

House Rules for Caine's Chosen: Liberty in Death, an OWbN VtM LARP

Ver 1.0

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1 Mission Statement

- Caine's Chosen is a game dedicated to creating a fun, welcoming community of gamers.
- Caine's Chosen is a Sabbath Vampire: the Masquerade game.
- Caine's Chosen follows "Wheaton's Law "
- The Player's sole job is to have fun.
- Negativity, toxic environments, and "drama" will not be tolerated within Caine's Chosen.
- The main focus of Caine's Chosen will be Role Playing and telling stories.
- It is the responsibility of the older players of Caine's Chosen to engage and help the newer players of Caine's Chosen.
- Caine's Chosen staff will welcome all new players and help them get immediately involved and integrated into the game.
- Caine's Chosen will support and encourage non gaming community building events. As Caine's Chosen is a gaming community, we shall have Player's Nights and other non-game events were the community socializes and brings a positive environment.

2 Sign In

- In order to receive XP from being at game, a player must have a character signed into CC:LiB and have paid site fees.
- You may only play one character per game session unless you have permission from the Storytellers to play more. Permission should be requested before you go IC with any character. If your character is deemed "unplayable" (removed from play through plot, death, etc), you may play a second character. In any case where you play more than one character, regardless of reason, you may only apply XP towards one of them.
- Obvious merits, flaws, appearance related social traits, negative traits and apparent humanity should be written on an easily readable tag. As well as any obvious equipment, like a sword on your back.
- Free Rituals:
 - At the beginning of the night, before going into game, each blood mage is allowed to cast three rituals without hindering their in-game time. Anything beyond those three or anything after going into play will require the player to wait out of character while rituals are cast. If you wish to "chain cast" rituals such as Eyes of the Past or Scry, you will have to wait the appropriate amount of time to cast each ritual.

3 General Rules

1. The Storytelling (ST) Staff reserves the right to make any ruling they see fit to any scene, as necessary. No rules call made by an ST or Narrator should ever be considered precedent-setting.

- a. For anything not presented here, please check with the ST Staff for either OWbN Documents (i.e. OWbN Clan Genre Guides, ByLaws, etc.) or ST rulings.
 - b. The House Rules is a living document and items not listed will be up to the discretion of the ST Staff as to the ruling of said item (whether it be a scene or discrepancy on how a power is used, or whatever the case may be)
 - c. While the ST staff will do their best to make sure that all rules calls are not only fair but in the spirit of the game (which includes reasonable discussion with the players involved), all ST calls are final.
2. Powers and Abilities (Merits, Disciplines, Rituals, etc.) not presented in Laws of the Night (Revised Ed.) (LotN:R) or The Sabbat Guide (SG) must be written down on either an item card or within the notes section of the the player's character sheet, with citation (book/document source, page number) and mechanics.
 - a. These powers will be at the discretion of the ST Staff as to whether or not they will be allowed in Caine's Chosen.
 - b. Any player who has a question about whether or not something will be (or should be) allowed ingame should see a member of the ST Staff for clarifications, preferably before going IC.
3. All players (visitors and home) must physically sign in to the game to play at Caine's Chosen. This is mostly for records purposes. Online players are required to check in at least once a month with the staff if they are unable to physically attend Caine's Chosen.
4. All players (visitors and home) must treat both the ST Staff and other players with respect. Those who do not will be asked to step out of game until the ST Staff believes the player has composed his or herself satisfactorily.
5. Merit stacking is explicitly permitted. In the interest of courtesy and fairness, if a player is asked for the source of the traits being bid, the player is obligated to disclose the source of all traits bid in the challenge. The only exception to this is if a player has received prior permission from a Cain's Chosen ST to keep a certain trait source hidden..
6. For Rules on how Fetishes and Magic Items work in Caine's Chosen please see the Caine's Chosen Blood Magic rules.
7. All Teleportation related powers require minimum one full action to use if they do not state otherwise.

4 Character Creation

1. Build Points:
 - a. up to 10 for character background
 - b. up to 5 for haven write up
 - c. 20 for 14th or 15th generation without the Inceptor merit
 - d. 15 for 13th or 14th generation
 - e. 10 for 12th generation
 - f. 15 for Lasombra or Tzimisce
 - g. 5 for scarce clans (2 or less active PC's)

- h. A character can start with a maximum of 60 build points, which must be awarded within 4 games of starting the character.
2. Brand new players to CC:LiB will automatically be awarded 60 build points for their first character.
3. Some clans or bloodlines may be capped at ST discretion.
4. New players are to make a character from the core Sabbat clans (Lasombra, Tzimisce, and Assamite, Brujah, Gangrel, Malkavian, Nosferatu, Salubri, Toreador, and Ventrue Antitribu), a Serpent of Light, or a Pander. You must be an active player (at least 1 game per month) at Caine's Chosen for at least 6 months before you can request a character that falls into an R&U category.
5. Tremere antitribu must start on Path of Blood unless they receive *both* ST and local subcoord approval.
6. A Character cannot start with more than three levels in an ability at character generation without Storyteller approval.
7. A character cannot start with more than three points in any background at character creation without Storyteller approval.

5 Time

Time at game is purposefully vague. We do not specify exactly when the game starts IC or when it ends because frankly it would be way too difficult to try and keep track of that, especially with visiting characters, feeding, the various times different vampires wake up, etc. The rules, where they do exist, approach time in a more arbitrary way. To that end, only STs can set specific times for scenes, and will do so rarely. This is primarily to prevent the headache of trying to adjudicate multiple "time periods" running concurrently as much as possible. As much as possible we want to be inclusive of all Players/PCs that are checked into the game. Scenes where some PCs are excluded by virtue of an arbitrary timeline will be avoided as much as is possible.

6 Outside Interactions

1. All players of Caine's Chosen must, when interacting with NPCs of other games (online) or interacting with any Coordinator's office in OWbN, log the conversation as courtesy copy (CC) their emails with these offices to their respective home game's Staff.
 - a. This is for records purposes and for the protection of our players.
 - b. Those that do not log these interactions with their home game's staff will have those interactions considered "invalid" and any items received or abilities/disciplines learned will be considered redlined.
2. Any player, when dealing with Staff outside their home chronicle or members of Coordinator's offices, should feel free to contact staff if they have issues with said individuals.
3. If a Player outside of Caine's Chosen wishes to interact with Character inside of Caine's Chosen (who is also In Character currently in Caine's Chosen territory); the character

wishing to interact with the character inside Caine's Chosen must be signed into Caine's Chosen for jurisdictional purposes. This includes the use of powers on Characters inside of Caine's Chosen. Example: Character Bob wishes to use the Ritual Knowing stone in his home game to locate Character Dave in Caine's Chosen. Unless Bob is currently signed into Caine's Chosen, this power/action fails.

7 Attributes / Traits

1. There is a difference between Bonus Traits and Extra Traits. Bonus Traits ONLY add to your tie-breaker resolution, nothing else. Extra Traits can be bid in challenges, add to tie-breaker resolution, can be spent where effects call for spending traits, and add to Initiative.
2. Check the language of the source and consult the STs if you are unsure about your powers. As a rule of thumb, if the power grants traits with Names (eg the Sharp trait given by Feral Claws) it counts as an Extra Trait. Some things in the books that are specifically noted as Bonus Traits – Ability Specializations, bonus traits from Merits such as Natural Leader and Enchanting Voice. As a rule of thumb if it just grants a blanket +N (eg Bonus Traits on Weapons) it is likely considered Bonus Traits.
3. Additionally, you will only be allowed to use one Entrap Ephemera made Fetish per challenge. If you have one that gives traits and another that adds damage, pick one or the other.
4. Any challenge that calls for your traits vs. your opponent's Willpower is against his/her PERMANENT Willpower.
5. Any challenge that calls for your traits vs. your opponent's Virtue Traits is instead your traits vs. his/her traits in the same category. (Ex. Social vs. Self-Control becomes Social vs Social.)
6. Influence and Willpower traits refresh at the beginning of each game.
7. Attribute and Abilities refresh at sunset every night.
8. **Traits:** All Vampire PCs may bid a maximum number of traits equal to double their Generation's trait max. This does not affect how many max traits you have, only the maximum you may bid. Max traits are still based on a PC's Generation.
9. **Expending Traits** (Maximum): If a power does not state otherwise in regards to trait expenditures of any kind, the maximum amount of traits you may spend is 3.

8 Abilities

Specializations:

- Specialization cannot apply to more than one discipline level; You may, however, take a specialization in a level of a discipline. For instance, you may not take a Leadership specialization in Presence, but can take a Leadership specialization in Entrancement. A specialization must be a narrow focus of the ability and cannot incorporate a group of

actions. For example, a character cannot buy the Melee specialty Swords but can buy a specialty in Broadswords, or Katanas.

Awareness:

- This ability allows you to detect if a supernatural ability was used against your character after that power's duration has ended. It does not, however, allow you to know what that ability was or who used the ability. Additionally, if a power has a visible recognizable effect in your vicinity, but is not used against you, you can use Awareness to discern the bend in reality. Occult may be used to cancel an Awareness retest.

Blind-fighting:

- This ability is only used to counter darkness as it applies to brawl and melee attacks. It does not apply to ranged combat. The ability works by being used as a cancel for the shroud retest when it is called against the character. If a character has the Blind flaw he must have the blind fighting ability to initiate physical challenges.

Drive:

- All Kindred without the Anachronistic Flaw have a basic understanding of driving without the Drive ability but cannot perform precision stunts (at least without wrecking their vehicle).
- With the prevalence of automatic transmissions in the modern nights, Drive 1 is required to drive a vehicle with a manual transmission.
- Driving a specialty vehicle, such as an 18-wheeler or a construction vehicle, requires Drive 2.

Etiquette:

- This ability can only be used to correct a faux pas; it cannot be used for obviously rude or insulting actions.
- In the case of a written message, Etiquette can cover up one mistake per Etiquette spent. One Etiquette may not be spent to fix all mistakes.

Linguistics:

- As in Laws of the East, which states "This version...supersedes the rules for Linguistics given in all previous Mind's Eye Theatre games" and, as such, the Linguistics ability is handled as follows:
 - Level 1 = 1 additional language (to your native language)
 - Level 2 = 2 languages (in addition to your native, so 3 total languages incl. native)
 - Level 3 = 4
 - Level 4 = 8
 - Level 5 = 16
- The Merit Natural Linguist doubles the number of languages a character may possess.

Lore:

- If a character does not have a lore ability on their sheet, he or she does not know what that lore lists. If the character hears about something but does not have a high enough level lore, the player may ask an ST to buy that lore. If the ST feels the PC has learned

enough about the lore to buy the next level, the spend will be allowed. Any knowledge that is not backed up by an appropriate lore ability will be forgotten.

- Lore may also be learned from a teacher. A character may teach levels of Lore up to the level that character possesses.

Rituals:

- This ability is used to retest Rites (the Background Rituals is used to actually possess Rites, found in the tabletop version of Guide to the Sabbat).

Crafts:

- In order to craft an item successfully, you need to have an appropriate craft skill. With a Crafts skill of 3 or lower, everyday items (including gear from Dark Epics) can be crafted with varying ease. Items crafted at 1 or 2 add +2 and +1 trait respectively to the difficulty of the test made to create them. At Crafts 3, the character has achieved professional levels of skill and therefore suffer no trait penalty to the craft test. At Craft skill of 4 or higher you are able create true works of art, or items that fit outside of the normal realm for that item type. To represent this, any item crafted over Crafts 3 will have additional Function Points that can be used to improve the design if appropriate.
 - Craft 4 - 1 point
 - Craft 5 - 1 additional point (for a total of 2)
 - In some cases, additional and related Crafts or Sciences over 3 can add Function Points. For instance a sword being made with Crafts 5 and Science: Metallurgy x4 will have a total of 3 Function Points (2 from having Crafts at 5, 1 from having Science at 4).
- When crafting weapons, Function Points can add various bonuses to weapons. All weapons use a model from Dark Epics for a base. A weapon can be crafted with up to five of the following options, and each can be selected only once.
 - Improve bonus traits by +1. Cost: 1 Function Point
 - Remove a negative trait: 1 Cost: 1 Function Point
 - Add an extra damage trait : Cost: 2 Function Points (Requires at least 1 associated skill at 5 traits)
 - Make weapons from non-standard materials: (such as a silver sword or a non-metallic gun): Cost: 1 Function Point (must have an associated Science such as Metallurgy)
 - Make the Melee Weapon Potence Resistant (note, this is not Puissance Proof. Beating a puissance resistant sword into a solid concrete wall with Puissance may still cause the weapon to break) : Cost: 1 Function Point (Crafter must also posses Puissance)
 - Add a special ability to the item such as High Caliber or Mass Trauma : Cost: 1 Function Point (and a good reason why it should get the ability!)
- Crafting Times: Crafting an item takes time and concentration. Crafting items at Crafts 3 or lower take a week to create. For each level of crafts used to improve an item, an additional week is added to the creation time. (Examples: Crafts 5 Painting - 3 weeks. A Crafts 4 Pistol with a bonus trait - 2 weeks. A greatsword with a bonus trait, extra

damage, a negative trait removed, lacing the weapon with silver, and making it Potence resistant - 7 weeks.

- **Challenge Difficulty:** Crafting chops must be thrown as normal using Crafts as a retest. The difficulty of the challenge is 8 + the number of weeks so far invested. Each week of required work, the a test will be needed. You add the current week to 8 base. So, using the above example, on week 1, you'd chop against 9 traits. Week 2: 10, Week 3: 11, etc. If a challenge is failed, the artist may use one of their Craft retests. If that is failed, they are also awarded a retest per related ability they have at 5. Example: An artist is making an amazing gun. He has Crafts: Gunsmith x5, Science: Physics x5 and Mechanical Engineering x5. The ST's allow the Physics and Engineering to be used in the creation of this gun. While crafting, he fails his week 6 challenge (difficulty: 6 [week] + 8 [base] = 14). He then uses a standard craft retest and fails that. He is allotted 2 additional retests as he has 2 extra abilities at 5.

9 Backgrounds

Only one level of an individual Background may be purchased per month at Storyteller discretion. Backgrounds found in a Clanbook will only be available to members of that Clan. For example, Information Network is Nosferatu only.

- **Allies:** Will sometimes ask for a favor from the PC.
- **Fame:** This background allows the character to use influences outside of their Diocese. Fair warning though, having a high level of fame means sometimes being harassed by paparazzi and having the occasional stalker. It's not always good being Angelina Jolie (i.e. Fame 5) especially for a Cainite. Each level corresponds to an increasingly broad geographical area.
 - 1) Surrounding Suburbs and cities
 - 2) State: Virginia
 - 3) Region: Mid Atlantic
 - 4) Time Zone: Eastern Standard Time
 - 5) Nation: US
- **Malkavian Time:** We use the Malkavian Genre packet write up for Malk Time in Caine's Chosen. Please ask your ST or CM for this packet.
- **Mentor:**
 - Learning out of clan Disciplines from a Mentor requires a successful static challenge determined by the ST.
 - Using a Mentor to learn an advanced out of clan Discipline permanently decreases the mentor background by one level
 - A PC may normally only have one Mentor at a time. If he/she breaks ties with their Mentor to seek another, those points are lost and the PC must begin buying Dots in the new Mentor from scratch. In other words, your 5 points invested in Mentor do not carry through to new relationships. Exceptions to this provision may be extended in specific cases.

- If a PC's mentor dies due to story progression, the player will receive a new mentor of equal level to the one lost at no cost to the player.
- **Retainers:**
 - The following provides the basic rules for creating retainers. Unless noted elsewhere, each additional level of the Retainers background adds +10 XP
 - No retainer may, under any circumstances, possess levels of Influence.
 - While a retainer's primary purpose may be to manage a PC's influences, those influences belong to the PC and are recorded on their sheet.
 - Should an influence manager retainer die, the PC will temporarily be unable to access those influences until a new retainer is acquired. Replacing the retainer requires no expenditure of XP, simply time and roleplaying.
 - **Ghoul Retainers**
 - Ghouls adhere to Revenant Creation Rules per LotN: Sabbat Guide pg 168. Each level of the retainer grants them 10 experience points above the base build for a mortal or ghoul. For example, a player can have up to a maximum of the following for a total of 15 xp spent.
 - 5 point retainer: Base Build +40 xp
 - 4 point retainer: Base Build +30 xp
 - 3 point retainer: Base Build +20 xp
 - 2 point retainer: Base Build +10 xp
 - 1 point retainer: Base Build
 - A ghoul retainer will gladly put themselves in harm's way for the character and will go against their own self interest for a character's benefit.
 - Ghouls have a maximum of 9 traits in each category.
 - Backgrounds do not stack between Vampires and their Retainers, or among Retainers belonging to the same PC.
 - All sheets for retainers can be created by the players. However, they will be thoroughly checked over for balance.
 - **Animal Retainers:**
 - The Regnant of an Animal Ghoul must have Intermediate Animalism or they won't be able to control their "pet."
 - Animals are divided into 2 categories: Size (Small, Medium, Large) and Demeanor (Wild vs. Domestic). Many of their traits are dependent upon these categories.
 - Traits:
 - Starting Traits: Small 9 / Medium 12 / Large 15 to be divided amongst Physical, Social and/or Mental trait categories.
 - Physical Trait Maxes: Small – 5; Medium – 7; Large – 9.
 - Social and Mental Maxes: All animals have a max of 9 traits in these two categories, regardless of size.
 - All animal ghouls must take the following negative traits. They receive no free points for these (but can still take up to 5 other negative traits with no more than 3 in any category).

- Domestic: Social – Bestial x2; Mental--Submissive
- Wild: Social – Feral x2; Mental--Violent
- Nature/Demeanor: All animals have Nature: Survivor. Their Demeanor is either Wild or Domestic
- Health Levels: Animal ghouls get health levels based on their size category. Small 3; Medium 6; Large 9
- Abilities: Animals start with 7 dots of skills. Animal retainers may purchase the following abilities: Alertness, Awareness, Animal Ken, Athletics, Brawl, Dodge, Empathy, Enigmas, Hunting, Intimidation, Investigation, Leadership, Primal Urge, Scrounge, Sniping, Stealth and Survival
- Ghouls with the Ability Sniping are so in tune with vampires that they can pick one out in a crowd. They can instinctively spot the predator. Working almost like a psychic power, this is really more of a subconscious assessment of the hallmarks of vampires. Sniping grants a ghoul a very specific sort of Aura Perception. By using Sniping, a ghoul can enter a Social Challenge with a single target. If the ghoul wins, he may ask if his target is a vampire or not. The target cannot lie in response to this question, and even Mask of 1000 Faces cannot hide a vampire from a talented ghoul who knows Sniping.
- Backgrounds: Animal ghouls may NOT take any backgrounds.
- Blood: Small animals have 2 blood traits (1 “mortal,” 1 “kindred”); Medium have 6 (3/3); Large have 10 (5/5). Only the “vampiric” portion of the blood pool may be used to fuel powers.
- Willpower: All animal ghouls start with 1 WP. Maximum WP is 4.
- Humanity/Virtues: Animals do not have Humanity. They do, however, have Virtue Traits. 7 points are spent, and animals use Conviction & Instinct (+ Courage). Their “Animality” is still configured the same way, but is used only as the difficulty for a social challenge to get the animal ghoul to follow complex orders (retest: Animal Ken). They do not lose or gain animality. A Wild Animal gains an automatic +1 to this statistic. Buying DOWN this rating is the same cost as buying up humanity (3 XP per point lowered – this cannot be reduced to less than 1.)
- Disciplines: Animal ghouls start with 1 dot in one of the three physical disciplines. Animal ghouls may learn any physical discipline up to 2nd basic at normal out-of-clan costs (this applies to ALL disciplines, even the one they started with). After character creation, an animal ghoul may purchase any of the physical disciplines up to their Regnant’s level of the Generation background.
- Merits & Flaws: These MUST make sense for an animal to have. STs will pay careful attention to merits & flaws on an animal.
 - Huge Size: If an animal has the “Huge Size” Merit, it ups their size category by 1. (A cat would become Medium, a Dog would become Large, a bear would become Huge.) Its starting traits,

blood, health and willpower should be modified accordingly. Any animal increasing to Huge is a potential masquerade issue, but does gain the benefit of the extra Bruised health level, as per the merit (smaller animals do NOT gain the additional health level Bruised, they merely get the next size up's health). You can NOT buy this merit more than once to further increase an animal's size (you could never have a Large Mouse, for example).

- Additional Discipline: For an animal ghoul to learn ANY discipline other than the 3 basic physical disciplines, they must possess this merit. This merit may only be applied to: Animalism, Auspex, Obfuscate, or Presence. They do not just learn these disciplines by themselves, they MUST have a teacher who has the discipline in-clan, and the teacher must be able to communicate with the animal (Feral whispers).

- **Spirit Retainers**

- The spirit retainer begins with 8 points distributed among Rage, Gnosis, and Willpower. The rating of the characters Spirit Retainer is then used to purchase traits at the costs listed below. Unless otherwise specified reference Law of the Wild (2001 edition) for mechanics.
- The basic Koldunism ritual Service for Souls creates a spirit servant, but it is a tiny spirit and its cost is included in the ritual, and need not be represented by Spirit Retainer.
- Kolduns may select only Elemental spirits as Retainers unless they make extraordinary effort to enlist the services of another type of spirit, as the pact with Kupala covers only elementals.
- Spirit retainers may not contribute to your Influence cap.
- Costs
 - 0: Spirit can speak to it's master without the benefit of any supernatural power.
 - 0: Charms: Airt Sense, Reform, +2 additional charms.
 - 1: Per three points of Willpower, Rage, and/or Gnosis.
 - 1: Spirit can always find it's master.
 - 1: Spirit is nearly always with it's master.
 - 2: Spirit is respected by other spirits, RP flavor, no mechanical change.
 - 2: Per additional charm possessed.

- **Wraith Retainers**

- This special type of Retainers follows the same rules as its mundane counterpart, though the trait cap is 10 plus the Status of the Wraith in question.
- Each level of Status makes the Retainer worth an additional level of the Wraith Retainers background.

- When building the Wraith retainer, a player may spend an additional background point to give the wraith an additional status or add +10 XP to the wraith's sheet.
 - Wraith retainers may not contribute to your Influence cap
 - As Oblivion does not specify a trait cap for Wraiths, the following formula will be used to determine the maximum number of Traits a Wraith can have in each category: **(10 + Memoriam Background + Status + 1 per century as a Wraith = Trait Cap)**
- **Influences:**
 - Influences will be run by the rules from Dark Epics with minor modifications.
 - XP must only be spent to purchase the first level of an Influence. All subsequent levels are acquired through successful Growth actions and require no further expenditure of XP.
 - A player may choose to write up details about their influences, such as specific gangs they control, businesses they own, or NPCs they have under their sway. If a player does so, they may add an additional Influence point per downtime cycle without needing to expend influence. A player may only do this once per influence per cycle. This explicitly does not allow level 6 Influence actions to be taken.
 - Personal Influence Maximum: While there is no limit to the number of Influence levels a character can possess, that character may only make use of a limited number of Influence levels per downtime phase. That limit is equal to their Physical traits + Social traits + Mental traits. This limit may be raised by 1 for each level of Retainers assigned to this task (maximum 5). So, at best, an 8th Gen Kindred with max traits/retainers could use 47 (14+14+14+5) Influence levels per phase. Additionally, if the Ventrue Merit "Paragon" is taken for an Influence sphere, that will add a further +1 to allow for the 6th dot.
- **Growing Fame, Resources, and Alternate Identity**
 - For the purposes of gaining more Fame, Resources, and Alternate Identity, these Backgrounds can be "grown" as though they were influences. Dedicating a number of influence actions equal to three times your current level in these backgrounds will allow you to grow them to the next level. For instance, dedicating Bureaucracy x2 towards growing your Alternate Identity x2 three times will grant you permission to buy Alternate Identity x3.
 - Not all spheres of influence will aid in this endeavor though. For instance, it is unlikely that Occult influence would be able to raise your Resources level or that Industry will be able to raise your Alternate Identity.
 - There may be situations where STs make special allowances and allow these Backgrounds to be grown faster (such as using a High Society x6 action to immediately increase one's Fame).
- **Uncovering an Alternate Identity**
 - There is no such thing as an iron-clad, uncrackable Alternate Identity, but they take a lot of work to be seen through. If you have successfully applied a Trace to

an influence that is protected by an Alternate Identity, you will receive the Alternate Identity's name, not the user's actual name. If you suspect that this is an Alternate Identity, you may attempt to uncover it. To do so, you must submit "Uncover" actions against that Alternate Identity. Uncover actions may only be taken and supported by relevant influences. For instance, in most cases Occult would not aid in Uncovering someone's identity unless their fake identity was a known occult dealer.

- In order to defeat someone's Alternate Identity and Uncover the user's real identity, you must defeat each level one at a time, starting with the highest level the user has. It takes significantly more actions to defeat an Alternate Identity than it does to create one. In descending order, these are the number of actions required to defeat each level:
 - Level 5: 31 actions
 - Level 4: 19 actions
 - Level 3: 10 actions
 - Level 2: 4 actions
 - Level 1: 1 action
- Once each level is Uncovered, you do not have to attempt to Uncover it again unless the user submits actions to increase their Alternate Identity again. Additionally, a user may use the Conceal action to protect their Alternate Identity and they may also Watch for Uncover actions to see if anyone is attempting to do so.
- Once all levels of an Alternate Identity are uncovered, the user's identity is revealed but only to the person who did the Uncover actions. The user does not lose any of their Alternate Identity levels.

10 Merits/Flaws

While not outright banned a player must have a very good reason for their character to possess the following merits and flaws. The Storytelling (ST) Staff reserves the right to limit the number of Merits / Flaws possessed at character creation. Additional merits and flaws can be earned and purchased through roleplay / plot. Grandfathering is allowed on a case by case basis.

1. Merits

- i. Ability Aptitude: May only be taken once.
- ii. Additional Discipline
- iii. Ambidextrous
- iv. Destiny
- v. Driving Goal
- vi. Enchanting Voice
- vii. Fast Learner
- viii. Higher Purpose
- ix. Luck - May be used once per session
- x. Natural Leader

- xi. Nine Lives
- xii. Medium
- xiii. Oracular Ability
- xiv. Calm Heart: Bratovitch and Brujah cannot take this merit.
- xv. Sanctity
- xvi. Supernatural Ability
- xvii. Sympathetic Bond: Does not work on the Vaulderie.
- xviii. True Faith
- xix. Unbondable
- xx. Any Merits not found in Laws of the Night or the Sabbat Guide.

2. Flaws

- i. Flesh of the Corpse: Cannot be taken by Samedi characters. A character cannot conceal the wounds from this flaw with Obfuscate (unless they have an appropriate combination discipline.)
- ii. Bound: You begin play with a 10 point Viniculum to an NPC.
- iii. Mistaken Identity
- iv. Prey Exclusion
- v. Uncontrollable Night Sight
- vi. Any Flaws not found in Laws of the Night or the Sabbat Guide.

11 Diablerie

1. All instances of Diablerie must have a Storyteller present.
2. If the victim is of sufficiently lower generation than the Diablerist (ST discretion) part of the victim's soul may exert some influence over the Cainite. This can manifest as mental and social traits changing to reflect the victim, or the Fugue derangement to reflect the victim occasionally gaining control of the Diablerist's body.
3. If the victim is of significantly lower generation than the Diablerist (ST discretion) the victim can completely take over the body of the Diablerist. This will mean a significant reworking of the characters sheet and may mean the PC becoming an NPC.
4. A character on the Path of Humanity or a Path of Enlightenment that doesn't allow diablerie will automatically lose one morality trait.
5. A character MUST log with the Admin any diablerie he has committed. A note will be placed in the character's grapevine of the date of the diablerie.

12 Disciplines

12.1 Out of Clan Disciplines

1. Out of clan disciplines require a teacher. Any time a level of an out of clan discipline is learned, the player must explicitly state who they learned it from in the email sent to the admin. A CC of the email should be sent to the player of the teacher, who must confirm that they did indeed teach the power in question.

2. You cannot learn an out of clan discipline to Advanced until you have learned at least one in clan discipline to advanced.
3. You cannot learn disciplines from Kindred that you have the staked/torped bodies of (aka "Trunk Monkeys").
4. You cannot learn Disciplines from a subject you have Conditioned as they no longer have the mental capacity to teach.
5. A character can only teach a discipline to another kindred if they have the discipline in clan.
6. A character may teach a discipline up to the level they know themselves.
7. Mentors will only teach the Advanced level of a unique discipline if the 4 other levels were taught by a PC.

12.2 Specific Discipline Rules

Animalism

- Quell the Beast – does not prevent the expenditure of permanent willpower traits. Also, a Vampire who is in Mist Form, Tenebrous Form, or possibly other incorporeal forms cannot use Quell the Beast through touch since they lack the physicality needed to enact the power. They cannot be affected by touch either unless the user can touch that form via other powers. They can still be quelled through sight.
- Quell the Beast works as per the book with no additional effects on different supernatural creature types. It will take them out of Frenzy if they are Frenzying and it will give them submissive x2 and take away their ability to spend Willpower if they are not. It has no other effect. Quell the Beast costs one willpower to use on other supernatural creatures as if they are a vampire.
- Drawing out the Beast: Your beast will always return to you at the next sunset.

Auspex

- Heightened Senses – provides a bonus mental trait for each level of Auspex your character has in the resolution of ties versus Obfuscate and Chimerstry. These other powers listed above also get bonus traits in challenges against Auspex for each level they possess in their respective discipline.
- Aura Perception – When perceiving the aura of an animal under the effects of Subsume the Spirit (Animalism), the aura will be that of the subsuming vampire. When perceiving the aura of someone under the effects of Possession (Dominate), the aura will be that of the vampire possessing.
- Telepathy – A character is not required to expend a trait to establish Telepathy with a character they have a Vaulderie rating of 7 or higher with. Line of sight is always necessary to establish and maintain telepathy.
- Psychic Projection – Astral Projection costs 1 temporary Willpower to activate, and another temporary Willpower to manifest for 1 round. While astral, characters cannot

spend blood. A character in Psychic Projection is affected by Spirit Wards. When using this power, the location of your body must be logged with the STs. You may be detected via lesser powers of Auspex, but anyone trying to detect your un-manifested presence will need to win a static chop to do so. If they win, they will get a 'yes/no' response about the presence of otherworldly entities. If you are also Obfuscated in Astral, anyone looking for you will need to break through your Obfuscate as well. The book does not state that concentration on the Silver Cord is necessary, so if the sun rises and you lose consciousness, you will automatically return to your body along the cord. If the cord is cut, you are cast adrift in the Astral plane and must try to find a way out. Good luck.

Celerity

- Alacrity – Alacrity is your Normal action moved up a bit. Any action you may take on Normals you may take on Alacrity. Note that Koldunism, Thaumaturgy, Necromancy and some other powers take the whole turn regardless of Celerity.
- Rapidity – You do not need to declare possession of “The Bomb”.
- Fleetness – You do not need to declare possession of “Ties”.

Chimerstry

- Horrid Reality – Illusions created with this power are perceivable by all 5 senses. An ST must be present for the use of this power. If this power is used to stake someone or cause a fatal blow, the victim may spend Aegis to negate the staking/damage.

Dementation

- Dementation can be used through Telepathy.
- Voice of Madness – This power forces anyone capable of hearing its user to enter a Self-Control / Instinct challenge of frenzy. Willpower may NOT be spent to ignore this challenge.
- Total Insanity – An Insanity Deck is fine for this, although a tailor-made set of insanities could be also used, at ST discretion. These should be a reflection of the person wielding them, and not just all the ones that shut someone down. It should add horror, and let onlookers know exactly what has happened, instead of “ I fall down and I’m Crazy”
 - Good examples include something like hallucinating that your bleeding, then have a phobia to blood, and then you have an aversion to bleeding, so you're panicking cuz the blood can't stop and you don't want to touch it. Stuff like that.
 - The staff reserves the right to modify randomly selected derangements to increase the element of personal horror.

Dominate

- Dominate can be used through Telepathy, but still requires eye contact.
- Possession – STs must be notified if you are in Possession. The location of a PC's real body must be logged with staff and must be in the jurisdiction of the game. Your aura appears as that of the human being possessed. Any fetishes you wish to use while in possession must be on the possession suit, even if they effect your mental or social traits. Basically, a fetish or magical item must be in the location where it will be used.

One that conceals your real body should remain on your real body, while one that boosts your traits would need to be on your possession suit.

Fortitude

- Resistance – When this level of Fortitude is attained the simple test allowed by Resilience, to test down “Aggravated damage” to “Lethal damage”, becomes a simple that the player wins on ties. Normally a Stamina related trait must be expended to get this, but once Resistance is acquired this expenditure allows for automatic success instead of ties on the challenge.
- Aegis – A PC may only use this power PRIOR to the two simple challenges for staking (not after) to negate a staking challenge. When this level of Fortitude is attained, the simple test allowed by Resistance, to test down “Lethal damage” to nothing, becomes a simple that the player wins on ties. Normally a Stamina related trait must be expended to get this, but once Aegis is acquired this expenditure allows for automatic success instead of ties on the challenge.

Koldunic Sorcery

- Way of Wind –Traveling the Winds – This power takes effect at the end of the turn it is invoked on, after all Celerity and follow-up actions are completed (at the same time as Vanish from the Mind’s Eye occurs). Onlookers who have Heightened Senses – Sight up can track your blurred form as you fly away, but to everyone else, you simply flicker and vanish. You can carry large items or people with you, but Puissance is required to keep a grip on a person or large item you wish to carry, since you go from zero to 250 mph in an instant. People without any Fortitude will take a lethal from the jolt. You cannot perform precision targeting while traveling the Winds, so you can’t use it to close with others in combat or to navigate through corridors of a building. It is intended to be a travel power. Fine control and lightning reaction is impossible while using it.
- Way of Spirit and Other Koldunic Powers – All requirements of the powers to be used must be met, even when projecting Koldunic Powers at range.

Necromancy

- Note that Vampires do not become Wraiths after death in Caine’s Chosen: Liberty in Death.
- Bone Path (Soul Steal): When “Soul Stolen,” a PC may still use any of his or her Mental and Social powers that do not require the expenditure of blood traits. If the body takes damage the soul may expend a temporary Willpower to return, unless it has been explicitly Compelled to not return. This effect last a Scene or an hour. Soul Steal can only be declared against targets in the same realm as the caster (i.e. no soul stealing from the Shadowlands)
- While soul stolen, the soul does not have access to Arcanoi, but may be forced into a Harrowing if it is engaged in combat.

Obfuscate (See Auspex for rule of contested challenges.)

- Mask of 1,000 Faces – an additional mental trait can be spent with this discipline in order to mask clothing as well. This cannot be used to add clothing or generate “illusory” effects beyond the intent of the power. (storyteller’s discretion)
- Mask of 1,000 Faces “covers” all Morality path aura, unless otherwise stated.

Obtenebration

- Shroud of the Night: The Shroud retest is a forced retest that happens after the challenge is successful. Therefore it is the last retest used in the challenge. This is an exception to the rule that Might is the last retest. This is because the Shroud retest is an environmental retest not 'your' retest. SHROUD DOES NOT BLOCK LINE OF SIGHT.
- Arms of the Abyss – The maximum number of Arms you can summon is equal to your level of Obtenebration. If you have the Abyssal Mysticism ability at 5, you may summon up to 3 additional arms.
- Black Metamorphosis – The social traits gained by this power only apply to targets that can see you in this form. You may not use Mask of 1000 Faces to hide that you have assumed the Black Metamorphosis form. The character's connection to the Abyss is unique to them. The description of your character's activation of Black Metamorphosis must be personal, and flavored to their personality. Arms created with this power are considered to be your own arms in all respects, though they cannot be used to deliver Ambidexterity attacks (since they have their own action associated with them).

Potence

- Might – Might is your last retest but not last retest in the challenge.
- Vigor – You do not need to declare possession of The Bomb before you use it.
- Puissance – You do not need to declare possession of ties before you use it.
- Potence and throwing – Potence may be used when throwing an item. This is in direct contradiction to the book. The ST staff feels however that it makes no sense that the Hulk cannot throw a baseball harder than you. The general rule is that "objects" are moved 5 feet per level of Potence used.

Presence

- Awe – In order to use Awe, the target must be aware of the user's presence.
- Dread gaze – This power does not incite Roštschreck.
- Summon – The range on Summon is global, but attempts to Summon anyone not signed in fails automatically. The subject must present themselves within 3 paces of the summoner.

Protean

- Eyes of the Beast – This removes one negative trait when fighting in dark, or shroud.
- Shape of the Beast – Characters with Protean in-clan may choose their own two beast forms, one fight and one flight, upon learning this power. Other characters may only learn to shape change into a wolf and a bat. With Storyteller permission, a character may trade one or both for the fight or flight forms of his mentor. The rules for this power can be found page 69 of Clanbook: Gangrel (revised). To summarize: each form adds five bonus attribute traits to be spread across at least Two attributes, decided when the power is first learned.
 - Five Physical Trait Fight forms are at ST discretion.
 - In fight form, normal speed is doubled, giving the user six steps in combat round, or the form possesses some alternate means of movement (swimming, burrowing, flying, etc) at the normal movement speed.

- Flight form is limited to three physical traits (from the character's normal list), but gains the ability to fly at a normal movement rate, or gains increased normal movement.

Quietus

- Silence of Death – Use of this power does not negate the casting of blood magic.
- Scorpion's Touch and Baal's Caress – The maximum number of coatings placed on a weapon at any given time is limited to the number of bonus traits the weapon provides; these coatings last until the next sunrise, or until used, whichever comes first.

Serpentis

- Form of the Cobra is run with the write up of Faith and Fire.

Thaumaturgy

- All sympathetic links must be recorded on an item card.
- Path of Blood: Blood Rage – This power will wake a vampire from torpor.
- Path of Blood: Potency of Blood: Your maximum blood pool increases to the new generation but you must still feed to fill it to this new level.
- Path of Curses: The victim you must be able to hear the curse. They need not understand what you are saying.
- Spirit Manipulation: Entrap Ephemera - All bound fetish type items follow these rules, even infernal, hedge magic, or other types of magic items.
 - Spend a will and win a simple test to activate.
 - If you lose the Simple test, the item fails to work and you throw a second Simple test.
 - If you lose this second Simple test, the item shatters, the spirit gets out, and may attack the wielder or surrounding targets depending on how the fetish was made.
 - Activated items last for one scene or hour, whichever is shorter.
 - Fetishes designed to provide a long duration effect must be present in the scene to the function. Example: a ring that provides Alluring x3 must be worn. If you are in Possession (Dominate) and want the benefit of the item, then the suit must have the item on it. Props are highly recommended.

Rituals

- Weapon and armor items may have as many rituals cast upon it as it has base bonus traits.
- Pebble from the Mountain: Both the caster and the character with the pebble must be signed into CC:LiB and be within the games territory.
- Principal Focus of Vitae Infusion – A caster may only have a number of “blood beads” equal to their level of occult ability, multiplied by their level of their primary path. Blood stored this way does not expire.

Valeren

- Burning Touch –Using this power requires a physical challenge. The effect lasts one round. This power is explicitly not negated by Endurance (Fortitude).

Vicissitude

- Body Modifications are handled per the most recent Tzimice packet.

- Fleshcraft – You may trade a health level for a physical trait but may do this only once. The physical trait gained by this power does not cost any points, and may go above the subject's generational maximum.
 - This power may also grant the subject appearance related traits, at the cost of another health level. This may take the subject above generational maximum. This also allows the character to have a Gorgeous or other appearance related trait at six instead of the normal five.
- Bonecraft – Used in combat, Bonecraft uses Brawl as a retest (it lacks any sort of finesse and is largely brute force) and may inflict one level of lethal damage per strike, as bones twist inward. This requires a Blood trait to activate per action.
- Horrid Form – While the most common shape created by the use of this power is the dreaded Zulo, it is up to the design of the user (with Storyteller approval) and is chosen when the power is first purchased. Blood lineages often have similar Horrid Forms, although this is not necessary. If this power is learned out-of-clan, then the form will either be a normal Zulo or some approved variation of the mentor's Horrid Form. Mask of 1000 faces may not be used while in Horrid Form.

12.3 Combo Disciplines

- All Combination Disciplines are at ST Discretion.
- The PC must have been in play for at least one year.
- PCs must have a teacher for all combination Disciplines.
- Ghouls cannot learn Combination Disciplines. If a ghoul from another game has a combo and signs in to CC:LiB, they cannot use the combination discipline(s) while signed in to Cain's Chosen.

12.4 Specific Combo Discipline Rules

- Armory of the Abyss - Cannot be removed with Stone of the True Form. This power wraps the body in shadow, it does not transform the body, and as such it cannot be affected by Stones of the True form
- Shadow Armory - Cannot be removed with Stone of the True Form. This power wraps the body in shadow, it does not transform the body, and as such it cannot be affected by Stones of the True form or other effects that target form powers.
- Blood Tempering - Blood Tempering is a combo discipline for Assamites found in the Assamite packet.
 - For Weapons, it adds one to base damage (does not stack with damage bonus from Crafts, above) and makes an item resistant to breakage unless a power greater than the level of Fortitude possessed by the user of this power is applied. Thus, someone with Fortitude 3 may make weapons that can only be broken by those with 4 or more levels of Potence or similar strength enhancing power. Those with Aegis may make Puissance resistant weapons. Characters with Imperviousness may make Imprint resistant weapons (NPC only)

- For Armor, it adds up to a max of 5 traits of armor per the writeup.
- Pater Schlachta - Characters may not gain more than 6 traits from this power. These traits may not bring a character over their trait maximum (double their generational trait max), however a character with this power may spend blood to refresh these traits in the event they are lost. Characters with this power are highly advised to bid the traits gained from this power as they will be the easiest to refresh in the event of trait loss.

12.5 Blood Magic Ritual Creation

12.5.1 Creation

In order to create a ritual, you must first have a number of rituals at the corresponding level and a sufficient level of the Occult ability as detailed below:

- To Create a Basic Ritual: Occult x2, must know seven basic rituals
- To Create an Intermediate Ritual: Occult x4, must know seven intermediate rituals
- To Create an Advanced Ritual: Occult x5, must know seven advanced rituals

12.5.2 Time

Creating a ritual also takes a bit of time. It takes a number of months equal to the Ritual's cost x2. So Basic Ritual will take 4 months, an intermediate 8 months and an Advanced 12 months. During this creation time, no other rituals can be purchased without the expenditure of Occult influence. To learn a Basic Ritual requires an Occult x3 Influence action. To learn an Intermediate Ritual requires an Occult x4 action and an Advanced Ritual requires an Occult x5 action.

While other player characters can assist in creation of a ritual, there will be no mechanical effect. We've intentionally tried to keep Ritual creation straightforward and simple without a lot of mechanics.

12.5.3 What Can I Create?

When creating rituals, keep an eye on the ritual's power level. It's good to compare the effect of your custom ritual versus the effects of existing rituals to determine what level of ritual you will be creating and to determine if it's fair. Also, bear in mind that all custom rituals must be approved by the Cain's Chosen staff and may not function in other games you travel to.

When creating your ritual, keep an eye on the difficulty of it. Beyond just the level requirement, you'll also want to consider how hard it is to enact a ritual (a custom ritual that puts a victim down traits should require a chop against the victim, not just the standard ritual chop) and even consider the components needed for the ritual and any possible drawbacks (perhaps a ritual limits you in some way, applying negative traits for instance. Rituals should also have a relevant spell component. A ritual requiring a clothespin is going to be a bit less likely to be approved. However, a ritual requiring three hairs from a mountain lion might be more appropriate). Lastly, custom rituals can not deprive others of their powers. There is constant debate over the power

level of Pavis of the Foul Presence and as such, we don't want to see Pavis of the Devious Dominate. If you wish to create a custom ritual to assist against a power, create something that gives you bonus traits. Perhaps your custom "Defend the Mind" gives you +2 traits against Dominate.

13 Sabbat Ritae

13.1 Auctoritas Ritae

Blood Feast – The Ritus effectively doubles your blood pool. It does NOT double your 'blood per round'

Fire Dance – Participants in the Fire Dance must win a Courage chop against 2 traits. The Fire Dancing ability negates the Courage test, and is the retest for leaping over the fire or any stunts that are attempted. The base difficulty of the Dance is 5 physical traits. Larger fires or complex stunts can increase this difficulty. A character who performs a particularly impressive stunt may gain one bonus Social trait "Fired Up" for the rest of the night, at the Storyteller's discretion. This trait may exceed the character's normal generation limits. Participants may add the officiating Priest's Path Rating to their trait totals during the Dance for purposes of jumping over the fire, or for doing "stunts".

Vaulderie - Cain's Chosen runs vaulderies according to a modified version of the rules presented in the table-top Guide to the Sabbat. The specific rules are as follows:

1. All participants of in the vaulderie are issued with individual tokens representing the number of blood traits they are putting into the Chalice.
2. The Ritae is performed. Yay Roleplaying Ritae. <dump your tokens into the cup>
3. Draw tokens OUT when your "drinking".
4. The presiding ST records whose tokens each player drew from the Chalice.

At this point, players may resume roleplaying. Either during or after the session, the changes in Viniculum will be recorded by the staff.

Rules for Viniculum are as follows:

1. If this is the first time two characters have vaulderied with each other, both will gain a level 1 viniculum in the other.
2. For each token drawn from the Chalice, the staff will roll a d10 and compare it to the character's viniculum score in the character whose token was drawn.
3. If the d10 roll is HIGHER than the current viniculum score, then the viniculum goes UP.
4. If the d10 roll is LOWER than the current viniculum score, then the viniculum remains the SAME.
5. If the d10 roll is a 1, then the viniculum goes DOWN.
6. All changes in viniculum scores will be recorded on the character's sheet before the next game session.

War Party – The participants in the War Party gain bonus traits equal to the officiating Priest's Path Rating on all actions against the target of the War Party. Aside from the Diablerie of the target, the winning pack gets the status trait Martial which lasts until the next Festivo or Palla Grande.

14 Combat

Turn order

- All actions take place in trait order, regardless of type. A Physical action at 15 traits takes place before a Mental action at 9 traits. The ST will ask for declarations, then count down from a reasonable guess at the highest traits available until all actions are resolved, then start again at the next action.
 - Ties – When resolving ties, and bid traits are equal, the tied challenge will always go to the Defender.
 - Alacrity moves your Normal action up, permitting you to take any action you could take at Normals as a preempt. Note that certain powers, especially Thaumaturgy, require the whole turn.
 - Black Met actions are always made with the arms created by the power. Black Met arms are Arms of the Abyss in all respects except as outlined in the LotN:R writeup (using the vampire's traits, etc)
 - Ambidexterity actions always use a natural arm (not a Black Met arm). You may not perform move actions, soliloquies, etc with Ambidexterity.
- Armor – A character can only gain the benefit of one set of armor at a time. Armor cannot be stacked by wearing multiple sets of armor. A character can however, gain the benefits of mundane armor and mystical armor (like Armor of Caines Fury and/or Armory of the Abyss)
- Shields grant the character bonus traits in defense and not extra health levels.
- Health levels from Vicissitude, Huge Size, and Tough Hide can stack with armor. Vicissitude mods that duplicate armor, such as bone plating, interfere with the use of armor on the altered parts of your body however and do not stack. At storyteller discretion, certain Mixed Blessings may also interfere with the use of armor on the affected parts as well. The STs are the final arbiter of what health levels stack with what.
- Torpor – Torpor lasts for 4 weeks minus one week for every level of morality the character possesses. Waking a vampire from torpor early requires the blood of a vampire one generation or more lower than the person in torpor. Blood Rage (from any of the various Blood Magic varieties that get it) can be used to wake a vampire from Torpor,
- Aggravated Damage – Healing Aggravated damage requires a full day of rest and 3 blood traits. Willpower can be spent to heal additional aggravated wounds beyond the first. If you wish

to heal more than one in a day, simply spend 3 blood traits, and a willpower trait for each additional health levels you wish to heal. This healing occurs during the day.

- Blood Magic Somatics – Casting blood magic requires verbal somatics and hand gestures.

- Stacking Multiple Touch Powers – Many different powers require touch to activate. These powers fall into two categories:

- A. Carrier attacks are attack powers which require chops separate from the initial physical challenge to make contact, (ie. Quell the Beast & Psychic Assault)

- B. Activated powers which require no separate chops, just a specific cost for activation. In Fredericksburg Caine's Chosen only one Activated power can be stacked with an Attack power. Additionally, you may activate a Carrier attack only on your Normals (or Alacrity).

Valeren 5: Vengeance of Samiel is an exception to this, as it is the specific function of the power to do more damage in one strike, and it prevents the use of other actions during the turn.

Form Powers

Form Powers – In Caine's Chosen, form powers are classified into three separate categories. They are Full, Add-On, and Escape form powers.

Full Form Powers:

These powers turn your entire form into something else. These forms are not able to stack with one another. Taking on one of these forms will cancel any other "Full" form powers. For example: If a character is using Horrid Form and then they try to assume Shape of the Beast their forms will effectively "switch" from one to another. Both cannot be assumed at once. Each form power below is classified as "Full Form Powers", but they are not limited to those below. As always storyteller has discretion to add, change, or remove anything from this list even as a scene unfolds:

- Shape of the Beast
- Horrid Form
- Form of the Cobra

Add-On Form Powers:

Powers that are applied in addition to any other form powers you may be in. They not only stack with one another, they stack with any one "Full" form power you may be in. This is due to the power affecting only one extremity, just one aspect of their form, or affecting only the surface of their current form. For example: A character in Shape of the Beast may also assume Black Metamorphosis and both of their forms trait bonuses would apply. Each form power below, are classified as "Add-On Form Powers", but they are not limited to those below. As always storyteller has discretion to add, change, or remove anything from this list even as a scene unfolds:

- Feral Claws
- Skin of the Adder
- Body Armory

- Black Metamorphosis
- Pater Schlachta
- Armor of Caine's Fury

Escape Form Powers:

Are powers that change your entire form, but do so drastically enough that no other form powers can be assumed at the same time. In addition to this, "Escape" forms also cancel any other form powers you may have assumed at the same time. For example: characters in Horrid Form that enter Blood form will lose any benefits and hindrances that Horrid Form applies to the character as soon as Blood Form is assumed. When this character decides to form up, she will have to activate Horrid Form again to gain the benefits, and thus lose those of Blood Form. Each form power below is classified as an "Escape Form Power", but they are not limited to this list. As always, storyteller has discretion to add, change, or remove anything from this list even as a scene unfolds:

- Mist Form
- Blood Form
- Tenebrous Form
- Ashes to Ashes
- Zephyr Body
- Earth Meld

15 Active Pursuit

If someone is after your PC and has an immediate method of finding and affecting your PC, then they may declare Active Pursuit.

- Specifically, Active Pursuit means the following:
- Someone is actively after you and is on your trail. You are in a scene, and time stop until the scene can be run to its conclusion
- You may not shelve, transfer, or otherwise go inactive or take your character elsewhere until the scene is resolved
- Active Pursuit may not be declared without direct pursuit of the target (Summon does not count, but following someone in a car does, as does going after them in Astral Projection. Scrying or otherwise remotely observing them is not sufficient, however.)
- You may not Fair Escape until the Active Pursuit is resolved.
- Active Pursuit is assessed at the point where it is declared. If previous
- declarations of the target put them beyond reach, Active Pursuit may not be called.

16 Frenzy & Rotschreck

Frenzy

While in frenzy your packmates are not completely safe from you. You may not be able to stop yourself from attacking them. The Vaulderie only prevents you from assaulting your pack mates if your Vinculum rating to that individual pack mate is 7 or higher. If you frenzy on someone with whom you have a Vinculum rating of 7 or higher you may choose to attack ANY other target available unless the person specifically draws your attention (i.e. taunting, repeatedly getting in your way ect.) At a rating of 10 you will never attack the person, frenzied or not unless under some supernatural influence, including but not limited to Dominate or some Elder Disciplines. Realize that you should have no fear of attacking your pack mates when there are other provocations around you. Even with no Vinculum rating, if you are being attacked by a Camarilla citizen and you lose yourself to the beast within, you will not turn to attack you pack mates just because they are there.

Virtues

Willpower may be spent to resist frenzy for fifteen minutes if the character follows a path that adheres to self-control. The player is always considered the defender in any virtue challenges. The negative traits and permanent derangements for a failed Virtue challenge are only received when a player chooses to spend a temporary virtue trait for a retest, and still loses the overall challenge. Willpower may only be spent for a retest involving Conscience/Conviction if it is the trait in Jeopardy of being lost is the final one on the path, and failure means Wassail. This is also true when the character is switching paths.

A character on an Instinct path only needs to make an Instinct check once per frenzy. If the character enters a controlled frenzy, it will remain controlled until the frenzy ends. If the character enters an uncontrolled frenzy, then it will remain uncontrolled until the frenzy ends. A character in a controlled frenzy gains all the benefits and hindrances of an uncontrolled frenzy but may decide what they are attacking/destroying. They are simply guiding the monster inside them, not completely controlling it. The character needs to attack something, but her control allows her to decide what that may be. The character may communicate, but will be limited to short phrases such as “come here”, “stay away”, “be quiet”, and “you die NOW”. The frenzied character must activate any physical discipline they have access to, and use every one of their most effective tools to kill or destroy whatever they are attacking.

Rotschreck

A character in Rotschreck is reduced to a state of intense instinctive self-preservation. While in this state, discipline use has the same restrictions as in frenzy, but it should be noted that use of these powers are only for escape from the danger that drove you to Rotschreck. You may attack and destroy someone or something while you are in Rotschreck, but only if that person or obstacle is specifically trying to prevent you from escaping and your attack is only for the purpose of escape.

17 Morality Paths

All characters must start on the Path of Humanity unless they are playing a clan that requires a path. i.e. Bratovich Tzimisce. Salubri Antitribu may also start on a path as it is their clan advantage to start higher on their chosen “path”. Any other character wishing to start on a path other than Humanity requires ST approval.

A character seeking to switch from Humanity to a Path (or Path to another Path) must have a Humanity (or Path rating) rating of 2 or below, as well as ratings of 1 in whichever Virtue or Virtues are to change to their counterparts. For example, a vampire seeking to follow a Path espousing Conviction and Instinct must have Conscience and Self Control ratings of 1. To degenerate a character’s Virtues in preparation for a Path jump, the character must spend a month for each point of Virtue they wish to drop.

The vampire then undertakes a test, which can be roleplayed by the player and Storyteller. This test can involve study of forbidden lore, answering of riddles, completion of ordeals and tasks, or whatever else the Storyteller deems appropriate for the given Path. However, part of the test always involves the vampire committing an act that, in human terms, would be viewed as an atrocity. Such a deed is undertaken not for the sake of mindless evil, but rather to impart a lesson about the character’s nature in relation to the Path.

Following the completion of the test, the character makes a Willpower Challenge. If the character’s Humanity (or Path) is 2, the difficulty of the Challenge is 9. If the character’s Humanity is 1, the difficulty is 8. Every additional month spent on learning the path above those required to degenerate a character’s Virtues lowers the difficulty by an additional trait. A permanent Willpower may be spent for a retest on this challenge, but only 1 may be spent. If the character succeeds, he sheds his human nature and the Virtues that accompany it, gains ratings of 1 in all appropriate Path Virtues, and gains a Path rating of 1. If the character wins the challenge outright with no retests needed, he experiences a profound (if twisted) enlightenment, gaining a Path rating of 2. If the character fails the challenge, he commits a stupid, pointless atrocity without gaining any corresponding understanding. He loses a point of Humanity, fails to attain the rudiments of the Path, but may reattempt the test (at a difficulty appropriate to his lowered Humanity Trait) in a month’s time. Should a character be driven to Humanity zero in this fashion, his soul is lost to the Beast, and the character is permanently taken over by the Storyteller once they enter frenzy.

If a Sabbat Priest or other clergy member assists in the learning of a path, the student receives +1 bonus trait to the challenge to change paths. If the path teaching the morality path is also on the same path as the student, the student also receives a free retest to the challenge to change paths.

17.1 Bearing

These are an aura that Vampires give off in relation to their morality. Others can sense how strong the beast is in a vampire or how far they have progressed upon their morality. The table below gives a rough idea in basic numbers the intensity of the aura. A 2 would be the character gives of a very strong sense of her particular bearing, showing her mastery over the beast. A0 means no real bearing for the vampire. They aren't strong and they aren't weak. A -2 would represent the sensation of the Beast being close mastery over the vampire. A weak morality rating. This is largely a roleplay mechanic. However, a vampire may perform a mental Challenge against any Vampire, retested with Awareness, to get their exact Bearing Rating.

Path Rating	Aura Modifier
5	2
4	1
3	0
2	-1
1	-2

Death and the Soul:

Silence: The Gravediggers, accustomed as they are to long hours of quiet study and contemplation of the grave, radiate the stillness of death. The bearing modifier applies to rolls involving Stealth and attempts to go unnoticed.

Path of Caine:

Faith: The righteousness of the Cainite is apparent to all. The bearing modifier affects all rolls that rely on the vampire's image as a devout Kindred and scholar of Caine's teachings.

Path of Cathari:

Seduction: The Cathari are temptation incarnate, and they have an uncanny knack for knowing the desires of others. The bearing modifier affects rolls to tempt and seduce others.

Path of Feral Heart:

Menace: Those in the presence of a Beast know that she is a true hunter, just as deer do when confronting a wolf. The bearing modifier applies to rolls aimed at terrifying or cowing an opponent.

Path of Honorable Accord:

Devotion: The Knights keep their word, and are very difficult to sway from their duty. The bearing modifier affects rolls to resist attempts to manipulate or force them to go against their given purpose.

Path of Lilith:

Tribulation: The Bahari see enlightenment through pain and conflict, and they learn to turn pain to their advantage. The bearing modifier affects rolls impacted by their own wound penalties.

Path of Metamorphosis:

Inhumanity: Metamorphosists work steadily to become something other than human. Bearing modifiers apply to Intimidation, as well as any Manipulation rolls that can be positively affected by frightening the target.

Path of Night:

Darkness: Nihilists give off a faint air of inner darkness, inspiring those around them to dwell on their darkest fears and thoughts. Their bearing modifier applies to any attempts to bring out a victim's inner darkness, such as eliciting dirty secrets from a well respected politician or convincing a saint to break her vow of chastity.

Path of Paradox:

Confidence: The Shilmulo believe that they are in the exact place and time they are meant to be, doing what they are meant to do — and it shows. The bearing modifier applies to attempts to manipulate or lead others.

Path of Power and the Inner Voice:

Command: Unifiers are destined for power, and they know it. Those around them can feel their commanding presence. Their bearing modifier affects rolls to command or lead others.

Humanity:

Normalcy: The humane connection that such vampires hold keeps them from seeming strange and terrifying to mortals.

For all other Paths, the player and the STs will work together to determine an appropriate aura descriptor.

18 Experience Points Policy

- Attending Game: 2XP
- Arriving at Game on time: 1XP
- Coming to game in costume: 1XP
- Traveling to another OWbN game: 2XP (Plus 1XP per hour of OOC traveling to game.)
- ST nod: 1XP

- RP Nod: 1XP per session.
- Downtime XP: 1XP per scene. Players who are geographically isolated away from a OWbN game but are still active in downtime may exceed this limit at ST discretion. The staff retains discretion to award additional XP if the scene contributes to established or creates additional plot.
- ST's get 8 xp a month
- Coords get 8 xp a month
- Subcoords get 4 xp a month (so long as they are active.)
- The CM gets 4 xp a month
- The Admin gets 4 xp a month

19 Disciplinary Policy

When a player breaks a rule or performs some other action that is against the policies of Caine's Chosen they may suffer one of the following actions as decided upon by the Storyteller staff. The staff however is not limited to these actions, they are simply the most common.

1. Character GNC: The player's character is permanently killed.
2. One Strike: May not attend Caine's Chosen for 6 months.
3. Two Strikes: Character is GNCed and the player may not attend Caine's Chosen for one year.
4. Three Strikes: Permanently banned from Caine's Chosen.

Examples of strikeable offenses.

1. Possession, use, and distribution of illegal substances.
2. Possession of weapons or dangerous materials.
3. Theft or destruction of property.
4. Causing physical harm to or endangering the safety of participants.
5. Continued disruption of sponsored events by creating an environment that is not acceptable. (This includes, but is not limited to, inciting other players/spreading malicious gossip)
6. Harassment whether by telephone, in person or electronic medium
7. Bad sportsmanship.
8. Disrespecting other players or storytelling staff.
9. Misrepresentation to the storytelling staff including, but not limited to, character sheets, item cards, Experience, etc.
10. Cheating/Metagaming.
11. Characters that are audited and found to have significantly more experience points than they could have earned will be immediately removed from play and handled at the discretion of the Storytellers and may lead to further disciplinary action.

For information of the One World by Night discipline policy please consult the bylaws on www.OWBN.net

20 Lists and Email Contacts

ST List: fccst@googlegroups.com

Downtime List: fcc_downtime@googlegroups.com - please CC on all downtime scenes

Admin: fxspends@gmail.com - please submit all XP spends to this address

Influence Narrator: cclib.influences@gmail.com - please submit all Influence actions to this account and CC the ST list.

OOO List: fredericksburg-caines-chosen-ooo@googlegroups.com

Archdiocese-wide IC List: fredericksburg-caines-chosen-ic@googlegroups.com

Downtime Form: <https://docs.google.com/.../1uUQ8Z3jTgarZTajsQPYnyVJYhu.../edit...>