

# **House Rules:**

## **Feeding & Check-In**

- The only time allowed for feeding while in this game is right before and at the start of game-play, for the first hour.
- There will be no feeding run after this cutoff, or, on off-game nights.
- This rule is in support of Territory-Based influence dependent feeding system.
- If you arrive by normal feeding time, you may be allowed to cast rituals without a chop, up to your Occult ability level.
- Starting Blood is equal to 3+ Survival – Flaws xp Value
  - Applicable flaws
    - Any flaw that could make feeding more difficult as determined by St a check in

## **Fair Play Doctrine**

- You must be checked into game in order to interact. IC, during the normal game-time(s). For example, if you are calling someone on the phone, you must let them know of this rule, and they must consent before any exchange of information or interaction is allowed.
- You must sign-in to game to be eligible to play, and to earn XP. Signing in acknowledges that your character has physically entered the game-area, and signing-out will indicate that your character has safely exited the game-area.
- At check-in, you will receive a blood/will card which is required in order to spend blood and/or willpower. The back of this card will specify which rituals you have cast
- In-character emails should be CC'd to a Storyteller so that the flow of information can be verified at a later time. Emails to an OWbN Coordinator or Sub-Coordinator should be CC'd to both your Storyteller, and to the HST.

## **Disciplinary Policy**

- 1. Strike Policy: By playing in this game, you agree to abide by all rules posted, and all decisions made by the staff. This game is a privilege, not a right. The staff operates on a three-strike policy, but may assign any punishment for any offense, as the staff sees fit.

- 2. Too Bad, So Sad: The Staff's job is NOT to remind you how to play your sheet, or how powers are used. If you fail to call something, or forget about a power, ability, etc; that's too bad. Know your capabilities... for everything else, write it down, or use a smart-phone.
- 3. Storytellers are constantly under pressure at a game. Sometimes they make bad rules calls, or forget what the house rules say. In a case where a Storyteller makes a call which is contradictory to these printed rules, you may politely point out the discrepancy arguing with staff is strictly forbidden.

## Character Creation

- **All Character requires a minimum one paragraph character concept!!!!**
- **Character build will be from the Sect corresponding met book revised edition!!!**

## Combat

- No willpower refreshes in the middle of an action or discipline activation.
- No Celerity in the Surprise round
- Only one "Carrier Attack" per challenge
  - "Carrier Attacks" only happen on normals
- Combat healing is allowed
- No more than 5 characters may attack individual during the same action at once (including Arms of the Abyss)
- Order of operations
  - If a PC of slower Initiative is targeted they may choose to bring their action up and contested the challenge.
    - Contested actions must be of the same type
    - This may only be done if the player has an action
      - If you don't have an action you must bid a stamina related trait.
  - Normals
    - ever 4 initiative grants one level of celerity for determining when you act in normals
      - Fleetness Alacrity
      - Legerity Alacrity
      - Rapidity Alacrity
      - Swiftnes Alacrity
      - Alacrity Alacrity
      - Normal Mentals
      - Normal Socails
      - Free Socials
      - Normal Phycals
  - Swiftness Follow ups

- Legerity Follow ups
- End of round actions
  - Players may defend themselves as though they had an action.
- Two Weapon combat
  - (Melee, Firearms, brawl) Is run out of Dark Epics.
    - To get the extra traits you must bid an extra trait unless you have the Ambidextrous Merit
- Effects of Frenzy and Rotschreck
  - [Faith and Fire: p. 245] When in frenzy, a Cainite has the following advantages and disadvantages:
    - He ignores all wound penalties until he reaches torpor or Final Death.
    - He cannot initiate Social Challenges unless it is related to intimidation.
    - He does not need to risk any Social Traits if a Social Challenge is called against him.
    - He is immune to further checks for frenzy or Rotschreck.

## Abilities

### Academics

- Characters with this ability gain Latin as a free language
- At 3 dots Italian
- At 5 dots Greek.

### Awareness

- This ability works exactly as stated in Dark Epics [p. 72].

### Linguistics

- Work off of the optional tiered level system of bonus languages (plus native language): 1 (3 total), 2 (5 total), 3 (9 total), 4 (17 total), 5 (33 total).
  - Natural Linguist merit doubles these totals.

### Crafts

- The required time for crafting an object of art will be 1 week per level of the Crafts skill employed in its creation.
  - More than one craft may be used per work of art
- It is possible for a character to create an artistic masterpiece, an expression of their chosen form that exemplifies their devotion to their craft, and is beyond their normal ability. For further rules on this subject, see the OWbN Toreador Clan Genre Packet.
- Weapons & Armor Crafting
  - A system of Crafting Points shall be employed in the creation of an item, determined by the number of crafts that the character has, and how many they are investing in an item.
    - 1) Crafts 1 – 1 Crafting Point
    - 2) Crafts 2 – 2 Crafting Points

- 3) Crafts 3 – 4 Crafting Points
  - 4) Crafts 4 – 6 Crafting Points
  - 5) Crafts 5 – 8 Crafting Points
  - 6) Crafts 6 – 12 Crafting Points
  - 7) Crafts 7 – 16 Crafting Points
  - 8) Crafts 8 – 20 Crafting Points
  - 9) Crafts 9 – 25 Crafting Points
  - 10) Crafts 10 – 30 Crafting Points
  
- Listed below are the special abilities that may be applied to custom made or modified Firearms, Melee Weapons, and Armor. No special ability may be selected more than once for a given item.
  - (a) Armor
    - 1) 1 Crafting Point: Remove Negative Trait.
    - 2) 2 Crafting Points: Remove Second Negative Trait.
    - 3) 3 Crafting Points: Increase Concealability.
    - 4) 4 Crafting Points: Cancel Armor Piercing special ability.
    - 5) 5 Crafting Points: Add one Health level to armor.
      - Maybe taken more than once
      - An Armors health levels can't exceed it craft level
  - (b) Melee
    - 1) 1-10 Crafting Points: Potence Resistance equal to the number of Crafting Points invested.
    - 2) 2 Crafting Points: Remove a Negative Trait
    - 3) 3 Crafting Points: Remove a second Negative Trait
    - 4) 4 Crafting Points: Increase Concealability
    - 5) 5 Crafting Points: Customize a melee weapon for a single user
      - add one bonus trait for that user
    - 6) 6 Crafting Points: Increase damage one level
    - 7) 6 Crafting Points: Remove a third Negative trait
    - 8) 6 Crafting Points: Increase Bonus Traits by one
    - 9) 8 Crafting Points: Add a Special Ability
    - 10) 9 Crafting Points: Increase damage a Second level
    - 11) 9 Crafting Points: Increase Bonus Traits by one more
    - 12) 12 Crafting Points: Add a Special Ability
  - (c) Firearms (these are in addition to the melee modifications)
    - 1) 1 Crafting Point: Increase the firearms Ammo Capacity by 2.
      - Maybe taken more than once at ST Discretion
    - 2) 2 Crafting Points: Modify a semi-automatic weapon to fire Bursts and/or Full Auto (ST approval)
    - 3) 3 Crafting Points: Custom sights, giving the user 1 additional Trait on aimed shots.
    - 4) 4 Crafting Points: Increase the firearms Rate of Fire by 1
      - Maybe taken more than once
      - Rate of fire can't be increased above 5
    - 5) Remove the loud negative trait by adding a silencer

- Loud may only be removed this way and only at ST discretion
- Crafts: Potence Resistant Weapons
  - A Potence resistant melee weapon is resistant to breakage, even when the wielder possesses supernatural strength.
  - Any such weapon will have a Potence Resistance rating (1-10). This number is the level of Potence (1-10) that may be employed in combat against normal foes by the weapon's wielder without any chance of breaking the weapon.
  - If the weapon strikes an unyielding target, such as a concrete wall, normal chances for breakage will apply, at the ST's discretion.
  - In addition, if Potence is employed to use the weapon to strike a target possessing Fortitude, and the target's Fortitude level (1-10) is higher than the Potence Resistance rating of the weapon, normal breakage rules apply
  - If 10 Crafting points are spent on Potence resistance an additional 10 may be spent to make a melee weapon indestructible

## Disciplines

### Animalism

- Feral Whispers
  - Kindred cannot communicate with each other using Feral Whispers, even if they are in Subsume.
- Levels 1, 2, and 4
  - only work on natural creatures (no supernatural ones).
- Subsume
  - Aura Perceiving an Animal under the effect of Subsume (4) reveals only the animal's aura.

### Auspex

- Aura Perception
  - Takes a full round to use, without a pause it makes it hard to detect lies when conversing with the individual you intend to Aura Perceive.
  - Therefore, AP may not be used inside of casual conversation to detect lies.
  - Someone outside of the conversation, however, may use it for this purpose.
  - On that same note, AP may be used to detect lies in an interrogation situation.
  - Aura Perceiving an Animal under the effect of Subsume (4) reveals only the animal's aura.
  - When attempting to “read” other types of beings, the character must have at least one level of the appropriate lore to recognize the creature.
- Astral Projection

- While a character is in Astral Projection, that character may not spend blood.
- You do not need to manifest to use another levels of Auspex

### **Celerity**

- Rapidity
  - You may use the bomb in most challenges with the exception of attacking with firearms and/or archery weapons.
- Fleetness
  - Ties gained with Fleetness may not be used when attacking with firearms, thrown, or archery weapons.

### **Dominate**

- Forgetful Mind & Conditioning
  - All uses of Forgetful Mind and Conditioning on a PC
  - require a signed card
- Mesmerism
  - requires a card only when the effects are not immediate
- Possession
  - If another kindred tries to possess a body already in use it comes down to a mental challenge, Generation checks still apply.
  - Reading the aura of someone in Possession reveals the aura of the one using Possession, not the one being possessed.

### **Fortitude**

- Sources of Damage
  - For the purposes of testing down damage with Fortitude, if you make one physical challenge and hit it is considered one source of damage
- Aegis
  - First use ever of this power is free
  - has the following advantages: If a character has Aegis, the damage test downs of level 3 and 4 automatic and require no test but must still be declared

### **Obfuscate**

- Mask of 1000 Faces
  - Only affects you, not clothes or personal effects.
- Movement in Obfuscate
  - With levels 2 and 3 you can move at the rate of two steps per combat round (one if taking an action).
  - Level 4: four steps (two if taking an action).
  - Level 5: six steps, as per full movement (three if taking an action).
  - Celerity may not be used without breaking Obfuscate.

### **Obtenebration**

- Arms of the Abyss
  - Can only be summoned from inanimate shadows.
  - Your arms may use your abilities.

- You may only have as many arms as your Obtenebration rating.
- Black Metamorphosis
  - While in this form gain the effects of Shadow Play

### **Presence**

- Awe
  - You must be in an individual's presence to use
- Dread Gaze & Entrancement
  - Do not have to be directly looking at the user's face, but must be aware of the user's presence for those powers to take effect.
- Summoning
  - The target will know who they are being summoned by should they be defeated in the challenge.
  - The target will then try to evade anyone who would stop them from reaching their target, as per the write up.
  - If you are unlucky enough to be summoned to a boot party bring a character sheet.
- Majesty
  - Everyone who is aware of your presence will be affected no matter the distance.
  - Everyone in close proximity a small room will automatically become aware of your presence
  - The attacker must defeat the wielder each round they wishes to attack them.
  - All powers of presence maybe used without breaking

### **Protean**

- Feral Claws
  - Will not stack when using weapons.
- Shape of the Beast
  - Does not stack with any out-of-body or possession powers (Auspex 5, Animalism 4, Dominate 5, etc...) for bonus traits.
  - For Non-Gangrel trats are as follows
    - Bat: 5 mentals 1 physical
    - Wolf 5 physicals 1 mental
- Mist Form
  - When used, causes you to lose access to all blood-fueled powers

### **Quietus**

- Levels 2 & 4
  - Allow a maximum number of coated "charges" equal to the bonus traits of the weapon.
  - These coatings lost their potency when the sun rises.

### **Serpentis**

- Form of the Cobra
  - Is run from its write-up in Faith & Fire.

## **Blood Magic**

- Takes the whole turn, meaning no other actions in the round, unless otherwise stated.
  - However, you still get steps, but not all out movement.
- Thaumaturgy rituals may not be cast while in Astral Projection.
- Rituals with material component requirements also do not operate while the user is in Astral Projection.
- Rituals cast on you must be cast on the current body of the caster; they do not transfer (and will not work if you go into Possession for example).

## **Thaumaturgy:**

### **Neptune's Might**

- Blood to Water
  - No more than 5 blood traits may be transformed per use.

### **Path of the Levin bolt**

- Stuns the target for an action not the round.

### **Transmutation**

- Gaol
  - Requires the individual to spend their traits, and then initiate a mental versus physical challenge if it is used on a person.

## **Tremere Rituals:**

- Pavis of the Foul Presence
  - Only works against basic and intermediate presence powers.
- Rend the Mind
  - Has a maximum damage of 3.

## **Koldunic Sorcery:**

- Way of Spirit
  - Is ran like Astral Projection
  - you can use Koldunic Sorcery through it
  - you may spend a willpower to get focus witch realm you are looking at to avoid penalties
  - You may only look into realms that you have the lore to know about.

## **Necromancy:**

- Soul Stealing
  - As per the Giovanni Clanbook 3rd Ed. (Victim is up one trait).
  - While out of your body, you may still use Disciplines that do not require blood.
  - Should your body take damage you soul will return back to your body.
- Daemonic Possession
  - May only be used on a willing target as per LotN:R.

## **Vicissitude**

- Fleshcraft
  - May be used in combat to give opponent the negative trait Repugnant
    - Maximum of 3 such traits



- This is the only way Vicissitude may be used in combat
- Bonecraft
  - May spend a blood to grow bone spurs increasing brawl damage by 1
    - this is instead of the usual way it is used in combat
- Horrid Form
  - + 1 step in combat
- Blood Form
  - May be used to turn heart to blood making you immune to staking.

## **Retainers, Ghouls, and Revenants....**

### **The Retainers Background**

1. 4% unspent xp, Influence Cap+1 Starting blood -1
2. 8% unspent xp, Influence Cap+2 Starting blood -1
3. 12% unspent xp, Influence Cap+3 Starting blood -2
4. 16% unspent xp, Influence Cap+4 Starting blood -2
5. 20% unspent xp, Influence Cap+5 Starting blood -3

The max number of retainers is 1 per dot you have in the background. The xp is divided among them however the player decides. All retainers require sheets approved by the ST. When your retainer dies you will have the option to grow it back like influence. This background can never be combined with Animal Retainers for more xp. High Clans Starting blood Penalty is one less.

Unspent xp maybe increased by applying a merit to the retainer no more than one merit may be applied to a retainer. The xp increase by 4% per point of xp the merit costs.

### **The Animal Retainers Background**

1. 4% unspent xp, Starting blood -1
2. 8% unspent xp, Starting blood -1
3. 12% unspent xp, Starting blood -2
4. 16% unspent xp, Starting blood -2
5. 20% unspent xp, Starting blood -3

The max number of retainers is 1 per dot you have in the background. The xp is divided among them however the player decides. All retainers require sheets approved by the ST. When your retainer dies you will have to option to grow it back like influence. This background can never be combined with Retainers for more xp. Low Clans Starting blood Penalty is one less.

Unspent xp maybe increased by applying a merit to the retainer no more than one merit may be applied to a retainer. The xp increase by 4% per point of xp the merit costs.

### **Animal Retainers Health Levels**

- Small
  - Healthy, Bruised, Wounded, Incapacitated
- Medium
  - Same as Kindred
- Large
  - healthy +1 bruised +1
- Huge
  - Healthy + 2 bruised +2

### **Animal Retainer Damage**

- Animal retainers do lethal or bashing
- Claws will generally do 1
- Bites will generally do 2

### **Age**

- Humans/Revenants
  - 100 years of age
  - 200 years of age
  - 300 years of age
  - 400 years of age
  - 500 years of age
- Animals
  - 1 years of age
    - increase one size category
  - 5 years of age
    - +1 physical trait cap
  - 10 years of age
    - + 2 physical trait cap
  - 20 years of age
    - + 3 physical trait cap
    - - 1 Social trait cap
    - - 1 Mental trait cap
  - 40 years of age
    - + 4 physical trait cap
    - - 2 Social trait cap
    - - 2 Mental trait cap

***This is the only background that Retainers may posses!!!***

## **Blood Pool**

- Retainers
  - Base 5
  - +1 per dot in age
  - You can also increase this by five by feeding them every night it takes one month to achieve this and they must feed every 3 nights to maintain this state. (Blood penalties will be multiplied by 4)
- Revenants
  - Base 10
  - +1 per dot in age
  - You can also increase this by five by feeding them every night it takes one month to achieve this and they must feed every 3 nights to maintain this state. (Blood penalties will be multiplied by 4)
- Animal Retainers
  - Base
    - Small(mouse/cat) 3
    - Medium (dog/ pig/Hellhounds)5
    - Large (Horse/Bear) 7
    - Huge (Elephant/Whale)9
  - + 1 Per dot in age
  - You can also Double this by feeding them every night it takes one month to achieve this and they must feed every 3 nights to maintain this state. (Blood penalties will be multiplied by 4)

## **Disciplines**

- Human Retainers
  - Can learn up to second basics + 1 for every dots in generation their Domitor possesses divided by 2. (Rounded up)
  - They may learn the physical disciplines at out of clan cost.
  - They may learn their Domitor's in-clans at out of clan cost.
  - Any other disciplines are double in-clan cost and require drinking blood from kindred that possesses the discipline as an in-clan. (changing your Domitor takes 1 year)
- Revenants
  - Can learn up to first basics + 1 for every dot in Age they possesses.
  - They may learn their in-clan disciplines at out of clan cost.
  - Any other disciplines are double in-clan cost.
  - They may gain the advantages of human retainers by being ghoulled
- Animal Retainers
  - They may learn the physical disciplines at out of clan cost

## **Trait Caps**

- Willpower
  - Humans

- Stating 2
    - Max 8
  - Revenants
    - Starting 2
    - Max 10
  - Animals
    - Starting 2
    - Max 6
- physical
  - Humans/Revenants 10
  - Animals
    - Small 5
    - Medium 8
    - Large 11
    - huge 14
- Mental/Social
  - Humans/Revenants 10
  - Animals 8

### **Creation**

- Traits 6/4/3
- Willpower 2
- Abilities 5
- Freebies
  - Ghouls 15 (PCs 12(10 an Association) and 3 backgrounds)
  - Revenants 10 (PCs 5 And 5 Backgrounds)
- Disciplines
  - Ghouls 1 in Potence or in a physical discipline their Domitor possess)
  - Revenants 3 1 in each of their in-clan Disciplines
- Virtues
  - one in each then 7 distributed among them (5 for Revenants)

### **Hellhounds**

- Traits
  - Physical
    - 10
  - Mental
    - N/A
    - May not engage or be engaged in Mental challenge.
  - Social
    - N/A
    - May not engage or be engaged in Social challenges.
  - Willpower
    - 6
- Heath Levels
  - Same as Kindred
- Disciplines
  - Starting

- Swiftess, might, metal
  - Max
    - Advanced
- Abilities
  - Alertness 4
  - Athletics 2
  - Brawl 4
  - Dodge 4
  - Intimidation 4
  - Stealth 2
  - Survival 4
- Damage
  - Bite
    - Ag : 2
  - Claw
    - Ag : 1
- Size
  - Medium

### **Spirit/Wraith Slaves, Wraith Retainers, and other Unusual Retainers...**

**These Retainers will mostly only be usable as spies!!!!**

- In the case of ones that have physical forms on this plain their power level will be similar to that of animal retainers or human retainers.
- All others will only be able to be used as spies however; they will still have a sheet and it will function fully on their plain of existent.
- Max of 1 per dot in background