Physical

Acute Sense

Cost: 1pt.
One of your senses is exceptionally sharp, be it sight, hearing, smell, touch, or taste. The difficulties for all tasks involving the use of this particular sense are reduced by two. This Merit can be combined with the Discipline of Auspex to produce superhuman sensory acuity.

Ambidextrous

Cost: 1pt.
You have a high degree of off-hand dexterity and can perform tasks with the “wrong” hand at no penalty. The rules for taking multiple actions still apply, but you do not suffer a difficulty penalty if you use two weapons or are forced to use your off hand.

Bruiser

Cost: 1pt.
Your appearance is sufficiently thug-like to inspire fear (or at least disquiet) in those who see you. While you’re not necessarily ugly, you do radiate a quiet menace, to the point where people cross the street to avoid passing near you. All Intimidation rolls against those who have not demonstrated their physical superiority to you are at -1 difficulty.

Catlike Balance

Cost: 1pt.
You possess an innately perfect sense of balance. Characters with this Merit reduce difficulties of all balance- related rolls (e.g., Dexterity + Athletics to walk along a narrow ledge) by two.

Early Riser

Cost: 1pt.
No one can explain it, but you seem to have the ability to work on less rest than your fellow vampires. You always seem to be the first to rise and the last to go to bed even if you’re been out until dawn. Your Humanity or Path score is considered to be 10 for purposes of deciding when you rise each evening. Vampires with this Merit cannot take the Deep Sleeper Flaw.

Eat Food

Cost: 1pt.
You have the capacity to eat food and even savor its taste. While you cannot derive any nourishment from eating regular foods, this ability will serve you well in pretending to be human. Of course, you can't digest what you eat, and there will be some point during the evening when you have to heave it back up.

Friendly Face

Cost: 1pt.
You have a face that reminds everyone of someone, to the point where strangers are inclined to be well-inclined toward you because of it. The effect doesn't fade even if you explain the "mistake," leaving you at -1 difficulty on all appropriate Social-based rolls (yes for Seduction, no for Intimidation, for example) when a stranger is involved. This Merit only functions on a first meeting.

Blush of Health

Cost: 2pt.
You look more hale and healthy in appearance than other vampires, allowing you to blend with human society much more easily. You still retain the color of a living mortal, and your skin feels only slightly cool to the touch.

Enchanting Voice

Cost: 2pt.
There is something about your voice that others cannot ignore. When you command, they are cowed. When you seduce, they swoon. Whether thundering, soothing, persuading, or simply talking, your voice commands attention. The difficulties of all rolls involving the use of the voice to persuade, charm, or command are reduced by two.

Crackshot

Cost: 3pt.
You've trained extensively with firearms, to the point where the gun feels like an extension of your own hand. Spend a point of Willpower to make impressive trick shots. You still need to roll your Dexterity + Firearms if attacking someone. You can make bullets ricochet off a spittoon before hitting your target, shoot the lock off a door, or the cigarette out of someone's mouth.

Daredevil

Cost: 3pt.
You are good at taking risks, and even better at surviving them. When attempting exceptionally risky non-combat actions (such as leaping from one moving car to another), characters with this Merit add an additional three dice to their rolls, and negate a single botch die that may result from such a roll. Generally, such actions must be at least difficulty 8 and have the potential to inflict at least three health levels of damage if failed.

Efficient Digestion

Cost: 3pt.
You are able to draw more than the usual amount of nourishment from blood. When feeding, you gain an additional point to your blood pool for every two points of blood you consume. This does not allow you to exceed your blood pool maximum.

Discerning Palate

Cost: 4pt.
Your naturally selective palate allows you to discern specific traits inherent to a sample of blood. With but a taste, you can determine potency, freshness, species, or whether a blood sample is contaminated, as well as attempt to identify the Generation, age, and even Clan of other vampires. If you sample even a single drop of blood, roll Perception + Awareness (difficulty 8).

- One success allows you to identify the relative potency and freshness of the blood, a species whose blood you have previously tasted and know to be of a specific kind, the Generation of another vampire within two steps of your own, if the blood is either under one hundred or over one hundred years old, and if it is of your same Clan.
- Two successes identifies whether the blood is contaminated by disease or poison, the Generations of vampires within four steps of your own, the approximate age within fifty years (if less than three hundred years old), and any Clan whose blood you've previously tasted.
- With three or more successes, you identify specific contaminates you've sampled before, Generations within six steps of your own, the vintage of blood within twenty-five years (if less than six hundred years old), and any Clan as well as family of vampires whose blood you've tasted previously.

Huge Size

Cost: 4pt.
You are abnormally large in size, at least 6'10" and 300 pounds in weight (well over two meters tall and over 130 kgs). Aside from making you extremely noticeable in public, this extra mass bestows an additional Bruised health level. Characters with this Merit may also gain bonuses to push objects, open barred doors, avoid being knocked down, etc.

Revision #1
Created 6 May 2022 10:01:51 by Pooka

Updated 6 May 2022 14:00:14 by Pooka