libellus Sanguinis 4	111 Causes the target to enter a delirium and vanish from the world.	
Wolf's Lament	Animalism	1 Obfuscate	2 N/A	N/A	21 Libellus Sanguinis 4	76 Communicate over distance with wolf howls.	
Wolf's Lament	Obfuscate	1 Animalism	2 N/A	N/A	21 Libellus Sanguinis 4	76 Communicate over distance with wolf howls.	
Lesser Rite of Summoning	Daimoinon	5 Presence	3 N/A	N/A	22 Devil's Due	146 Summon a lesser Demon into the world.	
Lesser Rite of Summoning	Presence	3 Daimoinon	5 N/A	N/A	22 Devil's Due	146 Summon a lesser Demon into the world.	
Anticipatory Location	Auspex	4 Obfuscate	3 Anticipatory Visage		1 23 Archons and Templars	142 Target hears things they expect from the concealed user.	
Anticipatory Location	Obfuscate	3 Auspex	4 Anticipatory Visage		1 23 Archons and Templars	142 Target hears things they expect from the concealed user.	
Anticipatory Visage	Auspex	4 Obfuscate	3 N/A	N/A	23 Archons and Templars	142 Target views the user as someone they expect	
Anticipatory Visage	Obfuscate	3 Auspex	4 N/A	N/A	23 Archons and Templars	142 Target views the user as someone they expect	
Flesh of Wind and Water	Celerity	2 Vicissitude	3 N/A	N/A	23 Archons and Templars	141 Fleshcraft faster	
Flesh of Wind and Water	Vicissitude	3 Celerity	2 N/A	N/A	23 Archons and Templars	141 Fleshcraft faster	
Instantaneous Transformation	Celerity	2 Protean	5 Obtenebration		5 23 Archons and Templars	143 Transform in a single turn.	
Instantaneous Transformation	Protean	5 Celerity	2 Obtenebration		5 23 Archons and Templars	143 Transform in a single turn.	
Instantaneous Transformation	Obtenebration	5 Celerity	2 Protean		5 23 Archons and Templars	143 Transform in a single turn.	
Iron Facade	Fortitude	1 Obfuscate	3 N/A	N/A	23 Archons and Templars	140 Conceal Wounds	Similar to Flesh Wound
Iron Facade	Obfuscate	3 Fortitude	1 N/A	N/A	23 Archons and Templars	140 Conceal Wounds	Similar to Flesh Wound
Mind's Eye	Auspex	4 Dominate	3 N/A	N/A	23 Archons and Templars	143 Experience someone's memory as if it were your own	

Mind's Eye	Dominate	3 Auspex	4 N/A	N/A	23 Archons and Templars	143	Experience someone's memory as if it were your own
Mortal Terror	Animalism	3 Presence	2 N/A	N/A	23 Archons and Templars	142	Drive Cainites into Rotschreck
Mortal Terror	Presence	2 Animalism	3 N/A	N/A	23 Archons and Templars	142	Drive Cainites into Rotschreck
Name of the Fallen	Auspex	3 Thaumaturgy	1 N/A	N/A	23 Archons and Templars	140	Identify a corpse from a part of it.
Name of the Fallen	Thaumaturgy	1 Auspex	3 N/A	N/A	23 Archons and Templars	140	Identify a corpse from a part of it.
Quicken Sight	Auspex	1 Celerity	2 N/A	N/A	23 Archons and Templars	140	See fast moving objects in detail
Quicken Sight	Celerity	2 Auspex	1 N/A	N/A	23 Archons and Templars	140	See fast moving objects in detail
Random Patterns	Auspex	2 Dementation	2 N/A	N/A	23 Archons and Templars	141	Grants Minor Pre-Cognition
Random Patterns	Dementation	2 Auspex	2 N/A	N/A	23 Archons and Templars	141	Grants Minor Pre-Cognition
Sanguinary Expulsion	Fortitude	2 Protean	3 Thaumaturgy		3 23 Archons and Templars	142	Suspend foreign blood to expel later
Sanguinary Expulsion	Protean	3 Fortitude	2 Thaumaturgy		3 23 Archons and Templars	142	Suspend foreign blood to expel later
Sanguinary Expulsion	Thaumaturgy	3 Fortitude	2 Protean		3 23 Archons and Templars	142	Suspend foreign blood to expel later
Aspect of the Beast	Animalism	3 Dominate	3 N/A	N/A	24 Guide to the Anarchs	157	Target Vampire displays a beastly mein to those around them
Aspect of the Beast	Dominate	3 Animalism	3 N/A	N/A	24 Guide to the Anarchs	157	Target Vampire displays a beastly mein to those around them
Call upon the Blood	Animalism	3 Auspex	3 N/A	N/A	24 Guide to the Anarchs	159	Detects creatures with vitae in an area
Call upon the Blood	Auspex	3 Animalism	3 N/A	N/A	24 Guide to the Anarchs	159	Detects creatures with vitae in an area
Chaos Fold	Dementation	4 Dominate	3 N/A	N/A	24 Guide to the Anarchs	159	Insert a latent derrangement into a target
Chaos Fold	Dominate	3 Dementation	4 N/A	N/A	24 Guide to the Anarchs	159	Insert a latent derrangement into a target
Give 'em Hell	Fortitude	1 Presence	3 Potence		1 24 Guide to the Anarchs	159	Embolden Allies
Give 'em Hell	Presence	3 Fortitude	1 Potence		1 24 Guide to the Anarchs	159	Embolden Allies
Give 'em Hell	Potence	1 Presence	3 Fortitude		1 24 Guide to the Anarchs	159	Embolden Allies
Guardian Vigil	Auspex	1 Celerity	1 Fortitude		1 24 Guide to the Anarchs	160	Character enters a trance of perpetual awareness
Guardian Vigil	Celerity	1 Auspex	1 Fortitude		1 24 Guide to the Anarchs	160	Character enters a trance of perpetual awareness
Guardian Vigil	Fortitude	1 Celerity	1 Auspex		1 24 Guide to the Anarchs	160	Character enters a trance of perpetual awareness
King of the Hill	Fortitude	2 Presence	2 N/A	N/A	24 Guide to the Anarchs	160	User cannot be knocked to the ground
King of the Hill	Presence	2 Fortitude	2 N/A	N/A	24 Guide to the Anarchs	160	User cannot be knocked to the ground
The Badger's Hide	Fortitude	1 Protean	4 N/A	N/A	24 Guide to the Anarchs	158	Toughens the skin.
The Badger's Hide	Protean	4 Fortitude	1 N/A	N/A	24 Guide to the Anarchs	158	Toughens the skin.
Memory Rift	Obfuscate	2 Presence	2 N/A	N/A	24 Guide to the Anarchs	160	Victim forgets the actions of the user.
Memory Rift	Presence	2 Obfuscate	2 N/A	N/A	24 Guide to the Anarchs	160	Victim forgets the actions of the user.
Retain the Quick Blood	Celerity	3 Quietus	3 N/A	N/A	24 Guide to the Anarchs	161	Blood used for Celerity returns in time.
Retain the Quick Blood	Quietus	3 Celerity	3 N/A	N/A	24 Guide to the Anarchs	161	Blood used for Celerity returns in time.
The Seventh Chinese Brother	Celerity	2 Fortitude	4 N/A	N/A	24 Guide to the Anarchs	161	Make a limb impossible to sever
The Seventh Chinese Brother	Fortitude	4 Celerity	2 N/A	N/A	24 Guide to the Anarchs	161	Make a limb impossible to sever
Smiling Jack's Trick	Dominate	3 Obfuscate	3 N/A	N/A	24 Guide to the Anarchs	161	Fool a target into thinking that someone else is the user
Smiling Jack's Trick	Obfuscate	3 Dominate	3 N/A	N/A	24 Guide to the Anarchs	161	Fool a target into thinking that someone else is the user
Suck it Up	Animalism	1 Protean	2 N/A	N/A	24 Guide to the Anarchs	162	Draw Blood into yourself.
Suck it Up	Protean	2 Animalism	1 N/A	N/A	24 Guide to the Anarchs	162	Draw Blood into yourself.
Tenebrous Veil	Obfuscate	1 Obtenebration	1 N/A	N/A	24 Guide to the Anarchs	162	Hide unseen in shadows
Tenebrous Veil	Obtenebration	1 Obfuscate	1 N/A	N/A	24 Guide to the Anarchs	162	Hide unseen in shadows
The Illness Unveiled	Auspex	2 Fortitude	7 N/A	N/A	25 Clanbook Cappadocian	41	Diagnose and cure diseases.
The Illness Unveiled	Fortitude	7 Auspex	2 N/A	N/A	25 Clanbook Cappadocian	41	Diagnose and cure diseases.
Blessed Resilience	Fortitude	8 Mortis	4 N/A	N/A	25 Clanbook Cappadocian	41	Return from Final Death
Blessed Resilience	Mortis	4 Fortitude	8 N/A	N/A	25 Clanbook Cappadocian	41	Return from Final Death
Armor of Darkness	Fortitude	2 Obtenebration	4 N/A	N/A	26 Dark Ages Companion	87	Creates a cloak out of Darkness that resists the sun and fire
Armor of Darkness	Obtenebration	4 Fortitude	2 N/A	N/A	26 Dark Ages Companion	87	Creates a cloak out of Darkness that resists the sun and fire
Body Armoury	Protean	3 Vicissitude	3 N/A	N/A	27 Guide to the Sabbat	123	Craft dangerously lethal bone weaponry
Body Armoury	Vicissitude	3 Protean	3 N/A	N/A	27 Guide to the Sabbat	123	Craft dangerously lethal bone weaponry
Body Armoury	Protean	3 Vicissitude	3 N/A	N/A	28 Vampire, The Dark Ages	173	Craft dangerously lethal bone weaponry
Body Armoury	Vicissitude	3 Protean	3 N/A	N/A	28 Vampire, The Dark Ages	173	Craft dangerously lethal bone weaponry
Psychic Double	Auspex	5 Obfuscate	3 N/A	N/A	29 Lair of the Hidden	140	Create a double of yourself in the material world while astrally travelling

Psychic Double	Obfuscate	3 Auspex	5 N/A	N/A	29 Lair of the Hidden	140	Create a double of yourself in the material world while astrally travelling	
Corpse Projection	Auspex	5 Mortis	6 N/A	N/A	29 Lair of the Hidden	140	Animate and possesses a corpse while using astral travel	
Corpse Projection	Mortis	6 Auspex	5 N/A	N/A	29 Lair of the Hidden	140	Animate and possesses a corpse while using astral travel	
Shape of all Beasts	Protean	4 Vicissitude	3 N/A	N/A	30 Mexico City by Night	114	Craft more animal forms/features to use	
Shape of all Beasts	Vicissitude	3 Protean	4 N/A	N/A	30 Mexico City by Night	114	Craft more animal forms/features to use	
Brace for Impact	Fortitude	4 Potence	2 N/A	N/A	30 Mexico City by Night	115	Resist injury from full body impacts.	
Brace for Impact	Potence	2 Fortitude	4 N/A	N/A	30 Mexico City by Night	115	Resist injury from full body impacts.	
Elemental Stoicism	Fortitude	8 Obfuscate	4 N/A	N/A	31 Guide to the Camarilla	117	Damage from Fire and Sunlight are downgraded to lethal.	
Elemental Stoicism	Obfuscate	4 Fortitude	8 N/A	N/A	31 Guide to the Camarilla	117	Damage from Fire and Sunlight are downgraded to lethal.	
Martyr's Resilience	Auspex	4 Fortitude	7 N/A	N/A	31 Guide to the Camarilla	117	User Soaks damage inflicted on a chosen target	
Martyr's Resilience	Fortitude	7 Auspex	4 N/A	N/A	31 Guide to the Camarilla	117	User Soaks damage inflicted on a chosen target	
Unassailable Parry	Auspex	3 Celerity	7 N/A	N/A	31 Guide to the Camarilla	117	Parry or Catch thrown or Shot Projectiles	
Unassailable Parry	Celerity	7 Auspex	3 N/A	N/A	31 Guide to the Camarilla	117	Parry or Catch thrown or Shot Projectiles	
I am Legion	Daimoinon	2 Obfuscate	2 N/A	N/A	32 Clanbook Baali	47	Forges a pact with a minor demon who can speak in place of the user.	
I am Legion	Obfuscate	2 Daimoinon	2 N/A	N/A	32 Clanbook Baali	47	Forges a pact with a minor demon who can speak in place of the user.	
Steal the Terrible Swiftness	Animalism	2 Fortitude	1 N/A	N/A	33 Wind from the East	70	Move at great speeds for an extended period of time.	
Steal the Terrible Swiftness	Fortitude	1 Animalism	2 N/A	N/A	33 Wind from the East	70	Move at great speeds for an extended period of time.	
Shared Strength	Animalism	3 Protean	2 N/A	N/A	33 Wind from the East	70	Enhance attributes of an animal	
Shared Strength	Protean	2 Animalism	3 N/A	N/A	33 Wind from the East	70	Enhance attributes of an animal	
Itugen's Embrace	Animalism	1 Protean	3 N/A	N/A	33 Wind from the East	71	Can Earthmeld with Child or Ghoul	Same as Shared Entombment
Itugen's Embrace	Protean	3 Animalism	1 N/A	N/A	33 Wind from the East	71	Can Earthmeld with Child or Ghoul	Same as Shared Entombment
Bear's Skin	Animalism	2 Protean	4 N/A	N/A	34 Wolves of the Sea	70	Takes on a visage similar to a bear during frenzy.	
Bear's Skin	Protean	4 Animalism	2 N/A	N/A	34 Wolves of the Sea	70	Takes on a visage similar to a bear during frenzy.	
Fenris' Talons	Fortitude	2 Protean	2 N/A	N/A	34 Wolves of the Sea	71	Can grow great claws.	
Fenris' Talons	Protean	2 Fortitude	2 N/A	N/A	34 Wolves of the Sea	71	Can grow great claws.	
Wintering	Animalism	4 Fortitude	2 N/A	N/A	34 Wolves of the Sea	71	Enter short torpor to conserve blood	Doesn't seem to match up well with modern rules.
Wintering	Fortitude	2 Animalism	4 N/A	N/A	34 Wolves of the Sea	71	Enter short torpor to conserve blood	Doesn't seem to match up well with modern rules.