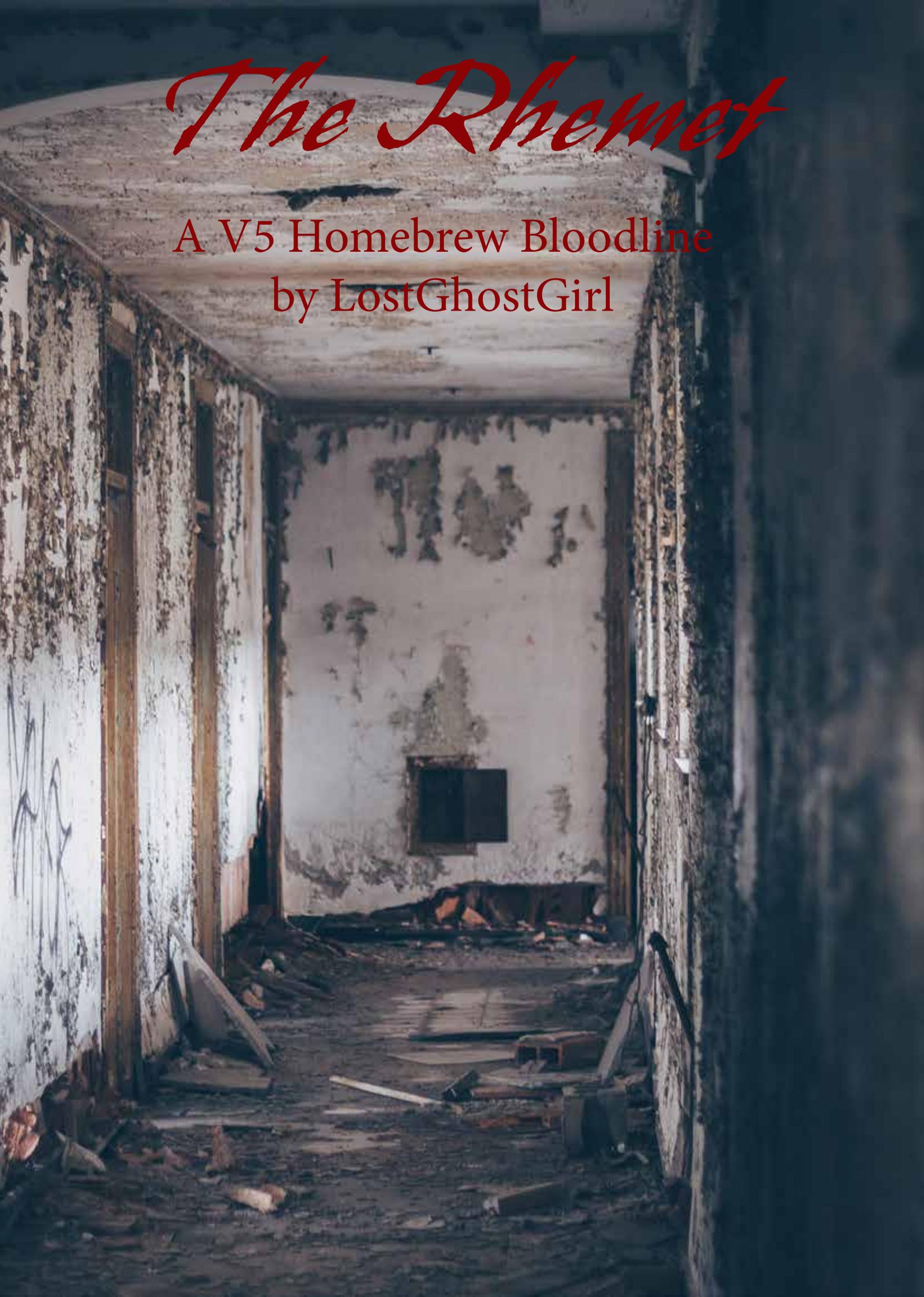


The Rhemet

A V5 Homebrew Bloodline
by LostGhostGirl



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Rhemet



Torturers

Punishers

Sadists

Festers

The Mockery

*“Laugh at the face of the world.
Always wanting, never having.”*

Appearances!



The Rhemet

To the Rhemet, the world is full of injustices. This can be anything from the bigot that actively tries to destroy LGBT rights to the police officer that kills an unarmed man. The Rhemet have always been able to see what is wrong with the world, but instead of trying to do something about it, they laugh. Attempting to point out the hypocrisy by way of pointed remarks and use of vampiric disciplines.

When the Rhemet use Presence it manifests as a strange attraction. Like something so horrible that you can't look away from it. This suits them just fine. They like the uncanny valley most of them fall into.

Who are the Rhemet?

The Rhemet are a bloodline of mockery with the Tremere being their favorite targets. That is why their name is a devious derivation of Tremere. Whispers in the dark tell of the Tremere going on a propaganda campaign against the Salubri. The Rhemet know this and find it infuriating. They now plot in the shadows to bring the Tremere down.

The Rhemet are the backup for the Tremere, nothing more than another target for them to wage another propaganda spree against. The Rhemet know this, but they have a plan. While no organization speaks for the Rhemet as a whole, each Rhemet is informed of this eventuality after their embrace and they all laugh at it. It's not long until a Rhemet has some sort of plan of how to turn the propaganda against the Tremere, and some plans are already in motion as we speak. The Rhemet will have the last laugh, or so they say.

Why would the Tremere care about some small bloodline? Some people say the Rhemet Founder is the ones responsible for the collapse of the pyramid because of their hatred of the Tremere. She was the one who sent the SI to Vienna, but that's just myth, right? Surely a single person couldn't possibly have grown so powerful as to destroy the Pyramid, right? Well, only the Rhemet know for sure and they aren't the kind to give those kinds of secrets out so openly.

Bane: Strangeness

Due to the strange powers employed by the Rhemet, they have a naturally strange aura about them that one cannot quite place. This aura is so strong that kine can pick up on it. Rhemet naturally take a penalty equal to their bane severity to social rolls involving mortals.



Compulsion: Mockery

Due to the Rhemet's view of the world, their beasts tempt them to call out the injustices in the world by using cruel irony to their advantage. Any action not taken to mock some perceived injustice is taken at a two-dice penalty. This compulsion persists until the scene ends or the user has made an ironic mockery of the person perpetrating the injustice.

Bloodline Coterie Merit



- The Truth Hurts

The Rhemet have a unique way with words. Once per story, when their clan compulsion is activated their mockery deals one superficial willpower damage as the truth they reveal hurts their target.



Rhemet Archetypes



The Comedian



This Rhemet spent their mortal life as some sort of comedian. This influences their view on the world and how willing they are to point out hypocrisy through their jokes and tricks.



The Renegade



This Rhemet spent their mortal life running from the law. They typically would have some sort of criminal connection and a penchant for pointing out the hypocrisy by way of criminal violence. This made them a perfect candidate for the Rhemet.



The Demolitionist



While other Rhemet use straight up jokes or actions to point at the woes of the world these Rhemet take the “watch the world burn” approach. Typically very disruptive and prone to violence, these Rhemet are playing with fire constantly.

Disciplines:

Blood Sorcery: Blood Sorcery is the main feature of the Rhemet though they call it Hematokinesis. They use this to manipulate their own blood and the blood of others. This can lead to devastating results such as Diablarie from a distance.



Protean: The Rhemet use protean to extend their use of Hemotokinesis to master their own form and see the injustices more clearly. Protean can also be used to taunt those who harm animals by destroying them with feral weapons. Protean can also be used to see the hypocrisy hidden in the dark with eyes of the beast.



Fortitude: The Rhemet use fortitude because they can not only dish out the pain, but can take it due to their on-and-off skirmishes with various chantries. Only those with a thick hide can handle the ridicule of their parent clan.



New Blood Sorcery Powers



Level 1

Crimson Coalescence

The kindred, after spilling some of its own vitae, is able to create a small ball of blood that it can manipulate in the air. This ball could be used as a projectile weapon or could be used to attempt to drown a mortal victim.

Cost: 1 rouse

Dice Pools: Dexterity + Blood Sorcery vs Dexterity + Athletics

System: The kindred spends one turn draining their own vitae from their body and then turning it into a floating ball of blood. This ball could either be used as a projectile that deals superficial damage equal to the users Blood Sorcery Level + 2 on a successful Dexterity + Blood Sorcery vs Dexterity + Athletics contest. The ball could also be used to drown mortal victims by enveloping their face with the ball of vitae. This would prevent oxygen from entering the mortal and potentially suffocating them after 3 turns of sustained suffocation. The kindred may not do anything else, but control the ball if it is being used in this manor. The mortal may, once per turn, attempt to get the blood off of their face by rolling a successful strength + athletics check at difficulty 3.

Level 2

Devious Derivation

At this point their manipulation of blood is starting to extend to other beings. The user, after focusing on the target for one turn, may make movement harder for the target as the blood attempts to resist the opponent's movement.

Cost: 1 rouse

Dice Pools: Resolve + Blood Sorcery vs the targets Stamina + Resolve

System: The user spends one turn focusing on the target.

During this turn, the caster makes a Resolve + Blood Sorcery vs the targets Stamina + Resolve contest. On a success, the target has a penalty equal to half of the users Blood Sorcery rounded up to any attack dice pool from here until the scene ends or the user ends the ability. This power may not be stacked upon itself. On a failure, this power may not be attempted again for this scene on the same victim.

Duration: One scene.

Sweeten the Deal

The Kindred's knowledge of blood sorcery extends even in their vitae. This allows Ghouls to unlock secrets in their now mixed blood.

Cost: two rouse checks (one for ghouling, one for the power)

System: Any ghouls created by a kindred using this power are able to assess one level one Blood Sorcery Ritual. This does not apply to ghouls already created before this power was learned. The rules four Rousing the blood as a ghouling can be found in the V5 Companion p. 54

Level 3

Turn the Tides

Prerequisite: Crimson coalescence

Waste not a single drop of blood when it could be used to your advantage. This power allows the user to call on pools or puddles of blood whether it be split in battle, used in a ritual, or even blood in a goblet to create small weapons to be thrown.

Cost: 1-3 Rouse checks

Dice Pools: Dexterity + Athletics

System: The vampire spends a whole turn focusing on the blood around them. The Story Teller determines how much blood is around the user. During this time, they shape the blood into a maximum of three small weapons, determined by how many rouses they make, which are then sent at the target. The target must succeed Dexterity + Athletics rolls at Difficulty 3 equal to the amount of weapons being thrown at the target. This does activate the dodging rules found in V5 corebook p 125. If hit, the weapons do the casters Blood potency in superficial damage each.

Level 5

Blood Stake

Prerequisite power: Turn the Tides

This kindred has mastery over blood and vitae and not just that of their own. This power allows for the kindred to pull blood directly out of the victim's chest, before hardening the blood into a giant stake and impaling the victim with it. This stake lasts until the user dispels it or places a real stake into the heart of the victim.

System: The kindred focuses for two turns. During the first turn the user must win a Blood Sorcery + Resolve vs Resolve + Stamina contest. On a win the blood of the victim is pulled from them and hardened into a stake. This causes the victim 2 aggravated damage. Then, on the second turn the victim must make a Dex + Athletics roll against the users Dexterity + Blood Sorcery. If the victim fails, the user stakes the victim with their own hardened blood. If the victim succeeds they take an additional superficial damage as the stake impales them, but misses the heart. On a failure the blood stake then turns into normal blood after impalement. On a success the blood stake remains until either the user dispels it or they stake the victim with another stake.

Duration: Until dispelled, a failure, or until a real stake is driven through the heart of the victim

Extend the Veins

Prerequisite: Theft of Vitae

Amalgam: Protean 3

A favorite among the few Sabbat that know Hematokinesis, this power allows the user to extend the veins from ones own body and connect them to the veins of another. This can be used to feed, diablize, and even cause damage from afar.

Though the sight of Veins shooting out from someone is a clear masquerade breach, this can be tempting to the entrepreneurial diablizer.

Cost: One rouse check

System: The user, using their mastery of their own form, rips some of their veins from their proper place and use it

to shoot into the body of a victim up to eight feet away from them. As the veins are approaching, the victim may make a strength + brawl difficulty 5 to catch the veins, applying a shock of pain to the user equivalent to two superficial damage (four superficial damage unhalved). If successful, the power allows the user to drain blood or vitae from the victim at a rate 1 dot per turn. The victim may make the Strength + brawl roll at difficulty 4 for every turn this power continues. If the victim breaks free of the power, they take one aggravated damage as they rip the new veins from their body at which point the veins retreat back into the user. This power may not be used to pick up objects or people, but just to connect the veins of the user to the victims. This power does not allow for a blood bond to form.

Duration: One scene, until dispelled, or until the victim saves themselves.



New Blood Sorcery Ritual



Level 5

Ichor's Betrayal

This dark power is rightly feared by many that know of it. It allows the caster to puppet their victim as if they were in their own body. This is done through the manipulation of the victims blood at

a distance.

Ingredients: A vial of the victim's Blood/vitae.

Process: After mixing your own blood with that of your victims and then drinking the concoction. The concoction does not slake any hunger. You focus on the mental image of your victim and the emotions you feel towards them. You also concentrate on sensing the victims surroundings via their blood.

System: A successful ritual allows total control of the victims body from a distance. The victim does not have to be looking at you nor do they even have to be aware of your presence or even in your vicinity. Though you lose awareness of your body's surroundings you gain the ability to experience the world through the body of your victim using their own vitae as conduit for this. You may make the victim do whatever you wish even if it leads to their harm or final death. While in this state you may not use any disciplines. All physical dice pools are done with that of the victims and mental/social of your own. If your victim does die you will return to your body. On a failure this may not be attempted again for one story on this specific victim.

Duration: One scene





Become the Mockery:

With this homebrew bloodline you can become a mockery of the Tremere and of Kindred society as a whole. Discover new Blood Sorcery Powers and a ritual in this document and learn about the Rhemet!

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MAGIC CITY *by Night*: A GUIDE TO BIRMINGHAM, ALABAMA

Have you ever wondered Kindred society is like in Birmingham? This will give a brief history of the city, both mortal and Kindred, cover potential plotlines for Storytellers to follow, give descriptions of influential Kindred, and more! This will be set in V20 as to comply with Storyteller's Vault's rules.