

About Nature & Demeanor

JUDGE

Description --- The Judge perpetually seeks to improve the system. A Judge takes pleasure in her rational nature and ability to draw the right conclusion when presented with facts. The Judge respects justice, as it is the most efficient model for resolving issues. Judges, while they pursue the “streamlining” of problems, are rarely visionary, as they prefer proven models to insight. Engineers, lawyers and doctors are often Judge Archetypes.

System --- Regain a point of Willpower whenever you correctly deduce a mystery by assembling the clues presented, or when one of your arguments unites dissenting parties.

BRAVO (demeanor)

Description --- The Bravo is a tough and a bully, and often takes perverse pleasure in tormenting the weak. To the Bravo’s mind, might makes right; power is what matters, and only those with power should be respected. Naturally, physical power is the best kind, but any kind will do. The Bravo sees overt threats as a perfectly reasonable means of gaining cooperation. The Bravo is not incapable of pity or kindness, he just prefers to do things his way. Robbers, bigots, thugs and the insecure are all Bravo Archetypes.

About Merits & Flaws

About Disciplines

- POTENCE -

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.

- CELERITY -

The character spends a single blood point. The next turn, she gains a number of additional full actions equal to her Celerity rating. These additional actions must be physical (e.g., the vampire cannot use a mental Discipline like Dominate multiple times in one turn). So a vampire with Celerity 4 who spends a blood point may perform a total of five physical actions in her next turn. The actions occur at the end of the turn (the vampire’s regular action still takes place per her initiative roll). Normally, a character without Celerity must apply a dice pool penalty if she wants to take multiple actions in a single turn. A character using Celerity performs his extra actions (including full movement) without penalty, gaining a full dice pool for each separate action. Extra actions gained through Celerity may not in turn be split into multiple actions.

- PRESENCE - Entrancement

The player rolls Appearance + Empathy (difficulty of the target’s permanent willpower); the number of successes determines how long the subject is entranced (see the chart below). The Storyteller may wish to make the roll instead, since the character is never certain of the strength of her hold on the victim. The vampire may try to keep the subject under her thrall, but can do so only after the initial Entrancement wears off. Attempting this power while Entrancement is already in operation has no effect.

- PRESENCE - Dread Gaze

The player rolls Charisma + Intimidation (difficulty of the victim’s Wits + Courage). Success indicates the victim is cowed, while failure means the target is startled but not terrified by the sight. Three or more successes means he runs away in abject fear; victims who have nowhere to run claw at the walls, hoping to dig a way out rather than face the vampire. Moreover, each success subtracts one from the target’s action dice pools next turn.

- 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.