

About Nature & Demeanor

TBD
Nature

TBD
Demeanor

About Merits & Flaws

About Disciplines

- 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.

- CHIMERSTRY - Apparition
The creator spends one blood point to make the illusion move in one specific way. She may change the image's movement only if she has done nothing but concentrate on the mirage since creating it.

- CHIMERSTRY - Fata Morgana
The player spends a Willpower point and a blood point to create the dweomer. These static images remain until dispelled, in much the same way that an Ignis Fatuus illusion does.

- CHIMERSTRY - Ignis Fatuus
The player must spend a point of willpower to create this illusion. It lasts until the Ravnos leaves its vicinity (such as stepping out of the room) or until another person sees through it somehow. The Cainite may also end the illusion at any time; this requires no effort, only the merest whim.