

Resonance

Blood type is expressed as Resonance. Unless looking only for survival or fuel, a drinker should care what prey they feed from and how. Vampires drink blood. Mortals eat food. Resonance flavors the blood, turning drinking into dining. It's not about genetics, even if family often does carry a tendency toward a certain Resonance. It's more about a combination of the vessel's temperament and the victim's state of mind in the moment of feeding.

The Four Humors

The four humors go back to ancient Egyptian and Babylonian medicine, but Hippocrates codified them for the West around 400 B.C. He described them as Cholera or Xanthocholia (yellow bile), Melancholia (black bile), white Phlegm (not just modern phlegm, but also saliva, lymph, and the liquids of lungs and brain), and red Hema (blood). Thus, as the various humors predominate in the human system, people turn Choleric, Melancholy, Phlegmatic, and Sanguine. Modern alchemists point out that a blood sedimentation test demonstrates the existence of all four humors in the blood: black platelets and clots at the bottom, red blood cells above that, white cells governing them, and finally clear plasma colored yellowish with bilirubin. Licks more thirsty than scholarly just break the four humors down as “angry, sad, lazy, and horny.”

Effects of Resonance

Drinking blood with intense temperament gives the drinker one additional die for dice pools involving a discipline that corresponds to that Resonance. This bonus lasts until the vampire's next drink of blood dilutes it, or until the vampire's system empties of blood when their Hunger reaches 5.

Humor	Emotions and Conditions	Disciplines
Choleric	Angry, violent, bullying, passionate, envious	Celerity, Potence
Melancholy	Sad, scared, intellectual, depressed, grounded	Fortitude, Obfuscate
Phlegmatic	Lazy, apathetic, calm, controlling, sentimental	Auspex, Dominate
Sanguine	Horny, happy, addicted, active, flighty, enthusiastic	Blood Sorcery, Presence
Animal blood		Animalism, Protean