

Celerity

Description:

The ability to strike fast, dodge blows, and escape pursuers allows Kindred to become extremely effective predators. Celerity enables vampires to move faster than any natural creature, though it does more than grant a supernatural speed, with vampires employing it actually appearing to think almost as fast as they act. While some vampires use to slice and stab at enemies without fear of riposte, others simply use it to get from A to B faster than any other person on foot.

Characteristics:

Storytellers may wish to make Auspex rolls for characters in order to more convincingly provide wrong or incomplete answers after failed rolls.

Type

Physical

Masquerade threat

Medium to High.

Most Celerity powers are clearly inhuman, the only saving grace being that they're very hard to catch on film or photograph.

Blood Resonance

Choleric.

Fear and utter terror, runners, athletes, amphetamine and alkaloid users, habitual players of first-person shooters and other twitch games.

Powers - Level 1:

Name & Requirements	Description & Cost	Dice Pools	System	Duration
Vampire the Masquerade: Core Rulebook				

Cats Grace	<p>The vampire gains a balance and grace equal to and surpassing world-class trapeze artists. They can walk and even run across ledges and wires effortlessly and can keep their balance on the slimmest of supports.</p> <p><u>Cost:</u> Free</p>	N/A	<p>The user automatically passes any Dexterity or Athletics-based roll needed to keep their balance. Note that this power does not allow them to balance on support that cannot take their weight.</p>	Passive
Rapid Reflexes	<p>While their bodies still can't defy the laws of nature, vampires with this power perceive events instantly and can react to them with superhuman alacrity. They can observe incoming projectiles to the extent that they can attempt to dodge arrows and even bullets without available cover.</p> <p><u>Cost:</u> Free</p>	N/A	<p>With this power, vampires suffer no penalty to their defence pools for lack of cover against Fire-arms attacks. They can also take a minor action (see p. 298) worth up to two dice per turn, such as readying or reloading a weapon, for free.</p>	Passive

Powers - Level 2:

Name & Requirements	Description & Cost	Dice Pools	System	Duration
Vampire the Masquerade: Core Rulebook				
Fleetness	<p>Their mastery of Celerity now allows the vampire to move and react with dizzying speed.</p> <p><u>Cost:</u> One rouse check</p>	N/A	<p>Add the Celerity rating to user's dice pool for non-combat Dexterity tests. Once per turn the user may also do this when defending with Dexterity + Athletics.</p>	One scene

Powers - Level 3:

Name & Requirements	Description & Cost	Dice Pools	System	Duration
Vampire the Masquerade: Core Rulebook				
Blink	<p>The vampire swiftly closes in on a foe, engaging or escaping in the blink of an eye. To an unprepared observer the user almost appears to teleport, a rush of wind the only sign of their passing.</p> <p><u>Cost:</u> One rouse check</p>	<p>Dexterity + Athletics</p> <p>or</p> <p>as needed</p>	<p>The vampire moves in a straight line toward a target, covering any distance under 50 meters while still having enough time to perform an action, such as an attack, during the turn. If the terrain is in any way hazardous, the character needs to make a Dexterity + Athletics roll to avoid stumbling and coming to a halt on the way. The Storyteller may call for other contests as desired, especially if the vampire races a distant foe to an object or an action. Vampires engaging a foe with this power act as if already engaged when the turn begins.</p>	One turn

Traversal	<p>With blurring speed the vampire can run or climb along any surface, including vertical and even liquid mediums. While Traversal does With blurring speed the vampire can run or climb along any surface, including vertical and even liquid mediums. While Traversal does not grant insect-like supernatural traction, running up or along walls present little problem. Walking on water remains impossible, but the vampire can run on water for a limited distance given a run-up.</p> <p><u>Cost:</u> One rouse check</p>	Dexterity + Athletics	<p>Make a Dexterity + Athletics roll with a Difficulty of 3 (inclined surface with traction) to 6 (slick vertical surface, open water), depending on the surface and angle. Each point of margin gets the vampire further up or out; a margin of 0 gets to a close target, a margin of 1 to one farther than that, and so forth. The Storyteller should inform the player beforehand if a target is too distant to even attempt Traversal; as a rule of thumb, anything over water farther than 60 meters (or more than 30 stories up a building) probably exceeds this power's range.</p>	One turn
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Powers - Level 4:

Name & Requirements	Description & Cost	Dice Pools	System	Duration
Vampire the Masquerade: Core Rulebook				

Draught of Elegance	<p>The Blood of the vampire becomes saturated with the power of Celerity, conveying a part of that power to anyone who drinks of it. While this is also a first step towards a Blood Bond, already bound thralls or servants have little use for such worries, and even non-bound allies might decide to brave a sip for the sake of temporary power.</p> <p><u>Cost:</u> One rouse check</p>	N/A	<p>Drinking a Rouse Checks worth of Blood directly from the user gifts the drinker with temporary Celerity equal to half the Celerity dots (rounded down) of the donor. The drinker gains the same non-Amalgam powers as the donor's, up to that level.</p>	One night; for vampires, until the next feeding or the vampire reaches Hunger 5
<p>Unerring Aim</p> <p>Requires: Auspex 2</p>	<p>The world around them slowing to a crawl, the vampire can aim and throw or fire any weapon at a target as if the target were stationary.</p> <p><u>Cost:</u> One rouse check</p>	N/A	<p>Use before making a ranged attack. The target makes no roll to dodge or defend; make the attack at Difficulty 1. An opponent possessing Celerity 5 can nullify this power by making their own Rouse Check, defending at the same speed.</p>	A single attack

Powers - Level 5:

Name & Requirements	Description & Cost	Dice Pools	System	Duration
Vampire the Masquerade: Core Rulebook				

Lightning strike	<p>Faster than the eye can follow, the vampire can strike with fist or melee weapon at such speed that the opponent is unable to defend or take evasive action.</p> <p><u>Cost:</u> One rouse check</p>	N/A	<p>Use before making a Brawl or Melee attack. The opponent makes no roll to dodge or defend; make the attack at Difficulty 1. An opponent possessing Celerity 5 can nullify this power by making their own Rouse Check, defending at the same speed.</p>	A single attack
Split second	<p>The speed at which the vampire moves catches up with their supercharged perception, allowing them to react to events around them at a moment's notice. Ambushers find their prey already standing behind them, and favours asked are completed before the words leave the supplicants mouth.</p> <p><u>Cost:</u> One rouse check</p>	N/A	<p>The player can supersede the Storyteller's narration of events, within reason. They can choose to have their character move through a door before it closes, circumvent an ambush after it has been triggered, roll out of the way of an explosion, and so forth. The action taken must be reasonable and should not take more than a few seconds in real time. The Storyteller decides what Skills, if any, need to be checked to successfully accomplish an action begun using this power.</p>	Roughly one action, as determined by the Storyteller.

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