

# ***House Rules for Dark Side of the Moon***

## ***Revised 03/22/2017***

### **USING LAWS OF THE WILD, CHANGING BREED VOL. 1-4.**

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## 1. Disciplinary Actions

### 1.1 What are Disciplinary Actions?

In our game a Disciplinary Action is the games out of character way of resolving conflicts that can't be otherwise handled in character. Some of these may be player vs player conflicts, or player vs storyteller conflicts that go personal or an assortment of other things that might happen at game.

### 1.2. What might cause Disciplinary Actions?

There's no way to narrow down a perfect list of what might constitute someone getting a Disciplinary action. However, here's a general guideline, straight from Laws of the Wild:

- No touching unless you've explicitly asked permission. Even then, better to rule on the side of caution. No Means No.
- Threatening or harassing anyone out of character with bodily, emotionally or mental harm.
- Bringing a real weapon to game – We have item cards for a reason.
- No stunts that could put you, or others into harm's way.
- No Drugs or Drinking Alcohol at game.
- Theft or other criminal acts that are against local laws and policies.
- Harassing other players to extend game past the game session.
- Harassing the storytellers when you don't believe things are correct. (This includes long emails, instant messages, phone calls at 2 am, etc.)
- Not minding others who use the same facilities we do. We play in a public area, putting the public in danger, scaring people who might be watching, etc, is not acceptable. Staff members will happily talk to curiosity seekers who want to know what we're doing.

### 1.3. What are the Disciplinary Actions of Dark Side of the Moon?

We believe, like La Sangre, in the **3 Strikes Rule**. Everyone makes mistakes and we all meet to have a good time. However, if a player acquires 3 strikes against them they will be propped in the org and be banned from our game for 3 months. Other Disciplinary actions can include:

- Docked Experience points for the game (You obtain 1 for attending, if you are disruptive or leave or never play, you don't have to have this EXP awarded.)
- Being requested to take a 15 minute break from the game.
- Being requested to leave the game site's immediate area for the remainder of

the game.

#### 1.4. Alternatives when problems happen and “Bleed”

Bleed is a LARP term for when in character and out of character lines begin to blur. Bleed is, within reason, something that all players have to deal with at some time. We, at Dark side of the Moon, do not believe Bleed is strike-worthy unless it becomes chronic and we worry for the health of the player. As such the following are alternatives when players feel themselves losing cool- or alternatively – so to our staff.

- a) We give everyone the right and respect to Walk Away. This means players can- safely- hand over their character sheets to the staff and the staff will do their best to portray the character and get them out of scene as soon as it is realistically possible. Staff also can Walk Away without fear or concern that a player will follow them to continue the fight. (Doing so does count as a strike.) Staff can hand over storylines, NPCS, etc to another staff member to take care of a scene until the staff member feels they can come back safely to a scene.
- b) We give everyone the right and respect to not bother them at all hours. We understand our entire gaming group has a life outside of our LARP game. Thus, the staff respects the players by giving them as much notice as possible for game changes, (such as cancellations or location changes) and we do not hold it against our players if they don't respond to our emails after 3 weeks. That same respect goes the other way. Players respect the staff when they can't make it to game. Staff reserve the right to take up to **3 days to respond to an email**. We try to get to it faster, but if nothing else we'll send you a “we received your email and will respond shortly.” Players can, respectfully send an additional email inquiring if the first one was lost under the pile of emails. (We're human. It happens.)
- c) Mediation. If you come into a problem that you can't comfortably handle, or you feel that you would represent yourself badly, you can ask someone to come with you- or represent you in a meeting. This could be between players or between staff members. This person should be a neutral party to the problem.

## 2. How Staff are Chosen/ Maintained

Every **November** we will open the game up for current players (having attended at least 6 games in the year) to step forward to become the HST for Garou for the next year. On **December 1<sup>st</sup>**, and until **December 20<sup>th</sup>** –OR when every player who is “active” (having attended at least 6 games in the year) has voted-- will vote on who they would like as HST. The CM will be responsible for tracking the votes as a neutral party- Unless the CM is running for HST, in which case a neutral party will

be chosen from the player base.

On **January 1<sup>st</sup>** of the following year the new (or continuing) HST will begin another “term”. The previous HST will make available to the new HST the data base and a record of the storylines. The Previous HST from the previous year is also responsible for org fees and the archivist report for July-December, due Jan 1<sup>st</sup>.

The Council Member is chosen by the player base as the Current CM steps down.

### 2.1 HST / AST Duties and Responsibilities.

HST's (and subsequent ASTs) get 4 EXP a month for doing the following tasks which will be broken up in the team. Storytellers (HST or AST) do not have active characters, but gain EXP on a “shelved” character.

- Character Sheet database management.
- Downtime actions
- Experience points management
- Plotlines for National, City, Tribe and Personal.
- Making sure all players have an opportunity to be involved and included.
- Hosting games at least once a month.
- Completing all ORG duties, such as R & U Approvals, Archivist reports and communicating to the org as needed.
- Time management during a game to ensure it ends on time so we don't disrupt the next game following.
- Ask for Donations for org fees, printing fees, etc. and maintain that for the game.

The staff can earn 1 additional EXP at the end of a game should the players feel the staff is doing a good job doing the above tasks. (This is a majority vote from the players- If no time is allotted for the normal vote- then it's assumed that it wasn't earned as time management of the game is also an HST duty.)

### 2.2 Council Member (1) Duties and Responsibilities

Council members are responsible for:

*(This goes for both Sabbat and Garou and the CM should be going to both games to be able to represent both accurately)*

- Being the voice of the players as a unit.
- Voting on Org Wide issues and, as needed, asking the player base for their input on information going on. This includes voting for the Sabbat Game.
- Mediating between Players and Staff if after the first attempt at resolution has not succeeded without involving the CM.

## 2.3 Narrators

Narrators are individuals who still have characters in play in the game. They can be called upon to assist with running an NPC or a Combat Scene where their character is not directly involved. Narrators get 1 EXP (limited to their totals of a month) for assisting running significant scenes in a game (at least 1/3<sup>rd</sup> of the game doing Narrator Duties). In addition, Narrators will receive small, personal plotlines from the staff to assist with their development of their character for their assistance with the game when they could have been playing themselves. (Subject to AST/HST interpretation of “Personal plotline” but narrators can request by submitting downtimes in a direction they want to go in.)

## 3. Character Creation

### 3.1 Tribes and Breeds

We accept all Garou (Except stargazers), but Storytellers can veto concepts or tribes if they don't fit. *Are red talons considered playable as well?*

*If you WANT something on the R & U list, or play a Non-Garou fera, ( Corax (Wereravens), Gurahl (Coord Notify), Basset: Puma (Coord Notify) Ratkin (Wererats) you must do the following:*

- 1) Have played in our game at least six months (or played in a sibling LA Game for that long)- We want to make sure you are going to stick around after we get the shiny... We also want to make sure you know what you are doing.
- 2) You must have a character sheet that can be approved by our staff and follows all the house rules.
- 3) You must have a background that fully explains your character and why you feel it's a healthy addition to our game.
- 4) Agree that it's YOUR job to make sure your character has a REASON to stick around a bunch of werewolves... It's not going to be the storyteller's job to keep you in play- we'll kick you as much as we do anyone else, but just because you have a Shiny doesn't mean that we're going to make an extra effort to keep you.
- 5) Before you get excited, anything coming in should FIT the Southern California Area. If it's not something that might be here naturally it sure as hell ain't going to get here unnaturally.

You can find the most up to date list

<http://www.owbn.net/resources/ru-classification-list> here.

### 3.2 Auspice

No Restrictions at this time.

### 3.3 Ranks

New Characters begin as Cliaths or Cubs. If you begin as a Cliath it's expected that you know what you are doing and you've at least read the Laws of the Wild and understand the Litany. See below if you want to play a cub for our game.

#### 3.3.1 Special Cub Rules (New Players who need Extra Help)

Garou is unique in that people can start the game as a new Garou, completely brand new without a clue in its head--- and have people try to Help you learn the game. However, there are some special "rules" for our game when people bring in a cub. **Note:** New players do NOT have to play Cubs, but they need to know what the **Litany** is and the basics of the game to be a Cliath.

- 1) You agree that you are going to work actively in and out of character to learn the game. Basically, you're not going to be a burden on the rest of your peers. We expect you to be able to "rank" up within a year. After a year, if you are still a cub... well... You accept life is going to be very, very difficult until you rank.
- 2) You must be a Garou. No other changing breeds.
- 3) As a Cub, you don't have any gifts to begin, but you can spend an extra 5 points for abilities (that can't go above a 3 at creation.)
- 4) Cubs must be Homid to begin. Your next character can be something awesome like a Metis or a Lupus, but for your first game you need to work on playing.

### 3.4 Attributes

No Special rules.

### 3.5 Advantages

- At creation, no ability can go above a 3.
- The ability Linguistics is the updated version from Kindred of the East as follows:
  - 1 additional language
  - additional languages
  - additional languages
  - 8 additional languages
  - 16 additional languages.
- Only Basic Gifts at creation
- The Background: **Personal Totems** can be purchased as "Personal Totem" this needs to be clearly defined (who your totem is, etc). Note: Your personal

Totem means you don't get to tap into the Pack Totem's special things. You must be able to buy your personal totem with enough points for that totem. As such, personal totem can go up to 10.

- The Background "Rites" can be bought (Rites background) or taught by another character (PC or NPC) for free. Rites brought at creation are per the book.

### 3.6 Character Creation: Finishing Touches

- Merits and Flaws **MUST** be approved by the storytellers and **MAY** require you to provide additional information: (IE: if your hunted, we want to know why... if you have an Enemy, who is it?)
- You can have a total of 7 points of Merits (paid for with freebies) and 7 points of Flaws (giving you up to 7 points of freebies) and no more.
- Players who do not play their flaws, or their flaw becomes outdated, will need to buy it off (x2 the cost) or find a different flaw of equal or greater value that fits their narrative. (This too must be approved by the ST staff)
- Trait bonuses from multiple merits cannot be added to any single challenge. Only one merit-related trait bonus may be utilized at a time.
- The Merit: Natural Linguist Doubles the potential languages. (IE at level 5 you have 32 languages)

### 3.7 Bonus Freebies

- New characters get an extra 5 FREEBIE points at creation for joining our game in addition to 5 Freebies you get from Laws of the Wild
- New Characters who are coming from characters who died can roll over up to 60 unspent EXP.
- New Characters can receive up to 10 FREEBIE points for a well thought out, deep background. (1 for a few paragraphs, 5 for something more detailed but still brief, and 10 for those overachieving bastards who give me a novel.)

### 3.8 Transferring Characters

Characters transferring to Dark Side of the Moon must adhere to all the house rules and policies. In the event changes, must be made to the character to fit our house rules, the equal amount of experience will be given to adjust the character or they can swamp out traits/merits/flaws as needed.

## 4. Experience Points

### 4.1 Earning EXP

Players may earn XP several different ways, up to the monthly maximum of 8 a month.

- Attendance to Dark Side of the Moon earns 1 XP.

- Costuming will earn 1 XP. The award is based on the discretion of the ST staff.
- Role-playing awards based on player and ST “shoutouts” will earn 1 XP.
- Submitting detailed influence actions will earn 1 XP per month.
- Players may submit a journal each month for 1 XP at the storytellers’ discretion.
- Internet role-play can earn up to 1 XP at the storytellers’ discretion.
- Carpooling can earn extra XP. Players who bring two or more additional players get 1 additional XP.
- Additional XP may be earned by performing special projects for the game, based on ST discretion.
- Bringing in “new blood” will earn 1 XP. The award can be received three times before the player is no longer considered “new.”

## 4.2 Spending EXP

You can spend as much EXP as you want a month, however your abilities, attributes, backgrounds, gifts, etc. may take longer than the next game to get to your character.

- You may only raise a specific Trait category one per month.
- Gifts take one game session for Basics, three for Intermediates, and five for Advanced to raise.
- To increase abilities each level takes equal the number of weeks to learn. (1 to 2 takes 2 weeks to learn, etc.) Any Lores require a teacher for 4 and 5 following Org Guidelines (Some require Approvals)
- Backgrounds can only raise by one per month.
- Influences are grown per the rules in Dark Epics.
- All XP spends must be approved by the ST staff and must be turned in by the Wednesday before game
- You may teach 1 rite for every rituals ability you have.  
(*I.E.: Basic takes 1 week, Intermediate takes 3 weeks, and advanced rites take 5 weeks*)
- You may, subsequently, learn 1 rite for every level of rituals you have. Learning rituals takes the same amount of time as teaching them.

*For Reference EXP Cost chart (Laws of the Wild Page 173)*

New Attribute Trait	1 EXP per Trait up to Rank max.
New Ability Trait	1 EXP per Trait up to 5, 2 EXP thereafter/ Rank Max
New Background Traits	1 EXP per background level. Requires RP/Reason for 4+
New Gift	3 EXP for Basic, 6 EXP for Intermediate, 9 EXP for Advanced Gifts (+1 EXP if Gift is outside character's level, auspice or tribe)
New Rite or Ritual	2 EXP for Basic, 4 EXP for Intermediate, 6 EXP for Advanced (Free if taught by another player)
New Gnosis, Rage and Willpower	3 EXP per point of Rage, Gnosis or Willpower / Rank Max
New Merit	Double the cost of the Merit in EXP. Must have ST approval and storyline reason for the new merit.
Buy off Negative Trait	2 EXP per point of Negative Trait being removed.
Buy off Flaw	Double the cost of the Flaw in EXP. Must have ST approval and storyline reason for the flaw vanishing.

*For Reference Ranks chart (Laws of the Wild Page 180-)*

Rank	Gifts Available	Max Traits	Max WP/ Gnosis/ Rage	Requirements
Cub (0)	None/ May Learn Breed and Tribe Gifts. <i>(Note, in our LARP cubs get 3 gifts "free" as they grow so they aren't punished for being cubs.)</i>	10	3	(See "Special Cub Rules" in our house rules)
Cliath (1)	Basic	11	5	Rite of Passage from Cub. They must meet their Renown requirements and have learned their 3 initial gifts and swear Loyalty to their sept or tribe.
Fostern (2)	Basic, and Basic Rites	12	6	Renown.
Adren (3)	Basic and Intermediate, Basic Rites	14	7	Renown. Adren must be in training for one of the Sept positions. They must challenge and defeat a fellow Adren in a contest given Elder approval.
Athro (4)	Basic and Intermediate Gifts and Rites	16	8	Renown. Athro's fill one or more positions in the sept.
Elder (5)	Basic, Intermediate and Advanced Gifts and Rites.	18	10	Renown. Elders must hold positions in a Sept.

\* Legendary Characters are NPC only in OWbN.

## 5. Downtimes

Between every game players can submit downtimes which are actions they wish to do between games. This can include following a plotline that you couldn't do at game, learning new abilities, getting stronger, faster, studying to get smarter, etc. Downtimes should include Experience spending, following plotlines and doing other things that might require individual – ST attention. You can also submit downtimes with another person to explore a plotline thread with the ST that you couldn't do at game which is more of a group setting.

*It's highly encouraged to do individual stuff during downtimes and GROUP gaming at game gatherings.*

## 6. Influences

- Each influence that a character has must correspond to an actual influence. It is not sufficient to have only a statistic, that influence must be described. For example, you cannot just have Police 5; your influence should be described as Los Angeles County Sheriff's office. Until an influence is defined with the Storytellers, you cannot use influence actions.
- There are a limited number of influences in the cities that are covered by Dark Side of the Moon. The exact number will only be known to the Storytellers, however information can be found out in game. Common sense will dictate the amount of available influences in some cases. For example, there are obviously a limited number of police forces in the Los Angeles County area to be controlled with Police 5.
- Each month characters active with the Dark Side of the Moon game can use one influence action per Influence trait per game. The influence actions must be submitted to the Influence Storyteller at midnight on the Wednesday before the regular game. They must be described in detail. It's not sufficient to state "I use my Street of 5 to attack the Black Spiral Dancers." If you are trying to increase an influence you must describe how your character is going about it. If you want to buy a new influence, describe to the Influence storyteller how you are procuring that influence in game.
- The rules from the main rulebook are in effect. Dark Epics will be used as a guideline if there are rules mechanics to consider. Any actions from Dark Epics must make sense. The Influence Storyteller is the final arbitrator on whether or not an Influence action will work.  
[http://www.skaro.com/larpadvice/larp\\_vmurder.html](http://www.skaro.com/larpadvice/larp_vmurder.html) this article has to do with vampire, but I've found it taught me the most about influences and possibilities.

## 7. Combat

- Combat shall be run per the Revised Laws of the Wild rulebook, including damage, surprise, mob scene rules, and fair escape, with the following exceptions and rules clarifications.
- Negative Traits in Combat – No person may have more than 2 negative traits delivered to them in combat, per scene.
- Two Weapon Fighting – This is done as per Dark Epics. You must have a specialization and you receive a bonus trait.
- Rate of Fire – Firearms may be fired as many times per combat round as the Rate of Fire per Dark Epics. Each shot is considered one action.
- You may either take 3 steps, and an action, or run and take 6 steps and no action, every time you are given the opportunity to act in a combat scene.