



CHRISTIAN VARGAS



FUSK FOLDER

ATTRIBUTES

PHYSICAL

Strength 1 Poor: You can lift 40 lbs.

Dexterity 2 Average: You're no clod, but you're no ballerina, either...

Stamina 3 Good: You are in good shape and rarely fall ill.

SOCIAL

Charisma 3 Good: People trust you implicitly.

Manipulation 4 Exceptional: You have significant personal magnetism.

Appearance 0 Nosferatu

MENTAL

Perception 4 Exceptional: Almost nothing evades your notice.

Intelligence 4 Exceptional: You're not just bright, you're downright brilliant (IQ 140).

Wits 2 Average: You know when to bet or fold in poker.

DISCIPLINER

Animalism

The Beast resides within all creatures, from lice-ridden rats to powerful Kindred elders. The Discipline of Animalism allows the vampire to develop a close, intense connection with his primordial nature. He not only communicates empathically with the lower beasts, but also projects his own force of will upon them, directing the animals to do his bidding. Additionally, as the vampire grows in power, he can use Animalism to control the Beast within mortals and even other supernaturals.

A vampire who lacks this Discipline or the Skill of Animal Ken is repellent to animals. Beasts grow distinctly agitated in the presence of such a Kindred, often to the point of fleeing from or attacking the vampire. In contrast, Kindred with Animalism present a soothing aspect to lower creatures - indeed, animals are often attracted to them.

The Gangrel are especially renowned as the masters of Animalism, although the Nosferatu, Ravnos and Tzimisce clans show a talent for the Discipline as well.

The Traits of Manipulation and Charisma are key to Animalism powers. The stronger the vampire's force of personality, the better able he is to influence lesser creatures.

● FERAL WHISPERS

This power is the basis from which all other Animalism abilities grow. The vampire creates an empathic connection with a beast, thereby allowing him to communicate or issue simple commands. The Kindred locks eyes with the animal, transmitting his desires through sheer force of will. Although it isn't necessary to actually "speak" in chirps, hisses or barks, some vampires find that doing so helps strengthen the connection with the animal. Eye contact must be maintained the entire time; if it's broken, the Kindred must look into the beast's eyes once again to regain contact.

Since Feral Whispers requires eye contact, animals that cannot see are not affected. Further, the simpler the creature, the more difficult it becomes to connect with the animal's Beast. Mammals,

predatory birds and larger reptiles are relatively easy to communicate with. Insects, invertebrates and most fish (with the possible exception of larger ones like sharks) are just too simple, their Beasts too weak, to connect with.

Feral Whispers provides no guarantees that an animal will want to deal with the vampire, nor does it ensure that the animal will pursue any requests the vampire makes of it. Still, it does at least make the creature better disposed toward the Kindred. The manner in which the vampire presents his desires to the animal often depends on the type of creature. A Kindred can probably cow smaller beasts into heading commands, but he's better off couching orders for large predators in terms of requests.

If the vampire successfully uses the power, the animal performs the command to the best of its ability and intellect. Only the very brightest creatures understand truly complex directives (orders dealing with conditional situations or requiring abstract logic). Commands that the animal does understand remain deeply implanted, however, and may affect it for some time.

System: No roll is necessary to talk with an animal, but the character must establish eye contact first. Issuing commands requires a Manipulation + Animal Ken roll. The difficulty depends on the creature: Predatory mammals (wolves, cats, insectivorous/vampire bats) are difficulty 6, other mammals and predatory birds (rats, owls) are difficulty 7, other birds and reptiles (pigeons, snakes) are difficulty 8. This difficulty is reduced by one if the character speaks to the animal in its "native tongue," and can be adjusted further by circumstances and roleplaying skill (we highly recommend that all communication between characters and animals be roleplayed).

The number of successes the player achieves dictates how strongly the character's command affects the animal. One success is sufficient to have a cat follow someone and lead the character to the same location, three successes are enough to have a raven spy on a target for weeks, and five successes ensure that a grizzly ferociously guards the entrance to the character's wilderness haven for some months.

The character's Nature plays a large part in how he approaches these conversations. The character might try intimidation, teasing, cajoling, rationality or emotional pleading. The player should understand that he does not simply play his character in these situations, but the Beast Within as well.

●● BECKONING

The vampire's connection to the Beast grows strong enough that he may call out in the voice of a specific type of animal - howling like a wolf, cawing like a raven, etc. This call mystically summons creatures of the chosen type. Since each type of animal has a different call, Beckoning works for only a single species at a time.

All such animals within earshot are summoned, but may choose individually whether or not to respond. While the vampire has no control over the beasts who answer, the animals who do are favorably disposed toward him and are at least willing to listen to the Kindred's request.

System: The player rolls Charisma + Survival (difficulty 6) to determine the response to the character's call; consult the table below. Only animals that can hear the cry will respond. If the Storyteller decides no animals of that type are within earshot, the summons goes unanswered.

The call can be as specific as the player desires. A character could call for all bats in the area, for only the male bats nearby, or for only the albino bat with the notched ear he saw the other night.

SUCSESSES EFFECT

1 Success	A single animal responds.
2 Successes	One-quarter of the animals within earshot respond.
3 Successes	Half of the animals respond.
4 Successes	Most of the animals respond.
5 Successes	All of the animals respond.

Obfuscate

This uncanny power enables Kindred to conceal themselves from others' sight. By simply wishing to remain unseen, a vampire can disappear, even if he stands in full view of a crowd. The immortal doesn't actually become invisible; he simply deludes any observers into thinking he has vanished. Additional uses of Obfuscate include changing the Kindred's features and concealing other people or objects.

Unless the vampire purposefully makes himself seen, he can remain obscured indefinitely. At higher levels of power, the vampire may fade from view so subtly that those nearby never register the point at which he "left."

Under most circumstances, few mortals or supernaturals can penetrate Obfuscate's cloaking fog. Animals, operating on a more instinctual level, often perceive (and fear) the vampire's presence even if they can't detect him with their normal senses. Children and other innocents to whom deception is foreign might also be able to pierce the deception, at the Storyteller's discretion.

The Auspex Discipline enables Kindred to see through Obfuscate. Even that is not guaranteed, however; refer to "Seeing the Unseen" for more details.

Since Obfuscate affects the viewer's mind, Kindred cannot use this Discipline to cloak their presence from mechanical devices. Video recordings and photographs capture the vampire's image faithfully. Even so, such is Obfuscate's ability to bend the mind that someone using a recording device will not see the immortal's image until she views the footage at a later date, if even then.

Several clans - Assamites, Followers of Set, Malkavians, Nosferatu - use this power, but it stands as the hallmark of the Nosferatu. A number of elder Kindred believe Caine, or perhaps Lilith, bestowed the clan with this Discipline to compensate for the hideous physical deformities its members suffer.

Most Obfuscate powers last for a scene or so, or until the vampire ceases maintaining them. Once evoked, they require very little mental effort to keep in place.

● CLOAK OF SHADOWS

At this level, the vampire must rely on nearby shadows and cover to assist in hiding his presence. He steps into an out-of-the-way, shadowed place and eases himself from normal sight. The vampire remains unnoticed as long as he stays silent, still, under some degree of cover (curtain, bush, door frame, lamppost, alley) and out of direct lighting. The immortal's concealment vanishes if he moves, attacks or falls under direct light. Furthermore, the vampire's deception cannot stand concentrated observation without fading.

System: No roll is required as long as the character fulfills the criteria described above. So long as he

remains quiet and motionless, virtually no one but another Kindred with a high Auspex rating will see him.

●● UNSEEN PRESENCE

With experience, the vampire can move around without being seen. Shadows seem to shift to cover him, and others automatically avert their gaze as he passes by. People move unconsciously to avoid contact with the cloaked creature; those with weak wills may even scurry away from the area in unacknowledged fear. The vampire remains ignored indefinitely unless someone deliberately seeks him out or he inadvertently reveals himself.

Since the vampire fully retains his physical substance, he must be careful to avoid contact with anything that may disclose his presence (knocking over a vase, bumping into someone). Even a whispered word or the scuffing of a shoe against the floor can be enough to disrupt the power.

System: No roll is necessary to use this power unless the character speaks, attacks or otherwise draws attention to himself. The Storyteller should call for a **Wits + Stealth** roll under any circumstances that might cause the character to reveal himself. The difficulty of the roll depends on the situation; stepping on a squeaky floorboard might be a 5, while walking through a pool of water may require a 9. Other acts may require a certain number of successes; speaking quietly without giving away one's position, for instance, demands at least three successes.

Some things are beyond the power of Unseen Presence to conceal. Although the character is cloaked from view while he smashes through a window, yells out or throws someone across the room, the vampire becomes visible to all in the aftermath.

Bystanders snap out of the subtle fugue in which Obfuscate put them. Worse still, each viewer can make a Wits + Alertness roll (difficulty 7); if successful, the mental haze clears completely, so those individuals recall every move the character made up until then as if he were visible the entire time.

MERITS & FLAWS

Vengeful (2-pt. flaw) You have a score to settle, incurred either during your mortal days or after the Embrace. You are obsessed with taking your revenge on an individual or group, and it is your overriding priority in any situation where you encounter the object of your revenge. You may temporarily resist your need for vengeance by spending a Willpower point.

Anosmia (2-pt. Flaw) You have no sense of smell or taste. The vilest odors and flavors imaginable cannot affect you; in fact, you do not even recognize their presence. You cannot attempt a Perception roll that involves either of these senses. However, any supernatural attack involving horrific odors and tastes does not affect you. Granted, Nosferatu who have surrounded themselves with unseemly funk long enough become immune to just about any foul odor, but you simply do not recognize smells at all.

Eidetic Memory (2-pt. merit) You remember, with perfect detail, things seen and heard. Documents, photographs, conversations, etc., can be committed to memory with only minor concentration. Under stressful conditions involving numerous distractions, you must make a Perception + Alertness roll (difficulty 6) to summon enough concentration to absorb what your senses detect.