

## Archetypes

### IDEALIST [nature: what you are]

The Idealist believes – truly, madly, deeply – in some higher goal or morality. The object of his idealism may be something as pragmatic as the Camarilla's eventual triumph or as amorphous as the ultimate good, but the belief is there. Idealists are frequently either very new to the Blood or very old, and many seek Golconda as the final expression of their idealism. In the meantime, an Idealist tries to reconcile his beliefs with the demands of vampiric existence, often acting contrary to his self-interest in doing so.

**System:** Regain a point of Willpower any time an action in pursuit of your ideals furthers your goals and brings your ideal closer to fruition.

### CELEBRANT [demeanor: how you behave]

The Celebrant takes joy in her cause. Whether the character's passion is battle, religious fervor, foiling her rivals or reading fine literature, it gives the Celebrant the strength to withstand adversity. Given the chance, the Celebrant will indulge in her passion as deeply as possible. Unlike the Fanatic (p. 114), the Celebrant pursues her passion not out of duty, but out of enthusiasm. Crusaders, hippies, political activists and art enthusiasts are Celebrant Archetypes.

## Merits & Flaws

### PERMANENT WOUND (FLAW ●●●○○)

You suffered injuries during your Embrace which your transformation somehow failed to repair. At the beginning of each night, you rise from sleep at the Wounded health level, though this may be healed by spending blood points.

### RISING STAR (MERIT ●●●○○)

You're one of the up-and-comers in the city, a rising star in your Sect. Everyone wants to know you and be your friend, even as those in power groom you for positions of greater responsibility. You are at -1 difficulty on all Social rolls against any vampires in your Sect.

## About Disciplines

### CELERITY: ●●●●○ -

**System:** The character spends a single blood point. The next turn, she gains a number of additional full actions equal to her Celerity rating. These additional actions must be physical (e.g., the vampire cannot use a mental Discipline like Dominate multiple times in one turn). So a vampire with Celerity 4 who spends a blood point may perform a total of five physical actions in her next turn. The actions occur at the end of the turn (the vampire's regular action still takes place per her initiative roll). Normally, a character without Celerity must apply a dice pool penalty if she wants to take multiple actions in a single turn. A character using Celerity performs his extra actions (including full movement) without penalty, gaining a full dice pool for each separate action. Extra actions gained through Celerity may not in turn be split into multiple actions.

### 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 Obscure (see p. 166), or to perceive a threat.

### PRESENCE: ●●●●○ - Awe

**System:** The player rolls Charisma + Performance (difficulty 7). The number of successes rolled determines how many people are affected, as noted on the chart below. If there are more people present than the character can influence, Awe affects those with lower Willpower scores first. The power stays in effect for the remainder of the scene or until the character chooses to drop it.