

Basic Retainer Rules

For each retainer that a character has, a separate Retainer background must be purchased.

When required to perform a roll for a retainer, the following quick stat rules will apply:

- If the action is within the retainer's area of expertise, they are allocated a dice pool equal to 2x their Retainer dots plus any applicable modifiers (use of disciplines etc)

| Retainer Dots | Dice Pool |
|---------------|-----------|
| 1 | 2 |
| 2 | 4 |
| 3 | 6 |
| 4 | 8 |
| 5 | 10 |

- If the action is *not* within the retainer's area of expertise, they are allocated a dice pool equal to their Retainer dots plus any applicable modifiers (use of disciplines etc)
- If the retainer is a Ghoul, they receive discipline dots as follows (the specific disciplines must be noted in the expanded background section of the character's sheet):

| Retainer Dots | Discipline Dots |
|---------------|-----------------|
| 1-2 | 1 |
| 3-4 | 2 |
| 5 | 3 |

A Ghoul'd disciplines may never exceed their domitor's equivalent discipline rating.

Currently the Retainer background is capped at 4!

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