

About Nature & Demeanor

CONFORMIST

Description --- The Conformist is a follower, taking another's lead and finding security in the decisions of others. She prefers not to take charge, instead seeking to throw in with the rest of the group and lend her own unique aid. The Conformist is drawn to the most dynamic personality or the individual she perceives to be the "best." Being a Conformist is not necessarily a bad thing — every group needs followers to lend stability to their causes. Groupies, party voters and "the masses" are Conformist Archetypes.
System --- Regain a point of Willpower whenever the group achieves one of its goals due to your support.

CONNIVER (demeanor)

Description --- Why work for something when you can trick somebody else into getting it for you? The Conniver always tries to find the easy way, the fast-track to success and wealth. Some people call him a thief, a swindler or less pleasant terms, but he knows that everybody in the world would do unto him if they could. He just does it first, and better. Criminals, con artists, salespeople, urchins and entrepreneurs might be Connivers.

About Merits & Flaws

About Disciplines

- FORTITUDE -

A character's rating in Fortitude adds to his Stamina for the purposes of soaking normal damage (bashing and lethal). A character with this Discipline may also use his dots in Fortitude to soak aggravated damage (Kindred cannot normally soak things like vampire bites, werewolf claws, magical effects, fire, sunlight or massive physical trauma). So a vampire with Fortitude 3 has three dice to soak aggravated damage. See Chapter Six, pp. 208-209, for further details on soaking and damage.

- PRESENCE - AWE

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.

- DOMINATE - The Forgetful Mind

The player states what sorts of alteration he wants to perform, then rolls Wits + Subterfuge (difficulty of the target's Willpower score). Any success pacifies the victim for the amount of time it takes the vampire to perform the verbal alteration, provided the vampire does not act aggressively toward the victim. The table below indicates the degree of modification possible to the subject's memory, depending on the number of successes gained. If the successes rolled don't allow for the extent of change the character desired, the storyteller reduces the resulting impact on the victim's mind.

- DOMINATE - Mesmerize

The player rolls Manipulation + Leadership (difficulty equal to the target's permanent Willpower). The number of successes determines how well the suggestion takes hold in the victim's subconscious. If the vampire scores one or two successes, the subject cannot be forced to do anything that seems strange to her (she might walk outside, but is unlikely to act like a chicken). At three or four successes, the command is effective unless following it endangers the subject. At five successes or greater, the vampire can implant nearly any sort of command. No matter how strong the Kindred's will, his command cannot force the subject to harm herself directly or defy her innate Nature. So, while a vampire who scored five successes could make a 98-pound weakling attack a 300-pound bouncer, he could not make the mortal shoot herself in the head.

- DOMINATE - Command

The player rolls Manipulation + Intimidation (difficulty of the target's permanent Willpower). More successes force the subject to act with greater vigor or for a longer duration (continue running for a number of turns, go off on a laughing jag, sneeze uncontrollably).