

esses. She rolls Wits + Faerie Lore (difficult 10 minus the number of Derangements the victim has). She makes this roll as soon as she is told the riddle and then once per hour until she has gathered enough successes.

Every time the victim has more botches than successes, she takes one level of damage and loses that number of successes from the accumulated total. This damage cannot be healed until the riddle has been solved. The riddler can end this trance just by telling the victim the answer, but no one else can do so.

***** * Stone Travel

The Kiasyd can travel into the earth by creating a small tunnel. The tunnels can be used by others, but they will not be very safe and they collapse easily. The vampire is able to travel underground with almost no chance of being captured.

System: Tunneling requires physical contact with the ground as well as a Strength + Athletics roll (difficulty 6). The number of successes translates into the miles per hour at which the traveler can move. Also, the tunneler can cave in any part of the tunnel.

***** ** Earth Sword

The Kiasyd cause huge, strong spikes to shoot out of walls, ceilings and floors. These will be made of whatever material they shoot out of and can be especially dangerous to vampires in wooden houses.

System: The attacker rolls Wits + Melee (difficult 6) and spends a point of Willpower while the target resists with a Wits + Dodge roll (also difficult 6). If the attacker rolls more successes, the target takes three damage dice for each success, though the damage can be soaked normally. If the target rolls more successes, then he is unscathed. Five successes are required to impale a specific location, like the heart.

***** *** Basilisk's Touch

The Kiasyd can turn victims to solid stone simply by touching them. The effects are permanent, and the only way to reverse the effect is through powerful Thaumaturgy or by another touch of the Kiasyd.

System: This power takes effect as soon as the attacker succeeds in touching the victim and spending two points of Willpower. The victim resists with at least three successes on a Willpower roll (difficulty 8).

Merits and Flaws

The blood of the Kiasyd is tinged with the blood of the wyld ones, the Fae. This often leads to the blood line exhibiting powers and weaknesses attributed to faeries in days of yore. These are just small examples of merits and flaws that can be attributed to the Kiasyd.

Merits:

(1 pt) Light of foot- The Kiasyd has an unatrually light foot-fall over surfaces. He or she leave little or no trace of foot-prints over impressionable material, leaving scant evidence that they have been in an area. Good examples of this are lack of footprints in new fallen snow, fresh concrete, spilled flour....

(2 pt) Long Fingers- The Kiasyd's fingers are very long and extreamly nimble. He or she gains a -1 diffculty to all Dexterity rolls that require fine or precise work with the fingers.

(3 pt) Lucky- The Kiasyd is very lucky. The Story Teller may allow one roll to be rerolled per session. The story-teller has the final word on when this merit may come into play

(4 pt) Trickery- Small pranks may be played by the Kiasyd..milk may curdle...people may trip, computers may go on the fritz while in his or her presence. Again, it is up to the Storyteller when this merit may come into play

Flaws:

(1 pt) Ethereal presence- People know that something is inherantly differant about the Kiasyd. While not a harmful thing, it does draw attention to the Kiasyd. People may go out of thier way to talk to him, or he may be chosen as the victem of a crime over a more suitable target...

(2 pt)Hogwash- Legends that apply to fae apply to the Kiasyd. If a bowel of milk is left out for the fairies, the Kiasyd will feel obligated to help the person who left it out. If a person wears his coat inside out, he is invisable to the Kiasyd, and so on.

(3 pt) Fae rings- Mushrooms sprout wherever the Kaisyd stands for a length of time. This may apply to park grass, the carpets of his or her haven. No matter how many times they are uprooted, they regrow.

(4 pt) Church bells- The sound of church bells is extremely painful to the Kiasyd. The sound of a churchbell forces the Kaisyd to make a courage roll, or run in blind terror. In addition to this, the sound induces 3 lvls of lethal damage, that may be soaked.