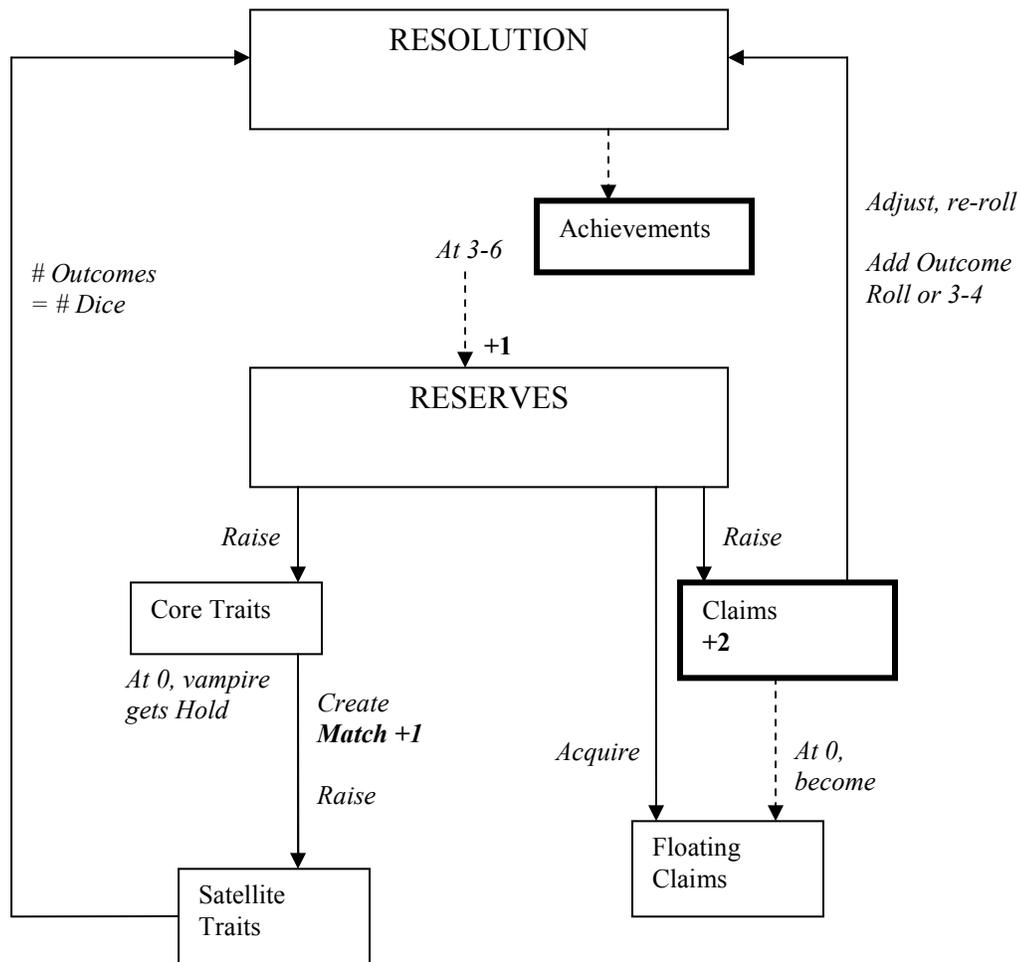


This is the Laying Foundations phase, in which Claims proliferate and Core and Satellite Traits are hard to raise, but aren't in direct or extreme spending use.



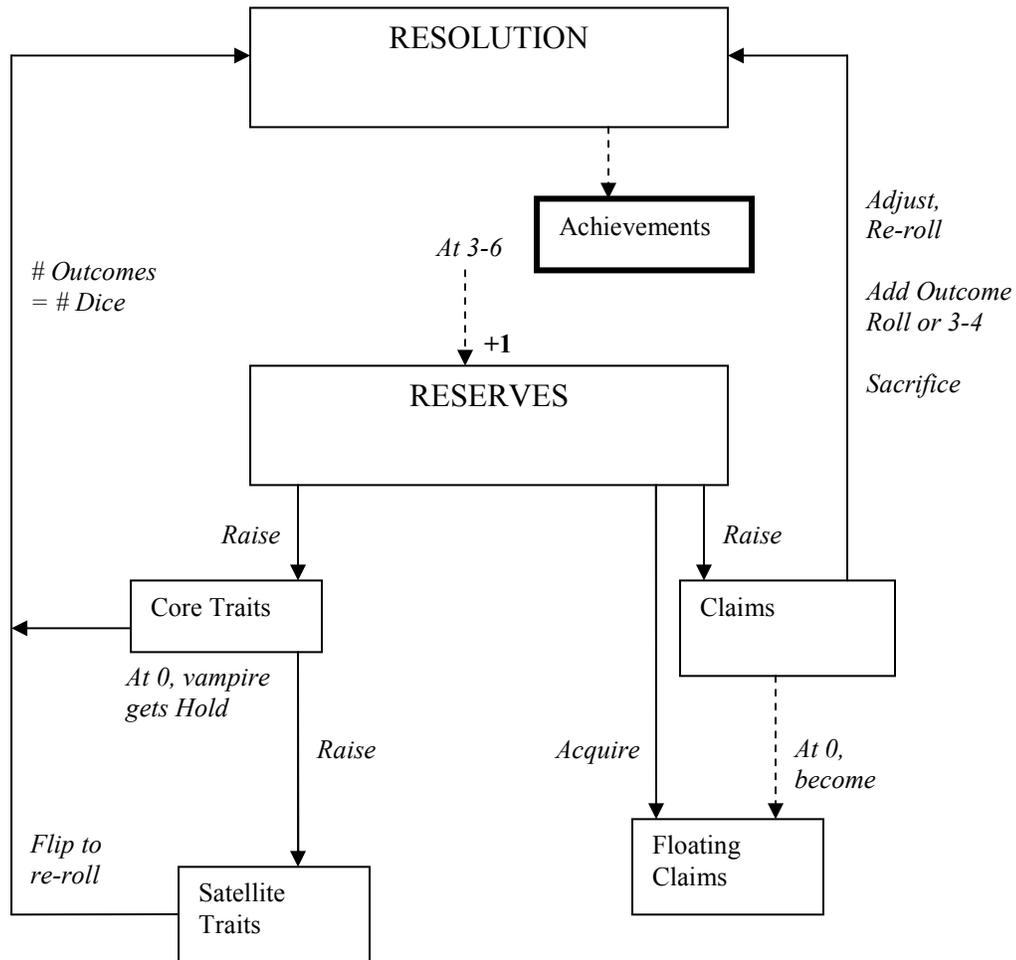
- New Coins enter play by (i) making Claims, (ii) getting 3-6 in Achievement rolls (increasing Reserves), and (iii) creating Satellite Traits.
- Spending from Satellite Traits affects the number of Outcomes, i.e., the number of dice rolled.
- Spending from Claims mainly affects the value of already-rolled dice, with one option that poaches on Satellite function.
- Spending from Reserves is quite cheap for raising Claims, but quite expensive for raising Traits.

To “play hard” in this phase, make Satellite Traits every turn, using your Reserves to pump them up past the minimum. Then spend from them liberally to generate multiple Outcomes, i.e., dice to roll. Also, make Satellite Traits for your Secret as well as your Vulnerability. The effect is to problematize both the character’s situation and back-story, and to drop Reserves, possibly bringing Vulnerability to 0 and introducing vampire holds.

To “play safe” instead, spend minimally from Traits (one Outcome only per Moment) and invent Claims like a maniac, using them to adjust rolled dice and to create new Outcomes following the roll. Don’t spend Reserves to Raise Claims; just use’em up and make new ones at every opportunity. The effect is to keep Coins abundant and cheap, as well as affecting external/atmospheric content greatly.

Nothing stops you from mixing and matching among these, or doing both in full. The “safe vs. hard” contrast only applies if you avoid one of them.

This is the Confrontation phase, in which the “Claim space” is limited and possibly shrinking, and Core and Satellite Traits get sucked dry.



- New Coins enter play only by getting 3-6 in Achievement rolls (increasing Reserves), instantly flattening both the budget and its inflation rate.
- No new Traits, any more. Also, no new Claims. The consequential fictional content is fixed.
- Spending from Satellite Traits still affects the number of Outcomes, meaning the number of dice rolled, but their content may now be flipped to re-roll results (poaching on Claim function slightly).
- Spending from Claims mainly affects the value of already-rolled dice, but they may now be sacrificed for more extreme effects.
- Spending from Reserves is quite cheap for raising Claims, but quite expensive for raising Traits.

To “play hard” in this phase, flip Satellite Traits and sacrifice Claims, transforming the internal and stripping down the external features of play, introducing deflation. Spend from Core Traits as well as from Satellite Traits, again, for as many Outcomes as you can afford. The effect is to change the character and the overall content drastically in the context of direct confrontation with the vampire.

To “play safe” instead, spend minimally from Traits (one Outcome only per Moment), Satellite only if possible, and spend from Reserves only to acquire Floating Claims. The effect is to have less directed impact on the fiction but also to keep the vampire away from your throat specifically.

Again, these are not exclusive options.