

Core Traits

When a vampire wants to fast-talk their way out of an inquisitorial interrogation, subdue the pack of hounds sent after them by a hostile Sheriff, or dig their way through an abandoned Tremere library, they use both their natural Attributes and learned Skills in an attempt to succeed. Even when lacking any special training, a vampire can use their innate Physical, Social, or Mental traits to attempt the task at hand.

Attribute and Skill ratings range from 1 (poor) through 2 (average) to 5 (peak ability), although ratings of 0 are possible. In an Attribute, 0 indicates actual debility; in a Skill, 0 merely signifies no specific training or experience. A Skill of 3 might indicate significant experience, a Skill of 4 means an expert level; someone with Skill 5 is likely the best in the city or even in the nation. Most people get by perfectly well with 2 in their main Skill.

Physical Attributes

Physical Attributes measure a character's general strength, agility, and stamina. Due to the vagaries of the Blood, strong, quick, or tough vampires need not look muscle-bound, graceful, or meaty. Some of the most lethal Kindred appear most deceptively weak and slow.

Strength

Strength governs how big a mortal you can lift, how hard you can hit them, and how much force you can push your dead body to exert.

(The rough amount you can deadlift without an Attribute test appears in parentheses below.)

- You can easily crush a beer can. (20 kg: a Christmas tree, a stop sign)
- You are physically average. (45 kg: a toilet)
- You might be able to break open a wooden door. (115 kg: a large human, an empty coffin, a refrigerator)
- You are a prime physical specimen, likely with very visible musculature. (180 kg: a full coffin, an empty dumpster)
- You are a true powerhouse and can likely break open a metal fire door, tear open a chain-link fence, or snap open a chained gate. (250 kg: a motorcycle, a piano)

Dexterity

Dexterity governs your agility and grace, how swiftly you dodge that stake to your heart, and how much fine motor control you possess when up against the clock.

- You can run, but balance and dodging are a challenge.
- Your sprint is solid, and sometimes you appear graceful.

- Your agility is impressive, and your coordination is as good as any trained amateur.
- You could excel at acrobatics and move in a way few humans can.
- Your movements are liquid and hypnotic – almost super-human.

Stamina

Your physical resistance: Stamina absorbs physical harm, such as a speeding bullet or a hunter's blade, and lets you persevere through hazards and arduous effort.

Your Stamina + 3 equals your Health.

- Even lesser exertions make you winded.
- You can take a beating, but consider suing for peace.
- Several days of hard hiking with a backpack is no problem for you.
- You could win a marathon or take copious amounts of pain, at least physically.
- Even if you were a mortal, you'd never break a sweat.

Social Attributes

As manipulative creatures, Kindred use humans as building blocks in their power structure, in addition to using them as food and

fuel. Social Attributes determine first impressions; the character's ability to charm, inspire, and motivate people; and the nature of their interactions with others.

Charisma

Charisma measures your natural charm, grace, and sex appeal. If you have it, it draws people to you, making feeding a hell of a lot easier. Charisma doesn't depend on good looks, which are their own Merit (See Looks, p. 179).

- You can speak clearly, though few people tend to listen.
- Generally likeable despite your undead nature, you may even have friends.
- People trust you implicitly, and you easily make friends.
- You possess significant personal magnetism and draw followers like flies.
- You could lead a city in rebellion, if you so choose.

Manipulation

Manipulation is your ability to twist others to your point of view, lie convincingly, and walk away after duping a mark without anyone being any the wiser.

- As long as you stay honest, you can convince people to do what you want.
- Your ability to deceive surpasses the will of the weak-willed and simple-minded.
- You never have to pay full price for anything.
- You could be a cult leader – or a politician.

- You could convince the Prince to invest in desert property, or maybe even to call off the Blood Hunt on your head.

Composure

Composure allows you to remain calm, to command your emotions, and to put others at ease despite anxiety. It also represents your ability to stay cool in everything from firefights to intimate encounters.

Your Composure + Resolve equals your Willpower (p. 157).

- The slightest insult or confrontation could drive you to frenzy.
- You can subdue your predatory instincts in most non-hostile situations.
- Others look to you for guidance when the blood spatter hits the fan.
- You can effortlessly bluff at cards and can manage your Beast to some extent.
- The Beast is your pet.

Mental Attributes

Mental Attributes represent the capacity for learning, intuition, and focus. High Mental Attributes might indicate native genius, superb education, or strong will. Low Mental Attributes might derive from naiveté, ignorance, or just incapacity at thinking. But that was in life; the Blood can awaken brains and nerve clusters just as

it can fortify sinews or heighten cheekbones.

Intelligence

Intelligence measures your ability to reason, research, and apply logic. You can recall and analyze information from books or from your senses. No puzzle or mystery can elude the truly intelligent.

- You can read and write competently, though some terms confound you.
- You are smart enough to realize your limitations.
- You are enlightened, able to piece together clues without difficulty.
- You're likely consulted by members of Clan Tremere for your wisdom.
- Genius does not cover the depths and range of your intellect.

Wits

Wits are for thinking quickly and reacting correctly on little information. "You hear a sound" is Wits; "You hear two guards coming" is Intelligence. Wits let you smell an ambush or answer the Harpy back at court right away, instead of thinking of the best response the next night.

- You get the point eventually, but it takes explaining.
- You can bet the odds in poker or apply the emergency brakes in time. Usually.
- You can analyze a situation and quickly work out the best escape route.



- You are never caught on the back foot and always come up with a smart riposte.
- You think and respond more quickly than most people can comprehend.

Resolve

Resolve provides focus and determination, and measures concentration and mental fortitude. Resolve powers all-night watches and blocks out distractions.

Your Composure + Resolve equals your Willpower.

- You have minimal attention for all but the most pressing things.
- You can settle in for the long haul, as long as it's not too long.

- ... Distracting you takes more effort than most other people want to spend.
- You can brute-force your way to a deduction past any obstacles.
- You can think in a gunfight or watch the door in a blood orgy and then clean up every shell casing or spilled droplet.

Willpower

Willpower measures a character's confidence, mental stability, and competence at overcoming unfavorable odds. Like Health, Willpower is a tracker, with both a maximum rating and a temporary pool of points.

A character's maximum Willpower rating equals their Composure + Resolve. You cannot buy extra dots of Willpower either during character creation or with experience points, but you can get more through increased Composure and/or Resolve.

A character's Willpower pool likely fluctuates a great deal during the course of a story or chronicle. It is spent every time a player uses a Willpower point to enable their character to do something extraordinary or to resist unwanted impulses. Social conflict can also drain Willpower. When spending