General

Character Limits

Players are limited to 5 in-play (active) characters at any time.

First Character

BAD is first and foremost a vampire-centric chronicle. As such, new players are asked to create a vampire as their first character and this character must be a neonate.

Ancillae and Elder Characters

To play a character above Neonate (after your first neonate character has been established) you must have your concept pre-approved by Staff; please request a discussion through the ***#ask-staff*** channel on the Discord Server.

Banned Character Types & Concepts

The character types and concepts listed below are not permitted in the chronicle. Do not propose them; they will not be approved for play. These are subject to change or be added to as needed.

- Dhampir
- Maeghar
- Gargoyles
- Nagaraja
- Lasombra Antitribu (Capped due to Population)
- Banu Ur-shulgi
- Assamite Antitribu
- Giovanni (Restricted - Please ask Staff and pitch the character before beginning creation)
- Malkavians (Capped due to population)
- Toreador (Capped due to population)
- Merits (Heavily Restricted)

- Additional Discipline
- Youthful Appearance
- Unbondable

Generation Caps

The cap on attributes and disciplines for generations 8 & 9 is 6, but this can only be obtained through the expenditure of experience in play subject to Storyteller approval, and not as part of character generation.

Blush of Life

BAD uses a variation of VtR rules when it comes to the Blush of Life. A Kindred may mimic human life by infusing their dead tissue with Vitae. This makes them appear to be human: they are warm to the touch, their heart seems to beat, they produce natural bodily fluids. They can function sexually, becoming physically aroused, lubricated and erect. They can eat and drink (but must vomit it up later). They can effectively pass as a human including medical inspection.

System: Mechanically, a Kindred spends 1 Vitae to active Blush of Life for 1 scene.

> Certain kindred may not be able to use Blush of Life due to a specific Flaw, Weakness or Path of Enlightenment. Speak to your ST if you are not on the Path of Humanity to verify if your character can use Blush of Life. That being said, while some kindred may not be able to use Blush of Life to mimic being alive, they may still be able to produce bodily fluids and do other things that the Blush can do - but they can never be mistaken for completely alive.

Death

Death between Player Characters (PC vs PC) can only occur with consent to the risk of it occurring by all parties involved and must only occur during a scene moderated by a Storyteller.

In the event that a PC is killed (with the exception of off-screen death), then any unspent XP may be transferred to the Player's next character, or with approval, it may be transferred to one of the Player's existing approved characters.

Damage

Limits

An NPC can not inflict more damage than a PC's full uninjured track in a single hit.

> Optional: Upon agreement by all participants prior to combat, this rule can be extended to include PC vs PC combat.

Lazy Strike

You may decrease your attack dice pool as much as you'd like, down to one die, before rolling. This requires initiative declaration.

Detecting Kindred (Non-Supernatural Means)

> The use of Blush of Life, the Blush of Health merit, and many Obfuscation abilities negate the ability to detect kindred using this method.

In the absence of supernatural means (e.g. Auspex), *kindred* may be able to detect one another through careful observation. They may be able to pick-up on subtle cues like the absence of micro-ticks, no breathing, or other physical signs. The lower the target vampire's Humanity/Path rating, the easier it is for other kindred to identify them as vampires.

The roll to detect a fellow kindred is:

Dice Pool	Perception + Awareness
Difficulty	Target's [Humanity Rating + 1] OR [Path Rating - 1] to a Maximum of 9

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