

Merit	Description	Cost	Category
Danger Sense	You have a 6th sense for danger	3	Supernatural
Clan Friendship	You are deemed worthy in the eyes of another clan	4	Social
Ties	You have strong ties to a certain group	3	Mortal World
Calm Heart	Less likely to frenzy	3	Mental
Inoffensive to Animals	Animals don't fear you	1	Supernatural
Spirit Mentor	You have a companion wraith	3	Supernatural
Prestigious Sire	Your sire is someone to be proud off	1	Kindred World
Computer Aptitude	You work wonders with computers	2	Aptitudes
Medium	You can see and talk to spirits and ghosts	2	Supernatural
Eat food	You can keep mortal food and drink down long enough to fake being human	1	Physical
Acute Sense	One of your senses is super sensitive	1	Physical
Blackmail	You have blackmail information on a powerful mortal	3	Mortal World
Inspirational	Lowers difficulties for getting your way with people	2	Social
Landed knight	You have a title and ancestral lands	5	Mortal World
Venus Blessing	People find you very attractive	2	Social
Paragon	Ventru Only, you can have 1 more background dot than normal during generation	3	Kindred World
Exceptional attribute	One of your attributes can go one dot higher than usual	3	Supernatural
Blush of Health	You look mortal and are only slight cool to the touch	2	Physical
Ambidextrous	You can use either hand equally well	1	Aptitudes
Financial Aptitude	You are especially good at dealing with money	2	Aptitudes
Mechanical Aptitude	Anything mechanical seems to work for you	2	Aptitudes
Natural Linguist	You find it easy to learn new languages	1	Aptitudes
Catlike Balance	You are skilled at keeping your balance	1	Aptitudes
Code of Honour	You have a code of Honour that you follow	1	Mental
Common Sense	You have a large dose of common sense. Consult the storytellers on downtime actions	1	Mental
Concentration	When you need to you can ignore any distraction by attempting to concentrate	1	Mental
Crack Driver	You are a genius behind the wheel of a car	1	Aptitudes
Electrical/Electronic Aptitude	You are especially good with electrical and electronic items	2	Aptitudes
Good Reputation	You are well known amongst mortals	1	Mortal World
Light Sleeper	Even in the deepest slumber of the day, you seem to wake at sunset	2	Mental
Time Sense	You always know what time it is	1	Mental
Weather Sense	You know when there's a storm coming in	1	Aptitudes
Occult Library	You have a large collection of Occult Books	2	Supernatural

Efficient Digestion	For each 2 blood points you drink you get 3 points of value	3	Physical
Gifted	The difficulty of all creativity rolls is reduced	3	Mental
Boon	Someone outside the city owes you a favour (1-3)	3	Kindred World
Iron Will	Your will is indomitable	5	Mental
Lucky	Blessed with good fortune	3	Supernatural
Alternate Identity	You have another life as a member of another sect, group or person	3	Social
False Reflection	Mask of 1000 Faces also affects cameras (Nosferatu only)	3	Supernatural
Library	You have an extensive library (excludes Occult books)	1	Mortal World
Oracular Ability	You see and interpret signs and omens	3	Supernatural
Sanctity	You have an aura of innocence	2	Social
Introspection	You have keen insight	1	Mental
Deceptive Aura	Your aura registers as mortal	1	Supernatural
Oracular Ability	Interpret signs and omens	3	Supernatural
Sabbat Survivor	Lived through an attack	1	Social
Open Road	Move between locations without incident	2	Social
Protege	Known for being a protege of your sire	1	Social
Enchanting Voice	Your voice makes an impression	2	Physical
Bruiser	Thug-like appearance	1	Physical
Language	Speak a language in addition to your native one	1	Mental
Early Riser	You need less sleep	1	Physical
Natural Leader	Others often defer to your natural magnetism	2	Social
True Love	Your true love gives you strength	4	Supernatural
Coldly Logical	Feelings do not cloud your thoughts	1	Mental
Scholar of Enemies	You understand much about the Sabbat	2	Social
Magic Resistance	Resistant to magic rituals, spells and disciplines	3	Supernatural
Immaculate Aura	Your aura does not give away your insanity (Malk only)	1	Supernatural
Unbondable	You are immune to being blood bonded.	5	Supernatural
Hidden Diablerie	The tell-tale black streaks of diablerie do not manifest in your aura.	3	Supernatural
Former Ghoul	You were a ghoul before being sired	1	Social