

About Nature & Demeanor

DEVIANT (demeanor)

Description --- The Deviant is a freak, ostracized from society by unique tastes that place her outside the mainstream. Deviants are not indolent rebels or shiftless “unrecognized geniuses”; rather, they are independent thinkers who don’t quite fit in the status quo. Deviant Archetypes often feel that the world stands against them, and as such reject traditional morality. Some have bizarre tastes, preferences and ideologies. Extremists, eccentric celebrities and straight-out weirdoes are Deviant Archetypes.

About Merits & Flaws

About Disciplines

- ANIMALISM - Quell The Beast

The player rolls Manipulation + Intimidation if forcing out the Beast through fear, manipulation + Empathy if soothing it into complacency. The roll is made versus difficulty 7 in either case. This is an extended action requiring as many total successes as the target has Willpower. Failure indicates that the player must start over from the beginning, while a botch indicates that the vampire may never again affect that subject’s Beast. When a mortal’s Beast is colwed or soothed, she can no longer use or regain Willpower. She ceases all struggles, whether mental or physical. She doesn’t even defend herself if assaulted, though the storyteller may allow a Willpower roll if the mortal’s life is threatened. To recover from this power, the mortal rolls Willpower (difficulty 6) once per day until she accumulates enough successes to equal the vampire’s Willpower. Kindred themselves cannot be affected by this power.

- 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.

- OBFUSCATE - Unseen Presence

No roll is necessary to use this power unless the character speaks, attacks or otherwise draws attention to himself. The storyteller should call for a Wits + Stealth roll under any circumstances that might cause the character to reveal himself. The difficulty of the roll depends on the situation; stepping on a squeaky floorboard might be a 5, while walking through a pool of water may require a 9. Other acts may require a certain number of successes; speaking quietly without giving away one’s position, for instance, demands at least three successes.

- OBFUSCATE - 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.