

About Nature & Demeanor

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.

- OBSCURE - 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.

- ANIMALISM - Beckoning

The player rolls Charisma + Survival (difficulty 6) to determine the response to the character's call; consult the table below. Only animals that can hear the cry will respond. If the Storyteller decides no animals of that type are within earshot, the summons goes unanswered. The call can be as specific as the player desires. A character could call for all bats in the area, for only the male bats nearby, or for only the albino bat with the notched ear he saw the other night.

- ANIMALISM - Feral Whispers

No roll is necessary to talk with an animal, but the character must establish eye contact first. Issuing commands requires a Manipulation + Animal Ken roll. The difficulty depends on the creature: Predatory mammals (wolves, cats, insectivorous/vampire bats) are difficulty 6, other mammals and predatory birds(rats, owls) are difficulty 7, other birds and reptiles (pigeons, snakes) are difficulty 8. This difficulty is reduced by one if the character speaks to the animal in its "native tongue," and can be adjusted further by circumstances and roleplaying skill (we highly recommend that all communication between characters and animals be roleplayed). The number of successes the player achieves dictates how strongly the character's command affects the animal.