

# QUIMEIRISMO

Chimerstry gives the Ravnos control over illusions. Where the power comes from is anyone's guess. Many Ravnos attribute it to the self-enlightened state of seeing past the maya of the world. Yet, even those that do not believe in the illusions of reality can easily manipulate illusions. Some European Ravnos believe that the power comes from their founder drinking the blood of fairies, but the veracity of that claim is as ephemeral as the illusions the power controls. Regardless of the truth, the Charlatans use Chimerstry as a potent tool in dealing with the world around them.

The Discipline allows the Ravnos to shape reality to his own vision and will, creating realistic illusions and phantasms to confuse the senses or trick the minds of his victims. Mortals and vampires alike fall prey to these illusions unless the vampire is proficient in Auspex, activates it and is able to beat the Ravnos at its own game (Clash of wills). Victims of Chimerstry can see through the illusions if they can "prove" the illusion's falsehood (e.g. a person who attempts to lean against an illusionary wall and passes through will no longer see the wall at all), and incredible illusions (e.g. monsters rising from the sea, or flying horses) give a chance for the victim to realize their falsehood with a reflexive roll of Wits + Composure. The more creative and based on reality the illusion is, the harder for the victims to see through it (the victim might get a penalty on the roll).

## • Ignis Fatuus

The vampire can create static illusions that affect any or all of the senses. He could create the illusion of a bladed weapon that feels hard to the touch, or a soft flower that gives off a sweet perfume. These are just illusions, and a sword will pass right through someone if thrust. An image created in this way can be completely stationary, or it can move naturally as an item can be carried by a person or a sword will look to be hitched to the sword belt.

**System:** The player spends one blood point and an Instant Action to create the illusion. He must choose at the time of creation if the illusion is completely stationary or if it is tied to a person, place, or animal and will remain that way for its duration.

The vampire can create illusions in an area of roughly 7 cubic meters per dot the vampire has in Chimerstry, and the vampire must be able to sense the area in which he creates the illusion.

The illusion remains until the vampire chooses to end the illusion or until he stops sensing the illusion for at least 5 minutes

- The vampire could make himself or another person have a different face, it would be static so not a lot convincing upon close inspection (a hood, a mask, etc would be better)
- The vampire while fleeing from pursuers could turn a cover and create an illusion of wooden boxes or barrels totally conceiving himself, and pray the pursuers won't try to inspect it. Or even better, he could create an illusion of a wall on a corridor, making so the pursuers might just follow a straight path (if they don't know the place really well)
- The vampire could create an illusion of lots of bad smelling trash, to make people avoid a specific area where he might be hiding something
- The vampire could create a loud sound like church bells, or werewolves howling coming from a point where he can see, to try and scare or confuse his enemies.

## •• Phantasm

Phantasm allows the vampire to give motion to an illusion created with Ignis Fatuus. Thus the user can create images of a roaring fire, a living moving being, or even a flag fluttering in the wind.

**System:** After creating an illusion with Ignis Fatuus, spend one blood point to make the illusion move. As long as the vampire concentrates on the illusion, he can make it move in any way he wishes, within reason. He can make an illusion of a person appear to move and talk as though she was real, or he can make the illusion of a sparkling ballroom with billowing drapes and flickering candelabras. If the vampire wishes to take any complicated action besides maintaining the illusion, he must first succeed on a Resolve + Composure roll. If the roll fails, the illusion will dissipate completely.

Once the creator stops concentrating on the illusion, it can continue in simple repetitive motions that could be described in a simple sentence, such as a horse nervously pawing at the ground. After that, the illusion cannot be controlled by the creator. He can allow it to move as he last directed, or dispel it as with Ignis Fatuus.

- The vampire could make an illusion of something falling on his enemies, so they might throw themselves to the ground
- Or he could pretend he has earth powers and raise a huge wall out of an earthen ground, that would obscure vision and the enemies might need to run around the wall.

- A breath of flames might disturb and even blind them for a moment
- Ropes or shackles might root his enemies for a while
- Buckets, barrels, sacks or other kind of clothes might fall on their heads, blinding them from a moment

## ••• Permanency

Like Phantasm, this power is also used in conjunction with Ignis Fatuus. It extends the duration of the illusion indefinitely, even when the vampire is not around to maintain it. In this way, the Ravnos could create elaborate illusions of stately affairs with guests and dancing in a small run down building, without even having to be there to witness his victim's impressions.

**System:** The player spends one blood point to make the illusion permanent until dismissed (this includes illusions "programmed" with Phantasm).

## •••• Fast Thinker

At this level, the vampire is able to use any power between first and third level as a reflexive action, even outside his turn. To do this the Ravnos must spend one Willpower Point and use one or more powers in combination to create a single illusion. Doing this allows the vampire to pull incredible maneuvers like, If a mortal is about to shoot him and some allies nearby, the Ravnos could make a wall rise from the floor, making it incredible hard for the mortal to aim it, and maybe even making the next mortals not wanting to shoot through the wall (they might not have realised that's a illusion).

If the Ravnos is trying to interrupt a vampire with celerity, a Clash of wills will be needed.

## ••••• Horrid Reality

The vampire now has the ability to refine her tricks into very realistic pervasive illusions that affect only one person. The illusion is so real that the victim believes completely in its reality, even to the point of taking damage from it. As such, an illusionary wall would prevent a victim's escape and an illusionary fire would burn a victim. This power usually only affects one person, but everyone can see the illusion he suffers from. Other people may attempt to convince the victim that the illusion is not real, though he has a hard time believing them. A victim with Auspex can still attempt to Clash of Wills.

**System:** A Horrid Reality illusion costs one Willpower and two blood points to create and lasts for an entire scene. The player must declare a victim when the illusion is created. If the user is attempting to injure her victim, her player rolls Manipulation + Subterfuge + Quimeirismo vs Wits + Composure. Each success inflicts one health level of lethal damage on the victim that cannot be soaked by any means, save for a power that would soak psychic damage (resilience can't). Every turn thereafter the Ravnos can spend an Instant Action to cause damage again on the victim.

It is possible to affect multiple targets if they are close to each other, the Ravnos only has to spend 1 more Blood point per target on the time of casting. Also, it is possible to make an affecting illusion jump to a new target who gets too close. So if the ravnos conjured a insect swarm on target A, and on the next turn when he decides to deal damage again, if target A is very close to target B, by spending the Blood point, target B could also be affected. Just keep in mind to make your illusions as real as possible, so they get less chance to try and

If the user wishes to do less damage or bashing damage, she can declare a maximum amount of damage or the type of damage before rolling dice. Secondary effects (such as frenzy rolls for illusory fire) may also occur.

The victim can escape the terror of the Horrid Reality if he can be convinced the illusion is not real. This requires a contested roll of Presence + Empathy roll vs Manipulation + Subterfuge of the vampire using Horrid Reality. If the target is convinced the illusion is not real, the terror of the illusion no longer affects him. Illusory walls no longer stop him, and all damage is healed. If the target took damage from an attack due to Horrid Reality, he must be convinced of its illusory nature within 2 hours of the attack. Otherwise, it becomes too well established in his mind and he must heal it with blood (if a vampire), or over time (if mortal).