

About Nature & Demeanor

GALLANT

Description --- Gallants are flamboyant souls, always seeking attention and the chance to be the brightest stars. Gallants seek the company of others, if only to earn their adoration. Attention drives the Gallant, and the chase is often as important as fulfilling that pursuit. Nothing excites a Gallant so much as a new audience to woo and win. Performers, only children and those with low self-esteem are often Gallant Archetypes.

System --- Regain a Willpower point whenever you successfully impress another person. Ultimately, the Storyteller is the arbiter of when you dazzle someone, even in the case of other players' characters.

LONER (demeanor)

Description --- 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 to that 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.

About Merits & Flaws

About Disciplines

- SERPENTIS - The Tongue Of The Asp

The tongue's razor fork opens aggravated wounds (difficulty 6, Strength damage). If the Setite wounds her enemy, she may drink blood from the target on the next turn as though she had sunk her fangs into the victim's neck. Horrifying though it is, the tongue's caress is very like the Kiss, and even strikes mortal victims helpless with fear and ecstasy. Additionally, the tongue is highly sensitive to vibrations, enabling the vampire to function effectively in the darkness the clan prefers. By flickering her tongue in and out of her mouth, the vampire can halve any penalties relating to darkness (p. 209).

- SERPENTIS - The Eyes Of The Serpent

No roll is required, but this power can be avoided if the mortal takes care not to look into the Setite's eyes. Vampires and other supernatural creatures (Lupines, mages, et al.) can also be affected by this power if the Setite's player makes a Willpower roll (difficulty 9). If attacked or otherwise harmed, supernatural creatures can spend a point of Willpower to break the spell.

- 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.

- PRESENCE - Awe

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.