

Fortitude

Description:

Much prized by immortals, Fortitude grants the ability to resist physical and mental assault. Few vampires survive longer than a century without at least a mote of Fortitude, especially in a world where violence is common and not even Kindred are safe. In these nights, fewer vampires use Fortitude to resist the sun than they do to withstand violent harm, fire, and supernatural coercion. Those possessing Fortitude exemplify the stolid pillars of Kindred society, able to withstand blows and charms without movement or sign of dilapidation. Few vampires feel as secure in their immortality as do elder Blue Bloods and Ferals.

Characteristics:

Type

Physical

Masquerade threat

Medium.

Eyewitnesses undoubtedly react upon someone taking a terminal beating or a hail of bullets and getting back up seemingly unhurt. Favorite cover-up explanations include erroneous recollection in the excitement (the bullets only seemed to hit), special effects (YouTube prank), or the tried and tested “must have been on PCP” rationale.

Blood Resonance

Melancholic.

Survivors of war, abuse, or misfortune; endurance runners; mountain climbers; infantry and special forces; those with very powerful immune systems.

Powers - Level 1:

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

Resilience	Endowed with supernatural endurance, the user can strengthen their physical resolve. <u>Cost:</u> Free	N/A	The user adds their Fortitude rating to their Health track.	Passive
Unswayable Mind	The user gains a mystical ability to resist any attempts to sway them through mundane charms, coercion, and wiles. Some exhibit Unswayable Mind as zen like calm, others as supernatural stubbornness. <u>Cost:</u> Free	N/A	The user adds their dots in Fortitude as extra dice in any roll made to resist coercion, intimidation, seduction, or any other attempt to sway the user's mind against their will. This power also works against supernatural abilities such as Dominate and Presence.	Passive

Powers - Level 2:

Name & Requirements	Description & Cost	Dice Pools	System	Duration
Vampire the Masquerade: Core Rulebook				
Toughness	All vampires with this power exhibit an innate ability to ignore damage that would otherwise inconvenience and even disable others of their kind. While this power alone gives no protection against banes and other aggravated damage, the protection it confers adds up in the long run. <u>Cost:</u> One rouse check	N/A	Subtract the Fortitude of the defender from all Superficial damage sustained. This occurs before halving the damage, and cannot reduce the damage below one.	One Scene

<p>Enduring Beasts</p> <p>Requires: Animalism 1</p>	<p>The user shares a small portion of their unnatural toughness with the animals they influence. Teeming swarms and great beasts alike exhibit a resistance to fleeting injuries almost equal to the vampire themselves.</p> <p><u>Cost:</u> Free (For Famulus) One rouse check (For normal animal)</p>	<p>Stamina + Animalism (for non-famulus animals)</p>	<p>The vampire can choose to extend some of their Fortitude powers to animals affected by their Animalism. Any animal thus imbued gains additional Health levels equal to the Fortitude dots of the vampire. Using this power on their famulus is free and automatic. To imbue other animals besides their famulus, the user must make a Rouse Check and roll a test of Stamina + Animalism (Difficulty 3). The user can fortify one animal per point of margin. When the effect ends, remove unmarked Health first; this may result in the animal expiring.</p>	<p>One Scene</p>
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Powers - Level 3:

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

Defy Bane	<p>By preparing themselves with an expenditure of power, the vampire can make themselves temporarily resistant to fire and sunlight as well as other grievous wounds that would threaten them with Final Death.</p> <p><u>Cost:</u> One rouse check</p>	Wits + Survival (to activate reflexively)	<p>The user can convert a number of Aggravated damage equal to their Fortitude rating to Superficial damage when sustained. They may not heal that Superficial damage for the rest of the scene. This power converts a number of damage per scene, not per wound or per attack.</p> <p>The user can renew this power once expired by making another Rouse Check. If endangered unexpectedly, the user can activate this power reflexively with a Wits + Survival roll (Difficulty 3) upon receiving Aggravated damage. If the user fails the test, the power does not activate; if they win the test, they must make a Rouse Check to pay for the power.</p>	One scene or until expired, whichever comes first
Fortify The Inner Facade	<p>Instead of hardening the vampire's physical frame, this power allows the user to protect their thoughts and emotions from supernatural prying. Their mind appears completely blank while their aura is, for lack of better words, flat.</p> <p><u>Cost:</u> Free</p>	N/A	Increases the Difficulty of using Scry Soul (Auspex 3), Telepathy (Auspex 5), and similar powers on the user by half their Fortitude rating (round up). If the rules allow the user to resist these powers, they add their Fortitude rating to their dice pool instead.	One scene

Powers - Level 4:

Name & Requirements	Description & Cost	Dice Pools	System	Duration
Vampire the Masquerade: Core Rulebook				
Draught of Endurance	<p>The Blood of the vampire becomes saturated with the power of Fortitude, conveying a part of that power to anyone who drinks of it. This is the Fortitude equivalent of Draught of Elegance (p. 254).</p> <p><u>Cost:</u> One rouse check</p>	N/A	<p>Drinking a Rouse Check's worth of Blood directly from the user gifts the drinker with temporary Fortitude equal to half the Fortitude dots (rounded down) of the donor. The drinker gains the same powers as the donor's, up to that level.</p>	<p>One night;</p> <p>Or</p> <p>For vampires until the next feeding or the vampire reaches Hunger 5</p>

Powers - Level 5:

Name & Requirements	Description & Cost	Dice Pools	System	Duration
Vampire the Masquerade: Core Rulebook				
Flesh of Marble	<p>The power of the Blood causes the skin of the vampire to harden, taking on a marble-like sheen that is still supple but stops almost any blow before momentarily breaking and reforming. A vampire using this power is almost impossible to destroy outright, barring a lucky blow or physical restraint.</p> <p><u>Cost:</u> Two rouse checks</p>	N/A	<p>With this power active, the vampire ignores the first source of physical damage each turn, including fire but not sunlight. If confusion arises about which source is "first," the Storyteller either decides based on the narrative, or the vampire ignores the most damaging single source that turn. A critical win on an attack roll bypasses this power.</p>	One scene

Prowess From Pain	<p>Injuries and impairments now only fuel the powers of the vampire, who grows stronger and faster from each blow, rend, or tear received. Only utter destruction can stop one who calls upon this Fortitude power.</p> <p><u>Cost:</u> One rouse check</p>	N/A	<p>Upon activating the power the vampire no longer suffers any dice penalties from Health damage sustained, such as physical Impairment. Additionally, they can increase one Physical Attribute by one dot (derived stats are unaffected) for each level of damage on their Health track, aggravated or superficial. The user's Attributes cannot exceed a value equal to their Blood Surge + 6 through this ability.</p>	One scene
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Revision #3

Created 7 August 2024 17:59:26 by Benoniy

Updated 7 August 2024 18:23:20 by Benoniy