

About Nature & Demeanor

About Disciplines

- THAUMATURGY - A Taste Of Blood

- 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

About Merits & Flaws