

Archetypes

GALLANT [nature: what you are]

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 theGallant, 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.

CONNIVER [demeanor: how you behave]

Why work for something when you can trick somebody else into getting it for you? The Conniver always tries to find the easy way, the fast track to success and wealth. Some peoplecall him a thief, a swindler or less pleasant terms, but he knows that everybody in the world would do unto him if they could. He just does it first, and better. Criminals, con artists, salespeople, urchins and entrepreneurs might be Connivers.

Merits & Flaws

EXPENDABLE (Flaw ●○○○○)

Someone in power doesn’t want you around. Maybe she wants territory you possess, or is jealous of the attention you’re getting from a prize mortal retainer – the details are irrelevant. What does matter is that she has the power to maneuver you into dangerous situations for the good of the Sect, and has no compunctions about doing so.

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.

FORTITUDE: ●○○○○ –

System: 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, sunlightor 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.

DOMINATE: ●●○○○ – Mesmerize

System: The player rolls Manipulation + Leadership (difficulty equal to the target’s permanent Willpower). The numberof successes determines how well the suggestion takes hold in the victim’s subconscious. If the vampire scores one or two successes, the subject cannot be forced to do anything that seems strange to her (she might walk outside, but is unlikely to act like a chicken). At three or four successes, the command is effective unless following it endangers the subject. At five successes or greater, the vampire can implant nearly any sort of command.No matter how strong the Kindred’s will, his command cannot force the subject to harm herself directly or defy her innate Nature. So, while a vampire who scored five successes could make a 98-pound weakling attack a 300-pound bouncer, he could not make the mortal shoot herself in the head.

DOMINATE: ●○○○○ – Command

System: The player rolls Manipulation + Intimidation (difficulty of the target’s permanent Willpower). More successesforce the subject to act with greater vigor or for a longer duration (continue running for a number of turns, go off on a laughing jag, sneeze uncontrollably).