



## House Rules

Written October 12, 2015

Edited 4/11/19

### Preface:

These rules may be changed at any given time and will be updated within two weeks of the change. All players, visiting or otherwise, are responsible for reading the house rules on their own. There will be a copy of the house rules for any and all to read over at game site. These rules are effective and to be followed by Never-ending Nights and all satellite games.

### Table of Contents:

<b>Character Creation</b>	<b>2</b>
Kindred	
Caitiff	
Ghouls	
Character History (Written Background)	
<b>Backgrounds</b>	<b>4</b>
Influences	
<b>Abilities</b>	<b>6</b>
<b>Merits &amp; Flaws</b>	<b>8</b>
<b>Combat</b>	<b>9</b>
<b>Disciplines</b>	<b>10</b>
<b>Blood Magic</b>	<b>12</b>
<b>Combination Disciplines</b>	<b>15</b>

Any character that enters the Never Ending Nights game boundaries while at game or taking part in an online scene will be considered hard proxied into NEN and is subject to the rulings of the Storytelling Staff and House Rules of NEN.

## **Character Creation**

### **Kindred**

No character may be lower than 10th Generation without specific ST approval. This is not to say that lower Generation is not permitted, merely that it requires a background and ST approval.

Capped clans: See St's for clans that are not available to play, some exceptions may be made.

Morality: If your character is part of the Camarilla, your Morality starts on Humanity. Independent and Anarch characters may start on a different Morality with Story Teller approval. If a character starts on a path with either Conviction or Instinct they do not receive the free dot in that Virtue.

Lores: Characters created in Never Ending Nights have the option to start with 1 dot of kindred lore, one dot of their characters clan lore, and one dot of their character's faction's lore as part of their character creations points without the need of a background. These count towards your 60 achievable creation points

### **Caitiff**

Caitiff come from all walks of life and are failed embraces from almost any clan. As such they have a couple of rules that apply to them that do not with other Kindred. First and foremost is the fact that they are almost always of weak generation, 12th or worse. All players wanting to make a Caitiff of 11th generation or lower must get permission from the ST staff as a whole. The character will require a background and the ST will make the final decision based the background and other factors.

When making a Caitiff the player has two options when it comes to his Disciplines he may choose one in-clan discipline, the ST will choose the second, and the third is drawn at random from the Disciplines Deck or. The player may opt to have all three randomly drawn from the Discipline Deck. If the Discipline(s) drawn does not fit the character concept (in any way) that the player had in mind, then the ST overseeing this process reserves the right to allow the player to re-draw. If this option is taken the player is stuck with second result for better or worse. The STs always have final say on the disciplines.

## **Ghouls**

Ghouls may be played in this game. Below is a list of the rule governing the creation of a Ghoul for the Never Ending Nights Chronicle.

Having an NPC Domitor can only happen with direct storyteller permission but if such permission is granted then the following addition to the above rules should be noted. A Ghoul with a Domitor of 7th generation or lower (always an NPC) can learn advanced level Disciplines.

Starting stats for ghouls see libre de ghouls.

### **Character History (Written Background)**

We would like to see a background for every character in the game but it is not, nor will it ever be a requirement unless the player wants a low generation for his character. If you max out your 60 points without writing a background we still encourage you to give us a little something (preferably written) about your character so that we can attempt to enhance the realism for you a bit and maybe even bring NPCs from your character's past into the game for a cameo or two.

A character with a submitted background should reflect appropriate aspects on their character sheet.

## **Backgrounds / Influences**

All Backgrounds/Influences that can directly provide income can be collected every game sessions. All characters based out of NEN refresh their Influences and backgrounds each game.

**Cult:** This background is not allowed in NEN as it is a Famori background.

**Haven:** Is considered a 1-5 point background. All characters with Haven on sheet must turn in a written description of location and layout of their haven for approval. Each dot increases the number of security traits it possesses.

Examples as follows:

0: You have the equivalent of a windowless apartment and a baseball bat.

1: Standard door and window locks. 3 traits

2: Above average door and window locks. 5 traits

3: Basic ADT or Brinks home security system. 7 traits 1 Security retest

4: Significant security system or architecture that helps prevent entry. 9 traits 2 Security retests

5: Neighborhood watch, alert guard or the police station is near. Private electronic security definitely present 11 traits 3 Security retests

**Holdings:** Holdings represent mostly dormant properties but may be used to gain no more than \$1000 per dot in holdings per game session.

**Resources:** May be used in place of Haven with a write up and layout for your haven subject to ST approval with the difference being the recourse only covers the building and the furnishings not the security.

**Retainers:** The first level of the retainers background gets the PC or NPC a base ghoul (Using our character creation rules for ghouls). This does not include any starting PC build points that would normally be awarded to a player for playing a Ghoul. Every level past the first will give the player 15 points to spend on the retainer as if it were experience. Therefore if Carlos has Retainers at a three he would have a base ghoul plus 30xp to spend on that ghoul. Influences on retainers may only be used for the same type of actions that the Contacts background may be used for and only up to two levels of one influence. Any backgrounds such as Allies, Contacts, Fame, and Resources may not be utilized directly by the PC without express permission of the ST staff. Please note that this background is to represent NPC ghouls and that the ST staff has ultimate control over their actions. No character may have more than five separate Retainer backgrounds at any given time. This may not be stacked with the Merit Reptile Buddy or any other Merit that provides a companion of any sort.

**Occult Library:** Any Lores provided by this can not go above x2 and can not be an R&U Lore. Please see the chart below for what it provides. These are not cumulative.

1 - Two Lores at a x1

2 - Three Lores at a x1

3 - One Lore at a x2 and Four at a x1

4 - Two Lores at a x2 and Four at a x1

5 - Three Lores at a x2 and Five at a x1

These do not include an books or other items that you have approved and stamped item cards for. A character may only posses one Occult Library background at a time.

**Influences:** We use the Influence rules from Dark Epics. This book contains the rules for building, attacking, tracking, and other Influence actions. The only difference is influences refresh at each game. Military Influence is not allowed in NEN.

**Importing Influences:** An influences action used to transition from one city to another for purposes of IC game location change and characters transferred into Never Ending Nights. Influences Import into the new city at one point every game session across all areas. While an area of Influence is in an Import action none of that Influence area can be used toward a Growth action. Those Influence points received through an Import action are free to be used in any other manner.

**Military Force:** We us the rules in Vampire Story Teller's Guide pg. 37 or Elysium pg. 69. This is a very difficult background to get or increase as such the Story Tellers have final say.

## Abilities

**Acrobatics:** Acrobatics will allow you to soak some of the damage of falling. To use this ability you must make a static physical challenge versus six traits to negate up to 10 feet worth of falling damage.

**Alertness:** This ability may not be used to cancel surprise. This ability is used to notice things at a glance.

**Archery:** Crossbows are not the realm of archery, since a trigger is involved to fire the weapon falls under firearms.

**Athletics:** It cannot be used to retest with a thrown weapon; that's what the Throwing ability is for.

**Awareness:** You may make an Awareness test to realize when a supernatural power has been used on you, but ONLY if the attempt was unsuccessful. Perform a static Mental challenge against the user of the power. If you lose, you have no idea that a power was used on you. If you win, you know that something was used on you (and may be able to deduce what it was, although meta-gaming will **\*\*not\*\*** be tolerated), but not necessarily who used it. Note that some powers, such as Path of Corruption, specifically state that the target automatically is (or is not) aware of the power; such rules trump these.

**Blindfighting:** You may expend this ability to cancel the forced retest of not being able to see for 1 round.

**Crafts:** Crafting takes at most 3 challenges. The first challenge is the craft the base item its is static mental challenge vs 6 traits. The second challenge is another mental test vs. a base of 6+ the number of crafts rating being put into the crafted item. Adding special abilities, adding bonus traits, changing concealability, adding damage or removing negative traits: Third test for every appropriate ability that is associated for making that item, ie. metalurgy for weaponsmithing, adding to Up to four additional adjustments may be made. 1 free adjustment included in these four is given to those with the appropriate crafts ability at 5. Each adjustment adds 3 traits to the difficulty of the third test which uses this format: (Difficulty of crafts test) + 3 per adjustment being made (except for crafts 5 freebie). If you have crafts six or higher you may exceed the limit of modification by 1 per crafts rating higher than 5.

Timeframes for crafting: 1 week to create a base item, and an additional week for each rating of crafts added to the item. Supernatural powers may reduce this time.

**Demolitions:** Please note, if you try to blow up our city it will result in an OOC diablery!

**Empathy:** Inhumane characters can purchase and use this Ability. A person's ability to understand and perceive emotions is not limited by the ability to feel them. Having your heart removed does not affect your ability to perceive and understand the emotions of others.

**Gambling:** This ability may be temporarily expended to give the character \$250 per level expended.

**Hunting:** Kindred use this Ability to find prey. You may spend a level of this Ability to retest the pre-game feeding test, or as a retest for in-game challenges to find prey. If you use it for the feeding test, you may spend multiple levels of the Ability, taking the most favorable result. You may also expend this ability to provide one trait of animal blood per level expended. (NOTE Animal blood sometimes has bad effects on Vampires, such as making it harder to resist frenzy at the smell of human blood when hungry.)

**Linguistics:** The number of languages you speak varies with the level you have in the Ability. Level 1: One additional language.

2: Two additional languages.

3: Four additional languages.

4: Eight additional languages.

5: Sixteen additional languages.

**Lores:** If learning a Lore above level 2 from a book or library it requires two sources for the material. If learning from a PC the player is required to send an email to the ST staff and the teacher to confirm that they are willing to teach.

Spirit Lore may be used in place of the challenge thrown to activate a Fetish by expending a temporary dot. You must however still expend the Temporary Willpower.

**Meditation:** Meditating takes ten minutes. You then make a number of challenges equal to your Meditation level against a difficulty of 5 traits (or more, if the ST feels the surrounding are exceptionally distracting). Each success restores an expended trait of temporary Willpower.

**Rituals:** This ability is only permitted on Sabbat and Garou PCs

**Science:** A field of study must be chosen at the time of abilities purchase. Multiple fields of study require multiple purchases.

**Throwing:** This Ability is used to retest with a thrown weapon. It also allows you to use your Mental traits instead of Physical traits if you so choose.

**Vamp:** This ability is not permitted within NEN.

## Merits / Flaws

**Ability Aptitude:** A character can only have this Merit once. Certain other merits, like Natural Leader, take the place of this merit. In such a case, they do not stack (i.e., you can have both Natural Leader and Ability Aptitude: Leadership but since they both do the exact same thing and don't stack...it would be dumb). This merit can only be taken for non-combat abilities.

**Berserker:** This merit allows the character to enter frenzy at will, for those on an Instinct based path the frenzy is controlled. If the character enters frenzy using this Merit they may exit frenzy by expending one temporary willpower.

**Efficient Digestion:** Ghouls cannot have this Merit and it can not be stacked with Potent Blood when feeding.

**Fourth In-Clan Discipline:** This merit is permitted in NEN with Story Teller's permission only. The fourth in clan may be either chosen at random from the discipline deck or the player may work with the STs to choose the discipline. The discipline chosen gains all of the benefits of being in clan. The discipline cannot be a clan specific discipline. This merit may only be taken once.

**Holdings:** This Merit represents active businesses that the character owns and gains income from and may be taken up to 5 points with Story Teller permission only. A character with this Merit is required to keep an ongoing item card (just like the Resources Background) and may collect \$10,000 per level of the Merit per game.

**Luck:** This merit refreshes at the beginning of the next game.

Due to the difficulty in tracking this Merit's use over the course of a story, you will be given three item cards to represent the number of times you may be lucky. When you use a luck retest you must find an ST or Narrator and give them one of these cards. At the first game of each month you will return any unused luck cards and receive three new ones. Only luck cards with that month's date stamp and signature may be used for the retest. All Visitors will follow the same rules as locals and the cards will be handed out when they sign in.

**Natural Leader:** You may only use this merit when Leadership is the appropriate ability retest. True

**Berserker:** With this Merit the character may enter a frenzied like state. When the character enters the True Berserker state they must remain in humanoid form the entire time or automatically come out of True Berserker. When in this state the berserker gains the Physical Traits: Ferocious x2 and Tenacious along with three extra Bruised Health Levels. The Berserker also ignores Bruised and Wounded wound penalties and can not wear armor.



## **Combat**

**Generational Max Traits:** No character may bid more than twice their true Generational maximum.

**Rule of Three:** Any game mechanic with a variable effect based on trait expenditures is limited to an expenditure of three, subject to ST discretion, unless otherwise specified in the powers write up.

**Fair Escape:** If combat continues after end of game is called all parties involved must agree to put the scene in time stop or all parties are considered to have fair escape. Alternatively the storyteller has the right to overrule the decision made or narrate the remainder of the scene.

**Contested Challenges:** This will be handled on a case by case basis. IE if it is reasonable we will more than likely allow it, but you cannot use a contested challenge against someone who has Celerity if you do not.

**Surprise:** A character attacking from surprise gains one free attack action where the defender may ONLY bid a stamina related trait under normal circumstances.

**Action Sequence:** Actions will proceed as follows: Alacrity, Normal, Swiftiness, and Legerity. Most additional follow-up actions, such as those from two-weapon fighting, take place at the end of the round. Celerity actions will not be counted down from amount of Celerity; they will be counted down from Initiative as if they were Normal actions. Miscellaneous actions are likewise based on Initiative traits. Mental and Social disciplines function on the normal action unless it is a carrier attack, such as Quell.

**Called Shots:** Except for staking, disarming, and a few other exceptions called shots are just flavor and have no special effects.

**Carrier Attacks:** Carrier attacks are limited to one per round, and require expenditure of any traits as the attack hits, unless specified.

**Diablerie:** Any character on Humanity that diablerizes automatically loses one path rating and may be given a Derangement based on how the diablerie happened. Any character not on Humanity must make a Path check (assuming the Path does not condone diablerie - lose on ties.) to see if they lose a path rating from the act. Characters that follow Paths that specifically require or condone the act of diablerie are not subject to the test for loss of Path rating. Any PC that does not lose a path rating due to the act may be given a derangement by the STs based on if their Path was properly followed.

**Dodging/Resisting:** Dodging/resisting in NEN does not require an action.

If a character can throw the bomb or win on ties they do not have to announce it.

**Ranged Combat:** The "Ranged Combat" retest may only be used if the target is surprised during surprise actions.

## **Disciplines**

**Out of Clan Advanced Disciplines:** You may not ever have more Out-of-clan Advanced Disciplines than you have In-Clan Advanced Disciplines until you're In-Clan Disciplines are maxed. For the case of Blood Magic using clans, only your primary path of Sorcery will count as an in-clan discipline.

**Form Powers:** Form powers (Shape of the Beast, Black Metamorphosis, Skin of the Adder, etc.) cannot be stacked. Partial-transformation powers, such as Feral Claws, can be used in conjunction with these powers normally. You may change directly from one form power to another with the normal expenditures; you do not need to return to your normal form between shifts.

**Thaumaturgy/Assamite Sorcery/Koldunic Sorcery/Setite Sorcery:** All rules that apply to Thaumaturgy are assumed to apply to all blood magic powers that mimic them unless otherwise noted in the appropriate genre packet.

Any Blood Magician may auto-pass the test for casting basic rituals that effect the caster during sign in a number of times equal to the character's Occult rating.

All Blood Magic that affects another person requires a challenge against that person, no exceptions!!!!!!

**Animalism:** Quell the Beast: This power does not negate Aegis in any way and only lasts the scene. You can deal damage and Quell on the same action.

**Auspex:** If you are "obfuscating" You enter a mental challenge against the person with Obfuscate, you gain a bonus trait for every level of Auspex you have (IE if you have telepathy you gain +4 traits)

**Heightened Senses:** This power is not obvious. You do not know someone is using it.

**Celerity:**

**Thaumaturgy and Celerity:** Celerity can be used during a round that a thaumaturgical action takes place; however, the player does not gain extra actions (dodging is not an action) from this except for move actions. Thaumaturgy is a full round action.

**Chimerstry:**

This power is a social challenge unless the target has Auspex: Heightened Senses up at the time of the challenge. If the target has Auspex: Heightened Senses up then it becomes a Social vs Mental challenge with the aggressor adding one trait per level of Chimerstry they possess and the target adding one trait per level of Auspex they possess.

**Horrid Reality:** A torpid state induced by this power only lasts the scene. Damage, Staking, or any such attack created by this power may still be reduced or Negated with powers that do so. This power immediately ends if line of sight on the target is lost.

**Cruscitus:**

**Blood Essence:** As per the Faith and Fire version of Blood Essence except the heart is the vessel.

**Scorpion's Touch:** The trait loss lasts the night and the lost traits cannot be regained via Prowess or Willpower.

**Dagon's Call:** Use standard Quietus Dagon's Call rules.

**Dementation:**

**Passion:** This power will not bring someone out of frenzy, but you can use it on them while they are in frenzy. It will give them an additional test to resist. Passion does not stack.

**Voice of Madness:** The difficulty of the challenges to resist this frenzy is 4, and the target may not spend Willpower to automatically resist said frenzy (although they may retest normally).

**Total Insanity:** The duration of the derangements induced by this power last one scene or an hour whichever is shorter. St's determine Derangements induced by this power.

**Dominate:**

**Eye Contact:** You do not need eye contact if you are currently using Auspex:Telepathy on the victim.

**Fortitude:**

**Resilience:** This power no longer requires a challenge to reduce the damage. In NEN it automatically reduces one aggravate damage to lethal from each attack.

**Resistance:** This power no longer requires a challenge to reduce the damage. In NEN it automatically reduces negates on lethal or bashing from each attack.

**Aegis:** When being staked Aegis must be expended immediately after the two simple tests to keep from being staked. When being bitten to feed Aegis must be expended immediately after the attack to keep from losing the initial blood however, if Aegis is used later that same round the attacker must reestablish the bite to feed again the next round. Aegis also negates the effects of Thanatosis: Withering if Aegis is expended immediately after the two simple tests to wither the head.

**Hematus:**

**Truth of Blood:** They may sense if there is a Dominate block, but cannot get information without passing the generation check rule required by Dominate

**Cleansed in Blood:** This power must follow the generation rule of Dominate when attempting to remove a Dominate block.

**Minhit Dume:** This discipline is not allowed in NEN.

**Obfuscate:**

This discipline is an offensive power. If someone is "obfuscating" You enter a mental challenge against the person with Auspex, you gain a bonus trait for every level of Obfuscate you have (IE if you have Mask of 1,000 Faces you gain +3 traits)

**Mask of 1000 Faces:** This power is not negated or prevented by Stone of the True form as you do not shift forms

Running in celerity while in obfuscate can be concealed by powers of obfuscate if the obfuscate is equal to or higher than the celerity rating. Exceptions will apply based on St discretion for environment. I.E. if you are running on a dirt road, you are going to kick up dust.

**Cloak the Gathering:** may be used on unwilling individuals if you best them in a Mental challenge. They are unaware of the effect, and may break it normally (shooting a gun, throwing fire, screaming and dancing like a rabid howler monkey, etc.) Multiple uses of Cloak the gathering may not be stacked so that someone would have to beat multiple PC's in a challenge, instead choose the pc you want to maintain the Cloak and each other use of Cloak the gathering will lend 2 bonus traits to that pc for any challenge against him attempting to see through

**Obtenebration:**

**Shroud of Night:** This power Takes effect at the end of the round.

**Tenebrous Form:** Stone of the True Form works on this power as it states you become a semi-liquid

**Arms of the Abyss:** You can spend a Number of Social Traits equal to the number of levels in Obtenebration that you possess. IE having the 1st intermediate would allow you to create three (3) tentacles.

**Potence:**

Potence may be used defensively to block a melee or brawl attack by using your actions to do so, if you do not have actions left you cannot block or parry, but cannot be used to defend against any ranged attack. If any level of Potence is used during an offensive action the player cannot opt to do no damage or bashing damage.

**Potence-Jumping:** Is an Elder power called Relentless Pursuit. It is not allowed.

**Might:** Might does not cancel Might.

**Presence:**

**Awe:** You cannot use Awe over distance, for such things as Summons; the target must be in your presence and aware of you. Awe does not cancel Awe. You may also spend a social trait and then engage a target in a social challenge (after expending the trait) to get them to lock gazes with you for a split second. This may be used as a carrier power for dominate or any other power that requires eye contact. This power does not require an action.

**Majesty:** Majesty is a defensive power as it states that it is the only exception to the rule of Willpower only being used to defend against mental and social powers while trying to break through it.

**Protean:**

**Shape of the Beast:** Anyone who learns Shape of the Beast out-of-clan is limited to wolf and bat form. Wolf form gives you three physical traits and two mental traits and you do one more level of aggravated damage with your bite. For Gangrel PC's this game uses the alternate rules for this power published in the Gangrel Clanbook.

**Quietus:**

Changing your blood is not an action; applying it is an action.

**Serpentis:**

**Heart of Darkness:** Use of this power does not remove social traits or any ranks of the empathy ability. If the removed heart is exposed to fire or sunlight nothing can save it not even Aegis.

**Sorcerer Quietus:**

**Dagon's Call:** This power is a Mental vs Mental challenge and cannot strip a character of permanent Willpower. This also follows under the rule of three.

**Thanatosis:**

**Withering:** If the head is Withered, the victim may not initiate Mental or Social challenges, nor may they expend Mental or Social traits, except in defense. They may still use Celerity, Potence, and Fortitude. This also stops Combo Powers that use more than Celerity, Potence, and Fortitude. Aegis negates the effects of this power if the target spends for Aegis at the time of the successful attack.

**Necrosis:** This power cost 1 Blood trait and does 2 levels of Lethal damage in addition to inflicting the Negative traits Decrepit and Repugnant.

**Vicissitude:**

Any use of Vicissitude in combat for anything above the LoTNR write up requires it to be a Called Shot (see Called Shot in section 4.6).

**Flesh Craft:** Cannot be negated by using Aegis.

**Vis Mods:** Ran as per the Tzimisce packet except you may purchase one Physical, Social, Perception based Mental trait, and one health level for the cost of one xp each. This does not count toward the Bodycrafts maximum. Temporary Vis mods only give the bonuses for one scene and are obvious. \*If a player who spent xp for a mod loses it due to a power such as Stone of the True Form the player may opt to have the xp refunded or used toward the same or a different mod.

**Armor:** The armor from this mod refreshes at the beginning of each night unless repaired during the same night it was damaged

**Necromancy:**

**Path of Bone:**

**Soul Steal:** Any damage not soaked by natural or supernatural means while the soul is separated from the body returns the soul to the body immediately.

**Ritual:**

**Esilio:** This power only works on true Wraiths or Specters.

**Thaumaturgy:**

**Focused Mind:**

**One Track Mind:** This power ends if the victim takes damage past any sort of normal or mystical damage reduction.

**Dual Thought:** This path can allow a Thaumaturgist to perform a second thaumaturgical action no matter what trait source powers their thaum. IIE Akhu uses Social Traits for challenges, but will still get an extra action with this power.

**Mastery of the Mortal Shell:**

All powers above first intermediate require complete concentration and line of sight. While concentrating on this power you may not initiate any other challenges.

**Seizure:** This power requires an additional expenditure of mental traits (max 3) after the challenge is successful. The effect lasts for a number of rounds equal to the number of mental traits spent.

**Movement of the Mind:**

In order to use potency as a defense against this power you must give up your swiftness/ normal action. You may not use this power in an offensive manner in conjunction withcelerity.

**Neptune's Might:**

There must be an adequate amount of water to Envoke this path.

**Path of Levinbolt:**

If you are the subject of this path of thaumaturgy and have fortitude you must enter into a Physical challenge vs the thaumaturgists appropriate traits to avoid the stun effect. If your Fortitude rating is GREATER than the thaumaturgists rating in path of Levinbolt than the subject of the effect wins on ties.

**Spirit Manipulation:**

To activate a fetish you must either possess spirit lore the ability or, the path of Spirit Manipulation.

**Weather Control:**

Lightning Strike: The damage from this power is aggravated damage.

**Combination Disciplines**

You must have one of the requisite Disciplines as a natural in-clan to teach a combo-discipline. You may learn combo-disciplines if you have the requisite disciplines at the appropriate level. You must find a teacher for all combo-disciplines. Ghouls cannot learn combo-disciplines. If the combo-discipline is not listed, refer to the book or packet it is found in.

**Alpha Glint:** The Vampire spends a willpower and makes a social challenge against any one not already in combat with him. If he wins, no one will act aggressively towards him, but will instead, cower or show the proper respect. This power may be activated reflexively when attacked in the first round of combat or when a new target enters combat, but only if they are not surprised.

**Approximation of the Loyalty Absolute:** This power follows the Dominate Generation rule.

**Badger's Hide:** This power is not a form changing power.

**Blood Tempering:** With shields this power gives the shield one additional base trait for defensive purposes and negates the Destroy Shield ability unless the aggressor is using a power that exceeds the level of Fortitude put into the tempering.

**Brace for Impact:** Brace for Impact: You can only brace against things such as explosions, falling damage, and getting hit by a car/truck/train or any other attack that affects most or all of your body. The amount being soaked is one health level for Basic, one for intermediate, and one for advanced (so if you have advanced Potence it will soak three to health levels of damage). This power may be used in conjunction with Shatter Proof for reducing damage from normal attacks. If you have a question if you can brace against something not listed here please ask your Story Teller.

**Forced March:** When trying to figure out how fast the PC or NPC moves while this power is active only the levels in Celerity are figured in.

**Instant Trans:** This combo may be used with any form changing power, however, you must have the discipline for the form changing power at second intermediate, and you must spend the xp for the new instant trans.

**Iron Heart:** This power is effective against the following Thaumaturgy Paths: Path of Corruption, some powers of Focused Mind (such as One-Tracked Mind), and Vine of Dionysus. It may also provide protection against rituals and other magic at ST discretion.

**Mortal Terror:** Either touch your subject—possibly requiring a Physical challenge—or make eye contact and engage in an extended Social challenge—retest Intimidation. If the user accumulates more successes than the target has current Courage the use is a success and the Subject is under the full effects of Rotschreck emanating from the user of this power. The subject must flee by the fastest and most direct route until succeeding in 5 Courage tests. If the Power fails the Subject must throw Self-Control to resist Frenzy at a difficulty of 3 traits.

**Pater Szlachta:** This is considered a form augmentation power and may be stacked with a form changing power. This power does not allow a character to bid more than double their max traits for generation. This power falls under the rule of three.

**Shadowed Eyes:** The user may not use Potence when affecting someone else with this power

**Shatter Proof:** While this power is active damage is distributed evenly throughout the whole body making the user immune to Staking and any kind of dismemberment. This power may be used in conjunction with Brace for Impact to reduce damage from incoming attacks. This power does not stop disciplines that target specific limbs such as Thanatosis: Wither.

**Stunning Awe:** The player makes a Social Challenge—retest Intimidation. If successful they may bid up to 5 Traits and enter into an extended challenge with an ST (one for each Trait bid). Each success imposes a 1 Trait penalty on all of the target's actions. This penalty lasts a number of turns equal to the vampire's Willpower, after which it loses one Trait of potency each turn until the target is free to act normally. If the penalty exceeds the target's Mental Traits, the duration is measured in minutes rather than turns. If a stunned target suffers any pain, her player may make an extended Willpower challenge (difficulty 7 Traits) until they lose. Each success reduces the penalty by one Trait. This resistance challenge may be attempted only once per turn and only once for the same stimulus. As this power employs Dominate it cannot affect vampires of lower generation than the user.