

# Philadelphia: Honor in The Shadows

**A One World by Night Chronicle played within Delaware**

**House Rules: Rough Draft**

## **General Information**

**Note:** This document is a rough copy of the final document, which is being designed as a House Rules with graphics and such. This will be updated once it is done, additionally a document with rules and mechanics expanded without graphics that goes further in depth compared to what is provided will be uploaded to Philadelphia: Honor in The Shadows chronicle directory document logs once it is made available.

### **Proxy:**

Any PC physically entering/interacting with the chronicle of Philadelphia: Honor in The Shadows (HiTS) is considered to be “hard proxied” into the game.

Philadelphia: Honor in The Shadows (HiTS) discord server, sending IC emails/texts, and interacting with the chronicle on a non-physical level: is considered to be “soft proxied”.

- ***Discord-Only:***

Does require a sheet to verify your roles. Please set this to ‘ongoing’ in haller, or otherwise update the sheet on file when entering the discord server for play; so staff may keep tabs on what sheet items are entering the gamespace.

### ***Hard Proxy vs Soft Proxy***

- **Hard Proxy:**

- Sheets/Items are to be pre-approved prior to the PC entering/interacting with/in the chronicle space
- Powers are subject to their usual chops and mechanics
- PCs agree that PvP, death, plot consequences, and other game/player-related interactions are possible

- **Soft Proxy:**

- Sheets/Items are not required prior to the PC entering/interacting with/in the chronicle space (see ***Discord-Only*** section for has additional information)

- Powers are not to be activated; unless players/PCs consent to powers being used on them. Powers may be narrated upon consent of players/PCs
  - *ie: PC1 must declare they are relenting to Aura Perception of PC2 to know their creature type*
- There is no PvP, death, plot consequences, and other game/player-related interactions possible for these formats – strictly story-only interactions

### **Traveling to HiTS:**

Philadelphia: Honor in The Shadows is a Mixed Genre game. We allow Anarch/Camarilla/Kuei-jin Vampires, Changelings, Mages and Werewolf genres to be based here for live play. Any other creature type or splat is ST discretion and will be heavily scrutinized.

We recommend that travelers send their character sheets at least one week ahead prior to game day. This is to evaluate the sheet and items intending to enter game space, and work out any potential issues. *If you do not send your sheet, we do not guarantee that we will accept it at the door.*

HiTS reserves the right to deny entry to any PC we feel is not a good fit, or would otherwise have the potential to be disruptive to our game, our players, and our genre that the staff of HiTS presents. HiTS also reserves the right to modify the character sheets and items of any PCs that intend to enter play within HiTS' territory.

### **Checking into game:**

Before entering play with your character, players must check in at the sign-in desk. At the desk, you do the following:

1. Sign in the PC you intend to play for the evening
2. Go over sheet spends, if relevant
3. Have any new item cards created and/or stamped
4. Perform any necessary challenges (blood pool, ritual castings, etc.)

*For those with ritual cast, you get a number of free ritual cast times the amount of Ability: Occult you have, barring the Merit: Early Riser, this should take time In-Character to do before you enter play.*

It is encouraged that all players wear a name tag during game play. This name tag should display the following information:

1. PC Name
2. Permanent status and sect position (if applicable)
3. Any obvious flaws (one eye, lame, smell of the grave, etc)
4. Any obvious merits (enchanted voice, sanctity, etc)
5. Current Path/Road and Aura/Bearing rating
6. Any other information that other players need to know when interacting with the PC

Any powers, merits, flaws, etc. that are not written up in a *Revised Mind's Eye Theater book* must be listed on your character sheet in the notes section, or in a separate, available document. We would prefer full text, but require a book and page reference for all of the listed items at bare minimum. This is also suggested for ALL combination disciplines that the PC currently possesses.

## **Disciplinary Policy:**

The Storyteller staff of Philadelphia: Honor in The Shadows reserves the right to adjudicate and potentially discipline any party (whether based in the chronicle, visiting from another game, being run by HiTS staff or otherwise participating in scenes unfolding within its game boundaries) for any rules violation or any reason the presiding staff member feels ethically appropriate.

Specific examples of reasons for disciplinary action taken by the staff of Philadelphia: Honor in The Shadows includes, not by no means limited to:

- Cheating
- Lying/Manipulation of staff
- Physical violence
- Abusive/Threatening behavior
- General douchebaggery

Disciplinary actions, if administered, will be determined by the Head Storyteller. It is expected that this be done in a calm, rational way.

Disciplinary actions can include any combination of, but are not limited to:

- ejection from the scene
- ejection from the game site
- ban from the chronicle (temporary or permanent)
- refusal of xp from game session, downtime scene, etc.
- loss of character.
- Submission of incident for an Org-Level Disciplinary Action.

The Staff of Philadelphia: Honor in The Shadows will make every attempt to be reasonable in any given situation and think with our morals, heart and common sense.

## **Character Generation & Approval**

**General Information on Starting Sheets:** Each character submitted for consideration must include a concept and a history. To encourage the fleshing out of a character's story, additional experience can be earned during this process.

**Clan/Tribe:** We encourage players to create and play the core characters from Laws of the Night and Laws of The Wild. R&U PC's are available, but currently we have a big need for core representation among the genres we host.

**Starting Xp:** This Xp is granted after creating the base 7/5/3, including freebies. Characters earn up to 60 additional Xp at creation. These points are awarded by the STs, based on: character concept, history, game needs, rollover and other factors. Remember Merits bought using Starting Xp cost double the original cost, and can go past the Freebie Trait max of 7 points in Merits, as described in the Freebie Trait section below.

**Freebie Points:** Each character gets 5 Free Traits. Additional Free Traits are earned from:

1. Up to 5 Negative Attribute Traits will grant you up to 5 Freebie Points
2. Up to 7 points in Flaws will grant you up to 7 Freebie Points
3. Taking a single Derangement will grant you 2 Freebie Points  
*Malkavians would have to take a second Derangement to the 2 Freebie Points*
4. Removing a single Morality Trait will grant you 2 Freebie Points

### ***Freebie Trait Uses:***

- 1 Free Trait can be used for the following:
  - An additional Attribute Trait

- An additional Ability Trait
- A specialization in one Ability Trait; only one specialization per Ability
- An additional Background Trait, though subject to ST approval
- 2 Free Traits can be used for the following:
  - An extra Virtue Trait.  
*Raising Virtues in this fashion does affect total Morality Traits.*
- 3 Free Traits can be used for the following:
  - An additional Morality Trait.
  - An extra Willpower Trait, subject to generational limits
  - Purchase the Basic level of any one Discipline/Gift, in the usual progression, subject to ST approval.

**Choosing Merits:** To take a Merit, you must expend Free Traits equal to the Merit's value. You can take no more than 7 Traits of Merits total, using your **Free Traits** (*though some older vampires may have more*).

### Experience Points:

**Experience Point Gain:** After the character has entered play and is considered active, characters can be awarded up to their maximum cap in experience points in a single calendar month. This is broken down below:

- 000 - 200 Xp total: 12 Xp is the max in a single calendar month
- 201 - 400 Xp total: 10 Xp is the max in a single calendar month
- 401+ Xp total: 8 Xp is the max in a single calendar month

In order for a PC to be considered active, their player must physically attend and play in at least one full game session every 6 months.

### Experience Point Cost:

- **New Attribute Trait** — 1 Xp per Attribute Trait
- **New Ability Trait** — 1 Xp per Ability Trait, up to 5
- **New Specialization** — 1 Xp Trait in an Ability at level 3+
- **New Background Trait** — 1 Xp per Background Trait with ST approval  
*Backgrounds may also rise or fall based on roleplaying.*
- **Buy off Negative Trait** — 2 Xp per Trait.
- **New Humanity/Path Trait** — 2 Xp per Trait (*and Storyteller approval*).
- **New Virtue** — Three Experience per Trait, plus the change must be an important part of a character's ongoing story-line somehow.
- **Additional Willpower** — 3 Xp per Trait.
- **Additional Gnosis / Rage** — 3 Xp per Trait. Remember Rank Limits.
- **New Merit** — Double the listed cost of the Merit, with ST approval.  
*This acquisition should not happen instantaneously; it should be worked*

*into a character's ongoing story. The addition of a Merit should not be treated lightly.*

- **Buy off Flaw** — Double the cost of the Flaw, with ST approval
- **New Discipline/Gift/Rote/Art** — 3 Xp Traits for Basic, 6 for Intermediate, and 9 for Advanced. *Remember to add 1 Xp to the cost if the Power is considered "out of Clan/Tribe" for the PC.*
- **New Necromancy or Thaumaturgy Ritual** — 2 Xp for a Basic ritual, 4 for an Intermediate ritual and 6 for an Advanced ritual; pending the genre's packet.
- **New Rite or Ritual:** 2 Xp for Basic, 4 Xp for Intermediate and 6 Xp for Advanced.

## **Game Specific Mechanics**

### **Combat:**

*Combat may not take place without the supervision of a Narrator or Storyteller.*

**Order of Challenges:** Challenges are resolved in Trait order, counting only the actual Traits possessed by the character, including form Traits, Background: Grace Under Pressure and named Traits granted by Gifts or Totems; bonus Traits from weapons and Merits are not included. Starting from highest Trait count (max 30), then counting down until the last person involved has taken action.

Regardless of the method used, a character may only be targeted by up to five Challenges at once.

**Max Traits:** The maximum number of traits a Vampire PC can bid on any challenge is double their gen max 30 and the maximum number of traits a Werewolf PC can bid on any challenge is 70. This does not mean you can not possess more traits, but that you can only ever bid the assigned cap.

**Comparing Traits:** When comparing Traits you are only adding in relevant Abilities, Weapon, Armor, Magic Item, Power, Merits, Flaws and Backgrounds to the challenge.

**Abilities On Ties:** When making a challenge, you may add a number of traits equal to the dots you have in the relevant ability when comparing Traits.

**Bomb and Ties:** We do not require that people have to declare use of the bomb or ties before challenges.

**Stacking:** You can only gain traits from one source of item during a challenge from the following items: Abilities (on ties), Merit, Form Power, Mixed Blessing, Vicissitude Mods, Magic Items being activated (Fetishes).

**Carrier Attacks:** Only one carrier attack may be called on a successful strike. Further, you must declare what carrier is being used and make any appropriate expenditure before the attack challenge is resolved. Powers with contrary rules are the only exception.

**Retesting:** When retesting a relevant challenge, you may only use one type of each of the following: Ability, Range, Overbid, Discipline, Merit, Willpower (when applicable), Frenzy, Magic Item.

**Extra Actions:** Certain powers (Rage, Celerity) allow characters to act with supernatural speed; these actions are considered to be 'extra actions' at the end of the round.

**Follow-Up Actions:** Some characters are able to take follow-up actions in a round because they possess extra limbs (e.g. Arms of the Abyss, Merit: Ambidextrous). These actions are considered to be 'follow-up actions' at the end of the round.

**Action Order:** During a turn, actions are resolved in the following order.

- Preemptive Actions (Alacrity)
- Normal Actions (such as a single attack or taking three steps)
- Extra Actions
- Follow-Up Actions

**Surprise:** A 'surprise action' occurs whenever someone is not capable of perceiving an attack, does not respond to an audibly vocalized challenge within three seconds, or in other situations as determined by an ST. This represents only one action, not an entire round of actions and can only be a physically based challenge. While surprised, the defender may only passively defend and may not use Celerity/Rage Actions or any other powers, fetishes or gifts that were not active before the Surprise was initiated.

**Player vs Player:** Philadelphia: Honor in The Shadows will choose to run Player vs Player situations as they see fit when the time is appropriate, the flow of game and plot being run is more important than most Player vs Player situations. We, after all, are under the crunch for time as we play once a month and work very hard to come up with plots and stories for our playerbase. Here are just some of the rules we are looking to implement going forward, there are more to come.

- **Notice for Travelers:** We prefer a week or more notice before our games date (first Saturday of every month) of traveling players with intent to kill or capture a PC that is within Philadelphia: Honor in The Shadows, once intent is given PC's may react if they are able against an opposing force.
- **Intent to Kill:** Any player who initiates combat with the intent to kill or Capture must first notify the Head Storyteller and have a justifiable reason.
- **Golden Handcuffs:** Players with a character that has 400 Experience Traits or more may not initiate hostile challenges against Players whose character has less than 400 Experience Traits without the target player's consent or without Head Storytellers approval.
- **Right to Accounting:** All players have the right to an accounting for all Traits and damage called, the right to inspect any item cards used, and the right to access written rules for any character benefits that are not provided for in a printed Mind's Eye Theater supplement or these House Rules.
- **Right to a Storyteller:** All players have the right to have the Head Storyteller adjudicate any challenges to which they are a party.
- **Shut Off Time:** Should Player vs Player actions and or combat get close to 10pm, It will go to Narration, regardless of what is said or done. We have a Firm rule that no Player vs Player actions are to take place an hour before game ending, this is to facilitate clean up and end-game announcements.

**Note:** This is a Game, with limited time and resources, please respect the Staff's decision to run our game how we see fit and respect our players for the limited time they get to enjoy this hobby. After all this is a shared story environment. Arguing with Philadelphia: Honor in The Shadows Staff will only fall on deaf ears, game strikes and disciplinary actions that could lead up to a game ban will be issued should the Head Storyteller see fit.

## **Disciplines, Powers, & Customs:**

**Custom Content:** Must be presented to staff for evaluation prior to use in game. This must be presented at the time of sign in as a given power may be modified or disallowed.

- Unless expressly noted in the description, any power that causes a shift in form takes effect at the end of the round. Returning to human form also happens at the end of the round.

- A character's actual body must be in the game boundaries in order to use powers such as Psychic Projection, Subsume the Spirit, Pebble from the mountain, etc. Likewise, the pc must be signed into the game to utilize these powers.
- Any power that calls for the expenditure of traits (Ex. Neptune's Might: Blood to water) are limited in the number of traits that can be spent. 5 Traits can be spent on action outside of combat, but only 3 may be spent on actions that occur while in combat. Path of Blood: Blood of Potency is the exception in this case due to it requiring 2 traits per generation lowered. The cap for this power remains the same as its reference on LotN revised.
- PC's are allowed to learn any combination disciplines that they can find teachers for. Naturally, they would also need relevant Coordinator Approval when applicable.
- PC's are allowed to teach any combination discipline that they have learned, as long as they possess one of the pre-requisites disciplines in-clan.
- Dominate commands/rewritten memories must have a stamped item card or they will not be treated as valid, barring ST intervention.
- All powers like Majesty happen on the user's turn.

## House-Specific Discipline Changes:

**Auspex: Note:** Your Auspex level is added to your traits for purposes of comparing traits against Obfuscate or Chimerstry.

**Note:** All uses of Telepathy require you to have line of sight on the target.

- **Psychic Projection:** Activate this power by spending a Willpower Trait. You may remain out of your body as long as you like, barring sunrise. By expending an additional Willpower Trait, you can manifest for a single turn in reality, allowing you to be seen and to speak audibly. While materialized, you can use any of your Mental or Social Disciplines simply by expending a Mental Trait before making the appropriate challenges. While visible, you appear as an idealized form of yourself. While in astral form, you may not possess other bodies, even if you have that talent in Dominate. However, you may interact normally with other astral forms, even using Mental or Social Disciplines. You may even attempt to injure other astral travelers by attacking their silver cord. Such astral combat uses Mental Challenges, with damage causing the opponent to lose Willpower Traits. Once an astral combatant runs out of Willpower Traits, his silver cord snaps, stranding him in the astral realms. From there, the spirit may accidentally

wander deeper into other worlds or he may stumble about until he finds a way to return to his body.

**Note:** While using this power, your consciousness is able to spy on areas all over the world as an incorporeal spirit. You easily pass through any physical barrier and move at the speed of thought to any place on Earth. You do not tire, nor hindered or injured by reality. You are invisible and intangible, unable to affect reality.

**Celerity:**

- Note: Celerity may not be spent to use extra actions with Thaumaturgy, but it can still be spent to be used for speed related defensive actions.

**Chimerstry:**

- **Horrid Reality:** An ST must be present for the use of this power. In order to mimic a particular discipline, thaumaturgical power, or other supernatural ability, you must possess the lore necessary to know about the power. This power produces phantom damage on the target that is limited up to 3 Damage (*Storyteller Discretion*). Whether this phantom damage is lethal or aggravated depends on the illusion used. If this power is used to stake someone or cause a fatal blow, the victim may spend Aegis to negate the staking/damage. Permanency may not work in conjunction with horrid reality. Everyone sees the illusions but it only affects one individual.

**Obfuscate vs. Auspex vs. Chimerstry:** When both individuals are using contrasting powers the parties may add their levels (1-5) of the discipline to their traits.

**Note:** In order to Disbelieve an illusion a character must interact with in such a way as to prove it is not real (i.e. they have to place their hand inside what they believe is illusory fire and believe it is not real, or allow what they believe is an illusory stake to pierce their chest without dodging, soaking, or testing down the damage).

Characters with the **Merit: Second Sight**, **Merit: Spirit Sight** or **Merit: Lesser Shaman** get an automatic retest to disbelieve Chimerical Illusions.

**Chimerstry and Fae:** If you are using the rules from The Shining Host, the Discipline of Chimerstry briefly shapes dreaming energy into chimerical constructs, and pulls them into a pseudo-Wyrd state where onlookers can experience them. Such creations are fully effective against changelings, who are always aware of these dream-fantasies. Thus, a chimerical knife (created with only low levels of Chimerstry and thus unable to actually injure people) can and does inflict chimerical damage on changelings. Furthermore, since these illusions are fueled by the power of the caster's blood, they cannot be dismissed with low levels of Banality; active resistance must disbelieve them.

Chimerical Illusions can be affected with Caintrips (like anything else) as long as the Changeling has the prerequisite Realms with a Glamour + Willpower Traits vs Banality + Willpower of the Chemirstry user.

**Dementation:**

- **Total Insanity:** Use of this power lasts for one scene or hour, whichever comes first.

**Dominate:**

- **Possession:** The aura of someone using this power looks like overlays of both types of beings and are always odd. This type of aura may be identified by people with Kindred Lore x2 and of course a way to see Auras.

**Fortitude:**

- **Aegis:** In addition to the printed power in LotN:R, aegis stops not just damage incurred over a round, but any carrier effects associated with said damage. Ex: Aegis not only stops one bashing that Thanatosis: Withering does, but also prevents the extremity from being crippled.
- **Note:** Upon reaching Fortitude: Aegis your other levels of Fortitude: Resilience and Fortitude: Resistance become automatic for damage reduction.

**Koldunic Sorcery:**

- All Koldunic Sorcery (including rituals) that targets an individual requires a relevant challenge to successfully work on them.

**Obfuscate:**

- **Obfuscate vs. Auspex vs. Chimerstry:** When both individuals are using contrasting powers the parties may add their levels (1-5) of the discipline to their traits.
- **Mask of 1000 faces:** This allows you to change your clothing as well as your physical features.

**Note:** Obfuscate does not trick technology (barring merits).

**Obtenebration:**

- **Arms of the Abyss:** You may only have a maximum number of arms active equal to your Obtenebration + Occult levels, divided by two. Further, you must declare whether your tentacles are utilizing your potency or fortitude ratings at the top of the round, before ANY actions are taken. If this declaration is not made, they will be considered to use the same discipline as in the previous round.

**Note:** Targets of this discipline cannot receive more than 5 total clumsy traits from any or all successive uses of these powers.

### **Melpominee:**

- **Phantom Speaker:** This does not allow your target to respond to you. This is not global-reach Telepathy. You can only send messages, not receive replies (unless your target also has this power).

### **Necromancy:**

#### **Path of Bone:**

- **Soul Steal:** This power is unable to be used on vampires or Kuei Jin.

In order to Compel a soul which has been stolen, you still must first successfully use Summon Soul on the target, as per the requirements listed for Compel. You are considered a ghost/wraith while Soul Stolen and are unable to use any powers or spend tempers such as Gnosis or Glamour. Soul Steal can only be declared against targets in the same realm as the caster (ie. no soul stealing across the Shroud). A vacant body can still use passive, always active or hung effects. If the vacant body defenses are used due to damage taken, the Soul returns to its body.

**Note:** Necromancy that targets an individual requires a relevant challenge to successfully work on them.

### **Potence:**

**Note:** If you are using a weapon, item or physical attack that does aggravated damage, the damage from **Potence** is also aggravated.

### **Presence:**

- **Summon:** You cannot use this power to bring someone to a situation that is dangerous to them. You cannot summon someone out of Earth Meld. If you are successfully summoned, you must take the most expedient method to physically arrive at the location of the summoner. When successfully summoned, you find a logical, reasonable reason for heading to the location in question.

### **Protean:**

- **Earthmeld:** You may choose when to rise and need not spend blood to wake up for any days you do not leave Earthmeld. You can stay conscious, though the usual penalties exist during the day, and you may use Disciplines that do not call for a physical presence, such as Auspex. You no longer possess a true corporeal form and cannot be dug up. You are aware when someone should dig where you are interred, but you cannot discern anything about them. **You may choose to arise when this happens, flinging dirt in all directions, or rise later, either from where you first descended or from**

some of the excavated dirt, depending upon the Storyteller's decision. You are able to act on the turn you arise.

- **Shape of the Beast:** Spend Blood Trait. Takes three turns to transform. Reduce this by one turn for each Blood Trait you expend to a minimum of one turn. You retain your form until the next dawn or end it when you will. You can use Disciplines except Serpentis, Vicissitude and blood sorcery. The animal forms are physically identical to ordinary animals, but they are undead (Barring the Merit: Ruse of Wolf Clothing). Each form adds five bonus Traits.

#### **Fight Form:**

**Wolf:** Gains bonus Traits **Quick** and **Lithe** (Dexterity-related); **Tireless** (Stamina-related); **Attentive** (Perception-related); and **Alert** (Wits-related).

**Bear:** Gains bonus Traits **Brawny**, **Ferocious**, and **Tough** (Strength-related), and **Enduring** and **Robust** (Stamina-related) .

#### **Flight Form:**

**Bat:** Your base flight speed is 25mph (Depending on the animal) and possess the Merit: Acute Senses (Hearing), but you are reduced to three Physical Traits (**your choice**) while in that form. The flight form allows you to declare Fair Escape once at least five paces from the nearest pursuer, unless the pursuer has more levels of heightened speed

**Note:** Your animal form's bite does two levels of aggravated damage, and claws do one level of aggravated damage. **Assign the specific Trait bonuses when choosing the forms.** They remain fixed thereafter. Most Vampires will only have access to Wolf and Bat form. Gangrel and Vampires with the Merit: Totemic Shift will be able to customize their form a little bit more at Storyteller Discretion.

- **Mist Form:** You may not spend blood while in mist form. You move at a walking pace while in mist form. You cannot take a dedicated move for additional steps. You can not ride in someone's body while in Mist Form.

#### **Serpentis:**

- **The Form of The Cobra:** Spend a Blood Trait, it takes three full turns to transform into a cobra. As a cobra, you have all of the advantages of the Skin of the Adder, you can fit through even tighter spaces, and you get a free retest in all grappling challenges. Finally, your bite is **poisonous to mortals**, causing seven levels of aggravated damage. This

form lasts until dawn or you decide to discard it. It takes three turns to return to human shape.

### **Temporis:**

- **Subjective Suspension:** You may not suspend items that would also immobilize or detain someone. For instance, you could suspend a bullet in mid-air or the sword in someone's hand, but not the watch on their wrist or their shirt as this would also freeze the wearer.
- **Clotho's Gift:** The only restriction on the number of actions you can gain is the amount of Stamina related physicals you can bid. Once activated, each use of any Discipline will result in a point of lethal damage that cannot be soaked via Fortitude. Multiple uses of the same Discipline inflict multiple damage. Additionally, this doesn't just apply to the bonus actions gained from Clotho's Gift, it applies to any round in which you've benefited from Clotho's Gift.

### **Thanatosis:**

- **Ashes to Ashes:** If your Generation does not allow you to spend 2 blood in the same round, then this power takes two full rounds to take effect. This power takes effect at the end of the round.
- **Withering:** use of this power on the head of a character removes access to their social and mental disciplines. It does NOT remove access to Celerity, Fortitude or Potence but shuts down all uses of other Disciplines while under the effects of Withering. The use of Aegis by a victim of Withering removes the damage and the negative traits inflicted by this power. Vampires' limbs heal naturally at the end of the night.

**Vicissitude:** All combat uses of Vicissitude: Fleshcraft and Vicissitude: Bonecraft against Vampires are temporary and last until dawn. For mortal beings these effects are permanent.

- **Vicissitude Retest:**
  - **For Combat:** Use Crafts: Body Crafts
  - **For Alterations:** Use Medicine
- **Vicissitude Modifications:** These are outlined in Laws of The Night: Sabbat and further elaborated on in the Tzimisce Packet 2015 as a framework for creating Modifications and Merit replication. Please remember the use and gaining of these both are subject to Storyteller approval.

## **Combination Disciplines:**

**Pater Szhlachta:** This power will not allow you to transcend our pc maximum of 30 traits.

**The Vanishing:** To use the vanishing it is a contested social challenge. If the user wins they may spend a number of social traits, up to 3 for duration.

- 1 trait one turn.
- 2 traits one hour/scene.
- 3 traits one night.
- NOTE: All uses of this Combination Discipline must be overseen by the Head Storyteller and challenges for this must happen within Philadelphia: Honor in The Shadows.

**Time Bomb:** This custom combination may not be used in conjunction with combination disciplines. Generation limits still apply.

**Burning Wrath:** Once activated this power lasts for the whole scene or an hour whichever comes first; optionally the player can cancel this power's effects at any time.

## **Blood Magic:**

- All Thaumaturgy (including rituals) that targets an individual requires a relevant challenge against the player of the target to successfully work on them.
- All uses of Blood Magic require blood expenditure unless otherwise specifically noted in the power itself.
- Blood Magic will not affect beings on other planes of existence by default. There are some paths that are obvious exceptions to this rule.
- Kindred Hair and nails, vitae or other body parts disintegrate at dawn.
- Non-preserved human or animal blood spoils (becomes inedible) at dawn.
- Preserved Vitae (per the Ritual) lasts as long as the seal is not broken. Once the Vitae is used for any purpose (scrying, Taste of Blood, etc, etc,) the Vitae is gone.
- Thaumaturgy does rely on speaking magical phrases and gestures, and as such its use is generally noticeable. Unless otherwise noted, casting Thaumaturgy takes a full turn, magic takes effect at the time of your action. You cannot accelerate Thaumaturgy with speed-enhancing powers such as Celerity.

## **Movement of the Mind:**

- **Flight:** Out of combat you can fly 25mph.
- **Control:** Any character with a Potence rating more or equal to the caster's Movement of The Mind rating may, once per round, attempt a physical challenge to break free.

Likewise, any creature who can overbid the caster may also attempt to break free once per round.

**Mastery of the Mortal Shell:**

- **Seizures:** The target is down 4 traits.

**Path of Curses:** Any power in this path can be broken by the victim with a successful willpower challenge at a difficulty of 6 for basic thru intermediate, and 8 for advanced. This attempt is your entire action for the round.

**Faux Path:**

- **Sanguinary Affectation:** This power can only duplicate the outward appearance of an advanced power or lower. In addition, the user must also pay the cost of the power being duplicated, as well as the activation of the power.

**Spirit Thaumaturgy:**

- **Journey:** You may not use any Thaumaturgy while in this form.

**Spirit Manipulation:** Vampires do not count as objects for the use of Spirit Manipulation.

**Neptune's Might:**

- **Eyes of the Sea:** This power must be used on natural formations of water like puddles on the ground / Rivers but not water coolers / bottles.
- **Blood to Water:** This power is limited to 5 traits.

**Awakening the Steel:**

- **Strike the True Flesh:** This is limited to 3 total damage per strike.