Vendell Bergman (p.3)
Summer Session 2024

About Nature & Demeanor

About Merits & Flaws

MERIT (Corporate CEO: 🗆 🗆 🗆 🗅)

Jasper-Vanderen-Bergman Natur und Erbe 6mbh

FLAW (Enemy: | | | | | | | | | | | | |

QuantumSteel 6mbh

Gifts of Gaia

- -TRUTH OF GAIA -
- -- Philodox gift

As judges of the Litany, Philodox may easily separate truth from falsehood. A Gaffling of Falcon teaches this Gift.

-- System

The player rolls Intelligence + Empathy (difficulty equals the subject's Manipulation + Subterfuge). This 6ift reveals only which of the words that have been spoken are true and which are false. It doesn't reveal the truth behind a lie unless the speaker utters it. If the speaker is uncertain whether his words are true or false, the 6ift identifies them as neither.

- Sense Wyrm -
- -- Metis/Black Furies/Stargazers gift

The werewolf can sense nearby manifestations of the Wyrm. This 6ift involves a mystical sense, not a visual or olfactory image, although 6arou often describe the Wyrm's spiritual emanations as a stench. This 6ift doesn't necessarily sense dedication to the Wyrm, merely contact with its spiritual essence, which can ding to even blameless souls. Sense Wyrm requires active concentration; the spiritual sense it provides doesn't function passively. The 6ift may be taught by any 6aian spirit.

-- System

The player rolls Perception + Occult. The difficulty depends on the concentration and strength of the Wyrm's influence: sensing a single fomor in the next room would be difficulty 6, while detecting the stench of a Bane that was in the room an hour ago would be difficulty 7. Vampires register as Wyrm-tainted, save those with tumanity ratings of 7 or higher.

- PERSUASION -
- -- Homid gift

This 6ift imbues a homid's words with intrinsic credibility and conviction, causing them to ring true to the ear and lay heavy on the heart. An ancestor-spirit teaches this 6ift.

-- System

The player rolls Charisma + Subterfuge (difficulty 7). Success lowers the difficulty of all social rolls by one for the rest of the scene, and allows successful rolls to have uncommonly strong impact (such as changing long-held political views, or causing an addict to seriously reconsider the course of his life).

Challenge:10