

Archetypes

About Disciplines

Merits & Flaws

DEMENTATION: ●○○○○ - *Passion*

System: The player rolls Charisma + Empathy (difficulty of the victim's Humanity score). The number of successes determines the duration of the altered state of feeling. Effects of this power might include one- or two-point additions or subtractions to difficulties of frenzy rolls, Virtue rolls, rolls to resist Presence powers, etc.

AUSPEX: ●●●○○ - *The Spirit's Touch*

System: The player rolls Perception + Empathy. The difficulty is determined by the age of the impressions and the mental and spiritual strength of the person or event that left them. Sensing information from a pistol used for murder hours ago may require a 5, while learning who owned a set of keys found days ago might be a 9. The greater the individual's emotional connection to the object, the stronger the impression he leaves on it - and the more information the Kindred can glean from it. Also, events involving strong emotions (a gift-giving, a torture, a long family history) likewise leave stronger impressions than does short or casual contact. Assume that each success offers one piece of information.

AUSPEX: ●●○○○ - *Aura Perception*

System: The player rolls Perception + Empathy (difficulty 8); each success indicates how much of the subject's aura the character sees and understands (see the table below). A botch indicates a false or erroneous interpretation. The Storyteller may wish to make this roll, thus keeping the player in the dark as to just how good (or bad) the character's interpretation is.

AUSPEX: ●○○○○ - *Heightened Senses*

System: In certain circumstances, use of this power requires a die roll: for a normal Perception roll (the Storyteller may reduce the difficulty by the character's Auspex rating), to notice a subject using Obfuscate (see p. 166), or to perceive a threat