

CLAN FLAW

Bestial Marks: If the Frenzy or Röttschreck value the Character faces is higher than their Spirit Attribute, one of their chosen Attributes is lowered by 1 point for 1 hour.

GOALS

Clan Goal:

[One of the several Clan-goals which are supervised by the Clan's in-game superior.]

Domain Goal:

[One of the several Domain-goals which are supervised by the Domain's in-game leader.]

Personal Goals:

Girls Backstage: You want to have a good time, enjoy the party. Dance or flirt with three different female Vampires.

BLOOD COUNTER

13 12

MAX. BLOOD: 13

OBERON

Fehér Márton

7

HUMANITY



SPIRIT

Empathy, Performance

10

GENERATION



BODY

Seduction, Streetwise

42

YEAR-OLD



MIND

Linguistics

DISCIPLINES

- 1 Animalism
- 1 Auspex
- Celerity
- Chimerstry
- Dementation
- Dominate
- 1 Fortitude

- Necromancy
- Obfuscate
- Obtenebration
- Potence
- 1 Presence
- 4 Protean
- Quietus

- Serpentis
- P. of Blood
- L. of Flames
- M. of Mind
- Vicissitude

1 BLOOD TURN

TOKENS

- 0 military
- 0 occult
- 1 influence
- 1 secret

5

SURPRISED
melee without
skill&generation

6

MELEE / RANGED

7

COMBAT STRENGTH

6

SURPRISED
ranged without
skill&generation

body+age
+potence+fortitude
+skill+generation

body+age
+auspex+fortitude
+skill+generation

COMBAT TURNS

1. TOUCH & SHOUT "COMBAT! ONE... TWO... THREE!"
2. EVERYBODY FREEZE / USE ONE DISCIPLINE
3. COMPARE: BLOOD BIDDING 0-5 + COMBAT STRENGTH
4. ONE HIT FOR EVERY DIFFERENCE / CONVERT HITS TO WOUNDS!
5. MOVE 2 STEPS (end of turn)

BUY DAMAGE

fatal injury get a red ribbon for 4 hits

aggravated: 2+ ribbons on a location

torpor: Body+1 ribbons on a location

staked: 8 hits + wooden stake

Final Death = staked/torpor & shout
"FINAL DEATH" count to 10

COMMON DISCIPLINESANIMALISM

level I for free

level II-V for 1 blood

Spirit vs Spirit always

CELERITY

for 1 blood = get CombatStr

or Move Steps

or deal Multiply Hits

DOMINATE

Free! generation limit, touching

range, eye contact needed

level II can be used in combat

OBFUSCATE

level I-II for free

1 or more blood for level III-V

surprise attack if activated

before combat

HEALING RULES

fatal injury = 1 blood & 1 min

aggravated = 5 blood & 15 min

torpor = 1 Vitae OR wait 30 min +

get 4 ribbons and miss 4 Blood

Flee: if your CombatStr is equal or
higher take 3 steps // can't cause
any injury

AUSPEX

passive: ranged CombatStr,

surprised blood bidding,

choose hit target

active: level I, IV free; level II-V 1

blood, Mind vs Spirit always

FORTITUDE

passive: CombatStr, faster healing

active: higher ribbon-tie-limit

POTENCE

passive: raise Melee CombatStr

active: 1 blood = automatic hits

or knock out or throw the target

Body+Potence vs Body+Potence

PRESENCE

active: 1 blood for every level,

Mind vs Spirit always, Shout PRESENCE

SPECIAL ABILITIES

Stag-Heart: You are more vulnerable to aggressive mental and social attacks, your Mind or Spirit resistance is lowered by 1 in such cases. Also, you are more resilient to Frenzy due to your calm nature, and your Spirit is considered 1 point higher to resist Frenzy.

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