

About Nature & Demeanor

BON VIVANT

Description --- The Bon Vivant knows that life — and unlife — is shallow and meaningless. As such, the Bon Vivant decides to enjoy her time on Earth. The Bon Vivant is not necessarily irresponsible. Rather, she is simply predisposed to having a good time along the way. Most Bon Vivants have low Self-Control scores, as they are so given to excess. Hedonists, sybarites and dilettantes are all examples of the Bon Vivant Archetype.

System --- Regain a point of Willpower whenever you truly enjoy yourself and can fully express your exultation. At the Storyteller's option, a particularly fabulous revelry may yield multiple Willpower points.

THRILL-SEEKER (demeanor)

Description --- The Thrill-Seeker lives for the rush brought on by danger. Unlike those of arguably saner disposition, the Thrill-Seeker actively pursues hazardous and possibly deadly situations. The Thrill-Seeker is not consciously suicidal or self-destructive — he simply seeks the stimulation of imminent disaster. Gangbangers, petty thieves and exhibitionists are all examples of the Thrill-Seeker Archetype.

About Merits & Flaws

About Disciplines

- CELERITY -

The character spends a single blood point. The next turn, she gains a number of additional full actions equal to her Celerity rating. These additional actions must be physical (e.g., the vampire cannot use a mental Discipline like Dominate multiple times in one turn). So a vampire with Celerity 4 who spends a blood point may perform a total of five physical actions in her next turn. The actions occur at the end of the turn (the vampire's regular action still takes place per her initiative roll). Normally, a character without Celerity must apply a dice pool penalty if she wants to take multiple actions in a single turn. A character using Celerity performs his extra actions (including full movement) without penalty, gaining a full dice pool for each separate action. Extra actions gained through Celerity may not in turn be split into multiple actions.

- OBFUSCATE - Unseen Presence

No roll is necessary to use this power unless the character speaks, attacks or otherwise draws attention to himself. The Storyteller should call for a Wits + Stealth roll under any circumstances that might cause the character to reveal himself. The difficulty of the roll depends on the situation; stepping on a squeaky floorboard might be a 5, while walking through a pool of water may require a 9. Other acts may require a certain number of successes; speaking quietly without giving away one's position, for instance, demands at least three successes.

- OBFUSCATE - Cloak of Shadows

No roll is required as long as the character fulfills the criteria described above. So long as he remains quiet and motionless, virtually no one but another Kindred with a high Auspex rating will see him.

- QUIETUS - Silence of Death

This power costs one blood point to activate, which maintains a 20-foot radius of utter stillness around the Assamite for one hour.