

Player Action House Rules

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Player Actions

Since each game takes place over the course of a single evening once every two weeks, it becomes necessary for the players to explain to the Story tellers what it is they're doing in between games. This is done by submitting a form via email to the storyteller email group (gimligods@yahoo.com). These emails are referred to as the player's "Player Actions". In some other games, this is also called "downtimes".

The Player Action template can be found at:

<http://www.sangnordique.com/files/file/player-actions-template.pdf>

All actions taken during downtime (i.e. Player actions) are considered to take effect the once approved by an ST. Players can not "chain" actions together, so that one action is reliant on the result of another within the same set of PAs. Any attempt to do so will fail outright, as the initial step will not have been completed in time for the follow up action to happen.

ex. You cannot use your resources to locate a person's haven and then use your Underworld influence to have it explode in the same set of PAs. You will find the haven, but not in time for the hit to take place.

Player Action Due Date

Player actions are due the first Friday after the game. Late Player Actions cannot claim the Player Action Experience Point, and all influence actions and actions involving other Player Characters automatically fail.

Performing Rituals in Player Actions

During Player Actions (downtime), a Player may perform a maximum number of rituals equal to double their governing ability (*Occult for Tremere and Assamites, Subterfuge for Setites* etc.)

Rituals that take a substantial amount of time (*i.e. Over multiple nights*) may lower your overall limit, at ST discretion.

Character Improvement

Players improve their Character by training and expending the experience points earned through play.

Earning Experience Points

Experience points will be awarded for each of the following criteria:

- Turning up for a game = 1
- Staying in Character, Playing in costume = 1
- Travelling to game from a different city = 1
- Player of the game = 1
- Storyteller Nod (one per Storyteller and Assistant) = 1
- Handing in Player Actions on time = 1
- Admin/Ombudsman = 1/month

One Time awards:

- Handing in a Haven description = 1 xp (first Haven ONLY)
- Detailed character backgrounds = 1 xp

Playing in a gaming session in costume and maintaining your character for the entire game will normally net you 2XP. At the end of a game, "Player of the game" is nominated and decided by popular vote of the player base, and each Storyteller may give one character an extra XP, known as the "Storyteller Nod".

The monthly cap as determined by OWbN is 8XP.

Spending Experience Points

Players spend Experience points to advance their character's abilities over the course of play. Expenditures are done as part of their Downtime/Player actions. All expenditures require an explanation of some kind. Storytellers will refuse expenditures if there is no explanation given for the purchase.

Training!

Training means actually pushing at your boundaries. Unless specified, training takes place in Player Actions. Going down to the all night gym to box would be training for brawl. Building bigger and bigger fires would be training for courage. Include any action that involves actually working on your character's development. Remember though, that the more dots of something you have, the more rigorous and in-depth the training should be. For instance, going out and getting into bar fights will not justify high levels of brawl. The amount of time spent pushing yourself, to train differs depending on the trait you are training in.

Training Times

Characters have a finite amount of "learning capacity". As such, they may only learn a certain number of things at the same time. At any given time, a Character may be training in:

- 3 Different Abilities or Specializations
- 1 Willpower
- 1 Virtue Trait
- 1 Discipline (In Clan, out of Clan OR Combo)
- 1 Merit OR buying off 1 Flaw
- 1 Ritual

A maximum of 3 separate Abilities can be trained at any time. Training in a specialization for an Ability counts as one of the 3 "slots" for Ability training.

Once the Training time has been completed for any of these items, the Player must then spend the required Experience point cost, before the new item may be called on.

If a player attempts to train in two items under the same category, the one that appears in their Player Actions first will be completed. The other will fail.

If a Character has completed the required training but has NOT spent the required experience points, they may not begin training in a new item in that category until that item is purchased. If they do, any previous training is lost, and the training time resets.

For a full list of Training times and the XP costs associated with each possible item to purchase, see the

chart at the bottom of this document.

Training Exception

The Gangrel Merit: Mixed Blessings as well as the Merit: Clan Friendship can be immediately purchased on the condition that XP is available for immediate purchase. The Mixed Blessings Merit are as per the Gangrel Clanbook. The Clan Friendship Merit will require the input of the Clan Coordinator.

Other Merits can be immediately purchased at ST discretion.

You CANNOT go into debt to purchase anything, ever.

Influence

Influence works off of two systems: Buying points (up to level 3) and the point system.

Point System:

10 points for Level one

30 points for Level two

60 points for Level three

100 points for Level four

150 points for Level five

210 points for Level six (available only to Ventrue with the Paragon Merit)

PCs without Paragon may not exceed 200 points in any influence. Characters with Paragon may not exceed 270 points in their paragon related influence.

Influence Limits

Please use the Influence section on page 97-104 of the Laws of the Night for the limits of your influence. You cannot use Influence 1 to accomplish a task listed at Influence 5. This applies to all the Influence actions below. Please keep this in mind when describing influence actions you plan on taking.

Influence Actions

Players gain influence over the domain by taking actions during their player actions as per the rules below

Each Area of Influence you possess grants you two actions.

The rating of each influence indicates the power of those two actions.

For Example, a person with Industry 1 and a person with Industry 5 both have two actions total, but the person with Industry 5 has two very powerful actions!

Note: Insufficient explanation on Influence actions will cause the Story Tellers to deny or limit the growth. saying "I grow" without any explanation WILL fail. However, Story tellers may choose to give additional grow points for extra effort, interesting or detailed explanations.

Grow

You supplying/doing something for your influence that they have use for. You get 2 grow points per level of influence. This takes 1 action, but a second grow will not get you any points. For example: *Street 2: I grow my street by keeping an eye out for cops during muggings, drug deals, burglaries, etc. I grow 4 points.*

Note: All growth actions will need to include justification.

Boost

You are getting your influence to do something for another influence. This takes **both influence actions**. This means that a boost is public and **cannot** be obscured. The rating of the **first action** of the boosted influence is increased by 2 for every point of influence in the boosting area.

For example, Joe has 2 points of underworld and 2 points of street. Joe uses his Underworld to Boost his Street influence. His Street Actions are an attack and a hide. The Rating of the attack action is 8 (4 for the street influence and 4 for the Underworld Boost). The hide action is unaffected.

Boosts can affect another player as well. However, for a boost to function, the boosted area **MUST** take a **grow, attack, or defence** action. If those actions are not taken, the boost is wasted.

Protect

I either provide my influence with something or have my influence act in such a way to protect itself, or “go to ground”. This reduces an incoming attack/propaganda action by 2 points per protecting influence. Like with boosting, an influence can protect another influence

EX: Tommy Tremere believes Vinny Ventrue is going to attack his Occult influence. He protects his Occult 2 with his Underworld 3 by providing some of the more Occult members with weaponry, and advises his Occult friends to stay indoors because there are folks gunning for them. This reduces any incoming attack/propaganda by 10 points.

Attack/Propaganda

I use my influence to hamper another influence in some way. This doesn't have to be physical violence, but something that would damage another person's sway within the influence. This removes 2 points per attacking influence level from the targeted influence

EX: I use my Industry 5 to attack Brian's university influence by setting up some renovations that go wrong. These renovations are targeted to hurt some of Brian's contacts (not the background: contacts). Brian's influence takes a 10 point hit. OR, for a propaganda version: I use my high society 3 to spread rumours that Gregory's contacts within the Police taking bribes and Gregory is providing them with money. Gregory's Police takes a 6 point hit.

Investigate

You use your influence to find information. Obviously, this information must be relevant to your influence. I.e.: no using health to find financial records. The information you find depends on the levels of influence used. You may also use this action to find out the other names within said influence. This will get you all names of equal or lesser levels. Subsequent uses will start getting you higher level names. You may only investigate for names once per influence per Player Action.

EX: I use my Health 3 to find out who else has health influence. I get all level 1, 2, and 3 names. The next use will get me level 4, and the next will get me level 5. Other examples of information you have access to is in the Laws of the Night: Revised core book.

Acquire

This action will get you physical items. What items you get depend on the levels of influence used. Examples of what you can get is in the Laws of the Night: Revised core book, and the Dark Epics book.

EX: I use my Underworld 3 to obtain an SMG.

Obscure

This action effectively hides your influence's actions and your involvement. Each level of influence obscuring will essentially raise your influence level in terms of how long it takes to find your name alias with an investigate action, as described in the example below. It will also hide what your influence is doing.

Please keep in mind that obscuring is not foolproof. A good (or really long term) investigation can still find your influence's actions. This bit basically comes down to the creativity of the obscuring and investigating parties.

EX: Sammy is obscuring with his High Society 4, and Betty is investigating with her High Society 3, and on her second action doing so. Normally, this would uncover Sammy's alias (What Kindred really uses their real name with influence?). However, because Sammy's High Society is 1 level higher than Betty's, he counts as High Society 5 for investigation purposes.

There are other actions listed within the various influence level descriptions in Laws of the Night: Revised. These of course are still available to those players with the necessary influence needed to perform them. They may be combined with the actions listed above (*EG: smuggle/obscure, Raid/Destroy*)

Spending Experience Points for influence

Remember, as with ANY experience Point expenditure, a justification and description is needed to purchase these points. Without an explanation, the purchase will be refused.

When you spend XP you are buying points see below:

1 XP = 10 points

2 XP = 20 points

3 XP = 30 points

Max that can be bought up to at one time:

Level 1 or 19 points

Level 2 or 39 points

Level 3 or 69 points

Only one level can be bought at a time. *I.e. you cannot spend 3 XP at once to buy 30 points to go from Level 0 influence to Level 2.*

Examples:

I grew 3 points of Street

I spend 1 XP to buy 10 points giving me 13 points of Street giving me Level 1

...OR...

I have Level 2 Street with 51 points.

I can ONLY spend 1 XP to buy 10 points giving me 63 points giving me Level 3

The cap for buying influence is Level 3 or 69 points (to allow for previous grow points).

Experience Point Table

Item for Purchase	Experience Point Cost	Training Time (In sets of PAs)	Other considerations
Morality Traits	3	See Note	Must Adhere to the new Morality level for at least 3 Months (no slips).
Virtue Traits	3	2 X New Rating	Must have overcome some personal Obstacle to Justify (i.e won a virtue challenge)
Willpower	3	Number of Pas equal to the new rating.	
Backgrounds	2	None	Backgrounds will rise and fall based on in-game circumstances.
Resources	2	None	Must burn (“invest”) 10 x the amount of disposable cash listed in the new level (i.e. \$300,000 for level 5)
Removing Negative Traits or Flaws	Double the value	2 Pas Per XP of cost *Plus See note	Removing requires intensive role playing, showing concerted efforts to remove the negative in character
Merits (At character Creation)	Book Value	None (Character creation)	Must be purchased for Freebee points, at character Creation, NOT XP.
Merits (After Character creation)	Double Book Value	2 Pas Per XP of cost	Story Teller approval is required to purchase any new Merits.
Adding Negative Traits or Flaws (After Character creation)	No Value	None	You never gain points from flaws after Character creation.

Item for Purchase	Experience Point Cost	Training Time (In sets of PAs)	Other considerations
Physical / Social / Mental Traits	1	1	One trait per category may be purchased per PAs Max.
Ability			
Levels 1 and 2	1	1	
Levels 3 and 4	2	2	
Level 5 and 6	3	3	Level 6 available based on Generation
Non-Combat Specialization	1	3	Governing ability MUST be at least 3 before Training for a specialization
Combat Specialization	2	6	Governing ability MUST be at least 3 before Training for a specialization
In Clan Disciplines			
Basic	3	1	
Intermediate	6	2	
Advanced	9	3	
Out of Clan Disciplines			
Basic	4	2	Must have a Trainer with Discipline at 1 level higher than
Intermediate	7	3	
Advanced	10	4	Must have an Elder Trainer ***Only Available for Travel purposes
Secondary Magic Paths			
Basic	4	1	
Intermediate	7	2	
Advanced	10	3	
Rituals			
Basic	2	1	Note that when learning your in clan Primary path (primary path ONLY) you also gain a free ritual of the primary path's level. Training times are the same for In clan and out of clan rituals.
Intermediate	4	2	
Advanced	6	3	
Combo Disciplines	XP Cost is determined per-discipline. Time involved is determined by the greatest of the prerequisites. The time involved is 1 set of Pas longer than the highest prerequisite level. (i.e. If it requires Out of clan intermediate and an In clan Basic 4 sets of Pas). All prerequisites for the combo must be met before training can begin AND a trainer is always required.		