

Archetypes

CAREGIVER [nature: what you are]
Everyone needs comfort, a shoulder to cry on. A Caregiver takes her comfort in consoling others, and people often come to her with their problems. Vampires with Caregiver Archetypesoften attempt, as best they may, to protect the mortals on whom they feed. Nurses, doctors and psychiatrists are examples of potential Caregivers. System:Regain a point of Willpower whenever you successfully protect or nurture someone else.

BRAVO [demeanor: how you behave]
The Bravo is a tough and a bully, and often takes perverse pleasure in tormenting the weak. To the Bravo’s mind, might makes right: power is what matters, and only those with power should be respected. Naturally, physical power is the best kind, but any kind will do. The Bravo sees overt threats as a perfectly reasonable means of gaining cooperation. The Bravo is not incapable of pity or kindness, he just prefers to do things his way. Robbers, bigots, thugs and the insecure are all Bravo Archetypes.

Merits & Flaws

About Disciplines

PRESENCE: ●○○○○ – Awe
System: The player rolls Charisma + Performance (difficulty 7). The number of successes rolled determines how many people are affected, as noted on the chart below. If there are more people present than the character can influence, Awe affects those with lower Willpower scores first. The power stays in effect for the remainder of the scene or until the character chooses to drop it.

POTENCE: ●●○○○ –
System: The player rolls all Strength-related tests normally, but then adds an automatic success for each point he has in Potence. Thus, the character succeeds at most Strength feats without needing to make a roll at all. In melee and brawling combat, the automatic successes are applied to the damage roll results.

CELERITY: ●●○○○ –
System: 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 (thevampire’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.