

House Rules Document  
for  
Black Hawk County By Night  
(9/5/16)

Welcome to the house rules document for BHCBN. The ST staff appreciates you taking the time to familiarize yourself with our rules before attending our game. That said, it is important to remember that this is a living document and that the sheer amount of source material created by White Wolf cannot be properly covered in this document. Please keep this in mind should your storyteller make a rules call that is not reflected in this document.

For core rules on basic material, please refer to the Laws of the Night book. For rules on weapons and influences, please refer to the Dark Epics book. For any other rules not mentioned in this document, rulings made in binding genre packets will take precedent, followed by the original source material.

Please note that these house rules only include rulings on powers within the vampire genre. Given the expanse of White Wolf materials available, the storytelling staff will adhere to the spirit of the house rules regarding powers with purposes and descriptions similar to those within the vampire genre. Other questionable powers will be discussed by the staff prior to the game when they are used.

Any visitors possessing blood magic, combo disciplines, custom disciplines or rituals, or rare disciplines should verify them with the ST staff before visiting. This way we can familiarize ourselves with your powers and make any necessary rules calls before you arrive. Powers not verified this way may be removed from your sheet.

Calls made by the STs during a scene are final. Discussion about ST calls is welcome and ST calls that are made during game will be recorded for consistency and added to this packet.

Any questions regarding this document can be submitted to [bhcbn-st@googlegroups.com](mailto:bhcbn-st@googlegroups.com).

## Table of Contents

Introduction	1
Abilities	3
Disciplines	6
Merits/Flaws	15
Miscellaneous	17
Conduct	22

## Abilities

### Alertness

This ability can be used to cancel retests called due to surprise. This does not apply to darkness retests or the 'guns are cool' retest.

### Area Knowledge

This ability can be used to find mundane locations and reduce travel time. Area Knowledge can be applicable to the area of a specific chronicle and must be specified.

### Athletics

This ability is used for swimming, climbing, jumping, etc. It is not an effective retest in combat situations. (Brawl is used for grappling/wrestling, Throwing is used for throwing.)

### Awareness

To use this ability you may make a static mental challenge (difficulty 4 for powers with a visible effect, difficult 8 for powers with no visible effect) after any supernatural ability that requires an activation cost or opposed challenge is used to know that there was a supernatural occurrence. Sustained effects are only detectable when first activated. Obfuscate and other powers that grant invisibility are not subject to this rule.

### Blindfighting

This ability can be used to cancel a darkness retest. (If you are not able to see, you are down two traits on all challenges. If you are in an opposed challenge with a target who can see, they may call an additional retest against you for darkness.)

## Crafts

Time required for the creation of a craft will be determined by the ST on the basis of scope, intricacy, and time dedicated each downtime by the character. Crafts can be made to the level of ability possessed by the character with a chop made for each level at an increasing difficulty as listed below:

Crafts 1 - Difficulty 5 traits

Crafts 2 - Difficulty 7 traits

Crafts 3 - Difficulty 9 traits

Crafts 4 - Difficulty 11 traits

Crafts 5 - Difficulty 13 traits

At Crafts 3, one adjustment can be made from the Dark Epics statistics, giving a bonus trait to a weapon or removing a negative trait. At Crafts 4, the crafter can instead add a special ability, change the concealability of the item by one step, and work with rare materials such as silver or cold iron. At Crafts 5, the crafter can make two different adjustments, including adding one damage with a negative trait to a weapon, or one health level to an armor. All adjustments are subject to ST discretion based on the item in question and must be sensible. Items brought in from other game will be required to abide by these crafting rules within this game. "Mastercraft" abilities are not allowed to further modify combat statistics in this game.

\*\*A note on creativity: the ST's welcome players to try to be creative with crafts to create specialized items and equipment. However, all item creation and modifications are subject to ST approval. Item bonuses do not stack.

## Drive

You may drive an automatic transmission vehicle without having any ranks in drive. Any vehicle that does not have an automatic transmission requires at least one rank in drive to operate.

## Expression

This ability uses the same difficulty progression for quality as the Crafts rules.

## Hunting

You may retest your initial blood chop with hunting and take the most favorable of the two chops. In addition, you may expend a dot of hunting at check-in to gain one trait of blood without endangering yourself in any way. Finally, this ability allows you retest a 'world-hates-you' chop at the beginning of any feeding scene.

### Linguistics/Languages

To learn a new language, you must study it for 6 months. The Linguistics ability will reduce the time it takes to learn a language by 1 month for each dot. The Natural Linguist ability reduces the final time in half. You can only study one language at a time. Linguistics represents the study of languages and will allow you to work with languages with which you are not yet familiar or even create your own. This ability will take time to use and cannot be used during a game session.

### Meditation

Each dot of Meditation can be used once per downtime period to recover one Willpower. Each dot requires a mental test, difficulty 5 to recover Willpower. These tests can be run at check in to represent meditation during the downtime period. Alternatively, you can attempt to recover Willpower during game. This requires 30 minutes of concentration, during which time you will be out of play.

### Rending

This ability is not allowed in our game.

### Throwing

This ability is used for any thrown attacks. Levels of Potence can be used to increase distance and to throw heavier objects. See Potence for more Details.

# Disciplines

## General Rules

Black Hawk by Night limits the number of advanced out of clan disciplines that any single character can possess to three. If visiting characters are beyond this cap at check in, they may choose which powers will be removed from their sheet for the evening. Blood magic is not subject to this rule.

## Animalism

Feral Whispers - In addition to speaking with animals, this allows you to communicate with creatures using Subsume the Beast or Shape of the Beast. This power still requires eye contact and a verbal component, so you cannot overhear a conversation held by Feral Whispers. Feral whispers is not a language in and of itself, and is only used to communicate with animals or animal-like creatures.

Beckoning - At the beginning of the night, social traits can be used as herd.

Quell the Beast - The negative effects of this power only last for a scene or hour. When using Quell to bring a vampire out of frenzy, they do not suffer negative traits, as written.

Subsume the Beast - Spending 4 Social Traits allows the use of Obfuscate while possessing an animal. Normal expenditures for use of this power still apply. You are not aware of what is happening to your body while in Subsume unless you are put into torpor or staked, at which point you snap back.

## Auspex

When contesting Obfuscate with Auspex, you are considered up one trait for each level of Auspex you possess.

Telepathy - Telepathy is undetectable to those outside the connection after it is established. If a person in Telepathy is required to enter a challenge for an ability that they do not have, but the other character does, the second character can 'coach' the first, allowing them to make the challenge. This does not allow any ability retest.

Spirits Touch- An individual using Spirit's touch no longer has to expend mental traits. Instead, a static chop at difficulty 7 is thrown, subject to the following modifiers

Personal Object: -2

Casually used object: +1

Object tied to sudden emotional burst: +3

A successful use of spirits touch will not impart any negative effects strong enough to have a mechanical effect. On a loss, the information gathered is unclear but mental traits can still be spent to recover information. Sorting through information that way imparts a greater risk and does risk negative side effects. Spirit's Touch retests with investigation as per standard Auspex Rules

Psychic Projection (general) - In order to sign into game, your physical body must be present. When travelling in the astral plane, you are in a realm separate from the umbra or the shadowlands. There are still hazards associated from going to some locations in Astral form. Travelling at the speed of thought means that it takes one round to reach any location with which you are familiar. To process what you are seeing while moving in Astral, you must travel at a slower speed. While actively searching, your maximum speed is 24 steps per round or approximately 17 mph. You are not aware of what is happening to your body while in Astral unless you are put into torpor or staked, at which point you snap back.

Psychic Projection (combat) - When two beings using Astral Projection enter into combat, they make opposed challenges using Mental traits, retesting with Brawl and Dodge as per normal combat. You cannot use physical disciplines in Astral Combat. No other powers may be used to damage another person's silver cord or astral body.

Psychic Projection (escape) - If one astral being is attempting to retreat to their body, they 'zip-line' in a manner that can be followed by another being doing nothing but movement. During this chase, an attempt can be made to lose the pursuer by making a stealth vs. investigation challenge. Your silver cord is only visible for a few feet behind you.

Psychic Projection (manifesting) - When you spend a Willpower to manifest, you manifest during the mental action phase, take your action, and return to the Astral plane at the end of the round. During this time, you can be subject to social or mental disciplines, but your Astral body cannot be dealt damage from a physical source. You may not use mental or social powers that require expenditures of blood while in Astral form unless you have a way to forcibly spend the blood, as you do not have control over your body while in Astral form.

Using Auspex to Break Mask of 1,000 Faces - If you suspect someone is using Mask of 1,000 Faces, you must win the challenge to break their mask. If you lose the challenge, not only do you not know the opponent's true face, but you also do not know that they are using Mask. (Hence there is no reason to retest unless the opponent does something to make you suspect further and try again.)

### Celerity

Mental or social actions are only allowed during the normal action while using Celerity. Celerity does not let you win ties with guns, but it does let you call the bomb. The basics of Celerity are not considered a breach of the Masquerade.

### Chimerstry

When you create an illusion with the first three levels of Chimerstry, you must make a social challenge against anyone encountering your illusion to have it affect them. All disbelief is subject to situation and ST discretion; it will sometimes allow a static test to break Chimerstry, and sometimes allow the target to completely ignore Chimerstry. Use of Auspex can allow a disbelief chop, but does not grant any additional traits, as tests for Chimerstry are social in nature.

Horrid Reality - This power cannot be used without a storyteller present, and the storyteller will be allowed to determine any mechanical effects of the illusions created with this power. When targeted by Horrid Reality, if you possess Aegis, you can spend 1 temporary willpower to ignore all chimerical damage from Horrid Reality for one round. If you have spent for Aegis in a round to ignore physical damage, you also ignore all chimerical damage from Horrid Reality. Use of Aegis does not grant a disbelief chop against Chimerstry.

### Dominate

Defenders in a Dominate challenge can retest with Intimidation and are not immune to Dominate if the aggressor fails the challenge. You can be dominated into dangerous situations but not suicidal ones (this line is subject to ST discretion). You cannot force someone to teach you any Disciplines with any level of dominate.



Conditioning - To use conditioning, you must make a mental chop against the target once each day until you accumulate a number of successes equal to their permanent Willpower in all cases. In order to use this power, you must have unrestricted access to the victim for the duration of that time. This power may be used to program and deprogram drones, as written, but may also be used to enhance lower level powers of Dominate. For example: Conditioning a target can be used to rewrite large portions of a subject's memory, or to implant up to five mesmerisms in a target victim. These other uses of Dominate allow the subject to maintain their free will, but also does not give them extra defenses against the Dominate of others, or grant you the ability to Dominate them with no challenge or without eye contact.

Possession - In order to sign into game, your physical body must be present. Spending 4 Mental Traits allows the use of Obfuscate while possessing someone. Normal expenditures for use of this power still apply. If you are possessing a body, you must declare when you are leaving a body at the beginning of the round and you do not exit the body until the end of the round. You can still act as normally during the round. Astral projection still leaves one connected to the possessed body and they will still suffer the listed consequences for harm to the possessed body, even while projected from it. You are not aware of what is happening to your body while in Possession unless you are put into torpor or staked, at which point you snap back)

### Fortitude

Permanent Willpower can be expended for Aegis even when the target is Quelled. Aegis lets you win ties when soaking damage with the intermediate levels of fortitude without spending physical traits. Aegis must be declared before the simple chops for staking are thrown. Using Aegis stops physical carrier attacks for the round in which it is used.

Aegis is not a cure all. Massive trauma from a single source may still torpor or kill your character in spite of the Aegis ability.

### Melpominee

Phantom Speaker- A character using heightened senses hearing can test to overhear Phantom Speaker. Phantom Speaker does trigger awareness.

## Obfuscate

Obfuscate only works on people that are in your presence. Attacks that target an obfuscated individual by circumstance, when the individual's presence would not be known, still damage them normally (such as explosives). Taking damage breaks basic Obfuscate.

Cloak the Gathering - This power expands the utility of all previous levels in the following ways. First it allows the previous levels of the power to be used on any subject that is not actively resisting by expending a mental trait for each target. Second it allows clothing and other worn articles to be affected by Mask of 1000 Faces.

## Obtenebration

Activating levels 1-3 take your action for the round. Level 4 happens at the end of the round.

Arms of the Abyss - Summoned arms can use your Brawl, Dodge, and Survival retests in combat. These arms do not act on the round they are summoned. You may only maintain a total number of Arms of the Abyss equal to your permanent Willpower

Shroud of Night- If you have both Heightened Senses and Eyes of the Beast active (or other powers that negate the entire -2 penalty from Shroud of Night) you are able to see well enough to use powers that require line of sight or eye contact with subjects within the shroud. The caster may still apply the darkness retest on these challenges, and powers that require the subject to see you may fail if they are not able to see you.

Shroud of Absence - When using this power, you must make a gen bid with each character you are affecting with it, as it has a Dominate component. Additionally, players will be alerted to the option of entering into a Willpower challenge while in the presence of a sphere rather than having to specifically request said challenge.

## Potence

Throwing with Potence only allows you to throw larger objects, throw objects farther, or do an additional lethal damage if appropriate. You do not get the ability to call the bomb or win ties when using Potence to throw. If you wish to hit for distance, you can lower the level of unarmed base damage by one to move the victim 10ft back. Simple tests will be given when using Intermediate or higher Potence with a weapon not built to withstand large amounts of force or in an excessive fashion, subject to ST discretion. Failure on these tests will remove a bonus trait from that weapon, when these traits are exhausted the weapon has broken.

## Presence

Using any level of Presence except Summons requires them to be in your presence.

Awe - This power can be used to gain eye contact in combat; this negates your ability to use awe as a retest in any subsequent actions this round.

Dread Gaze - This power is an obvious breach of the Masquerade, but does not require the target to see your face if you make your vampiric countenance known in some other way.

Summon - If a target is summoned by more than one person, they go to the one with the lowest generation. You can be summoned into hostile situations or by known enemies. In order to 'tag' a person with your Presence powers to be summoned later, you must make a social challenge with the target (either from Dead Gaze, Entrancement, or Majesty). In order to 'tag' a person to be summoned later without using Presence, you must have taken part in conversation with the subject for at least ten minutes.

When summoned, you are unaware you are being summoned and will do your best to rationalize a graceful exit in order to travel to the location of the individual who summoned you in the form you are in.

Summons lasts a scene or an hour, whichever is shorter or until the individual announces themselves to the person who summoned them.

Majesty - This power affects anyone in your presence that can see or hear you. While attempting to break another person's majesty, you are considered the defender for the challenge, and can retest with Willpower.

## Protean

While in flight form you are considered to have three physical traits except in defensive challenges and challenges involving natural stealth. In these challenges you are considered to have your base physicals, with three extra bonus traits in challenges of natural stealth (not Obfuscate). Only Gangrel can choose their forms and the appearance of those forms.

Shape of the Beast: Rules are used out of the Gangrel clanbook, not the core book. Non-standard fight forms must be approved by an ST.

## Quietus

When you coat a weapon with Scorpion's Touch or Baal's Caress it lasts until that weapon is used, or until the end of the night. These traits are limited by the number of bonus traits the weapon possess. Dagon's Call is considered one source of damage and the victim may retest with Survival. Taste of Death does two aggravated damage instead of one, and is also corrosive to non-organic materials.

## Thanatosis

To use Withering on someone's head requires two hard challenges in addition to the physical challenge to make contact, unless they are immobilized. Once someone's head has been Withered they can only use physical disciplines. You must declare any blood and willpower expenditures before the attack.

## Vicissitude

Any use of this power takes time to perform. Combat maneuvers using Vicissitude are not allowed. Permanent modifications using Vicissitude cost XP and should be verified with your ST before use. Vicissitude mods are obvious unless they are intentionally hidden, which requires additional tests.

Horrid Form - This power is meant for natural combat and any use of weapons will result in a two trait penalty. Transformations always take place at the end of a round.

Blood Form - You cannot attack in any way from Blood Form.

## Thaumaturgy (general)

There is simply too much blood magic to do a write up for all of it. Please try to have a copy of the MET write up or the original source material available in case there are questions about the wording of your powers. If an ST does not have a write up for your path of blood magic available, they may refuse the use of that power. The house rules below have been made based on the occurrences and rules calls that are common in this game and calls with other paths may be subject to ST discretion.

For all characters where Thaumaturgy is not listed as one of their three disciplines, every path of Thaumaturgy is purchased at out of clan costs. Other characters purchase all Thaumaturgy after the primary path at out of clan costs.

According to pg. 177 of Laws of the Night any use of Thaumaturgy unless otherwise noted requires both verbal and somatic components. When using Thaumaturgy in combat, it is the only action you can take in a given round unless specified in the power. If you spend blood for Celerity, you can still use its bonuses to dodge, but you are unable to take the additional actions it would normally award you. The exception to this is Dual Thought from the Focused Mind path, which allows an additional mental action in a turn (not an additional casting of Thaumaturgy).

Any challenge from a power or that involves a Primary Trait bid against the opponents Virtues (including Willpower and Morality) is instead resolved as a contested challenge against that Trait category. I.E. a Social vs. Willpower challenge is Social vs. Social. This is for balance purposes.

Celerity is applicable in Mental vs Physical challenges to dodge if the individual being affected by the power can make it into cover as part of their dodge action.

### Elemental Mastery

Elemental Form - When in an altered form you no longer have blood in your system. This means you are immune to certain applications of thaumaturgy but other disciplines may be difficult to use.

### Focused Mind

One Track Mind - The target is disrupted from their loop if they take damage or if something directly interferes with them completing their task.

Perfect Clarity - This power uses your mental action for the turn, it is not a reflexive action.

### Spirit Manipulation

Hermetic Sight- This power requires a blood trait to activate.

Voice of Command - This power runs the danger of gaining spirit notoriety whenever a spirit is commanded against its nature.

Entrap Ephemera - See the Misc rules below regarding Fetishes.

## Transmutation

Gaol - When attempting to imprison a person, risk three traits and make a mental v. physical chop. In regards to larger objects risk half the suggested trait expenditure, rounded up.

## Rituals

Thaumaturges can activate a number of rituals or magic items equal to half their Occult rating, rounded up, at check in without having to chop or risk traits for them.

Bureaucratic Condemnation - This ritual can be cast on one subject each downtime.

Expedient Paperwork - This ritual can be cast to benefit one influence action each downtime.

Eyes of the Past – This ritual allows you to act as an observer in the room, but does not allow you to interact with the scene in any way, including using any other disciplines through it.

Pavis of the Foul Presence - This ritual does not reflect Summons or Majesty as listed. Instead it negates Summons and has no effect on Majesty.

Principle Infusion of Vitae - The maximum number of items that may be infused with blood is equal to three times the caster's permanent occult ability. Activating a principle infusion takes a mental action and only one infusion can be activated with each action.

Stone of the True Form - Stone of the True Form only activates when wielded in the hand of the caster. Only one stone can be created at any time.

## Necromancy

Soulsteal- The use of this power does not turn the victim into a a wraith and they are not subject to any power which would affect a wraith. The soul cannot use any of its social or mental powers and is helpless while removed from its body.

## Merits/Flaws

No Merit or Flaw may bring a character's traits above their Generational maximum in any area, unless explicitly stated they do so. Any Merit that would normally grant a named trait instead grants a bonus trait for comparing on ties in challenges related to that trait.

When creating a character, only 7 points from flaws can be claimed. When buying merits at character creation, you can spend up to 7 points at normal cost. Any merit that would take you over 7 points costs double, as if you were buying it after character creation.

### Ability Aptitude

You are considered up two traits on challenges involving the chosen ability, but not with powers that use that ability for a retest. This merit only applies to one specialization in the case of abilities that require a specialization such as Crafting and Performance. This merit cannot be taken for abilities that are directly related to combat, such as Archery, Brawl, Dodge, Firearms, Melee, and Throwing.

### Addiction

Addiction is run by the book, you can only feed from people who have partaken in your addiction. Points will be awarded on a sliding scale based on the substance you are addicted to. Accessible drugs such as caffeine, nicotine, and alcohol are worth 2 points. Illegal drugs such as marijuana and party drugs, and drugs that require a prescription like narcotic painkillers and antidepressants are worth 3 points. Hard drugs like heroin, meth, and cocaine are worth 4 points. You suffer the effects of this drug when you feed and for the scene or hour after. Players with addiction on their sheets under previous house rules will be refunded points based on their addiction, or be offered the opportunity to work to buy it off.

### Ambidexterity

This merit grants an additional trait to applicable challenges. It does not allow for offhand actions. This mechanic is being implemented to help streamline the flow of combat. This is applicable in ranged combat if the character is firing two guns at the same time. However, bonus traits from the weapons do not stack.

### Catlike Balance

You do not gain additional traits on dodging.

### Code of Honor

All codes must be fully written up for ST approval.

### Efficient Digestion

You are considered one blood trait up on a loss or tie during a blood chop in addition to the normal effects.

### False Reflection

In addition to the normal use of this power, you can instead spend a Willpower to have it effect all cameras for the scene or hour. As per the book, this merit only applies to Mask of 1000 Faces.

### Flesh of the Corpse

This flaw awards three points.

### Lucky

There are two versions of the Lucky merit. You may pay 3 points to receive one free retest each game or 7 points to receive 3 free retests each game. These retests may be used for any chop.

### Natural Leader

This merit costs 2 points.

### Powerful Ghoul

In an effort to make Powerful Ghoul more dynamic and interesting you can spend your XP to make more clearly defined Ghoul. You can spend your own earned exp. on at a 1 to 2 rate. The experience you can spend on your ghoul is capped at 100 points. So after buying powerful ghoul, you can make a sheet, and spend up to 50 experience points of your own to have 100 points to spend on your own ghoul. Powerful Ghouls will not be able to develop their own influence. Please note that if your ghoul is killed or leave in some other way, your points do not get refunded.

### Weak Willed

This flaw awards 6 points. You lose ties on Dominate challenges instead of automatically failing.



## Miscellaneous Rulings

### Character Creation

All characters start with one dot in each lore appropriate to their character (typically: Kindred, Clan, and Sect). New players receive Common Sense on their sheet for their first three months of play without cost. All players start knowing one language, which is assumed to be English unless otherwise specified. We want people to be the generation they want to be so we will offer an exp spread for generation.

- 14th - 30 meta points (plus flaw)
- 13th - 30 meta points
- 12th - 25 meta points
- 11th - 20 meta points
- 10th - 15 meta points
- 9th - 10 meta points
- 8th - 10 meta points
- PC ghouls - 20 meta points

Additionally, all players who submit a complete background that is approved by the ST staff will receive 30 meta points.

### Cell Phones

Phones take three combat rounds to call or text one sentence. You can speak one sentence each round.

### Combo Disciplines

Combo disciplines listed in a clan book are only obtainable by members of that clan. Combo disciplines that are player created or listed in other books (such as the Anarch book) require that the player has at least one of the disciplines required for it in clan. All combo disciplines require a documented teacher (or mentor) and the appropriate prerequisites as listed in its MET write up. Development of custom combo disciplines is possible and requires the advanced level of all disciplines being used with a minimum of 6 months development time, further development time to be added based on the level of disciplines being used to create the power, in addition to any other requirements at ST discretion, as well as ST approval. Exceptions to restrictions may be allowed in extenuating circumstances at ST discretion.

### Death and Dismemberment

When a vampire dies their body turns to dust. Any body part removed from a kindred, unless preserved under thaumaturgical conditions, turns to dust at the end of the scene. To fully kill a kindred a specific coup-de-grace action, either removing the head or dealing aggravated damage, needs to be completed. When a ghoul dies their body rapidly advances to its actual age.

### Diablerie

Diablerie veins disappear after three months. If you diablerize someone who is three or more generations lower than you, they may attempt a hard chop to become the dominant personality in your body. If you diablerize someone who has more than one derangement, you must make an additional conscience/conviction challenge or receive a permanent derangement of the ST's choice. When you diablerize, you have the option of forgoing the 2 gift exp to instead take one dot of an ability they possess.

### Expenditures

Blood expenditures must be declared at the beginning of the round, but their purpose need not be declared until the power is activated. Willpower expenditures are made on your initiative before the action is performed. By spending blood to gain physicals, you can exceed your generational max for a single round. Spending blood up to your generational max lasts for the scene or until spent.

### Falling Damage

Take 1 bashing damage for every 5 feet fallen. After 50 feet all damage is converted to lethal. Make an Athletics chop (difficulty 6) to reduce to reduce the damage taken as if you had fallen 10 feet less.

### Feeding

To drain blood from a target, you must first have successfully grappled them (opposed physical challenge, retest with Brawl). At this point, you can drink 3 traits each round. This cannot be increased by Celerity.

## Fetishes

Any item card containing a fetish must note what spirit was used to craft it or it will not be allowed in the game. Fetishes that were made through negotiation with a spirit should note any payment or chimenage owed or paid. Fetishes that were made by werewolves are not usable by vampires unless they specify that they can be activated without gnosis.

Activating a fetish costs one Willpower and requires an activation chop. Fetishes made through negotiation require a simple chop to activate. Fetishes made by force (or that do not specify a chimenage) require a hard chop to activate. Losing an activation chop results in two more simple chops; failing either means the spirit breaks free and is likely to attack the former wielder or crafter. Creating fetishes forcibly can also result in negative spirit notoriety.

## Frenzy

When a frenzy challenge is called for you may declare a willpower expenditure before the test is thrown. This allows you to stave off the frenzy for ten minutes, but you need to leave the source of the frenzy. While in frenzy you cannot use any mental or social disciplines. You gain a free retest defending against any mental and social powers that alter mood and emotion. To bring someone out of frenzy they need to be beaten in two social challenges from a single target, this challenge retests with empathy, leadership, or intimidation. If an ST does not feel you are acting appropriately for your frenzy your sheet will be confiscated and played as an NPC until the end of frenzy.

## Healing

Healing does not require an action and is effective at the top of each round when blood is spent. Aggravated damage can be healed by expending 3 blood. Only one aggravated damage can be healed each night under normal circumstances. To heal additional aggravated damage in a single night you must expend a willpower in addition to the 3 blood. You heal one aggravated damage each week over the downtime, unless you expend Willpower to increase this rate.

## Learning Unique Disciplines

To learn a clan-specific discipline (any discipline not of the cardinal 8), you need to ingest a trait of blood from a member of the clan that possesses that discipline.

## Movement

A walking pace is one step a round. Two to three steps is a jog, and six is running.

Walking incurs no penalties. Jogging at two or three steps incurs a minus one trait penalty on all challenges. Running allows the PC no action other than running. As a reminder, if the PC is using any level of Obfuscate other than Mask, they are limited to one step per round if they do not wish to break Obfuscate.

## Retainer

In an effort to make retainers more dynamic and interesting you can spend your XP to make more clearly defined Retainers. You can have up to 5 different retainers. Each of these retainers can vary in point level from 1 to 5. For each level you have dedicated to any retainer you can spend your own earned exp. on at a 1 to 2 rate. The experience you can spend on each retainer is capped at 10 times the level the retainer is. So if you have a 3 point retainer Jane and a 5 point retainer Joe, you can spend 15 experience on Jane to have 30 points to spend on a sheet for her; or, 25 points on Joe to have 50 points to spend on a sheet for him. Retainers cannot develop their own influence. Please note that if these are killed or leave in some other way your points do not get refunded.

## Shields/ Defending

Shields follow the rules as stated in Dark Epics and are only applicable in defensive challenges.

## Special Abilities on Items

You must have at least one permanent dot of the appropriate ability to utilize the bonus traits or special abilities of a weapon. This includes using mental traits for firearms and archery.

## Specializations

You can only have two specializations in a given ability. Only one of those specializations may be specified for an individual level of a discipline, either while using that discipline offensively, or defending against the use of that discipline. These specializations apply to the ability used to retest in that level of the discipline.

## Surprise

If you have surprise you can make one action with an additional retest for surprise on challenges where the defender must bid a physical trait. You cannot use Vanish as an addition to your surprise action.

### Three Game Rule

As a courtesy if the ST's offer you to buy off a flaw or negative trait or derangement or buy up something there is a 3 game rule on the offer. After the third game the offer is rescinded and you have to try again so plan ahead. As a side note if you are offered to buy off something over the course of role playing it might not cost double exp.

### Torpor

Standard torpor last for seven months minus your path rating. To bring someone out of torpor you must feed blood three generations more potent than their own. If the person belongs to the same clan, they need only be two generations lower. A sire may bring his childe out of torpor.

### Trait Caps

You are only allowed to have 5 traits in each named category (example: 5 Strength, 5 Appearance). You can have as many miscellaneous traits as you would like. Visiting sheets will only be allowed to gain the benefit of having 5 traits in each category. The reason for this ruling is to prevent hyper-focusing to maximize powers like Prowess, and to heighten the benefits of supernaturally heightened traits like a Sidhe's beauty or the Impressive Visage ritual.

### Two Weapon Fighting

There are no off hand actions allowed in this game. Instead the ambidexterity merit grants a single bonus trait. A specialization in two weapon fighting will add an additional bonus trait.

### Willpower Regeneration

You regain one willpower each week. Exemplary roleplaying of your Nature may result in the ST returning one willpower. See Meditation for additional ways to recover Willpower.

## Conduct Rulings

Black Hawk County by Night makes it our goal to preserve a community atmosphere at our games. As such, there are certain expectations about people coming in to that community. Registered Sex Offenders who committed violent crimes or crimes involving children, and others who have committed violent crimes which could cause other players to feel concern for their safety or the safety of their families, are not welcome in this game. Players who have committed crimes that feel they should be exempt to this ruling can make an appeal to the storyteller staff. Players who intentionally mislead the storytellers in this matter will be permanently banned and further disciplinary action may be pursued.

Black Hawk County by Night expects its players to uphold the basic tenants of Mind's Eye Theater. Do not touch other players unless they reciprocate the action, such as shaking hands. Do not attempt stunts that could hurt you or others. Do not carry weapons or facsimiles of weapons on your person. Do not come to game noticeably under the effects of drugs or alcohol, and do not bring either to game. Try your best to keep your out of character emotions and in character emotions separate. When people who are not playing the game are present, be aware of your conversations and actions. And have fun. These tenants should go without saying, but it is always good to have a reminder.

Calls made by the STs during a scene are final. Discussion about ST calls is welcome, so please feel free to e-mail your concerns to the ST list. We will make time to meet with you and discuss your question or issue at that time. ST calls that are made during game will be recorded for consistency and added to this packet.