

# DESCENDANT OF DARYL VAN HORNE (TOREADOR ONLY)

Daryl Van Horne was once a Primogen of the Toreador Clan as well as a Harpy. Van Horne had his hands on the pulse of the city and knew the comings and going of everyone in it. He also kept track on the status and boons in the city as well.

Van Horne was also an artist, a poet, and philosopher. You have inherited these traits in your blood.

• **Artist's Blessing:** The potential maximum level of all of your Craft and Performance skills is increased by 2 (this raises your potential maximum to 7). Additionally, you gain the first 3 dots of any one Craft or Performance skill for free.

•• **Addictive Blood:** Anyone foolish enough to taste a Rouse Check's worth your Blood becomes addicted to it. The next time this creature has the chance to drink from you, she must spend 1 Willpower to turn down the opportunity. This expenditure allows the victim to resist her addiction for the next 10 minutes without further expenditure. After resisting your Blood in this manner five times consecutively, the addiction is broken. If you have the Presence power Entrancement, anyone who drinks a Rouse check's worth of your Blood also becomes Entranced by you for the rest of the night.

••• **Absent Sway:** Whether you dance, paint, sing, or practice any type of art, your work invokes true emotion. When you create art or undertake a performance, you can choose one appropriate emotion or state of thought to be reflected in that endeavor. Anyone viewing the art or observing the performance feels that emotion. If an individual wishes to take an action that runs contrary to the chosen emotion, such as attacking someone in the presence of a painting that invokes calm, she may spend 1 Willpower. If she does so, she ignores all the effects of this for the next hour.

The effects are passive, not aggressive, and encourage observers to feel emotion or enter a certain state of mind. The emotion encouraged by the art is felt by the victim, but Absent Sway does not force the victim to act in any specific manner.

This cannot affect individuals in combat and has no effect once combat starts, but the power can make it difficult for characters to start combat in the first place. Absent Sway only functions when placed on art that is of significant size or easy to observe. Only characters who can plainly see the art or performance are affected by this.

A character does not have to spend a point of Willpower to overcome this if acting upon the emotion caused by the art would cause the character harm or prevent the character from acting in self-preservation.