Feeding Rules

The system for feeding in RHC run Vampire chronicles (e.g. Baltimore After Dark) operates somewhat differently than tabletop rules.

Standard Hunting Scenes

Players may roleplay-out hunting and feeding.

Any player may play a 'victim NPC for the hunting player's character using a generic mortal.

> A player who plays a 'victim NPC' for a standard hunting scene can receive bonus XP to be applied to one of their characters so make sure that they are noted in your #scene-summaries post.

Weekly Feeding

Each character must perform a weekly feeding roll or lose half their remaining Blood Pool and be subjected to a Frenzy check at a difficultly of 6.

> A successful weekly feeding roll will fill-up the character's blood pool to their generational maximum.

> The results of a botched weekly feeding roll or a failed Frenzy check will be provided by the Storytelling staff.

To perform your character's weekly feeding, roll as follows:

Pool: A justifiable Attribute and Ability combination that reflects the character's hunting technique. E.g.: Appearance + Subterfuge might be used to seduce someone, Stamina + Athletics could represent chasing down a jogger, and Wits + Streetwise could be used to find an unsuspecting homeless person.

Pool Modifiers: Herd (+1 / dot)

Difficulty: The difficulty depends on the area your character is attempting to hunt in as follows:

Area	Difficulty	Example In-Play Locations
Slum neighborhood/The Rack	4	The Rack: Fells Point/Patterson Park
Lower-income/bohemian	5	
Business/warehouse district	6	
Surburbia	7	
Heavily patrolled	8	

> Remember Feeding Rights! IC actions have IC consequences.

Difficulty Modifiers: Domain (-1 /dot, no less than 3), Humanity (+1/dot less than 4), as noted on your character's sheet

Specialty: Name a specialty if relevant to the hunting technique.

Comment: Name the hunting technique and where (generally) the character is hunting, e.g. Seduction, The Rack.

Example Roll:

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/mm 7 6 # Sneaky hunt in the Port area
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