

Nebulation

Deep fog can be just as unsettling as the depths of night, and carries with it an unearthly quality. Caitiff might associate vampires with fog and haze, particularly stories of vampires able to turn into mist, and so develop this Discipline.

Note: While mist and fog are not unnatural, their sudden appearance or clinging to an individual certainly can be. A vampire is advised to remember that a person walking around shrouded in a personal halo of mist or a building interior suddenly filling with fog is very likely to breach the Masquerade if local weather conditions don't otherwise allow for it.

● Mist Shroud

The vampire clads themselves in a small cloud of fog that obscures her features, bends light away from it, and muffles sound.

System: No roll is required to activate this power, which endures for as long as the vampire wishes. While under the effects of Mist Shroud, the vampire's form is blurred and her footsteps are muffled by the fog, granting her one automatic success on any Stealth roll to remain unseen and unheard for each dot in Nebulation she possesses (maximum 5).

In addition, while under the effects of Mist Shroud, the vampire may expend a point of Willpower to partially transform into mist. This transformation lasts for only a few seconds, but can be used to slip between narrow spaces as thin as 1 inch, as long as the total distance traveled does not exceed 3 yards/meters.

●● Fog Cloud

The vampire summons a cloud to better conceal themselves and their actions, or to momentarily blind and deafen her foes.

System: The vampire spends a point of Willpower and causes a creeping fog to envelop a spherical area 3 yards/meters in radius for each rank in Nebulation the vampire possesses, which endures for the scene or until the vampire chooses to disperse it. Within the fog, vision is obscured and sounds are muffled (including for the summoning vampire), causing all rolls involving Perception to be made at +2 Difficulty, and inflicting one automatic failure on such rolls for attempts to discern anything more than 3 yards/meters away. The fog rapidly billows out from the vampire, filling the area in seconds, but once conjured it is stationary, though a strong wind may disperse it at the Storyteller's discretion.

The vampire may spend an additional point of Willpower when activating this power to increase the radius of the fog cloud by 3 meters per Willpower point spent.

●●● Envelop

Wrapping a victim in blatantly unnatural, solid fog, the vampire can silence her target, or even choke the life out of them.

System: The vampire expends a blood point and causes a column of fog to wrap around a target she can see, trapping them in a swirling cloud of mist that renders them totally blind, and causes Perception checks made to hear to be made at +2 Difficulty. The target is trapped and cannot move. The column lasts for 1 turn.

Additionally, the vampire may cause the mist to enter the lungs of the target, choking them. This special attack action requires an Intelligence + Nebulation roll against a Difficulty of 6. On a success, the target is choked, preventing them from speaking or making other sounds, and if they are a living creature that needs to breathe, they take lethal damage equal to the vampire's Nebulation rank.

●●●● Vaporous Form

Similar to the fifth level Protean power Mist Form, Vaporous Form allows the vampire to transform into a cloud of mist.

System: No roll is required, although a blood point must be spent. The transformation takes three turns to complete, although the character may reduce this time by one turn for each additional blood point spent (to a minimum of one turn). Strong winds may buffet the character, although Disciplines such as Potence may be used to resist them. Vampires in Vaporous Form can perceive their surroundings normally, although they cannot use powers that require eye contact.

The vampire is immune to all mundane physical attacks while in mist form, although supernatural attacks affect him normally. Also, the vampire takes one fewer die of damage from fire and sunlight. The character may not attack others physically while in this state — this includes encountering another vampire in mist form. He may use Disciplines that do not require physical substance, however.

●●●●● Cloak in Haze

The vampire's control over mist is such that she can cloak a large region in it. Further, the haze seems to favor the vampire, allowing her to move with speed and safety through it.

Ironically despite the huge area that the haze envelopes, this power is less likely to breach the Masquerade than some others in the Nebulation discipline, as it manifests relatively slowly and mortals are more willing to accept the idea of a large region being covered in mist than a single building or city street.

System: The vampire spends a blood point and rolls Intelligence + Nebulation against a Difficulty of 6. Each success indicates the radius, in ½ miles, that the haze summoned by this Discipline power covers, centered on the vampire when she first activates it but stationary once it begins to form (for example, 3 successes results in a haze that can cover up to 1-½ miles of area), though regardless of the number of successes the haze only extends upwards for 300 yards/meters. The vampire may choose to affect a smaller area if she wishes. The haze takes an hour to coalesce, during which time the vampire must remain in the area; leaving it causes the mist to subside. Once the haze forms, it persists

for a number of hours equal to the successes rolled before gradually dissipating over the course of an hour. Strong winds may cause the haze to dissipate sooner, at the Storyteller's discretion.

The haze is thick, blocking sight and muffling sounds much like the second level power Fog Cloud, albeit on a huge scale. The haze also has two additional effects:

Firstly, the vampire that summoned the haze can move more freely through the haze when in vaporous form. The vampire who summoned the haze's movement speed is increased by one-half within the area of the haze. This speed increase applies only to movement, not reactions or feats of agility.

Secondly, the haze diffuses sunlight somewhat, and its moisture saps fire of its heat. All vampires within the area of the haze take one fewer die of damage from fire or sunlight.