Bradenton: Chaos & Entropy
Ft. Myers: Midnight Siege

Character Creation:
- Disciplines are not to exceed the second basic with freebie points, without prior permission from the ST's.
- Dropping a Morality Rating, and picking up a Derangement will not stack for free points.
- Characters may receive up to 60xp at creation for back story and/or unspent rollover points. These points are *spent as experience*, with ST approval.
- Creation points may not be used to purchase above the second basic out of clan discipline or above the first basic out of clan proprietary discipline, per OWbN bylaws.

Vampire: As is outlined in LotN: Anarch Guide, LotN: Revised, or LotN: Sabbat Guide

Ghouls:
- 6/4/3, 5 Abilities, 5 Backgrounds, 3 influences, one dot of Potence, Celerity or Fortitude, 10 Free Traits.
- A ghoul must purchase the Dominator background equal to the level of points in generation he would receive should they be embraced by their current Dominator (A 10th Generation Dominator would require 2 points in the Dominator background). Upon Embrace, the points in Dominator convert to points in Generation.

Virtue Checks:
- Virtue checks are double or nothing. If a player fails a virtue test he/she can risk a virtue trait to gain a retest. If both virtue tests are failed then the player experiences the effects of losing the virtue test and loses the risked virtue trait.

Merits and Flaws:
Merits and Flaws can only come from your genre-appropriate book(s) with ST discretion.
- **Additional In-Clan Discipline** is available with ST permission. The additional discipline may not be a clan proprietary.
- **Bright Aura** is only available for Vampires who have never committed diablerie.
- **Natural Linguist** doubles the languages you may have.
- **Natural Aptitude** the merit (also sometimes known by its earlier printed version: *Ability Aptitude*) can be purchased once at character creation and once after the 1 year anniversary of the first purchase of the merit, at ST discretion, to a maximum of two.
- **Ambidextrous** grants 1 additional trait when using both hands in combat; this benefit does not apply with grappling or two-handed weapons.
- **Flesh of the Corpse** will be worth 3 pts instead of 5.

(Multiple merits (or flaws) may not be stacked on each other for bonus traits)

Vicissitude Modifications - for non-tzimice, all visc mods require triple the time investment to craft upon yourself or others. Only one modification may be worked on at one time. Tzimice may purchase visc mods at a rate of 1 per month, per the packet.

Bonus and Negative Traits:
- All merits and flaws that have a visual component must be accompanied by the player wearing a tag or declaring the merit/flaw at the start of each combat.
- Bonus or negative traits hidden through the use mundane powers (i.e. sunglasses, a physical mask, etc) are still considered in effect.
- Bonus or negative traits hidden through supernatural means (i.e. obfuscate) are not considered in effect, with the exception of Glowing Eyes, in which the user will always have the negative mental trait: Oblivious.
- Bonus traits from visual effects such as Glowing Eyes and Shadow Play may be used at any distance so long as they are considered in effect. Negative traits from visual effects such as Glowing Eyes or Nosferatu Clan Flaw may likewise be called at any distance so long as they are considered in effect.

Backgrounds:

- **Allies, Contacts, Influence**- Valid influence actions are [Dark Epics p. 64-69]: Attack, Block, Boost, Combine, Conceal, Defend, Follow, Growth, Stealth, Trace, and Watch. Influence may not be used at game unless the influence was spent between games in order to use it at game.
- **Herd** - Takes *5 minutes* per dot expended, not 15 minutes as is written in the books. This revision also affects the Toreador Clan Advantage.
- **Information Network**- In addition to its' use in CbN:R, may operate in a manner similar to *Contacts* solely for performing the Watch action, but with the stipulation that the results cannot be used for a further Trace or Follow, and the background cannot be Combined for any reason.
- **Mentor -** Using mentor will result in a "cool down" period before you may use it again. Mentor dots will return at a 1 dot per month rate and be expended at a value determined by what is being learned. You do not have to wait for all dots to return but you will be limited (purchase wise) to what you currently have available when using mentor. ST discretion will be used when determining the value of what is being learned.
- **Resources** - Money gained from Resources is available once per game session in an amount based on the chart in LotN:R. The character is assumed to have spent the money between game sessions, unless otherwise recorded with staff. By expending a permanent dot, you may aquire 10 times the normal amount.
- **Retainers** - require you to spend one blood per individual (Ghoul) Retainer at the beginning of each month. Ghouls have a max of 10 traits per category. Potence, Celerity and Fortitude can be learned at out of clan cost; however the 1st basic in one of these is free. The ghoul's domitor can teach his (non-shape-shifting) clan disciplines to the ghoul which cost double in-clan cost. The total sum of all of your NPC retainers' experience can be referenced by using the chart below. By this system, you could have a few moderately powerful retainers or one bad-ass Retainer. However, should that powerful Retainer die, you would lose a corresponding amount of points from the Retainers background, and with it the experience spent.
    - Retainers 1 – 1 Retainer with 1 XP
    - Retainers 2 – Up to 2 Retainers with a total of 5% of your spent XP (minimum 1)
    - Retainers 3 – Up to 3 Retainers with a total of 10% of your spent XP (minimum 1)
    - Retainers 4 – Up to 4 Retainers with a total of 15% of your spent XP (minimum 1)
    - Retainers 5 – Up to 5 Retainers with a total of 20% of your spent XP (minimum 1)
- **Haven-** the haven background represents both the potential size and security of your haven your haven has a number of traits and retest based on your points in haven against any attempt to find or penetrate your haven.* *note that this is the bare minimum mechanical benefit to the background, a well thought out haven with a write up may receive other benefits at St discretion.*

Level	Example and mechanical benefits (number of traits/number of retest)
0	You have the equivalent of a windowless apartment and a baseball bat (5/0)
1	You have a small rundown apartment on the bad side of town without much real security (8/1)
2	You have a decent apartment, a modest condo or small house basic locks and some basic security (11/2)
3	You own a house or have a good apartment with decent security systems and maybe a doorman (14/3)
4	You have a large house or multiple apartments significant security and architecture that helps prevent entry(17/4)
5	Your haven is the equivalent of a well maintained mansion or large house in a secure neighborhood, you likely have alert guards and private electronic security present (20/5)

Must possess Necromancy, Spirit Manipulation, or an appropriate merit* *with st discretion*

- **Spirit Slaves** - Not much more than mindless followers to be used as tools. You possess a fetter or it may owe you but does only what it is told with no regard for helping more than you have made it to.

- **Wraith Retainers** - Ghosts that have chosen to help you in some way. Perhaps he is an old friend or lover or someone that needs your help to right a wrong.

Retainer sheets will be made by ST.

New Background:
Domitor: (Ghoul Only)
Discipline Caps by "**Domitor**" Generation

Dominator's Generation	Highest Available Disciple Level
12th-15th	1st Basic
10th -11th	2nd Basic
9th	1st Intermediate
8th	2nd Intermediate
7th	Advanced

Abilities:
Powers and abilities - You must possess at least one dot in the corresponding ability to learn and use any Discipline. The ability required will be the retest for the power being learned, unless otherwise agreed on by player and staff.

Academics – Latin is gained for free at level 1. Greek is gained for free at level 3. Arabic is gained at for free at level 5.

Awareness –This ability works exactly as stated in Dark Epics [p. 72].

Linguistics – Work off of the optional tiered level system of bonus languages (plus native language): 1 (1 + native =2), 2 (2 + native =3), 3 (4 + native =5), 4 (8 + native =9), 5 (16 + native =17).

Lores - Are restricted to a maximum of level 3 for those lores which are not your creature type, or sect of affiliation, without ST and/or Coord approval.

Lore: City – Currently the cities within the Bradenton game's area that have attached lores are Bradenton, Sarasota, Fort Myers, and Naples.

City Lore may be purchased by any character who is active in a city for the following time frames. 1- one month; 2-three months; 3- six months; 4- twelve months; 5- twenty four months. Finding teachers willing to reveal the cities secrets may, at St discretion, expedite this process.

Rituals: Your dots in this ability dictate how many Sabbat rituals you know. 1 (3 Auctoritas Ritae), 2 (9 Auctoritas Ritae and 3 Ignoblis Ritae), 3 (13 Auctoritas and 9 Ignoblis Ritae and you may begin to develop your own custom Ignoblis Ritae at this level, with ST approval), 4 (All Auctoritas and 20 Ignoblis Ritae), 4 (all Auctoritas and 40 Ignoblis Ritae.

Specializations: You may only specialize in one level of a Discipline power, not an entire discipline.

Miscellaneous:
Weapon Enchants - weapons may only be enchanted by a number of rituals equal to or less than the number of traits it provides. This applies to both temporary and permanent rituals. This will not affect enchants already on an item.

Exotic Ammo - you may use influence actions to acquire exotic ammo, however, the possession of such ammo is in an of itself a crime and the use of such ammo **will** draw attention**.** any non standard ammo falls under this category see below for what available for use in BCE (ammo uses DE rules unless stated otherwise)

- **Non-Lethal-** Acquired from police 4 this ammo is available for any firearm and converts the first damage to bashing and removes mass trauma and high cal from the weapon while in use.
- **Incendiary -** in addition to standard DE, using this ammo reduces the rate of the firearm by 1
- **Armor Piercing**- follows DE

The following Exotic Ammo is available for shotguns only:

- **Flash**
  Availability: Police 4, Underworld 4
  Description: this ammo deals no damage but releases a bright flash of light on impact any one with in 30 feet of the impact must make a simple mental test against 8 traits or be down one trait on all challenges for the next two rounds. (if using the Asuspex 1 Sight. the difficulty of the challenge is doubled and the effects last for the scene, also you are stunned for the next round regardless of the outcome you may spend a willpower to regain some of your wits and negate the stun only.)
- **Dragons Breath**
  Availability: Police 5, Underworld 5 (note that simply acquiring this ammo will raise red flags)
  Description: this ammo causes a gout of flame to shoot from the shotgun. use of this ammo converts all damage from the weapon to agg but removes mass trauma from the weapon, the shooter must test against any person (friend or foe) within 5 feet of the target. this ammo reduces the rate of the firearm to one.
  If used in an automatic or semi-automatic shotgun the round will cause the weapon to jam and the shooter must spend an action unjamming the firearm by making a simple mental test (retest firearms) against 6 traits. the shooter must possess at least 3 dots in firearms to attempt the test under the pressures of combat.

Masquerading (from Faith & Fire) – Spend a variable number of Blood traits to hide the consequences of Vampirism (warmed skin, breathing, softened complexion, etc). This lasts for the scene, and amount of blood necessary depends on the path of the character:

- **Humanity:** (6 blood minus the number of Self-Control traits)
- **Any Self-Control Path:** (8 blood minus the number of Self-Control traits)
  Any Instinct Path: (8 blood must be spent)

Changing Paths – If a player wishes to change from Humanity to a Path of Enlightenment or from one path to another, they must have a PC or NPC teacher. The change will require a simple test, requiring a win or a tie. A player may retest this challenge with luck or oracular ability and may risk an appropriate virtue trait for an additional retest via the double or nothing policy.
If a PC teacher is used, a player may gain 1 additional retest per month spent with ACTIVE roleplay regarding the path change, up to 5 additional retests.
If an NPC mentor is used, 2 dots in mentor and 1 month of ST interaction will give you 1 retest, 4 dots in mentor and 2 months of ST interaction will get you 2 retests, and 5 dots in mentor and 3 months of ST interaction will get you 3 retests.
You may not use a pc and a mentor for additional retests.
With sufficient role play and at least 6 months, an ST may allow a player to forgo any challenges.

Daytime – Waking during the day for vampires requires a static Mental challenge versus (9 traits - 1 per point of Morality that you currently have). During the day, you can only bid a trait max of (Current Morality rating x3). This test must be made each hour that the Vampire wishes to remain awake. Sun will not affect a vampire in the Shadowlands however a vampire must still get 12 hours of sleep and if he leaves the Shadowlands in the day the normal daytime rules immediately apply.

Shelving – If a player misses 3 consecutive gaming sessions, their character will be automatically shelved. Shelved characters must have ST approval to un-shelf, cannot gain or spend XP, and may not teach (including disciplines) while on the shelf. Exceptions will be made on a case by case basis.

Retirement –The ST staff also reserves the right to take control of a character, to finish his story, if they feel that that player is avoiding game due to in-game consequences.

Item Cards – A player must have an item card present to represent all items that they wish for their character to possess during a given scene. An ST may ask to see any item card at any time. If you forgot your item cards, your character forgot to bring the item.

On-line Play – All PCs engaging in online scenes shall be considered checked into game and to be a hard proxy, in that any PC in the scene may be engaged in any challenge by a PC or NPC as if the PC were checked into game during game night. This will not apply to PCs engaging in telephonic or written communication with PCs or NPCs.

Combat:
- For any power which requires expenditure of traits, the rule of three is observed.
- No willpower/prowess refresh in the middle of an action or power activation; only at the beginning of a round.
- No Celerity in the Surprise round; however teleporting is ok, but only to get to the target.
- Only one "Carrier Attack" is allowed per challenge and only by the attacker.
- Combat healing is allowed at the beginning of each round.
- No more than 5 characters may attack a single target during any action.
- Declare-up-act-down rules with a progression of actions as follows: Interrupts > Normal (by Trait Initiative) > Speed Follow-ups > Black Met.
- A grappling attack or a hit for distance attack will reduce the total damage dealt by the attack by 1.

Combat Maneuvers:
Parrying/Blocking - At the top of the round, you may declare that you are taking a parrying/blocking/defensive posture. You may sacrifice your action(s) for the round to add your melee weapon and shield traits to your base traits for purposes of comparing ties when you are on the defense against brawl, melee attacks, or shooters unwise enough to attack you at point blank range. You may use potence defensively, as well as use melee (if holding a weapon) or brawl (if you have no weapon in hand) for the purposes of defensive retests.

Interpose - If you decide to do this, you may make yourself the target of ONE attack meant for someone who is within 1 step of you. You have no test, you just take the damage. You may test down the damage as per usual. Note: You are limited to the number of attacks you can intercept. You may use an action to do this for a maximum of 3 interceptions a round (Once on normals, once on swiftness actions, and once on legerity actions.)

Grapple Combat - Intent to grapple must be declared prior to the challenge being thrown. No physical actions may be taken by someone who is grappled, aside from attempting to break out of the grapple(s). When someone is grappled by multiple people they may attempt to break out of all grapples at once with a single action. 1 trait must be bid for each individual holding the individual, up to a maximum of 5.

Two Weapon combat (melee and firearms) is run out of Dark Epics: the user of two weapons must have at least four dots in the appropriate ability to gain one additional trait for a second weapon.

Sources of Damage – For the purposes of testing down or absorbing damage with any power, if you make one physical challenge and hit, you have just hit with one source of damage. Only one test-down is performed after each successful strike with that weapon. The more severe type of damage inflicted is tested down first.

Disciplines/Thaumaturgy/Rituals that affect a PC/NPC will require some manner of challenge between the aggressor and the defender. The nature of the challenge and whether or not this is in additional to any activation challenges will be at ST discretion. This does not apply to powers that require physical touch (Seizures, Cauldron, Dagon's Call).

Surprise in Combat:
- While surprised, the defender may only bid passive (Stamina-related) traits, and may not utilize any levels of Celerity (Or any other powers that were not active before the Surprise was initiated). In the case that the attacker loses the challenge, the attacker may expend a trait of the category he used to gain an additional retest, but the victim may not.

- Celerity may not be used in the surprise round.
- The victim may expend a dot of alertness to avoid surprise, which cancels the surprise round. If others wish to spend blood/willpower or otherwise be aware of the impeding combat prior to the first attack, they must also spend a dot of alertness.
- The powers Obfuscate (level 2, 4, and 5) and Quietus (level 1) each reduce the required 3 count for surprise by 1, to a minimum of a 1 count (the attacker would start with "Surprise 2, Surprise 3" if one of the two powers was in use and would start with "Surprise 3" if both of the powers were in use).

Frenzy:
- A PC on a Self-Control path may spend a WP to suppress a Frenzy for 10 minutes. If the trigger is still present at the end of the 10 minutes and the PC has not gone off to frenzy, they will immediately frenzy on the source of the trigger.
- A PC on a Self-Control path may also make a self-control challenge to avoid frenzy completely.
- If a PC on an instinct path is faced with a trigger, they will always frenzy unless their instinct rating is twice the level of the trigger, at which point they may choose whether or not to frenzy.
- A PC on an Instinct path may spend a WP or win an instinct test immediately upon frenzying to control their frenzy for a number of turns equal to their instinct rating. After which, they must spend another WP or win another test. They may repeat this as many times as desired, but once control is lost, it may not be regained.
- A PC on an instinct path who is in control of his frenzy may make tactical decisions to attack his target. He may use melee weapons. Otherwise, he experiences all of the same pros and cons of a normal frenzy.
- A PC on an instinct path may announce, immediately upon entering frenzy, that he would like to spend a WP or engage in an instinct test to convert his frenzy to a fear frenzy. If he is successful, he will immediately enter a fear frenzy, with the target of his fear being the trigger for his frenzy. This will last for a number of turns equal to their instinct rating. After which, they must spend another WP or win another test. They may repeat this as many times as desired, but it must be consecutively. When the fear frenzy ends, if the trigger is still present, they will immediately enter an uncontrolled frenzy on the trigger. The PC may not return to the trigger for 10 more minutes.
- With both self-control and instinct paths, once the trigger is removed, the frenzying PC may make a static challenge to come out of frenzy. Otherwise, the frenzy lasts for 10 more minutes.
- You will be allowed to portray your character for the duration of the frenzy until the Staff deems that you are not appropriately portraying your character's frenzy.

Effects of Frenzy and Rotschreck – *[Faith and Fire: p. 245]* When in frenzy, a Cainite has the following advantages and disadvantages:
- He ignores all wound penalties until he reaches torpor or Final Death.
- He cannot initiate Social Challenges unless it is related to intimidation.
- He does not need to risk any Social Traits if a Social Challenge is called against him.
- He is immune to further checks for frenzy or Rotschreck.

Combat *Note: If you are not capable of producing your character sheet in combat or in response to a challenge, you have a limited amount of time to produce said sheet or you automatically relent to all challenges in the scene.*

Torpor: When you enter torpor, you are immune to any social powers used against you. Your body will attempt to resist physical damage, as long as you possess a stamina related trait. Damage will be tested down, as appropriate with Fortitude. Mental actions may be used against you, at ST discretion. Telepathy is ineffective, as there is no consciousness.
A PC that enters torpor voluntarily falls into a slumber similar to daily rest, but it is far deeper. Voluntary sleepers may awaken in half the time usually required, although they still need to make a static mental challenge to rise.
Rising from Torpor:
You will rise if fed the blood of a vampire three generations lower than your own.
Path of Blood: Blood Rage may be used to heal your wounds, bringing you out of torpor.
Following a period of six weeks, minus one week for every dot in Humanity, you may attempt to rise. PCs on a path will remain in torpor the whole six weeks, prior to making an attempt to rise.
The character must win a static mental challenge against three traits and expend a blood trait to wake up. Failure means the kindred may test again once per night until she succeeds or runs out of blood. If she has no blood, she may not rise until some is given to her.

Disciplines:

Animalism
- Levels 1, 2, and 4 only work on natural creatures (not supernatural ones).
- Aura Perceiving an Animal under the effect of Subsume (4) reveals the aura of the individual using Subsume, not the animal's aura. Subsume is a social challenge if there is someone already in the animal. Kindred cannot communicate with each other using Feral Whispers, even if they are in Subsume.
- Quell the Herd (6) works on Vampires.

Auspex
- Aura Perception takes a full round to use, without a pause it makes it hard to detect lies when conversing with the individual you intend to Aura Perceive. Therefore, AP may not be used inside of casual conversation to detect lies. On that same note, AP may be used to detect lies in an interrogation situation.
- When attempting to "read" other types of beings, the character must have at least one level of the appropriate lore to recognize the creature.
- While a character is in Astral Projection, that character may not spend blood but may use all powers of auspex without manifesting.
- While a character is in Astral Projection, that character may manifest for a turn by expending a Willpower. Once manifested, they may spend a mental trait to engage a target in a mental or social challenge. Whether or not a power may be used while manifested and how it functions will be at ST discretion.
- You may spend a Willpower to retest against Obfuscate, as the Obfuscated individual is considered the agressor.
- Per Laws of the Night p. 137, Asupex may be also be used to pierce the veil of Chimistry, any time Heightened Senses is active. Each player will add their levels in their respective power to their traits for the purposes of ties.

Celerity
- Combat will be ran via Declare Up, Act Down. A declared action may be changed under certain circumstances (i.e. a new target is now within range or to switch to a mental/social action) at ST discretion.
- Can be used to preempt those without celerity.
- With Alacrity you may be able to spend your action in order dodge an attack with no test if your foe has no (or less) celerity at ST discretion.
- With Rapidity you may use the bomb in most challenges with the exception of attacking with firearms and/or archery weapons. Ties gained with Fleetness may not be used when attacking with firearms, thrown, or archery weapons.

Chimistry
- All uses of Horrid Reality have a damage cap of 3, though the damage may be less than 3 depending on specific use, at ST discretion.
- Horrid Reality requires line of sight to maintain an effect. No additional challenge is required to maintain an illusion that does not inflict damage.
- Fortitude may be used against damage caused by Horrid Reality, including test downs and Aegis. Willpower or physical traits used for Aegis is permanently lost, even if the Horrid Reality is later disbelieved.
- If damage is applied, the initial challenge applies the initial damage. Each subsequent round that damage would be applied requires a new social challenge to reinforce the illusion. No additional blood or willpower is required on these challenges.

Disbelief
- In order to disbelieve a Chimerical illusion there first has to be cause to do so. As a general rule it is not unbelievable that a Kindred carries a normal melee weapon or firearm. It MAY be unbelievable that the Kindred exercises various disciplines based on what they have been seen to do before. It is unbelievable that Godzilla is walking around the city. Ultimately, the Storyteller makes the call regarding the appropriateness of disbelief.

- If the character has cause to disbelieve they spend a Willpower trait and immediately engage the Kindred in a social challenge. This challenge works exactly like the initial Chimerstry challenge, and the user of Chimerstry is the aggressor.
- If a character successfully disbelieves a Chimerical Illusion, they may not be affected by Chimerstry from the same Kindred for the rest of the scene. Other Kindred may still attempt to affect the character with their own uses of Chimerstry.

Dementation
- Level 4, Voice of Madness – the Rotschreck (Fear Frenzy) test MUST be thrown if you are defeated by the individual employing this power. Non supernatural Mortals automatically lose the mass social challenge (quasi supernatural mortals must spend a willpower to engage the user in the social challenge).

Dominate
- Level 5, Possession, if another kindred tries to possess a body already in use it comes down to a mental challenge. Generation checks still apply.
- All uses of Forgetful Mind and Conditioning on a PC require a signed card. Mesmerism requires a card only when the effects are not immediate.
- Reading the aura of someone in Possession reveals the aura of the one using Possession, not the one being Possessed.

Flight
- Per Camarilla Guide, under no circumstances may celerity be used to increase flight speed.
- Flight Maneuvers may not be sped up with celerity.
- Swoop is considered to take the entire round; individuals with celerity follow-up actions are able to attack a swooping target before they return to the air completely.
- Slam and Pounce may be used in conjunction with celerity to have follow-up actions after the maneuver, however the maneuver must be done on normals and may not be alacratized.
- Flight Maneuvers Slam and Swoop require the user to bid an additional trait; if the target is actively trying to dodge the attack, the user must bid two additional traits.
- While using Swoop or Slam, an attack against you may not be alacratized, but anyone with intermediate Celerity or higher or a ranged weapon may try to attack you on normals.

Fortitude
- Has the following advantages: If a character has Aegis, the damage test downs of level 3 and 4 win on ties with no trait spent and if you spend a stamina related trait you automatically win.
- For a staking challenge, a player may test down the damage as normal. If any damage remains, the player may decide to use Aegis only PRIOR to throwing the staking challenge.

Obfuscate
- The user of all Obfuscate powers is considered the aggressor.
- Level 3; Mask of 1000 Faces, only affects you, not clothes or personal effects.
- Movement in Obfuscate is dependent on your level. With levels 2 and 3 you can move at the rate of two steps per combat round (one if taking an action), level 4: four steps (two if taking an action), and level 5: six steps, as per full movement (three if taking an action).
- Celerity may not be used without breaking Obfuscate. Likewise the use of the powers of Presence will end any active Obfuscate power with the exception of Mask of 1000 Faces.

Obtenebration
- Level 3, Arms of the Abyss, can only be summoned from inanimate shadows. You may only have as many arms as your level of Obtenebration. You must declare upon summoning if the Arms will use your Potence or your Fortitude. The Arms will not be able to protect you as armor.
- Level 3, Arms of the Abyss attack during Normals. Level 4, Black Metamorphosis attack is after all Celerity actions.
- While in Tenebrous Form, you lose access to all blood-fueled powers.

Presence
- Amplifies certain emotions within the victim. You must be in an individual's presence to use Awe. The target of Dread Gaze and Entrancement do not have to be directly looking at the user's face, but must be aware of the user's presence for those powers to take effect.
- With Summoning, the target will know who they are being summoned by should they be defeated in the challenge. The target will then try to evade anyone who would stop them from reaching their target, as per the write up. If you are unlucky enough to be summoned to a boot party… sorry.
- Majesty, Presence level 5, is run as per LotN:R with respect to Jess Henning's (the LotN:R writer) FAQ: Majesty encompasses those within your social presence (i.e. a moderately sized room will be affected, not a football field). Also, as per the FAQ for LotN:R, if the wielder of Majesty takes no aggressive actions, the attacker must spend a willpower and defeat the wielder each round he wishes to attack her. A failure to win this challenge results in the individual being unable to challenge the user's Majesty for the rest of the scene. Both parties may use Willpower as a retest for Majesty.
- While using Majesty, you may use any other power of presence without breaking your Majesty.
- Activating any power of obfuscate with the exception of Mask of 1000 faces will end the effect of any active power of presence with the exception of Dread Gaze.

Protean
- Level 5, Mist Form, when used, causes you to lose access to all blood-fueled powers.
- Level 3 is considered a dormant form, and as such, no powers may be used while in Earth Meld. Likewise you cannot be summoned or perceived by powers not specifically capable of perceiving an individual in Earth Meld. You may choose to enter voluntary torpor when activating this power.
- Feral Claws will not stack when using weapons.
- Shape of the Beast does not stack with any out-of-body or possession powers (Auspex 5, Animalism 4, Dominate 5, etc…) for bonus traits.

Quietus
- Levels 2 and 4 allow a maximum number of coated "charges" equal to the bonus traits of the weapon. These coatings lost their potency when the sun rises.
- Level 3 also destroys one blood trait per success, regardless of uses of Fortitude.
- Level 5 may be used while you are held in a grapple.

Serpentis
- Level 2 may be used while you are held in a grapple.
- Level 4 is run from its write-up in Faith & Fire, which allows for a free retest when attempting to grapple.
- A Setite who teaches Serpentis to a non-believer risks violating a level 1 Path Ethic (Failing to take advantage of another's weakness; Refusing to aid in Set's resurrection). This may require the teacher to throw a Conscience/Conviction check at ST's call.

Valeren
- Level 3 (Burning touch): if the target of this power is immune to wounded penalties, the effect of this discipline is reduced to bruised penalties. Further, if a character also has immunity to bruised penalties they are completely unaffected by burning touch.

Vicissitude
- Level 4 (Horrid Form) and Level 5 (Blood Form) must be announced at the beginning of a round and go into effect at the end of the round.
- While in Horrid Form, firearms may not be used unless it was specially crafted to be used in Horrid Form and bows can never be used. Melee attacks will not benefit from the extra level of damage that occurs when brawl attacks are used.
- While in Blood Form, if the blood pool is separated, you are considered to be the largest pool of blood. You may not shift between different pools of blood or control different pools of blood, though the largest blood pool may rejoin with others pools. If the largest blood pool is destroyed, you are killed. Fair escape through the ground or cracks is not assured and is completely at the discretion of the STs.
- Any other use of Vicissitude requires a Body Crafts challenge and take at least a full action.
- Vicissitude allows the user to sculpt their body and the bodies of others into almost any shape, however in order to gain any mechanical advantage from a Vicissitude Modification, the appropriate merit must be

purchased at double cost, at ST discretion. The merit(s) may be undone and reformed via Body Crafting. You may only have as many Vicissitude Modifications as you have dots in Vicissitude.

Visceratika
- Armor of Terra requires the user to win or tie a simple test. On a loss, the challenge may be retested with survival.

Koldunic Sorcery:
- Way of Spirit operates per the suggested W.O.S. Lite from the Koldunic Sorcery Packet: The user does not have omnipotence of the entire area; this power function like Auspex 5, except the user's body is not lifeless and other Ways may still be used.
- Conjure Lesser Demon (and Greater) both use the demon traits from MET:Sabbat Guide, pg.108. For Lesser, you may summon levels 1 and 2; for Greater, you may summon levels 3 and 4.

*For more information on Koldunic Sorcery, reference its appropriate OWbN packet.

Combination Disciplines
- **Blood Tempering** - This power can only add one health level to armor. Armor must still be repaired to regain health levels that have been lost. Items that this power has been used on will conform to these rules.
- **Burning Wrath -** The Character spends 1 Blood Trait and receives the following benefits for the duration of the scene: Brawl Attacks deal an additional level of Aggravated Damage, Physical Traits: Burning x1 and Searing x1, Social Trait: Intimidating x1.
- **Shadowed Eyes** - This power requires a Mental vs. Physical challenge, per the Lasombra packet.
- **Truth of Blood** - This power may only be used to scrutinize a specific memory and the challenge is static
- **Iron Heart -** You have ties when attempting to break the Majesty of another. You do not gain ties when someone is breaking your majesty. You do gain ties when awe is used in a challenge.

Custom Combination Discipline Creation
Creating a custom combo will take a number of months equal to the total number of discipline dots required for the power, divided by two, rounded up. Example a potence 5 and protean 2 combo would take 4 months. Only one custom combo may be worked on at a time. This time restriction begins the moment the player brings the idea to the staff and wants to start research. This time may be reduced by half if another player is working in tandem with the person who came up with the idea. Customs combos may only be created if one of the disciplines are in-clan. Proprietaries may not be used at all unless it is in-clan for one of the creators.

Blood Magic :
Blood Magic takes the whole turn, meaning no other actions in the round, unless otherwise stated. However, you still get steps, but not all out movement.
- Neptune's Might 3 – Blood to Water - No more than 3 blood traits may be transformed per use. Any other power that allows traits to be expended is also limited to 3.
- Path of the Levinbolt – Deals one less lethal and stuns the target for a turn, not the round.
- Path of the Shadow World - These wraiths summoned by level 5 use disciplines (for purposes of mechanical ease) and are limited to Basic Disciplines only.
- Transmutation 4 - Gaol – Requires the individual to spend their traits, and then initiate a mental versus physical challenge if it is used on a person.
- Video Nefas the path does not function.

*For more information on Thaumaturgy, reference the appropriate OWbN Thaum/Sorcery packet.

Blood Magic Rituals:
- You may only have as many lasting rituals of one type (i.e. wards) equal to the PC's permanent willpower. This will not apply to rituals that now exist in another game (i.e. sending a warded item to a PC in a different game).
- Rituals may not be cast while not in physical form. ie: Astral Projection.
- Rituals with material component requirements also do not operate while the user is not in physical form.
- Rituals cast on you must be cast on the current body of the caster; they do not transfer (when in Possession, for example).

- The number of *ritual effects* that can be placed on an item is limited to the bonus traits of that item.
- You receive a free ritual for each level learned from your first path of blood magic(these rituals are limited to R1 or the equivalent for your paradigm)

- **Pavis of the Foul Presence:** only works against basic and intermediate presence powers, and is a one-use ritual, meaning the first Presence power which is successful against you expends the ritual.
- **Rend the Mind:** has a maximum damage of 3. Any other power that allows traits to be expended is also limited to 3.
- **Principle Focus:** - You can ingest blood at a maximum rate of 3 plus the number of blood traits you can spend per round; the maximum amount of "blood beads" that a character can maintain at one time is equal to their permanent Willpower total plus the number of levels they have in the appropriate ability for their paradigm.
- **Expedient Paperwork, Bureaucratic Condemnation, Teleport to a Safe Haven** are all disallowed.
- **Video Nefas** the ritual may only be cast once per month.

   Blood Magic - Additional Notes:
   Any other power that allows traits to be expended is also limited to 3.
- **Necromancy**
- **Soul Stealing** – As per the Giovanni Clanbook 3rd Ed. (Victim is up one trait). While out of your body, you may still use Disciplines that do not require blood. While out of his body, a character still has access to all mental and social powers they possess that do not require the expenditure of blood. Any damage done to a victim of Soul Stealing immediately wakes the victim up.
- **Daemonic Possession** – May only be used on a willing target as per LotN:R.
   For more information on Blood Magic, reference the appropriate OWbN Thaum/Sorcery/Necromancy/Koldunic packets.

   Fetishes/Talens:
   - You may not carry on your person more fetishes/talens than half of your permanent willpower, rounded up.

Crafts: (Art Objects)
The required time for crafting an object of art will be 1 week per level of the Crafts skill employed in its creation. A Crafting Static Test must be made each week, as listed under Weapons & Armor Crafting.
It is possible for a character to create an artistic masterpiece, an expression of their chosen form that exemplifies their devotion to their craft, and is beyond their normal ability. For further rules on this subject, see the OWbN Toreador Clan Genre Packet. This will also affect wraiths by giving pathos at ST's discretion.

Crafts: (Weapons & Armor Crafting)
A system of Crafting Points shall be employed in the creation of an item, determined by the number of crafts that the character has, and how many they are investing in an item. Items crafted in other game will be at the discretion of STs and may be subject to changes in stats.
All uses of Crafts require time and energy as well as appropriate tools, resources, etc. To craft or modify an item with crafts, you must dedicate 2 times the level of crafts in weeks to create or modify said item. Items being modified in such a way may not be used in game until an appropriate amount of time has passed as that item is "in the shop", so to speak.
For example:
Crafts 1 modification- 2 weeks
Crafts 3 modification- 6 weeks
Crafts 5 modification- 10 weeks
All modifications are cumulative with each other, so a craftsman with crafts x 5 who spends 10 weeks dedicated to making or modifying his weapon automatically gains the benefits of a Crafts 1 and a Crafts 3 modification as well as a Crafts 5 modification.
The crafts skill is consumed during this period and cannot be used in game or on multiple projects.
However, if you have more than sufficient skill in crafts, you may dedicate yourself to multiple projects.
Ex: If you have Crafts x 4, you may simultaneously work on a crafts 1 weapon AND a separate crafts 3 weapon.
Melee Weapons:

Crafts 1: Makes Weapon Puissance proof so that it does not break while being wielded properly. Attempts to purposefully break the weapon are still effective.

Crafts 3: Add a trait to the melee weapon OR remove a negative trait OR add a level of damage

Crafts 5: Add a trait to the melee weapon OR remove a negative trait OR add a level of damage.

Note: You cannot bestow the same benefit with crafts 5 to a weapon that has already been bestowed to it with Crafts 3. Furthermore, items made of wood cannot be made Puissance proof. Instead, Crafts 1 may bestow a benefit provided by Crafts 3 or 5, but this benefits may not be repeated with 3 or 5.

Crafts 7: Add an additional level of damage, the creator of the weapon is the only one who may use this weapon to its full effect. Anyone else using this weapon, unless they possess Crafts 7, treat this weapon as a Crafts 5.

Ranged Weapons:

Crafts 1: Adjust rate of fire. (ie. A bow can now shoot twice, or a gun may have a larger ammo clip.)

Crafts 3: Add a trait OR damage

Crafts 5: Add a trait OR damage

Note: You cannot give the same benefit with crafts 5 to a weapon that has already been bestowed to it with crafts 3

Crafts 7- Add an additional level of damage, the creator of the weapon is the only one who may use this weapon to its full effect. Anyone else using this weapon, unless they possess crafts 7, treat this weapon as Crafts 5.

Armor:

Crafts 1: Enhance the concealment rating by one degree. (Make it easier to hide).

Crafts 3: Add a health level OR remove a negative trait

Crafts 5: Add a health level OR remove a negative trait.

Note: You cannot bestow the same benefit with crafts 5 to armor that has already been bestowed to it with Crafts 3.

Crafts 7: Add an additional health level OR remove a negative trait. Anyone else using this weapon, unless they possess Craft 7, treat this weapon as a Crafts 5.

Shields:

Crafts 1: Puissance proof OR gain concealability Trench coat

Crafts 3: Remove a negative trait OR gain an extra trait for purposes of ties

Craft 5: Remove a negative trait OR gain an extra trait for purposes of ties Note: You cannot bestow the same benefit with crafts 5 to armor that has already been bestowed to it with Crafts 3.

Crafts 7: Add an addition health level OR remove a negative trait. Anyone else using this weapon, unless they possess Crafts 7, treat this weapon as a Crafts 5.

Additional Crafting: For any other specialty crafting (such as crafts computers, crafts vehicle, artwork etc., please see ST's, though we will be using the above as a reference points and bonuses modifications etc. should be comparable. No crafts is useless.)

Crafts: Potence Resistant Weapons:

A Potence resistant melee weapon is resistant to breakage, even when the wielder possesses supernatural strength. If the weapon strikes an unyielding target, such as a concrete wall, normal chances for breakage will apply, at the ST's discretion. In addition, if Potence is employed to use the weapon to strike a target possessing Elder level Fortitude, normal breakage rules apply. (The Flux power "Decay" will counter 1 level of resistance for a scene or hour)

Feeding & Check-In:

The only time allowed for feeding is right before and at the start of game-play, for the first hour. There will be no feeding run after this cut-off, or on off-game nights.

Fair Play Doctrine:

1. All players and Staff are responsible for making Bradenton: Chaos & Entropy a fun and enjoyable experience for all involved.

2. You must be checked into Bradenton: Chaos & Entropy in order to interact IC, during the normal game-time(s). For example, if you are calling someone on the phone, you must let them know of this rule, and they must consent before any exchange of information or interaction is allowed.

3. You must sign-in to Bradenton: Chaos & Entropy to be eligible to play and to earn XP. Signing in acknowledges that your character has physically entered the game-area, and signing-out will indicate that your character has safely exited the game-area (this means your physical body has entered the game area IE not ghoul suit).

4. Player visiting Bradenton: Chaos & Entropy must have a copy of their sheet emailed to the Bradenton staff by the character's home chronical or present a signed copy of their sheet prior to entering game play.

5. You may not come into the Bradenton game with effects or rituals in effect unless clearly documented on a signed item card and approved by the ST.

6. At check-in, you will receive a blood/will card which is required in order to spend blood and/or willpower. The back of this card will specify which rituals you have cast, and, if you are in any form of possession, what the appropriate traits are for your suit.

7. In-character emails must be CC'd to the Staff so that the flow of information can be verified at a later time. Emails to an OWbN Coordinator or Sub-Coordinator must be CC'd to the Staff, and to the HST, with the specific exception of dispute emails to the OWbN-Exec Team.

8. Players Transferring into Bradenton: Chaos & Entropy must have a copy of their sheet emailed to the Bradenton Staff by the characters home chronicle before they will be eligible to transfer into Bradenton: Chaos & Entropy.

9. You cannot spend Politics, Clan-lore, or Sect-lore for specific information on individuals in Sects which you are not a part of without ST approval.

10. Illegal activities will not be tolerated by players or staff during game.

11. If you are a Felon, or a Registered Sex Offender, you must inform the staff.

<u>Disciplinary Policy:</u>

1. Strike Policy: By playing in this game, you agree that you have read all of these rules, and that you will abide by them and by any and all decisions made by the staff. This game is a privilege, not a right. The staff operates on a three-strike policy, and may assign any punishment for any offense, as the staff sees fit.

2. Too Bad, So Sad: The Staff's job is NOT to remind you how to play your sheet, or how powers are used. If you fail to call something, or forget about a power, ability, etc; that's too bad. Know your capabilities the Staff will not play your character for you… for everything else, write it down, or use a smartphone.

3. WYSIWYG: Storytellers are constantly under pressure at a game. Sometimes they make bad rules calls, or forget what the house rules say. In a case where a Storyteller makes a call which is contradictory to these printed rules, the ST's call at the time shall stand.

4. Player Concerns: All Player concerns should be brought to the attention of the Player Rep or a Staff member before or after game.

5. Mommy Daddy: If one Staff member tells you no, do NOT ask another Staff member to overrule them this behavior will not be tolerated.