

Beast Trait Summary Guide

Vampire: The Masquerade is a game that focuses on the internal struggle between darkness and light, right and wrong, virtue and vice. This daily inner turmoil is mirrored in the conflict between Humanity and the Beast. As in real life, every action and choice made within the scope of the game carries consequences. At times, these outcomes may be social sanctions or physical encounters, but there is also a possibility that they will stir a vampire's Beast. This dramatic system uses two unique traits to simulate and showcase this struggle:

- **Humanity** is defined in Mind's Eye Theatre: Vampire The Masquerade as a metric determining how much of a character's mortal soul remains, despite the Curse of Caine. Humanity represents a vampire's tie to morality: an endless struggle to some and a shield to others.
- **Beast traits** represent the relative potency of a character's Beast, increasing as it actively strengthens or emerges. Incurring a Beast trait represents a moment of weakness, surrendering to the seductive and destructive nature of the Beast,

Level of Sin

- 1 – Harm Another:** Harm an individual physically, mentally, or financially that will take weeks for the victim to recover.
- 2 – Permanent Injury:** Harm an individual in a way that will take the victim years to overcome (if ever).
- 3 – Killing:** Killed an individual.
- 4 – Multiple Murders:** Killed more than one individual.
- 5 – Heinous Acts:** Committed inhuman acts that cannot be excused.

Degeneration Challenge

Degeneration Challenge = (Mental + Current Willpower) vs. (10 +1 per level of sin)

- **Success** = Gain Beast traits equal to Sin Level – 1
- **Failure** = Gain Beast traits equal to Sin Level

Humanity Lose

>= 5 Beast traits = Loss of 1 Humanity Permanently

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Frenzy Checks

Frenzy Challenge = (Mental + Current Willpower) vs. (10 + number of beast traits)

Note: Beast traits also make it easier for a character to frenzy. (See Frenzy Triggers below)

| Current Beast Traits | Frenzy Triggers |
|----------------------|-----------------|
| 0 | 0 |
| 1 | 1 |
| 1 | 2 |
| 2 | 3 |
| 2 | 4 |
| 3 | 5 |
| 3 | 3 |
| 4 | 4 |
| 5 | |

| | | |
|---|---|---|
| 0 | 0 | Automatically resists all types of frenzy |
| 1 | 1 | |
| 1 | 2 | Hit by a single blow that inflicts 4 or more points of damage (rage frenzy) Blood pool reaches 0 (hunger frenzy) Engulfed by a large fire (fear frenzy) Fully exposed to bright sunlight (fear frenzy) |
| 2 | 3 | |
| 2 | 4 | Hit by a single blow that inflicts 3 or more points of damage (rage frenzy) Blood pool is reduced to a third of maximum (hunger frenzy) Damaged by fire or sunlight (fear frenzy) |
| 3 | 5 | |
| 3 | 3 | Hit by a single blow that inflicts 2 or more points of damage (rage frenzy) Blood pool is reduced to half of maximum (hunger frenzy) Three feet or closer to sunlight or a source of fire larger than a torch (fear frenzy) |
| 4 | 4 | Takes any damage (rage frenzy) Blood pool is reduced below maximum (hunger frenzy) Sees or smells mortals or their blood (hunger frenzy) Sees sunlight or a source of fire larger than a cigarette lighter (fear frenzy) |
| 5 | | Any of the above triggers |