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Nosferatu vampire the masquerade appearance

Clan Status - Camarilla Nosferatu is the least common of all clans. They look like wildlife. Their smell and appearance are rebellious - one can even say bizarre. Long ears, onions, rough skin skulls covered with buns, and elongated faces splotched with disgusting warts and lumps are among their less nauseating features. After Nosferatu was accepted, they underwent a particularly painful period of transformation. Over a period of several weeks, they slowly switched from their life-and-death shape to their Nosferatu visages. Initially, the child can have fun in their newly discovered powers, but soon the pain and changes will begin. The psychological trauma of becoming such a heinous monster is often more painful than physical symptoms. Nosferatu often embraces mortals who are twisted one way or another: emotionally, physically, mentally or intellectually. They consider Embrace too terrible to best give to any worthwhile human being. With the change to vampires, Nosferatu hopes to somehow redeem the mortals, to give them a second chance. It is surprising how often it works. Beneath the grim exterior, Nosferatu is realistic and surprisingly sane. It is said that they reed in being filthy and disgusting and do very little to make themselves look better (not that there are so many things they can do). Indeed, they are having fun between their squalor, especially when others are forced to enter their fields. They are known to be grumpy and lewd people, and cannot be trusted to conform to the standards of civilized society. Although their Obfuscate Discipline allowed Nosferatu to go through mortality, they could not interact with it. So they have to live apart. Habits that develop from such existence extend even to their interaction with other vampires. They avoid all contact, prefer their own solitary existence to the chaos of interacting with others. Although Nosferatu may not be friends with other vampires, they are still surprisingly aware of the city's problems. They support tactics such as listening to the conversations of other vampires hiding, and Nosferatu is even known to sneak into the prince's hideout to uncover his deepest secrets. Anyone who wants to know any information about the city or its immortal residents just speak to Nosferatu. Nosferatu kept in touch with each other, and developed a unique culture in kindred. They play together with the most complex courtesy and lightness. They share the information they collect with each other, and as a result are probably kindred's best information. Nickname - Sewer Rats Appearance - The changes that the curse has wrought when members of this clan are the most dominant of any line They sport their big fangs, they are rough and wrinkled, and they usually have no hair (except in all the wrong places). Haven - Nosferatu usually lives underground, either in dank cellars or in city sewerage. When they live on the ground, they often abandon their homes or cemeteries. Context – They tend to choose their fledgling from castoffs and failures of society: the homeless, the mentally ill and hopelessly antisocial. Character creation – Most Nosferatu have lower-level concepts, and tend to have strong contrasts between their Nature and Attitude. Physical attributes are the main, as well as talented. Clan Disciplines - Animalism, Obfuscate, Potence Weaknesses - Nosferatu are so ugly that they have a no-nos appearance. Simply pass the entire property out of the character table. Nosferatu fails any action related to their appearance (they are really hideous). Organization - They tend to look out for themselves and mingle little with others. They unite in spirit, with an established network, but almost never have formal clan meetings of any kind. Example of Psychological Nosferatu I'm not looking for trouble, but if it comes, I hide from it. That's right, beautiful boy. You can call me chicken, but I've known a lot of Kindred over the years who have been smart just a few seconds too late. It's not like we can't die, it's just that it doesn't come naturally anymore. In Vampire the Masquerade, the book says that a vampire does not age and is clinically dead. The child vulnerability is also stated as follows: You are a small child (from five to 10 years old) at the time of your Embrace, leaving your physical attributes underdeveloped and making it difficult to interact with some aspects of earthly society. In my team, we had discussions on this topic and explained these statements in the following way: A vampire wakes up every evening looking like he did when he was accepted. What I want to know is: are there any sources that support or resent this explanation? Come on, boy, how's a kiss? We have to go. Whazza problem? Is the ill-fated thug scared now? Don't you like being a victim? Well, get used to it because you don't see half of it! Caine's childer is called The Damned, and no vampire incarnates this fuller wretches of Clan Nosferatu. While other vampires still look human and can travel in mortality, Nosferatu is twisted and deformed by the curse of vampires. Kindred another says the shudderingly of Caine puts a sign on the entire clan for the bizarre actions of its founder Antediluvian. As such, Nosferatu finds himself disgusted and ostracized by caine's other children, who consider them disgusting and only interact with them when they have to. After Embrace, Nosferatu childer must such a painful transformation as, in the They turn from humans into hideous monsters. The horror of physical transfer often creates an accompanying psychological trauma. Unable to walk between kines, Nosferatu had to live in underground sewers and catacombs forever afterwards. Nosferatu often chooses physically or emotionally twisted mortals for Embrace, seen in the curse of vampires as a redeemable medium for mortals. Amazingly, there seems to be some merit to this belief. Many Nosferatu are surprisingly levelheaded and realistic, avoiding the obsessions, fits and rages of their fairer brothers. Not that this makes rats particularly pleasant to be around; Indeed, some Nosferatu come to delight in their shock and horror appearance that inspires others. Nosferatu are outstanding par survivors. Few creatures, mortality or vampires, know the back alleys of a city and dark corners like Nosferatu. In addition, Nosferatu was proficient in stealth and eavesdropping; they make a point of keeping up with current gossip and issues, not merely for fun, but for survival. Information brokers without peer, they can order high prices for their knowledge. Using their obfuscate discipline, Nosferatu makes a point of listening to other people's conversations from hiding, or sitting in secret meetings. If a Kindred wants to learn about the doings and denizens of the city, she would do well to consult nosferatu. Finally, the millennium of shared distortion and abuse has fostered strong bonds among monsters. Nosferatu abandoned the common quarrels and hatreds for other clans, preferring to work together. They treat each other with meticulous courtesy and the freedom to share information with each other. To mess with a Nosferatu is to mess with it all – and that can get messy really... Nickname: Sewer RatsSect: Surprisingly, the family generally belongs to Camarilla, despite the obvious difficulties with maintaining Masquerade. Perhaps they appreciate the safety of their members; perhaps they simply wanted other clans within observed distance. However, a reasonable number of Nosferatu are in Sabbat or simply consider themselves autarkis (no denomination). Appearance: Nosferatu doesn't look exactly the same, but it's all hideous. Gaping fang filled with maws, recolors, tumors, holes in place of the nose, ear-like bats, bald head slopes, twisted spines, claws, hidden wrinkles, pustulent sores and membraned fingers are just a few deformities that can be possessed by Nosferatu. An existence in sewers and catacombs tends to ensure that most Nosferatu smell as good as they look. Haven: Their deformation forces most Nosferatu to take shelter away from the eyes of mortals, in cemeteries, abandoned warehouses and cellars. In cities entire herd of Nosferatu lair in sewers and subways. These kingdoms, especially older kingdoms, are often much wider than or Kindred awareness - underground labyrinths stretch deep into the darkness and are protected by giant demons. Even the princes treated the Kingdom of Nosferatu with caution. Background: Nosferatu choose their descendants from social castoffs: derelicts, mental illness and antisocial hopelessness. Occasionally, a vindictive Nosferatu chooses beautiful, vain life and death, then sees gleefully as the curse takes hold. Character creation: Nosferatu can often come from lonely mental attributes, outsiders or drifting people are often the main (Society is different from college!). Stealth is highly rated in the clan. While Survival allows a Rat Sewer to find shelter in the blighted areas Nosferatu favors. Nosferatu occasionally took his subordinates as vampire animals, or even one or two human allies, but Backgrounds rarely prevailed in the clan. Clan Disciplines: Animalism, Obfuscate, PotenceWeaknesses: As mentioned, Nosferatu is completely disliked–some to consider. All Nosferatu have an Appearance rating of 0 - surpassing the automatic dot right from the character table. Nor do many of them improve appear with experience points. Most social actions based on the first impression, except intimidation and the like, do not automatically fail. Organization: While Nosferatu does not have rigid protocols that mark clans such as Tremere and Ventrue, their general distortion creates a special clan unity. Shunned and reviled by other creatures, Nosferatu sticks together out of equal necessity and loneliness. Bloodlines: Like many other clans, Nosferatu has an antitribu analogy in Sabbat, although this branch does not differ much from the ruck and run of clans saved in ideology. Descendants of some sires sometimes carry signature deformities, but are little different in any significant fashion. StereotypedAssamite: This is bad. This is straightforward, bad. Roll around in sewage; maybe they won't want to bite you. Brujah: They talk a lot about equality and equality and other, but they flinch like the rest. Set followers: What do they have that we need? Money? Hah. Fancy clothes? Hah. A comfortable apartment? Hah. Lovers?!? Hah!!! It is impossible to spoil what was filthy, garden slugs. Gangrel: They understand - more than others, to what extent. We don't talk much, and silence speaks volumes. Giovanni: Did you know that smell that comes out of my skin after a good rain? It was Giovanni I met that came from within. I smelled it inging from her mouth when she sucked me about the partnership. Lasombra: That is, mean bastards. I can't even believe in the darkness when you're near them. They won't come down first or easy, I'll tell you that now. Malkavian: There is an unpleasant smell on the wind, and it is not us. Let's observe observe what they do. When you can't see them anymore, run or hide. Ravnos: Easily fired. Way, way too easily dismissed. I started to think we might have done bad, bad mistakes here ... Toreador: These pusbags definitely make themselves easy to take, don't they? Tremere: Do you really think abracadabras and newt's eyes will allow you to dive at the deep end of your Jyhad? Idiots. Having fun in Hell.Tzimisce: In theory, I can appreciate their over-the-side as monsters through and through. Humble, in a way. In fact, they're goddamn bitches, and I hate them. Ventrue: Little Lord Fauntleroy sat on the throne, Little Lord Fauntleroy died there alone. Kicked or kicked, Lickboy. I know which one I'm going to do. Come down here and order me again, Mr. Prince. yes.

I don't think so. Sabbat: Do they really think what they do is liberating? Liberation?

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