

Grand Canyon Caern
aka GCC
House Rules
Original copy from AAA House Rules
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Table of Contents

I. General Rules and Guidelines

II. Abilities

III. Crafting

IV. Attributes

V. Backgrounds

VI. Character Creation

VII. Combat

VIII. Disciplines

IX. Gifts

X. Rites

XI. Rank Benefits

XII. Fera

XIII. Experience and Downtime

XIV. Frenzy

XV. Influence

XVI. Merits and Flaws

XVII. Rage Across the Heavens Material

XVIII. Miscellaneous

XIX. Willpower

XX. Chronicle Discipline Actions

Note: The GCC house rules are a living document, subject to change. Players will be notified of changes to the house rules before the change is put in to effect, whenever possible. (Note that this notification policy applies only to permanent changes to the written house rules, not calls by storytellers at game.)

I. General Rules and Guidelines

1. General – Everyone is urged to remember that this is just a game. Players are asked to be courteous and respectful to each other whenever possible. Out-of-character civility is a requirement, not an option.
2. Genre – This is a Garou chronicle, players are strongly encouraged to play Garou concepts. Furthermore, the Storyteller Staff reserves the right to deny the entry or creation of any non-Garou character. The Storyteller Staff may require an interview for non-Garou characters. Please note, all Rare & Unusual (R&U) characters may have to pass a vote by the One World by Night (OWbN) Council. It is highly recommended that players work with the appropriate coordinators, and the Storyteller staff, to create a background for the proposed character, before submitting it to the OWbN Council. While we do allow R&U characters, within the limits of the OWbN bylaws, the Storyteller staff reserves the right to decline the request for an R&U character.
3. Multiple Characters – Players may have a total of one active character and Unlimited Characters for downtime use based in GCC at a time per venue/genre. Players may have as many Inactive characters as they would like. Due to the number of Downtime PC's your only

able to get a max of 8xp divided among all your Downtime PC's. You may switch between existing characters after portraying your active character for a minimum of four games attended (barring unexpected loss of character). Storytellers maintain the right to deny you the opportunity to switch between characters, if it is deemed an attempt to avoid In-Character (IC) consequences. Exceptions to the Multiple Characters rules will be made on a case-by-case basis as needed.

- Active characters may: be utilized to attend GCC games, receive credit for downtimes and journals, engage in e-mail/online interaction, and to physically attend other OWbN Chronicles.

- Downtime characters may: receive credit for downtimes and journals, engage in e-mail/online interaction, and to physically attend other OWbN chronicles.

- Inactive characters may NOT: take any actions, attend any games, or communicate in any fashion.

4. Downtime Roleplay – We encourage downtime role-play. However if your character gains new, or vital information via downtime role-play (email, chat, etc.) you must be able to produce a copy of the email, chat transcript, etc. for the Storytelling staff. You are encouraged to either save these documents and to send them to the staff list upon initial creation. You may receive journal credit for downtime/online role-play sent to the Storytelling staff in this fashion.

5. Redlines – We try not to redline things; however we do recognize that it is very occasionally necessary.

6. Relenting – If you do not have a copy of your character sheet, you must relent to all challenges (except Static Challenges), and may not initiate challenges. This is mostly for players from outside games that have not sent in a sheet. Since this is primarily an online game sheets will be sent out on a need basis and the copy the Staff has the final say on matters.

7. Sheets – Character sheets with any permanent changes, or long-term expenditures (Willpower, etc.) should be turned in to the ST staff at the end of games, or the ST list should be notified of changes so that they may be recorded. GCC recognizes only character sheets maintained and provided by the Storyteller staffs of OWbN member chronicles as valid for play.

8. Storyteller List – The GCC ST email address is: GCC-Garou-sts@googlegroups.com

9. Visiting Other Chronicles – If a player wishes to visit another OWbN chronicle, they are required to inform the Storytelling staff so we may forward a copy of the appropriate character sheet(s). If you send an email to the GCC storyteller list indicating when and where you intend to visit, we will email their storyteller staff an updated copy of your character sheet(s). While visiting other chronicles, players are subject to that chronicle's house rules, and are responsible for accepting the consequences of any IC actions.

10. Visitors – Visitors to GCC must have their home chronicle storytellers email a copy of their character sheet, preferably at least a week in advance but no later than two days in advance.

11. Webpage – The GCC official website can be found at: [Still in the Works](#)

12. Going into any of the IC rooms means you will be agreeing to use the MiRC's RPS system which is randomly generated and keeps things fair.

II. Abilities

1. Specializations: Your character must possess three or more levels of the Ability they wish to purchase a specialty for. Specializations may be taken for specific gift. Visiting characters that have less than 3 levels in an Ability that they have a specialization in will have their specialization converted into an additional retest. Characters are limited to one specialization per Ability.

Example: A visiting character has Brawl x2 with a specialization in Fisticuffs. While in GCC, he will have Brawl x3 instead. If your character does not have an Ability, you may spend a

Willpower point to initiate a non-combat challenge using a common ability (not Lores or certain exotic Abilities). Any use of Willpower to substitute for an Ability must be cleared with a member of the Storyteller staff before the challenge can be initiated. This does not get you a retest just the ability to make the challenge.

2. Abilities: To learn uncommon Abilities (includes Lores and other Abilities for which human teachers cannot easily be acquired, as determined by the ST Staff) the character must have a teacher. The teaching character must email the GCC storytellers (copied to their own storytellers, if from another chronicle), confirming that they are teaching the other character. Note: Abilities refresh at the beginning of each session, when you receive your character sheet, and again at the sunset of the following day.

a. Alertness – By expending one level of this Ability, a character can cancel a Surprise Retest against himself. This Ability use does not constitute a challenge, and therefore a Willpower substitution is not applicable.

b. Awareness – Awareness is the ability to detect if something supernatural is occurring in your vicinity. It does not reveal any details about the supernatural occurrence. Storytellers have the final say as to what you may detect with Awareness. Supernatural occurrences which may be detected with Awareness include mystical events and non-physical supernatural presences (ghosts, spirits, etc.), but does not include the perception of auras or detection of vampires, concealed or otherwise. Awareness is also used to detect when someone tries, and fails, to use a Discipline on you. This will not tell you who tried, or what was tried. Only that something supernatural just happened in your immediate vicinity.

Note that because Awareness can detect a variety of supernatural things occurring in your immediate vicinity, you are not aware that it was a vampiric discipline or some other source.

c. Blindfighting – As per the MET Sabbat Guide, this ability allows you to expend a level to cancel a Darkness retest in a Brawl challenge. It does not mitigate the Trait penalty for total darkness. This Ability use does not constitute a challenge, and therefore a Willpower substitution is not applicable.

d. Demolitions – This ability may be used in Arizona Anarchs to disarm explosive devices. Note this is only to disarm, not to construct or employ such devices.

3. Etiquette – one point of etiquette to change a sentence but nothing after 5 minutes of play. Time stamp shown and used for MIRC.

e. Fast-Draw – Per Laws of the Wild West.

f. Legerdemain – Sleight-of-Hand, the ability to pick pockets, slip mickeys, and plant evidence on people without them or anyone else noticing. This may require a Physical or Social Challenge (Storyteller call) depending on the desired effect, and whether anyone is watching.

g. Linguistics – Linguistics are run with the Laws of the East MET errata. Note that these numbers of languages known other than the character's birth-tongue. All Languages must be listed on your character sheet before game. In order to have a language you must spend time learning a minimum of one month per language gained and if the language is extremely uncommon or rare may require ST approval as some are restricted by clan etc.... Level of Linguistics Ability Total languages known

Linguistics x1 1 language

Linguistics x2 2 languages

Linguistics x3 4 languages

Linguistics x4 8 languages

Linguistics x5 16 languages

h. Lores – Characters may learn the first three levels of the appropriate Clan, Sect and Creature-type lore for the character in question unless a packet restricts such lore. Additional levels require a teacher possessing the level being taught. Learning certain lores may entail some negative consequences (e.g. see the White Wolf descriptions of "Wyrms Lore"). Please

bear in mind you may have more knowledge as a player than your character is privy to, and that it is not appropriate to utilize more knowledge than what a character's levels of Lore reflect knowledge of. Storytellers may penalize players acting upon higher levels of lore than their character possesses, or for too frequently "guessing" right, when they as a player are aware of the correct information from the published materials.

i. Meditation – This ability allows you to regain one extra Willpower per downtime, per level of this ability your character possesses (in addition to the normal rate at which Willpower is recovered), when utilized. To use during a game, a character must remain out of play for fifteen minutes, or role-play uninterrupted meditation for five minutes, per point of Willpower he is attempting to regain, after which point he makes a Mental Challenge to determine if he is successful.

j. Pack tactics – This is required to get any pack maneuvers

k. Repair – See Performance (and Crafts) Weapons Modifications section. This ability may also be used to repair damaged non-weapon physical items. Repair reflects the ability to repair an item above and beyond normal maintenance for wear and tear.

l. Tactics – The Tactics ability is run per Laws of the Reckoning pg. 119.

m. Throwing – GCC utilizes this Ability is the retest for hand-thrown objects (rather than Athletics) in contested/combat situations.

III. Crafting

Basic Crafting Rules

Crafts • Shoddily made; off-brand items, or hurried projects.

Crafts •• The quality of most "off the shelf" manufactured items. Adequate but nothing special.

Crafts ••• The beginnings of true artistic endeavor. It's enough to entrance a Toreador, so it's pretty nice.

Crafts •••• A truly remarkable piece of work. Sturdy, artistic, and fantastic to behold.

Crafts ••••• The epitome of what most craftsmen can create.

Truly remarkable and special.

Crafts •••••+ Beyond what most can create, this is beyond remarkable and can instill true emotional response, and may have impact above and beyond other items.

In order to craft an item successfully, you need to have an appropriate craft skill (or possibly a science skill – see below).

Items crafted at 1 or 2 may be more fragile, or prone to mishaps at ST discretion.

With a craft skill of 3, everyday items (including gear from Dark Epics) can be crafted with ease (and a bit of time).

Crafting an item at Crafts 3 will produce a basic item from Dark Epics.

Crafting is broken down into several broad categories: weapons, armor & shields, ammunition, works of art, vehicles, and other. Each type has specific rules that apply.

Function Points: At Craft skill of 4 or higher, you are able to create true works of art, or items that fit outside of the normal realm for that item type. To represent this, any item crafted at Crafts 4 or higher will have additional Function Points that can be used to improve the design if appropriate. In some cases, additional and related Crafts, Sciences or other appropriate skills (at ST discretion) over 3 can add Function Points. For instance a sword being made with Crafts 5 and Science: Metallurgy 4 will have a total of 3 function points (2 from having Crafts at 5, 1 from having Science at 4). When crafting Weapons or Armor, Function Points can add various bonuses to the item. All weapons and armor use a model from Dark Epics for a base. Weapons or Armor can be crafted with up to five Function Points, and each option can be selected only once.

Crafts 3: No function points; base Dark Epics item.

Crafts 4+: +1 Function Point per crafts level.

Science or Related Skill 4+: +1 Function Point per skill level.

Repairs: Repairing any Crafted Item requires one Downtime Action (and possibly a chop).

Crafting Times: The time it takes to craft an item the Items traits + Function Points in days. (A person with Craft X5 Armorsmith with Science Metallurgy X4 would have 3 Function points to make a set of Chainmail. This chainmail will take 5 days to make (2 days for the chainmail and 3 for the Function Points))

Weapons: The following are the official categories of weapon types. Certain Special Abilities can only be applied to certain types of weapons:

Melee Weapons (Use Melee as the retest)

Thrown Weapons (Use Throwing as the retest)

Ranged Weapons (Use Archery as the retest)

Firearms (Use Firearms as the retest)

Special Weapons Capabilities: Some Special Weapon Capabilities can only be applied to certain weapon types, or ammunition (See pp. 88-89 of Dark Epics for full descriptions). For bows (including crossbows), Special Properties include the ammunition (for example, 'Staking' is technically a feature of the arrow, not the bow, but is listed as a special feature of the bow).

Armor-Piercing: Bows and Ammunition

Destroy Shield: Axes, Bows

Fully Automatic: Firearms

High-Caliber: Firearms

Incendiary: Ammunition

Mass-Trauma: Two-Hand Requirement Melee Weapons, Large Firearms

Speed: Light Melee Weapons

Spray: Shotguns, Automatic Weapons

Staking: Wooden Weapons, Some Ammunition (arrows)

Two-Hand Requirement: Melee Weapons, Bows, Large Firearms

Firearms Add-Ons - Scope/Sound Suppression:

Adding one of these to an appropriate weapon requires an additional Downtime Action (You are either taking the time to make one, or using influence to purchase one)

You may use an additional Downtime Action and a Function Point (see below) to craft a Scope that does not require a full round to aim, but rather, a single action (thus, you could aim on Normal and shoot on Swiftness/Rage with +1 trait).

You may use a Downtime Action and a Feature Point (see below) to craft a Sound Suppression device (firearms only) that does not inflict an additional negative trait.

Weapon Function Points:

Improve bonus traits by +1

Remove a single negative trait.

Make weapons from non-standard materials, such as a silver sword or a non-metallic gun. You must have an associated Science such as Metallurgy.

Make a melee weapon Potence resistant (note: this is not Puissance proof. Beating a Potence resistant sword into a solid concrete wall with Puissance may still cause the weapon to break.)

Creator must have Puissance.

Increase the Rate of a Firearm by 1 (with approval).

Add an additional Dark Epics Special Ability (such as Speed, High Caliber, etc.) to a weapon.

There must be a good reason for an item to get this Special Ability.

Lower the concealability of an item by 1 category (with a good explanation). Concealability categories are (smallest to largest): Pocket, Jacket, Trench coat, None.

Add an extra damage trait (requires at least 1 associated skill at 3+ traits and costs 2 Function Points).

Perfect (No Neg traits, and Potence resistant.) 3 Function points.

Weapon Negative Traits:

Clumsy, Fragile, Short, Heavy, Slow, Loud (Firearms only), Hot.

You can never assign a Special Weapon Capability that conflicts with a Negative Trait on the weapon (You cannot have a Speed weapon with the Slow negative trait).

Armor & Shields

Armor and Shields do not get any Special Abilities.

Armor & Shield Negative Traits: Clumsy, Heavy

Armor & Shield Function Points:

Add a box of health to armor (requires at least 1 associated skill at 3+ traits and 2 Function Points).

Improve bonus traits by +1 (Shields only)

Remove a single negative trait.

Lower the concealability of an item by 1 category (with a good explanation.) Concealability categories for Armor & Shields are (smallest to largest): Clothing, Jacket, Trench coat, None.

Ammunition

Ammunition is crafted in groups of 100.

For a single Downtime Action, you can create 100 bullets, or 100 arrows/bolts.

You are assumed to know how to make ammunition for any weapon you have crafts for (Crafts: Firearms means you can make bullets; Craft: Bowyer/Fletcher means you can make arrows.)

If you wish to add additional properties to ammunition, you either halve the amount you create (50 armor piercing rounds), or double the Downtime Actions required.

If you wish to make Ammunition with multiple special abilities, add one Downtime Action per ability/Feature Point.

Ammunition Special Abilities:

Armor Piercing

Incendiary

Non-lethal: Rubber bullets, taser (shotgun only), pepper spray etc.

Special Materials: Silver, wood, plastic

Staking (wooden ammunition only)

Ammunition feature points

Feature points may be added to ammunition in order to give them one of the special abilities listed above on a one-for-one basis.

To make ammunition from non-standard materials, such as a silver bullet or cold iron arrowheads, you must have an associated science such as Metallurgy.

To add Incendiary to ammunition requires Chemistry.

IV. Attributes

At character generation, all characters must start with more Positive traits in a category than Negative traits.

a. Bidding: Players are encouraged to utilize the trait adjective in a sentence with a clearly defined result rather than simply using the trait adjective without context. Using an inappropriate trait is not allowed. (I.e.: I am ferociously diving out of the line of fire. I am Friendly enough to stare down you.) Everyone is responsible for keeping track of traits lost in challenges. Failure to do so is cheating and disciplinary actions will be taken.

V. Backgrounds

a. Contacts: Contacts are run per Dark Epics, and thus may do only the following: Gather Information from an area of Influence, perform a Watch or Follow action within an area of Influence. Contacts refresh weekly and at game, like the GCC Influence cycle, rather than once per downtime cycle, like other Backgrounds.

b. Fame: Your total fame determines your maximum range for unimpeded use of your Contacts, and Influences. Fame Traits Maximum Range for Backgrounds

- 0 Take a full downtime cycle to function
- 1 Functions the night of expenditure within reason
- 2 Nearest In-state OWBN Game
- 3 Statewide
- 4 West Coast
- 5 Entire United States

c. Kinfolk: Kinfolk will be NPC's for the most part unless a player wishes to be one of them for another player's garou. They will follow the creation rules for kinfolk.

d. Resources: Characters receive the amount listed on the "Resources" chart in Laws of the Wild revised once, per character, per month. This consumes all available money the character has without selling assets (expending permanent levels of Resources), or selling possessions (selling items possessed on item cards/on character sheet). Players must collect this available money during the first game of the month (or contact storytellers ahead of time for an exception), or the funds are reinvested. We will be using the new modern day money amounts which are listed below:

0	300
1	1,000
2	2,500
3	20,000
4	100,000
5	250,000

e. Spirit Network: As per the book of Auspices pg 58-59.

f. Totem: Only one totem can be had a time. Just one Personal, Pack or Caern can be had at any given time. There are a few exceptions to this rule with Fera but it's on a case by case bases. Use the list from page 91 in the Laws of the Wild: Revised.

VI. Character Creation

GCC uses the standard Laws of the Wild revised character creation rules with the changes below. Note the Merit: Common Sense is free to all new players.

a. Gifts – You must buy all the gifts at their full cost (3/6/9 In-tribe/breed/auspice, 4/7/10 Out-of-tribe/breed/auspice), despite the book costs listed for Character Creation. You may not buy Out-of-tribe/breed/auspice gifts at Character Creation.

b. Rank – all Characters that are just created will start off as Cubs or Claihs as they can choice between the two ranks. Nothing is allowed higher unless they earned it in play or coming from another game.

c. Kinfolk – Player Character kinfolk are created just like new garou with the following differences: 6/4/3 Attribute Traits with a cap of 10, 7 Freebie Points instead of 5. PC Kinfolk must also take the kinfolk merit to be considered any kind of kinfolk to start with. PC kinfolk are purchased per the following cost chart:

Gift XP/Freebie Cost

Basic Willpower gifts 4

- d. Merits & Flaws – Merits and Flaws are subject to ST approval. Anything over the max of 7 merit points cost double at creation. Otherwise it is a case by case to gain more during play.
- e. Traits – All Traits (accepting Attribute Traits) higher than x3 at character creation may be subject to Storyteller approval.
- f. Rites – no rites above basic at creation for Cliath. No rites period for Cubs.
- g. XP - 60 xp + 5 freebies from creation book

VII. Combat

A Storyteller or Narrator must adjudicate all combat that will remove a character from play (includes staking, torpor and death), or that involves an NPC. The ST staff will make use of mediation in combat when possible. If a single participant does not wish mediation, then combat resumes as normal.

- a. Armor – A character can only wear one type of Physical armor. Gifts and items [Talons and fetishes] may give more traits and options
- b. Bidding – Certain Victory conditions can be declared and will not deal damage, i.e. tripping, disarming, and grappling. STs will decide where such an action will deal damage. See also “Attributes” section above.
- c. Called Shots – Called shots are only available for staking, Disciplines or Gifts which explicitly detail allowing called shots (Withering, Mastery of the Mortal Shell, etc.) Can not one hit kill targets by always going for the head. Drama and flare will be acceptable during game for the story and all, but no overdoing it all the time.
- d. Grappling – You must succeed in your initial challenge to establish a grapple, which does not deal damage. After the grapple is established, the defender must break the grapple, before they may make offensive physical challenges. Note: you are not required to grapple to bite for damage. Biting to feed may require a grapple challenge ST discretion this is mostly for vampire’s beings stupid.
- e. Extended Challenges – Extended Challenges can be substituted with the optional rule in Dark Epics.
- f. Movement in Combat – Per Dark Epics.
- g. Off Hand Attacks – Must be declared at the start of the round and only gives a the bonus traits of only one weapon as per dark Epics, not an extra attack at the end of the normal rounds. Ambidextrous gives a +1 bonus trait, as does the any spec that allows two handed attacks. [ST decision on if the spec is usable.]
- h. Order of Challenges –Everyman, Off-Hand Attack, then Rage rounds. Note: that a Storyteller may choose to run the opposed challenges, if there are only two combatants, in order to speed up challenges.
- i. Initiative – A characters initiative is determined by the number of named traits they have in the appropriate category, I.E. Physical/Social/Mental, for the action that they are taking.
- j. Firearms do bashing unless the ammunition is modified otherwise.
New ammunition type: Hollow Point
Changes damage to lethal in guns capable of firing Hollow point rounds. Obtainability 1 trait less then Armor Piercing in Dark epics. (Other lethal type rounds may be made acceptable at ST discretion)
- k. Order of Combat each Turn – Note one Retest of each type per combatant, per turn.
 1. Declare who you are targeting
 2. Biding, declaring Traits, Intents (to Vanish, to use an Off-Hand attack, etc.)
 3. Initial resolution of challenges
 4. Ability retests (only those appropriate to your actions)
 5. Situational Retests (Darkness, etc.)
 6. Discipline/Gift Retests (Awe, Might, etc.)

- 7. Willpower Retests (Defensive on Mental and Social challenges only)
- 8. Supernatural Retests (Merit: Luck, Rituals, etc.)
- 9. Final resolution of challenges (Traits bid in failed challenges are lost at this point)
- l. Staking – You must do a minimum of one Health Level of damage to a character to trigger the static challenges of a staking attempt. The Storyteller throws the Staking challenges with the person staked.
- m. Tie Powers: You may only use 1 Tie power in a given challenge

VIII. Disciplines

a. Unusual and Unique Disciplines – If your character possesses any of the following disciplines, you must bring your character's knowledge of them to the attention of a storyteller before entering play. Be prepared to have a very good explanation of how you learned the discipline and how they were taught to you.

Abyss Mysticism
 Chimestry
 Daimoinon
 Dark Age specific (all)
 Flight (Gargoyle only)
 Inceptor Disciplines
 Koldunic Sorcery
 Melpominee
 Mythercia
 Necromancy
 Obeah
 Obtenebration
 Setite thaumaturgy
 Temporis
 Thaumaturgy
 Unconverted disciplines with no accepted MET conversions
 Valeren
 Vicissitude
 Visceratika

b. Dark Ages items – Dark Ages Gifts variants and Rites require special approval from the Storytelling staff, and possibly the Coord.

c. Form Powers – A character may only use one form-changing Discipline at a time. Protean 2 is not a form changing power. This applies to Vampire Disciplines only.

d. Animalism

Animalism 3: Quell the Beast: This prevents the expenditure of Temporary Willpower only and does not prevent the expenditure of Permanent Willpower. Can also yank Garou out of frenzy and stop the use of rage.

e. Auspex

1. Auspex Versus Chimestry/Obfuscate: Add one Trait for each level of Auspex you possess when comparing Traits on a tie.

2. Auspex Versus Blur of the Milk Eye: Add the traits for each lvl of auspex the vampire possesses against the changing breed's Mentals and stealth when comparing Traits on a tie.

2. Auspex 1: Heightened Sense: This power adds 1 trait to any perception based mental challenge, per level of Auspex. Not useable in Combat

3. Auspex 2: Aura Perception: This power is obvious when used, because you must stare intently for several rounds. Remember that this power allows you to ask only the specific questions listed in Laws of the Night revised (LotNr).
4. Auspex 3: Spirit's Touch: This power may not be used on living matter or Kindred. However, this does not prevent it from being used on someone's clothes. Remember that this power allows you to ask only the specific questions listed in LotNr.
5. Auspex 4: Telepathy: works per the book I.E. knocking is not allowed Telepathy requires line of sight to employ. You may make yourself known to an individual who may relent but doing so may let others know who may try to seize upon the opportunity.
6. Auspex 5: Psychic Projection: Blood Magic (Tremere, Necromantic, Koldunic, et al) may be used while using Psychic Projection. However, you may not spend Blood while projected, and you do not have any items with you. Any Blood Magic which requires blood or components is therefore impossible. Note: All Thaumaturgy, with the exception of rituals that have been cast before entering Psychic Projection, require blood expenditures.

f. Celerity

1. General: While Swiftness and Rapidity may be used with Firearms, the user must bid a Dexterity-related Trait (not a Mental Trait) if he wishes to utilize the Bomb or win-all-ties functions of these powers. If for some reason a character cannot bid a Dexterity-related Trait, he may not use the Bomb or Win-all-Ties functions. Note: that no firearm can function more times per round of combat than its listed Rate (or one time if no listed Rate in Dark Epics).
2. Celerity 1: Alacrity: Alacrity is for a non-aggressive action, including movement, if walking or running you may only take 1 step in alacrity. (as a rule of thumb, you may not initiate a challenge against another character).

g. Chimestry

1. Chimestry Versus Auspex: Add one Trait for each level of Chimestry you possess when comparing Traits on a tie
2. Chimestry and the Fae: Fae (and those possessing Mytherceria) are unable to attempt to disbelieve Chimestry and it is always considered real to them.
3. Disbelief: To disbelieve an object you must physically displace it, such as falling through a chimerical wall you have leaned on. This means to attempt to disbelieve an attack from a chimerical bullet or sword you must allow the chimerical object to interact with you (effectively resisting the damage with Stamina Traits only), thus gaining yourself one situational "Disbelief" retest to resist the damage, with success freeing you from all effects of the illusion (unless the power is re-initiated). If the illusion is particularly implausible or physically impossible (velociraptors with lasers on their heads, etc.), a storyteller may give you an additional "Disbelief" test to attempt to shake off the effects of the illusion without or prior to physical interaction.
4. Chimestry 1-2: No test is required to activate these powers, unless someone has reason to attempt to disbelieve the illusion.
5. Chimestry 4: Permanency: This power cannot be used on higher levels of Chimestry than itself.
6. Chimestry 5: Horrid Reality: This power requires line of sight to employ.

h. Dominate cannot be used in combat

i. Fortitude

General: To test down damage with Resilience or Resistance you may risk a Stamina-related Physical Trait to win on a tie, losing it only if you fail the challenge.

j. Mytherceria

1. Mytherceria and Chimestry: See Chimestry and the Fae above.
2. Mytherceria 3: Aura Absorption: See Auspex 3: Spirit's Touch

k. Necromancy

1. The Bone Path: Soul Stealing: works per the book. at the end of a scene or hour if your body is still intact you return to it normally (ST discretion) if your body is currently possessed you may then initiate a challenge to kick the offending possessor out of your body this is a contested willpower challenge

if you lose you may retest again in 10 minutes.

l. Obfuscate

Obfuscate Versus Auspex: Add one Trait for each level of Obfuscate that you possess when comparing Traits on a tie.

n. Obtenebration

Obtenebration 3: Arms of the Abyss: The user may never have more Arms of the Abyss tentacles at a single time than he has permanent levels in the Occult Ability.

n. Potence

Potence 2: Might: A Might Retest cannot be cancelled, and is the last retest for the user with the exception of supernatural retests granted by Supernatural Merits (Luck, Oracular Ability, etc.).

o. Presence

1. Presence 1: Awe: An Awe retest cannot be cancelled. Awe may only be used on people who are in your presence (thus, you will not usually be able to use it on or against Summon).

2. Presence 4: Summon: A Summons generally breaks with dawn. All Summoning challenges are conducted through a storyteller. Note that characters will attempt to answer the Summons in the most expedient reasonable fashion but will not take foolhardy actions (i.e. they will walk around a burning building rather than through it to reach the summoner). The summons is over once you have made yourself known to the summoner in person (ST discretion).

3. Presence 5: Majesty: You may "flavor" your Majesty to compliment any Social Trait possessed at the time. Majesty affects everyone in the scene.

p. Protean

Protean 4: Shape of the Beast Revisited: All characters with Protean In-Clan use the mechanics for Shape of the Beast Revisited (Clanbook: Gangrel) rather than Shape of the Beast (Laws of the Night revised).

q. Quietus

1. Quietus 2: Scorpion's Touch: May not be used on any single item simultaneously with Baal's Caress.

2. Quietus 4: Baal's Caress: May not be used simultaneously on any single item simultaneously with Scorpion's Touch.

r. Temporis:

1. Temporis 5: Clotho's Gift: To activate this power a Cainite expends three blood traits, risks up to five Stamina traits, and makes a static physical challenge with a difficulty of six plus the number of traits risked, retestable with occult. Activating any discipline while under the effects of Clotho's Gift,

except during everyman, causes one unsoakable level of lethal damage per activation. Note that Potence and Fortitude are not activated powers and do not cause damage the character.

s. Thanatosis

Thanatosis 4: Withering: A Cainite struck in the head with this power may use no Disciplines except Celerity, Fortitude, and Potence.

t. Thaumaturgy

For any power of Thaumaturgy that requires a mental vs. physical challenge, the target may bid any Physical trait they wish in defense, and they may use the appropriate abilities/disciplines as if they were defending against a standard physical challenge.

1. Elemental Mastery

Animate the Unmoving: Objects animated with this power have Physical Traits equal to the thaumaturge's current Willpower and inflict one level of damage, the type which is determined by the Storyteller.

2. Focused Mind

Path of Dual Thought: Most thaumaturgy takes a turn by definition. Focused Mind allows an extra mental action per turn, therefore only those powers of thaumaturgy which take only an action rather than a full turn can be used with Focused Mind. For example, Lure of Flames: Engulf can be used with Dual Thought, but Cauldron of Blood cannot.

3. Levinbolt, Path of the

All levels of this thaumaturgical path require the usual expenditure of a Blood Trait. A victim with a Fortitude rating of equal or greater than the Path rating of the thaumaturge is immune to the Stun aspect of this power

4. Lure of Flames

Firewall: A thaumaturge may only maintain one firewall at a time.

5. Transmutation, Path of

Gaol: Using this discipline to trap an unwilling subject requires the Thaumaturge to make a Mental versus Physical Challenge against the target. Nothing may cross the barrier of the Gaol in either direction.

6. Rituals

i. Basic: Engaging the Vessel of Transference: The shiver experienced when an object enchanted with this ritual activates is always noticeable. In order for this ritual to work it must touch the skin of the subject.

ii. Basic: Reawakening the Dead Water: The thaumaturge may only gain benefits of this ritual once per week.

iii. Intermediate: Pavis of Foul Presence: This ritual does not work against Advanced Presence or against Elder Presence. Vires Acquirit Eundo gives you one additional expenditure of pavis. Pavis lasts until sunrise, or is expended. The first time Presence is used against the caster the test is performed normally, if the defender loses the challenge, then the presence power simply fails, if the defender wins, the effect is reflected back on to the user of Presence and Pavis is expended.

iv. Intermediate: Scry: A True Name suffices as a link by which to Scry the target. This ritual automatically fails against those who have Elder Obfuscate or an Arcane of 4 or higher.

v. Advanced: Seeing with the Sky's Eyes: This will not work on dead mortals or Wraiths.

vi. Advanced: Vires Acquirit Eundo: The final decision as to how this ritual will affect the casting of all other rituals is up to storyteller discretion.

u. Vicissitude

v1. General: Modifications that have game effects must be purchased as Merits or they fade each sunrise.

v2. Vicissitude 4: Horrid Form: No delicate gestures may be performed while this power is active (prohibiting use of Necromancy, Thaumaturgy, etc.).

v3. Vicissitude 5: Blood Form: You may not use Physical Disciplines or Strength-related Traits. Damage taken in Blood Form is subtracted from your Blood Pool, as you are immune to all physical attacks except for Fire and Sunlight. Anyone who drinks (including through Theft of Vitae) your last Blood Trait while in this form is considered to have diablerized you.

IX. Gifts

a. Unusual and Unique Gifts – If your character possesses any of the following gifts, you must bring your character's knowledge of them to the attention of a storyteller before entering play. Be prepared to have a very good explanation of how you learned the gift and how they were taught to you.

Apis Gifts and Rites

Bunyip Gifts and Rites

Camazotz Gifts and Rites

Croatan Gifts and Rites
Dark Age specific (all)
Grondr Gifts and Rites
Unconverted Gifts with no accepted MET conversions
White Howler Gifts and Rites

b. Wild West items – Wild West Gifts and Rites require special approval from the Storytelling staff, and possibly the Coord.

c. Dark Ages items – Dark Ages Gifts variants and Rites require special approval from the Storytelling staff, and possibly the Coord.

d. Breed - Homid

1. Climb like an Ape: Spend a rage and it allows the garou to climb up buildings or sides of objects at their normal movement pace, with a static physical challenge of 8 traits retest with athletics or climbing

2. Stench and the City: As described in the Book of the City pg 112, but the test is done by spending 1 rage point, and do a physical challenge against the targets willpower, rest with primal urge.

3. Rooftop Sprint: By spending a rage point, and doing a physical challenge against 6 traits retest with Athletics. This allows the Garou to leap up one story or horizontally 9 full steps [3 meters]

4. Gaia's Toolbox: Spend a willpower and talk to the ST to get their input on what can be done. Basically a super common sense type of merit/gift.

5. Calm the Savage Beast: Spend a point of willpower and do social test against 9 traits will pull any single garou out of frenzy in a 30 foot radius. With an extra willpower this gift can work on non-garou in states of frenzy.

6. Apecraft's Blessing: By spending a willpower trait to allow a +2 bonus traits to an item for a scene in non-combat or per round in combat.

e. Breed – Metis

1. Form Mastery: This allows the shifting of forms to come even more naturally to the garou, no test is needed to shift for each form, unless it's to jump more than one form at a time. I.E. homid to crinos still require a test if no rage is used, but at a -1 diff. With partial transformation willpower is no longer needed to do so.

f. Breed - Lupus

g. Auspice – Ragabash

1. Hush: Per the book of Auspices pg 33; Opposed Mental challenge, retest Subterfuge, +1 trait up on using this power on packmates.

2. Trickster Beacon: Per the book of Auspices, pg 33; Mental challenge with a retest of Enigmas

3. Slip of the Tongue: Per the book of Auspices pg 33; doing a Social challenge after talking to the target for at least 10 minutes, the garou test against the targets willpower; retest subterfuge. The number of social traits the garou puts into it determines how much the target tells, ranging from 1-5.

4. Impunity: So a social Challenge against the targets willpower; retest subterfuge, otherwise same as in the book of Auspices pg 33.

5. The Usual Suspects: As per the book of Auspices pg 33-34. Retest with Enigmas.

6. Madness Season: Spend a gnosis point, and do a social challenge against the target's Willpower, retest subterfuge. Which causes the target to be a gibbering bag of madness for 3 full turns.

7. Turn the Moon: Spend a willpower, do a static social challenge against 8 Traits +1 trait for each moon phase beyond the first; retest Primal Urge.

8. Weakest Link: With this gift the garou can learn about other in their packs. With a static mental test against the number of packmates +6 , retest Enigmas.

9. Obscure the Truth: With a gnosis trait spent, is able to add their subterfuge traits into the social test when dealing with trying to hide the truth in any form.

h. Auspice – Theurge

1. Web Walker: Per the book of the City pg 113; Spend 2 gnosis and do static mental challenge against 9 traits to activate this gift.

2. Airt Perception: Same as in the book of Auspices pg 56.

3. Sense Chiminage: By doing a static Mental challenge against 11 traits; retest subterfuge, to determine can learn what the target of the gift has done to hurt the spirit.

4. Spirit Knife: Same as in the book of Auspices pg 57.

5. The Spirit's Displeasure: This gift only last a 1 game session. Otherwise it's per the book of Auspices pg 57.

6. Evocation of Ceremony: Increases the social traits of the caster by 4 charismatic traits; retest either subterfuge or performance [ST's call on what type of attention their trying for.]

7. Castigate: A contested test against the theurges social traits; retest intimidation; to the targets Gnosis rating +3. This will cause to lose a number of temp renown lost for good, equal to the number of social traits the theurge uses against them in the challenge. Max of 5 social traits can be done at a time. This gift can only be done to a single person once per month. Plus it allows the theurge to lose temporarily one gift of the Theurges choice.

8. Placation: By doing a static Mental Challenge against 9 Traits, otherwise it's the same as in the book of Auspices pg 57.

9. Prophecy: As per the book of Auspices pg 58.

10. Healing the Soul: As per the book of Auspices pg 58.

11. Poisoned Legacy: By doing a contested challenge of the Theurges social traits; retest occult and 1 willpower and 1 gnosis; against the Targets Willpower. By spending the number of social traits up to a max of 5 can put a 1-5 pt curse on the target. If the wishes to put dark fate on the target it will cost them a permanent willpower point to do so along with the 5 traits spent to do it properly.

f. Auspice – Philodox

1. Moon Lore: Static Mental Challenge against 6 traits; retest primal urge; by spending a willpower the philodox can determine if the moon was waxing or waning.

2. Omen of Truth: Spend a Gnosis and do a static mental challenge against the number of traits determined by the local, ranging from 5 of a forest to a 10 of a sealed featureless room; retest is Enigma. Basically gives Common Sense Merit for Gaia in the matter.

3. Divided Heart: With a static social challenge against the targets rage and blowing a willpower the Philodox is able to subdue the difficulties of a werewolf with more rage than then willpower for one scene or one hour per use of the gift.

4. Reality's Path: Do a Static Mental challenge against 10 traits; retest Enigmas, otherwise it's the same per the book of Auspices pg 79.

5. Soul's Guilt: By doing a Static Mental challenge against 9 traits; retest empathy; the philodox can determine If the target is guilty of a crime or knows about it in general.

i. Auspice – Galliard

1. Perfect Recall: Spend a gnosis to gain the Eidetic Memory merit for a scene or hour.

2. Unified Force: Spend a gnosis each round for this gift to be active, giving the initiative to the pack of the highest named traits for their type of attack.

3. View the Battlefield: Spend a gnosis and do a static mental challenge against a diff varying from 6 – 12 traits; determined by the same of the space you're trying to see. This gift last for 10 minutes. Retest is Alertness.

4. Book of Years: As per the book of Auspice pg 101.

5. Legend's Insight: Per the book of Auspice pg 101-102

j. Auspice – Ahroun

1. Empathy of Hatred: Per the book of Auspices pg 122

2. Pack Tactics: This gift must be done before attack on anything, but you use the gift user's leadership ability to the traits for any pack tactics the pack does. If more members then leadership ability, then note who gets it and who doesn't.

3. Spiritual Wrath: By spending a gnosis the Ahroun can cause the soak test to be upped by +3 traits on the test.

4. Renewed Vigor: Per the book of Auspices, with the following changes. Spend a willpower and a number of social traits [up to a max of 5] to give the garou all within in the scene +5 temp rage for the scene or till used up.

5. Purity of Spirit: By spending a gnosis point, the Ahroun can soak 1 pt of silver dmg automatically and last for a number of rounds equal to the Ahrouns gnosis rating.

Besides that per the book of Auspices pg 122 – 123.

6. Touch of Rage: Per the book of Auspices pg 123.

7. Aegis: Spend a willpower point and all attacks for the scene are now at a -3 traits down on all attacks.

k. Tribe – Black Furies

l. Tribe - Bone Gnawer

1. Kitchen Chemistry: Is allowed in game but must have the following abilities to do anything per traits – Demolitions + Science: Chemistry + Crafts: Explosives = 1 trait per usage. Everything else is still the same.

2. Stone-Throwing Devil: Same as it is in the book but can use throwing as a retest as well.

3. I Got a Rock: This cannot be used in conjunction with Stone-Throwing Devil since it's a rage to use S-TD and a gnosis to use IGaR which is considered to be used at the same time. As long as you're still holding the object and using S-TD you cannot use IGaR.

4. Stench and the City: See above in the homid gifts section.

m. Tribe – Children of Gaia

n. Tribe – Fianna

1. Flame Dance: By Spending a rage point reflexively to get a free dodge retest that does not count against this actions, or if they use an action for dodge then they are +3 traits up on the dodge attempt.

2. Form Mastery: Same as the metis gift.

o. Tribe – Get of Fenrir

p. Tribe – Glasswalkers

1. Weaver's eyes: Spend a willpower and do a mental static mental challenge against 10 traits – the gauntlet rating. The user must spend a number of mental traits prior to the challenge but does not account against them in the static number, retest computers. The number of traits spend [1-5] determines how well the encrypted message is pierced. 1 mental trait for normal mortal encryption, 2 mental traits for a top echelon mortal programmer, and 5 traits for any magic encryption.

2. Encrypt: Spend a willpower point and do a static mental challenge against 10 – gauntlet rating, retest computers. Once the gift is activate the garou spends a number of mental traits to keep the encryption sealed at a rate of 1-5 bonus traits to do so.

3. Overclock: By spending a gnosis and doing a static social challenge against 8 traits to give a computer a standard +2 bonus for all computer usage for the next hour or scene whichever is first.

4. Web Walker: Same as the theurge gift above.

5. Call the City's Wolves: Spend a rage point to howl out to the city and do a static social test, retest leadership, against 8 traits and spend a number of social traits to equal the number of creatures summoned to aid the garou in his work. Max number of traits that can be spent this way is 5. They will aid the garou for 1 scene or one hour whichever is first.

6. Song of the city-Beast: Spend 2 gnosis do a static social challenge against 10 traits to cause this gift to activate according to what it says in the book of the city pg 114.

q. Tribe – Red Talon

r. Tribe – Shadow Lords

s. Tribe – Silent Strider

1. Dam the Heartflood: [Rage Across Egypt pg 100]; Does a mental challenge against the target's willpower, retest medicine; still spends the gnosis to activate.

t. Tribe – Silver Fang

u. Tribe – Uktena

v. Tribe – Wendigo

X. Rites – Rites if learned in game can be learned for free but if learned during downtimes it cost accordingly.

a. Rites – Minor

1. Appease the Prey-Spirit: Gives the garou a +1 trait for dealing with spirits.

2. Greet the Lady of Justice: Gives the garou a +1 mental trait when doing justice base works. Note – Mostly for philodox or ragabash doing a trial.

b. Rites – Rites of Accord

1. Clear the Miasma: Same as in the book of the City pg 115, except you spend a gnosis and do a static Social challenge against 10 traits, retest with rituals.

2. Rite of the Omega: By creating a mixture of the caster's blood [1 unsoakable lethal] and the soil of the caern this rite is created. This is a ragabash rite only and any other auspice that tries to use this will lose one 1 pt of perm Honor, and be down -2 traits to perform it. Otherwise it's the same as in the book of Auspices pg 35.

3. The rite of the Pack's Blood: Standard Social Challenge against 7 traits; retest rituals; this allows the non-pack members to join packs for a short period of time with all benefits.

4. Rite of the Great Counsel: Per the book of Auspices pg 81.

c. Rites – Caern Rites

d. Rites – Rites of Death

e. Rites – Mystic Rites

1. Appease the Traffic Gods: By speaking softly to the toy vehicle, and doing a static social challenge against 6 traits will activate this rite.

2. Rite of Feeding the Wolf: Same as in the book, except you do a static Social Challenge against 6 traits.

3. Read All about it: Per the book of the City, except the willpower test is against 6 traits.

4. Rite of the Ziggurat: pg 116 Book of the City

5. Rite of the Tying the Snare: Description per the book of the city pg 117; Do a mental test against 8 traits, retest rituals; spend 1 mental trait to give a +1 trait buff to keeping someone locked into a building.

6. Rite of the 13th Floor: Per the book of the city pg 117; do a standard willpower check at difficulty of 9 to see pass the illusion.

7. Rite of the Reef Weaver: As per the book of the city pg 117-118

8. Rite of the Wyld Machines: The garou does a Social Challenge against 6+ social traits, the more wyrm it is the harder the challenge.

9. The Ending Game: Per the book of the city pg 118

10. The Rite of the Blackened Moon: As per the book of Auspices pg 81. Mental challenge against 9 traits; retest with rituals; raises the gauntlet by 1 pt per casting.

f. Rites – Punishment Rites

1. The Rite of Silver Death: By doing the Social challenge against 9 traits; retest rituals; The target that is doomed to die must do a static willpower test against 6 willpower to stand brave while they are about to die.

g. Rites – Rites of Renown

h. Rites – Seasonal Rites

i. custom rites or gifts will be subject to no-usage per ST's approval or disapproval.

XI. Rank Benefits

Each rank has a benefit is listed below as gained when you gain the specific Rank:

Rank 1: Prowess as per Potence

Rank 2: Might as per Potence

Rank 3: Vigor as per Potence

Rank 4: Make a simple test to negate 1 level of Damage

Rank 5: Win on Ties for Physical challenges against agents of the Wyrms

XII. Fera

1. Bastet

- a. Swiping Gifts: Must have the appropriate lore to take any non-bastet gift. Ex:
Razor Claw: You would need Garou Lore 1 to swipe it or even keep it. Or Luna's
Armor: You'll need Child of Gaia, Shadow Lord or Silver Fang Lore 2 in order to
swipe it and keep it as well.

2. Learning Gifts from other changers requires that changing type to show you the spirit aka small quest in order for you to learn it.

3. Cubs will start out ALL with 1 Rage/1 Gnosis and 1 Willpower and will gain their normal rate once they pass their rite of passage.

XIII. Experience and Downtimes

The following table shows how we award experience:

Points Awarded For: XP Per:

Game Attendance 5

Exceptional Roleplaying 1

Downtime 3 per downtime period

Journal Submission 2 per downtime period

ST/Coord/CM/ETC. variable xp at ST discretion

Bear in mind you will cap out at a total of 8 per month, per character
Experience expenditures should be included as part of your downtime submissions.
Downtime & Journals –The time between game sessions is called “Downtime.” During this time, your characters are still active and are doing things to interact with their environments, and bettering themselves. If you submit a prose description, in story, first-person journal, et cetera, of what your character is doing (must be longer than a single paragraph and not merely repeating your character sheet’s contents), you will receive Journal XP. This is intended to make you develop your character’s personality, goals and emotions between games.
Send Experience expenditures to the ST list or to GCC_Garou_sts@googlgroups.com, by the Wednesday before the next game. Players without suitable computer access may submit downtimes by writing things legibly on their character sheet and turning it in at the end of a game, for a downtime to be submitted that downtime cycle, before the next game. The most you may purchase in a single downtime, per character, is as follows:

- 1 Attribute Trait per category
- 1 Derangement removed (requires ST approval)
- 4 Different Non-Lore Abilities
- 1 Flaw removed (requires ST approval)
- 2 Influence Backgrounds
- 2 levels of an In-tribe/breed/auspice Discipline
- 1 level of an Out-of-tribe/breed/auspice Gift
- 2 levels of different Lore Abilities
- 1 Merit (requires ST approval)
- 1 Negative Trait removed (requires ST approval)
- 2 Non-Influence Backgrounds

Rituals: Basic need 1 week to learn, int need 2 weeks to learn and advance need 3 week to learn.

- 1 Willpower/Rage/and Gnosis

Character sheets may be requested once per month to be emailed to a player otherwise will be given at games.

XIV. Frenzy

Frenzy works per the book pg 185 in Law of the Wild Revised.

XV. Influences

See also: Contacts and Fame in the Backgrounds section of these House Rules. GCC uses the Influence rules expansion from Dark Epics (pg. 64- 69) with the following modifications:

a. Media Influence

Due to printing errors, there is no Level 4 action per the book. See the correction below Cost Effect

- 1 Learn about breaking stories early
- Submit small articles (within reason)
- 2 Suppress small articles or reports
- Get hold of investigative reporting information
- 3 Initiate news investigations and reports
- Obtain project funding and squander it (\$250)
- 4 Ground stories and projects
- 5 Broadcast fake stories (local only) Kill small local articles or reports completely

b. Clarifications

1. Attack: Attacks must be performed with Influence of the same category one is attacking.
2. Block: You may only block a single Effect per Influence expenditure. Blocks must be performed with Influence of the same category one is blocking.
3. Boost: Boosts do not need to be performed with Influence of the same category of the Block being overcome, nor the endeavor being boosted.
4. Combine: Combines must be performed with Influence of the same category. Combine is not subject to the halving effect described in Dark Epics.
5. Conceal: Conceals do not need to be performed with Influence of the same category of the endeavor being concealed.
6. Defend: Defense must be performed with Influence of the category one is defending.
7. Follow: Follows must be performed with Influence of the same category one is following. Follows are considered to have a value of two times the Influence applied, as they are in essence a Watch of one category of influence by a single character, which must first be Traced.
8. Growth: Growth does not need to be performed with the Influence being grown. Cannot be detected with Follow or Watch. Your influence level will not automatically increase when you reach enough Traits for the next level until you also turn in a downtime spending the XP to do so. Example: To grow Health x4 to Health x5 you must use 12 total levels of Influences. Thus you could use Health x4 three times (does not have to be consecutive weeks, Growth does not expire), or any other combination of Influences for a total of 12 levels.
9. Stealth: Stealth does not need to be performed with Influence of the category one is stealthing, and is itself considered automatically stealthed (Influence engaging in a Stealthing action to hide another influence cannot itself be seen engaging in that Stealthing action). Stealth can be applied to Boost, Combine, Conceal, Defend and Trace as well as the actions listed in Laws of the Night revised/Dark Epics. Stealth need not be applied to Growth or Watch.
10. Trace: Traces must be performed with Influence of the same category one is tracing.
11. Watch: Watches must be performed with Influence of the same category one is watching for. Watch observes all actions performed with the influence to the level watched, not merely for a single type of action. Watch can observe Boost, Combine, Conceal, Defend and Trace as well as the actions listed in Laws of the Night revised/Dark Epics. Watch cannot spot Growth or Watch.

c. General Clarifications:

1. Influence Cycle: GCC uses 2 Influence cycles. One cycle lasts for the duration of game and the other is the rest of the month. Basically PCs have all of their influences available at game (assuming that they have at least Fame x1) and all of their influences available for use during downtimes.
2. Invisible Endeavors: Only Growth, Stealth and Watch cannot be seen with Follow or Watch automatically, without the need to be concealed with Stealth.
3. Influence by City: GCC does not allow characters to buy Influence on a city by city basis as mentioned in Dark Epics, restricting each character to one set of Influence, per type, all based in GCC.
4. Influence Encounter/Trace Expiration: Each time you encounter another player's Influence sufficiently to Trace it, you must do so within the next four consecutive Influence Cycles, or the contact expires and you must contact the Influence again to attempt a Trace. Further, a Trace that is not used (to Attack or Follow) expires in six consecutive weeks if unused, although Attacking or Following the Traced Influence resets this period of six weeks if done before they run out.
5. Military Influence is allowed up to lvl 3 only with ST permission ONLY [Laws of the hunt red book]
6. Disallowed Influences: Espionage Influences are not allowed for Player Characters in GCC

XVI. Merits and Flaws

- a. Merit Stacking – This is not allowed. If you have more than one merit that provides bonus traits to a challenge then you only get the benefit from the merit of your choice for that challenge.
- b. Merits
 1. Common Sense – This Merit is free for the first PC new players. It must be used to ask about an action before you take the action.
 3. Iron Will – This Merit lets you expend an additional Willpower defensively as a Supernatural Retest, which may be called for even after the final resolution of the challenge, reopening the challenge at that point.
 4. Luck – This Merit gives the bearer 1 free retests useable on (almost) any Challenge once per game session.
- c. Flaws
- d. Restricted or Disallowed – Speak to an ST before taking any Merit/Flaw to see if it is available
- e. Flaws and the Litany– If you take “spooky” or obviously supernatural Flaws, such as Cold Breeze or Eerie Presence, you may be a walking Breach of the Veil. This will have the obvious consequences.

XVII. Rage Across the Heavens Material

- a. Merits: Subject to ST approval before and after of gaining or using.
- b. Gifts: Require Coord Interaction to gain said gifts due to the Incarnae spirits.
- c. Rites: Subject to ST approval before and after the gaining.

XVIII. Miscellaneous

- a. Item traits and abilities –
 1. Speed – Items with the speed special ability allows you to add a weapons bonus trait to your own for initiative, so long as you have at least one level of the appropriate ability.
 - b. All items MUST be on the sheet that are to be used for rites, gifts and the like. Basics like clothes and what not is kind of a given but things like a lighter, ball of string for some gifts, or even fetishes must be on the sheet to be used at any given time.
 - c. Rite of the Talisman Dedication can only bind up to a character gnosis x2 in items. Each piece of clothes does not count it's the full set that counts. i.e. shirt, pants, socks [if have them], shoes, and a hat all count as one dedicated item. Also a bag of a sorts can be used to store items as well, but anything that is considered a weapon or armor, but can carry small items like a cell phone, watches, loot, files, etc. Any weapon or armor inside the bag will fall out when shifting, unless they dedicated as well.
 - d. Giant Steps – is considered to be a 3 foot [1 meter] distance for determining usage.
 - e. Talons - All auspices except for Theurges can only hold up to Gnosis x1 + Rank, while Theurges are able to hold Gnosis x2 + Rank in talons.

XIX. Willpower

- Willpower may be used as a retest for any Mental or Social DEFENSIVE challenge.
- Willpower may be used once per night per category to regain your Physical, Social, or Mental Traits.
- Willpower may be expended to initiate a non-combat challenge that a player would normally be unable to attempt because they lack an appropriate ability. This requires ST approval.

- STs may restore Willpower if characters perform actions that hold particularly true to their Nature.
- While in Frenzy, you may spend willpower to control your actions for one round. You still suffer all of the effects of being in Frenzy.
- Willpower may be used to ignore wound penalties for one round per Willpower spent.
- Willpower may be used to suppress an active Derangement.
- You may stay awake for 1 hour per Willpower spent during the day. See the Morality section for limitations on this.
- You will gain Lethargic x2, Dull x2, and Submissive x2 should you spend all your Temporary Willpower. These traits will go away once you regain at least one Temporary Willpower.

XX. Chronicle Discipline Actions

The Chronicle's OOC Discipline is at the discretion of Storytelling staff by majority vote with the HST's vote being considered the tie-breaker when necessary.

Examples of unacceptable behavior that may result in Discipline:

- Cheating
- Lying
- Mommy-Daddying
- Malicious rumor-mongering
- Anything which violates the OWbN Bylaws
- Anything which is illegal

Examples of Discipline:

- Verbal Warnings
- Written Warnings
- Temporary Suspension from game
- Bans
- Proposal for an OWbN Condemnation
- Proposal for an OWbN Strike
- Proposal for an OWbN Ban