

# Shadows of Cincinnati

## House Rules

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### GENERAL RULES

1. The Storytelling (ST) Staff reserves the right to make any ruling they see fit to any scene, as necessary. For anything not presented here, please check with the ST Staff for either One World by Night (OWbN) documents (i.e. OWbN Clan Genre Guides, By-Laws, Packets, etc.) or ST rulings. These House Rules are a living document and items not listed will be up to the discretion of the ST Staff as to the ruling of said item.
2. Items from White Wolf printed material without an Mind's Eye Theater (MET) write-up, and custom non-White Wolf material must be written down on either an item card or with the notes section of the player's character sheet, with citation (book/document source, page number) and mechanics. This does not mean all Backgrounds/Merits/Abilities/Etc. from those books are automatically approved for play in Shadows of Cincinnati (SoC). They are dealt with on a case-by-case basis.
3. All players (visitors and home) must physically sign-in to the game to play at SoC. For Discord games, all players must sign in and sign out. If a visitor signs in to the SoC Discord without submitting a sheet, they must relent to all challenges – no exceptions. A visitor is defined as anyone who is playing a PC not based in Shadows of Cincinnati.
4. All players must treat the ST Staff, other players, site employees, and other patrons of the site with respect. Those who do not will be asked to step out of game until the ST Staff believe the player has composed themselves or may be asked to leave and issued a chronicle-level strike.
5. All players must have an item card listing all rituals and other preparation currently active on their PCs. This card must be signed at check-in each game. If you want to use a ritual that you do not have a signed card for, you will have to take the time to cast it during the game. For Discord games, you must message the STs to inform them of the rituals and other preparation you have active on your PC. If there is no card, or no message, you have nothing prepared in advance.
6. Players may ask for an ST to verify the number of traits being used in a challenge in which they are involved.
7. All Fetishes and Magic Items (items created by rituals will be individually reviewed) must be represented on a PC's sheet by the purchasing of an appropriate background such as Fetish (one dot per item). All magic items need to have the name of the creator on the item card; without the name, the item does not exist in SoC. For Discord games, pictures of the item cards can be sent to the ST staff instead. For visitors from chronicles that do not require the Fetish Background, magical items may not exceed their rating in the Occult ability. The number of **active** magical items/fetishes is limited to the character's level in the Occult ability.

8. All XP spends must be submitted to the main ST email if not handled during game (soc.sts@gmail.com). For any White Wolf canonical power not found in *Laws of the Night: Revised* (Gift, discipline, combo discipline, ritual, path of blood magic, rite), you must include the book reference (including page number).
9. If you have taken the form of something that has no blood, you may not spend blood unless the power specifically states that you can. Powers that target your blood do not work.
10. In order to use any power that leaves your body behind, the body must be in a location under the jurisdiction of SoC.
11. All combats in SoC require the presence of a Storyteller.
12. Multiple applications of a power, even from different sources, do not stack unless the power specifically states that it does stack.
13. Supernatural Creatures are defined as Vampires, Changing Breeds, Mages, Changelings, Mummies, Risen, Wraiths, Kuei-Jin and Fallen.
14. Form powers may not be stacked with other form powers. 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. Only the following powers may be stacked with form powers:
  1. Protean: Eyes of the Beast
  2. Protean: Feral Claws
  3. Serpentis: The Eyes of the Serpent
  4. Serpentis: The Tongue of the Asp
  5. Vicissitude Modifications (must be declared at sign-in; modifications made on the fly will require an appropriate amount of time to create in game)

## **OUTSIDE INTERACTIONS**

1. All players of SoC, when interacting with PCs or NPCs of other games (online) or with any Coordinator's office in One World by Night (OWbN), must include the SoC staff in the communication via either soc.sts@gmail.com or soc.downtime@gmail.com. Those that do not log these interactions with their home game's staff will have those interactions considered "invalid" and any items received or abilities/disciplines learned will be considered redlined.
2. Any scenes run in another chronicle outside of email (either in-person or on Discord) that results in training, learning or other long-term effects on gameplay must be summarized and sent to the SoC email.
3. Any PC or NPC from any other game who wishes to target a character who is currently within the jurisdiction of SoC must agree to abide by our house rules and accept our mediation for the scene in which they're using the power, regardless of character's actual location at the time of use.
4. Any PC based in SoC that chooses to go and speak with any Coordinator NPC is considered to be under the appropriate jurisdiction for that Coordinator, unless arrangements are made in advance for joint control of the scene.
5. Players who wish to participate in Discord games under another chronicle's jurisdiction must send an email to the ST staff within 24 hours of participation in said game.

## **ABILITIES AND TRAITS**

1. Traits: All Vampire PCs between 15th and 8th generation may bid only a maximum of 28 traits. This does not affect how many traits you may have, only the maximum you may bid. Permanent max traits are still based on a PC's generation.
2. Bidding Traits: If you do not possess an appropriate trait to bid in a challenge, you automatically lose that challenge.
3. The Rule of Three: If a power does not state explicitly how many traits may be spent/bid, the maximum amount of traits you may spend/bid is 3.
4. Only one Ability may be used as a retest during a challenge, even if you have multiple applicable retests (for instance, Occult, Thanatology and Wraith Lore could all theoretically be used as retests for Necromancy, but you may only use one for any given challenge).
5. Ability Specializations: You may choose an individual level of a Discipline as a specialty, but not an entire Discipline. If you are specialized in a level of a discipline, you also gain the bonus trait when defending against that level of the Discipline.
6. Alertness: This ability may be spent to negate a Surprise action.
7. Awareness: The ability retest for using the Awareness ability is Awareness, not Occult. If someone fails in using a supernatural power against you, you may expend a level of Awareness to make a simple test. On a win or tie, you realize a power was used against you, though not by who. You gain no insight into what the power was.
8. Linguistics is handled as in Laws of the East.
  - Level 1 = 1 additional language
  - Level 2 = 2 additional languages
  - Level 3 = 4 additional languages
  - Level 4 = 8 additional languages
  - Level 5 = 16 additional languages

## **CRAFTING RULES**

1. Time to Complete: To create an item with a craft rating it will take 2 weeks per level of crafts to be applied. Example: To create a crafts 3 weapon, it would take 6 weeks to complete.
2. Alternate Toreador Crafting: A PC using the 5+ alternate crafting rules for Toreador may not shorten the crafting time with a specialization.
3. Ability Tests: You must make a challenge for each level of crafts you wish to apply to the item, appropriate retest is *Crafts*. Each success grants you a level of craft to be added starting at level 1. Any failed challenges can be retried with the *Repair* ability, retesting *Repair*. Failed *Repair* challenges will not be added to the items craft rating. We will not require your item to be destroyed if failed, it will simply not have the full level of crafts applied to the finished product.
  - Example: You are attempting to create a craft 5 sword.
    - (a) You win three challenges and lose 2.
    - (b) Your sword is now Crafts 3.
    - (c) You retry those tests with *Repair* and win one more test.

(d) Your finished item is Crafts 4.

4. Weapon Crafting: Your base item will be taken directly from the appropriate book. Then your crafting ability will be applied to make any modifications to the item.
  1. Nothing
  2. +1 Trait
  3. Remove a Negative Trait
  4. Add a special ability (Appropriate to the item)
  5. +1 damage

*Specializations:* If you have a specialization in the type of item you are creating you may choose to shorten the time of item creation by half or you may add one of the following in addition to your crafts rating to your item.

  1. +1 Trait
  2. +1 Damage
  3. Remove a Negative (item cannot reach zero negatives)
5. Armor Crafting:
  - 1 Nothing
  - 2 +1 Armor Rating
  - 3 Can craft exotic armor such as gold and silver
  - 4 +1 Armor Rating
  - 5 Can remove negative trait (item may not reach zero negatives)

*Specializations:* If you have a specialization in the type of item you are creating you may choose to shorten the time of item creation by half (Toreador following crafting 5+ rules, may not shorten the creation time in this manner) or you may add one of the following in addition to your crafts rating to your item.

  1. +1 Armor Rating
  2. Remove a negative trait
6. Ammunition Crafting: Ammunition crafting only takes 2 weeks to complete, regardless of craft level being used. The specifications are as follows;
  1. Can create standard rounds with appropriate materials. Basic modifications can be made;  
Converting Bird/Buckshot in to Wax Slugs and standard rounds into hollow points. [50 rounds]
  2. Can create Flares; Can create exotic rounds like gold and silver. [40 rounds]
  3. Can create Armor Piercing rounds [30 rounds]
  4. Can create Tracer rounds [20 rounds]
  5. Can create Incendiary and Dragon's Breath rounds [10 rounds]

*Specializations:* If you have a specialization in the type of item you are creating you may either add 50% more to the end total of ammo created, or cut your crafting time in half.
7. Alternate Toreador Crafting Mechanics:
  1. A Toreador must have a craft ability at level five in the area of the piece be produced and have won the craft challenges for the item to be crafts level five (each game runs these differently).
  2. Once a week a Toreador may spend six permanent social traits to increase the crafts level of a piece by one until she reaches one social trait. The character may not use any bonus traits due to items, *vicissitude* or specializations for this purpose. Also the Character may not buy any social traits during this time. However, and the Toreador can go up to negative 5 traits.
  3. Then the player may "kill" the character by expending the Toreador's life force for an additional craft level, or stay alive and stop where she is.

4. No discipline can make a Toreador do this (it must be the player's free will).

Example:

A 10th generation Toreador with 12 social traits and a specialization in painting creates a level five painting. The Toreador then spends a week and 6 permanent social traits to raise the painting to crafts at level six. The Toreador now has 6 social traits and works another week spending 6 more social traits to raise the painting to crafts at level 7. The Toreador now has 0 social traits and cannot spend six more traits because the specialization cannot be used and the Toreador can only go to negative 5 traits. The player decides to kill the character and spends a week and the life force of the Toreador and raises the painting to level 8. The character is now dead, but has produced a crafts 8 painting.

## **BACKGROUNDS & INFLUENCES**

1. As voted by the player base, Influences cost no experience points. As a result, they may not be used for daytime haven raids or any other action that will permanently impact anything another player has spent experience on.
2. Arsenal: This Background requires ST Approval and a detailed write-up explaining why the PC has it and how it is structured.
3. Allies: These are people who do things for you as a favor, like research or surveillance. Be aware that Allies can request assistance from the PC in exchange for their assistance.
4. Alternate Identity: From *Guide to the Sabbat* (1999) p. 93:
  - 1 You are new at this identity game. Sometimes you slip and forget your other persona.
  - 2 You are well grounded in your alternate identity. You are convincing enough to play the part of a doctor, lawyer, funeral salesman, drug-smuggler or a capable spy.
  - 3 You have a fair reputation as your alternate persona and get name-recognition in the area where you have infiltrated.
  - 4 Your alternate identity has respect and trust within your area of infiltration.
  - 5 You command respect in your area of infiltration, and you may even have accumulated a bit of status. You have the trust (or at least recognition) of many powerful individuals within your area.
5. Contacts: This Background functions as a generic version of Influence, and can be used to gather information or materials at an equivalent level to the traits of Contacts spent to the level of Influence being imitated.
6. Haven: Your rating in the Haven background adds traits to the difficulty of challenges involving finding your haven, or for people outside of your haven affecting you while you are inside of it. People who invest in a communal haven may each buy the Haven Background. Communal Haven benefits can only be gained from multiple PCs combining efforts into a Haven - a PC's haven cannot be augmented by an NPC's Haven Background. Each Haven will have its own Haven rating.
7. Information Network: This Background should not be confused with the Nosferatu Information Network.
8. Insight: Per the current OWbN Packet, this Background may be purchased by Malkavian PCs up to level 3, but is restricted beyond that to Thin-Blood PCs of 14<sup>th</sup>, 15<sup>th</sup>, and 16<sup>th</sup> Generations.
9. Military Force: This Background requires ST Approval and a detailed write-up explaining why the PC has it and how it is structured.

10. The Espionage and Military Influences are **DISALLOWED** in SoC.

## **INFLUENCE RULES**

Influence should be more than just some dots on your sheet that you use to get info or items when you need it, and ignore the rest of the time. As the current policy for Influence within SoC is that it costs no experience points, there are some differences in how it works in this chronicle as opposed to *LotN:R* or *Dark Epics*.

1. Influence cannot be used to conduct daytime attacks on either NPCs or PCs.
2. Influence cannot be used to permanently remove other backgrounds, abilities, merits or other items that are bought with experience points from PCs or NPCs.
3. Starting characters may not have any individual Influence over 3 unless approved by the ST staff.
4. All Influences of PCs based in SoC must have descriptions submitted of where they are based within the chronicle's territory and either what type of business or which group of mortals are used. See Influence Descriptions for further explanation.

### **Influence Descriptions:**

In a city the size of Cincinnati, there are many different avenues that the various types of Influence can take. For example, Police Influence is not limited to CPD or Hamilton County Sheriff's Department. The Highway Patrol, various other local counties (Butler, Clermont, Boone, Kenton, Dearborn, etc.) sheriff's departments, and even township police forces could be used. Descriptions for each individual Influence type must be submitted to the ST staff in email. A simple list with the name of an appropriate agency, business, group or individual - with location - will suffice. Including this list in the note section of a character sheet will make it easier for the player to keep track of, but is not required at this time.

Mechanically, what each different location and description adds is a time difference in using Influence traits. To cover up a news story on a four-alarm fire in West Chester, an individual with Media Influence that chose WLWT would have a more immediate effect than someone using CityBeat. Using Police to shut down Colerain Avenue would take less time for someone with Colerain Township Police than for someone with CPD as an Influence. All Influence of the same time will eventually be able to accomplish the same task, but those based in the proper area or with the right type of focus will be quicker and more effective than others.

The following are some examples of options for descriptions for the different Influence types in SoC's territory:

Bureaucracy: Government clerks at the city and county level, utility workers, road crews, and other civil servants

- Duke Energy
- Cincinnati Bell
- Ohio Department of Jobs and Family Services
- County Records
- ODOT
- BMV
- Taxation

Church: Ministers, priests, bishops, Church-sponsored witch hunters, holy orders and various assistants and attendees

- Catholicism
- Presbyterian
- Methodist
- Southern Baptist
- Judaism
- Islam
- Hinduism
- Shinto
- Buddhism

Finance: CEOs, bankers, stockbrokers, bank tellers, financiers, loan agents and yes-men

- Fifth Third Bank
- American Financial Group
- Western & Southern Financial
- PNC
- Cheviot Savings Bank
- Credit Unions

Health: Coroners, doctors, lab workers, therapists, pharmacists and specialists

- Hamilton County Coroner
- Butler County Coroner
- Clermont County Coroner
- Warren County Coroner
- University Hospital
- Children's Hospital
- Jewish Hospital
- Deaconess Hospital
- Good Samaritan Hospital
- Mercy Hospital
- Lab Corp

High Society: Dilettantes, artists of any stripe, old money families, models, rock stars, sports figures, jet setters

- Scripps Family
- Lindner Family
- Farmer Family (Cintas)
- Drew Lachey
- Nick Lachey
- Bengals players
- Reds players
- Aronoff Center

Industry: Union workers, foremen, engineers, manual laborers and all manner of blue-collar workers

- AK Steel
- Labor Unions
- Cintas

- Kroger

Legal: Law schools, lawyers, judges, district attorneys, clerks and public defenders

- UC Law School
- Hamilton County Prosecutor's office
- Hamilton County Public Defenders
- Hamilton County Clerk of Courts
- Butler County DA, Public Defenders
- Warren County DA, Public Defenders
- Clermont County DA, Public Defenders

Media: DJs, editors, reporters, cameramen, photographers and broadcasters

- WCPO
- WXIX
- WLWT
- WKRC
- Clear Channel
- Enquirer
- CityBeat
- WKRQ
- WEBN
- WOFX
- WRRM

Occult: Cult leaders, alternative religious groups, charlatans, occultists and New Agers

Police: Police officers, detectives, clerical staff, dispatchers, prison guards, special divisions and highway patrol

- CPD, Districts 1-5
- Hamilton County Sheriff
- Highway Patrol
- Butler County Sheriff
- Colerain Township
- Green Township
- Forest Park
- Mt. Healthy
- Springdale
- Springfield Township
- Hamilton County Correction Center

Politics: Pollsters, lobbyists, activists, party members, spin doctors and politicians of rural communities who handle zoning regulations, mayors, members of state and federal Congress

Street: Homeless, gang members, street buskers, petty criminals, prostitutes, residents of the slums, and fringe elements of so-called "deviant" cultures

Transportation: Truckers, harbors, railroads, airports, taxis, border guards, pilots, shipping/travelling arrangements



- CVG
- FedEx
- UPS
- Metro
- DHL

Underworld: Drug dealers, bookies, hitmen, fences, organized crime, sex traffickers

University: School boards, students, professors, teachers, deans, Greek orders and administrative staff

- UC
- Xavier
- Cincinnati State
- Miami University

In the case of multiple PCs claiming control of the same group, preference will be given to the older PC, but the ST staff will always try to work with individuals to arrange a compromise.

## Influence Cycle

Influence Traits spent will return at the beginning of the following month. For example, traits spent in May for Police will be available again for use on June 1st. Attack, Follow, Growth, Trace and Watch actions will be resolved at the end each month.

## Influence Actions (for full descriptions, see *Dark Epics*)

- Attack
- Block
- Boost
- Combine
- Conceal
- Defend
- Follow
- Growth - The amount of time to gain a new level of Influence will be equal to that new level in months. To increase from Politics x2 to Politics x3 will take 3 months; to increase Finance x4 to Finance x5 will take 5 months.
- Stealth
- Trace
- Watch

## **MERITS**

1. We do not allow Merit stacking for traits or retests. You may only gain traits or use retests from one Merit per challenge.
2. Common Sense: This Merit is free for first-time players.

3. Debt of Gratitude: You must decide with the Storyteller what it was that incurred the debt, and if it was to you directly, or your sire.
4. Iron Will: The Willpower spent for the Merit can be used in addition to the normal Willpower spent as a retest against Mental and Social challenges. All other applications of this merit still work as per *Laws of the Night: Revised*.
5. Magic Resistance: This Merit applies to all Blood Magic, not just Thaumaturgy - both the benefits and restrictions.
6. Spirit Mentor: The Wraith from this ability is fully within the control of the ST Staff, including what powers it may have.
7. Unbondable: This Merit makes you immune to the effects of the Vaulderie.
8. True Faith: You may use this Merit as long as you have a Morality rating of 5 in an appropriate Morality to your faith, such as Road of Heaven, not just Humanity. We allow the use of expanded Faith abilities from *Laws of the Hunt* (Red Book).
9. Dignitary of the Camarilla: This merit is only purchasable after 5 years in play, and costs 1 XP.
10. Luminary of the Camarilla: This merit is only purchasable after 10 years in play, and costs 1 XP.
11. Code of Honor: Must have a written out code to use this merit in SoC.
12. When selecting a merit not in the main *Laws of the Night: Revised* book, you must include a book and page reference.
13. Natural Linguist: Doubles the number of languages available per each dot of Linguistics.

## **DISCIPLINES**

1. Animalism:
  1. Feral Whispers - This power cannot be used by two vampires in animal form to communicate with each other.
  2. Quell the Beast - This power does not prevent the use of permanent willpower traits. This power only lasts for a scene or an hour, not the entire night.
  3. Subsume the Spirit - You may use Obfuscate when expending three traits when subsuming, but you may not use Mask of 1000 Faces to appear as human. Unless the animal you are possessing is a Ghoul, has hands, and the ability to speak, you cannot use Blood Magic.
  4. Drawing Out the Beast - Your beast always returns to you at sunrise if not before.
2. Auspex:
  1. Auspex vs. Obfuscate/Chimerstry - In contested challenges, each player receives a number of bonus traits from these powers equal to the highest level of the power (Basic - 1, Intermediate - 2, Advanced - 3 and so on). However, Heightened Senses must be active on the character with Auspex to gain this trait advantage.
  2. Heightened Senses - You must declare the use of this power in any scene where you want it active.
  3. Aura Perception - This power will not detect possession or subsume the spirit; the host body's aura will be seen.
  4. Telepathy - You cannot identify yourself and the target cannot know who it is that is trying to establish contact.
  5. Psychic Projection - You cannot spend blood while in Astral form.

3. Chimerstry:
  1. For the first four levels of Chimerstry, a test is only required if a character is forced to make physical contact with the illusion or attempts to analyze it/disbelieve it.
  2. Permanency - If a character encounters an illusion augmented by Permanency that was not created in their presence, they are unable to see through the illusion unless they have Heightened Senses active, or have a reason to believe the illusion is fake.
  3. Horrid Reality - All uses of this power require a Storyteller to be present. It is a mind-effecting power per its description in the book. Horrid Reality cannot deal more than three levels of "damage" in any individual turn.
4. Dementation:
  1. Total Insanity - Any use of this power requires a Storyteller to be present.
5. Dominate:
  1. Willpower is the only applicable retest for a defender of a Dominate challenge.
  2. Mesmerism - All uses of this power on a PC require a card with the command and trigger, signed by a Storyteller. This requirement can be waived if the user intends to immediately trigger the Mesmerism.
  3. Forgetful Mind - All uses of this power on a PC require a card with the details of the event, signed by a Storyteller.
  4. Possession - You can possess semi-supernatural creatures (Ghouls, Kinfolk, Kinain, and Hedge Mages). You cannot access any of their supernatural powers, save for any physical Disciplines they know from being a Ghoul. You may use Obfuscate when expending three traits. If you have a power that requires blood expenditure, you cannot use it unless you are possessing a Ghoul.
6. Fortitude:
  1. Aegis - This power will block physical-based status effects as long as the power is used before the challenge is thrown. Aegis is a reflexive power.
7. Melpominee:
  1. Phantom Speaker - In order for a user of Auspex to overhear this power, they must have Heightened Senses active in addition to the requirements in the book.
8. Obfuscate:
  1. Cloak the Gathering - This power cannot be used to grant the use of Obfuscate-based Combination Disciplines that you possess with other characters. This power can be used on creatures who are unconscious or incapacitated in some way.
9. Obtenebration:
  1. Arms of the Abyss - You cannot summon more Arms than the character's Occult rating.
  2. Black Metamorphosis - This power is a form-changing power and cannot be stacked with any other form-changing powers.
10. Potence:
  1. Might - This power is the last retest for the user of Might, not for the other person involved in the challenge. Merits like Luck and Oracular Ability may be used for a retest after Might.
  2. Puissance - As written, this power deals one additional level of damage based on the type of damage you are dealing with the attack.
11. Presence:
  1. Awe - You must be in your target's physical presence to make use of this power.
  2. Dread Gaze - Your target must be aware of you but does not need to be looking at you.

3. Summon - A Storyteller must be present for the use of this power. The victim of this power must physically make their presence known to the user of this power and will make all reasonable attempts to get there. It is not reasonable to stop and possess your favorite Ghoul if you were not already in possession at the time of the summoning. A Summons will break if the individual being summoned must put himself in suicidal danger to fulfill it, such as running a gauntlet of gun-wielding punks or returning to a location already known to be dangerous to the one Summoned.
4. Majesty - This power's range is unaided line of sight to the targets. You must challenge against a target's Majesty once each round in order to act against them.

12. Protean:

1. Shape of the Beast - We are using the optional rules from the Gangrel Clanbook (Revised, pg. 69). These options are only available to Gangrel.

13. Quietus:

1. No weapon can have both Scorpion's Touch and Baal's Caress applied to it at the same time.
2. Taste of Death - This power inflicts two aggravated wounds per successful attack.

14. Serpents:

1. Skin of the Adder - This is a form-changing power. This power cannot be hidden by Mask of 1000 Faces.
2. Form of the Cobra - As per Faith & Fire (pg. 198), the poisonous bite deals three levels of aggravated damage to mortals.

15. Temporis:

1. Internal Recursion - The use of this power requires a Storyteller to be present.
2. Subjective Suspension - If any solid object or non-trivial volume of liquid touches a frozen object that did not touch it at the moment of suspension, the item re-enters time with the same properties and velocity as when it stopped. Thus, touching a suspended object with anything more substantial than a raindrop releases it exactly as it was before it stopped.
3. Clotho's Gift - You must win or tie a simple test to activate this power, however you are still risking traits as per the power. Actions granted from this power occur with the extra actions granted by Celerity.

16. Thanatosis:

1. Ashes to Ashes - You cannot leave a large chunk of ash behind to use Aegis to reform at another location.
2. 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 Mental or Social powers that do not require the initiating of challenges as well as Celerity, Potence and Fortitude. If you attempt a head-shot Wither and fail to win both simple challenges, the entire attack has missed. Withering someone's head will not kill a Supernatural creature.
3. Necrosis - This power costs 1 Blood trait and does 2 levels of lethal damage in addition to inflicting the Negative Traits Decrepit and Repugnant.

17. Valeren:

1. SoC uses the current OWbN Salubri packet's rules for Valeren.

18. Vicissitude:

1. Body Modifications from Vicissitude must be purchased as the appropriate merit. Any merits purchased as a result of Body Modification will be at straight book cost, rather than the normal

double cost of post-character creation merits. You may only have permanently as many body modifications as you have levels of the Body Crafts ability.

2. Blood Form - You cannot leave a portion of blood behind to use Aegis to reform at another location.

19. Visceratika:

1. Scry the Hearthstone - The use of this power requires a Storyteller to be present.

## **BLOOD MAGIC**

1. All Blood Magic is a full-round action, unless otherwise stated in the power.
2. All Blood Magic is obvious in its casting, unless otherwise stated in the power.
3. All uses of Blood Magic require a Storyteller to be present.
4. Thaumaturgy/Assamite Sorcery/Setite Sorcery/Other Blood Magic Paradigms: All rules that apply to Thaumaturgy are assumed to apply to Assamite, Setite Sorcery and other Blood Magic Paradigm powers that mimic them.
5. Rituals
  1. *Blood Allergy* - In SoC we allow the use of Blood Allergy, but the dead-rose-petal-blood concoction must be delivered to the target's system by skin contact, or some other method of getting it on or into the target's system. Alternately, the caster can use the True Name of the target, or an object of sympathy.
  2. *Blood Walk* – Only goes to 3rd generation.
  3. *Engaging the Vessel of Transference* – You cannot use this ritual on a weapon, such as a hollowed-out mace. However, you can cast it on a normal flask and touch people with it as a normal Physical Challenge to collect their blood. This may be done in combat.
  4. *Incorporeal Passage* – Does not make you invisible. You may combine it with Obfuscate, but your Obfuscate can still be seen through as normal.
  5. *Nectar of the Bitter Rose* – Any use of this ritual requires the presence of an ST.
  6. *Pavis of the Foul Presence* – Works normally on Basic through Intermediate Levels. It has no effect on Advanced or higher levels of Presence. Any character using Pavis \*must\* be wearing a blue ribbon or cord. Furthermore, the cord cannot be concealed. Pavis of Foul Presence takes effect after the chops are thrown. The power only bounces if the ritual's caster fails the Social tests and would otherwise be affected. It has the following effects on Presence powers:
    - i. Awe: Is cancelled.
    - ii. Dread Gaze: Bounces. They run away.
    - iii. Entrancement: Also bounces.
    - iv. Summons: Bounces
  7. *Pebble from the Mountain* – Use of this ritual requires both the caster and the recipient to be signed into SoC.
  8. *Principle Focus of Vitae* – Activating them does not count as an action, although consuming them does. You may consume up to three Focus Beads per round. You may possess your Occult rating times your Primary Path Rating to a maximum of 25 for PCs.
  9. *Scry* – Disciplines cannot be used remotely through this ritual.
  10. *Stone of the True Form* – Turning a Stone of the True Form into an arrowhead or whatever negates the ritual's power, as does attaching it to anything. The stone must contact solid mass in

order to be effective. Thus, while it will affect someone in Shape of the Beast, a Garou in Crinos, etc., it will not affect someone in Mist Form or Tenebrous Form.

11. *Warding Circle vs. Kindred/Lupines/Ghouls* – To pass through a Warding Circle you spend a Willpower and test the caster's Mental Traits vs. the intruder's Mental Traits, not Mental traits vs. Willpower.
12. *Ward vs. Kindred/Lupines/Ghouls* – Characters handling a warded item suffer one lethal per round. You may only ward an item as many times as it has bonus traits and you may only put on one ward of any given type. Wards are also designed to protect an object. If one is not attuned to a Warded item they must spend a Willpower to touch it.

#### 6. Necromancy:

1. *Ash Path: Ex Nihilio* – The difficulty of the test is the rating of the Shroud. The doorway to use this power must be drawn as the power is activated. No pre-drawn doorways are allowed.
2. *Ash Path: Shroud Mastery* – Run as an extended challenge, with up to three successes. Each success drops the Shroud rating by one. You can stack multiple uses of this power. An ST must be present when this power is in use.
3. *Bone Path: Soul Stealing* – If the body is damaged after pulling the soul, the soul returns to the body instantly, regardless of constraints.
4. *Voudoun Path: Baleful Doll* --- The doll may only be stabbed 4 times before it is rendered useless.
5. *Ritual: Knowing Stone* - This ritual is not allowed in SoC.

#### 7. Thaumaturgy:

1. *Elemental Mastery: Summon Elemental* – Elementals summoned with this power are considered to be normal spirits. However, they automatically have the Manifest charm, even if they do not normally possess it.
2. *The Path of Blood (Rego Vitae): Taste of Blood* – You may also determine a Kindred's Clan.
3. *The Path of Blood (Rego Vitae): Blood of Potency* – Your Blood becomes more potent but does not expand to fill your Blood Pool.
4. *Path Blood's Curse: Ravages of the Beast* – The target may not spend a Willpower to forgo the frenzy test, although he may retest as normal. The difficulty is based on the situation at hand, as determined by an ST. If no stimulus is present, it defaults to 2.
5. *Path Blood's Curse: The Withering of Ages* – This power requires a Mental Challenge against the victim's Physical Traits (in which the target may only bid Stamina-related traits) after the touch is made.
6. *The Path of Focused Mind* – Does not require a full round to activate.
7. *The Path of Focused Mind: Dual Thought* – The extra action granted by this power takes place at the same time as the character's normal action.
8. *The Path of Levinbolt* – You cannot send multiple charges through one bolt. You may not discharge more than one bolt per turn, regardless of Celerity actions.
9. *Lure of Flames: Firestorm* – All characters caught within the area of effect must test with the Caster. No selective sniping with Firestorm by relenting to your allies.
10. *The Path of Mars: Comrades in Arms* - Cannot be cast in combat.
11. *Path of Neptune's Might: Dehydrate* – The target may only bid Stamina-related traits against this attack.
12. *Mastery of the Mortal Shell* - Levels 3 through 5 require the expenditure of 1 Mental trait per round of duration.

13. *Mastery of the Mortal Shell: Body Failure* – The target does not suffer any trait penalty on defensive actions. If the target is a vampire, the damage inflicted by this power is considered bashing instead of lethal.
14. *Movement of the Mind (Rego Motus): Control* – You can either paralyze a victim or move them, not both.
15. *The Path of Transmutation: Gaol* – This power requires a Mental vs. Physical challenge against the target to activate.
16. *Spirit Manipulation: Entrap Ephemera* – Only one spirit may occupy any given object made in SoC. All others will be considered on a case-by-case basis.

## **COMBINATION DISCIPLINES**

1. **Burning Wrath** (Celerity 3, Potence 3, 8 xp)- This power remains in effect for a number of rounds equal to the level of Celerity of the vampire using Burning Wrath (Basic - 1, Intermediate - 2, Advanced - 3 and so on). The first strike with this power on any vampire character requires a Röttschreck check against 3 traits.
2. **Approximation of Loyalty Absolute** (Dominate 5, Presence 5, 15 xp) - Establish eye contact, smile and engage in a Social challenge (retest Intimidation). If successful, the user may spend 1-3 Social traits. For each Social trait spent the target is subject to the effects of a Blood Bond of the same level for the remainder of the evening (though this does not include the ability to Dominate without eye contact).
3. **Brace for Impact** (Fortitude 4, Potence 2, 10 xp) - A character with this power may soak a number of levels of damage from impact damage equal to their level of Potence. Only impacts that effect the whole body such as falling from great heights or being hit by a car are able to be soaked in this method. Normal combat damage is not soakable with this power.
4. **Iron Heart** (Potence 3, Presence 3, 9xp) - This power is only fully effective against powers up to and including the Advanced level. Against Elder powers, Iron Heart only grants a retest, not the ability to win on ties. The ability to gift another retest may not be used on a character with Iron Heart. This power does not give the user ties on their own uses of Majesty – only in defense of the power being exerted against them.
5. **See the Reflected Form** (Auspex 4, Protean 4, 12 xp) – Any use of this power requires an ST to be present. The ST is the final arbiter of what form would be most powerful.
6. **Shatterproof** (Protean 3, Fortitude 3, 11 xp) – Spend 1 Willpower and gain a number of armor levels equal to your Fortitude rating.
7. **See the True Form** (Auspex 2, Protean 4, 7 xp) – Any use of this power requires an ST to be present.
8. **Soul Decoration** (Auspex 2, Obfuscate 2, Vicissitude 3, 6 xp) – Any changes to the PC's aura must be recorded with an ST. Changes made during play will require the player to take 10 minutes of game time to do so, and update the STs with the details altered.
9. **Ward the Soul's Sanctity** (Auspex 2, Obfuscate 3, Optional: Presence 3, 11 xp or 14 xp) – Allows a retest against any mind-affecting power, regardless of whether it normally allows for a retest – but only when the user spends a Mental Trait. If the user is successful in their defense against such a power, and knows the more advanced version of this combination, they may spend an additional Mental Trait to reflect the power; it requires a test as normal, and the target wins ties. Regardless of whether the user successfully defends in these situations, they ARE aware that a mental-affecting power was used on them, but not the source or what power was used.

## **COMBAT**

1. End of Round - The end of the round is after the end of everyone's normal actions. Thus, all powers that activate at "the end of the round" happen at the end of normal actions, not at the end of all actions (including Celerity and Temporis). For example, if Majesty is used, it will go up at the end of normal actions.
2. Order of Damage Applied - Damage is always done to armor (including supernatural forms) prior to be resisted with Fortitude or similar powers.
3. Follow-up actions granted by supernatural powers occur after the "End of Round."
4. You cannot use more than one Discipline that requires activation in the same attack action. For example, you cannot use Wither, Purification, Necrosis, Fleshcraft, Bonecraft and activate Scorpion's Touch in the same action. However, you can pre-activate Scorpion's Touch, and then deliver an attack that uses Wither and Scorpion's Touch. Remember General Rule #1.
5. Two Weapon Combat - As per Laws of the Night Revised, however this action is the follow-up after people's normal actions.

## **OTHER GENRES:**

1. Changing Breeds Gifts are run as written in the Rage and Fury Gift Packet. For cross-genre combat involving vampires and Changing Breeds, custom gifts simulating Aegis and Puissance may be used to level the playing field, on a case-by-case basis. Rage actions will run at the same time as Celerity actions.
2. All uses of Sphere Magic require the presence of an ST.
3. All uses of Changeling Arts require the presence of an ST.
4. Items created by Garou, true Mages, Changelings, and other supernatural types will typically not function for vampires, unless noted in the source material. This does not apply to hedge magic items.
5. Items made with Hedge Magic may only be used by PCs with the appropriate Fetish Background, as mentioned earlier in the General Rules section.

## **DISCORD ETIQUETTE AND RULES:**

Some discord etiquette rules to make things easier for other players. We have people who have issues with reading comprehension and problems with vision.

1. Make sure to use quotation marks to denote speech. It makes things clearer for other people what is speech and what's action.
2. Type in third person. I walk the dog, is confusing for other people reading through scenes especially if multiple people are doing it. Bob walks the dog. This does not pertain to dialogue. Merely to third person actions.



3. Do not post strings of animated gifs in the OOC room. We have a (new) meme room for a reason. Please keep them there as we have a few people for whom they are migraine triggers. Thank you.
4. Be courteous to other players in voice chat. Characters can be upset at each other, but your fellow gamers are human beings and you should be excellent to them.
5. Make sure to use the OOC check in if tempers get heated in game. Real people come first.
6. When visiting other games, SoC-based players may use Haller Games to send sheets to those who use it, or grab a PDF of the sheet from there.
7. Do not sign into multiple Discord games at the same time – even if you aren't playing the same PC, you are not giving any game your full attention, which is disrespectful to other players and game staffs.