

Awards

Every evening in game

lose one blood point
regain one willpower point

End of a session

after the achievement of an outstanding objective, regain one willpower point
gain 1 XP for turning up
gain +1 XP for acting in character throughout the game session
(to gain this point the player acted without OOC chatter or knowledge)
gain +1 XP for truly inspiring in character roleplaying
ask a player what they learned, if they give a good answer they gain +1 XP
gain +1 XP for bravery, even if unsuccessful
(this point is not awarded for stupidity or suicidal actions)

End of a story

regain all willpower (note: downtime actions may then diminish it prior to the next story)
perform downtime actions, which may increase or decrease a background.
gain +1 XP if the players fully succeed
(partial success does not earn this bonus)
gain +1 XP for surviving extreme danger
gain +1 XP for showing wisdom
(to gain this point the player must have had made a brilliant plan or cunning strategy)

Spending Experience Points (XP)

Trait	Cost
Attribute (physical, social or mental)	current rating x 4
Ability	current rating x 2
New Ability (skill, talent or knowledge)	3
Clan Discipline	current rating x 5*
Other Discipline	current rating x 7*
New Discipline	10**
Thaumaturgy: Increase a Secondary Path	current rating x 4***
Thaumaturgy: New Path	7
Virtue	current rating x 2****
Humanity	current rating x 2
Willpower	current rating

* NOTE: For Caitiff all Disciplines are increased at current rating x 6

** NOTE: New Disciplines always cost 10, even if they are clan disciplines

*** NOTE: The primary Thaumaturgy Path is always equal to the Discipline

**** NOTE: Increasing a Virtue does not increase any derived attributes

Extra skills: **Kindred Lore** (kindred only, true knowledge of vampires, the clans, the sects, specifically what each discipline does, what it feels like to battle the beast within, etc), vampire lore (non-kindred only, general knowledge of vampires. what hurts them, how to hunt them, etc). The same duality exist between **Werewolf Lore** and Garou lore, etc. the skills which vampires can take are: **Mage Lore**, **Wraith Lore** and **Changeling Lore**. Other skills that may be taken by kindred include **Camarilla lore**, **Sabbat Lore** and **City Secrets**. Skills such as Enigmas are numina as they are supernaturl powers in tehir own right. Skills like Awareness, Rituals and Primal Urge may not be learned by kindred even with the numina merit

Increasing Backgrounds

General

It is assumed that each vampire spends a great deal of their time performing actions which maintain their backgrounds. What little time they have left if they are not pursuing a story is spent enjoying the hunt, attending court and doing whatever vampires do when they have free time. nevertheless many kindred will want to devote this time trying to increase their backgrounds. I consider every kindred to have **3** actions they can spend on backgrounds every year. One of the benefits of power is the ability to delegate, this allows a kindred to get more done. Therefore Camarilla and Sabbat Status dots are added to this total. If a kindred has a higher Clan Prestige than Status then that total replaces Status as the bonus. These actions are not simply decided at the end of year, they must be planned at least a year in advance. Remember that in extended campaigns mortals age and need to be replaced:

Allies

- The dots equal the number of mortal allies the character has. They will never be aware that the kindred is a member of the undead. These mortals will however all possess some element which is useful to the vampire, other associates and friends who are not useful are not recorded. At 3 dots one of these mortals is particularly useful or influential, at 4 that person is very influential and at 5 they are extremely influential.

- Example: Allies 3, A lawyer who can bail the kindred out of jail, and will apply legal pressure in the right place when required, and can aide in keeping a kindred's mortal guise active by correct conveyancing and sneaky inheritances. Kept in loyal service because of a cunning blackmail, he has a wife and family but also a string of mistresses who you help him meet. And a journalist who is useful for getting you the inside gossip for masquerade breaches before they hit the press, so you can warn the prince and gain favour. And a computer nerd, being a klutz with computers yourself it is handy to be able to phone someone up and get him to google some data or possibly get the lowdown on a building's registered schematics from public records.

- Use: Can be used at any time, however allies are a two way exchange you have to be there for them when they need help too. Allies will also act independently and will sometimes contact you with information they think you will find interesting.

- To increase, the player must decide what type of ally they would like, and then come up with a method of gaining that person's trust. Note that Ghouls become retainers not Allies. The GM will then assign a roll to make usually Man + Streetwise(8). This is an extended roll and will need a total of ten successes to locate, carouse and befriend a suitable person. This represents that the kindred will meet several potential allies before finding the most suitable person.

Contacts

- The dots represent the number of major contacts the kindred knows, but it also represents the extent of the kindred's information network. These mortals can be coerced, manipulated or bought to provided equipment or information.

- Use: When you need something, phone around your contact network and see if you can find someone who can locate the information (at a price) or sell you the item you want.

- To increase, the player is extending a network of social connections and therefore must make an extended Cha + Streetwise/ Ettiquette/ Empathy(8) roll (depending on the type of network criminal, high society or other). Professional networks can be made after this by selecting the same major contact type, this would not allow a skill to replace the carousing nature of extending a contacts network. The following chart shows the number of successes required to gain that rating:

- - 3 Successes
- - 7 Successes
- - 12 Successes
- - 18 Successes
- - 25 Successes

Fame/ Infamy - Fame can lead to all sorts of privileges. Infamy is a disadvantage which can be hard to lose. Either way it will be hard for your enemies to remove you without causing a media stir

- - Known to a select culture of the city (regular rock clubber?)
- - Recognisable by the majority of the local populace (a local TV news anchor?)
- - Statewide renown (a senator or local sports hero?)
- - Nationally famous (everybody knows something about you)
- - Internationally famous (an international media icon)

- Use: You might be given preferential treatment at an airport, sent a free dress by a fashion designer, invited to a social event or movie premier, etc

- To increase, no rolls for this one it can only be increased by roleplaying

Herd - You have built up a group of mortals from who you can feed upon without fear. This may take many forms from a cult to a group of kinky clubbers. While they are all individuals and may be asked to perform minor tasks they can only be used as allies if the player agrees to count an ally as one of these herd members, which risks two dots at one source.

- - 3 vessels
- - 7 vessels
- - 15 vessels
- - 30 vessels
- - 60 vessels

- Use: Kindred may drink up to 3 blood per turn but like all mortals herd members must be carefully fed from, if they have any damage ranks they have that much less blood pool. Unless they are wounded mortals usually regain 1 blood per day. A vessel may lose up to 20% of its pool without penalty (4 blood), though its natural defenses will be significantly weakened and it may suffer ill health. A vessel can survive a 50% loss of blood if it receives hospital care within an hour. Continued feeding in large quantities causes long term damage. [healing times: 1 day, 3 days, 1 week, 1 month, 2 months, 3 months, 5 months]

- To increase, make an extended Cha + Empathy(8) roll. Every 3 successes adds one vessel. Increase the rating when the total is equal to the categories above.

Mentor - You have a guide in your unlife, someone to offer advice and possibly even training in certain skills or disciplines. Mentors need to be cultivated and in exchange for their patronage and tuition so it is common to be asked to perform an unending amount of menial tasks, or sometimes one very dangerous task. Mentors are usually from the same clan, and often have some connection with your sire. Against each rating is a code clan 3 means they can train all clan disciplines up to 3 dots. Blood 1 means they can train blood disciplines to the first rating only. Other 3 means they can train ONE out of clan discipline to that rating, they may even be from that clan. Mentor as a background will be removed if the mentor dies

- - An ancillae of little importance (Blood 1, Clan 2, choose one; Clan 3/ Other 2)
- - A respected kindred, possibly an elder (Blood 2, Clan 3, choose one; Clan 4/ Other 3)
- - A member of the primogen (Blood 3, Clan 4, choose one; Clan 5/ Other 4)
- - The Prince (Any discipline he knows)
- - A Justicar (Any discipline he knows)

- To increase, the only method is to find a new mentor among the cities kindred who will take you on as a student. This can only be done by roleplaying, remember they will not do this just because you ask nicely. It is said the Mentor tradition dates back to the Patronage tradition of the old roman republic.

Influence - This background may be taken many times, each time for a different sphere of influence over the city, examples from the boardgame are: Slums, Projects, Latin Quarter, Little Italy, Chinatown, Nobility Hill, The Nightclub Circuit, The Theatre Circuit, The Gallery and Arts Circuit, The Fashion Circuit, Bus Stations, The Harbour, The Railway Station, The Metro Underground, The Airport, The Powerplant, The Industrial Area, The Waste Plant, The Sewers, The Chemical Plant, Museums, Libraries, Universities, Medical Centres, The Asylum, City Hall, The Morgue, The City Courts, The Police Department, The Cathedral and Christians, The Mosque and Muslims, The Synagogue and Jews, The Media Sector, The Corporate Sector, The Financial Sector, The Mercantile Sector. Ratings translate as follows:

- Use: There are times when an ability (talents, skill or knowledge) may be replaced by an influence rating. There are even times when having enough sway over a certain aspect of city life can grant access to things even most kindred rarely see. Over use can lead to difficulties, increased involvement often leads to responsibility but may also cause ties to be cut and the rating to erode.

- To increase, this background is most likely to conflict with another kindred after all power is not easily shared. An extended roll Man + Etiquette(8) then comparing the total against the following chart, 1's will deduct from the current attempt only while a botch will either reduce the rating by an entire dot if the cumulated total is less than half the amount needed for the next level or reduce the accumulated total to zero if it is over half way.

- - 3 Successes
- - 7 Successes
- - 12 Successes
- - 18 Successes
- - 25 Successes

- Slums -
- Projects -
- Latin Quarter -
- Little Italy -
- Chinatown -
- Nobility Hill -
- The Nightclub Circuit -
- The Theatre Circuit -
- The Gallery and Arts Circuit -
- The Fashion Circuit -
- Bus Stations -
- The Harbour -
- The Railway Station -
- The Metro Underground -
- The Airport -
- The Powerplant -
- The Industrial Area -
- The Waste Plant -
- The Sewers -
- The Chemical Plant -
- Museums -
- Libraries -
- Universities -
- Medical Centres -
- The Asylum -
- City Hall -
- The Morgue -
- The City Courts -
- The Police Department -
- The Cathedral and Christians -
- The Mosque and Muslims -
- The Synagogue and Jews -
- The Media Sector -
- The Corporate Sector -
- The Financial Sector -
- The Mercantile Sector -

Resources - Cash is generated every month and can be spent however the player wishes during a story but as the character will buy all sorts of ancillary objects like cd's during downtime none of this cash can be carried over into the next month. Sometimes a character might gain a single large sum of cash, this should be recorded and tracked as a separate entity and not as an resource dot rating.

Your Income due to Resources:

● - Your investments net you around \$50/month, you might liquidate for \$12000, this value can be increased by 5% per success with a successful Int + Finance(6) roll. (or use this table: 12600, 13200, 14000, 15000, 16200). A botch nets -5% per 1 rolled (or 11500, 10800, 10300, 9800, 9400)
- Or you have a part time job which pays \$500/month though this gives you ties to the mortal world which may held gain you new allies, contacts, herd or retainers (-1 TN to increase) having a job costs you a great deal in time and your employers might not understand your need to stay out of sunlight
- Or you own and rent out an apartment which nets you \$-100 to \$300/month, as the landlord you have a variable income because the building requires maintenance.

d10 (1-2 = lose \$100, 3-4 = gain \$0, 5-6 = gain \$100, 7-8 = gain \$200, 9-0 = gain \$300)

●● - Your investments net you around \$120/month, you might liquidate for \$30000
- Or you have a part time job which pays \$1200/month
- Or you own and rent out several apartments which nets you \$0 to \$900/month. The maintenance is better scheduled and you may have a regular contractor who does the work for you.

d10 (1-3 = gain \$0, 4-7 = gain \$300, 8-10 = gain \$600)

●●● - Or pick two level 1 options to represent a combination
- Your investments net you around \$300/month, you might liquidate for \$80000
- Or you are a part time consultant or contractor who earns \$3000/month
- Or you own and rent out several apartments which nets you \$600 to \$1800/month.

d10 (1-3 = gain \$600, 4-7 = gain \$1200, 8-10 = gain \$1800)

●●●● - Or pick three level 1 or a level 2 and a level 1 option
- Your investments net you around \$900/month, you might liquidate for \$250000
- Or you are a business partner who earns \$9000/month in dividends
- Or you own and rent out several office spaces which collectively net you \$6000/month
- Or pick any combination of lower rated options

●●●●● - Your investments net you around \$3600/month, you might liquidate for \$1million
- Or you are a corporate director who earns \$30000/month
- Or you own and rent out several buildings which collectively net you \$20000/month

Your Residence, Lifestyle and Mode of Transport based on your Resources:

● - you live on the streets and you get the bus when you travel
●● - you rent a pokey apartment and drive either a beat up old car or a modest motorbike
●●● - lower middle class, you might rent a decent apartment and drive a modest car or have a large apartment and drive a beat up old car or modest motorbike
●●●● - upper middle class, you likely own a decent sized house and drive an urban 4x4
●●●●● - well off, you have a large city town house and drive an executive saloon
●●●●●● - a millionaire, you may have several houses or maybe a luxury apartment in Manhattan, when you don't take the chopper you are chauffeur driven

Increasing Resources:

All methods are by roleplay, though the easiest to deal with rules wise is that of a clever financial investment. Make an extended Wit + Finance(8) roll. 1's will deduct from the current attempt only while a botch will either reduce the rating by an entire dot if the cumulated total is less than half the amount needed for the next level or reduce the accumulated total to zero if it is over half way.

- - 5 Successes
- - 12 Successes
- - 20 Successes
- - 30 Successes
- - 60 Successes

Retainers - The number of dots is the number of retainers the kindred has acquired through roleplay. These will nearly always be ghouls. Remember that in most cities the prince needs to sanction the creation of a ghoul, this is especially true in overly populated cities as a ghoul is an extra drain on a kindred's blood pool. Elders find this drain somewhat easier to manage however.

- To increase, through roleplay only

Status (camarilla) - The status the kindred holds within the city. Altered from the main rules, note if the kindred is particularly old or noteworthy they gain +1 to this rating:

- a neonate, or unknown to the court (unpresented)
- - a known kindred of no importance (or an uncouth iconoclastic ancillae)
- - Young Ancillae (<50yrs), a respected member of kindred society
- - A true Ancillae (up to 250 yrs), or a Young Ancillae Primogen
- - An Elder or an Ancillae Primogen, the Sherrif, Seneshal and Keeper of Elysium
- - The Prince, an archon or an Elder member of the Primogen
- ● - A Justicar

Status (sabbat) - The status the kindred holds within the city. Altered from the main rules, note if the kindred is particularly old or noteworthy they gain +1 to this rating:

- a fledgling, an untested rookie
- - a packmember with little experience
- - a packmember with a great deal of experience
- - a packleader or a pack priest
- - a deacon (preaches to several packs), a prisci or templar
- - a Bishop (there are usually 3)
- ● - the Archbishop (only if there are no bishops)

Clan Prestige - Status is a sect thing, often clans have their own secret hero's, who may be unheard of outside of their unique circles.

- unheard of
- - known locally or an event or deed they did is known
- - known and respected to most clan mates in the region
- - an influential member of the clan, probably the clan leaders
- - a powerful clan member of great renown
- - a true luminary of the clan

Generation - Your sire's generation is the only thing which can effect this. It can only be changed by diablerie. In these times of thin blood this track has been amended from the one presented in the book:

- 14th generation (8 spendable blood out of 10, 1 per round)
- - 13th generation (10 blood, 1 per round)
- - 12th generation (11 blood, 1 per round)
- - 11th generation (12 blood, 1 per round)
- - 10th generation (13 blood, 1 per round)
- - 9th generation (14 blood, 2 per round)

Backgrounds and Experience: The GM may target a background with a storyline event, eg. a rival kindred is attempting to diminish the rating. This should always be a roleplayed conflict and the player might gain a small amount of bonus experience for dealing with the problem if they do it well.