

Prestation Boon Guide

Trivial Boon

A trivial boon is a simple favor owed for receiving a minor service, political consideration, or forgiving a social *faux pas*. This type of boon should be freely offered and accepted, much like a business card. Payment of a trivial boon should involve simple one-time favors or services that take no more than a single game session or a night to complete.

Example Scenarios Involving Trivial Boons:

- Making a formal social introduction to an important Kindred
- Covering a potentially embarrassing social *faux pas* in front of the Harpy
- Warning someone about a potential danger to them
- Supporting a political or social agenda that doesn't undermine your own position
- Assisting with a task for the evening, such as working security for a salon
- Leveraging one of your disciplines to aid your creditor's cause

Minor Boon

A minor boon represents a favor that requires a significant amount of time or effort, but low risk. Payment of a minor boon should involve simple one-time favors or services that take no more than two game sessions or a month (whichever is longer) to complete.

Example Scenarios Involving Minor Boons:

- Helping someone find safe passage through a hostile city
- Leveraging backgrounds and influences on someone's behalf
- Revealing crucial information
- Disposing of a threat without risking life or blood
- Teaching low levels of common disciplines

Major Boon

A major boon represents a large debt that requires a good deal of time or resources to pay, which may involve risking your personal political or social capital. Payment of a major boon should involve one-time favors or services that take no more than six game sessions or three months (whichever is longer) to complete.

Example Scenarios Involving Major Boons:

- Leveraging your backgrounds and influences to someone else's agenda
- Teaching the creditor advanced levels of a common discipline or low levels of an uncommon or rare discipline
- Revealing a major secret that is potentially very damaging
- Purchasing a major business, building, or land
- Aligning yourself with a political or social agenda that potentially harms your own position with your clan and allies, such as supporting someone's bid for praxis

Blood Boon

A blood boon is a sacred debt that can only be repaid by shedding blood on behalf of the creditor. The debtor will betray allies, ruin her reputation, or place herself in a potentially life-threatening situation in order to further the agenda of the creditor, thus the name "blood boon."

Example Scenarios Involving Blood Boons:

- Coming to another's aid and suffering grievous injury
- Betraying clan secrets or teaching proprietary disciplines, knowing that you will be labeled a traitor if discovered
- Assisting in a praxis seizure via force, and killing allies to see it done
- Holding off a fearsome enemy so that the creditor can flee
- Murdering a rival or an enemy knowing that you might be blood hunted if you are caught

Life Boon

A life boon is a rare boon that should only be given in circumstances when a vampire saves another vampire from an external threat that will destroy the life of the debtor. A powerful vampire cannot simply threaten a weak enemy and claim a life boon for not destroying her. Owing a life boon can be tragic. Many vampires consider owing a life boon as equivalent to being an unreleased childer. To owe a life boon is to surrender all of your own will until you have saved the life of the one that owns your life boon.

Example Scenarios Involving Life Boons:

- Protecting a fugitive (who might even be *Bloodhunted* or on the Red List) on behalf of your creditor
- Protecting your creditor from the Prince's justice to the bitter end
- Hiding a terrible crime, such as diablerie or infernalism
- Saving the life of another vampire from an enemy at significant risk to your own life