

About Nature & Demeanor

About Disciplines

About Merits & Flaws

- 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.

- 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.

- AUSPEX - Heightened Senses

In certain circumstances, use of this power requires a die roll: for a normal Perception roll (the storyteller may reduce the difficulty by the character's Auspex rating), to notice a subject using Obfuscate (see p. 166), or to perceive a threat