

### Messy Critical

The character gains one or more Stains (p. 239) from their monstrous action.

The character breaches the Masquerade, as they visibly demonstrate supernatural strength or speed, or leave gaping bite wounds in a body.

The character loses one dot from an Advantage. For example, you might have totaled your Bugatti (squandering Resources), crippled a Retainer, offended an Ally, or just lost Status in court following your outburst. Although the character still needs to spend time (in a later scene or in the background) to take action to repair the dot, the Storyteller can allow the loss to recover more quickly than other vanished dots.

If none of the above conditions fit the narrative, such as on stealth or awareness tests, the character must act out a Compulsion (see below), or the test fails completely as the Beast clouds their senses.

### Bestial Failure

The character must act out a Compulsion, as the Blood starts to subtly dictate their actions. (see below)

The character loses a dot in an Advantage as on a messy critical.

The character suffers one or more points of Aggravated Health damage. This result works well for bestial failures on resistance rolls, as the character breaks out in bloody sweat from the stress.

If no-one in the troupe can come up with a good idea, the Hunger increases by one. If this result would take their Hunger above 5, the character immediately rolls to resist hunger frenzy (p. 220) at Difficulty 4.

Remember: if your roll succeeds anyway, you can't get a bestial failure, no matter how many Hunger dice come up 1s.

### Compulsions

**Hunger** When they perform any action not immediately conducive to feeding at a two-dice penalty to their pools. This Compulsion ends when the vampire slakes at least 1 Hunger level

**Dominance** The vampire makes their next interaction into a competition, using all means at their disposal to end up victorious and to rub the nose of the loser in their defeat. The vampire cannot use teamwork and performs any action that avoids establishing dominance or challenging authority at a two-dice penalty to their pools. This Compulsion ends when the vampire has "won" and gloated over it.

**Harm** The vampire performs all actions not immediately resulting in someone or something getting harmed at a two-dice penalty to their pool. This Compulsion ends when the vampire incapacitates, destroys, or drives away a target. If the vampire turns on an object, it must hold serious value to someone the vampire ordinarily values, such as themselves.

### Compulsions (cont)

**Paranoia** The vampire tries to disengage from any perceived threat, suspecting anyone and anything. Any action not taken toward that immediate end incurs a two-dice penalty. The Compulsion ends when the vampire has spent roughly an hour in a safe spot: e.g., a rooftop with good visibility, their haven, or buried deep underground.

**Ravans-T-emptying Fate** When faced with their next problem, the Daredevil must attempt the solution with the most dangerous or daring of actions, anything less incurs a two-dice penalty. Context appropriate flashy or risky attempts may even net bonus dice. They are free to convince others to follow them in their actions but may as well go it alone. This Compulsion persists until the problem is solved or further attempts become impossible to accomplish.

When a character must take a Compulsion, the Storyteller chooses one or randomly determines one by rolling on the table below. (Try to vary the Compulsions rather than leaning on the clan Compulsion each time, unless you enjoy stereotype overgrowth.) Once chosen, the player decides how best to act it out. Reward players who go above and beyond to play into their Compulsion by allowing them to restore a Willpower point.



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### Humanity Track

**Stains** Stains are what damage Humanity and are caused by significant actions. Those actions may include embracing a new child, harming a touchstone, breaching their own convictions or the chronicle tenets. Tenet Stains can be negated by a character's Conviction if it was broken in alignment of their Conviction, reducing the amount of Stains gained by one or more. The amount of Stains earned can vary from clear violations giving only 1 and with truly monstrous or egregious breaks netting 2 or more. Fill the amount of Stains exceeds the amount of empty spaces in the tracker degeneration is triggered

### Humanity Track (cont)

**Remorse** When a character has Stains in their tracker at the end of a session they will make a Remorse test. The Remorse pool is composed of how many empty spaces are left between the Humanity and the amount of Stains taken. In the case of a Humanity 7 character with only one Stain, they'd roll two dice. However, in cases where there are no spaces left, such as a Humanity 7 character with three Stains, they'd still roll 1 die. Any amount of successes means that the character has felt enough guilt, shame and remorse than their Humanity will not drop. If they do not any successes, the beast has won and they must drop 1 Humanity. Once the remorse test is completed, all Stains are removed.[]

### Humanity Track (cont)

**Degeneration** In cases where they have taken more Stains than they have room for, the character becomes impaired. This type of impairment removes two dice from all possible pools as they are racked with regret. In addition to this, they take one point of Aggravated Willpower damage for each Stain that did not fit onto the tracker. During this time, the character is unable of further intentional Tenet violations and upon being forced to commit one must test for a terror frenzy with Difficulty 4. This impairment will remain until they test for Remorse at the end of the session, alternatively they may choose to snap out of it by automatically dropping by one Humanity point and removing all Stains

### Action Difficulty

<b>Routine</b> (convincing a loyal friend)	1 success
<b>Straightforward</b> (seducing someone who's in the mood)	2 successes
<b>Moderate</b> (ex: replacing car's sound system)	3 successes
<b>Challenging</b> (creating a memorable piece of art)	4 successes
<b>Hard</b> (convincing a cop it isn't your cocaine)	5 successes
<b>Very Hard</b> (calming a violent mob)	6 successes
<b>Nearly Impossible</b> (finding one specific homeless person in LA)	7 successes



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### Common checks

Alterness	wits + awareness
convincing	Manipulation + persuasian
dodging	dexterity + athletics
lying	manipulation + subterfuge
punching	strength + brawl
observing	wits + awareness
reading emotions	wits + insight
sneaking	dexterity + stealth
performing	[social] + performance

### Win at a Cost

If your roll includes any successes, but fails, the Storyteller may offer you to win at a cost.

You achieve your goal, but something happens to make things worse for you anyway: you take damage, attract unfriendly (and powerful) notice, lose something you value, etc. Any player (including you) or the Storyteller can suggest the cost; generally it should scale with the number of missing successes. If it's too high, you can always opt to fail instead.

### Attributes

#### Strength

Dexterity agility and grace, swiftness, fine motor control

Stamina Physical resistance. Absorption of physical harm, hazard resistance

Charisma natural charm, grace, and sex appeal

### Attributes (cont)

Manipulation	ability to twist others to your point of view, lie convincingly
Composure	allows you to remain calm, to command your emotions, and to put others at ease despite anxiety. Ability to stay cool.
Intelligence	ability to reason, research, and apply logic
Wits	thinking quickly and reacting correctly on little information
resolve	provides focus and determination, measures concentration and mental fortitude

### Rouse Check

Success = no Hunger gained  
Failure = gain 1 Hunger

### Blush of Life

Humanity 10 Blush of life not necessary

Humanity 9 Blush of life not necessary, appear ill but not dead

Humanity 8 roll two dice for the rouse check and take the highest result

Humanity 7 Requires rouse check

Costs a Rouse check to send blood through undead body to give semblance of life through their skin and heart. Ability allows them to consume food and drink, fake/enjoy sexual intercourse. Dependent on humanity.

### Slaking Hunger

### Resonance

Choleric	angry, violent, bullying, passionate, envious	Celerity, Potence
Melancholy	Sad, scared, intellectual, depressed, grounded	fortitude, obfuscate
phlegmatic	lazy, apathetic, calm, controlling, sentimental	auspex, dominate
sanguine	horny, happy, addicted, active, flighty, enthusiastic	Blood sorcery, presence
		animalism, protean

Drinking blood with intense temperament gives the drinker one additional die for dice pools involving a discipline that corresponds to that resonance. This bonus lasts until the vampire's next drink of blood dilutes it, or until the vampire's system empties of blood when Hunger reaches 5



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