

SAN ANTONIO -
LIBERTATIS CUNABULA

AN ONE WORLD BY NIGHT
CHRONICLE

HOUSE RULES

MAY 2019



General Information

San Antonio: Libertatis Cunabula (referred to as SATX in the rest of this document) is an Anarch Genre Vampire game set in San Antonio, TX. We are part of the One World by Night (OWbN) international organization. We use the Mind's Eye Theater Laws of the Night Revised rules for Vampire: The Masquerade. Official game sessions are twice a month using Discord. Our goal is to provide a fun, and entertaining experience to our players and we expect a level of maturity and professionalism from all those participating. All participants must be at least 18 years old.

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Puppet Prince: <http://www.puppetprince.com/chronicles/4181-san-antonio-libertatis-cunabula>

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Sign In:

Players Must be signed in via the sign in room before they can join the game, either for Soft RP or during live game. The format for sign in will be [Character Name / Real Name / Home Chronicle / Player Email / ST Email if not based out of SATX]. PC's not signed in via the sign in room can not interact in the Soft RP or Game Rooms.

Free Rituals: At sign-in, before going into game, each blood mage is allowed to cast three rituals without hindering their in-game time. Anything beyond those three, or anything after going into play, will require the player to wait out of character while rituals are cast. If you wish to "chain cast" rituals, such as Eyes of the Past or Scry, you will have to wait the appropriate amount of time to cast each ritual.

Obvious merits, flaws, appearance related social traits, negative traits and apparent humanity should be noted in the character description room. As well as any obvious equipment, like a sword on your back.

IC Time:

For the most part, time will be left vague. It will be very rare that an exact IC game start or ending will be specified. This is done for a variety of reasons. The most important reason being that it would just take far too much effort to track every variable, such as the different times that each PC awakens each night, how they go about feeding, traveling times for both local and visiting PCs, etc.

The only exception to this vague time is the dates for Soft RP. To prevent confusion and scenes dropping off and starting again days later, each RL Day is one Night. The next day will set 20 minutes after the last post made during the day.

For example: If the last post is at 3am and someone logs in at 3:45am it will not longer be the previous day.

Item Cards:

All items that have the potential to impact or alter gameplay in any way must have an Item Card for that item. All Item Cards must be approved by a SATX ST. We request that any item cards that a visiting player wishes to be used in game be submitted in advance along with a copy of the character sheet. This can be done via taking a picture of any items cards you wish to use in game. Any items not approved in advance by SATX staff cannot be used during play in SATX.

For Item Cards gained in game for PCs they will be provided an email from the SATX staff to serve as 'signed' item card for the game. If other games require a physical item card, speak with staff and arrangements can be made.

Changing Characters Mid-Game:

If you know in advance that you want to play multiple characters in a single session, please do your best to declare this to STs before game begins.

There is a 30-minute "fair escape" timer that begins when you switch characters. This means that other PCs have 30 minutes to Summon or otherwise go after the 1st PC you portrayed. This time may be shortened or lengthened at ST discretion.

If your PC becomes unplayable for some reason (death, staking, torpor, etc.), you will be allowed to portray (or create) a different character for the rest of the session.

The Storytellers reserve the right to not allow someone to swap PCs in the middle of a game session.

Inactive Characters:

For a PC housed in SATX to remain Active, and eligible for earning experience, the PC must be portrayed at least once in a six-month period during a scheduled SATX session. Inactive PCs may not interact with any game while in Inactive status.

Golden Rule:

In the simplest of terms, treat others how you want to be treated. We strive to provide a safe and welcoming game environment. To this extent, we have a zero-tolerance policy for OOC bullying and harassment. It is one thing to be a total jerk IC, but it is an entirely different thing to be a jerk OOC. Taking IC issues OOC, and vice versa, also will be grounds for disciplinary action.

Disciplinary Actions:

If staff feels that disciplinary actions need to be taken against a player, that player will receive one of the following punishments:

- Warning
- 1 Strike
- 2 Strikes
- 3 Strikes + Indefinite Ban
- Temporary Ban
- Indefinite Ban
- Permanent Ban
- GNC

These punishments can be culminative. For example, if a player has been issued a Warning, and breaks the rules a second time, they will then receive a Strike. Staff does reserve the right to ban a player outright if it is felt the situation warrants it.

Challenge Resolution:

Given the limitations of Discord, Challenge resolutions will be handled differently than they would be at physical game. Since there is really no way for people to throw chops with their own hands so everyone can see them, we will be using a Dice Bot to resolve any Challenges. Challenges will be resolved using the code /r 1d3 (1d4 in the cases of Bomb). The results will be deciphered using the following chart:

- 1 = Rock
- 2 = Paper
- 3 = Scissors
- 4 = Bomb

In the case of Static Challenges, a simplified version of this will be used:

- 1 = Win
- 2 = Tie
- 3 = Loss

Staff reserves the right to determine any PVE Challenges will use the simplified version. If staff does decide to go this route, it will be in an attempt to speed up a scene so that as little time as possible taken up with chops.

Staff Rulings:

Please keep in mind that ST's are also humans, and sometimes make mistakes. If you feel this is the case, do not interrupt a scene to argue a call made by an ST. If you have an issue with a ruling, please wait until after the scene is finished and speak with the ST about it. Arguing a ruling mid-scene will be grounds for disciplinary action.

Character Creation:

A new character in SATX will be created using the standard character creation rules presented in Laws of the Night Revised. New characters will receive an additional 60 build points, and no more than 30 points may be spent on Disciplines.

The following Clans are always available to play, all others require ST approval:

- Brujah
- Caitiff
- Gangrel
- Malkavian
- Nosferatu
- Ravnos
- Toreador
- Ventrue

Some clans or bloodlines may be capped at ST discretion.

New players are required to make a character from one of the eight Clans listed above. You must be an active player in SATX for at least six months before you can request a character that falls into an R&U category.

A character cannot start with more than three levels in an Ability at character generation. Clan Advantages can go above this cap. A character cannot start with more than three points in any background at character creation without Storyteller approval. Clan Advantages can go above this cap.

All starting characters must begin on Humanity.

For characters without PC sires, you may chop for Generation or begin at 13. In order to have Generation better than 13 you must make 5 chops. For the first 3 on a win or tie you may buy one dot of Generation, on the last 2 you must win.

Caitiff 'in-clan' Disciplines will be chosen as follows:

- The player chooses a Discipline of their choice (Clan specific Disciplines will still need Coordinator Approval.)
- Staff will choose the character's second Discipline.
- The character's third Discipline will be chosen at random from one of the Cardinal Eight Disciplines.
- Caitiff with Additional Discipline Merit still pick the additional Discipline.

Merits and Flaws:

Per Laws of the Night Revised page 112, you may only take up to Seven Traits each of Merits and Flaws at character creation.

While not outright banned, a player must have a very good reason for their character to possess the following Merits and Flaws. Additionally, a character can never possess more than one Merit and one Flaw from the restricted list at character creation. Additional Merits and Flaws can be earned and purchased through roleplay and/or plot. Existing characters that already have multiple Merits or Flaws from this list will be allowed to retain them

Merits:

Ability Aptitude

Additional Discipline

Ambidextrous

Destiny

Driving Goal

Enchanting Voice

Fast Learner

Higher Purpose

Luck

Natural Leader

Nine Lives

Medium

Oracular Ability

Sanctity

Sympathetic Bond

True Faith

Unbondable

Any Merits found in the Faith and Fire, Laws of Elysium, Laws of the Hunt, Laws of the Night (2nd Ed) or Vampire by Gaslight books

Flaws:

Flesh of the Corpse

Mistaken Identity

Prey Exclusion

Uncontrollable Night Sight

Any Flaws found in the Faith and Fire, Laws of Elysium, Laws of the Hunt, Laws of the Night (2nd ED) or Vampire by Gaslight books.

Merits and Flaws that exist only in a specific Clan Book may only be purchased by members of that Clan.

Attributes / Traits:

Bonus Traits given from weapons **ONLY** add to your tie-breaker resolution, nothing else.

A character cannot use multiple trait-enhancing merits in the same challenge. For example, if you are giving someone orders and wish to issue a basic social challenge, you can't use both Natural Leader and Enchanting Voice. One or the other. However, you can use multiple merits in the same challenge, i.e. using Natural Leader and then retesting with Lucky.

Additionally, you will only be allowed to use one Entrap Ephemera made Fetish per challenge. If you have one that gives traits and another that adds damage, pick one or the other.

Any challenge that calls for your traits vs. your opponent's Willpower is against his/her **PERMANENT** Willpower.

Any challenge that calls for your traits vs. your opponent's Virtue Traits is instead your traits vs. his/her traits in the same category. (Ex. Social vs. Self-Control becomes Social vs Social.)

Influence and Willpower traits refresh at the beginning of each game. Attribute and Abilities refresh at sunset every night.

Abilities:

Specialization: Specialization cannot apply to more than one discipline level; You may, however, take a specialization in a level of a discipline. For instance, you may not take a Leadership specialization in Presence, but can take a Leadership specialization in Entrancement. A specialization must be a narrow focus of the ability and cannot incorporate a group of actions. For example, a character cannot buy the Melee Specialty Swords but can buy a specialty in Broadswords, or the Katana.

Awareness: This ability allows you to detect if a supernatural ability was used against your character. It does not, however, allow you to know what that ability was or who used the ability. Additionally, if a power has a visible recognizable effect in your vicinity, but is not used against you, you can use Awareness to discern the bend in reality. Occult may be used to cancel an Awareness retest.

Blind-fighting: This ability is only used to counter darkness as it applies to brawl and melee attacks. It does not apply to ranged combat. The ability works by being used as a cancel for the Shroud retest when it is called against the character. If a character has the Blind flaw they must have the blind fighting ability to initiate physical challenges.

Crafts: A player must specify what type of items their Craft ability can be used to create. For example, Crafts: Painting will allow for creating various paintings. A character can possess multiple different types of Crafts abilities.

Drive: All Kindred without the Anachronistic or Recently Awakened Flaw have a basic understanding of driving without the Drive ability but cannot perform precision stunts (at least without wrecking their vehicle).

Etiquette: This ability can only be used to correct a faux pas; it cannot be used for obviously rude or insulting actions. In the case of a written message, Etiquette can cover up one mistake per Etiquette spent. One Etiquette may not be spent to fix all mistakes.

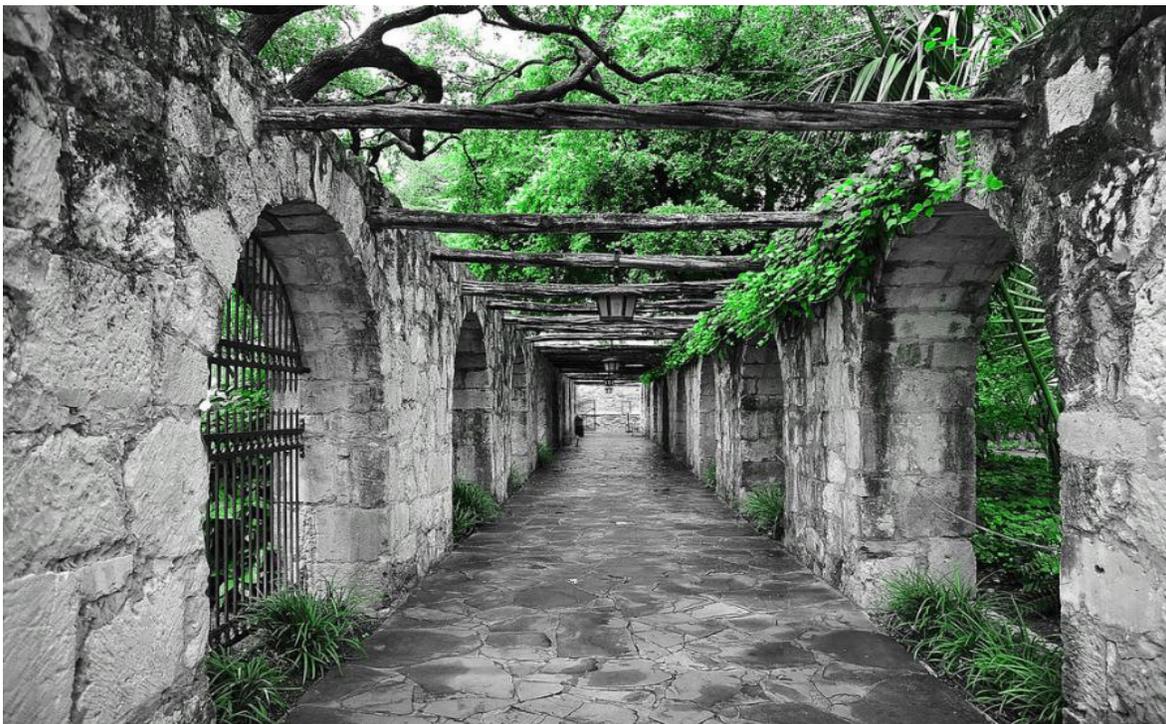
Linguistics:

SATX will use the Linguistics ability as listed in Laws of the East, which states that it supersedes what was printed in Laws of the Night Revised. This is as follows:

1. 1 additional language
2. 2 additional languages
3. 4 additional languages
4. 8 additional languages
5. 16 additional languages

A character with the Natural Linguist merit learns double the languages for each point of linguistics purchased. (2, 4, 8, 16, 32)

Lore: If a character does not have a lore ability on their sheet, he or she does not know what that lore lists. If the character hears about something but does not have a high enough level lore, the player may ask an ST to buy that lore. If the ST feels the PC has learned enough about the lore to buy the next level, the spend will be allowed. Any knowledge that is not backed up by an appropriate lore ability cannot be utilized in any meaningful way.



Backgrounds :

Only one level of an individual Background may be purchased per month at Storyteller discretion.

Backgrounds found in a Clanbook will only be available to members of that Clan. For example, Information Network is Nosferatu only.

Allies: Allies will sometimes ask for a favor from the PC. Abusing/Overusing an ally may cause you to lose said ally.

Clan Prestige: We do not charge XP costs for Clan Prestige (or similar backgrounds). Largely, these are items that may be raised or lowered through roleplay.

Fame:

Each level corresponds to an increasingly broad geographical area.

1. Surrounding suburbs and cities
2. State: Texas
3. Region: Central Southern
4. Time Zone: Central Standard Time
5. Nation: United States

This background allows the character to use influences outside of territory controlled by SATX. Fair warning though, having a high level of Fame means sometimes being harassed by paparazzi and having the occasional stalker. It's not always good being Angelina Jolie (i.e. Fame 5) especially for a Cainite.

Alternately, a character may have their Fame be through a business or organization they control, such as a charity. In this case, the Fame will reflect additional areas in which the business or organization has a physical presence.

Mentor:

Learning out of clan Disciplines from a Mentor requires a successful static challenge determined by the ST.

Using a Mentor to learn an advanced out of clan Discipline permanently decreases the mentor background by one level.

A PC may normally only have one Mentor at a time. If he/she breaks ties with their Mentor to seek another, those points are lost, and the PC must begin buying Dots in the new Mentor from scratch. In other words, your 5 points invested in Mentor do not carry through to new relationships. Exceptions to this provision may be extended in specific cases.

If a PC's mentor dies due to story progression, the player will receive a new mentor of equal level to the one lost at no cost to the player.

Retainers:

A character can buy up to five separate retainers. Each retainer may be purchased up to 5 points.

Each retainer will be 'specialized' in a job per the needs of their Regnant. They will not have a character sheet.

The amount of points put into the retainer will determine how effective they are at their assigned duty.

For examples:

Joe has a 3-point retainer who is his driver. He finds himself in a chase with someone who has Drive 5. As he only has 3 points in his driver, his retainer is not as good as the person with Drive 5.

Joe also has a 5-point retainer who is his head of security for his haven. Someone attempts to break into Joe's haven during the day.

Joe's haven has 5 points in security, his retainer gives him an additional 5. This provides him with 10 points in security. The person breaking in only has security 5 and fails.

Retainers may have any specialization; their specialization must be a standard Ability. Each Retainer's specialization must be logged with staff and on their character sheet.

A character can 'burn' a retainer as a means to protect themselves. As Retainers are willing to die for their Regnant, they can be ordered to sacrifice themselves to allow their Regnant to escape a combat situation, provided they are declared as being with the Regnant at the time. For each retainer 'burned' in this manner, the points in the burned retainer provide 1 round of escape from a combat situation. There for, if Joe burns his 5-point security retainer, he will gain 5 points of escape.

Burned retainers are killed by the burning, and the points are lost.

Animal Retainers:

Animal Retainers function exactly like human Retainers. Each will have a specialization. However, unlike human Retainers they are far more limited on what Abilities they have access to.

Animal Retainers may only be specialized in Abilities such as Animal Ken, Hunting, Stealth, Intimidation, Brawl, Dodge (among others). Drive, Etiquette, Finance, Melee or Firearms or similar are not permitted. STs have the right to deny any skill.

The Regnant of an Animal Ghoul must have Intermediate Animalism, or they won't be able to control their "pet."

Like Human Retainers, Animal Retainers can be 'burned' for their regnant to protect themselves. They provide the same 1 round of escape per dot of retainer spent.

Burned retainers are killed by the burning, and the points are lost.

Influence:

Influence will be run by the rules from Dark Epics with minor modifications.

XP will only be spent to purchase the 1st level of an Influence. All subsequent levels will be acquired via successful Growth actions. There is no further expenditure of XP for subsequent levels of Influence. An Influence can be grown by dedicating a number of influence actions equal to 3 times your current level in that Influence. In most cases, one Influence can be used to grow another Influence.

Personal Influence Maximum: The maximum dots in Influence a character can have is their total number of base Physical, Social and Mental traits plus 1 for each Retainer (maximum 5). So, at best, an 8th Gen Kindred with max traits/retainers could have 47 (14+14+14+5). Additionally, if the Ventrue Merit "Paragon" is taken for an Influence sphere, that will add a further +1 to allow for the 6th dot.

Influences and Morality: Being on a Path affects a Kindred's sway on mortal society. For this reason, any Kindred on a Path will find it more difficult to grow their influences. They would require 4 times your current level in Influence to grow.

Growing Fame, Resources, and Alt ID:

For the purposes of gaining more Fame, Resources, and Alternate Identity, these Backgrounds can be "grown" as though they were Influences. Dedicating a number of Influence actions equal to 3 times your current level in these backgrounds will allow you to grow them to the next level. For instance, dedicating Bureaucracy x2 towards growing your Alternate Identity X2 three times will grant you permission to buy Alternate Identity x3. Once allowed to buy the next level, you do not have access to it until XP has been spent on it.

Not all spheres of influence will aid in this endeavor though. For instance, it is unlikely that Occult influence would be able to raise your Resources level or that Industry will be able to raise your Alternate Identity.

There may be situations where STs make special allowances to permit these Backgrounds to be grown faster (such as using a High Society x6 action to immediately increase one's Fame).

Uncovering an Alt ID:

There is no such thing as an iron-clad, uncrackable Alternate Identity, but they take a lot of work to be seen through. If you have successfully applied a Trace to an influence that is protected by an Alternate Identity, you will receive the Alternate Identity's name, not the user's actual name. If you suspect that this is an Alternate Identity, you may attempt to uncover it. To do so, you must submit "Uncover" actions against that Alternate Identity. Uncover actions may only be taken and supported by relevant influences. For instance, in most cases Occult would not aid in Uncovering someone's identity unless their fake identity was a known occult dealer.

To defeat someone's Alternate Identity and Uncover the user's real identity, you must defeat each level one at a time, starting with the highest level the user has. It takes significantly more actions to defeat an Alternate Identity than it does to create one. In descending order, these are the number of actions required to defeat each level:

- Level 5: 31 actions
- Level 4: 19 actions
- Level 3: 10 actions
- Level 2: 4 actions
- Level 1: 1 action

Once each level is Uncovered, you do not have to attempt to Uncover it again unless the user submits actions to increase their Alternate Identity again. Additionally, a user may use the Conceal action to protect their Alternate Identity and they may also Watch for Uncover actions to see if anyone is attempting to do so.

Once all levels of an Alternate Identity are uncovered, the user's identity is revealed but only to the person who did the Uncover actions. The user does not lose any of their Alternate Identity levels



Challenges / Combat :

Order of Combat:

Normal actions (at trait initiative - Mentals, Socials, and Non-Celerity Physical Normals), followed by Swiftiness and then Legarity. At the end, any "end of the round" actions (such as off-hand or Vanish) will occur.

Alacrity actions can be taken at any time during Normal actions to preempt another character's action. A player must announce they are taking their Normal action at Alacrity speed.

Your initiative is the total number of traits you will be bidding at the time of your challenge (weapons do not add to traits for this purpose). Max traits is x2 Generation Cap.

See section **Combat Phases** for more detailed break down of combat.

Eye Contact in Combat:

Eye Contact is assumed, as long as you are not behind the target (ST will adjudicate in cases of positioning). The defense against eye contact is to keep them behind you or close your eyes and accept Blindness penalties. This does not apply to effects that break line of sight, such as Shroud.

Messaging in Combat:

Any message sent to or from a combat Time Stop will not be delivered until the Combat has resolved. This communication blackout will be invoked by the STs ad hoc, primarily for mass PVP combats rather than ST Plot stuff. Log all communications to and from combat with the ST. Exceptions will be made on a case by case basis.

This communication blackout applies to all forms of communication, both low and high tech.

Movement in Combat:

You may move up to 3 steps in combat without penalty.

If you choose to make a Dedicated Move you may move up to 6 steps as your complete action AND are down 2 traits on all challenges until your next Normal Phase initiative.

The Revised Gangrel Clan Book states the Fight form doubles ground movement or moves a special movement form (IE climb, burrow) up to the full normal. Therefore, SATX allows a Fight form to move 6 steps without penalty or 12 as a Dedicated Move.

Ranged Weapon Rules:

Guns use the Rate system out of Dark Epics. Each gun item card should have a 'Rate' stat which determines the maximum number of times it can be fired in a round (such as with Celerity).

Ranged Surprise Retest: According to Laws of the Night, revised, page 206, if someone has a ranged attack, but the defender doesn't have a ranged attack, the ranged attacker can always treat the target as though they were surprised.

Surprise Rules:

When an aggressor successfully declares Surprise against a target, the target character may not use ability retests in the Surprise challenge, and the aggressor receives one free "Surprise" retest against the target.

The three second surprise rule is in effect. The defending character has three seconds to respond to the attacker, or the attack will be considered from surprise and only the defending character can be harmed in the challenge. The attacker should say, for example, "Physical challenge", then count to 3. If the defender has not responded by the time the attacker gets to "three", the attack is a surprise. If the attacker is Obfuscated, the defender has only two seconds to respond to the challenge declaration.

If the attacker is using Quietus and Obfuscate, the defender is automatically surprised, and no count is required.

Static Willpower Challenges:

The initiator bids (not spends) a Willpower Trait and tests with the target. If he wins the challenge his WP is not expended. If he loses the challenge he expends the WP trait. On an RPS tie you compare the current temp Willpower Traits of both characters (NOT permanent willpower). The ONLY retests either party have access to are Overbid, Luck and Oracular Ability.

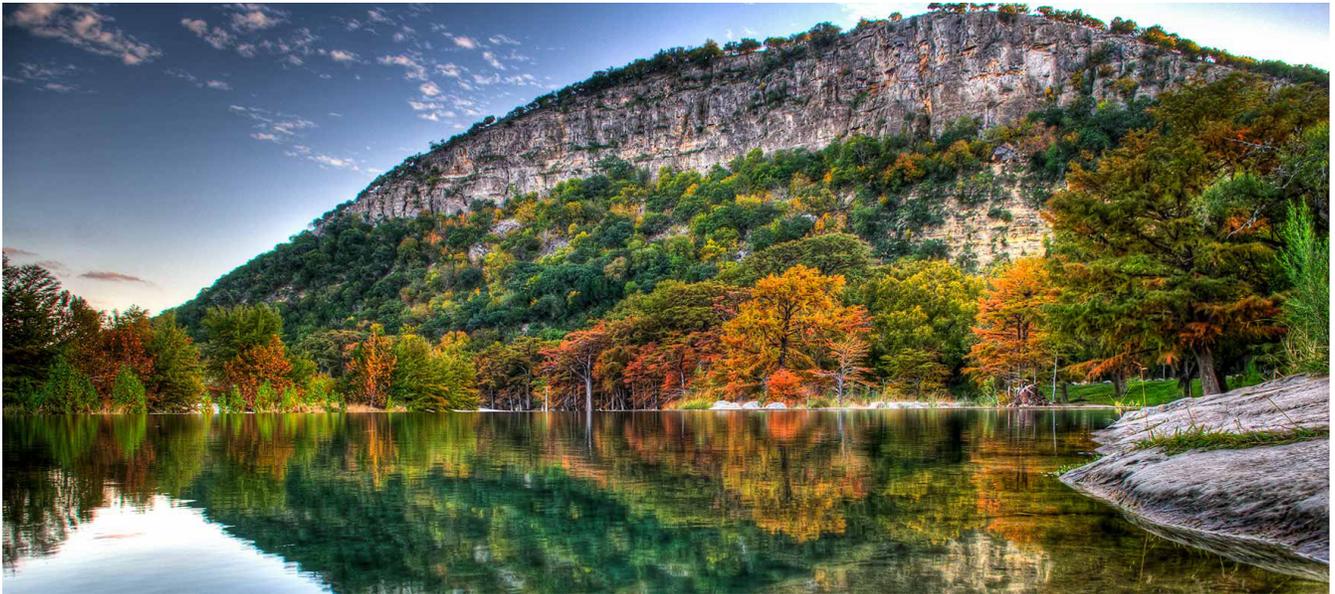
NOTE: These rules are for Static Willpower Challenges and not Static Challenges in general.

Simple Test:

Several powers call for a Simple Test (most notably Fortitude: Resilience and Resistance, Thanatosis: Withering, and Staking). Laws of the Night Revised clearly discusses Simple Tests and Retests, but in neither section, does it preclude Simple Tests from being retested. Therefore, to clarify, Simple Tests cannot be retested.

Active Pursuit must be declared to a Storyteller immediately after combat.

Fair Escape must also be declared to a Storyteller.



Diablerie:

All instances of Diablerie must have a Storyteller present. Or it did not happen.

If the Diablerie victim is one or two generations lower than the diablerist, one of the XP earned for the diablerie must be spent to purchase a dot of the Generation Background.

If the Diablerie victim is three or more generations lower than the diablerist, both points earned from the Diablerie must be used to by the Generation Background

If the victim is of sufficiently lower generation than the Diablerist (ST discretion) part of the victim's soul may exert some influence over the Kindred. This can manifest as mental and social traits changing to reflect the victim, or the Fugue derangement to reflect the victim occasionally gaining control of the Diablerist's body.

If the victim is of significantly lower generation than the Diablerist (ST discretion) the victim can completely take over the body of the Diablerist. This will mean significant reworking of the character sheet and may mean the PC becomes an NPC.

A character on Path of Humanity or a Path of Enlightenment that does not allow diablerie will automatically lose one morality trait.

A character MUST log with the Admin any diablerie they have committed. A note will be placed in the characters grapevine of the date and victim of the diablerie.

Disciplines:

Out of Clan Disciplines:

Out of clan disciplines require a teacher. Both the teacher and the student must document this relationship by informing the Admin who will place a note in the student's Grapevine file.

You cannot learn an out of clan discipline to Advanced until you have learned at least one in clan discipline to advanced.

You cannot learn disciplines from Kindred that you have the staked/torpoed bodies of (aka "Trunk Monkeys").

You cannot learn Disciplines from a subject you have Conditioned as they no longer have the mental capacity to teach.

A character can only teach a discipline to another kindred if they have the discipline in clan and at one level higher.

In order to learn a unique discipline (ex. Protean, Melpominee, etc.), you must ingest one Blood Trait from your teacher, thus creating a one-step Blood Bond. This Bond should be role-played appropriately.

You can only begin the process of breaking the bond after you have learned the discipline to the full extent allowed/desired. If, for some reason, you break the bond sooner, you must re-ingest blood from your teacher before you begin learning again.

Mentors will only teach the Advanced level of a unique discipline if the 4 other levels were taught by a PC.

Combo Disciplines:

Combo Disciplines:

All Combination Disciplines are at ST Discretion

A PC must have at least one of the Disciplines of a Combination Discipline in-Clan to learn the Combination Discipline.

A PC must have at least one in clan Discipline at Advanced (or the maximum level available in the case of 14th or 15th Generation vampires) before they can begin buying any Combination Disciplines.

PCs must have an appropriate teacher for all combination Disciplines. Ghouls cannot learn Combination Disciplines. If a ghoul from another game has a combo and signs in to SATX, they cannot use the combination discipline(s) while signed in to SATX.

House Rules for Specific Combo Disciplines can be found at the end of the '**Specific Disciplines Rules**' section below.

Specific Discipline Rules:

Unless specifically stated below, all Disciplines will function as present in Laws of the Night Revised or other officially printed White Wolf materials that include MET conversions.

Animalism:

- **Feral Whispers:**
Feral Whispers can only be used to communicate with natural animals.
- **Quell the Beast:**
Does not prevent spending for Aegis.
Does not prevent the expenditure of permanent Willpower traits.
A Vampire who is in Mist Form, Tenebrous Form, or other incorporeal forms - depending on a storyteller's case by case discretion - cannot use Quell the Beast through touch as they lack the physicality needed to enact the power.
- **Subsume:**
STs must be notified if you are in subsume. You will be issued an item card with important details, such as where your body is, and how many physical traits the animal you're possessing has.
Aura precepting someone in subsume shows a dual aura (animal overridden by vampire).
Three traits can also use Obfuscate (in addition to Animalism and Presence).
Per Laws of the Night: Revised when using Subsume the Spirit, you must declare your intention to abandon your subsumed animal at the beginning of the round, but you do not actually leave your suit until the end of the round.
You cannot use Subsume the Spirit from Psychic Projection

Auspex:

- **Auspex vs. Chimestry:**
Per Laws of the Night, if you have Auspex active, you may make a challenge to attempt to break through any Chimerical effects. Each party adds the levels of Chimestry or Auspex to the challenge.
- **Auspex vs. Obfuscate:**
When both individuals are using contrasting powers, the parties may add their levels of the discipline to their traits.
- **Aura Perception:**
When you aura perceive someone using possession or subsume, you see dual auras (human/animal overridden by kindred).
- **Telepathy:**
Line of sight is required for all uses of telepathy.
Telepathy may not be actively used in combat.
If you choose to use it to ask a question you may not take another action that round.
If you and another wish to communicate, you may do so for 30 seconds per round. However, both participants may take no other action that round.
If you are communicating someone via telepathy, and taking no other action, but the recipient is taking other actions, they will be unable to receive your message as they are too focused on other actions.
- **Psychic Projection:**
May not use Blood Magic, or any blood expenditures.

Celerity:

- Celerity may be used in conjunction with Ranged attacks.
- **Rapidity:**
The Bomb does not need to be declared prior to the challenge (though, it can if you wish).
- **Fleetness:**
Ties does not need to be declared prior to the challenge (though, it can if you wish).

Chimestry:

- All uses of Chimestry require a Storyteller to be present.
- Auspex vs. Chimestry:
Per Laws of the Night, if you have Auspex active, you may make a challenge to attempt to break through any Chimerical effects. Each party adds the levels of Chimestry or Auspex to the challenge.
- Disbelief:
If one person disbelieves a Chimerical illusion, it only breaks the illusion for that individual. They can still see the illusion, but they know it is not real. However, if someone who has already disbelieved an illusion breaks that illusion (ex. Putting their hand through an illusory wall), it breaks the illusion for everyone present.
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)
- Permanency:
Does not work with Horrid Reality

Dementation:

- Any use of Dementation past the Haunting requires a storyteller to be present.
- Passion:
This is run from the Faith and Fire instead of the Laws of the Night version. (Passion Up: Impatient and the difficulty of any frenzy or self-control/Instinct challenge is increased by one. Passion Down: Submissive and the difficulty of any frenzy or self-control/instinct challenge is reduced by one.)
- Eyes of Chaos:
Must be declared to an ST before the surprise.
- Voice of Madness:
A victim of this power may not spend a willpower to resist the Frenzy brought on by the power. They **must** engage in the Courage challenge

Dominate:

- Telepathy can be used for the verbal component of Dominate.
- Mesmerism:
Requires a Storyteller to be present and an item card signed by both players and the Storyteller. One item card is to be kept by the player. A note will also be made in the characters' Grapevine file.
- Forgetful Mind:
Requires a Storyteller to be present and an item card signed by both players and the Storyteller. One item card is to be kept by the player, and one is to be kept in their folder. A note will also be made in the characters' Grapevine file.
- Conditioning:
Requires an item card. A note will also be made in the characters' Grapevine file.
- Possession:
STs must be notified if you are in possession. You will be issued an item card with important details, such as where your body is, and how many physical traits the body you're possessing has. Aura perceiving someone in possession shows a duel aura (human overridden by vampire).
When possessing a human, you bid their physical traits on challenges instead of your own. You also are unable to use any physical disciplines you possess. If you possess a ghoul however you may use its physical disciplines as if they were your own.
Three Traits also allows the use of Obfuscate (in addition to Dominate and Presence).
As a reminder, per Laws of the Night: Revised when using Possession, you must declare your intention to abandon your possession suit at the beginning of the round, but you do not actually leave your suit until the end of the round.

Fortitude:

- Resilience:
You automatically negate one point of lethal damage per source of damage. (See Simple Test rule in the Challenges section).
- Resistance:
You automatically convert one point of aggravated damage to lethal per source of damage. (See Simple Test rule in the Challenges section).
- Aegis:
Unspent traits must be spent first when burning for Aegis.
You must use Aegis before the two simples in a staking challenge.

Melpominee:

- All uses of Intermediate or Advanced levels require a Storyteller to be present.

Necromancy:

- Soul Stealing:

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 Vampiric Disciplines.

A Kindred's stolen Soul will return to its body in torpor if the Soul loses all of its corpus (health levels).

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 Fortitude. If the "vacant" body blows Aegis from damage taken, the Soul returns to its body.

Note that vampires do not have fetters.

Obeah:

- All uses require a Storyteller to be present.

Obfuscate:

- Obfuscate vs. Auspex:

When both individuals are using contrasting powers the parties may add their levels of the discipline to their traits.

- Obfuscate does not trick technology (barring merits)

- Obfuscate is an offensive power not defensive.

- Mask of 1000 Faces :

Allows you to change your clothing as well as your physical features.

- Vanish from the Mind's Eye:

In combat, this requires a declaration to the Storytellers at the beginning of the round.

Obtenebration:

- All Obtenebration effects happen at the end of the round.
- Shroud of Night clarification:
There is a common belief that Shroud provides a retest against those affected and that they are Clumsy x2. The correct mechanical effect is that they are Clumsy x1, suffer from the Shroud retest and suffer a 2-trait penalty on all challenges (Eyes of the Beast, Heightened Senses or Tongue of the Asp each negate 1 trait penalty).
- Arms of the Abyss:
The maximum number of arms you can have is your levels in Obtenebration. Each arm still costs a social trait to produce.
- Black Metamorphosis:
This is not a shape changing power.

Potence:

- Potence can be used defensively, assuming the situation allows for it. "Potently" dodging a bullet would not be allowed, however trying to Potently shrug off a grapple would be.
- Prowess:
Refreshes only strength related traits.
- Might:
This is your last retest. Not the last retest for the challenge.
- Vigor:
The Bomb does not need to be declared prior to the challenge (though, it can if you wish).
- Puissance:
Causes an additional lethal damage.
Ties do not need to be declared prior to the challenge (though, it can if you wish).

- **Presence :**

- **Awe:**

This power gives the character a social challenge as a free action in order to get eye contact for use of an additional discipline (i.e. Dominate, Total Insanity, etc.).

- **Entrancement:**

This power improves the attitude of the target by one. I.E. from Hostile to Neutral, from Neutral to Friendly, and from Friendly to your Best Friend and companion that you would do almost anything for.

- **Summon:**

To summon someone, you must have previously successfully used a Presence power on them or have engaged in an active conversation with them for at least 15 minutes.

Responding to a Summons does not require you to evade your allies if they are not stopping you, but it also does not allow you to pause to gather your allies. We will do our best to scrutinize this for the fairest adjudication we can.

You cannot be summoned back into combat. This does not mean that you cannot be summoned into a dangerous situation. This rule is at Storyteller discretion as to what constitutes combat vs. dangerous situation.

When you reach the destination, you are aware of the person you must present yourself to. You do not know their identity automatically if they are Masked or otherwise disguised. However, you cannot prevent them from knowing who to present themselves to by clever placement. It is a supernatural power.

When you are summoned, you cannot summon the person who summoned you in response.

Line of sight Summons are allowed. When using a line of sight Summons it is not necessary to have previously used a Presence power on the individual or have engaged them in active conversation. All other Summoning rules, however, still apply.

You may not use Unseen Presence (or be under someone else's Cloak for Unseen Presence) and still use Summon.

Example: Tim Summons Jill. Tim and friends are at an abandoned amusement park. Jill will rationalize to herself that she needs to go there. She will not ask Bob to go with her, but if they were in the middle of a Monopoly game, Bob might decide to follow/go with her. When she gets there, even though Tim and 8 other people are riding around the carousel on wooden horses, she will rationalize to herself that she should go see Tim (or the guy in the clown costume where he disguised as a clown).

- **Majesty:**

This power works out to 30 feet. If you move out of the radius you're still effected by the character's Majesty. The majestic aura created by Majesty takes on the characteristics of the Social Trait used in its creation. I.E. If you burn a Fearsome Social Trait to create Majesty you create an aura of terror that cows everyone within its range. Whereas if you use the Seductive Social Trait you create an aura of rampant lust and everyone who is affected will see you as a living embodiment of sexual passion. Once majesty has been broken, it is broken for the scene. If you fail to break majesty, you may not try to break the majesty again that scene.

Protean:

- **Shape of the Beast:**

Gangrel (and only Gangrel) use the optional rules on pg. 67-9 of the Revised Gangrel Clan book. Non Gangrel turn into a bat and a wolf and gain the wolf traits listed in the Gangrel book. Note that the Gangrel forms are named Fight and Flight. Human form is your Utility form. If you are not fighting or 'fighting,' you will have the most options available in Human form. A drawback to having no hands, being on four legs, etc. is it is difficult to do things like carry groceries, open doors, etc. STs may impose ad hoc penalties on actions that would be difficult or improbable for various animal forms.

Quietus:

- **Silence of Death:**

The radius of this power stops sounds from escaping the radius. It does not stop the casting of Blood Magic.

Variant Sorcerer Quietus (Coordinator Approval Required)

- **Silence of Death:**

As per standard Silence of Death, except that despite no one being able to hear her, the Sorcerer can still speak. While this may seem a meaningless distinction, many applications of Dur An Ki require verbal incantations, which this power allows the sorcerer to use without drawing attention to herself.
- **Scorpion's Curse:**

The sorcerer version of Scorpion's Touch is Scorpion's Curse. It allows the sorcerer to place a ward on a solid surface such as a door, a section of floor, or even a small object such as a box or a letter. The sorcerer may ward any object or area up to her Mentals in square yards/meters. The Sorcerer spends a Blood Trait and creates the blood ward. A few seconds after the power is activated, the blood ward fades and can only be spotted with a static mental challenge against the sorcerer's mentals at the time of casting, retesting with Investigation. The ward lasts for a number of days equal to her Occult dots before dissipating, but while it lasts, anyone who touches the affected area or item is targeted by the Discipline just as though a warrior using Scorpion's Touch had successfully touched him. As usual, the blood has been transformed into a potent spiritual poison and may not be used as a sympathetic link to the caster.
- **Dagon's Call:**

This works the same as the standard Warrior version, except that it causes the loss of a Willpower Trait per lost challenge instead of Damage.
- **Baal's Caress:**

The sorcerer version of Baal's Caress is less useful for slaying enemies than for smiting demons. With this power, the sorcerer can spend one point of blood that he smears across his eyes. For the rest of the scene, the sorcerer can perceive dematerialized spirits regardless of what realm they currently inhabit and similar creatures as if they were material. If he spends additional points of blood to coat a melee weapon such as a dagger or sword, that weapon can strike such targets and harm them normally despite their intangibility. As usual, the blood coating the blade has been transformed into a potent spiritual poison and may not be used as a sympathetic link to the caster.

- Taste of Death:

The sorcerer equivalent to Taste of Death works exactly the same as the warrior version, except that the attack only targets dematerialized spirits and the like, regardless of what realm they currently inhabit, as if they were solid. The sorcerer must have already used Baal's Caress to make himself capable of perceiving such beings. As usual, the blood has been transformed into a potent spiritual poison and may not be used as a sympathetic link to the caster.

Variant Vizier Quietus (Coordinator Approval Required)

- **Silence of Death:**
Once the zone of silence is activated, the vizier can decide whom, if anyone, can hear him when he speaks. Thus, while the power is active, he can allow one or more people to hear him while no one else can. More importantly, he can deliver instructions backed by Presence or Dominate without anyone else noticing.
- **Ishtar's Touch:**
The vizier version of Scorpion's Touch is Ishtar's Touch. Instead of yielding a deadly poison, this power converts the vizier's blood into a touch-activated narcotic that puts the victim into an inebriated state under which he is more vulnerable to Presence, Dominate, and even mundane Social manipulation. The vizier's player must spend a variable number of blood points (up to their Generation maximum) and touch the target's exposed skin (possibly requiring a physical challenge). If successful, the tainted blood passes into the target's bloodstream through the skin. The victim must then make a static physical challenge against the vizier's physicals. If successful, the power takes effect. While the effect lasts, the target is unable to spend Willpower to resist mental or social manipulation by the vizier, and the difficulties for all challenges by the vizier for such manipulation (whether natural or supernatural) are reduced by the number of blood points spent. This effect only lasts while the target remains in the vizier's presence, after which he will come to his senses. However, if the vizier returns to the victim's presence, she will automatically fall back into her addled state. This disability lasts for the remainder of the scene or an hour, whichever comes first.
- **Dagon's Call:**
This works the same as the standard Warrior version, except that it causes the loss of a Willpower Trait per lost challenge instead of Damage.

- **Baal's Caress:**

The viziers are rarely as eager to slay their opponents as the warriors are. Subjugation is much more desirable. The vizier may coat a weapon with her vitae just as the warrior does with her version of this power. However, on a successful strike, the blow does not inflict any damage at all. Instead, a successful hit causes the target to lose a point of temporary Willpower. More importantly, if the target loses all of his temporary Willpower by Baal's Caress, he temporarily behaves as though he has become one step further blood-bonded to the vizier. This aspect of the power is unaffected by Unbondable. This effect only lasts for a single scene, but during that time, the target responds to the vizier as if he had drunk the vizier's blood and increased whatever existing blood bond (if any) by 1. If the target is already fully (3-steps) bound to another vampire, he may make a Simple Challenge to resist commands from the vizier that conflict with the wishes of his regnant as he understands them.

- **Taste of Bliss:**

Unlike the distasteful and caustic version of this power used by the warriors, the vizier equivalent is Taste of Bliss. Instead of spitting out a deadly acid, the vizier softly exhales a fine reddish mist towards the target. The vizier spends a number of blood traits up to their generational spending limit and may target someone up to 10 feet away per physical trait he possesses. Hitting the target requires a physical challenge, retest with Athletics. If the attack hits, the victim loses one temporary Willpower per spent blood point. Moreover, if the attack succeeds, treat the attack as if the target had actually consumed a point of blood for normal blood bonding purposes.

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 the watch on their wrist or their shirt could not 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. (Example: If you activate Clotho's Gift for 3 rounds and then declare Might 3 times in your bonus actions and use Awe defensively 2 times during an opponent's action, you will sustain 5 unsoakable lethal damage.)

Thanatosis:

- All uses of this discipline require a Storyteller.
- A character whose head is withered can only use the Celerity, Fortitude, and Potence disciplines.

Thaumaturgy:

- Unless otherwise noted, casting Thaumaturgy takes a full turn, and the magic takes effect at the time of your action. You cannot use Alacrity to preempt normal actions with Thaumaturgy and Celerity does not allow for additional actions that round, however the Bomb and Ties may be used defensively or as part of the Thaumaturgy action.
- Multiple rituals may not be stacked on top of each other for multiple effects unless specifically allowed. For example, casting Vires Acquirat Eundo in conjunction with Pavis of the Foul Presence is allowed, as Vires is a ritual that enhances other rituals. Effects such as Engaging the Vessel of Transference and Protean Curse cannot be combined such that one physical challenge delivers both effects.

Thaumaturgic Paths

- **Focused Mind:**
Perfect Clarity:
The bonus provided in winning ties is not against *all* mental and social actions, just those that are mind or emotion affecting. So, it will allow you to win ties against Presence, Dominate and Chimestry, but it will not protect you from effects such as Soul Steal.
- **Elemental Mastery:**
Elemental Form. We run Elemental Mastery from Laws of the Night - Camarilla Guide, not Faith and Fire.
- **Path of Blood:**
Blood Potency. The caster gains the new maximum blood pool from the new temporary generation, but his/her current blood pool does not change. Example, a 13th gen potencies down to 10th gen. His/her blood pool would be 10 of 13 max.
- **Mastery of the Mortal Shell:**
Seizure will not render a character unable to act, they will simply be -4 traits on any physical challenge. Rituals
- **Eyes of the Past:**
No disciplines are to be used while viewing the past from Eyes of the Past. All powers and effects that were up in the past are still consider up when viewing the incident from the future.
(Example: Molly uses Eyes of the Past in a warehouse where it's believed the Sabbat have been meeting. Simon the Sabbat was at the meeting, but was hidden with Obfuscate. Molly can't use Heightened Senses with Eyes of the Past to see Obfuscated people, so she doesn't know Simon was at the meeting.
- **Pavis of the Foul Presence:**
Awe retests against someone with this ritual active are negated as are uses of Summon, the ritual reflects Dread Gaze and Entrancement, and it does not affect Majesty.
- **Bureaucratic Condemnation:**
If successful, choose one of your spheres of Influence and double the number of traits that you have. These excess traits can be used either to initiate a BLOCK action or a CONCEAL action.
- **Expedient Paperwork:**
If successful, choose one of your spheres of Influence and double the number of traits that you have. These excess traits can be used either to initiate an additional action or used to STEALTH your action. They may not be added together to perform a larger action.

Valeren:

- All uses of this discipline require a Storyteller.

Vicissitude:

- All uses of this discipline require a Storyteller.
- To create an exact replica of somebody you need to have Crafts (Body Craft) x3 or greater.
- Horrid Form:
- This is a physical manifestation of your inner beast. It cannot be changed to look like something else. The extra level of damage, per the book, is only inflicted in brawling combat.

Combination Disciplines:

- Rod Raw Rending (Potence 1, Fortitude 1) (Vampire: Dark Ages, 20th Anniversary Edition)

This power will allow the user to spend a blood trait and, for the scene or hour (whichever comes first), their brawl and melee attacks will function as though they have the Armor Piercing special effect.

This does not effect supernatural armor.

- Read the Winds (Animalism 4, Auspex 5) (Libellus Sanguinis 3 pg. 30)

The wielder makes a Static Mental Challenge against seven Traits, retested with Animal Ken, and then spends Mental Traits for the desired distance and effect based on the chart below.

Traits Spent - Distance - Details

1. 50 yards - Garner general impressions
2. 100 yards - See blurry details
3. One Mile - See details clearly
4. Three Miles - See details clearly, hear faintly
5. Five Miles - See and hear details clearly

Note that Auspex cannot be used in combination with this power, although this power may be used by a character employing Earth Meld, to perceive more than the mere dirt around him. Read the Winds costs 17 Experience Points to learn

The following Combination Disciplines are not allowed in SATX:

- Approximation of Loyalty Absolute
- Norton's Blessing
- Water in the Rock

Merits and Flaws:

Merits:

- **Ability Aptitude:**
Cannot be used in combat situations. Occult Aptitude cannot be used with any type of Blood Magic.
- **Ambidextrous:**
The extra offhand attack is resolved at the end of the round.
- **Enchanting Voice:**
The bonus two traits only add to Social challenges.
- **Lucky:**
Regardless of the number of games a player attends in a week/month/story/etc., Lucky will simply be usable once per night. This alleviates the headache of trying to determine how long a story is and removes the need to track the number used.

We do not charge XP for the Sect Status Affecting Merits (such as Dignitary and Luminary). Largely there are roleplay items that may be added/removed through roleplay and are impossible to purchase at character creation.

Flaws

- **Flesh of the Corpse:**
This is a 2 PT flaw for characters of the Gangrel, Nosferatu, and Tzimisce clans or the Gargoyle, Harbinger of Skulls, and Samedi bloodlines.
- **Mistaken Identity:**
You cannot have a mistaken identity of a previous character. Also keep in mind that Mistaken Identity is a flaw and will be treated as such by the ST's. I.E. you won't be gaining benefits from looking like a powerful and well-known kindred. Instead that kindred's enemies will target you mistakenly and the kindred themselves will take an active interest in you when they discover your existence.

Miscellaneous:

Willpower may be spent to remain active during the day at a rate of one willpower per hour, up to a total number of hours equal to a PC's path rating.

Low humanity and paths look inhuman. Characters on paths or at humanity 1 without Mask of a 1000 faces will attract undo attention and the horror of mortals who see them.

Blood Bonds:

If the Domitor dies, the blood bond slowly fades over the course of the next two weeks. It is not an immediate *snap*

"Dead Drops":

Any time an action occurs post mortem (be it dead drops or ghouls delivering information) such declarations must be fully and clearly defined with the STs, including what triggers the release. Information must be so well-documented that STs should have no need to contact the player about what would occur. If there is any uncertainty about the dead drop set up, the STs will resolve the uncertainty. No alterations to these sorts of actions may be declared after they would go into effect.

Instinct Paths:

SATX will be using an alternate mechanic for "Instinct" paths. This mechanic is found in Faith & Fire, pg. 130. In short, a character on Instinct will always Frenzy unless the difficulty of the frenzy test is less than her Instinct Score. This varies from the Laws of Night variant, in which a character on Instinct will always Frenzy unless the difficulty of the frenzy test is less than HALF her Instinct Score. Be aware that Instinct characters that never frenzy will have a very cranky beast and we may take action accordingly.

Torpor:

We are using the Torpor rules on Page 111 of Laws of the Night (Revised), not page 199. Note that this system measures time in Game Sessions, not Calendar Dates. For characters entering voluntary torpor, they may add 1 to their effective Morality score for determining when they may wake up; they do not wake up at any time they desire. As it is measured in Game Sessions, waking up from Torpor will be handled at game check in.

Going into torpor must be registered with the STs. Trivial uses of voluntary torpor, such as trying to go into torpor for a week or two to evade Summons, will likely not be approved.

Behind the Scenes:

The rules included in this section are for things like crafting, ritual creation, magic item creation, etc. Things that are typically handled during "downtime" versus live at game. To make the rules easier to navigate, all such House Rules have been moved to this section.

Blood Magic Ritual Creation:

The following Ritual creation rules apply to all forms and paradigms of Blood Magic, be it Tremere Thaumaturgy, Setite Sorcery or Giovanni Necromancy. These rules are slightly modified from those found in the Tremere Arcane Compendium.

CREATION:

In order to create a ritual, you must first have a number of rituals at the corresponding level and a sufficient level of the Occult ability as detailed below:

- To Create a Basic Ritual: Occult x2, must know seven basic rituals
- To Create an Intermediate Ritual: Occult x4, must know seven intermediate rituals
- To Create an Advanced Ritual: Occult x5, must know seven advanced rituals

TIME:

Creating a ritual also takes a bit of time. It takes a number of months equal to the Ritual's cost x2. So Basic Ritual will take 4 months, an intermediate 8 months and an Advanced 12 months. During this creation time, no other rituals can be purchased without the expenditure of Occult influence. To learn a Basic Ritual requires an Occult x3 Influence action. To learn an Intermediate Ritual requires an Occult x4 action and an Advanced Ritual requires an Occult x5 action. While other player characters can assist in creation of a ritual, there will be no mechanical effect. We've intentionally tried to keep Ritual creation straight forward and simple without a lot of mechanics.

WHAT CAN I CREATE?:

When creating rituals, keep an eye on the ritual's power level. It's good to compare the effect of your custom ritual versus the effects of existing rituals to determine what level of ritual you will be creating and to determine if its fair. Also, bear in mind that all custom rituals must be approved by the SATX staff and may not function in other games you travel to.

When creating your ritual, keep an eye on the difficulty of it. Beyond just the level requirement, you'll also want to consider how hard it is to enact a ritual (a custom ritual that puts a victim down traits should require a chop against the victim, not just the standard ritual chop) and even consider the components needed for the ritual and any possible drawbacks (perhaps a ritual limits you in some way, applying negative traits for instance. Rituals should also have a relevant spell component. A ritual requiring a clothespin is going to be a bit less likely to be approved. However, a ritual requiring three hairs from a mountain lion might be more appropriate). Lastly, custom rituals cannot deprive others of their powers. There is constant debate over the power level of Pavis of the Foul Presence and as such, we don't want to see Pavis of the Devious Dominate. If you wish to create a custom ritual to assist against a power, create something that gives you bonus traits. Perhaps your custom "Defend the Mind" gives you +2 traits against Dominate.

Crafting:

BASIC CRAFTING AND FUNCTION POINTS:

In order to Craft an item successfully, you need to have an appropriate craft skill. With a craft skill of 3 or lower, everyday items (including gear from Dark Epics) can be crafted with varying ease. Items crafted at 1 or 2 may be more fragile, or prone to mishaps at ST discretion. At Craft skill of 4 or higher you are able create true works of art, or items that fit outside of the normal realm for that item type. To represent this, any item crafted over Crafts 3 will have additional Function Points that can be used to improve the design if appropriate.

- Craft 4 - 1 point
- Craft 5 - 1 additional point

In some cases, additional and related Crafts or Sciences over 3 can add Function Points. For instance a sword being made with Crafts 5 and Science: Metallurgy x4 will have a total of 3 Function Points (2 from having Crafts at 5, 1 from having Science at 4). When crafting weapons, Function Points can add various bonuses to weapons.

All weapons use a model from Dark Epics for a base. A weapon can be crafted with up to five of the following options, and each can be selected only once.

- Improve bonus traits by +1. Cost: 1 Function Point
- Remove a negative trait: Cost: 1 Function Point
- Add an extra damage trait : Cost: 2 Function Points (Requires at least 1 associated skill at 5 traits)
- Make weapons from non-standard materials (such as a silver sword or a non-metallic gun): Cost: 1 Function Point (must have an associated Science such as Metallurgy)
- Make the Melee Weapon Potence Resistant (note, this is not Puissance Proof. Beating a Puissance resistant sword into a solid concrete wall with Puissance may still cause the weapon to break): Cost: 1 Function Point (Crafter must also possess Puissance)
- Add a special ability to the item such as High Caliber or Mass Trauma: Cost: 1 Function Point (and a good reason why it should get the ability!)

CRAFTING TIMES:

Crafting an item takes time and concentration. Crafting items at Crafts 3 or lower take a week to create. For each level of crafts used to improve an item, an additional week is added to the creation time. (Examples: Crafts 5 Painting - 3 weeks. A Crafts 4 Pistol with a bonus trait - 2 weeks. A great sword with a bonus trait, extra damage, a negative trait removed, lacing the weapon with silver, and making it Potence resistant - 7 weeks.)

CHALLENGE DIFFICULTY:

Crafting chops must be thrown as normal using Crafts as a retest. The difficulty of the challenge is 8 + the number of weeks so far invested. Each week of required work, a test will be needed. You add the current week to 8 base. So, using the above example, on week 1, you'd chop against 9 traits. Week 2: 10, Week 3: 11, etc.

If a challenge is failed, the artist may use one of their Craft retests. If that is failed, they are also awarded a retest per related ability they have at 5. Example: An artist is making an amazing gun. He has Crafts: Gunsmith x5, Science: Physics x5 and Mechanical Engineering x5. The ST's allow the Physics and Engineering to be used in the creation of this gun. While crafting, he fails his week 6 challenge (difficulty: 6 [week] + 8 [base] = 14). He then uses a standard craft retest and fails that. He is allotted two additional retests as he has 2 extra abilities at 5.

MISCELLANEOUS:

A weapon may have no more permanent supernatural effects applied to it than it has permanent bonus traits. This includes, but is not limited to, fetish effects, wards, enhancements from Combination Disciplines such as Blood Tempering and Madman's Quill, etc. So, a 3 trait sword could be a fetish, have Ward vs. Kindred and be Blood Tempered. However, it could not then later be enhanced with Ward vs. Ghoul.

Fetishes:

Making:

There are 2 types of Fetishes accessible to Kindred. Ones made with Spirit Manipulation x4 (Entrap Ephemera) and ones made with Spirit Thaumaturgy x5 (Fetish). The latter tend to be more powerful and require the expenditure of a permanent mental trait upon creation. In either case, when binding a spirit, be aware that Gaian, Wyld and most Weaver spirits will not willingly work with a vampire and will therefore have to be forced into the Fetish. This is cruel to the imprisoned spirit and its brood will likely seek retribution. Binding an Elemental or Wurm spirit will not provoke the ire of the spirits as much but it is still an imprisonment to the spirit.

Activating:

To activate a fetish made with Entrap Ephemera, you must spend a willpower and make a simple challenge (you win on ties, but no retests are allowed save for Luck or Oracular Ability). Should you win, the fetish is activated. Should you lose, the fetish does not activate and you must make another simple challenge. Should you win this second challenge, the fetish does not activate, but it is intact but you cannot attempt to reactivate it for the scene. Should you lose the second challenge, you must make a third. If you win this third challenge, the fetish is intact but cannot be activate for the remainder of the evening. If you fail this third challenge, the spirit inside is freed and will react accordingly.

Multiples:

While you may have multiple fetishes active at the same time, you may only use one per challenge. So, if you are engaging in a physical attack and have an active fetish that gives you +3 physical traits and another that gives you +1 damage, you may only use one or the other and it must be declared at the beginning of the challenge. However, you may swap from one fetish to the other in the same round (example: normal action you use the +3 physical trait fetish and on Swiftness and Legarity you use the +1 damage).

Experience:

As per OWBN By Laws, no PC may earn more than 8 experience points per calendar month. SATX will award experience points as follows:

SATX attendance:

- 4 experience points will be awarded for attending a SATX game.

"Downtime" and/or email scenes:

- A character may receive up to 4 experience points for submitting detailed downtime write ups. These downtime writeups can either be in the form of a brief story or a summary of actions. The more detailed and story driven the write up, the more likely to earn the maximum award.
- A character can earn a maximum of 4 experience points for being involved in email scenes. The amount earned will be based upon the length of the scene. The SATX ST staff reserves the right to award 0 experience points for email scenes that are deemed frivolous.
- As a side note to email scenes, SATX staff must be CC'ed on all email scenes.

Travel to other games:

- A character will be awarded travel experience for attending other games.
- 1 experience point will be awarded per hour of travel time to get to the game that is being visited.
- A player will either need to have the staff of the visited game contact SATX staff via email, or provide a stamped, dated, and signed card to confirm game attendance.

Event games:

- Characters played at an Event Game will receive a full 8 experience points for the month in which the Event took place.
- Confirmation of attendance may be required.

Experience Spends:

When spending earned experience points, please follow the limitations listed below. These limitations exist to help promote balanced character growth. Also keep in mind that all experience expenditures must have the approval of the SATX ST staff.

- 2 dots of in clan Disciplines, 1 dot of an out of clan Discipline, or 1 Combination Discipline.
- 1 Trait per Trait category.
- Up to 5 dots of Abilities. Buying Ability Specializations count toward this limit.
- 2 Willpower Traits.
- 1 Background level per Background
- 1 Virtue Trait
- 1 Mortality Trait
- 1 new Merit
- Buying off one Flaw, Derangement, or Negative Trait

Combat Phases:

Combat is something that can be very time consuming. Especially on Discord. In an attempt to make things run more smoothly we provide a break down of the Combat Phases.

The following is modified from Within Shadow's Reach ST staff's wonderful combat document.

Phase One: Expenditures -

This is the first phase of combat. It is when characters spend blood and willpower. This is the only time during a round that blood can be spent.

Blood and Willpower spent during this time are considered gone immediately, even if the disciplines they activate may take effect later. Healing, refreshing traits, boosting a physical trait, or any other expenditures without a set effect phase also take place immediately.

Phase Two: Declarations -

This is the phase that the storyteller or narrator will ask for your declared actions.

Phase Three: Alacrity -

Those characters who have activated Celerity for this round may either pre-empt an action of another character declared in Phase 2, move up to 3 steps, or act offensively against another. They can choose to take their Normal action first.

Phase Four: Normal Actions -

This is the primary phase of combat. All characters who did not use Alacrity perform their action against their intended target. All actions are performed in the order of their initiative, regardless if the action is Physical, Mental or Social.

Phase Five: Swiftess -

Characters with Swiftess are able to take another physical action during this phase.

Phase Six: Legerity -

Characters with Legerity are able to take another physical action during this phase.

Phase Seven: Offhand -

Characters with Offhand actions, such as Ambidexterous, are able to take their physical offhand action during this phase.

Note: Offhand does not permit movement, it is an offhand attack.