

Wasting the Dawn Feeding and Territory Rules

Vitae is a commodity among kindred, and its scarcity is a source of personal horror. Kindred short on vitae risk giving control over to their Beasts through Frenzy. This mechanic is meant to insure that blood tracking and management is an integral part of the game, and that the politics around who controls the sources of vitae are hotly contested.

All feeding in **non-combat** scenes will use these mechanics. Seek an ST to consume vitae during game. During **combat** scenes, ST's have the discretion to allow feeding and consequences - such as draining too much.

The Basics

Assigning Feeding Territories:

- Prince assigns Territories to Owners for Camarilla
- Primogen Council may overrule the Prince per normal status rules.
- Prince is not necessarily Owner of all Territories in city
- Anarch Territories have no Owners
- Kuei Jin don't necessarily use blood, but blood resources are still used when KJ feed. Therefore, they use this mechanic and gain 1 Chi per Blood drawn. KJ choose if they're feeding on blood or other energies as per their requirements.

The Territory:

- Each Territory has a trait rating. Owner may draw or allow people to draw that much blood per game night from a Territory without test or penalty.
- Continuing to consume more blood beyond the trait rating is risky (see Draining)

Starting Blood:

- Kindred start with 3 blood each, adjusted for merits/flaws/morality
- At Check-in, each kindred can feed from one territory.
- If the kindred is an Owner or has permission from an Owner, there is no chop. Take as many as you want up to the trait limit.
- If the kindred is not an Owner or doesn't have permission from the owner, see Poaching
- Continuing to consume more blood beyond the trait rating is risky (see Draining)
- No virtue chop is needed to feed during check-in.
- Visitors may opt to feed in a Territory or start with 5 blood.
- Visitors from ACE or Shadows Crossing may opt to feed in a territory or start with 7 blood

Feeding In a Territory During Game:

- Choose a Territory and find a narrator. Current Territory Trait level is always known to the feeding Kindred.
- If Territory Owner approves, there's no test.
 - Draw as much blood as you want up to the Current Territory trait level.
 - Drawing more blood than the Territory level allows follows the rules below (See Draining)
- If Territory Owner does not approve, it's Poaching (see Poaching)
- Before feeding from a territory again, 15 minutes must have passed.

Poaching:

- If you're not the Owner or don't have permission, make challenges to draw up to 3 blood from a territory.
- The first challenge is The Defense Test against Defense Rating (see Defense Rating)
 - Defense Challenge is a physical, mental or social challenge against the Defense Rating.
 - Challenger retests normal: 1 retest per category (ability, merit, discipline etc.).
 - If someone is Patrolling, the Territory may retest or cancel any retest once per challenge. (see Defense Rating)
 - If the Poacher loses, the Owner of the Territory identifies the Poacher. ONLY the Alternate ID background will protect the Poacher's identity.
- If the Defense Challenge is successful, the Poacher can draw up to 3 blood.
 - If the Current Trait level of the Territory is exceeded, the rest is considered Draining.
- If the Defense Challenge is failed,
 - The Poacher gets no blood from the attempt
 - The Territory owner identifies the poacher
 - make a simple test.
 - On a loss,
 - a gaffe happens per ST discretion and the character will be given a chance to detect and/or fix the gaffe.
 - No identity is revealed to in the case of a Non-Camarilla Territory.

Defense Rating:

- Defense rating starts at 3 and can be improved in two ways.
 - Permanently by spending 3 times the current defense level (over 1 DT per current level) in influences or backgrounds. The cap is 15.
 - Temporarily by spending 1 Territory Appropriate influence in the downtime before game. The cap is 5. Temporary traits last only for one game.
- The Territory Owner can patrol
 - Only at game and present: the Territory Owner can spend Seneschal or Security
 - The owner can designate one or more people to patrol who can spend Seneschal or Security.
 - Retainers can patrol, adding 1 retest per dot of Owner's Retainers background.
 - This gives a number of ability retests in Defense Challenges for the Territory.
 - Max of 5 retests can be given per Territory per game.
- The Territory owner can designate kindred to help in any of these tests with the normal caps.
- If a Territory gains a new owner, the Permanent Defense level will be reduced by half, all fractions rounded up, to a minimum of 3.
- Non-Camarilla Territories:
 - Defense rating is 12 by default
 - These territories can be patrolled by anyone.

Draining:

- Feeding in a depleted Territory is called "draining".
- Feeding without permission from the Owner is Poaching. Run those rules first.
- Each Drain attempt may remove up to 3 blood traits.
- During check in, no additional time out of game is needed for one drain action.
- Make a simple test. If the test is lost, the Trait level of the Territory decreases by 1 until after the following game.
- On a loss, make another simple test. On a loss, a gaffe happens per ST discretion and the character will be given a chance to detect and/or fix the gaffe.

Supplemental Rules

Gaffes

- A feeding Vampire failing a defense challenge or other circumstances results in a gaffe.
- Gaffes require the feeding vampire to go into a scene with a narrator, who will determine what happens.
- Results may be: feeding was witnessed by a mortal, the character fed too much from a mortal, the prey was supernatural, etc.

Feeding Benefits/Detriments:

- Some backgrounds, disciplines, merits, etc. have specific effects on the feeding mechanic.
- Some benefits may allow kindred to feed in game without going to territories.
 - Find a narrator.
 - Narrator discretion as to whether or not you sit out of game at all. Most feeding doesn't require you to sit out of game.
- Most effects at the start of game is limited to a single blood trait. Ex: +1 blood at start of game.

Those Kindred not casting rituals:

- Kindred who forgo the casting of rituals may gain 2 extra blood traits.
- This applies even if the kindred in question doesn't have access to rituals.

Herd:

- May spend herd on one-for-one basis at start of game. This is an exception to the limit.
- You may spend 1 trait of herd during game every 5 min for 1 blood trait. It doesn't impact any Territory.
- Costs one herd per blood drawn

Health Influence:

- +1 blood at start of game costs 1 health influence trait
- You may spend 1 trait of Health Influence during game every 5 min for 1 blood trait. It doesn't impact any Territory
- Two Allies Traits can substitute for 1 health influence trait for purposes of feeding
- Costs one Health Influence trait per blood drawn

Toreador Clan Advantage:

- +1 blood at start of game costs 1 crafts/expression/performance ability.
- You may spend 1 trait of crafts/expression/performance ability during game every 5 min for 1 blood trait (Max 5 per game). It doesn't impact any Territory
- Costs 1 crafts/expression/performance ability.

Animalism Advantage:

- +1 blood at start of game costs 1 social trait
- You may spend 1 social trait for the beckoning ability during game every 5 min for 1 blood trait (Max 5 per game). It doesn't impact any Territory
- Costs 1 social trait.

Retainers:

- It is assumed that the blood you feed your retainers balances out the blood you may draw from them.
- You may draw blood from each retainer per night every 5 minutes for one blood trait. It doesn't impact any territory.
 - That retainer loses access to disciplines until after the next game.
- A character choosing to continue to feed off of retainers risks killing them. An ST will adjudicate.
- These rules do not apply to PC retainers.

Nosferatu Warren Kennels:

- +1 blood at start of game if you have access to the Warren Kennels as dictated by the Warren Master.
- Warren Kennels have a trait limit. 1 blood can be drawn from them per 10 minutes.
- Costs one herd per blood drawn

Ventrue Clan Flaw:

- Ventrue are down 1 blood at the start of game due to clan disadvantage.
- Ventrue are not impacted when feeding while using the mechanics of this system
- Ventrue gaffes CAN result in a conflict with their feeding restriction.

Willingness to Kill

- At check in a vampire can declare that they're willing to kill their prey.
- This nets 3 blood traits.
- The ST will impose a morality test (if appropriate) or a gaffe test.

Feeding Merits, Flaws and Morality effects:

- For each point of flaws, the starting 3 blood traits reduce by 1. Cannot reduce this value below 0
 - Ex: Deep Sleeper, Prey Exclusion, Grip of the Damned, Selective prey
- For each point of feeding merits, the starting 3 blood traits increase by 1.
 - Ex: Light Sleeper, Efficient Digestion, Common Sense
- ST has final call on what defines a feeding flaw or merit.
- A vampire on a path or with Humanity 1: starting blood traits reduced by 1. Cannot reduce this value below 0.

Blood traits on Item cards

- Each character may check in at MOST 5 blood on item cards each game.
- ST must be present when feeding from item cards.
- The first blood consumed from an item card in a non-combat scene takes no time out of play
- Consuming More blood beyond the first takes 5 minutes each.
 - Exception: Principle focus beads may be consumed all at once in non-combat scenes
 - Exception: Electing to guzzle the blood all at once splatters the kindred with blood. Clean up takes 10 min per blood trait consumed.

Increasing Territory Traits

- To Permanently Increase Territory Trait level:
 - Spend 10 times the current trait level in background actions (influences, contacts, retainers, etc.)
 - Time needed: Max of 1 increase per downtime cycle

- If Territory Permanent Trait level is bought up greater than 10, the Territory splits into two Territories, each with 5. The Associated influence will be chosen by the ST. The investing players are free to request a certain type but it will not always be granted.
- Anyone can spend backgrounds to increase the current trait level in an area, not just the Owner.
- To Temporarily Increase Territory Trait level:
 - Spend 3 times the current trait level in Territory Specific background actions (influences, contacts, retainers, etc.) to temporarily increase the trait level by 1 for the next game.

Attacking Territories - Reducing Territory Traits

- Territory traits can be reduced by Draining. (See Draining)
- To Temporarily Reduce Territory Trait level:
 - Spend 2 times the current trait level in Background actions (influences, contacts, retainers, etc.) to temporarily reduce the trait level by 1 for the next game.

The Wilds

- The Wilds has no Territory Owner
- Anyone may feed in the wilds once per night per Poaching rules, max 3 blood.
- The Wilds has a permanent Defense Rating of 15.
- Gaffes in the Wilds are more likely to involve other supernatural types

The Barrens

- Anywhere not colored on the feeding map is considered Barrens.
- Feeding in the Barrens requires a scene and almost always triggers a gaffe.
- Areas which are currently Barrens may be converted into Territories with significant influence/background and downtime work.
 - Each situation will be handled separately with the STs, who will give requirements and who will resolve actions.

Territory Associated Influence

- The Territory Associated Influence is considered +1 level for the Territory Owner
 - If the Territory Owner has the Associated Influence, they may use it at +1 level (even in excess of normal Gen Max)
 - If the Territory Owner does not have the Associated Influence, they may use it at level 1
 - This bonus may not be used in conjunction with fame.
- Some exceptional territories have two Associated Influences