

# EQUILIBRIUM

## ◊◊ *Fall From Grace*

The Kindred are renown for their suave affair and grace. Legends whisper of their ability to perform feats of entrancing grace and motion. Equilibrium is often considered a physical discipline as it teaches the vampire to transmute and redistribute his own Vitae in such a way as to give him preternatural balance, poise and grace. Furthermore, with higher levels of the discipline the Kindred can in fact utilize the occult potency of Vitae to perform blatantly supernatural effects. Meaning that while the lower levels of the power may be passed off as an uncanny fluke or masterful control of the body, the higher powers are often clear breaches of the masquerade for the way that they can be used are echoed throughout vampiric legends.

Equilibrium's main drawback is that it requires the Kindred to maintain some form of concentration on the effect. The Kindred must focus of the distribution of his Vitae to ensure that the center of balance lies where it does. If the Kindred's concentration is broken, then the discipline's effect is temporarily suspended. He may resume concentration once the distraction is gone, as long as the duration of the discipline's effect has not expired. This tends to minimize its application in combat, as the Kindred cannot easily maintain the discipline's effects and perform any instant action (such as launching an attack) at the same time. Though reflexive actions are still permissive if they do not require any concentration. Attempting to perform any instant action that is not the direct result of discipline's effects will accrue a -2 dice penalty on the action's roll.

## ◊ *The Perfect Circle*

Kindred with this discipline can utilize Equilibrium to grant them perfect inner balance. It allows the Kindred to place her center of balance anywhere upon her body. This has a number effects; primarily it allows her to walk upon the thinnest support as though it were a broad road, walking with ease along tight ropes or balancing on a fence post. Factors such as high wind or poor weather conditions, ice, rain or snow for example, may impose challenges to remain upon the support. Furthermore, she may also redistribute the center of gravity to her finger-tips or similar giving her perfect acrobatic control. She may literally stand straight on the tip of one finger with minimal effort.

Like most Equilibrium powers, trying to take extraneous actions incur a subsequent penalty. The exception to this rule being acrobatic or physical performances that are instead augmented by the controlled center of balance. When using any of the following skills: athletics, brawl, firearms, stealth or weaponry, she may reduce negative penalties by 1 for every dot in Equilibrium she possesses.

**Cost:** None

**Dice Pool:** The activation of this power requires no roll.

**Action:** Instant

Though falling from great heights will not surrender a Kindred to the final death, it may still deal enough damage to put the Kindred into torpor. Since falling into torpor out in the open is rarely beneficial to any Kindred this discipline shows its beneficence in a number of conditions. Its effect allows the Kindred to redistribute her Vitae in such a way that she may control and even minimize the impact from falling. Like a cat she may automatically twist her body in mid-fall (provides she has at least 2 yards of fall in which to move) so that her feet can squarely face the ground. Furthermore, it uses the redistributed Vitae to absorb the shock of the fall evenly along the body, minimizing the damage inflicted from the fall.

Unlike other equilibrium powers, Fall From Grace does not require concentration throughout the entire fall. It is a reflexive action that corrects and prepares the Kindred for impact in that single action. The Vitae returns to its normal place once the Kindred lands. This means that the Kindred may perform other physical actions whilst falling, but unless she has some method of resolute concentration or heightened senses, she is still penalized -2 dice penalty for trying to attack anyone in mid-fall.

**Cost:** None

**Dice Pool:** Fall From Grace requires no dice roll to activate the power and will automatically realign the direction of the Kindred to land on their feet. However, to utilize the discipline to land in a way that minimizes injury requires a Dexterity + Athletics + Equilibrium roll.

**Action:** Both the activation roll and the landing roll are reflexive. Roll results are for landing.

### Roll Results

**Dramatic Failure:** If the character's landing roll is a dramatic failure she has landed on a critical or weak spot. This results in an injury like a broken leg or other severe trauma that may take several days to heal.

**Failure:** The vampire fails to land properly and takes the full damage from falling.

**Success:** For each success on the landing roll, subtract one of the points of damage inflicted down to a minimum of 1. Furthermore any damage that is incurred is bashing, not lethal.

**Exceptional Success:** If the Kindred gains an exceptional success she may burn a point of Vitae to reduce any excess levels of damage not reduced by her successes.

## ◊◊◊ *Flawless Poise*

In dangerous situations, the ability to remain calm and poised can be a great boon. Yet sometimes one's reflexes are hampered in one way when one's mental response is slower than their physical or vice versa. This discipline allows the Kindred to augment her sense of

poise so that her body moves as one with her mind. As such, whilst the power is active, the Kindred may spend a point of Willpower reflexively to use the highest of her Wits or Dexterity for her Defense.

**Cost:** There is no cost, as the power is considered to always be active. However the Kindred must spend 1 Willpower as a reflexive action to boost her Defense for one turn only.

**Dice Pool:** The activation of this power requires no roll.

**Action:** Reflexive

### ◇◇◇◇ *Waltz of the Spider*

Legends speak of Kindred with the ability to defy gravity and walk along walls and ceilings as though they were the ground. It is from this discipline that such legends derive. When active, a Kindred's sense of down is always subjective to the surface they walk upon. This suspension applies only to the Kindred herself, and not to any pieces of apparel and objects held. Objects, if dropped, will fall to the ground with a normal sense of gravity, clothes and hair will drape towards the ground but otherwise the Kindred's sense of balance is directed towards the surface that she stands upon.

Like other Equilibrium powers, concentration must be maintained to stay upon the surface in question. If the Kindred's concentration is at any point broken, (she may resist with a reflexive Resolve + Composure roll) she immediately loses contact with the surface and may fall to the ground. Furthermore, if the Kindred is physically separated from the surface she is crawling along gravity asserts itself and pulls the Kindred to the ground.

**Cost:** 1 Vitae

**Dice Pool:** The activation of this power requires no roll. The effects last for one scene, during which time the Kindred may walk along any surface that she deems appropriate.

**Action:** Instant

### ◇◇◇◇◇ *Levitation*

At the height of Equilibrium's power a Kindred may simply defy gravity's pull. In essence, the Kindred sublimates the Vitae in her body to make herself entirely buoyant in such a way that she can lift off the ground. This power does not grant true flight, for she has only minimal control of her direction and her movement rates are rarely faster than walking. Its main function allows Kindred to elevate or lower themselves between high and low places (such as an open balcony). The discipline's effect lasts for one turn per success and whilst active the Kindred may raise or lower herself at a speed of Blood Potency + 5.

Normally the Kindred will have no control over her direction of levitation, unless the winds are favorable or he has some physical method of directing his flight. The Kindred may however, spend 1 Willpower to force a direction by shunting the Vitae in her body around in a manner similar to lower levels of the power.

Like other Equilibrium powers, concentration must be maintained to stay afloat. If the Kindred's concentration is at any point broken,

(she may resist with a reflexive Resolve + Composure roll) she falls to the ground.

**Cost:** 1 Vitae, further Willpower must be spent to control the direction of horizontal movement.

**Dice Pool:** Intelligence + Occult + Equilibrium

**Action:** Instant

**Roll Results**

**Dramatic Failure:** The Kindred may not activate this power again for the remainder of the scene.

**Failure:** The Kindred fails to sublimate her Vitae to take to the air.

**Success:** The Kindred may levitate for one turn per success.

**Exceptional Success:** No additional benefit except the longer time in levitation.