



Honor in the Shadows

A multi-genre
One World by Night Chronicle

Staff:

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Mission Statement

HitS is a welcoming place for all players and members of our community, where all participants should be shown the respect and decorum due, to our fellow hobbyists. As such it is our staff's goal to ensure that all players find enjoyment in this hobby.

Table of Contents

I. Basic Information	4
II. Game Breakdown	5
<i>Beginning of Game</i>	5
<i>During Game</i>	5
<i>End of Game</i>	5
<i>Experience</i>	6
<i>Downtime and Other Game Events</i>	7
<i>Character Generation</i>	8
III. Sheet Break Down	10
<i>Abilities</i>	10
<i>Backgrounds</i>	10
<i>Influences</i>	11
<i>Tempers</i>	12
<i>Converting Table Top Mechanics to LARP (MET)</i>	12
IV. Combat and Challenges	13
<i>Order of Combat</i>	13
V. Garou and Kinfolk Specific Rules	15
<i>Renown Chart</i>	15
VI. Vampire and Ghoul Specific Rules	18
VII. Mage Specific Rules	19
VIII. Changeling Specific Rules	20
IX. Disciplinary Procedures, Rules and Actions	21
X. Errata	22

I. Basic Information

Packet Version: Version 4.2, 7/9/2018

Schedule: Honor in the Shadows meets on the first Saturday of every month. Game begins at 6:00 PM and ends at 11:30 PM.

Contact: HitS Storytellers can be reached at honorintheshadowsstaff@gmail.com.
HitS Admin Can be reached at HitSxpsends@gmail.com.
Facebook Group membership can be requested at:
<https://www.facebook.com/groups/1928106177212321/members/>

Rule Sources: The Honor in the Shadows House Rules are decided by a consensus of HitS storytellers (STs), and always apply within the chronicle. The revised edition Mind's Eye Theatre "Laws of..." books are the primary sources for their respective genres, supplemented by other books and One World by Night (OWbN) specific documents. In any rules conflict between the published rulebooks and this document, consider this document to take precedence, except where the rules presented are more permissive than the OWbN Bylaws or Genre Packets.

Rule interpretations made by storytellers are not necessarily precedent for future interpretations. Decisions made by STs of HitS, within HitS, are final and not subject to appeal by storytellers of other games. Players attempting to circumvent such decisions in this manner will be removed from the game.

HitS Storytellers reserve the right to deny any character sheet, item cards, abilities, merits, disciplines, powers, or backgrounds entry into this chronicle.

II. Game Breakdown

Beginning of Game

Check-In: Players are required to sign the check-in sheet in order to receive an updated copy of their character sheet from the Admin and receive experience points for the session. Visitors are encouraged to have their storytellers email their character sheets in advance. Check-in is scheduled to begin at 6:00 PM and ends at 7:30 pm. You may receive your sheet after check-in is closed by speaking to a member of staff.

Item Cards: Players are expected to keep track of their item cards between games. Lost item cards will not be replaced. All item cards must be signed by two HitS ST's. Any genre specific items needs that ST plus one other to sign.

A minimum of 3 custom item cards at ST discretion will be created at game per player, if a player requires more or custom written ones they must contact the staff email with the write ups for each card requested no later than a week before game.

Game Start

The ST staff will make any in-character announcements at this time, and declare “game on”. Players are expected to remain in-character after this call has been made.

During Game

Arguing with a Storyteller during a scene such that it causes a negative impact is unacceptable and can result in Disciplinary action, up to and including GNC of the character.

Concerns about rules calls can be raised after the scene has ended.

End of Game

Scenes: When the storytellers call for the end of game, all scenes will come to an end for the session. Unresolved scenes may be finished during downtime, before the start of game at the following session, or after game end at Storyteller discretion.

Scene Completion: Unresolved scenes from the previous game session or downtime may be finished with the correct storyteller before Game Start or between games by emailing honorintheshadowsstaff@gmail.com.

Announcements and Discussion: Storytellers and players will make OOC announcements, share good scenes, nominate others for good roleplay or costume experience awards following the end of game.

Experience

Players wishing to spend experience points on their characters may record their requested expenditures on their character sheets or offered spend sheets found at the Admin desk during the duration of game and turn them into the storytellers. Preferably, experience points may be spent via email at HitSxspends@gmail.com.

Experience Awards

All points awarded are Attendance +, you must attend game to gain experience. Experience may be gained in the following ways:

Attendance:	6 points, Split between Characters signed in.
Travel:	1 - 4 points per game attended*
Player / ST Nods:	Variable
Downtime:	1-2 points (must have the staff email cc'd)
Email Only Players:	1 point per email scene (must have the staff email cc'd)**
Maximum Award:	8 points per month
Non-HitS Staff:	1 point for administrative or AST
Non-HitS HST:	2 points
Sub-Coordinator:	1 point
Coordinator:	2 points

* **Travel** points are awarded for visiting games held more than an hour's travel away. One point is awarded per hour of travel (from home game location) up to 4 hours. Must present signed travel card or email to staff for XP Award.

** Email only players must email a list of Thread Titles, that have the Staff email cc'd, to the Admin and ST list once per month to receive Exp awards for the Scenes.

*** Exceptions to these rules can be made at ST discretion.

Spending Experience Points*

Learning from a Tutor with the Instruction ability can grant up to 1 additional purchase in a category per month up to the Tutor's Instruction ability level. A Tutor must have the Instruction ability equal to or greater than the level of the ability they are teaching.

Abilities (Physical, Social, Mental)	1 Level per Month per Category
Backgrounds	ST Discretion
Supernatural Powers	per Month
Traits (Physical, Social, Mental)	1 per Month per Category
Rituals/Rites	1 per Month
Merits	ST Discretion
Combination Powers	1 per Month
Tempers	1 per Month per Category

* Characters may only learn one level of an ability, discipline, gift, ritual, rite, or similar power at a time. Unless under the tutelage of someone with the Instruction Ability. Traits are the exception in that each category may be raised by one at the same time.

Downtime and Other Game Events

Downtime is the time between games. Characters may interact with the world and other characters, so long as the rules for moderated and unmoderated actions are followed. Players may submit character updates to the STs as often as they wish, and may receive up to three experience points per month for doing so.

All character interactions that take place out of the official game sessions (including via email or IM) will fall into two classes, moderated and unmoderated. All moderated actions are hard proxy and require a storyteller to be present and aware of the situation as it develops. All unmoderated scenes will be soft proxy.

All Downtime actions, from contested challenges to teaching abilities, must be logged with the storytellers of HitS via email to the Storyteller email.

Activities that may proceed without moderation must conform to the following guidelines:

- No direct challenges are made without express consent of both parties
- No actions alter the long-term environment of the game world
- No characters involved reach torpor or final death
- No characters are embraced
- No private contact with Coordinator controlled NPCs occurs (the exception being the large email lists)
- No more than two PCs are involved

Inactivity: If you do not attend or play your character in HitS for 8 games, your character's status will be changed to Inactive. Attendance does NOT include Forums, Travel Games, or Downtimes. Any exceptions or modifications to this ruling are done on a case by case basis and ONLY with HST approval. If you resume your attendance at game the sheet will be marked as Active and you will begin receiving XP as normal until you again miss 8 games.

Cancelled Games: From time to time the staff may need to cancel a game due to real life events or weather related concerns. When and if this occurs, all PC's get full XP for that game.

Character Generation:

1. All characters will be created with the guidelines found in “Laws of the __, Revised” as printed by White Wolf publishing.
2. Each character submitted for consideration must include a concept and history. To encourage the fleshing out of a character’s story, additional experience can be earned during this process.
 - a. Characters may earn up to 60 additional xp at character creation. These points will be awarded by the Storytellers, based on things like character concept, history, game needs, rollover from previous characters and other factors at their discretion.
 - i. All Character will start with 30 base experience points.
 - ii. The maximum amount of additional experience you can earn at character creation is modified by the generation and auspice of your PC. As you will see below, we encourage players to consider RP, character story and in character relationships over the mechanical benefits of potent blood or R&U status.
 - iii. Each character will receive a variable amount of experience for their concept and written back story. The ST’s reserve the right to award specific abilities, merits, willpower, etc. whose point costs would count toward the total xp.
 - iv. When a character is created, players have up to a maximum of two game sessions to submit a backstory for an experience award.
3. We encourage players, whether new or veteran, to create and play the basic characters from “Laws of the __, Revised” genre books
 - a. 5 xp will be awarded for playing a Basic clan without a proprietary in-clan discipline (Brujah, Caitiff, Nosferatu, Toreador, Ventrue)
 - b. 5 xp will be awarded for characters that are underrepresented in the game. This changes constantly, please check with ST’s.
4. Generation: At this time, we are awarding additional starting xp for characters of 11th generation or higher.
 - a. 13th generation and above: 20 additional xp at creation, max total award of 60 xp.
 - b. 12th generation: 15 additional xp at creation, max total award of 55 xp.
 - c. 11th generation: 10 additional xp at creation, max total award of 45 xp.
 - d. 10th generation: 0 additional xp at creation, max total award of 40 xp.
 - e. 9th generation: 0 additional xp at creation, max total award of 35 xp.
 - f. 8th generation: 0 additional xp at creation, max total award of 30 xp.

5. Auspice: At this time, we are awarding additional starting xp for characters who play needed Auspices.
 - a. Galliard: 20 additional xp at creation, max total award of 60 xp.
 - b. Philodox: 15 additional xp at creation, max total award of 55 xp.
 - c. Theurge: 0 additional xp at creation, max total award of 40 xp.
 - d. Ragabash: 0 additional xp at creation, max total award of 35 xp.
 - e. Ahroun: 0 additional xp at creation, max total award of 30 xp.

6. We encourage players to develop in character relationships with other pc's. To that end, we have players willing to act as PC sires, mentors, points of back story contact, or are otherwise willing to help players new to Honor in the Shadows get acclimated to our story and game. In an effort to encourage the use of this, we offer the following incentives.
 - a. 10 xp to any character entering play with a PC sire.
 - b. 5 xp to any character entering play with a PC mentor.

* To facilitate and encourage players to participate in OWbN plot, any case where there are additional xp awards that supersede standard bylaws will also supersede the limitations provided in these house rules.

III. Sheet Break Down

Abilities

Adding Abilities: A character's total ability level may be added to the character's trait pool in any challenge where that ability is relevant (eg. X is punching Y and has 3 dots of brawl and 10 physicals, thus X adds their Brawl ability to their physical traits for the attack, giving them a total bid of 13.)

Etiquette: Intentional breaches of protocol, e.g. insults, cannot be covered by Etiquette.

Lore: A test with any given lore retests with the same lore. Honor in the Shadows uses the lore levels suggested in Dark Epics.

Demolitions: The ability to create and or modify explosives:

Dot one: Adept at disarming / planting demolitions

Dot two: Modify demolitions to deal 1 additional damage*

Dot three: Able to conceal demolitions in everyday items

Dot four: Able to modify demolitions to deal 1 additional damage (stacks with dot 2)*

Dot five: Able to modify demolitions to deal 1 additional damage (stacks with dot 2 & 4)*

*Must be noted on Item Card!

***Ability Specializations:** Abilities may be specialized after having been advanced to level 3 or higher; this costs 1 xp.

Backgrounds

Resources: Monetary examples provided in the book are subject to inflation.

Retainers/Kinfolk/Other: NPC Retainers/Kinfolk/Other are designed as standard characters from their respective core books and will earn 3 xp per month to be spent by the Storytelling staff.

Totem: Each Garou may have two totems: Pack, and Personal. Only benefits from one of these may be claimed at any one time. The other represents the relationship between the character and the totem, and can help the character gain gifts or favors. Levels of Personal totem may be purchased up to the totem's cost.

Herd: Herd may be used to regain 1 Blood point per dot per game session.

Influence

All Influence declarations are to be sent to the staff email (honorintheshadowsstaff@gmail.com.) before the Wednesday prior to Game date to insure they are added to that months action list. Influence declarations sent in after the cutoff date will be applied to the following months declarations.

You cannot manage more Influence than the sum of your permanent Physical, Social and Mental Traits. This limit counts against all of your total Influence - your combined levels cannot exceed this total. After all, there are only so many things you can do in a day. The Retainers background adds 1 level of influence per dot of Retainers to this cap.

When you exercise Influence, you extend temporary Influence Traits. These trait refresh at the end of each game session.

Performing an endeavor requires a number of Traits equal to the level of the action. Therefore, with high levels of Influence, you can perform many small actions or a few significant ones. To perform the Influence endeavors presented here (such as Attack, Grow, Stealth, Watch, and Trace), you must spend Traits just as you would for endeavors on the traditional charts.

Each Dot of an Influence grants you a temporary trait that can be used to perform an endeavor. Endeavors not on the traditional Influence charts are given a rating at Storyteller discretion.

Growth:

The first level of any Influence must be purchased with Experience and roleplay, after that Growth actions must be applied to raise the level of Influence.

- To reach the next Level an Influence must have a number of Growth actions equal to the Level it is growing from times 3 plus 1.
- Changing Breeds with Rage always increase the cost of the Growth Influence endeavor to 4 times plus 1. Glasswalkers and characters with Gifts that remove the curse being the only exceptions.

Stealth:

Stealth actions hide what you are doing with your influences on a level for level basis, A character who spends 3 levels in a Hide endeavor will be protected from a level 3 or lower Trace or Watch endeavor.

Watch:

Watch endeavors are made when you want to see the results of other players actions, this goes beyond the standard rumors and into the realm of Influence PvP. An unhidden action made by another player will show up on the watching characters rumor list, but you need to Trace the endeavor to find out WHO is making the endeavor.

Trace:

Tracing endeavors may be made when a character has successfully made a Watch endeavor and wishes to find out WHO made the endeavor in the first place.

Otherwise Per Dark Epics.

Tempers

Willpower: Temporary Willpower fully refreshes at the start of each game, unless otherwise noted by a Storyteller and may also be regained when the character acts in accordance with his or her nature or makes use of the Meditation ability. Any players who feel this should be the case should speak with a Storyteller.

Blood: Starting Blood will be at full each game minus Retainers, or plot related deficiencies.

Rage: Characters may spend Rage equal to half their base physical traits per round. When interacting with mortals shifter characters are down 1 social trait per 2 points of permanent Rage.

Gnosis: Gnosis pools refresh at the start of each game if the character has any sort of access to a place of power.

Converting Table Top Mechanics to LARP (MET)

When it comes to Tabletop there are bound to be difficulties in translations, even occasionally them never being converted to the Mind's Eye Theatre system. Below is a framework for Staff to help Players convert such resources.

Mechanics that increase the difficulty of a roll will be converted as Traits down (If defensive, opponent bids additional # of traits, if offensive Character bids # of additional traits).

Mechanics that reduce difficulty of a roll will be converted as Traits up (If offensive, opponent gains additional # of traits, if defensive Character gains # of additional traits).

Mechanics that add Dice to hit will be converted as Bonus Traits.

Mechanics that adds Dice to damage will be converted as every two (2) Dice adds one (1) damage round down.

10 point scales for Roads/Paths will be converted as every two (2) levels of the 10 point scale merged into one (1) point for the 5 point scale.

Additional Success mechanics are converted to Extended challenges.

IV. Combat and Challenges

All challenges will be worked out one at a time, unless specifically called for by the Storyteller in charge of a scene. In the case of mob combat or mass challenges, one trait must be bid versus each opponent in turn, but no more than five traits will be lost, regardless of how many challenges are lost.

Combat always requires a Storyteller or Narrator to be present. As soon as the first physical challenge is declared, and automatic time stop is in effect for all parties involved until a Storyteller or Narrator takes control of the scene, at which point, the combat is broken into rounds.

Order of Combat:

The order of combat is as follows:

- Expenditures
- Declaration of Actions
- Preempt
- Normal- Mental/Social
- Normal- Mental vs. Physical (ranged combat) Normal- Physical
- Rage/Celerity/Speed Actions
- Extra Action (i.e. off-hand)

*Expenditures required at the beginning of the sequence include and rage/blood/quintessence for extra actions or form change. Some actions are described as taking a full round. Such occur during the Normal Action. Only this action may be undertaken and the character may not attempt any other action that round.

- Declaration of actions will occur in the following sequence:
- Normal Physical Actions (non-speed)
- Normal Mental/Social Actions
- Preempts

*Declarations for the extra attack actions will occur at the beginning of those rounds.

*Changing a declared action can be done at the cost of a temporary Willpower trait.

Each step of combat, actions will be performed in initiative order (based on traits) whenever multiple characters are acting. Whenever possible, actions will be resolved as opposed Challenges.

Movement: A character may take up to 3 steps and an action with no penalty, additional steps may be taken at a 2 trait penalty per step. Dedicated movement actions give a character up to 6 steps per turn, but they may not take any action except dodge.

Surprise: If a character is deemed by the Narrator to have surprised another character, that character will have a surprise re-test.

Damage Cap: 5 + Melee/Brawl/Firearms/etc.

Armor/Health Cap: 5 + Survival/etc.

Does not include natural health levels gained through passive disciplines/merits/clan or tribal advantages etc. i.e. Fortitude Level Two, Get of Fenris Tribal Advantage, or Huge Size merit

Explosives: Those available to PC's max out at 5 aggravated damage unless modified with Demolitions Ability

Special Powers Notes: We use the Dark Epics Extended challenge rules for all Powers that require Extended Challenges. (Dark Epics pg. 70.)

When engaging in an Extended Challenge, the player performs the first test as normal, gaining one "success" if he wins the test. If he gets that first "success," he can spend additional Attribute Traits from the appropriate category to gain extra "successes." For example, a Garou attempts to use *Strength of Purpose* (Basic). After winning the Physical Challenge, the Garou may spend additional Physical Traits for extra successes.

V. Garou and Kinfolk Specific Rules

Renown: All Renown will be assigned by a Storyteller, see one if you wish to add or subtract a Renown points to your character.

Players should send prospective renown gains to the Admin email with a suggested number of traits they think the character should gain for a particular action.

Renown Chart:

	Ahroun	Theurge	Philodox	Galliard	Ragabash
Cub	No Renown			Wisdom: Honor: Glory:	
Claith	Wisdom: 0 Honor: 1 Glory: 2	Wisdom: 3 Honor: 0 Glory: 0	Wisdom: 0 Honor: 0 Glory: 3	Wisdom: 1 Honor: 0 Glory: 2	Combined: 3
Fostern	Wisdom: 1 Honor: 1 Glory: 4	Wisdom: 5 Honor: 0 Glory: 1	Wisdom: 1 Honor: 4 Glory: 1	Wisdom: 2 Honor: 0 Glory: 4	Combined: 7
Adren	Wisdom: 1 Honor: 3 Glory: 6	Wisdom: 7 Honor: 1 Glory: 2	Wisdom: 2 Honor: 6 Glory: 2	Wisdom: 4 Honor: 2 Glory: 4	Combined: 13
Athro	Wisdom: 2 Honor: 5 Glory: 9	Wisdom: 9 Honor: 2 Glory: 4	Wisdom: 4 Honor: 8 Glory: 3	Wisdom: 6 Honor: 2 Glory: 7	Combined: 19
Elder	Wisdom: 4 Honor: 9 Glory: 10	Wisdom: 10 Honor: 9 Glory: 4	Wisdom: 9 Honor: 10 Glory: 4	Wisdom: 9 Honor: 5 Glory: 9	Combined: 25
Legend	Auto NPC				

* Minimum Time for Rank Challenges:

- o Cliath to Fostern: 3 months
- o Fostern to Adren: 6 months
- o Adren to Athro: 9 months
- o Athro to Elder: 1 year

Peeking: Only Uktena may peek from the material realm into the Umbra without a gift or fetish.

Form Movement Benefits: Crinos or equivalent give Characters 2 extra steps before penalties are applied, Chatro or equivalent doubles the movement rate.

Dedication: Fetishes and talens must be dedicated to a character. Up to 5 of the same talen take up one slot. A set of clothing will include minor items like jewelry as long as it is all completely mundane. Larger items may take up additional slots at ST discretion. The number of dedication slots available to a Character is equal to the Character's Permanent Gnosis score.

Spirits: Spirits bid twice their Rage, Gnosis, or Willpower in challenges.

Fetishes and Talens: All non-standard fetishes and talens (i.e. not from a published White Wolf book) entering the chronicle are subject to storyteller inspection and alteration before entering play.

Up to 5 talens may be created in the period of a week. Fetishes will take a month or longer to create.

Rage-on:

When a Garou or Fera character reaches the dead health level, they may attempt to Rage-On. Raging-on requires a character win or ties a challenge of their current rage versus permanent. If successful they regain 3+ Survival health Levels. This may be done once per scene.

Gifts and Rites:

You may learn new Rites from a Garou / Fera teacher or a spirit teacher. If you have a spirit or NPC teacher then you must purchase that rite with experience.

You may learn new gifts from a Garou / Fera teacher or a spirit teacher. It should be noted that if you are taught a gift from a Garou character you and the teacher will gain a point of Spirit Notoriety. Tribe/Breed/Auspice Gifts will have a Chiminage assigned by a Storyteller to represent the pact made with the spirits.

Out of Tribe/Breed/Auspice Gifts:

All of these require ST approval. And a scene ran with a Storyteller.

Out of Tribe/Breed/Auspice Gifts taught by another Garou or PC require approval and the characters automatically gain a level of Spirit Notoriety.

Should you renounce your auspice you may freely use any gifts available at your current rank. Using a gift above your allowed Rank will result in Spirit Notoriety.

Gifts and rites from the Wyld West, Dark Ages are only available with Storyteller permission.

Gifts granted by a Totem may be purchased at out of Tribe/Breed/Auspice costs if a character has followed in good standing the Totem that grants it for 12 months. ST's have the final word on what constitutes "Good Standing".

Harano: Harano is an inexplicable gloom and inexpressible longing for unnamable things. Some say it is caused by contemplation of Gaia's suffering. Garou who suffer from Harano are prone to depression, lassitude and sudden mood swings. They may not act at all, or they may explode into intense but ill-advised activity. One never knows. What is certain is that a Garou suffering from Harano is certainly not at his best, and he may well be a liability to his pack, his sept and the fight to defend Gaia.

It is not common for a Garou to plunge into Harano, but it happens often enough to make it a concern. At the Narrator's discretion, any werewolf who has suffered some sort of crushing defeat recently (failure of a plan, loss of a loved one, extended humiliation) must make a Mental Challenge against 10 Traits. If he fails, he slips into Harano. Although this condition is not permanent, the gloom of Harano is hard to lift. A player whose character suffers from Harano must make a Willpower Test against seven Traits each scene. If he fails, the Garou plunges into either of the following:

Fanatical, Desperate Activity — The Garou must succeed on a Simple Test to avoid acting immediately on any impulse that comes to mind. Furthermore, he is down three Traits on all Mental and Social Challenges, and loses all ties.

Deep Gloom and Depression — The Garou must succeed on a Simple Test to act at all. Otherwise he simply curls up and hopes the world goes away. In addition, he is down three Traits on all Mental and Social Challenges, and loses all ties. These effects last for the duration of a scene. A new test must be made at the beginning of the next scene. Furthermore, the senses of any Garou in Harano are inevitably distorted by his intense inner torment; all Garou in Harano are down one additional Trait in any challenges involving sight, smell or hearing. Those who suffer from Harano may have moments of lucidity after the expenditure of a Willpower Trait. This expenditure lifts the gloom for as many hours as a character has permanent Willpower. Harano is not necessarily permanent. Extraordinary Garou may free themselves from its grip after exceptional travails (at Storyteller discretion). Given the crippling effects of this condition, only extreme circumstances should sink a player's character into Harano.

VI. Vampire and Ghoul Specific Rules

Torpor: A character will awaken from Torpor unassisted after a period of time determined by the Humanity or Path rating of the character:

- ❖ 5 traits: 1 week
- ❖ 4 traits: 2 weeks
- ❖ 3 traits: 4 weeks
- ❖ 2 traits: 8 weeks
- ❖ 1 trait: 12 weeks

Gargoyle Rituals: (*Lore of the Bloodlines p. 37*)

Enchanting a Gargoyle requires the ritual Enchant Talisman to be cast once per night for a number of weeks equal to the level of the final ritual to be enchanted, two weeks for Basic, four for Intermediate, and five for Advanced. Traits, Willpower and Retests do not refresh during this time, but Willpower may be used once per night to refresh traits as per normal. (This Procedure only function on Gargoyles and may not be used to enchant any other Bloodline or Clan.)

Any scene in which a HitS Gargoyle is to be enchanted or a HitS thaumaturge wishes to enchant a Gargoyle must be run in HitS territory as time locked email scene.

Any Gargoyle wishing to teach the enchanted ritual to another Gargoyle may do so, at the cost of an out-of-clan Discipline times 3. Only another Gargoyle can learn enchanted Rituals in this manner.

VII. Mage Specific Rules

VIII. Changeling Specific Rules

Banality: Will be assigned to each character by the Staff, it is your responsibility to be aware.

Cold Iron: Being exposed to cold iron affects fae strongly. While in possession of such objects, a changeling is one Trait down on all challenges, and her maximum Glamour decreases by one Trait per cold Iron item she carries. Larger Items may inflict a larger penalty at ST discretion.

Weapons forged of cold iron inflict aggravated damage on changelings and give them one Trait of temporary Banality.

Being manacled in cold iron prevents a changeling from casting any Cantrips or employing Birthrights. In addition, the manacles will burn the changeling's wrists over time. Other effects of the burning manacles are up to the Storyteller's discretion.

Oath: Taking an Oath multiple times does not grant cumulative effects.

Oath of Adoption

Sidhe who change Houses do not change their original House Boon or Flaw, nor do they gain the Boon or Flaw of their new House.

Oath of Clasped Hands

The benefit of this Oath may be gained only once.

Oath of Fealty

A character can be under only one Oath of Fealty at a time. To swear another Oath of Fealty is to break the first.

Oath of the Long Road

A character may swear have only one Oath of the Long Road at a time, and he may gain the benefit of the permanent Willpower and Glamour only once. Use of this oath on a trivial quest results in consequences as dire as if the Oath were broken.

IX. Disciplinary Procedures, Rules and Actions

Most disciplinary infractions can be subdivided into 3 categories:

Cheating, Disruptive Behavior, and Misconduct.

Cheating consists of consciously misusing the rules.

Disruptive Behavior is a broad term that encompasses behaviors, intentional or unintentional, that interfere with the smooth running and enjoyment of the game. This may include repeatedly breaking character to talk about non-game issues, arguing rules or rules calls, attempting to interfere with a narrator/storyteller in the performance of their duties, engendering ill-will toward other players or members of the ST staff etc. ST's have the power to GNC a character whose player consistently violates these rules.

Misconduct represents those actions that are damaging to the game's continued functioning, against the spirit of the game or against the instructions of the ST staff. Such violations include metagaming, slow-throwing, discussing issues that the ST staff considers inappropriate or the staff has asked you not to discuss, attempting to wield inappropriate authority, attempting to circumvent rules, attempting to take advantage of one ST to circumvent the ruling of another (also known as Mommy Daddying), etc.

Punishment

Each case will be judged individually by the ST team and HST has final call.

In each case the storyteller issuing the punishment will notify the player involved. These decisions are not subject to review or appeal until the end of the established punishment period. In addition, the storytelling staff reserves the right to disallow any player, character or item from play.

All decisions may only be overturned by another ST Staff decision.

X. Errata