



Dark Fate

(5pt Flaw) You are doomed to experience Final Death, or worse, suffer eternal agony. No matter what you do, you cannot avoid this terrible fate. At some point during the chronicle, your Dark Fate will come upon you. Even more ghastly is the fact that you occasionally have visions of this fate, and the malaise these images inspire requires an expenditure of a temporary Willpower point to avoid, or else you lose a die from all of your actions for the remainder of the night. It is up to the Storyteller to determine the exact nature of this fate, and when it will occur. This is a difficult Flaw to role play; ironically, though it may seem as though it removes free will, the knowledge of one's death can be quite liberating.

Light-Sensitive

(5pt Flaw) You are even more sensitive to sunlight than other vampires are. Sunlight causes double normal damage, and the light of the moon can cause lethal damage in a manner similar to the sun, though it must shine directly upon you. Even bright lights hurt your eyes, requiring the use of sunglasses. (Mehkets cannot take this as they would have to be total Darkness 24/7)