

About Nature & Demeanor

TBD
Nature

TBD
Demeanor

About Merits & Flaws

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- AUSPEX - Aura Perception
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
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

- DEMENTATION - The Haunting
The player spends a blood point and rolls Manipulation + Subterfuge (difficulty of his victim's Perception + Self-Control). The number of successes determines the length of the sensory "visitations." The precise effects are up to the Storyteller, though particularly eerie or harrowing apparitions can certainly reduce dice pools for a turn or two after the manifestation.

- DEMENTATION - Passion
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.