

About Nature & Demeanor

SURVIVOR

Description --- No matter what happens, no matter the odds or opposition, the Survivor always manages to pull through. Whether alone or with a group, the Survivor's utter refusal to accept defeat often makes the difference between success and failure. Survivors are frustrated by others' acceptance of "what fate has in store" or willingness to withstand less than what they can achieve. Outcasts, street folk and idealists may well be Survivor Archetypes.

System --- Regain one point of Willpower whenever you survive a threatening situation through tenacity, or when another persists in spite of opposition due to your counsel.

CONFORMIST (demeanor)

Description --- The Conformist is a follower, taking another's lead and finding security in the decisions of others. She prefers not to take charge, instead seeking to throw in with the rest of the group and lend her own unique aid. The Conformist is drawn to the most dynamic personality or the individual she perceives to be the "best." Being a Conformist is not necessarily a bad thing — every group needs followers to lend stability to their causes. Groupies, party voters and "the masses" are Conformist 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.

- OBTENEBRATION - Shroud The Night

The player rolls Manipulation + Occult (difficulty 7). Success on the roll generates darkness roughly 10 feet in diameter, though the amorphous cloud constantly shifts and undulates, sometimes even extending shadowy tendrils. Each additional success doubles the diameter of the cloud (though the vampire may voluntarily reduce the area she wishes to cover). The cloud may be invoked at a distance of up to 50 yards, though creating darkness outside the vampire's line of sight adds two to the difficulty of the roll and requires a blood point's expenditure.

- OBTENEBRATION - Shadow Play

This power requires no roll, but a blood point must be spent to activate it. Shadow Play lasts for one scene and requires no active concentration. Kindred cloaking themselves in shadow gain an extra die in their Stealth dice pools and add one to the difficulties of ranged weapon attacks against them. Vampires who use the darkness to make themselves more terrifying add one die to Intimidation dice pools. Opponents plagued by flapping shadows and strangling darkness subtract one die from soak and Stamina dice pools. Mortals, ghouls and other air-breathers reduced to zero Stamina in this manner begin to asphyxiate; vampires lose all appropriate dice but are otherwise unaffected. Only one target or subject may be affected by this power at any given time, though some modicum of concealment is offered to a relatively motionless group.