

About Nature & Demeanor

DEVIANT

Description --- The Deviant is a freak, ostracized from society by unique tastes that place her outside the mainstream. Deviants are not indolent rebels or shiftless “unrecognized geniuses”; rather, they are independent thinkers who don’t quite fit in the status quo. Deviant Archetypes often feel that the world stands against them, and as such reject traditional morality. Some have bizarre tastes, preferences and ideologies. Extremists, eccentric celebrities and straight-out weirdoes are Deviant Archetypes.  
System --- Regain a point of Willpower any time you are able to flout social mores without retribution.

BON VIVANT (demeanor)

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.

About Merits & Flaws

About Disciplines

- FORTITUDE -

A character’s rating in Fortitude adds to his Stamina for the purposes of soaking normal damage (bashing and lethal). A character with this Discipline may also use his dots in Fortitude to soak aggravated damage (Kindred cannot normally soak things like vampire bites, werewolf claws, magical effects, fire, sunlight or massive physical trauma). So a vampire with Fortitude 3 has three dice to soak aggravated damage. See Chapter Six, pp. 208-209, for further details on soaking and damage.

- ANIMALISM - Feral Whispers

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.

- PROTEAN - Feral Claws

The claws grow automatically in response to the character’s desire, and can grow from both hands and feet. The transformation requires the expenditure of a blood point and takes a single turn to complete. The character attacks normally in combat, but the claws inflict Strength + 1 aggravated damage. Other supernaturals cannot soak this damage, although a power such as Fortitude may be used. Additionally, the difficulties of all climbing rolls are reduced by two.

- PROTEAN - Eyes Of The Beast

The character must declare his desire to call forth the eyes. No roll is necessary, but the change requires a full turn to complete. While manifesting the eyes, the character suffers a +1 difficulty to all Social rolls with mortals unless he takes steps to shield his eyes (sunglasses are the simplest solution). A vampire without this power who is immersed in total darkness suffers difficulty penalties of +2 to perform most feats. At the storyteller’s option, ranged attacks, extended actions and precision tasks (those requiring more than one success to succeed) cannot be performed successfully at all.