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- 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.

- AUSPEX - Telepathy
The player rolls Intelligence + Subterfuge (difficulty of the subject's willpower). Projecting thoughts into the target's mind requires one success. The subject recognizes that the thoughts come from somewhere other than his own consciousness, although he cannot discern their actual origin. To read minds, one success must be rolled for each item of information plucked or each layer of thought pierced. Deep secrets or buried memories are harder to obtain than surface emotions or unspoken comments, requiring five or more successes to access. Telepathy does not commonly work upon the undead mind. A character may expend a willpower point to make the effort, making the roll normally afterward.

- AUSPEX - The Spirit's Touch
The player rolls Perception + Empathy. The difficulty is determined by the age of the impressions and the mental and spiritual strength of the person or event that left them. Sensing information from a pistol used for murder hours ago may require a 5, while learning who owned a set of keys found days ago might be a 9. The greater the individual's emotional connection to the object, the stronger the impression he leaves on it — and the more information the Kindred can glean from it. Also, events involving strong emotions (a gift-giving, a torture, a long family history) likewise leave stronger impressions than does short or casual contact. Assume that each success offers one piece of information.

- AUSPEX - Aura Perception
The player rolls Perception + Empathy (difficulty 8); each success indicates how much of the subject's aura the character sees and understands (see the table below). A botch indicates a false or erroneous interpretation. The storyteller may wish to make this roll, thus keeping the player in the dark as to just how good (or bad) the character's interpretation is.

- AUSPEX - Heightened Senses
In certain circumstances, use of this power requires a die roll: for a normal Perception roll (the storyteller may reduce the difficulty by the character's Auspex rating), to notice a subject using Obfuscate (see p. 166), or to perceive a threat