

## Archetypes

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## Merits &amp; Flaws

## DEMENTATION: ●●●●○ - Passion

**System:** The player rolls Charisma + Empathy (difficulty of the victim's Humanity score). The number of successes determines the duration of the altered state of feeling. Effects of this power might include one- or two-point additions or subtractions to difficulties of frenzy rolls, Virtue rolls, rolls to resist Presence powers, etc.

## AUSPEX: ●●●●○ - The Spirit'S Touch

**System:** The player rolls Perception + Empathy. The difficulty is determined by the age of the impressions and the mental and spiritual strength of the person or event that left them. Sensing information from a pistol used for murder hours ago may require a 5, while learning who owned a set of keys found days ago might be a 9. The greater the individual's emotional connection to the object, the stronger the impression he leaves on it - and the more information the Kindred can glean from it. Also, events involving strong emotions (a gift-giving, a torture, a long family history) likewise leave stronger impressions than does short or casual contact. Assume that each success offers one piece of information.

## AUSPEX: ●●●●○ - Aura Perception

**System:** The player rolls Perception + Empathy (difficulty 8); each success indicates how much of the subject's aura the character sees and understands (see the table below). A botch indicates a false or erroneous interpretation. The Storyteller may wish to make this roll, thus keeping the player in the dark as to just how good (or bad) the character's interpretation is.

## AUSPEX: ●●●●○ - Heightened Senses

**System:** 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