

Echoes of Silent Valleys  
Clarksburg, WV  
House Rules Clarifications  
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Echoes of Silent Valleys is a satellite game of Caught in the Eternal Twilight, Edwardsville IL, by special arrangement with Mountains Dark Heart in Lancaster Ohio. As such, we used CIET house rules. Please see their house rules for our house rules.

The following clarifications and interpretations exist for the purpose of our game:

- I. For Visitors
  - A. The story is all important. Please do not argue with the storytelling staff. We like polite discussions, and if there is a disagreement with the ST's or Narrators, we will table the discussion until game is over and then discuss it. If you are a visiting player, we are willing to have this discussion with your ST. If the situation involves the death of your PC, we realize that this is a particularly important subject. We want you to have fun, but we balance that by providing a credible threat for your character to attempt to overcome. If there is no threat of death, there is not much reason to play, so please understand this when entering game.
  - B. Sometimes we will make rulings that seem arbitrary or against the rules. The plot is bigger than what you see, and has been checked and discussed with multiple coordinators, and is tied in to events in OWBN that date back twenty years. You may not see the big picture; please trust us on this one.
  - C. We are a new game, and all of our players have starting level characters. A credible threat to our 60 point characters is a piece of cake to your 500 pt. character, while a credible threat to your giant PC could destroy our whole chronicle. If you are a visiting 'giant', please do not 'own' our plot and save the day. Use this as a chance to instruct the little new Sabbat guys and portray your character in a more mentoring role than as a savior. By all means, defend yourself and maybe even save the local PCs, but please do not solve all of their problems for them. Be a part of the solution, not the entirety of it.
  - D. If you are visiting, please be patient with us as we get used to all the big weird stuff that's out there and not in the main books. Custom content and anything R&U must be checked with us ahead of time if possible. We recognize that nothing is worse than travelling four hours to visit a game, only to find out that your character won't work in that game. When possible, we might limit your PC rather than forbid it outright. The good news is that there is actually an in-game reason why certain things on your sheet don't work the way that you intend. It might involve Mages....
  - E. At this point in our game, items are limited to +4 traits (+6 for two-handed) and 3 damage maximum. Anything beyond that will be scaled back to reflect this limit. Please check in all items with our combat narrator.
  - F. Much of our setting takes place in the National Radio Quiet Zone.  
[https://en.wikipedia.org/wiki/United\\_States\\_National\\_Radio\\_Quiet\\_Zone](https://en.wikipedia.org/wiki/United_States_National_Radio_Quiet_Zone)

In this region there are few radio stations and spotty phone signals. In addition, there are weird goings on. It might be Mages. Your powers (like Summons) might not work the way you think it should. This is for a reason, and can seem quite whimsical on occasion. Welcome to the plot.

Clarksburg, Fairmont, and Weston are not in the Zone, although I-79 between Clarksburg and Weston is. It's a weird part of the state. Deal with it.

## II. Checking In

- A. A simple challenge is made with our check-in narrator for starting blood. On a win, you begin 1 trait down from max. On a tie, you begin at half blood. On a loss, you begin at 4 blood traits. You may add herd to this number, but you must subtract the number of ghouls that you are maintaining from this number. Feeding scenes and using such influences like Health and such will be handled by the check-in narrator.

## III. Backgrounds

- A. Allies – Each ally should be described by a skill that they are particularly good at. This does not mean that you can't send the doctor with medicine to tail someone, but he might not be as good at it as the one with stealth.
- B. Generation – Roll a D20 and consult the following chart for characters that do not have in-game sires.

VAMPIRE GEN	PANDER GEN	SALUBRI GEN
1-5 = 13th Gen.	1-6 – 13 <sup>th</sup> Gen.	1-7 – 12 <sup>th</sup> Gen.
6-10 = 12th Gen.	7-11 – 12 <sup>th</sup> Gen.	8-14 – 11 <sup>th</sup> Gen.
11-14 = 11th Gen.	12-15 – 11 <sup>th</sup> Gen.	15-20 – 10 <sup>th</sup> Gen.
15-17 = 10th Gen.	16-18 – 10 <sup>th</sup> Gen.	
18-19 = 9th Gen	19-20 – 9 <sup>th</sup> Gen.	
20 = 8th Gen		

### C. Fame and Influence

Influence is bought per county in the Quiet Zone, or per city (Weston, Clarksburg, and Fairmont) outside of the Quiet Zone. Thus a character may have Health 3 in Randolph County, which is not the same thing as Health 3 in Barbour county.

Fame, as per book, extends the range of Influence as follow:

Fame 1 allows you to use your Influence throughout the Quiet Zone or down I-79.

Fame 2 allows you to use you Influence in both the Quiet Zone and I-79.

Fame 3 allows those from other games in West Virginian (Mountain's Dark Heart) to use their influence in both the Quiet Zone and on I-79. We will also allow players from Pittsburgh games with Fame 3 to affect the I-79 corridor Influence.

Fame 4 applies to all neighboring states: OH, PN, KY, VA, MD, and DC.

Fame 5 is, of course, national.

- D. Retainers – As befits a heavy Bratovitch Tzimisce game, our Retainers rules are quite detailed. Despite this, please remember that at the end of the day, retainers are glorified gophers. Unless you buy the Companion merits, they will do little things like drive you around and maintain your estate, but they will not fight your battles. They will, however, fight in self-defense, which is why the following stats are given for them.

Each retainer may be taken on a scale of 1-5. Unless the merit Supernatural Companion or Supernatural Companion is bought, the stats of the retainer are fixed. If this merit is bought, you receive one experience point to spend on the retainer per game session attended. Sentient retainers allow you to add one point to the amount of Influence you may wield.

There is no real need to create sheets for such retainers, but should the need exist to develop them, the following stats will be used:

Level	Stats(Human)	Abil.	Disc.
1	6/4/3	5/4/3	5
2	7/5/4	6/5/4	6
3	8/7/5	7/6/5	7
4	9/8/7	8/7/6	8
5	9/9/9	8/8/8	9

All retainers are assumed to have virtues of 3, unless they are companions, in which case they begin with virtues of 2/3/4. Ghouls have humanity of 3; 4 humanity for mortals, 1 for revenant (who may begin on a path). They get no backgrounds but are considered to have resources of 1. Mortals also have allies or contacts of 1. In our game, Bratovitch revenants begin with resources 1, allies 1, and contacts 1 to represent their deep-seated legacy in the area.

Unless bought as companions, ghouls may only have first basic disciplines, and must choose between physical disciplines and your in-clan disciplines. The first discipline chosen must be an in-clan physical discipline of your clan or Potence. (Clans with two physical disciplines in-clan like the Brujah will be allowed to buy a second dot of Potence at level 5.) Revenants must purchase their in-clan disciplines first, but at level 4 they may begin to purchase 2<sup>nd</sup> Basic disciplines.

#### IV. Disciplines

- A. Animalism – Please consult the following Wikipedia pages for the rarity of wildlife in West Virginia:

Mammals: [https://en.wikipedia.org/wiki/List\\_of\\_mammals\\_of\\_West\\_Virginia](https://en.wikipedia.org/wiki/List_of_mammals_of_West_Virginia)

Birds: [https://en.wikipedia.org/wiki/List\\_of\\_birds\\_of\\_West\\_Virginia](https://en.wikipedia.org/wiki/List_of_birds_of_West_Virginia)

Reptiles: [https://en.wikipedia.org/wiki/List\\_of\\_reptiles\\_of\\_West\\_Virginia](https://en.wikipedia.org/wiki/List_of_reptiles_of_West_Virginia)

When summoning an animal in our game, you may summon an animal designated as Common normally. If the animal is considered Uncommon, you must win or tie a simple challenge. If the animal is considered rare, you must win a simple challenge. This simple challenge may be retested with both Animal Ken and Survival (once each). If the simple challenge fails, there is no animal within range of that type.

- B. Auspex – Aura Perception – If determining if the previous statement was truthful, we allow the following answers: truthful, mostly truthful, half-and half, mostly false, and false.
- C. Necromancy – Some static difficulties will be changed to the rating of the Shroud. This is because this is a joint Vampire/Wraith game. In the Quiet Zone some difficulties may be changed even further, as weird stuff is going on there.
- D. Presence – Summons

Since a target must present himself to a summoner, any use of Obfuscate to hide from the one summoned cancels the summonings. Mask of a Thousand Faces can be utilized, but not Unseen Presence.

Although you are summoned, common sense prevails. The summoned might not think to strap a weapon on if he thinks he is just going for a walk, but as he approaches a dangerous neighborhood he will not be oblivious to any perceived threat, nor will he act out of character; he might even put his hand on his holstered gun as he walks through such an area. Likewise, if he is summoned to his enemy's house, he will not just walk on in to the jaws of death flippantly. Common sense prevails herein.

In the Quiet Zone, you cannot summon to danger by intent. If you willingly try to Summon someone to a dangerous situation, the discipline fails outright. This applies even if only the target or the Summoner is in the Zone, or even if the Summoned moves through the Zone (like from Clarksburg to Weston).

V. The Benefits and Perils of Diablerie

- A. Experience Points – When one diablerizes and gains a level of generation, the vampire gains 2 experience points, one of which is immediately spent on generation. If this brings the player to 7<sup>th</sup> generation, the PC immediately becomes an NPC controlled by the HST. The other point may be spent on a benefit gained from diablerie.
- B. When a vampire is diablerized, there is the chance for reward and the chance for great peril as the soul of the consumed overwhelms the diablerist. The diablerist makes a simple challenge, for which there is NO retest. If the diablerist gained a bump in generation, two simple challenges are made, and the effects of both challenges are applied.

Challenge

Result

Win	Diablerist may purchase a single level of an in-clan discipline that the victim had. Normally signature clan disciplines are unavailable, but some exceptions (like Vicissitude) exist.
Tie	Diablerist may purchase an ability or specialty that the victim was particularly good at. The ST's will determine which ability will be purchased.
Loss	Diablerist receives a negative trait for which he/she receives no compensation, although these may be bought off with experinec points as per normal rules. A second simple test is made to see what negative trait is received: Win – A negative trait that the target had is received. If no appropriate trait exists, the diablerist gets the trait Unstable. Tie – A derangement that the target had is picked up. If the target had no derangement, the diablerist gains Multiple Personality. Loss – The diablerist gains a flaw that the target had. If no appropriate flaw exists, the diablerist gets a flaw that resembles a Clan Weakness or Nightmares or the like.

VI. Vaulderie and the Vinculum – Normal rules for the Vaulderie is that everyone throws a blood trait into the cup and pulls out a blood trait.

- A. A PC gains +1 vinculum rating for each vampire he has no vinculum with.

- B. A PC gains +1 vinculum for the vampire whose blood trait he pulled.
- C. If a PC has 1 vinculum rating with another Vampire and does not pull that vampire's blood trait, he makes a simple test per vampire he has a vinculum rating with, even if that vampire is not a part of the Vaulderie.
  - Win – He loses 1 level of vinculum rating with that vampire if he spends 1 Willpower trait to overcome the vinculum. If this would reduce the Vinculum rating to zero, the Willpower trait spent must be a permanent trait.
  - Tie – The Vinculum rating remains the same.
  - Loss – If the target of the vinculum rating is participating in the Vaulderie, the vinculum rating goes up by one. Nothing happens if the target is not participating in the Vaulderie.