

# Unchained Arizona

## House Rules

### I. General Rules and Guidelines

1. **House Rules:** The Arizona Anarch house rules are a living document, subject to change. Players will be notified of changes to the house rules before the change is put into effect, whenever possible. This notification policy applies only to permanent changes to the written house rules, not calls by Storytellers at game.
2. **Don't Be A Dick:** Everyone is urged to remember that this is just a game. Players are asked to be courteous and respectful to each other whenever possible. Out-of-character civility is a requirement, not an option.
3. **Genre:** This is a Camarilla/Anarch game with a strong emphasis on Anarch. The following clans are freely available:
  - › Brujah
  - › Caitiff
  - › Gangrel
  - › Malkavian
  - › Nosferatu
  - › ToreadorAll other clans/bloodlines require Storyteller approval.
4. **Multiple Characters:** Every player is allowed 1 active character and any number of downtime characters. Players may change their active character after 6 months of playing that character except in cases of character death or unplayability.
  - › Active characters may be utilized to attend Arizona Anarch games, receive credit for downtimes and journals, engage in e-mail/online interaction, and physically attend other OWbN chronicles.
  - › Downtime characters may receive credit for downtimes and journals, engage in e-mail/online interaction, and physically attend other OWbN chronicles.
5. **Downtime/Online Roleplay:** If a character gains new or significant information via online roleplay, the player is responsible for sending a copy of the email or chat transcript to the ST list. Players may receive journal credit for items sent in this way.
6. **Character Sheets:** Only character sheets maintained and provided by the Storyteller staff of OWbN member chronicles are valid. Storyteller staff must be notified of any permanent changes or long-term expenditures (such as willpower) by emailing the ST list.
7. **Mailing Lists:** The Arizona Anarch ST email address is [aaa\\_st@googlegroups.com](mailto:aaa_st@googlegroups.com). The IC list is [aaa\\_ic@googlegroups.com](mailto:aaa_ic@googlegroups.com). The OOC list is [aaa\\_ooc@googlegroups.com](mailto:aaa_ooc@googlegroups.com).
8. **Visiting Other Chronicles:** If a player wishes to visit another OWbN chronicle, they are required to email the ST list indicating where and when you intend to visit so that we may forward a copy of the appropriate character sheet.
9. **Org Policy:** If any of our House Rules contradict Org by-laws, the By-laws over rule the House Rules.

10. **Visitors:** Visitors to Arizona Anarchs must have their home chronicle STs inform our ST staff that the player(s) will be visiting and email a copy of their character sheet to our ST list at least one week in advance. Failing this, an up-to-date unaltered printed character sheet.
11. **Satellite Games:** Our satellite games may have different genres and different house rules. Information on them can be provided by our ST staff.
12. **Books:** The main book is Laws of the Night (Revised). Other source books used in this game are Dark Epics, Laws of the Night Camarilla Guide, Laws of the Night Sabbat Guide, and Laws of the Night Anarch Guide. Powers and items from other sources require ST approval.
13. **Blood:** Players will do a feeding chop before game. On a win, you are at full blood. On a tie, you are at half. On a loss, you have 4 blood. Survival is the standard retest, but other applicable retests may be used at ST discretion.
14. **Diablerie:** A character that commits Diablerie does not gain the 2 XP; instead, for two months following a successful Diablerie, the character may learn the basic Disciplines of the vampire they diablerized at out-of-clan cost.

## II. Abilities

1. **Specializations:** Characters must possess three or more levels of the ability to purchase a specialization in it. Entire disciplines may not be used as specializations; however, individual levels of a discipline may be used as a specialization for an appropriate ability. Visiting characters who have specializations in skills with less than 3 levels will have their specialization converted into an additional level in that skill.
2. **Learning Abilities:** To learn uncommon abilities (including lore's and other abilities that cannot be easily learned from human teachers, as determined by ST staff) the character must have a teacher who has the level of the ability being taught. The teaching character must email the ST list (Copied to their own ST staff, if they are from another chronicle), confirming that they are teaching the other character.
3. **Alertness:** When you are surprised, you may expend a trait of alertness to negate the surprise. You may then respond normally, although you still do not have enough forewarning to use any sort of supernatural speed until the next turn.
4. **Awareness:** Awareness allows you to detect if something supernatural is occurring in your vicinity. It does not reveal any details about the supernatural occurrence, including what the type or source of the occurrence was. Storytellers have the final say as to what you may detect with Awareness. Awareness may also be used to detect when a failed attempt is made to use a discipline on you.
5. **Blind fighting:** As in Laws of the Night: Sabbat Guide
6. **Demolitions:** This ability may only be used to disarm explosive devices.
7. **Legerdemain:** As in Faith and Fire
8. **Linguistics:** This ability adds languages other than the character's native language. Specific languages must be listed on the character's sheet before game. Learning requires one month per language gained. Rare languages will require ST approval.
  - › Linguistics •           1 language
  - › Linguistics ••         2 languages
  - › Linguistics •••       4 languages

- › Linguistics •••• 8 languages
  - › Linguistics ••••• 16 languages
9. **Lore's:** Characters may learn the first 3 levels of the appropriate clan, sect, and creature-type lore's without a teacher unless a packet restricts such lore. Additional levels require a teacher possessing the level being taught. Certain lore's may entail some negative consequences (i.e. Wyrms lore). Utilizing more knowledge than your character has the appropriate lore for will be penalized.
  10. **Meditation:** This ability allows you to regain one additional willpower per downtime per level of this ability that the character possesses. In-game, a character may remain out of play for 15 minutes and spend a meditation trait to regain a willpower.
  11. **Tactics:** As in Laws of the Reckoning.
  12. **Throwing:** This ability is used as the retest for thrown weapons, as in Dark Epics.

### III. Crafting

#### 1. Basic Crafting Rules

- › Crafts • Shoddily made; off-brand items, or hurried projects.
  - › Crafts •• The quality of most “off the shelf” manufactured items. Adequate but nothing special.
  - › Crafts ••• The beginnings of true artistic endeavor. It's enough to entrance a Toreador, so it's pretty nice.
  - › Crafts •••• A truly remarkable piece of work. Sturdy, artistic, and fantastic to behold.
  - › Crafts ••••• The epitome of what most craftsmen can create. Truly remarkable and special.
  - › Crafts •••••+ Beyond what most non-Elder Kindred can create, this is beyond remarkable and can instill true emotional response and may have impact above and beyond other items.
- › To craft an item successfully, you need to have an appropriate craft skill (or possibly a science skill – see below).
  - › Items crafted at 1 or 2 may be more fragile, or prone to mishaps at ST discretion.
  - › With a craft skill of 3, everyday items (including gear from Dark Epics) can be crafted with ease (and a bit of time).
  - › Crafting an item at Crafts 3 will produce a basic item from Dark Epics.
  - › Crafting is broken down into several broad categories: weapons, armor & shields, ammunition, works of art, vehicles, and other. Each type has specific rules that apply.
- **Function Points:** At Craft skill of 4 or higher, you can create true works of art, or items that fit outside of the normal realm for that item type. To represent this, any item crafted at Crafts 4 or higher will have additional Function Points that can be used to improve the design if appropriate. In some cases, additional and related Crafts, Sciences or other appropriate skills (at ST discretion) over 3 can add Function Points. For instance, a sword being made with Crafts 5 and Science: Metallurgy 4 will have a total of 3 function points (2 from having Crafts at 5, 1 from having Science at 4). When crafting

Weapons or Armor, Function Points can add various bonuses to the item. All weapons and armor use a model from Dark Epics for a base. Weapons or Armor can be crafted with up to five Function Points, and each option can be selected only once.

- › Crafts 2: No function points; base Dark Epics item.
- › Crafts 3+: +1 Function Point per crafts level.
- › Science or Related Skill 3+: +1 Function Point per skill level.
- **Repairs:** Repairing any Crafted Item requires one Downtime Action (and possibly a chop).
- **Crafting Times:** The time it takes to craft an item the Items traits + Function Points in days. (A person with CraftX5 Armor smith with Science MetalurgyX4 would have 3 Function points to make a set of Chainmail. This chainmail will take 5 days to make (2days for the chainmail and 3 for the Function Points))
- **Weapons:** The following are the official categories of weapon types. Certain Special Abilities can only be applied to certain types of weapons:
  - Melee Weapons (Use Melee as the retest)
  - Thrown Weapons (Use Throwing as the retest)
  - Ranged Weapons (Use Archery as the retest)
  - Firearms (Use Firearms as the retest)
- › **Special Weapons Capabilities:** Some Special Weapon Capabilities can only be applied to certain weapon types, or ammunition (See pp. 88-89 of Dark Epics for full descriptions). For bows (including crossbows), Special Properties include the ammunition (for example, 'Staking' is technically a feature of the arrow, not the bow, but is listed as a special feature of the bow).
  - Armor-Piercing: Bows and ammunition
  - Destroy Shield: Axes, Bows
  - Fully Automatic: Firearms
  - High-Caliber: Firearms
  - Incendiary: Ammunition
  - Mass-Trauma: Two-Hand Requirement Melee Weapons, Large Firearms
  - Speed: Light Melee Weapons
  - Spray: Shotguns, Automatic Weapons
  - Staking: Wooden Weapons, Some Ammunition (arrows)
  - Two-Hand Requirement: Melee Weapons, Bows, Large Firearms
- › **Firearms Add-Ons - Scope/Sound Suppression:**
  - Adding one of these to an appropriate weapon requires an additional Downtime Action (You are either taking the time to make one, or using influence to purchase one)
  - You may use an additional Downtime Action and a Function Point (see below) to craft a Scope that does not require a full round to aim, but rather, a single action (thus, you could aim on Normal and shoot on Swiftness with +1 trait).
  - You may use a Downtime Action and a Feature Point (see below) to craft a Sound Suppression device (firearms only) that does not inflict an additional negative trait.

› **Weapon Function Points:**

- Improve bonus traits by +1
- Remove a single negative trait.
- Make weapons from non-standard materials, such as a silver sword or a non-metallic gun. You must have an associated Science such as Metallurgy.
- Make a melee weapon Potence resistant (note: this is not Puissance proof. Beating a Potence resistant sword into a solid concrete wall with Puissance may still cause the weapon to break.) Creator must have Puissance.
- Increase the Rate of a Firearm by 1 (with approval).
- Add an additional Dark Epics Special Ability (such as Speed, High Caliber, etc.) to a weapon. There must be a good reason for an item to get this Special Ability.
- Lower the concealability of an item by 1 category (with a good explanation). Concealability categories are (smallest to largest): Pocket, Jacket, Trench coat, None.
- Add an extra damage trait (requires at least 1 associated skill at 3+ traits and costs 2 Function Points).
- Perfect (No Neg traits, and Potence resistant.) 3 Function points.

› **Weapon Negative Traits:**

- Clumsy, Fragile, Short, Heavy, Slow, Loud (Firearms only), Hot.
- You can never assign a Special Weapon Capability that conflicts with a Negative Trait on the weapon (You cannot have a Speed weapon with the Slow negative trait).

◆ **Armor & Shields**

- Armor and Shields do not get any Special Abilities.
- Armor & Shield Negative Traits: Clumsy, Heavy

› **Armor & Shield Function Points:**

- Add a box of health to armor (requires at least 1 associated skill at 3+ traits and 2 Function Points).
- Improve bonus traits by +1 (Shields only)
- Remove a single negative trait.
- Lower the concealability of an item by 1 category (with a good explanation.) Concealability categories for Armor & Shields are (smallest to largest): Clothing, Jacket, Trench coat, None.

◆ **Ammunition**

- Ammunition is crafted in groups of 100.
- For a single Downtime Action, you can create 100 bullets, or 100 arrows/bolts.
- You are assumed to know how to make ammunition for any weapon you have crafts for (Crafts: Firearms means you can make bullets; Craft: Bowyer/Fletcher means you can make arrows.)
- If you wish to add additional properties to ammunition, you either halve the amount you create (50 armor piercing rounds) or double the Downtime Actions required.

- If you wish to make Ammunition with multiple special abilities, add one Downtime Action per ability/Feature Point.
- › **Ammunition Special Abilities:**
  - Armor Piercing
  - Incendiary
  - Non-lethal: Rubber bullets, taser (shotgun only), pepper spray etc.
  - Special Materials: Silver, wood, plastic
  - Staking (wooden ammunition only)
- › **Ammunition feature points**
  - Feature points may be added to ammunition to give them one of the special abilities listed above on a one-for-one basis.
  - To make ammunition from non-standard materials, such as a silver bullet or cold iron arrowheads, you must have an associated science such as Metallurgy.
  - To add Incendiary to ammunition requires Chemistry.

## IV. Attributes

1. At character generation all characters must start with more positive traits in a category than negative traits.

## V. Backgrounds

1. **Age:** Without this background, characters may have a maximum of 50 years combined mortal and vampire lifetime (years in torpor do not count for the purposes of this total). Each dot of Age modifies that as follows:
  - › Age • 51-200 years, -1 morality trait
  - › Age •• 201-351 years, -1 morality trait
  - › Age ••• 351-500 years, -2 morality traits
  - › Age •••• 501-750 years, -2 morality traits
  - › Age ••••• 751-1000 years, -3 morality traits
2. **Contacts:** As in Dark Epics.
3. **Domitor:** This background is not used in Arizona Anarchs. If you wish to play a ghoul you must have a PC regnant.
4. **Fame:** As in Dark Epics.
5. **Herd:** A character may expend this background at game to receive 2 traits of blood for every level of the background he possesses. The character may expend one permanent level of this background to gain access to 10 traits of blood, but you must not replace this dot for three months and characters on paths that do not allow for casual killing will have to test for morality trait loss.
6. **Mentor:** Any use of mentor requires ST approval. You can have up to 3 separate Mentors.
7. **Military:** Up to level 3 allowed with ST approval. Levels 4 and 5 are not allowed.
8. **Resources:**

- › Resources x                    \$200 a month, if you want housing you got to find roommates, public transportation.
  - › Resources •                    \$1000 a month, a small house or condo, a cheap car.
  - › Resources ••                    \$2,500 a month, a nice house and either multiple vehicles, a time share, or a very nice car.
  - › Resources •••                    \$20,000 a month, a luxurious home, a second home, several nice cars.
  - › Resources ••••                    \$100,000 a month, a mansion or two, whatever kinds of cars you want.
  - › Resources •••••                    \$250,000 a month, whatever you want.
2. **Retainers:** Retainers come in 3 Varieties. **First** are normal people who serve you. **Second** is People you have Ghouled. **Third** is Animals that you have Ghouled. You can have up to 5 **Retainers** and you can spend up to 5 points into Each Retainer. The First point you put into the retainer allows you to make the ghoul and ghoul character creation ala **Libre De Ghouls**. Each point into that Retainer gives it **10 EXP** to spend on that Ghoul.

## VI. Character Creation

### 1. **Free Stuff**

- ◆ **Merit:** Common Sense is free for the first character a player builds in this game.
  - ◆ The first level of the appropriate clan, sect, and creature-type lore are free for all characters.
2. **Clan Advantages:** Clan Advantage Abilities, Backgrounds, and Influences do not count toward a character's generational maximums.
  3. **Disciplines:** All disciplines must be purchased at their full cost (3/6/9 in-clan, 4/7/10 out-of-clan). Players must have ST approval to purchase out-of-clan non-cardinal disciplines at character creation, as well as an appropriate character history, and may not purchase them past 2<sup>nd</sup> basic. The highest level of an out-of-clan discipline may not be higher than your highest in-clan discipline.
  4. **Generation:** Characters may not begin at lower than 11<sup>th</sup> generation without ST approval.
  5. **Merits:** After the first 7 points in Merits, costs are doubled.
  6. **Starting Experience:** If you make a Genre specific Clan (See **Genre**) you get 60 xp. If you make anything else, you only get 30+roll over from last character.

## VII. Combat

1. **Adjudication and Mediation:** A ST or Narrator must adjudicate all combat that will remove a character from play (including staking, torpor, and death), or that involves an NPC. The ST staff will make use of mediation in combat when possible. If a single participant does not wish mediation, then combat resumes as normal.
2. **Called shots:** Called shots are only available for staking, or for Disciplines that explicitly detail allowing called shots.

3. **Grappling:** After a successful grapple, a character may use their next action to “pin” the opponent. A pinned opponent may take no actions except to attempt to break the pin until they are successful.
4. **Extended challenges:** As in Dark Epics.
5. **Movement in combat:** As in Dark Epics.
6. **Off-hand attacks:** Bid two traits on all challenges. (Certain Merits, and Ability Spec can decrease this)
7. **Initiative:** Characters with Alacrity can add their highest level of Celerity to their initiative.
8. **Weapons:** Improved weapons add a number of traits; the ST is the final arbiter for this.
9. **Throwing:** Potence may not be bid on a throwing challenge; however, a character with Potence will have the appropriate damage modifiers if they bid a strength-related trait.
10. **Damage:** We have a cap of 4 damage a hit.
11. **Surprise Bitches:** We will be using Surprise where Applicable
12. **The Combat** round goes like this.: **The Beginning:** Blood/Willpower expenditures, call offhand and calling for things like Vanish.

**Alacrity:** Taking 1 step, drawing an item, taking a quick/minor action.

**Everyman:** This is Everyman, this is when you take Social/Mental actions. And your first attack.

**Swiftiness:** This action can only be used for Physical actions.

**Legerity:** This action can only be used for Physical actions.

**End of Round:** This is when Certain Disciplines activate.

## VIII. Disciplines

1. **Animalism**
  - Quell the Beast prevents the expenditure of temporary willpower but does not prevent the expenditure of permanent willpower.
2. **Auspex**
  - Aura Perception: A vampire in Possession or Subsume shows as the creature type they are possessing with a Vampiric aura “overlay.”
  - Telepathy: Line of sight is required for all uses of Telepathy (not eye contact). Telepathy can be used to Dominate someone, but you must have eye contact (for the Dominate part) unless the victim is Conditioned.
  - Psychic Projection: You may not use Blood Magic or any blood expenditures after projecting. Blood magic or expenditures performed before projecting may continue to affect you in astral at ST discretion.
  - Obfuscate vs. Auspex vs. Chemistry: When both individuals are using contrasting powers, the parties may add their levels of the discipline to their traits.
3. **Celerity:** May be used in conjunction with ranged attacks; however, the user must bid a Dexterity-related trait to utilize the Bomb or Win-All-Ties functions of these powers.
  - Alacrity will only be allowed for one preemptive action person turn.

4. **Dominate:** To use Dominate in combat, the aggressor must ensure that they have eye contact with the defender, by means of an appropriate power or grapple.
5. **Fortitude:** To test down damage with Resilience or Resistance you may risk a stamina-related physical trait to win on a tie, losing it only if you fail the challenge.
  - Aegis- When you reach this level you win ties all soaking challenges (Lower levels of this Discipline as well as soaking damage). As well as the Normal uses of this power.
6. **Necromancy**
  - The Bone Path: Soul Stealing: If the victim's body is possessed at the time that they try to return to it they may initiate a contested willpower challenge to expel the possessor from their body.
7. **Obtenebration**
  - Arms of the Abyss – You may have as many Arms of the Abyss as your highest level of Obtenebration
  - Black Metamorphosis – This is not a form-changing power.
  - Tenebrous Form – You cannot spend blood in this form.
8. **Potence**
  - Might – Might is the last retest for the person using it for the challenge.
9. **Presence**
  - Awe – The Awe retest cannot be cancelled.
  - Summon – Summon breaks at dawn. A character cannot be summoned into a situation that the summoner believes could be life-threatening.
  - Majesty – You may “flavor” your Majesty to compliment any Social Trait possessed at the time. Majesty has a radius of 30 feet. Characters affected by Majesty continue to be affected when they leave the radius while Majesty is still active unless they leave the scene completely.
10. **Protean**
  - Feral Claws – This is not a form-changing power.
  - Shape of the Beast – As Shape of the Beast Revisited (Clan book – Gangrel [Revised]). Only Gangrel are allowed alternate forms; all others are wolf/bat.
11. **Thaumaturgy:** TBD
12. **Vicissitude**
  - When using Vicissitude to attach anything functional from another person to a Vampire, unless attached by the power Graft Life to Life and purchased as a 2-point merit (Cost of 4 after character creation) it become useless and just takes up space on/in your body.
  - Horrid form is a physical manifestation of your “Beast” and therefore must be monstrous in appearance.
13. **Combo powers**
  - This game allows for the use of Combination Disciplines with ST approval.

## IX. Frenzy

1. **General:** When you enter frenzy, you will give your sheet to an ST who will direct your character for the duration; however, you may still throw your own chops. The following modifications are made to the frenzy chart in Laws of the Night (Revised):
  - ◆ Bashing damage is a 2-trait difficulty

- ◆ Lethal damage is a 3-trait difficulty
- ◆ Aggravated damage is a 4-trait difficulty

You will not enter frenzy from damage if you know the attack is coming. If you don't see the attack you will still have to chop.

2. **Disciplines:** Only disciplines that explicitly specify they remove a character from frenzy (Quell, some rituals, etc.) can do so. Other “calming” disciplines such as Entrancement, Majesty and Passion will lower the difficulty of the static challenge required to talk down the frenzying character by one for every level of the discipline.

## X. Influences

### 1. **General**

- ◆ Influences reset at the end of game and at the end of each downtime cycle.
- ◆ Invisible Endeavors: Growth, Stealth, and Watch do not require the use of Stealth to be unseen by Follow or Watch actions.
- Influence Actions: Characters have Influence Action points for each Influence equal to their level in that Influence. These points are used for Influence actions such as: Attack, Block, Boost, Combine, Conceal, Defend, Follow, Growth, Stealth, Trace, and Watch (See Dark Epics). Using an influence's utility requires the use of Influence Action points equal to the level they are accessing in addition to a Downtime Action.

2. **Media Influence:** As in Laws of the Hunt

## XI. Merits and Flaws

1. No Merit stacking.
2. If Flaws or Derangements are not roleplayed appropriately, you will be required to spend their value in XP and remove them from your sheet.
3. We will not be allowing any of the Merits and Flaws from the new V20 stuff

## XII. Morality

1. **Waking up in the evening:** The amount of time a character is awake prior to game depends on their morality rating.
  - ◆ Morality 1: 15 minutes
  - ◆ Morality 2: 30 minutes
  - ◆ Morality 3: 45 minutes
  - ◆ Morality 4: 1 hour
  - ◆ Morality 5: 1 hour 15 minutes
2. **Torpor:** The amount of time it takes to a character to wake from torpor, barring outside assistance, is dependent on their morality rating.
  - ◆ Morality 1: 16 weeks
  - ◆ Morality 2: 8 weeks
  - ◆ Morality 3: 4 weeks

- ◆ Morality 4: 2 weeks
- ◆ Morality 5: 1 week

## XV. Experience and Downtimes and Player Points

1. **Downtimes:** Downtimes must be submitted to [aaa\\_st@googlegroups.com](mailto:aaa_st@googlegroups.com) by the Sunday before game.
2. **Experience:** XP is rewarded as follows:
  - ◆ Game attendance: 4XP
  - ◆ Majority player RP nod: 1XP
  - ◆ ST RP nod: 1XP
  - ◆ Costuming: 1XP
  - ◆ Donating items to game (Pencils, paper, food and beverage, etc.): 1XP
  - ◆ Travel (30 miles or more): 1XP
  - ◆ Turn in a Downtime: 1XP
  - ◆ Turn in a Journal: 1XP
3. **New Players:** If a player brings a new player to game, both will automatically receive the maximum allowable amount of XP for the first three months.
4. **Downtime Actions:** During Downtime you may spend XP. Here are the things you can buy during Downtime: Or if they hold off and spend it once a month everything is doubled.
  - 2 Attribute Trait per category
  - 1 Derangement removed (requires ST

approval)

- 4 Different Non-Lore Abilities
- 1 Flaw removed (requires ST approval)
- 1 Humanity (requires ST approval)
- 2 Influence Backgrounds
- 1 levels of an In-Clan Discipline
- 1 level of an Out-of-Clan Discipline
- 1 levels of different Lore Abilities
- 1 Merit (requires ST approval)
- 1 Negative Trait removed (requires ST

approval)

- 2 Non-Influence Backgrounds

2 Rituals

1 Virtue Trait

1 Willpower

**Player Points:** Player points are things or points given to Players not their characters. Things that give you player points are:

Driving for more than a half hour to get to game.

Donating Items or food/Drinks.

Recruitment

Roleplay/ST vote

Attending both games a month

Setup and clean up.

Player points may be spend as follows.

1 point for 1 Exp up to the monthly max of 8

a Variable number to do a special plot. These plots can be used to get certain abilities or Items.

6 for 10<sup>th</sup> Gen, 12 for 9<sup>th</sup> Gen, and 24 for 8<sup>th</sup> Gen

## XVI. Disciplinary Policy

1. The Chronicle's OOC Discipline is at the discretion of ST staff by majority vote, with the HST's vote being considered the tie-breaker when necessary.
2. Examples of unacceptable behavior that may result in discipline:
  - ◆ Cheating
  - ◆ Lying
  - ◆ Mommy-Dadding
  - ◆ Malicious rumor-mongering
  - ◆ Anything that violates the OWbN Bylaws
  - ◆ Anything that is illegal
3. Examples of Discipline:
  - ◆ Verbal Warnings
  - ◆ Written Warnings
  - ◆ Temporary suspension from game
  - ◆ Banning from game
  - ◆ Proposal for an OWbN condemnation
  - ◆ Proposal for an OWbN strike
  - ◆ Proposal for an OWbN ban