

Once the effect wears off, any blood over the character's blood pool maximum dilutes, leaving the character at his regular blood pool maximum.

**** *Thirst of Vitae*

A thaumaturge using this power siphons vitae from her subject. She need never come in contact with the subject - blood

literally streams out in a physical torrent from the subject to the Kindred (though it is often mystically absorbed and need not enter through the mouth).

System: The number of successes determines how many blood points the Tremere transfers from the subject. The subject must be visible to the thaumaturge and within 50 feet. Using this power is like drinking from the subject - used three times on the same Kindred, it creates a blood bond on the part of the thaumaturge! This power is obviously quite spectacular and a massive breach of the Masquerade if used in public.

***** *Cauldron of Blood*

A thaumaturge using this power boils her subject's blood in his veins like water on a stove. The Kindred must touch her subject, and it is this contact that simmers the subject's blood. This power is always fatal to mortals, and causes great damage to even the mightiest vampires.

System: The number of successes gained determines how many blood points are brought to boil. The subject suffers one health level of aggravated damage for each point boiled (individuals with Fortitude may soak this damage using only their Fortitude dice). A single success kills any mortal, though some ghouls are said to have survived.