

# Hunger

## Sating Hunger:

Source	Hunger Sated	Time	Notes
Multiple small animals (three to four cats, a dozen or more rats)	1	One scene	Slakes no Hunger for vampires above Blood Potency 2
Medium-sized animal (raccoon, dog, coyote)	1	One turn	Animal Resonance; No Dyscrasia
Large animal (horse)	2	One scene	
Blood bag	1	One turn	Slakes no Hunger for vampires above Blood Potency 2  No Resonance or Dyscrasia
Sip from human	1	Three turns	Includes licking wound closed
Maximum non-harmful drink from human	2	One scene	
Harmful drink from human that risks death unless treated	1-4	One turn per hunger sated	Aggravated damage equals Hunger slaked; Human rolls Strength + Stamina against a difficulty equal to Hunger slaked to survive blood loss
Human drained and killed	5	Five turns	The only way to reach Hunger 0 (zero)

Revision #1

Created 20 November 2023 16:54:05 by Benoniy

Updated 20 November 2023 17:01:08 by Benoniy