

Blood Sweat and Tears House Rules

Contents

1. Staff
 - a. Members
 - b. Staff Characters
 - c. Staff Selection and Removal
2. Contact
3. Base Rules
4. Check In
 - a. Procedure
 - b. Visiting Characters
5. Character Definitions:
 - a. Character Status Definitions
 - b. Character Activity
 - c. Shelved Characters
6. Email Lists and Communication
7. Conduct
8. Disciplinary Procedure
9. Character Advancement
 - a. Earning Experience
 - b. Downtime
 - c. Experience Expenditures
 - i. Abilities
 - ii. Disciplines
 - iii. Backgrounds
 - iv. Virtues/Paths
 - v. Merits:
10. Character Creation
 - a. Clans
 - b. Generation
 - c. Abilities
 - d. Disciplines
 - e. Backgrounds
 - f. Merits/Flaws
 - g. Starting Status
 - h. Starting XP
 - i. Ghoul Creation

11. Gameplay Rules

- a. Abilities
- b. Influences
- c. Backgrounds
- d. Merits/Flaws
- e. Disciplines
 - i. Animalism
 - ii. Auspex
 - iii. Celerity
 - iv. Chimistry
 - v. Dementation
 - vi. Dominate
 - vii. Fortitude
 - viii. Necromancy
 - ix. Obfuscate
 - x. Obtenebration
 - xi. Potence
 - xii. Presence
 - xiii. Protean
 - xiv. Quietus
 - xv. Serpents
 - xvi. Thanatosis
 - xvii. Thaumaturgy
 - xviii. Vicissitude

12. Combat

- a. One Shot Deaths
- b. Narration
- c. Order of Combat
- d. Two Weapon Combat/Off-hand Actions
- e. Carrier Attacks
- f. Stacking Disciplines

1. Staff:

The staff is in charge of handling character sign in, adjudicating challenges, storytelling, and generally running the game.

1a. Members:

Permanent consists of one Head Storyteller/Council Member. The HST may appoint Assistant Storytellers and Narrators as needed. One of these Assistant Storytellers or Narrators may be appointed as Council Member. Additionally, players may elect a Player Representative.

1b. Staff Characters:

Storytellers may not portray their characters at game. Once per two month period a Storyteller may sign in to game as their character and will not be treated as a storyteller for that game. Storytellers cannot adjudicate a scene involving their character for any reason, this includes downtime scenes. Narrators may play their characters as normal but may never adjudicate challenges in a scene involving their own character.

1c. Staff Selection and Removal:

Our members of staff are selected and removed by the HST. Staff (including the HST) can't be removed by the players for issues of no confidence. The HST will make updates to the house rules at their own discretion.

2. Contact:

You can contact the staff by email at: bststorytellertucson@gmail.com

3. Base Rules:

Blood Sweat and Tears only allows mechanics from White Wolf 3rd Edition MET rule books, non-MET books with MET conversions, and supplemental genre guides that have been approved for use by our staff. Only those supplemental rules available at check-in will readily be allowed in play, so keeping a copy of any OWBN or MET documents you may need is strongly suggested. *Laws of the Night: Revised* is the core rulebook, and any other rules from other MET books do not supersede this book without explicit notification here. Exceptions may be made on a case by case basis.

4. Check In:

All characters must be checked in prior to entering play for the night. Players leaving before game wrap must sign their character out of play by notifying the storytellers. Characters involved in a scene will be placed on hold if the player decides to sign out before the scene has been resolved. All players checking into BST agree to follow the house rules stated in this document. A copy of these house rules will be available at the sign in desk, it is the responsibility of all players signing into BST to be familiar with the modifications stated in these house rules.

4a. Procedure:

All sheets for player characters must be stamped and signed by the staff member approving that character to enter play. All item cards must be stamped in BST, players will need to inform the staff which items they will be bringing into play with them (i.e. which items are being held on their person, which ones are nearby and which are at a haven or other location). Additionally, cards are required for individuals intending to be possessing, traveling in the astral plane or otherwise leaving their bodies (more detail is given on this under the entries of the specific powers). A number of rituals equal to the castor's occult rating may be precast, these rituals will need to be noted on an item card at the time of check in and must be stamped, signed and dated

by a member of the staff. Any items magical in nature or under magical enhancement (Warding, Bastion Diablo, Entrap Ephemera, ect.) require the name of the castor as well as the name of the power which was used on the card in addition to the normal requirements for item cards (applicable traits, special abilities or effects, ect.). The same applies for any rituals cast by another sorcerer

4b. Visiting Characters:

All visiting players must present the staff with a character sheet signed and stamped by their home chronicle for approval prior to entering play. Players of characters with unusual powers or other noteworthy items on their sheet may want to send their character sheet to the storyteller group in advance so as to avoid complications at check in.

5. Character Definitions:

Players may have two active characters, one primary and one secondary, and an unlimited number of shelved characters.

5a. Character Status Definitions:

Primary characters have no restrictions and the only restriction on secondary characters is that they can only attend one BST game per two month period.

5b. Character Activity:

In order for a character to remain active in Blood Sweat and Tears they must be played a minimum of once every three (3) months. Exceptions can be made with consent of the Storytelling staff. Inactive characters are unable to attend other games, send in downtime, post on in character lists or interact with other characters in any way, until they attend BST and become active again. Failure to comply may cause you to be subject to disciplinary actions. If a character has been inactive for three (3) months, the storytelling staff may choose to make that character an NPC or remove them from the database. The storytelling staff is encouraged to attempt to contact the player prior to doing so.

5c. Shelved Characters:

Shelved characters cannot attend games, perform downtime activities, participate on in character lists, or any other activities. Shelved characters may not be activated again for at least 3 months. Characters may be shelved at any time so long as the Storytelling staff does not deem that it is being done in an effort to escape consequences of in character actions. Shelved characters must follow all rules of being inactive although they will not be subject to becoming an NPC. Unshelving a character requires at least a 24 hour notice to the Storytelling staff prior to that character entering play.

6. Email Lists and Communication:

The email lists, by and large, unless otherwise specified, are not really email lists. They are various forms of communication, hidden from the mortal population in various ways. Using etiquette for fixing grammar/spelling/word usage type things, getting titles right, etc. is perfectly acceptable. However, using etiquette for incorrectly sent messages is not acceptable. Once a message is sent, you cannot grab back the courier. All lists related directly to the BST game, or the characters within, must have a storyteller present to moderate the list in case of dispute by players.

OOO List: <https://www.facebook.com/groups/665927043515860>

IC List: <https://www.facebook.com/groups/546820788785573/>

Any interaction with NPCs - either OWBN coordinator NPCs, or NPCs from other chronicles must be cc'ed to the BST storytellers.

7. Conduct:

All participants are expected to conduct themselves in a mature, safe and responsible manner. Individuals exhibiting unacceptable behavior that is disruptive or harmful to the game, such as lying to the staff, cheating, or other inappropriate behavior will be grounds for disciplinary action.

8. Disciplinary Procedure:

BST uses a three-strike system. A strike is a verbal and/or written warning that certain behaviors are detrimental to the game. Cheating, meta-gaming, lying to staff members or playing members of the staff off of one another are *examples* of what we consider strike-worthy offenses in BST, and will be handled on a case by case basis by the entire storytelling staff.

These actions may include a warning to the player, a suspension or ban from the game depending on the severity of the actions.

9. Character Advancement:

Characters advance through earning and spending experience points (XP). XP may be earned in a variety of ways, through both in character and out of character actions.

9a. Earning Experience:

Characters will earn experience for the following actions, not to exceed eight (8) points per month;

Attendance: Each character earns one experience for attending the game and spending at least one hour in character, this experience is awarded for all games attended, not only BST games.

Early Sign In: Characters signed into game before 7:00 pm will earn an additional experience.

Costuming: One experience will be awarded for costuming.

Roleplaying/Leadership: Storytellers may award one experience for players demonstrating outstanding roleplay or leadership during the game.

Travel: Players will be awarded one experience for traveling 50 miles or more to attend a game.

Downtime Actions: Characters will earn up to two experience for actions submitted during a downtime cycle.

Events: Characters attending special events, such as conventions or other similar occasions, will earn one additional experience for each night of the event.

9b. Downtime:

Downtime actions must be emailed to the storytelling staff no later than 9:00 pm the Wednesday before game. Downtime actions requiring challenges to be thrown may be placed on hold until the start of the next game, or, schedules permitting, the storytellers may opt to meet with the player and run the scene. Players are encouraged to include a member of the storytelling staff on any between game communications or send a recap of such communication with their downtime actions. Storytellers must be notified of any changes in status that happen between games.

9c. Experience Expenditures:

9c.i. Abilities:

Abilities may be purchased as normal per LotN.

9c.ii. Disciplines:

Out of clan disciplines require a teacher. Should the teacher be based in another chronicle we require an item card signed by both players and a member of that chronicle's storytelling staff and stamped by that chronicle noting the name of the teacher, the power they are teaching and the level. Keep in mind you are only able to teach a power up to the level below which you possess. (Example: A Nosferatu with the Obfuscate power Vanish from the Mind's Eye could teach Mask of 1000 Faces but not Vanish from the Mind's Eye).

9c.iii. Backgrounds:

All backgrounds require role play to raise and may only be bought with storyteller approval.

9c.iv. Virtues/Paths:

All virtues and path traits require role play to raise and may only be bought with storyteller approval.

9c.v. Merits:

All merits require role play to earn and are purchased at twice the point costs listed in the book with storyteller approval.

10. Character Creation:

10a. Clans:

All OWbN Rare and Unusual guidelines regarding clans must be followed. The following clans are always available for play; Ventrue, Toreador, Brujah, Malkavian, and Nosferatu.

10b. Generation:

Generation must be purchased with Free Traits or the initial Free Backgrounds; never with Experience. Players may purchase down to 10th generation without restriction. Lower than 10th generation requires storyteller approval and may result in less starting experience. Characters with PC Sires are not required to purchase the generation background.

10c. Abilities:

Characters get one free level of lore in each of the following categories creature type, sect, and clan as well as one additional level to put into any one of those categories for a total of four free levels in lores.

Abilities from clanbooks may be restricted to members of that clan only.

10d. Disciplines:

Any out of clan disciplines require storyteller approval. Clan specific out of clan disciplines will not be approved in most cases. Combination disciplines are not allowed at character creation.

10e. Backgrounds:

Influences: No influences may be purchased above level 3 at character creation.

10f. Merits/Flaws:

All OWbN Rare and Unusual guidelines regarding merits and flaws must be followed. Any merits or flaws from clanbooks will be restricted to members of that clan only. Storytellers may choose to restrict certain merits or flaws to maintain game balance and prevent too much of a particular merit/ flaw.

10g. Starting Status:

All characters outside of the accounting begin play with "Acknowledged". Players may choose to purchase up to two additional status traits at character creation.

A new character may begin with one Clan Prestige, if applicable, at no cost (see your Clan's Packet), subject to storyteller approval.

10h. Starting XP:

Starting Player Characters are made with 30 Experience. Storytellers will award additional starting experience if a backstory (minimum one page, 1.5 spaced in 12 point Times New Roman) is sent in before the Character makes an appearance in the game. All unspent from a dead or *permanently* retired character may roll into your Starting Experience. Starting experience can never go above 60 points as per OWbN Bylaws.

10i. Ghoul Creation:

Ghoul PCs are built the same as a vampire character, with the following modifications; 6/4/3 for Attributes, 5 Abilities, 5 Backgrounds and 7 freebie points. They start with the first level of their regnent's in clan physical discipline. If their regnent has no physical disciplines in clan, the ghoul will start with the first level of potency. If the regnent has more than one physical discipline in clan, the player may choose which one to take.

11. Gameplay Rules:

11a. Abilities:

Specialties: Specializations may be purchased on abilities at 4 or higher. Abilities may be specialized in a level of a discipline, but not the whole discipline. Only one specialization may be applied to an ability.

Meditation: Meditation requires sitting out of character for 15 minutes before the test can be performed.

Lore Level Approval: All lores require ST approval, unusual lores or lores of a rating of 4 or higher may require approval from the applicable coordinator.

11b. Influences:

This game will be making use of the *Dark Epics* additional actions/endeavors for Influences. This means it is possible to gain or lose Influence without the expenditure of Experience. Please see pages 64 to 69 of *Dark Epics*. Influence actions may only affect the same type of Influence as the one being used.

Military/Espionage Influence: These Influences are disallowed for Player Characters.

Media 4 Error: Media 4 is left out of most MET books. The line "Ground stories and projects" is considered Media 4.

Influence Maximums: Influences are not purchased by city and are instead all based in Blood, Sweat, and Tears. Each Influence category will have a specific maximum (Clan Advantages will not count against this) after which actions must be taken In Character to raise the Maximum for that category before anyone can purchase more of that Influence. A document will be provided to track the current Influence Maximums.

11c. Backgrounds:

Resources: Resource item cards for characters based in Blood, Sweat & Tears may be requested by players each time they attend Blood, Sweat & Tears games. Players will not receive resource cards for games they have not attended. Characters with Level 6 Resources will receive \$100,000.

Fame: Fame will extend your *unimpeded* use of Contacts and Influence:

Fame Traits Time to Enact Actions Maximum Range

- 0 Full Downtime Cycle Local Game
- 1 Same Night of Expenditure Local Game
- 2 Same Night of Expenditure Nearest In-State Game
- 3 Same Night of Expenditure State Wide
- 4 Same Night of Expenditure West Coast
- 5 Same Night of Expenditure Entire United States

Herd: Herd grants two blood per use rather than one.

Retainers: Each retainer will be purchased as a separate instance of this background. Retainer NPCs will use the guidelines for ghoul creation as stated above but with the following modifications; NPC ghouls do not receive any points for backgrounds or any free points, they will receive a number of XP equal to twice their rating at creation and then a number of XP equal to their rating every month.

Information Network: This background is for Nosferatu only. It will function similar to the Contacts background and is not affected by Hide influence actions. Nosferatu characters with this background will also get additional rumors based on their level of this background.

11d. Merits/Flaws:

See section 10f for notes on merits and flaws.

11e. Disciplines

11e.i. Animalism:

Feral Whispers: Effective only on animals, including those Subsumed by Animalism, as well as those using animal form powers. You must have eye contact to use this power.

Beckoning: When used for hunting purposes, gain 1 Blood for every Social trait spent.

Quell the Beast: If done on werewolves, they cannot spend rage (instead of Willpower) and gain the negative traits Submissive x 2.

Subsume the Spirit: Body must be in a location adjudicate able to the BST staff. **In order to use Subsume the Spirit you must provide the Storytellers with a card detailing:**

- The number of mental traits expended upon Subsuming
- The location of your real body

Any Supernatural Flaws (i.e. Cast No Reflection, Touch of Frost, Eerie Presence) come with you.

Drawing out the Beast: This power can only be used when a virtue test is called for. (i.e., no ping-pong beast). If you lose sight of your beast, it will automatically return at the next dusk.

11e.ii. Auspex:

Auspex gives you bonus traits for tests against Obfuscate and Chimestry, one for basic, two for intermediate and three for advanced.

Aura Perception: You must be able to see your target in order to use Aura Perception. You then spend a turn in concentration and make a Static Mental Challenge with a difficulty of the target's number of Mental Traits. Since using this power is a Static Test, the target may not relent or retest. If you succeed, you may ask any one of the following questions, which the subject must answer truthfully:

- What is your current mood/emotional state?
- What sort of creature are you?
 - When determining creature type, anyone can discern between human and vampire, and you're required to have a least one level of the appropriate

lore to discern the less common supernatural types, such as Changelings, Bastet, and Lupine etc.

- Are you under the effects of any form of magic?
 - Magic items carried on a person do not put sparkles into that person's aura. The Vinculum shows up as magic sparkles in the aura.
- Have you committed diablerie?
- Are you using Possession or Subsume the Spirit?
 - (One must specifically be looking for a second aura, as a mortal Aura is brighter than a vampire Aura, and causes the Kindred's aura to be hidden. A Kindred with the merit Bright Aura while possessing would appear to have two mortal auras.)

Aura Perception also allows you to sense ghosts and astral forms. If you suspect the presence of a ghost in an area, you may expend a Mental Trait to make a normal challenge to sense its aura, as described previously. If you succeed, you are aware of the ghost's aura as a pale, flickering and amorphous light, though this is not sufficient to identify specific individual ghosts.

Spirits Touch: Uses of this power require a Storyteller to be present, outcomes of this power are also at Storyteller discretion

Psychic Projection: You can travel at the speed of thought IF you know an area. Body must be in a location adjudicate able to the BST staff. For extended uses of the power the storyteller staff may require a card detailing the location of your body. You can only use the disciplines:

- Animalism
- Auspex
- Dementation
- Dominate
- Obfuscate
- Presence

11e.iii. Celerity:

As per Laws of the Night.

11e.iv. Chimestry:

Chimestry gives you bonus traits for tests against Auspex, one for basic, two for intermediate and three for advanced. All uses of Chimerstry require an ST or narrator present.

Permanency: Illusions made permanent that are disbelieved use the creator's Social Traits at the time of creation, & receive a free subterfuge retest (because they were weaved into Maya prior to being perceived). All illusions using permanency must have a card stating the name of the character, a description of the illusion and number of traits used.

Horrid Reality: The social challenge replaces a physical challenge. Simple tests that follow certain types of challenges (staking, high-caliber) are still required for the corresponding effects to take place.

11e.v. Dementation:

Passion: Opposite uses of Passion on the same target will cancel each other out.

The Haunting: An ST or Narrator must be present.

Total Insanity: To use this power, a Storyteller must be present, and the player must provide a deck of cards marked with derangements for the subject to draw from (which must have been pre approved by the staff). A deck can be provided for you if you do not have one. Total Insanity is not stackable, and victims of TI may not take any offensive actions for 1 round, as their mind is reprogramming itself. The beast will obviously defend itself if attacked during this time.

11e.vi. Dominate:

All Kindred have a free retest when dominating a Mortal or a Ghoul.

Clarification- A “Suicidal Command” is in regard to an action that will cause your immediate death regardless of the actions of others. (ex. “Walk into the bonfire.”, “Jump off the Sears Tower.”) Commands such as “Attack that big NPC” or “Kill the Prince” are not inherently suicidal.

Command: Can't last more than 10 minutes. Only mortals or ghouls will sleep on command.

Forgetful Mind: Cannot be undone without Telepathy and partial knowledge of events being undone. Please write down the following information on an index card to be carried by the targeted person and a copy to be placed in that character's Storyteller file:

- Individual who preformed forgetful mind
- Generation of that individual
- Number of mental traits used (temporary not permanent)
- Summary of what the memory is being replaced with.

Conditioning: May alternatively be used to plant permanent Mesmerism effects, allowing the victim continued free will otherwise. You may implant one permanent Mesmerism in a victim for each level of Dominate that you possess. The use of Conditioning consumes one hour per challenge.

Possession: Body must be in a location adjudicate able to the BST staff. Possessor has access to the Physical Disciplines (Celerity, Fortitude, Potence, and Vicissitude) of the Host. The Host may be loaded with as many as 5 Kindred Vitae of the 10 Vitae limit. Psychic feedback damage to your real body is lethal damage, regardless of the damage source. If your real body has enough fortitude you can test down the feedback damage.

In order to use Possession, you must provide the Storytellers with a card detailing:

- Stats for the host (a card, if a mortal, or a character sheet, if a ghoul.)
- The number of mental traits expended upon Possession
- The location of your real body

These cards must be date-stamped every night this power is used. Any Supernatural Flaws (i.e. Cast No Reflection, Touch of Frost, Eerie Presence) come with you. Clan Flaws are not included (i.e. a Lasombra in a Possession suit would cast a reflection but a Ventrue with Cast No Reflection in a Possession suit would not cast a reflection.).

11e.vii. Fortitude:

Mettle: Adds 2 health levels.

Resilience: Spending a Stamina-related Physical Trait allows you to reduce injury on a win or tie.

Resistance: You may throw **two** simple tests to reduce Lethal damage rather than the **one** per LoTN:R.

Aegis: Having Aegis will allow you to reduce damage with resilience or resistance on a tie. You may spend a Temporary Willpower or 3 Temporary Physical Traits to resist all damage from a single source once (Temporary Aegis). When expending permanent willpower, you may only expend permanent willpower that you still have temporary willpower for. Certain massive damage types may not be soaked with Aegis - nuclear explosions, for example.

11e.viii. Necromancy:

Dead hands do NOT allow you to reach from the Shadow Lands, and interact with the Skinlands!

The Sepulcher Path:

Occult is used for retests of the Sepulcher Path.

Torment: The effects of this power will extend about any melee weapon you wield, allowing you to add the bonus traits for such.

The Ash Path:

Wraith Lore is used for retests of the Ash Path, not occult.

The Bone Path:

Thanatology is used for retests of the Bone Path, not occult.

Shambling Hordes: Use of this power requires the presence of a Storyteller.

Soul Steal: Your “Wraith” is always returned to its body at the end of the scene-hour, unless some how sent into oblivion.

NO RITUALS MAY BE USED WITHOUT A ST OR NARRATOR PRESENT.

11e.ix. Obfuscate:

Obfuscate gives you bonus traits for tests against Auspex, one for basic, two for intermediate and three for advanced.

Unseen Presence: When attacking out of Unseen Presence, it reduces the surprise count by 1 second.

Mask of 1,000 Faces: You may mask clan disadvantages and Skin of the Adder. For an additional Mental Trait you can Mask your clothing.

Vanish from the Mind's Eye: When attacking out of Vanish from the Mind's Eye, it reduces surprise count by 1 second. If you are in physical contact with another person you may not vanish unless you are also using cloak the gathering, and they meet the requirements of cloak the gathering.

Cloak the Gathering: You may extend your powers of Obfuscate to as many subjects as you have permanent Stealth Ability Traits, without a cost in Mental Traits. As a note, a Torpored Vampire is incapable of making decisions and may not be willing to be cloaked, just as you cannot cloak a chair.

11e.x. Obtenebration:

The creation of Obtenebration effects requires concentration. Maintaining and controlling those effects does not.

Shadow Play: User may only have one use of Shadow Play's powers at a time. (Only one clumsy can be given to an individual at a time.)

Shroud of Night: Shroud breaks line of site.

Arms of the Abyss: Expend a Blood Trait to create the shadow tentacles, every tentacle created costs a Social Trait, you may have a maximum number of arms equal to twice the level of Obtenebration you possess in creation at a time. An Arm of the Abyss may only possess as many Physical Traits as the Permanent Physical Traits of the creator. Arms of the Abyss can never be longer than thirty feet. Arms may use a user's fortitude or potency, but not both at once. You cannot have your arms hold weapons, or coat them in poisons of any kind.

Black Metamorphosis: The extra action from this power is only useable for Physical actions (as it comes from the additional arms granted by this power) and when in combat it attacks last. The victim of this power gains the Negative Physical Trait Clumsy when successfully attacked; this clumsy trait lasts for the scene and is not stackable.

11e.xi. Potence:

As per Laws of the Night.

11e.xii. Presence:

Awe: You must be in the presence of the person you are retesting against.

Summon: The victim of a successful Summons knows who is Summoning them, but if the Summons fails, the victim is not aware. The power of Summons makes the victim wants to see the Summoner, and will go to them, willingly. If the victim thinks that his/her friends will try to prevent them answering a Summons, then the victim lies to or sneaks away from his/her friends without revealing their true intentions. After sending a summons, you must remain in the same general area; however, you are not required to stand still. When answering a summons, you must present yourself and remain visible for one round. You must also be within “conversational range” which is no more than 3 paces away, when presenting yourself.

Majesty: This power has a range of thirty feet or a room, and affects its victims for the entirety of the scene. If an offender is within Majesty range when power is activated, they will be under its effects no matter where they go. When Majesty is invoked, its user may choosing a ‘flavor,’ declaring a Social Trait which the user has available. When a character successfully “breaks” Majesty, it is broken only for that character.

11e.xiii. Protean:

Shape of the Beast: All non-Gangrel Characters receive the Wolf and Bat forms detailed in the Gangrel Clan book: Wolf: 3 Bonus Physical, 2 Bonus Mental, 2 Ag Bite, 1 Ag Claw, double run speed. Bat: flight speed of 20, may declare fair escape if no one has a higher celerity and more than 5 paces away.

A Gangrel may adopt an alternate fight/flight for but it must be logical and related to their region of origin.

11e.xiv. Quietus:

A weapon can only hold as many applications as it has Bonus Traits, but only one Quietus level may be applied to a weapon at a time (*Scorpion’s Touch* or *Baal’s Caress*, never both) All Quietus applications dissipate at dawn.

Silence of Death: Use of this power reduces the surprise count by 1 second.

Dagon’s Call: A ST must be informed that this power was used before the challenges are thrown.

Baal’s Caress: The poison produced by this discipline converts only the first level of damage inflicted to aggravated. For example, a longsword that inflicts 2 lethal wounds per strike will inflict 1 aggravated and 1 lethal wounds with a strike when coated with Baal’s Caress.

Taste of Death: This power may be used with Celerity. It may be used on Celerity actions and does 2 points of aggravated damage per application.

11e.xv. Serpentis:

The Tongue of the Asp: This power may be used to reduce the trait penalty of Shroud of the Night by 1. You can either cause damage, or drain a point of blood. The weapon produced by this discipline inflicts a base damage of 1 aggravated wound. Any wound modifiers, such as advanced Potence, add lethal damage only.

The Form of the Cobra: In addition to the benefits listed in LotN, you gain the bonus traits Lithe x2 and Tough x 2, and your bite causes an additional wound if you win (not tie) a simple test after biting . The venom from your bite will poison mortals and Garou, causing an additional damage upon biting them, and an additional lethal damage every five minutes thereafter until treated. This power can’t be stacked with claws.

11e.xvi. Thanatosis:

Withering: If victim’s head is withered he/she may not initiate social or mental challenges, nor may he/she expend social or mental traits while head remains withered; however, the victim may still use any mental or social powers that don't involve expending traits or initiating challenges.

Head shots are allowed in combat. However, targeting the head requires a called shot, and the attacker must **win** two simple tests to succeed. If the called shot is unsuccessful, the attack misses entirely. There are no retests on the static challenges to wither a victim's head.

Necrosis: This power costs one blood trait to activate and does two lethal damage. The Negative Traits last for the night.

Ile.xvii. Thaumaturgy:

In most cases, refer to the appropriate OWBN Thaumaturgy and Sorcery Packets

Path of Blood:

Taste of Blood: You may also determine a vampire's clan.

Blood of Potency: Your blood becomes more potent, but does not expand to fill your blood pool or expand your traits in any way, i.e. you still have the blood pool and trait totals you had before you enacted the power.

Movement of the Mind:

Control: This power only stops a character from moving physically, though they may still use disciplines, talk, ect.

All thaumaturgy against another being (alive or undead) requires a challenge.

Rituals:

A character may automatically pre-cast a number of personal rituals equal to their Occult rating per night, subject to Storyteller approval.

Pavis of the Foul Presence: This ritual functions against the first 4 levels of Presence only. Pavis has a number of charges equal to the caster's occult ability level. Pavis will reflect Presence, not reverse it (for example, someone summoning a Tremere with Pavis active would end up summoning themselves (rather ineffective); they would not find themselves being summoned to the Tremere). The bearer of the Pavis may test with Awareness to determine if a Presence attempt was made on them.

Stone of the True Form and *Protean Curse* can be used by the caster only.

Any items under thaumaturgical enhancement (Warding, Entrap Emphemera, etc.) Require the name of the castor as well as the name of the power which was used on the card in addition to the normal requirements for item cards. The same applies for any rituals cast by another sorcerer.

Ile.xviii. Vicissitude:

When used on mortals, ghouls, revenants and vampires of weaker generation than the user, the effects of Vicissitude are permanent. Vampires of equal or more potent generations can heal back each Vicissitude-inflicted scar as an aggravated wound. This power may not be used to replicate the effects of any other power.

Fleshcraft: When converting a physical trait into a health level or the other way around, only one use of this power may be in effect at a time. Converted traits and health levels may not be repurchased, only converted back through a second use of this power.

Bonecraft: All special effects require a great deal of time, and may not be used in combat.

12. Combat:

All combat requires that a storyteller be present though the storyteller may choose to delegate it to a narrator. Combat is defined as being any extended set of challenges between players.

Fair Escape:

Should your character be peripherally involved in combat, your character may have the chance to fair escape the scene. Raise your hand at the beginning of combat, announce your intention to the ST and tell the ST how your character leaves the scene.

12a. One Shot Deaths:

It is possible to do enough damage, in one turn, to final death a character. One shot deaths must be approved by a storyteller that is not involved in running the scene.

12b. Narration:

If 80% or more of the players involved in a combat wish to turn combat over to narration, the ST will narrate the scene. Narration can only be used when the outcome will not result in PC death.

12c. Order of Combat:

Each round will proceed as follows:

Expenditures:

All players may make any expenditures of Blood, Traits (Mental, Social and/or Physical) and/or Willpower as they feel necessary. Off-hand actions (if any) are declared.

Normal Actions:

Actions will go in the order of Mental, Social and lastly Physical. Characters with Alacrity are able to take their actions prior to those acting without any speed. Social soliloquies may be taken during this time

Swiftness Actions:

Only physical actions may be taken.

Legerity Actions:

Only physical actions may be taken.

Off-hand Actions:

Only physical actions may be taken. All off-hand actions, arms of the abyss actions, black metamorphosis actions, etc. happen at this time.

End of the round:

Vanish, Majesty and, Shape of the Beast go off. Additional Willpower, Blood or Trait expenditures are allowed at this time.

12d. Two Weapon Combat/Off-hand Actions:

Any character may perform an off-handed action. All characters have the same handedness as the player. Mental and social based carrier attacks cannot be performed on off-hand actions.

Players wishing to have their character perform off-hand actions must declare their intention at the beginning of the round.

After declaring an off-handed attack, you must bid two traits for all physical actions during the round and three traits for your off-handed action.

The ambidextrous merit will reduce this penalty by one trait for each hand. Thus, requiring a bid of one trait for normal and two for off-hand actions. An applicable fighting specialization reduces the penalty on the off-hand by one.

Thus, you may declare an off-handed attack, and with a specialization and the ambidextrous merit, you will bid one trait on your normal action and one trait on your off-handed action.

12e. Carrier Attacks:

Only one carrier attack may be activated per action. A carrier attack is defined as a discipline that has an activation cost upon a successful hit to a target. *Examples* of this are:

- Putrefaction
- Withering
- Bonecraft
- Cauldron of Blood
- Blood Rage
- Blood to Water
- Scorpions Touch
- Quell the Beast

Mental and Social based carrier attacks may only be used on the player's normal turn.

12f. Stacking Disciplines:

No form powers may be stacked. Our form powers are listed below:

- Black Metamorphosis
- Tenebrous Form
- Shape of the Beast
- Mist Form
- Skin of the Adder
- Form of the Cobra
- Ashes to Ashes
- Elemental Form
- Horrid Form
- Blood Form
- Astral Projection
- Typhonic Beast