

Archetypes

SOLDIER [nature: what you are]

The Soldier is not a blindly loyal follower. While she exists for orders, she does not adhere to them unquestioningly. More independent than a Conformist but too tied into the idea of command to be a Loner, the Soldier applies her own techniques to others' goals. While she may seek command herself someday, her ambitions lie within the established hierarchy and structure. The Soldier has no compunctions about using whatever means necessary to do what needs to be done, so long as the orders to do so came from the right place.

System:Regain a point of Willpower when you achieve your orders' objectives. The more difficult the orders are to fulfill, the better it feels to accomplish them. At Storyteller discretion, pulling off a spectacular success or fulfilling a lengthy mission may well be worth additional Willpower points.

LONER [demeanor: how you behave]

Even in a crowd, the Loner sticks out, because he so obviously does not belong. Others view Loners as pariahs, remote and isolated, but in truth, the Loner prefers his own company tothat of others. For whatever reason, the Loner simply disdains others, and this feeling is often reciprocated. Criminals, radicals and free thinkers are all Loner Archetypes.

Merits & Flaws

RECRUITMENT TARGET (Flaw ●○○○○)

Someone in one of your Sect's enemy organizations wants you, and they want you bad. Every effort is being made to recruit you, willing or no, and the press gangs usually show up at the worst possible time.

SABBAT SURVIVOR (Merit ●○○○○)

You've lived through at least one Sabbat attack or attempted recruitment. Your experience helps you anticipate situations where you might potentially be endangered by the Sabbat once again. You are at -1 difficulty on all Perception rolls when it comes to Sabbat-based matters. This Merit is generally taken by groups in conflict with the Sabbat, and comes into play most frequently as a means of avoiding ambushes.

About Disciplines

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.

OBFUSCATE: ●○○○○ - Cloak Of Shadows

System: 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.

ANIMALISM: ●●○○○ - Beckoning

System: The player rolls Charisma + Survival (difficulty 6) to determine the response to the character's call; consult the table below. Only animals that can hear the cry will respond. If the Storyteller decides no animals of that type are within earshot, the summons goes unanswered. The call can be as specific as the player desires. A character could call for all bats in the area, for only the male bats nearby, or for only the albino bat with the notched ear he saw the other night.

ANIMALISM: ●○○○○ - Feral Whispers

System: No roll is necessary to talk with an animal, but the character must establish eye contact first. Issuing commands requires a Manipulation + Animal Ken roll. The difficulty depends on the creature:

- Predatory mammals (wolves, cats, insectivorous/vampire bats) are difficulty 6,
- other mammals and predatory birds (rats, owls) are difficulty 7,
- other birds and reptiles (pigeons, snakes) are difficulty 8. This difficulty is reduced by one if the character speaks to the animal in its native tongue, and can be adjusted further by circumstances and roleplaying skill (we highly recommend that all communication between characters and animals be roleplayed). The number of successes the player achieves dictates how strongly the character's command affects the animal.