

*House Rules for Dark Side of the Moon*  
Revised 08/26/2020

Dark Side of the Moon is a World of Darkness game which touches on mature themes including those of sexual and violent behaviors. It is expected that when you sign into the game you understand that the forces of Evil/Darkness/"The Wyrms" are alive and well in our game. That some scenes may be uncomfortable at times.

Players can **\*AT ANY TIME\*** hand their sheet to a ST and opt out of a scene. However, battle scars, emotional and psychological issues are parts of our game theme.

While we respect that players are human, and some of us have scars we live with everyday, this is a game with mature themes. We will happily fade to black or narrate a scene without playing it-but that it is still very much apart of our game.

When you sign in you agree to alert the staff of any problems you can't or won't RP. It is your responsibility to alert the staff of the issues OR handing your sheet over to a ST to run your character if you can not during a scene.

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## 1. Books used in Our Game

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Our main books of reference are Laws of the Wild Revised, Changing Breeds 1 – 4 (MET), Hengeyokai (MET) and Dark Epics. In addition, we utilize the Revised Tribe books and Kinfolk: Unsung Heroes.

Our rules calls will revert to the above books unless otherwise stated in the notes below. Ultimately the Storytelling Staff makes the final call on the rules- based on the books and on the ORG’s by Laws and these house rules. Red Lining in our game is an absolute last resort.

## 2. Playing the Game

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\* Note: In our game “Rape” is not an acceptable plotline. Ever. If people get pregnant in our game it’s because they chose to do so mutually OOC with all parties involved having provided an approval notice to the storytelling staff saying they approved the storyline to spawn a baby. There is never going to be a

time in our game where Rape- or being forced to have a child – is going to be an acceptable plotline. That’s not the culture we want to bring to game. Players are encouraged to bring trigger warnings to the staff of things you aren’t comfortable with so we can provide you entertainment that won’t bring intentional pain.

## 2.1 LARP:

Due to the COVID-19 Pandemic, our LARP game is currently suspended until such time it is safe to gather in groups again. To Protect the players who do not wish to play online during this time of not LARPING, “Bears Heart Sept” has been put into a place of “a strange time of peace” untouched by others. AKA the Infamous “Bubble of Time Space.” Players who wish to keep their characters safe during this time are protected.

Normally our games are 2<sup>nd</sup> and 4<sup>th</sup> Saturday from 2 pm to 6 pm at Verdugo Skate Park, Glendale with our alternative “rainy day” site being the City Hall concrete area that La Sangre uses.

## 2.2 DISCORD:

Please keep Out of Character chat in the Out of character room provided for that purpose. The following is a rough guide for Discord play.

- “Words like this with in quotations is audible speech in English.”
- (Garou) “Words like this with the (Language) tag are spoken in a different language.”
- Actions are written as descriptors. Please avoid “thoughts” unless your character is denoting those feelings in their body language. If your words aren’t in “ “ they are considered internal and not audible.
- Please be courteous to those who are also playing around you and give people a chance to react before you out type them. Like LARP consider any “physical touching” something that needs OOC permission \*or\* a physical challenge.
- Because we don’t use “mini maps” to show our characters physical approximate location say, when combat starts, please listen to the storytellers set the scene and ask clarifying questions as needed.
- Discord has a different combat then LARP to speed things up. Please see the Combat section for more information.

## 2.3 Email / Private Discord Scenes

Players are welcome to be in private Discord or Email scenes. It is important to know that if you have visitors from another game coming to visit, they need to still send their sheet over to us. Likewise, if you go visit them in the scene you are expected to send your sheet over as their game would have sovereignty over the scene. You are welcome to run scenes that do not require challenges (Static, VS another player, talking to an NPC...et.al.) between each other and just keep Dark Side ST’s CC”d in the email chain or a c/p of the discord scene (if not in Dark Side’s Discord.)

If at ANY TIME there is a challenge of some kind, an NPC is summoned, a building explodes into rubble, etc, the scene is locked until a storyteller can be made available to assist with running and clearing any challenges. \*This may take up to game day to fix if it is big enough. This includes Frenzy Checks.

Discord scenes can be requested by players for resolving Pack scenes, personal plotlines, speaking to spirits about Gifts, ETC upon mutual times agreed by the staff and the player. Current Office Hours can be found in the Discord Channel.

## 2.4 Characters

Players can have up to two PC's on the books. If you want to make a new PC and you already have 2 PCS you must NPC or have one of them killed – or transferred to another game before you can make additional PC's in Dark Side of the Moon. In addition you can only play one character active in a game at a time. If for some reason (Death, plot has made it impossible for you to play your character, et al) you can't play your first character you may choose to play your secondary character. However only One PC will receive EXP for the game.

## 2.5 Rule Calls

The Dark Side of the Moon is the final arbiter of any rulings for the chronicle. This includes any rule calls during a scene, a disagreement on information being passed across, and any OOC interruptions to IC interactions with exceptions to the Code of Conduct Bylaws. The Dark Side staff requests that all OOC be contained in the OOC chat for Discord or your private chat rooms to ask questions privately to the staff. Please note that excessive arguing with staff or other players on an OOC level will be met with Disciplinary Actions as listed below.

## 2.6 Questionable/Uncomfortable Content

Dark Side of the Moon is a safe place for all players. With that, we ask that all players who wish to partake of a scene that could be uncomfortable for others, such as heavy abuse or violent lewd or sexual acts, - This includes any potential Pregnancy plotlines- please send an email to staff with the subject line of the email (in an email scene), message in private player rooms (discord server), or log your consent with staff (live game). Staff will document and record this, in the forms of screenshots/photos, that you are consenting to the scene, and file them for that scene only. A new consent will need to be given for every scene of questionable nature. Also note that consent can be revoked at any time, even by staff should the

scene be crossing lines as outlined in the Code of Conduct within OWbN or viewed as harmful or dangerous for players and staff alike.

## 2. Dark Side Staff

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**There is no such thing as a gaming emergency.** You will note that staff have **3 days to respond** to an email. Please do not throw fireballs, flowers or popcorn at the staff until 3 days have passed and you have not received an answer to your questions.

### 2.1 HST / AST Duties and Responsibilities.

HST's (and subsequent ASTs) get 8 EXP a month for doing the following tasks which will be broken up in the team. Storytellers (HST or AST) do not have active characters, but gain EXP on a "shelved" character.

- Character Sheet database management.
- Downtime actions
- Experience points management
- Plotlines for National, City, Tribe and Personal.
- Making sure all players have an opportunity to be involved and included.
- Hosting games at least once a month.
- Completing all ORG duties, such as R & U Approvals, Archivist reports and communicating to the org as needed.
- Time management during a game to ensure it ends on time so we don't disrupt the next game following.
- Ask for Donations for org fees, printing fees, etc. and maintain that for the game.

### 2.2 Council Member Duties and Responsibilities

Council members are responsible for:

- Being the voice of the players as a unit.
- Voting on Org Wide issues and, as needed, asking the player base for their input on information going on. This includes voting for the Sabbath Game.
- Mediating between Players and Staff if after the first attempt at resolution has not succeeded without involving the CM.

### 2.3 Narrators

Narrators are individuals who still have characters in play in the game. They can be called upon to assist with running an NPC or a Combat Scene where their character is not directly involved. Narrators get 1 EXP (limited to their totals of a month) for assisting running significant scenes in a

game (at least 1/3<sup>rd</sup> of the game doing Narrator Duties). In addition, Narrators will receive small, personal plotlines from the staff to assist with their development of their character for their assistance with the game when they could have been playing themselves. (Subject to AST/HST interpretation of “Personal plotline” but narrators can request by submitting downtimes in a direction they want to go in.)

### 3. Character Creation

Dark Side of the Moon accepts Garou, Fera, Kinfolk, Humans. Note: The Majority of our game are Garou Nation or Beast Courts. Please see the creation rules for Kinfolk after all the Shifters. All characters have a 3 game grace period for adjustments to their character. All Adjustments must be approved by staff. This includes door characters who have been adjusted by players to fit the character closer to their players style.

#### 3.1 Garou and Changing Breeds - Tribes and Breeds

We accept all Garou and Changing Breeds that do not require special approvals. Do note we do live in the middle of the city Glass Walkers, Bone Gnawers and other “city” oriented types will be most happy here. In addition, we take Corax, Ratkin, and with ST approvals / Coord Notifies, Gurahl, and Geographically appropriate Basset.

We also have a beast court established in Topanga Canyon and a sister-caern to our game. This is run by a Tengu (Corax) and has many Nezumi (Rat shifters). If you wish to play in apart of the beast courts please make sure you understand the rules of Hengeyokai as they are different from the Garou Nation.

**If you WANT something that requires approvals please see the following list before you get too excited:**

- 1) You have played in our game at least **six** months (or played in a sibling LA Game for that long)- We want to make sure you are going to stick around after we get the shiny... We also want to make sure you know what you are doing.
- 2) You must have a character sheet that can be approved by our staff and follows all the house rules.
- 3) You must have a background that fully explains your character and why you feel it's a healthy addition to our game.
- 4) Agree that it's YOUR job to make sure your character has a REASON to stick around a bunch of werewolves (or the beast courts) It's not going to be the storyteller's job to keep you in play- we'll kick you as much as we do anyone else, but just because you have a Shiny doesn't mean that we're going to make an extra effort to keep you.

- 5) Before you get excited, anything coming in should FIT the Southern California Area. If it's not something that might be here naturally it sure as hell ain't going to get here unnaturally.

You can find a list of what's approvals and what's not on the OWBN's site  
<http://www.owbn.net/bylaws/character>

### 3.2 Auspice

No Restrictions at this time.

### 3.3 Ranks

New Characters begin as Cliaths or Cubs. If you begin as a Cliath it's expected that you know what you are doing, and you've at least read the Laws of the Wild and understand the Litany. See below if you want to play a cub for our game.

#### 3.3.1 Special Cub Rules (New Players who need Extra Help)

Garou is unique in that people can start the game as a new Garou, completely brand new without a clue in its head--- and have people try to Help you learn the game. However, there are some special "rules" for our game when people bring in a cub. **Note:** New players do NOT have to play Cubs, but they need to know what the **Litany** is and the basics of the game to be a Cliath.

- 1) You agree that you are going to work actively in and out of character to learn the game. Basically, you're not going to be a burden on the rest of your peers. We expect you to be able to "rank" up within a year. After a year, if you are still a cub... well... You accept life is going to be very, very difficult until you rank.
- 2) You must be a Garou. No other changing breeds.
- 3) As a Cub, you don't have any gifts to begin, but you can spend an extra 5 points for abilities (that can't go above a 3 at creation.)
- 4) Cubs must be Homid to begin. Your next character can be something awesome like a Metis or a Lupus, but for your first game you need to work on playing.

### 3.4 Kinfolk/ Humans

Note: Playing a Kinfolk/ Human can be an exceedingly difficult thing as most kinfolk (let alone humans) are considered not as equal to the supernatural might of the Shifter community as a whole. This is not to say don't play one- a kinfolk being played is a precious thing in a game. However it means occasionally you may find yourself not included with the main storylines. The Staff will do their

best to help find you things to keep you busy but that is one of the “drawbacks” of being a kinfolk- not to mention the power difference.

- Kinfolk must begin with the merit **Kinfolk** as this marks them as a true kinfolk (Homid) or **Blood of the Wolf** (Lupus) this merit is “free” and does not count against any merit caps as listed below. Nor do you have to pay for it. You already are by playing a kinfolk. (This just helps our book keeping).
- Kinfolk begin the game with 6/4/3 attributes instead of 7/5/3.
- Kinfolk begin the game with **21 Freebie points**
- **Kinfolk have access to special backgrounds, abilities, and potentially other things that are cool. Please reference the Kinfolk books for more details. Note: Magic and other things that are super cool require Staff approvals.**

### 3.5 Attributes

No Special rules.

### 3.6 Advantages

- At creation, no ability can go above a 3 without spending EXP points.
- The ability Linguistics is the updated version from Kindred of the East as follows:
  - 1 additional language
  - 2 additional languages
  - 4 additional languages
  - 8 additional languages
  - 16 additional languages.
- Only Basic Gifts at creation
- The Background: **Personal Totems** can be purchased as “Personal Totem” this needs to be clearly defined (who your totem is, etc). Note: Your personal Totem means you don’t get to tap into the Pack Totem’s special things. You must be able to buy your personal totem with enough points for that totem. As such, personal totem can go up to **10**.

#### 3.7.2 Rites Background and Rituals Ability Explained

Rituals Ability is the ability/skill/knowledge to do Rituals. The Rites Background is handed down rituals from family or elders that you have obtained. You may not be able to do the rituals that you know based on your rank.

#### 3.7.2 Fetishes and Talen’s Clarification

To Clarify from the book which does not explicitly state how many Talens/ Fetishes. You can create as many as you would like/ can get the spirits to agree too. However you can only carry:

- 1 Fetish for every point of Max Gnosis

- Rank+Gnosis for Talens. (Doubles if you're a Theurge)  
*You can stock pile Talens and Fetishes, however it's highly encouraged to guard this horde! You must tell the staff where your horde is (We promise not to abuse this knowledge..)*

### 3.8 Character Creation: Finishing Touches

- Merits and Flaws **MUST** be approved by the storytellers and MAY require you to provide additional information: (IE: if your hunted, we want to know why... if you have an Enemy, who is it?)
- You can have a total of 7 points of Merits (paid for with freebies) and 7 points of Flaws (giving you up to 7 points of freebies) and no more at Creation.
- Players who do not play their flaws, or their flaw becomes outdated, will need to buy it off (x2 the cost) or find a different flaw of equal or greater value that fits their narrative. (This too must be approved by the ST staff)
- Trait bonuses from multiple merits cannot be added to any single challenge. Only one merit-related trait bonus may be utilized at a time.
- The Merit: Natural Linguist Doubles the potential languages. (IE at level 5 you have 32 languages)

### 3.9 Bonus Freebies / Beginning EXP

- New characters get **5 Freebies** you get from Laws of the Wild. \*Note this is different for Kinfolk.
- New characters starting Dark Side of the Moon Get **20 EXP**.
- New Characters can receive up to **15 EXP points** for a well thought out, deep background. (1 for a few paragraphs, 5 for something more detailed but still brief, and 15 for those overachieving bastards who give me a novel or something of a up to 5+ pages of text.... )
- Characters who have died might have Good Death EXP.
- Characters who have been retired/ revert to NPC status for the chronicle can also take 15 EXP from those characters horde. No more than 15 EXP will be accepted at this time for this shift.
- At no time will a beginning character come in with more than **60 EXP**.

### 3.10 Transferring Characters In to Dark Side of the Moon

Characters transferring to Dark Side of the Moon must adhere to all the house rules and policies. In the event changes, must be made to the character to fit our house rules, the equal amount of experience will be given to adjust the character or they can swamp out traits/merits/flaws as needed.

### 3.10.2 Visiting Characters: Extra Approvals Required Upon Entering Game:

- Talens and Fetishes must be approved by the Staff before they can come into game.
- Any Gifts or Rituals that are not from Laws of the Wild, Changeling Breeds I-IV, Hengeyokai, must be approved by the Staff before they can be put in play.

## 4. Ability, Background, Gift and Rituals Adjustments

### 4.1 Ability Changes and Clarifications

The following are clarifications or changes to Laws of the Wild on abilities in our game.

#### Ability Specializations

Ability specializations must be specific and correspond to a type of action. If you choose to specialize an ability to a Discipline, it must only apply to a single level e.g. Leadership: Dread Gaze rather than Leadership: Presence

#### Awareness:

The Awareness ability allows you to detect the presence of or use of a supernatural power in your vicinity (approximately 10' or affecting the character). This is a Simple Mental Challenge. The default Retest is Occult to detect the presence of unusual things. This will ONLY trigger once per character per scene. This is mostly useful when alone, and does not trigger on your own supernatural nature or abilities.

#### Linguistics:

Updated version from Kindred of the East as follows:

- 1 additional language for 1 dot
- 2 additional languages for 2 dots
- 4 additional languages for 3 dots
- 8 additional languages for 4 dots
- 16 additional languages for 5 dots

#### Lores:

All Characters in our game begin with 2 lores. The first of your Type (Garou, Hengeyokai, Kinfolk, etc) and the second Lore: Your Tribe/Breed Type. Kinfolk get 1 Free point of Lore – with ST approval to fit your character's background/knowledges.

See the EXP chart for how to learn additional Lores/ Costs.

## 4.3 Background Changes and Clarifications

### **Rites Background**

This reflects what your character knows at creation of Rituals. If you take this background you should also have 1 point of Rituals ability. As most new characters are Cliaths or Cubs, this background should be taken with the understanding that just because you 'know' how to do a ritual doesn't mean you SHOULD. You are still bound by the following rules.

- To learn basic rites, the Student must have 1 point of Rituals Ability.
- Cliaths can learn minor rites and perform them
- Fosters continue to be the rank that can perform and learn Minor and Basic rituals.
- Adrens get Int Gifts - but still Basic Rituals.
- Athro get Int Rituals
- Elder Adv Rituals and Gifts

Further Clarification: You can be "taught" how to do a rite by another player for free. In fact, most Garou will learn rites from Elders or Athros in the Nation. The books state that rituals are learned by those who have EARNED the right and respect to do these rituals with honor and respect. Misusing a ritual or abusing one will result in serious penalty- not just from the spirits, but from your peers. **IT IS EXTREMELY RARE ← and requires approvals from Staff to teach someone a ritual when they are not the proper rank to do so.**

## 4.3 Gift Changes and Clarifications

Any Gift that says Spend X traits to increase effect can only have a maximum of 3.

- Spirit of the Fray is run as W20- Traits go only to your Initiative and do not add to your ties. Page 171.

## 4.4 Vampire Powers and Clarifications

\* Staking a vampire causes it to become paralyzed and unable to spend blood points.

## 4.5 Item Creation and Modifications

Commented [CJW1]: Think about Vampire vs Garou Rules Entered here.

#### Standard Items:

In order to craft a Standard Item with no customizations all you need is the appropriate Crafting Ability, the Resources required, and time. The item's quality or "Crafts Level" is determined by the crafter at the time crafting begins. The Crafts Level cannot exceed the Crafter's Rank in the Crafts Ability used to create the item at the time the process has begun. An equal level of the Resources Background to the Crafts Level of the item worth of materials is required to start working on said item. Standard Weapons and Armor are considered as having a Crafts Level equal to their Armor Levels or Bonus Traits. This action should be stated during the Crafter's downtime submission.

Crafting Times if you have the rank or higher in ability and access to materials:

Rank 1 and 2 Take 1 Downtime

Rank 3 and 4 Take 2 Downtimes

Rank 5+ takes 3 Downtimes

\*Times will increase if materials are rare or if you don't have enough resources to get them.

Examples:

#### COOKIES FOR THE COOKIE QUEEN:

Fires of the Hearth wants to bake cookies for the Sept. They have Cooking Ability x3 and have access to resources of 2 and can easily purchase the required supplies for baking cookies! Fires of the Hearth Successfully makes Delicious Cookies (Level 3)- they are super yummy!

#### I AM SO SORRY HERE HAVE ARMOR?!

Little Boom Boom wants to make a basic leather breast plate for their theurge friend after they accidentally set the firework off and gave their friend a great burn scar. The apology armor is being crafted with Little Boom Boom's Leather crafting 3 and resources 5. Leather armor is only a level 1 and is easily crafted in one downtime.

#### Assault Weapon Laws

As California maintains a harsh stance on Assault Weapons, no legally obtained weapons have the Fully Automatic feature enabled and by extension the Spray option when firing multiple rounds. To enable this the character must spend at least one hour modifying the weapon. Either the Ability Repair x2 or Crafts: Gunsmithing x2 are required to rectify this. This can and should be done during

Downtime at a proper workbench. This rule does not apply to weapons crafted by PC's or those obtained by the Street or Underworld Influences. A simple test for weapons obtained with Police Influence is required to see if the weapon has been modified to accommodate the Fully Automatic feature.

#### Equipment Costs

In the interest of avoiding excessive armories, equipment is deemed to cost Resource levels equal to the trait bonus it provides. The Crafts Ability can be used to make weapons instead of buying them (eliminating paper trails but will not substitute for the materials needed (resources). The Scrounge ability can be used as a stand-in for Resources levels, however, as a relevant influence. Customizing weapons or armor, cosmetically or otherwise, increases the Resources requirement by one level.

#### Supernatural Enhancements:

A weapon may have no more permanent supernatural effects applied to it than it has permanent bonus traits. This includes, but is not limited to, fetish effects, wards, enhancements from Gifts or Disciplines.

#### Fetish Creation Notes:

Only one spirit can exist in a fetish. When all items are put together to make the object all items become 1 object. IE: A sword can not have a spirit bound to the blade, and one to the wrappings of the hilt as well.

## 4.6 Misc. Combat Rules

### 4.6.1 - Two Hand / Two Weapon Fighting – As from Laws of the Night.

Two Gun Mojo (Does not include Challenge Initiation Trait)

No Ambidexterity, No Two Hand combat Specialties:

Risk 2 traits for Primary hand

Risk 3 traits for off-hand.

2 actions (1 for Primary, 1 for Off)

No Ambidexterity, Two Hand Combat Specialty (any amount)

Risk 1 trait for Primary

Risk 2 traits for off-hand

2 actions (1 for Primary, 1 for Off)

Ambidexterity, No Two Hand Combat Specialty

Risk 1 Trait for Primary

Risk 2 Traits for off-hand

2 actions (1 for Primary, 1 for Off)

Ambidexterity, Two Hand Combat Specialty

No additional Traits risked

2 actions (1 for Primary, 1 for Off)

4.6.2 - A Turn: - Takes Approx 4 seconds in game-

**Everyman**

On your action you can do one thing. Attack/Dodge/Move

\* You can also say one small sentence

\* Garou can spend 1 rage to get 1 extra action on their primary hand (if two hand fighting). They must successfully make a physical attack to follow up with a rage attack. "Rage" is the trait that is spent for this attack regards of success. \*This is per Dark Epics.

**If you do an offhand attack it also occurs on your "turn"**

Who goes first is determined by actions (- Mental Socials Physicals, and then the trait total you are bidding (Attributes + Ability score of action + any gifts/rituals/merits (or flaws) that add to your ability to do an action.

\*\*Celerity Rounds\*\*

These happen at the end of the Round per Laws of the Night.

Garou can spend rage to match Celerity rounds as long as they don't go over the rage cap.

## 5. Experience Points

Players may earn XP several different ways, up to the monthly maximum of 8 a month.

Due to Covid-19 and the inability to game in person the following will be activated starting August 2020 and continuing until we can LARP again.

Active Characters will receive 4 EXP a month. 2 EXP will be given at Discord Games for players who choose to play. "Overflow" EXP- such as shout outs can't

be given after the 8 cap but the staff will try to “counter” the loss with extra personal storylines for the character if they are hosted in Dark Side of the Moon.

(These are the normal EXP rules)

- Attendance to Dark Side of the Moon earns 2 XP.
- Role-playing awards based on player and ST “shoutouts” will earn 1 XP.
- Submitting detailed downtimes and/ or influence actions will earn 1 XP per month.
- Traveling to other Discord or LARP games 2 xp a month \* It is your responsibility to email the game after your visit with a brief synopsis of what occurred cc'ing our staff email and the visiting games.

If you are a Coordinator or SubCoordinator you can receive 4 EXP a month. (You only get this bonus once for either level.) This is thanks for doing extra work for the ORG. \*Note: you can only earn 8 EXP per character per month regardless of how much awesome you throw in.

## 4.2 Spending EXP

You can spend as much EXP as you want a month, however your abilities, attributes, backgrounds, gifts, etc. may take longer than the next game to get to your character. (See Chart below)

Attributes	One per Category (Physical / Social / Mental) 1 EXP per level
Abilities	One per Ability per Downtime 1 EXP per Level
*Lores	Level 1 - 1 downtime; Level 2 - 2 downtimes; Level 3 - 4 downtimes. Can be learned through books at standard rate  With Teacher: Level 4 - 4 downtimes; Level 5 - 5 downtimes Without Teacher: Level 4 - 6 downtimes; Level 5 - 8 downtimes 1 EXP per level
Backgrounds	One per background per Downtime 1 EXP per Level
*Influences	You pay for first level, but all others must be grown via Dark Epics. This is because influences grow and change. 1 EXP first dot.

Learning Rituals	<p>1 Downtime for Basic / Minor Rites                  2 Downtimes for Intermediate                  3 Downtimes for Advanced</p> <p>Rituals are frequently taught by other Garou. IF you have a teacher the ritual is free but your teacher and you must record it In your downtimes.</p> <p>If you do not have a PC teacher you can still learn rituals from books or NPC's – but they cost 1 EXP for Basic, 2 for Int and 3 for Advanced. (Minor Rites are 2 for 1 EXP)</p>
Learning Gifts	<p>Gifts are always granted by Spirits through roleplaying and the give and take through spirits When you ask for a gift think about what spirit your asking for help from- and if you need a Theurge to best discuss the options with the Spirit. (We have PC and NPC Theurges available for this)..</p> <p>Most likely the Spirit will need a favor, request a token of some kind or some other type of present for teaching you a Gift. If you are ever found misusing the Gift, the spirit will be annoyed...</p> <p>1 Downtime for Basic Gifts                  2 Downtimes for Intermediate Gifts                  3 Downtimes for Advanced Gifts</p> <p>Please keep in mind that your Rank determines the level of Gift you have access too.</p> <p>Basic Gifts cost 3 EXP, Intermediate Gifts cost 6 EXP and Advanced Gifts cost 9 EXP.</p> <p>*Note: Some Shifting Breeds learn Gifts by observation. These must be clearly logged by staff and are approved on a case by case basis per the books those gifts come by.</p>
Willpower, Rage, Gnosis	All Willpower, Rage and Gnosis cost 3 EXP.
Additional Merits	Cost Double the Creation Cost and be approved by the Storyteller for the storyline / plot/ quest /reason why you are getting a new merit.
Buying Back Negative Attributes, Flaws, Derangements	Cost Double the original cost to buy back in EXP.

Renown can not be bought with EXP. Renown is given in character and taken away in character by the nations and by the spirits.

## 6. Influences

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We use the Dark Epics for Influences. If you have any questions or concerns please feel free to reach out to the Dark Side Staff and we will be happy to answer any questions you have.

- Each influence that a character has must correspond to an actual influence. It is not sufficient to have only a statistic, that influence must be described. For example, you cannot just have Police 5; your influence should be described as Los Angeles County Sheriff's office. Until an influence is defined with the Storytellers, you cannot use influence actions.
- There are a limited number of influences in the cities that are covered by Dark Side of the Moon. The exact number will only be known to the Storytellers, however information can be found out in game. Common sense will dictate the amount of available influences in some cases. For example, there are obviously a limited number of police forces in the Los Angeles County area to be controlled with Police 5.
- Each month characters active with the Dark Side of the Moon game can use one influence action per Influence trait per game. The influence actions must be submitted to the Influence Storyteller at midnight on the Wednesday before the regular game. They must be described in detail. It's not sufficient to state "I use my Street of 5 to attack the Black Spiral Dancers." If you are trying to increase an influence you must describe how your character is going about it. If you want to buy a new influence, describe to the Influence storyteller how you are procuring that influence in game.
- The rules from the main rulebook are in effect. Dark Epics will be used as a guideline if there are rules mechanics to consider. Any actions from Dark Epics must make sense. The Influence Storyteller is the final arbitrator on whether or not an Influence action will work.  
[http://www.skaro.com/larpadvice/larp\\_vmurder.html](http://www.skaro.com/larpadvice/larp_vmurder.html) this article has to do with vampire, but I've found it taught me the most about influences and possibilities.

## 7. Downtimes

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*All Requests are subject to ST availability and like downtimes are due the Wednesday before Game.*

Downtimes are the players time to communicate to the staff any changes they wish to make to their character, such as experience point spending. This also includes things that your character does in their spare time, communicating with spirits, hanging out with their kinfolk, contacts, allies... Going to school, going to work, patrolling the bawn...

Downtimes are due by 1<sup>st</sup> and 3<sup>rd</sup> Sunday.

A suggested format is the following:

EXP Spends:

Attribute:

Ability:

Ability:

Background:

Influence Actions:

Gift Requests:

Rituals Learned / Taught:

Personal notes about what your character does in the downtimes... How are you improving your abilities or natural attributes? Do you go to find a teacher for your rites or do you teach? Do you talk to a theurge about getting a gift or spend time with the spirits? Do you work on a new story or defense of the caern? Do you practice your martial skills with an NPC or PC?

Any requests for special downtime scenes or pack scenes?

\*Note this is just a “template” to assist. You are welcome to create your own that makes more sense to you.

## 8. Renown

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Galliards and Staff track temporary renown in character. Every 10 temporary renown points you can go to another member of Fostern Rank or above, a pack in the Sept for a rite of accomplishment. If no one is available, they can challenge an elder for a rank. (per 178 /180 page Law of the Wild)

There are 4 moots in the year- these four “Social” games are a place for Garou who feel they have reached the appropriate amounts of permanent renown to be able to Challenge for Rank -or- Give the story of their rank challenge and accept the acknowledgement of their rank up. Permanent Renown will be announced at this as well by the Galliards.

- You earn only the renown your Auspice needs.
- When you have earned enough renown to Challenge, you stop earning temporary renown - you continue being a good Garou.

- When you Rank, your temporary renown refreshes and you begin earning for your Newest Rank.
- Note: This means you can only earn Renown for what your auspice needs. Anything that isn't required is "refreshed."

There is a "Moot Stories" Area in Discord for people to type out the stories they tell to the Galliards to tell them the stories of their epic deeds. This will be used for helping the Galliards track what awesome things people are doing and favorites will be highlighted for the moots.

## 9. Combat

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General Rules:

- Combat shall be run per the Revised Laws of the Wild rulebook, including damage, surprise, mob scene rules, and fair escape, with the following exceptions and rules clarifications.
- You can spend only a total of 3 traits extra for challenges, static tests, gifts, rituals, etc.
- Everyone gets 1 action per round. That means you get one abilities retest a round \*Unless\* you use Rage or Powers like Celerity that grant extra actions.
- You can spend 1/2 your rage total a round for extra actions. These occur at the end of the round to keep things simple.
- Wolf Bite damage is 2 Lethal, Wolf Claw Damage is 1 Lethal. (Lupus)
- Negative Traits in Combat – No person may have more than 2 negative traits delivered to them in combat, per scene.
- Two Weapon Fighting – This is done as per Dark Epics. You must have a specialization and you receive a bonus trait.
- Rate of Fire – Firearms may be fired as many times per combat round as the Rate of Fire per Dark Epics. Each shot is considered one action.
- You may either take 3 steps, and an action, or run and take 6 steps and no action, every time you are given the opportunity to act in a combat scene.
- Trait bonuses from multiple merits cannot be added to any single challenge. Only one merit-related trait bonus may be utilized at a time.
- You can't use a touch attack without establishing a touch physical "attack" or the other character had previously relented to you touch them – OOC or in discord, the touch is approved via the OOC room or your private rooms.

- If a PC character is not signed into the chronicle for play, any powers/abilities will automatically fail for good or ill.
- There are no one shot kills in Dark Side of the Moon. You can take a NPC or PC to incapacitate/torpor in one action but you can't kill them until the subsequent action.
- Surprise Rounds: Declared by a storyteller based on situations based on narrative choices.

### 7.1 Combat in Discord

In the Room when combat is declared all posts will stop. Players will declare in their private rooms the following information:

- Are you Spending Rage/Gnosis/Willpower/Blood etc.
- Whom are you targeting:
- What are you going to do? (Physical / Social /Mental) Actions
- How many traits do you have for that action:
- Any Spoken words (Up to 1 sentence)

When the storytelling Staff has gotten all the people in the scene having given declarations they will walk through the initiatives (Mental – Social – Physical) until everyone has taken their action. You can choose to forgo your action / initiative to do a counter action on someone else's attack (Dodge or Counterattack with your own move) the winner of that contest succeeds on their move and the other fails.

When those have resolved the call for the extra Actions will begin and walk down the same path. If you spend Rage or Burn blood for Celerity those "actions" will be resolved at this point.

### 7.2 Adding Abilities to Attributes when comparing Traits

When comparing traits for Tie Comparisons you add both the Attribute total and any relevant single ability that could be an appropriate retest. I.E. Slapping someone upside the back of the head would be Brawl. If your physicals are 11, and your brawl is 4 your total is 15. If your physicals are 10 and your brawl is 2, your total is 12. Even if you have used all your brawl retests- you still add the max total of your Brawl ability.

## 8. Traveling to Other Chronicles

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Prior to traveling to another chronicle or event for play, players will inform the staff by email at least one week prior to the need-by-date in order to allow staff time to review and transfer sheets to the hosting chronicle. This ensures that both

staff's have time to ask any questions and get approvals for items and powers from the chronicle(s) involved.

An email from staff from the chronicle being visited for proof of sign in is required for travel EXP for the character.

Players are expected to read through and agree with the hosting chronicles house rules for the chronicle in which they are signing into. Players are also asked to provide Dark Side Staff of any major character developments or potential new plot-hooks: I.E. I got battle scars! so that the Dark Side staff is not caught unaware when the following game you show up with new battle scars (or other major changes!). Players are also cautioned that, when they sign into any other chronicle they are approving the hosting chronicle permission to make changes to their characters – such as battle scars, weird taints or even Death.\*

## 9. Visiting PCS to Dark Side of the Moon

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All visitors to Dark Side of the Moon must have a character sheet sent via Haller Games or emailed to the First and Third Sunday for Games. This is to allow the staff of both games to review and ask questions of PCs coming into Dark Side and verify powers and abilities. All Item cards that your character would carry with them must also be approved before play. (Yes that includes burner phones, daggers, Shiny eyeballs..)

When you sign into Dark Side of the Moon on game day (or for approved downtimes scenes ) you agree to the house rules as well as the Dark Side of the Moon's oversight to your PC. Dark Side Staff will work with visitor's home chronicles in the case of potential plot hooks, changes to your character such as battle scars or even death.

Players must resubmit their character sheet every time they visit for the main games and it is good for soft RP until the next live game to wrap up any scenes that are ongoing if desired. However you must log in and out of Discord to denote your character's in our games physical location. Players are not allowed to play the same character in the same time period in two different locations and such breeches of etiquette are against the Org By Laws.

Visitors are welcome to take a pre-made character to play if they do not have a character that can travel.

## 10. Death and Character EXP Roll Over

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- Characters who die through storylines or through combat in game that play through and are honorable OOC will be eligible for Good Death EXP. This is 15 Experience Points that can be put toward a new character.
- Players can roll over up to 15 EXP from one character who Died or was Retired into a new character.
- No character can exceed the max creation EXP of 60 (per One World By Night By Laws.)

## 2. Disciplinary Actions

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### 1.1 What are Disciplinary Actions?

In our game a Disciplinary Action is the games out of character way of resolving conflicts that can't be otherwise handled in character. Some of these may be player vs player conflicts, or player vs storyteller conflicts that go personal or an assortment of other things that might happen at game.

### 1.2. What might cause Disciplinary Actions?

There's no way to narrow down a perfect list of what might constitute someone getting a Disciplinary action. However, here's a general guideline, straight from Laws of the Wild:

- No touching unless you've explicitly asked permission. Even then, better to rule on the side of caution. No Means No.
- Threatening or harassing anyone out of character with bodily, emotionally or mental harm.
- Bringing a real weapon to game – We have item cards for a reason.
- No stunts that could put you, or others into harm's way.
- No Drugs or Drinking Alcohol at game.
- Theft or other criminal acts that are against local laws and policies.
- Harassing other players to extend game past the game session.
- Harassing the storytellers when you don't believe things are correct. (This includes long emails, instant messages, phone calls at 2 am, etc.)
- Not minding others who use the same facilities we do. We play in a public area, putting the public in danger, scaring people who might be watching, etc, is not acceptable. Staff members will happily talk to curiosity seekers who want to know what we're doing.
- Breaking any ORG bylaws which may not be mentioned above but are in the ORG's by laws which can be found on the One World By Night's Website: <http://www.owbn.net/>
- Forcing baby making activities on anyone in the game.

### 1.3. What are the Disciplinary Actions of Dark Side of the Moon?

We believe in the **3 Strikes Rule**. Everyone makes mistakes and we all meet to have a good time. However, if a player acquires 3 strikes against them they will be propped in the org and be banned from our game for 3 months. Other Disciplinary actions can include:

- Docked Experience points for the game (You obtain 1 for attending, if you are disruptive or leave or never play, you don't have to have this EXP awarded.)
- Being requested to take a 15 minute break from the game.
- Being requested to leave the game site's immediate area for the remainder of the game.

### 1.4. Problem Solving and Bleed.

Bleed is a LARP term for when in character and out of character lines begin to blur. Bleed is, within reason, something that all players have to deal with at some time. We, at Dark side of the Moon, do not believe Bleed is strike-worthy unless it becomes chronic and we worry for the health of the player. As such the following are alternatives when players feel themselves losing cool- or alternatively – so to our staff.

- a) We give everyone the right and respect to ***Walk Away***. This means players can- safely- hand over their character sheets to the staff and the staff will do their best to portray the character and get them out of scene as soon as it is realistically possible. Staff also can ***Walk Away*** without fear or concern that a player will follow them to continue the fight. (Doing so does count as a strike.) Staff can hand over storylines, NPCS, etc to another staff member to take care of a scene until the staff member feels they can come back safely to a scene.
- b) We give everyone the right and respect ***to not bother them at all hours***. We understand our entire gaming group has a life outside of our LARP game. Thus, the staff respects the players by giving them as much notice as possible for game changes, (such as cancellations or location changes) and we do not hold it against our players if they don't respond to our emails after 3 weeks. That same respect goes the other way. Players respect the staff when they can't make it to game. Staff reserve the right to take up to **3 days to respond to an email**. We try to get to it faster, but if nothing else we'll send you a "we received your email and will respond shortly." Players can, respectfully send an additional email inquiring if the

first one was lost under the pile of emails. (We're human. It happens.)

- c) **Mediation.** If you come into a problem that you can't comfortably handle, or you feel that you would represent yourself badly, you can ask someone to come with you- or represent you in a meeting. This could be between players or between staff members. This person should be a neutral party to the problem.

## 1.5. Contacting the Staff / Questions on Rules

Questions happen and books are always open for interpretation. However due to the fluid nature of the game when it's being played we request people limit their disruptions for rule calls. If you have a question at LARP please wait until the end of game or send an email- unless your character is going to die in which case feel free to ask it then at that point. But if it's not life or death please respect your fellow players and wait for a clarification later.

Discord has a channel for questions for the storyteller. You can also @Staff in your private rooms with questions and someone on staff will answer as soon as they can. You can also email the staff after game and they will follow up on you.