

Zephyr of Darkness

HOUSE RULES:

WELCOME TO
ANARCHY



BECAUSE GOVERNMENTS KEEP FUCKING UP

OWbN Chronicle for Bloomington, IL
V2.0 2015

Chronicle Information:

Staff email: ZephyrST@googlegroups.com

Website: Pending

Facebook Group: Bloomington/Normal Zephyr of Darkness

- <https://www.facebook.com/groups/441584472564329/>

The Staff of Bloomington strives to offer a fair, enjoyable and safe playing experience for all of its players. In the event this does not happen the below are our procedures. Thank you to the CIET staff for the original player code of conduct we modified. As well we would like to thank the S:CCC and P:TSM staffs for allowing us to plagiarize and bastardize their house rules. The Storytelling staff reserves the right to modify the house rules as necessary at any time.

Zephyr of Darkness has communication boards for players to contact each other.

Listed below are the only sanctioned forms of communication for the chronicle

Other forms of communication IC or OOC are used at the players own risk.

- Staff Email: ZephyrST@googlegroups.com
 - Remember that any and all communication with Coordinators, sub-coordinators, and other chronicles MUST be CCed to the ST group. This protects you, your character, and the chronicle.
- IC Boards: ZephyrIC@googlegroups.com
- OOC Boards: ZephyrOOC@googlegroups.com
- ZoD Website: <http://www.zephyrofdarkness.net/>
- Facebook Group: Group: Bloomington/Normal Zephyr of Darkness
<https://www.facebook.com/groups/441584472564329/>

Facebook is not to be used for ANY form of IC communication.

The Facebook group is a closed group and those who are not members need to be invited by members to join. Send an email to the ST list to request an invitation.

I. CODE OF CONDUCT

Offenses: Possible offenses include but are not limited to the following:

- Lying, this includes lies of omission. (In-Character lying is fine)
- Cheating/Meta-Gaming.
- Mommy & Daddying.
- Magic Penciling.
- Excessive Arguing.
- Indigo Montoya.

- Failure to acknowledge the OWbN By-Laws or Bloomington: Zephyr of Darkness House Rules.
- Failure to CC: the Storytelling Staff any/all Communication with Coordinators or their NPCs.
- Ignoring the No-Touching Rule beyond the scope of the game or necessity.
- Harassment of any Kind
- Anything deemed Conduct Unbecoming of a Player.
- Anything classified as an Illinois Misdemeanor or Felony.
- Real Life Violence, Threats of Violence or Verbal Assault.
- Substance Possession or Use.
- Weapon Possession.
- Vandalism or Theft.
- Assault and/or Battery
- Any form of sexual assault, harassment, or predatory behavior. .
- Anything in violation of the Rules of the Site Provider.
- Receiving a Disciplinary Action from another Chronicle.

Code of Conduct with Social Media:

Players and Staff will be held responsible for their actions on OWBN sanctioned boards. This includes but not limited to OWBN/Chronicle Sanctioned Pages, Websites, and messaging boards. The Chronicle can not police personally made websites, social media pages or lists. The Code of Conduct applies to Social Media. If a situation has come up that could be considered harassment or behavior unbecoming of a player outside of the means listed here the staff shall vote on what punishment will be placed based on our punishment policy below. Long story short be respectful and professional at all times. You represent our game and our hobby. Let us show the positive and entertaining side of it.

Punishments:

All punishments are traditionally given to the Player privately and require a complete explanation to the Player when given. Players should be aware that Bloomington: Zephyr of Darkness reserves the right to make their punishments publicly known should the Storytelling Staff deem the Player's violation warrants it. Punishments may be increased or decreased in measure based upon the Player's past record. A Player may receive a Verbal or Written warning. Typically such punishments are reserved for lesser violations.

A Player may receive a Chronicle Strike, which requires a majority vote of the Storytelling Staff. If a Player receives three Strikes within one year's time, the Player receives an automatic one-year Ban. Strikes dissolve after one year but can be extended by a majority vote of the Storytelling Staff.

A Player may have their Character permanently retired, which requires a majority vote of the Storytelling Staff. This punishment is usually but not necessarily accompanied by a Strike or Ban.

A Player may receive a Chronicle Ban, which requires a unanimous vote of the Storytelling Staff. Bans vary in length from one month to permanent. A permanent ban may only be removed by the unanimous decision of the Storytelling Staff.

A Player may be brought up for an OWbN Strike or Ban, which require a unanimous vote of the Storytelling Staff. This requires the Storytelling Staff to bring forth the Player's offense(s) to OWbN Council and is the harshest punishment(s) a Player can receive for her actions. It is usually accompanied by Chronicle Strike(s)/Ban and/or permanent Character retirement.

In order that a Strike be lifted. A player must be in good-standing and attendance for six months. Following which the STs will revisit the issue pending a formal acknowledgment of wrong-doing.

OWBN Organization level disciplinary actions can be brought forth through the council and other than possibly being started through the above are beyond the scope of this chronicles control.

II. General House Rules

NOTE: The Staff of ZoD recognizes that circumstances may arise that require a reassessment or re-interpretation of the House Rules based upon a number of extenuating situations. Therefore we reserve the right to, on occasion where necessitated, take liberties to preserve the spirit of ZoD. The presented House Rules are, however, the general standard that will be applied in all other normal circumstances. Think of this as the “we’re fair people, but stuff happens,” Golden Rule.

Clans:

At this time Zephyr of Darkness is intended to be a primarily Anarch chronicle. As such preference is given for PC concepts for Brujah, Caitiff, Gangrel, Malkavian, Nosferatu, Toreador, and Ventrue. For additional details on clans please see Appendix A: Clans.

Character Sheets:

- An up to date copy of your character sheet must be in Puppet Prince and added Zephyr of Darkness chronicle. You are expected to make updates to your experience points in Puppet Prince as you earn/spend them with ST approval.
- You must have a PHYSICAL copy of your character sheet in your possession when you attend a game session. Occasionally forgetting to bring one may be excused but not a frequent pattern of such. You need your physical sheets to mark off traits, abilities, health levels, etc.
- You are HIGHLY encouraged to keep a copy of your sheet in other way(s) as Puppet Prince occasionally “eats” data. Such alternative means include: Grapevine (my personal favorite), hand

written, whatever. However if there is ever a discrepancy the Puppet Prince version wins. If the XP log in PP does not match what is on the sheet issues may arise.

Downtime Reports/Between Game Actions/XP Expenditures/Influence Actions:

- All of these activities MUST be submitted by email to ZephyrST@googlegroups.com, simply recording them on Puppet Prince is not sufficient. They may all be combined into a single email, in fact we would appreciate it if they were. Please for what little sanity your ST staff has remaining include BOTH the “DT” or “Downtime”, your character’s name (first and last), and your actual name in the subject line.
- All emails of this nature are due no later than 9:00 PM on the Tuesday night before game.

Character Death and Experience:

- When a PC dies, they do not get back any spent Experience Points.
- Players may use on their next character any unspent XP up to the OWBN Bylaw maximum of 60. If you move such unspent experience it reduces the possible “60-point-bomb” that you could possibly receive on a point-for-point basis.
- Experience points earned for game play goes to the Character not the Player. The only exception to this is that players portraying NPCs for ZoD staff will be permitted to place the experience they would have earned if playing a PC onto any character of their choice under ZoD authority (subject to regular OWbN and ZoD maximums) or with the agreement of the STs with authority over said character.
- Per OWBN Bylaws a character is limited to a maximum of earning eight (8) experience points of any sort in any single month.
- All ZoD PCs gain two attendance XP per game of play in Bloomington. Bloomington ST’s will offer this same two attendance XP to characters based in other chronicles however the actual experience earned is subject to the STs with authority over said character.
- Bloomington recognizes Travel experience points. In addition, any player that travels to or from ANY game in OWbN, will be awarded a travel experience point.
- New players get an additional 1 XP on their first night of play. New characters will also receive an additional 1 XP for the first night on which they are portrayed. These two bonuses stack so that a brand new player will receive two extra XP for their first night.

- Players may submit a “Down Time report”, “Journal entry”, or “Between game activity” up to twice a month for 1 XP per entry submitted.
- Bonus Good Role-Play XP may be awarded by ZoD ST staff. This bonus XP will generally though not exclusively be awarded based on the nominations of other players. It may also be awarded based on downtime/between game activities, exceptional costuming, or the like. Bonus XP may not be bounced if your character is “maxed for the month”. Please accept our recognition of your exceptional efforts even if you cannot accept the actual extra XP.
- In order for a PC to remain active, a PC based here must be played at least once every six months within ZoD. Accommodations for circumstances will be made to this at the discretion of the ST staff.

Character Creation:

The following are the general rules for character creation.

- All vampire PCs start with 7/5/3 traits, 5 abilities, 5 backgrounds, 3 basic in-clan disciplines (1 in each or 2/1/0), 7 dots in virtues (beyond the appropriate 0 or 1 in each based on Morality Path), 5 freebie and the appropriate advantages/disadvantages based on their characters clan. Their base willpower is per book (LotN,R p 95).
- All ghoul PCs start with 6/4/3 traits, 7 abilities, 1 dot in any basic physical discipline (Celerity, Fortitude, or Potence), 7 dots in virtues (beyond the appropriate base of 1 in each for Humanity), and 10 freebies. A ghoul in ZoD has a starting Willpower of 2 and a maximum of 6, likewise they have a maximum of 10 traits and 5 abilities. The maximum level of disciplines a ghoul may purchase is based on the generation of the lowest-gen vampire they regularly feed from. Basics = any, 1st Intermediate = 10th, 2nd Intermediate = 8th, Advanced = 7th.
- In the unlikely event that we permit a Revenant PC they will buy-in-large follow the rules outlined in LotN: Sabbat p 170. They will start with 6/4/3 traits, 5 abilities, 5 backgrounds, 1 basic “in-clan” discipline), 7 dots in virtues (beyond the appropriate base of 0 or 1 in each based on Morality), 5 freebies, and any Advantages/Disadvantages based on revenant family. A revenant in ZoD has a starting Willpower of 2 and a maximum of 6, likewise they have a maximum of 10 traits and 5 abilities. The maximum level discipline a Revenant may learn is limited by their age. Basics = any age, 1st Intermediate = over 100 years old, 2nd Intermediate = over 150 years old, Advanced = over 200 years old. Unlike a ghoul, a Revenant may not purchase the physical disciplines without a teacher even if they are ghouled by a kindred. They may however learn them with a teacher without the need for the Learn Other Discipline Merit. Also they may use whichever max discipline limit is more advantageous for them, age or generation of blood feeding source.
- If/When a PC ghoul becomes embraced ZoD ST staff will calculate the XP spent in the character. Depending on the generation of embrace the will power would increase (no Xp spends). The PC will

have dot 1 in all in clans of his/her newly embraced clan. All stats originally purchased as a ghoul remain the same.

- Morality Loss and Derangements count for 2 free points; only one of these options may be taken at character creation. These 2 points are counted against the maximum limit of 5 points for negative traits.
- Given 7 points of Flaws, 5 negative traits, a derangement and/or morality loss (which counts against your negative traits), plus your 5 freebie points. A starting character may have no more than 17 “build” points above the standard 7/5/3.
- It is permissible to take more than 7 points in flaws and 5 points in negative traits/morality losses/derangements. However the character only receives points for the first 7 and 5 respectively that they take, any deficits beyond this do not give extra points.

Back Story Points:

- If you submit a character back story for your character you are awarded bonus points for use in building your character. These bonus points are spent like XP. Player receives (60) XP for their background. 30 of the XP is picked by the staff based off your background. The other 30 XP is spent by the player, still under ST discretion.
- Per OWBN Bylaws such bonus points must be awarded by your third game session playing the character. To permit us to comply with this Bylaw back stories are due within ONE MONTH of first playing the new character.

For a very basic start look at <http://vtmlv.wikidot.com/about>. Just replace Las Vegas with Bloomington.

Traits:

- Generational limits are enforced.
- When comparing traits in challenges each participant may add their permanent number of dots in their appropriate retest to their current traits in the appropriate category (mental, physical, social). They use the permanent number of retest dots regardless of how many they may have spent that day. When performing a static test (such as Aura Perception) the static target does NOT add any abilities as they have no retest while the character attempting it does.
- Traits may be modified by multiple sources. However we don't allow merit stacking. Example: You don't get both bonuses of Natural Leader and Enchanting Voice. You have to pick one or the other.
Traits + Abilities(specialization)+ Rituals+ Magic Item/weapon + Merit

- The trait is lost by the loser of the entire challenge, not just the first chop. Overbid being a separate challenge with the initiator of the overbid admitting defeat in the initial challenge thus losing a trait before risking another one to attempt the overbid.
- Traits spent to make a challenge or activate a discipline are still counted in the challenge until it has been completed. This includes such things as using spending a mental to perform a Telepathy “dig”, a social to use Awe for a retest, up to 3 mental traits to perform Theft of Vitae, up to 5 social traits to perform Subsume the Spirit, and the like.
- We will not be allowing Gangrel Animalistic Features that have neat effects and powers (Mixed Blessings) as mentioned in the Gangrel Clanbook. (This may be looked at to change in the future)

Abilities:

- Only the abilities: Academics, Animal Ken, Athletics, Awareness, Alertness, Brawl, Computer, Crafts (focus required), Dodge, Drive, Empathy, Etiquette, Expression, Finance, Firearms, Haven Scouting, History, Hunting, Intimidation, Investigation, Law, Leadership, Linguistics, Lore: (focus required), Medicine, Melee, Occult, Performance (focus required), Politics, Repair, Science (focus required), Security, Scrounge, Sniping, Stealth, Streetwise, Subterfuge, Survival, Theology, Thanatology are automatically approved for use in ZoD though not all characters will have some of the odder ones approved for purchase. All other abilities from other books are approved on a case-by-case basis. The abilities underlined above are not found in LoTN,R
- Once an ability is expended for a retest, it is considered gone for the duration of the evening.
- The permanent level of the appropriate ability is added to base traits for determining initiative and ties. This is so even if you have expended some or all of your levels for the night.
- Specializations are long and difficult to learn. A character must have a minimum of dot 3 in an Ability (more is encouraged) to be permitted to take a Specialization in it.
- **Learn Time:** Learning most mundane skills may be done with simple reading and/or practice. Levels 1, 2, and 3 can be purchased once every game session pending ST approval.
- No player may start with more than three dots in any given ability without permission of an ST. The only exception is the use of the clan advantage, which will grant a fourth dot. No player may start with a specialization in a skill without permission of an ST.
- Learn Time: Learning dot 4 and 5 in a given ability takes 1 month per dot.

- Awareness- must have an ST present to use.
To retest an Awareness challenge you use Awareness rather than Occult.
- Any Ability higher than level three may only be purchased with permission of ST.
- Only ONE specialization may be purchased per base ability with ST permission. Two-Gun Mojo is considered a Firearms specialization. Similar two-weapon combat specializations exist for other combat abilities.
- Linguistics – Linguistics utilizes the following system: 1 = 1, 2 = 2, 3 = 4, 4 = 8, and 5 = 16. Individuals with the Natural Linguist Merit double their pool. However, while slots are opened at the expense of experience points, each language used to fill said slots require one month learning PER LANGUAGE.
- Meditation - It is possible to regain Willpower during a game session. Spend 10 minutes in quiet contemplation, expend a dot of the Meditation ability and you get the one willpower back.

Crafts: Weaponsmithing

Crafts 1	No Bonus
Crafts 2	Add +1 Trait
Crafts 3	Remove Negative trait
Crafts 4	*Add special ability
Crafts 5	Adds +1 Damage

*Special ability must be reasonable. Example: you cannot have shield destroyer to a pistol.

Crafts: Armorsmithing

Crafts 1	No Bonus
Crafts 2	Add +1 Armor
Crafts 3	Adds a unique design or flare to the item
Crafts 4	Add +1 Armor
Crafts 5	Can remove a Negative trait

*Armorsmithing does require some understanding of metallurgy to create.

By default items created with the appropriate Crafts Ability will have the statistics found in Dark Epics.

- When creating an item you must chop with a ST and fill out a creation card. The time it takes to complete each level of crafts is 2 weeks. The PC can retest the crafts ability for the failure. If the PC fails that chop they can try to repair the mistake. Failing the chop the item breaks and the player has to redo the item.

Crafts 1	Difficulty 3
Crafts 2	Difficulty 5
Crafts 3	Difficulty 7
Crafts 4	Difficulty 9
Crafts 5	Difficulty 11
Crafts 6	Difficulty 14
Crafts 7	Difficulty 17

- Further enhancements such as Blood Tempering and Warding happen after the item is completely crafted.
- Lores: No PC may have, while in ZoD's jurisdiction lores above level 3 for those lores considered out of genre. If a player speaks about a lore that is not on their sheet this can be considered Meta-gaming. Thus you will get warning and if it continues a strike. Be aware of what your PC knows. This also includes sharing information over IC online lists.
- For those whose paths of magic are linked directly to specific lores (ex. Giovanni with Wraiths) this limitation may be exceeded in those specific areas.

III. Backgrounds

Contacts: Contacts may be used to perform monitor-like actions any area of influence. Other potential uses of Contacts may be possible, be creative in coming up with plausible means for doing such in your Downtime report and it may be allowed.

Generation: The lowest generation that a new character may buy down to is determined randomly unless they have an in-game sire (PC or NPC). It is determined by rolling d100 (percentile dice). This roll must be physically witnessed by a ZoD ST or Narrator.

Generation	D100 Roll	Odds
13 th Gen	71-100	30.00%
12 th Gen	41-70	30.00%
11 th Gen	14-40	27.00%
10 th Gen	5-13	9.00%
9 th Gen	2-4	3.00%

8 th Gen	1	1.00%
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Herd: Each dot of Herd expended will give your character two (2) blood traits. You may permit another vampire to feed from year herd. Unless they have some odd flaws, or “quirks” this can be done safely for your herd members.

Influence: Influence is covered in *Appendix D: Influence*.

Mentor: - 5-point mentor can teach you 2 advanced out of clan disciplines. Your highest level of Mentor is lost every time Mentor is used for a permanent XP purchase gain (e.g. teaching Aegis, etc). The levels may eventually be repurchased for XP and role-play over a long period of time. Mentors can be used to learn things other than disciplines and are less likely to be reduced from learning such.

Retainers: Retainers are not capped as a background. This means you may purchase an unlimited number of retainers, assuming you can feed them all. Each retainer may have up to five dots placed into it. For each dot above 1 you may spend 5 additional points into it. For each TWO retainers which are ghouls you will come into game down one blood trait. If you have an odd number of retainers you will be down one blood trait on the 4th Friday game but not the 2nd Friday one.

Additional Backgrounds:

- Military Force: The Military Force background banned.
- Military and Espionage Influences are banned.
- The background of Information Network functions as an extra set of Contacts, which allows Nosferatu to garner even more information than other clans. This Background is for Nosferatu only.
- Spy-Network as possessed by Setites only allows them to obtain information as with the level of fame, but off the records, so as possessing no actual need to be famous.
- Status/Prestige may be purchased as a Background on a one for one basis with ST permission. No more than two additional status traits may be purchased in this way.

Willpower:

- Willpower is refreshed with a full days rest.
- Willpower can be used defensively in most challenges where the defender is using a Mental or Social Trait.

- There are some abilities that a character can not even attempt a challenge in without said ability, Security is a good example. If the character wishes to attempt such a challenge but lacks the required ability a Willpower can be used to gain said required ability that is not possessed, but said ability may NOT be used for a re-test, just to initiate ability challenges.
- Willpower can be used to regain all traits in any singular category (mental, physical, or social) each once per night.
- Willpower may be used to ignore the effects of Frenzy stimulus if it is spent prior to any Virtue tests. Once the ST/Narrator informs you that a test is necessary it is too late to spend the willpower to ignore it.
- Willpower may be spent to control Frenzy for one round after it has started per LotN,R.
- Willpower may be spent to stay awake during daylight hours for a number of hours equal to your Morality rating per Willpower.
- Willpower is the last retest, for the player using the willpower. The other player may use all applicable retests. Also, some exceptions may apply, including luck and other merits and some magics. Please consult an ST.

Blood:

- Healing is instantaneous and blood can be spent for healing at any time during a combat so long as it does not exceed generational limits. This is considered "reflexive" spending. Aggravated damage may only be healed while in restful sleep during the day.
- When a Regnant's blood bond breaks, only 3-point bonded Thralls can feel the bond breaking, and even those are not felt if they have not been reinforced to the STs satisfaction.
- A Regnant does not feel the blood bond break for any reason.
- Blood bonds dissipate at a rate of one per 12 months minus your permanent willpower rating, as per the LotN,R. This time may be reduced through role-play, please consult an ST for a rules call on this question. The dissolution of a bond is NEVER an easy thing and is worse than any addiction you can imagine.
- Per LotN,R, A Kindred on Path of Humanity may spend blood to gain an aspect of mortality. One extra blood must be spent for every level your Humanity falls below three, in addition to the first. Kindred on a Path may not attempt this.

- Blood expenditure for Physical traits beyond generation limits, last for the round, per LotN,R.

Virtues:

- There is only one possible retest for a virtue test and that is to spend/risk a level of the virtue itself. Willpower is NOT an acceptable retest for virtue tests.
- Losing a Virtue test results in the gaining of the appropriate permanent negative trait as well as the resulting frenzy.
- Losing a test where a Virtue trait was used in a retest results in the loss of the PERMANENT dot of said virtue, the gaining of a temporary derangement, as well as the resulting frenzy, plus the addition of the appropriate permanent negative traits from the initial challenge.
- Winning the retest results in the temporary loss of the Virtue trait (for the night) that was re-tested.
- A character may only bid a number of Self-Control Virtue traits equal to the amount of blood he/she currently possesses in the resolution of ties on said Self-Control challenges.

Merits/Flaws:

- All new players receive the Merit: Common Sense for the first year at no cost.
- ALL Merits and Flaws are “restricted”. You should seek the approval of the ST staff in regards to any and all Merits/Flaws you wish to take for your character.
- **Banned Merits:** Occult Library
- NOTE: There are certain supernatural flaws that are unable to be concealed with Mask 1000. Please read the Obfuscate section for clarification.

Blood Pool/Feeding:

- Regardless of the results of any possible challenges at check in the PCs blood pool is reduced by any appropriate flaws or disadvantages (such as Ventrue’s Rarefied Taste). This is further reduced by any blood expenditures used for rituals or disciplined use prior to entering the game. However the absolute minimum of blood that any PC will enter game with is three traits.
- Any time a character has a fractional blood pool fractions are always rounded down. Even $\frac{3}{4}$ of a trait is reduced to nothing.

Gen	Full	$\frac{3}{4}$	$\frac{1}{2}$
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13th	10	7	5
12th	11	8	5
11th	12	9	6
10th	13	9	6
9th	14	10	7
8th	15	10	7
7th	20	15	10

- **Hunting ability:** If a character makes a feeding challenge they may use the Hunting ability as a retest. However they may only do this once in any series of hunting challenges even if they are required to make more than one test.

- **Local Residents:** At check in all characters who are vampires that have the option of either automatically being at half (before the reductions mentioned above) or making a challenge. If they elect to take a challenge they perform a simple test if they win they are full, if they tie they are at $\frac{3}{4}$, if they fail they are at $\frac{1}{2}$ and must make a second challenge. If they fail the second challenge they are at four.

Whatever the number of blood traits achieved in the challenge, they are reduced as mentioned above.

- **Health influence:** Characters with the Health Influence (background) may increase their starting blood by expanding levels of Health influence on a one-for-one basis. If done at initial sign-in this consumes no time. If used later for accelerated feeding only characters that live in the area may do so, or those with sufficient Fame. Players are expected to remember that they have expended their use of their influence in this manner, particularly for characters not based in this chronicle.

- **Herd:** A character with the herd background can acquire blood more easily. If used at initial sign-in any character may use this background to improve their starting blood pool. Doing so also takes no time. If used later for accelerated feeding only characters that live in the area may do so. A character may elect to use only a portion of the available blood prior to game entry and save the rest for possible later use. As stated above under Backgrounds section above each dot of herd expended will net you two (2) blood traits.

- **Toreador Clan Advantage:** All Toreador characters must select a Primary “Art”. This is either a single particular Craft/Expression/Perform ability or Academics or Subterfuge. Each character must select one and only one such ability to be their primary. It is conceivable that a character might over time potentially change what their primary is. Whatever their primary “art” is their level in that ability may be used exactly as the Herd background described above. This includes the local/non-local restriction.

- A Toreador character that has the Herd background may use either or both as they wish.
- **Beckoning:** Characters wishing to use the Beckoning discipline to increase their starting blood pool may do so. They may increase their starting blood by one for every single social trait that they expend. They may do this on a one-for-one basis to the limit of their social traits. Doing so at initial sign-in consumes no time.
- **Feeding:** Feeding takes time, this is annoying but true. We want to minimize how long players are forced to sit out of game and how much ST time is consumed with feeding scenes. To accomplish this we have determined the following automatic or simple challenge mechanics for “accelerated feeding”.
- Local characters (that is characters who live in the area, not necessarily ones based in this chronicle) with Health influence may expend levels of this influence for blood traits on a one-for one basis.
- Local characters with the Herd background with available traits remaining as described above may tap these traits.
- Local characters with the Toreador clan advantage with available traits remaining as described above may tap these traits.
- Any character with the Beckoning discipline may spend social traits for blood traits on a one-for one basis.
- Any character with the Hunting ability may expend a level of the ability for a simple test. On a win they get 4 traits, on a tie they get 3 traits and on a loss they get 2 traits.
- Having multiple levels of the Hunting ability is a good thing and to be encouraged.
- Any character with the Survival ability may expend a level of the ability for a simple test. On a win they get 3 traits, on a tie they get 2 traits and on a loss they get 1 trait.
- Having multiple levels of the Survival ability is a good thing and to be encouraged.
- Any character with none of the above available may still make a simple test. On a win they get 2 traits, on a tie they get 1 trait and on a loss they get 0 traits (sorry).
- If a player does not wish to use any of the above mechanics they may run a feeding scene with an ST.

Combat:

- AN ST OR NARRATOR MUST BE PRESENT FOR ALL COMBATS UNLESS SPECIFICALLY AGREED TO BY ALL PARTIES INVOLVED. The best way is to just have an ST or narrator there just in case someone cries foul.
- If PC death is involved an ST MUST be present.
- **Unsoakable Agg Rule:** Being that combat can be complicated and time consuming we like to have everyone working together. With that being said if players become loud or excessively argumentative a warning will be issued verbally on the unsoakable agg. After the verbal warning ST staff will issue agg to that player that is being disruptive ooc during combat.
- **Eye Contact:** It is possible to establish eye contact in combat. To do so all of the following must occur:
 - Your eyes must be visible.
 - You must be within the front 60° of where your proposed target is. That is within 30° of either side of their nose. Steps taken in combat can be used to position you into this region.
 - Your eyes must also be reasonably within their view of the height they are looking towards.
 - Unless your target is staring at you establishing eye contact in combat is limited to a range of ten feet.

Challenges:

- **Courtesy Rule (10 Minutes):** Comes into play when a character makes use of a Mental or Social Disciplinary challenge against another Character and fails. Before attempting another action of the same type again against the same Character you must wait 10 minutes before making a new challenge. This rule is ignored in Combat.
- **Carrier Attacks:** No more than a single carrier attack may be used per round and may only be used during a given character's initial action, that is during the Alacrity/Normal segment.
- **Thaumaturgy:** Unless explicitly stated in their individual description using the disciplines of Thaumaturgy, Necromancy, Koldunism, and other like blood magic require the use of incantations and gestures. Though the challenge and effect for these usages occur during their normal segment (generally Normal: Mental) the practitioner must continue the incantations and gestures. This means you can not cast and walk at the same time. So if you spent your mental action in normals you can not move in normals. Celerity can be used only for physical actions. (Swiftness, Legerity) in either aggressive or defensive actions. This can change depending on the write up of the blood-magic being used.

Retests:

- Discipline retests, such as Might and Awe, cannot be canceled. Trait loss is determined by the final test, and this loss applies in all future trait comparisons, including overbids.

- **Ranged Retest:** This is a little known retest in LotN,R that allows a free retest on the victim of your ranged attack, in the event that they cannot fire back. It is broken, busted, and dumb. It is not allowed.

Additional:

- Follow-Up Actions may NOT include carrier attacks.

- **Celerity Actions:** are physical only.

- Any PC may attempt an "off-hand action" if it is declared at the beginning of the round with appropriate penalties in traits where appropriate. This action takes place immediately following all celerity actions. It can only involve the "off-hand" so movement or another type of action is disallowed.

- Two-Gun Mojo:

- A character must bid 3 extra traits when using their off-hand after having used their primary hand as their normal (or alacrity) action. Again, dual-handed combat is a specialization and cannot be taken in addition to another specialty in the same ability.

- This specialization is for Firearms. Florentine or the like would be for melee.

- Normal 2 traits primary hand, 4 traits off-hand

- Ambidexterity 2 traits primary hand, 2 traits off-hand

- Two-gun Speciality 1 trait primary hand, 3 traits off-hand

- Both Merit and Ability 1 trait primary hand, 1 trait off-hand

Order of Combat:

Initiative will be determined by traits in a regular round. Numbers will be called starting high and ending low. You may add in the bonuses of your weapons, disciplines, and other such modifiers for this purpose. Once your number of traits has been called you may initiate a challenge any time thereafter. If your number is called and you choose to hold to see what an opponent is setting up to do, you may do so and initiate any time after your trait number is called.

Beginning of Round:

1) ***Blood and Willpower Expenditures.*** This includes all expenditures except those used in reflexive healing or for retests. This round also requires all intended declarations such as Vanish, Off-Hand, or the like.

2) ***Alacrity:*** This is a round of preparation/movement. Those with this discipline may preempt the actions of others. An individual who spent for celerity is not required to perform an action during Alacrity. They may hold their action until the Normal segment to allow themselves to physically pre-

empt another character's Normal action or to allow them to make a mental or social action on their appropriate initiative count.

Alacrity is NOT movement only. You can actually hit someone as part of your Alacrity action.

HOWEVER if you are using a carrier attack that requires an additional challenge (Quell for example) it must be done during the Normal Physical round. This would NOT however cause a problem for Scorpions Touch as no additional challenge is required.

3) **Normal**: The normal segment has three sub-segments each with their own separate initiative count.

a. Mental: Any/All mental actions during this segment. This includes Thaumaturgy actions though they require the caster to complete the appropriate gestures and incantations throughout the remainder of the round.

b. Social: Any/All social actions occur during this segment. This is when Majesty becomes active.

c. Physical: Any/All physical actions that did not happen during alacrity occur during this segment. This is also when carrier attacks that require an additional test of some kind go off.

4) **Swiftness**: Follow-up physical actions.

5) **Legerity**: Follow-up physical actions.

6) **Off-Hand Actions** (See "Two-Gun Mojo or "Follow-up Actions")

7) **End of Round Resolutions** (i.e. Vanish, Form Changes, etc.)

8) **End of Round**.

Torpor:

- Kindred who enter torpor may rise in 5 months minus their Humanity rating, to a minimum of one game session. Those Kindred on Paths default to 5 months.

Diablerie:

- The victim of a to-be diablerie must first be drained of all blood and health levels to torpor.
- Next the would-be diablerist must win 3 challenges of an on-going series.
- For each test loss, the diablerist takes exhaustion damage (this may be healed instantly). If the to-be diablerist falls incapacitated before winning the 3rd test, the teeth rip out of the victim killing the body of the victim.

- Any diablerist will gain flaws/negative traits/derangements/etc. from their victim or related to the act, assigned by the ST. This applies to all Bloomington based characters as well as any visitors. Those PCs committing diablerie must make appropriate path checks. There is an automatic path rating loss for those on Humanity.

- There are and will be other long-ranging fallout from diablerie both socially (IC) and sometimes mechanically (ST's are cruel).

Disciplines: Please see Appendix B: for information on Disciplines

APPENDIX A: CLANS

NOTE: Before a character sheet will be approved for a clan that possesses any type of blood magic and any PC that is non-anarch, a background must be submitted and approved by the staff.

Assamites – Unless previously arranged with the Staff several weeks prior. All Assamites require a background before entering play.

Caitiff – Bloomington will not accept Caitiff with more than two physical in-clan disciplines. Additionally, Caitiff may not start without a PC sire at a generation of less than 10th, unless they take the flaws Secret Diablerist or Known Diablerist.

Malkavian - With a simple test, a Malkavian can attempt to use the Madness Network to tell if a person they are conversing with is also a Malkavian after 15 minutes of conversation. Malkavians can choose 1 dot of Stealth, Investigation, Empathy, or Awareness at Character Creation; instead of only being limited to Awareness only.

Toreador - The Toreador advantage is not doubled.

Tremere - (NO TREMERE IN ANARCH MOVEMENT) All Tremere start as Apprentice of the 1st Circle, unless a “Rank” virtual background is purchased, purchasing such requires ST approval. Further all Tremere start with Path of Blood as their Primary Thaumaturgy Path. Tremere pay out of clan costs for their non-primary path of Thaumaturgy. All Tremere must have a background submitted before entering play. – This is now especially true as Tremere require Coordinator Approval. All Tremere who know Path of Blood 1 may know the ritual Rite of Introduction absolutely free. All “proper” Tremere are supposed to know this anyhow and it makes it so much easier to follow proper chain of command when visiting another area.

Ventrue - Static mental vs. 9 to find heritage of fellow Ventrue usually during out of game “down time.” To do this during game, Ventrue Clan Lore ability will be required.

Lasombra - They do not appear in B&W video or via implements that require the use of mirrors, they do appear in digital color though, as it does not involve mirrors. Ask an ST for clarification if necessary.

Followers of Set - Can access Setite Sorcery via elder Setites (similar to how Tremere learn their non-original path of Thaumaturgy). To use this faith-based magic, they must be in compliance with the Setite Packet.

Giovanni - All wraith retainers should be written up on 3x5 cards and stamped as items. All Giovanni Necromancers begin on the Sepulcher Path. All Giovanni Kindred require a background to be submitted before being in play.

Sabbat/Camarilla PCs - All traveling to the ZoD must contact the staff before bringing their Camarilla or Sabbat PC. We have the rights to deny your PC in play for the prosperity of our chronicle.

APPENDIX B: DISCIPLINES

General:

- A character may not learn more out-of-clan advanced disciplines than they have learned in-clan advanced disciplines until after they have learned all of their in-clan disciplines to advanced.

Discipline Learning:

- While learning a PCs “in clan” disciplines means simply expending experience points in order to obtain them, learning out of clan disciplines takes not only a dedication from the teacher and student to meet at least 4 hours a night for 5 nights a week, but it also means that the overall time to learn said discipline follows the schedule of: Once discipline per game session. (That means you can buy two dots of a discipline per month if the XP allows it.) To learn an out of clan discipline, the teacher must have one higher level than the level being taught. There are no limits on out of clan disciplines, unless otherwise stated per OWbN By-Laws.

Combination Disciplines:

- Aside from any combination disciplines obviously being at the discretion of the ST Staff of ZoD, Kindred cannot learn exclusively clan-specific combination disciplines if they are not of that Clan. Additionally, the Kindred learning the combination discipline must have one of the prerequisite disciplines as an “in clan” discipline for said character. Learn times for approved combination disciplines are at the rate of the “out of clan learn time” for the highest discipline employed in the combination discipline. For example: Sally the Brujah wants to learn “Iron Heart.” Sally is a Brujah and has access through a teacher. Since the highest discipline is an intermediate, it will take her 4 weeks to learn it.

Clarification on Specific Combination Disciplines:

- **Memory Rift:** This combination requires that you spend a Mental AND a Blood Trait per target. It is a single social challenge per use. It cannot, as the book states, be used in a mass challenge. Additionally, it is a fair escape combination discipline. Abuse gets it removed or it auto-fails.
- **Instantaneous Transformation:** This allows the relevant form changes to occur as soon as any required expenditure is made.
- **Iron Heart:** This power works in defense against all of the powers of Dominate, Presence, and Mind-Controlling Thaumaturgy. These are all. This includes combinations that employ these powers as the book says ALL USES of the powers.
- **Thaumaturgical Sight:** Clanbook: Tremere, revised p. 47 - Invoking this discipline costs 1 blood trait. It permits the user to see that there is some manner of blood magic in use. Unless the specified challenge (Mental Static vs. 8, Occult retest) is won however, there is nothing to distinguish a ritual,

discipline, thaumaturgy, or enchanted item. If this challenge is won, a free follow-up simple is required to determine the specific effect, as is described in the book.

Form Powers:

- We recognize both minor form powers and major form powers. The following are to be considered minor form powers: Wolf Claws, The Tongue of the Asp, Malleable Visage, Fleshcraft, and Bonecraft. The following are to be considered major form powers: Black Metamorphosis, Tenebrous Form, Shape of the Beast, Mist Form, Skin of the Adder, The Form of the Cobra, Hags' Wrinkles, Ashes to Ashes, Horrid Form, Bloodform, and any other power that changes a character's shape not explicitly listed as minor. Only one major form power may be in effect on a character at a time. It is possible to switch directly from one major form power to another with proper expenditures and time if required without returning to your normal form first. If your form has the appropriate structures it is possible to use any/all minor form powers at the same time as any major form power. The exception to this is Horrid Form which precludes any other concurrent use of Vicissitude on oneself while it is active others may however employ Fleshcraft or Bonecraft on a target who is in Horrid Form. Shape of the Beast already stipulates that the fight form(s) already have the effect of Wolf Claws.
- If someone has had any of the first three Vicissitude powers on them those changes are still in effect to as much a degree as possible when they use any form powers and are still fully in place when they return to their normal form. The only exception to this is (again) vicissitude in that if the character using vicissitude has an equal or greater level of Vicissitude to whoever previously modified them (even if it was themselves) it is their option if they retain said modifications when they employ other form power or if they remain when they revert to "normal".
- Please take note that Eyes of the Beast and The Eyes of the Serpent are not considered form powers at all. They may be used any time in and any form, as long as it has eyes that is. Likewise as they are not form powers they come into effect as soon as the appropriate challenge occurs, for effects that do not require a challenge they come into effect as soon as any required expenditure is made, if neither a challenge nor expenditure is needed they come into effect whenever they are declared.

Animalism

Per Laws of the Night: Revised with the following exceptions:

- Beckoning – May be used to get 1 Blood trait per Social trait spent during play.
- Quell the Beast – Shall only last hour/scene. This power does not prevent the use of permanent expending willpower for things like Aegis. It only stops temporary use. If performed on a Garou, they cannot spend Rage instead of Willpower.
- Subsume – Obfuscate is allowed at the two trait expenditure level. The location of your body must be within the boundaries of the chronicle during game play and must be noted on a stamped index card.
- Drawing Out the Beast - Your Beast will always return to you at the next sunset.

Auspex

Per Laws of the Night: Revised. Auspex vs Obfuscate vs Chimerstry: The one 1-5 Bonus Mental Trait system will be used to pierce and defend these powers in relation to your 1-5 levels of the discipline you possess.

- Heightened Senses - It is not obvious.
- Telepathy – You must have line of sight to establish and to maintain Telepathy. You must identify yourself outside of Telepathy for the subject to willingly lower their defenses. There is no Mental knock. It always requires a Mental trait (expended *before* the challenge) to establish Telepathy with a supernatural creature (excluding ghouls), even if they willingly lower their defenses.
- Psychic Projection - You may not use Blood based disciplines while in Psychic Projection. The location of your body must be within the boundaries of the chronicle during game play and must be noted on a stamped index card.

Celerity

Per Laws of the Night: Revised. It should be noted that you can use firearms in Celerity and still gain the appropriate advantages therein. However, the “rate of fire” rules in Dark Epics still apply.

Chimerstry

A Storyteller must be present for all uses. Per Ravnos Packet.

Dementation

A Storyteller must be present for all uses beyond Passions, else per Laws of the Night: Revised with the following exception:

- Passion – Passion does not stack.
- Voice of Madness - The Virtue test must be thrown, a willpower can not simply be expended to ignore this. Any use of this power must be natural and unaided. I.e. no Megaphone uses of Voice of Madness.
- Total Insanity – Derangement decks carried by the player will need to be a minimum of 12 derangements, and the derangements of your PC must be included (derangements shall be determined by the Storyteller if the player does not carry such a deck). Each card must have the appropriate effects written and approved by a Storyteller.

Dominate

A Storyteller must be present for all uses with the exception of Command and immediate effects of Mesmerism. Eye Contact: Eye contact is approximate. As long as the characters are looking one another in the face, they don't need to be literally staring into the depths of each other's eyes. Per Laws of the Night: Revised with the following exceptions:

- Command – Only directly suicidal actions are impossible. You may be told to “Stay” until you see the boot party coming,
- Mesmerism: Any implanted Mesmerisms meant for future triggering or Forgetful Mind uses must be overseen, and a card initialed by both players and a Storyteller. Forgetful Minded

memories shall also have the generation and mental traits of the Dominator noted on the ST's copy of the card.

- Forgetful Mind – Please write the following information on an index card stamped by the ST staff to be carried by the targeted person: person performing the Forgetful Mind, number of temporary Mental traits of that person at the time of the Forgetful Mind, a summary of the scene being covered, and a summary of the scene that replaces it.
- Possession: Obfuscate is allowed at the two trait expenditure level. Your physical body will need to be written on a stamped index card, and located in the OOC jurisdiction of the hosting chronicle.

Fortitude

Per book except what is listed below.

- Mettle - Plus an additional health level for a total of 2.
- Aegis - You may expend an Aegis to negate staking before the two simple tests are thrown, not after.

Melpominee

Any use of this power must be natural and unaided. I.e. no Megaphone uses of Melpominee.

Obeah

Per the OWbN Salubri Packet.

Obfuscate

Per Laws of the Night: Revised.

Auspex vs Obfuscate vs Chimestry: The one 1-5 Bonus Mental Trait system will be used to pierce and defend these powers in relation to your 1-5 levels of the discipline you possess.

Obtenebration

Per Laws of the Night: Revised with the following exceptions:

- Shroud of Night - Does not break line of sight.
- Arms of the Abyss - The amount of arms you can have summoned and controlled at once is limited to the amount of Occult Ability -OR- Lore: Abyss rating x2, you possess.

Potence

Per Laws of the Night: Revised.

- Prowess - This power refreshes all Physical Traits, for ease of play, but is only available once per night.
- Might - Might is your last retest (not including Luck or other appropriate merits)

Presence

Per Laws of the Night: Revised with the following exceptions:

- Awe – Cannot force an individual to meet your gaze with a social challenge that can retest itself. You may use it for one purpose or the other. You cannot use Awe over distance, for such things as Summons; the target must be in your presence and aware of you.
- Summon - Cannot summon to a “boot” party. The summoning fails when there are “hostile” intentions. You are unaware of this power and will do what you can to excuse yourself, not bring a big group of buddies. This power cannot be used to summon someone into danger/boot party. If you fail to Summon someone you are not aware that you have failed. You must wait 15 minutes to attempt another summons. The summoned will take the most direct and fastest method by which to present themselves within reason, and unless they were already in possession in another body at the time of the summons will present themselves in their character's true body. You may not possess specifically to answer the summons.
- Majesty - Majesty is considered a “free action” and goes up as soon as the willpower is burned, and must be broken every round of combat. If you fail to break majesty you may not test against that Majesty for the remainder of the scene or hour. Unless the character using it drops and reactivates Majesty in that time period. Majesty effects all those within line of sight to the user, no matter the distance. You may flavor your majesty with a Social trait, and people should react appropriately. For instance, you may use “Intimidating” Majesty, and become terrifying and imposing. Likewise, "Dignified" Majesty inspires respect and awe. If others do not role-play the effects of Majesty, they will lose on ties on any attempt to break it.

Protean

Per Laws of the Night: Revised with the following exception:

- Feral Claws -- When used with Puissance, only the first damage dealt is aggravated. All further damage done is only lethal. This rule is being put in place for game balance issues and to not weaken the Brujah combination power “Burning Wrath”.
- Earth Meld - Once you earth-meld, you are unaware of your surroundings and are inert for all intents and purposes. This means no other actions or expenditures while in earth meld.

Quietus

A weapon may only hold a number of Blood traits equal to its Bonus traits. Per Laws of the Night: Revised with the following notes:

- Scorpion's Touch - Traits lost with this power do not refresh until the next night after rest. This power cannot be used defensively vs. a grapple. Changing your blood is not an action; applying it is an action. This power can be used to poison those who are drinking from you. At the end of the night, the blood coating of Quietus powers turns to ash and becomes ineffective, requiring a new application each night.
- Dagon's Call -- When using this power you only risk the amount of Willpower that you want to attempt to deal damage with. When the challenge is done the willpower that was not successful is returned to you and you need to touch the person again to activate this power once more on them. An ST must be informed of the activation touch for this power's usage.

If you are or have been within the range of your target's active Majesty, you must break their Majesty before activating Dagon's Call. The activation for this power must come within an hour after you touched them originally.

- Baal's Caress – See Scorpion's Touch
- Taste of Death -- The blood used for taste of death does not count against generational blood expenditure limits. The blood may be spit a distance of the characters Celerity rating x 10 feet. The person can spit one blood per action they possess and the damage dealt is 2 aggravated damage.

Serpentis

Per Laws of the Night: Revised with the following exceptions:

- Eye's of the Serpent - This power immediately breaks when the victims life is put in a dangerous situation. The target cannot move but can do anything that does not require him to move. For instance, Evil Mike the Setite tries to use this power on Rich Joe the Ventrue. Rich Joe could in turn blow Majesty and force Evil Mike to immediately test to break the Majesty in order to continue the enchantment.
- Tongue of the Asp: Your tongue may be used in one of three ways: as a Weapon inflicting 1 level of aggravated damage; to aggressively feed, inflicting 1 level of aggravated damage and inducing the Kiss, allowing you to feed during a fight; and finally to feed at a short range (18"), inducing the Kiss. You may at any time choose not to inflict an aggravated wound when using Tongue of the Asp to feed.
- Skin of the Adder: Instead of a blood trait and a willpower, this power activates after expending two (2) blood traits.
- Form of the Cobra: Activating this power will cost a blood trait and a willpower, in which you will also gain the benefits of Skin of the Adder.
- Heart of Darkness - You must have a signed card denoting either your heart's removal or the heart itself.

Thanatosis

Per Laws of the Night: Revised with the following exceptions.

- Thanatology or Occult is the appropriate retest for Thanatosis.
- Withering: Typical "Test down" with Fortitude to heal the damage will not negate the effects of withering because it is bashing damage and can not be tested down by Fortitude. However an expenditure of Aegis during the round that Withering happened will negate the Withering Effect.

Valeren

Per the OWbN Salubri Packet.

- Burning Touch - One Willpower may be spent to ignore one application of this power.

Vicissitude

Per Laws of the Night: Revised. The appropriate abilities for Vicissitude are Brawl (in combat) and Body Crafting (non-combat). Flesh/Bone Crafting does take time. The follow time table represents the time it takes to use Vicissitude:

- Blood Form - This power is instantaneous and may be used reflexively. When attacked you may turn any part of your body to blood and negate the physical damage at the cost of one blood trait. Other sources of damage still apply (fire, wards, etc.). If this is being done to avoid being staked, you must declare turning your heart to blood before the two simple tests.

Appendix C: BLOOD MAGIC

Part 1:

Overview & General Clarifications

A. Purpose

This Appendix is meant to overlay the OWbN Blood Magic Packet(s). Any rule(s) not covered is considered to be per the OWbN packet(s).

Rule of Three:

Unless otherwise noted, the limit on powers that require mental expenditures or blood expenditures for thaumaturgical effect are thus limited to THREE. For example: Blood to Water.

B. Paths

- The Standard Starting Paths for all Non-Rogue Blood Magic Practitioners is covered in each Clan's OWbN Blood Magic packet.
- A Blood Magic practitioner may only learn her additional Paths beyond the second basic once her primary Path is Advanced.
- Unless otherwise noted all Blood Magic powers require a full round to cast and the effect goes off in the normal action. A Character making use of Blood Magic may move around, dodge, etc. but may not attack or make exceptionally wild movements while casting. Concentration has the same limitations as verbal and/or somatic components.
- Unless otherwise noted only 1 Blood Magic action may be taken in a round.

C. Rituals

- A Character receives a free Ritual at each level of her primary Path.
- Rituals require the caster to win in a static challenge with a difficulty based upon the level of the ritual. Basic Rituals are set at 3 and take 5 minutes to cast, Intermediates are set at 6 and take 10 minutes to cast and Advanced are set at 9 and take 15 minutes to cast,

unless specifically noted otherwise. Characters are not automatically aware whether or not her Ritual(s) has been successfully cast unless the Ritual produces telltale signs of its active state.

- Rituals that are capable of being prepared beforehand normally take 1 action to activate, unless specifically noted otherwise. A Ritual may only be prepared beforehand for 1 use at a time.
- All players must have a ritual cards stating what rituals they have caste and marked off by an ST. If it is not signed and marked by an ST you don't have it. The PC can only have as many active rituals on them based on their account rating with a Max of 5. (A spec can get you 6)

D. Verbal, Somatic & Material Components

- All forms of Blood Magic require verbal and somatic components unless specifically stated otherwise. The verbal and somatic components cannot be disguised in any way, although the Character is free to chant in whatever language she wishes. All verbal chanting is loud enough that anyone within 10 feet in a moderately quiet area can hear the caster. Blood Magic powers that require less than a full round still require verbal and somatic components unless noted otherwise. Blood Magic powers that count as free actions normally do not require verbal or somatic components.
- Any attempt to make use of a Blood Magic power without verbal or somatic components requires the Character to bid 1 additional trait per category ignored (IE: 2 traits to ignore both) in the related challenge, this is in forced circumstances...not just opted for. Blood Magic is impeded within Silence of Death, as per this ruling and an additional trait must be bid. Any Blood Magic power that requires line of sight generally has no effect within Shroud of Night or any other ability/effect that eliminates line of sight.
- Blood Magic powers that require material components require approved item cards for the component, regardless of how trivial, at all times. All material components such as totems, talismans, figurines, etc. must be of at least Crafts 3 or greater. All active Blood Magic powers require a stamped item card listing what Rituals or Paths are active upon the Character. Any Blood Magic powers that carry an effect which is felt, seen, etc. by other Characters must be clearly displayed on a sticker.

E. Activation Costs

- Unless specifically noted otherwise, all Blood Magic requires the expenditure of a Blood trait, Mental trait or Willpower when activated. If the power does not state an activation cost, it should normally be assumed that it requires a Blood trait to be expended.

- Blood Magic may not be used Cross Plane unless the Character is able to directly affect the target Plane in question normally or with another power.

F. Out of Clan Blood Magic

- Pending

G. Learn Times

- Pending

• All Blood Magic powers require approval based upon their rarity to research and learn. Even if approval is given, the Character must still find a teacher in which to learn the power she seeks. The source does not automatically come to the Character. In addition, Blood Magic learned without the proper permission In Character will most likely result in In Character punishment of varying degrees at a later date.

• Any OWbN created powers must be brought to the Storytelling Staff prior to their use within our game, even if the Appendix allows the power within our game. In addition any “converted” Blood Magic (IE: a Thaumaturgical power translated to Necromancy) must also be brought to the Storytelling Staff prior to its use. This also includes any power that does not have a standard MET conversion. Appendix C: Blood Magic

Part 2:

Clarifications & Alterations: Paths

A. Thaumaturgical Paths

• Blood

- o Blood Rage – Requires no chanting or gesturing requires 1 action and is a carrier attack. This may bring a kindred out of torpor.
- o Theft of Vitae – This may only create 1 level of a bond per night.
- o Cauldron of Blood – Requires no chanting or gesturing, requires 1 action and is a carrier attack.

• Lure of Flames

- o Hand of Flame – Per book.
- o Fire Wall – Eliminates Shroud at the end of the round.
- o Engulf – The 1 burning damage from Engulf does not stack. Targets must bid a stamina trait against Engulf.
- o Firestorm – Eliminates Shroud at the end of the round. If centered on the caster, she must pass the appropriate Rotschreck test first and automatically takes the

damage. All targets that have no means of escaping the Firestorm's effects automatically take damage. Firestorm does not require concentration and up to 3 may exist at any 1 time.

- **Movement of the Mind**

- o Manipulate – Maintaining Manipulation requires no additional blood, but does require concentration.

- o Flight – A Character flying through the use of Flight in combat takes 4 steps a round. Outside combat, the Character flies at 1 step a round. All steps are taken in the Normal action. Maintaining Flight requires no additional blood, but does require concentration. Targets may not declare strength or dexterity traits against Flight and against the initial challenge; targets must bid a stamina trait against Flight. As a note this means they CANNOT use Potence or Celerity to win on ties in the Mental vs. Physical test. The Anarch combo discipline King of the Hill is NOT proof against this Flight.

- o Repulse – Up to 5 objects may be Repulsed at a time. The caster may affect targets up to 20 feet from her. All affected targets are thrown 7 steps from where they were located and fall prone. Repulsed objects cannot target and the caster cannot repulse herself. Targets may not bid dexterity traits against Repulse. Targets may not declare strength or dexterity traits against Flight and against the initial challenge; targets must bid a stamina trait against Repulse. As a note this means they CANNOT use Potence or Celerity to win on ties in the Mental vs. Physical test. The Anarch combo discipline King of the Hill IS proof against Repulse.

- o Control – A Character flying through the use of Control in combat takes 8 steps a round. Outside combat, the Character flies at 3 steps a round. All steps are taken in the Normal action. Maintaining Control requires no additional blood, but does require concentration. Targets may not declare strength or dexterity traits against Control and against the initial challenge, targets must bid a stamina trait against Control. As a note this means they CANNOT use Potence or Celerity to win on ties in the Mental vs. Physical test. The Anarch combo discipline King of the Hill is NOT proof against this Control.

- **Alchemy**

- o Abuse of this power will result in In-Character consequences up to and including death.

- **Biothaumaturgy**

- o Abuse of this power will result in In-Character consequences up to and including death.

• **Conjuring**

- o Abuse of this power will result in In-Character consequences up to and including death.
- o Requires a working knowledge of any item Conjured. Items created through Permanency cannot be simply destroyed by physical harm.

• **Corruption**

- o This Path requires no chanting or gesturing and requires 1 action to activate.
- o Addiction – May only be used in what is locally regarded as a vice by the Storytelling Staff. This power has no combat effectiveness.
- o Dependence – Duration is 1 night per mental trait expended to a maximum of ½ the caster's maximum mental traits, rounded down.

• **Elemental Mastery**

- o Elemental Strength – Does not count as a Thaumaturgical action for a round and is a free action.
- o Elemental Form – The Character must burn a Willpower to have any sensory perception or to have the ability to access Disciplines while in this form. This is considered a Form Power.
- o Summon Elemental – Requires at least 15 minutes of Ritual preparation and casting. Spirits are not always happy to be summoned.

• **Faux Path**

- o This Path does not require chanting or gesturing. Identification powers are free actions that do not count as Thaumaturgical actions for the round. All other powers take only 1 action to activate.

• **The Focused Mind**

- o This Path, except for One-Tracked Mind when used against someone else, does not require chanting or gesturing and does not count as Thaumaturgical actions for the round and are free actions.
- o Readiness – Does not apply to any Discipline use, although it may apply to Thaumaturgical applications at the decision of the Storytelling Staff.
- o One-Tracked Mind – The target must be paying attention to the caster in some way. This power does require an action if used on another target.
- o Dual Thought – Duration is 1 round. The 2nd Thaumaturgical action goes off at the same time as the first.
- o Perfect Clarity – Duration is 1 scene or 10 minutes.

• **Gift of Morpheus**

- o Abuse of this power will result in In-Character consequences up to and including death.
- o This power is broken if the target is actively engaged in any physical challenge.
- o Dream Mastery – the target makes one challenge versus the caster to wake up following each "round" of combat. Willpower may be used as a retest by the target of the Morpheus in this challenge.

• **Hands of Destruction**

- o Gnarl Wood – Affect up to 5 objects at a time.
- o Acidic Touch – Its use is very obvious and cannot be stacked with Hand of Flame. This requires 1 action and is a carrier attack.
- o Atrophy – Requires no chanting or gesturing, requires 1 action and is a carrier attack. No head shots.
- o Turn to Dust – Repugnant traits are cumulative. A Ghoul gains a Repugnant and a Decrepit for every 50 years she is aged.

• **Hearth Path**

- o Only 1 building may be designated as a Haven at any time and requires the caster to have resided there for 7 days in a row beforehand.
- o Activating the effects of the Hearth Path once in place require no chanting or gesturing. In addition they do not count as Thaumaturgical actions for the round and are free actions. However each effect may only be activated once per round.

• **Mars**

- o Comrades at Arms – Each comrade affected requires a mental trait to be expended.

• **Neptune's Might**

- o Characters need not specialize in fresh/salt water.
- o Prison of Water – Requires the caster to make a mental versus physical challenge to imprison a target. Up to 5 cages may exist at any 1 time. Additional Blood expended to strengthen cages is not limited to Generational limits. Cages may not possess more traits than the Character's Generational max.

• **Spirit**

- o Spirit Slave – Recently dead Wraiths may only be forced to haunt their present location for a year.
- o Journey – A Character in this state is affected by Necromantic powers as if she were a Wraith, but not a Natural Wraith.

o Fetishes – Only Natural Wraiths may be Fetished. They are not happy to be bound.

• **Spirit Manipulation**

o Abuse of this power will result in In-Character consequences up to and including death.

o Entrap Ephemera – Activating a fetish requires a Willpower and a challenge per scene of activation, on the first failure the object does not work...on a subsequent failure...it breaks. Spirits are not happy to be bound.

o Duality – Only objects may be tossed into the Umbra. Your Umbral reflection reflects the position and actions of your physical body.

• **Technomancy**

o Abuse of this power will result in In-Character consequences up to and including death.

o Telecommute – A Character attempting to remain in Telecommute through the Sunrise must succeed in a Simple Challenge, win or tie, each day she makes the attempt. This Challenge is retested with Willpower, Luck and 9 Lives. Characters feel damage being dealt to their real body while in Telecommute.

• **Thaumaturgical Counter Magic:**

o This Path does not require chanting or gesturing, does not count as Thaumaturgical actions for the round and are free actions.

o Levels 1 & 2 – Can only be used offensively once per round on pre-existing Blood Magic effects.

o Level 3 – Canceling a Blood Magic effect by touch allows for only 1 Blood Magic power to be canceled offensively per round. The Counter Magic user may choose what to cancel.

o Levels 4 & 5 – Can only be used offensively once per round on pre-existing Blood Magic effects.

• **Transmutation**

o Any attempts to use this path upon objects upon another Character require a mental versus physical challenge. o Goal – Goal is unbreakable, seamless and non-conductive as well as completely

opaque. Targets must bid a stamina traits against Goal. The caster need not concentrate to maintain Goal and up to 3 Goals may be in effect at any 1 time.

• **Weather Control**

o High Winds – If successful, the target is thrown to the ground. In order to stand,

the target must win a physical versus mental challenge against the caster and bid a strength trait.

o Lightning Strike – Targets must bid 2 additional dexterity traits and must attempt to dodge the bolt, otherwise she automatically takes the damage. In addition to the 3 lethal per strike, the caster receives a simple test, win or tie, to deal a 4th lethal.

B. NECROMANTIC PATHS

• **Ash**

o Lifeless Tongues – Does not require a Willpower to be expended.

o Ex Nihilo – May be prepared beforehand but only 1 may be prepared beforehand at a time. It takes a full round to activate.

• **Bone**

o Apprentice Brooms – Brooms function for 4 months, during which time they decompose at a rate of 1 health level per month. This decomposition doesn't count as actual damage. Corpses animated by this power that are destroyed may not be raised again.

o Shambling Hordes – Decomposition of Hordes has no effect other than reducing them from zombies to skeletons. Corpses animated by this power that are destroyed may not be raised again.

o Soul Steal – Soul Steal only lasts one hour or one scene (whichever ends first), including all further uses of Necromancy upon the “wraith.” If a Wraith is Possessing the Character's body when the Character's soul returns to her body, the wraith is forced out. Kindred who are soul stolen may use all mental or social powers that do not require blood expenditures. They are NOT true wraiths and have not been cauled. Under no circumstances may they learn or employ wraith powers...they are not a true wraith.

o Daemonic Possession – Once Soul Steal's duration is up or the Character's soul is “killed” while Soul Stolen, the Character automatically kicks out any possessing Wraiths.

• **Nigrimancy**

o Summon Soul – See Sepulchre.

o Compel the Shade – See Sepulchre.

o Fetter the Dead – See Sepulchre.

• **Haunting**

o This path is at ST discretion

o Morbid Fascination – This power lasts for the scene or an hour

o Torment – This requires a social challenge against victim.

• **Mortuus**

o Reaper's Shroud – It's bonus traits do not add into Dominate challenges.

o Reaper's Coil – Requires 1 action and does not require chanting or gesturing.

o True Death – Does not require chanting or gesturing and is a free action.

• **Sepulchre**

o Summon Soul – Requires the target's name and fetter. If used on a non-natural Wraith, a personal possession is required as well. o Compel Soul – Attempting to Compel a Character in a way that is an obvious

“kill attempt” causes the Compel to fail. Compelling a PC lasts for a scene or 10 minutes and cannot be extended.

o Haunting – Attempting to haunt a Character in a way that is an obvious “kill attempt” causes the Haunting to fail. Haunting a PC lasts for a scene or 10 minutes and cannot be extended.

o Torment – This power has no ranged effect. Requires 1 action, does not require chanting or gesturing and is a carrier attack.

C. ASSAMITE SORCERY PATHS

• **Whispers of the Heavens**

o Abuse of this power will result in Character consequences up to and including death.

D. SETITE SORCERY PATHS

• **Dry Nile**

o This Path requires no chanting or gesturing and requires 1 action to activate.

• **Snake Inside**

o This Path requires no chanting or gesturing and requires 1 action to activate.

o May only be used in what is locally regarded as a vice by the Storytelling Staff.

• **Ushabti**

o Ushabti created gain Abilities, Attributes, etc. at Storyteller decision. A sorcerer may possess as many Ushabti as she possesses Occult Ability.

E. KOLDUNIC SORCERY PATHS

• **Way of Spirit**

o The caster can be affected by powers used by targets if he is employing Way of

Spirit to locate them or use powers on them similarly.

o If the target is employing a discipline that conceals them from view then the caster is aware of the target's general presence as a presence and does not "see them" but is instead aware of a general, presence somewhere in the area. Appendix C: Blood Magic

Part 3:

Clarifications & Alterations: Rituals

A. Thaumaturgical Rituals

- Bind the Accusing Tongue – The victim may make a static mental challenge against the caster to speak ill of her, if successful at any time in a night, the power ends. The power automatically ends at dawn.
- Bladed Hands – May only be cast upon oneself.
- Blood Contract – The effect appears identical to Cauldron of Blood and cannot be resisted. If the contract is broken, the offender immediately takes enough damage to fall into torpor. The offender may only wake from torpor by waiting the time designated by her Humanity/Path rating. The contract ends when it is fulfilled or destroyed. Both parties are aware the contract is violated but only the caster is aware if it is destroyed.
- Blood Mastery – Only 1 use of this Ritual may be in effect at a time.
- Blood Walk – The caster may choose to learn the Clan, Lineage, Generation, Regnant or Thralls of the Blood per trait used in the Ritual. Lineage and Thralls are extended simple challenges where each success reveals the name and visage of either a Thrall or someone elder to the Character's Blood. Clan, Generation and Regnant are simple, non-extended challenges. The caster may only use this Ritual on a target's Blood once per month.
- Craft Blood Stone – A Character may not have more Blood Stones than her level of Occult Ability.
- Craft Spirit Blood Stone – A Character may not have more Spirit Blood Stones than her level of Occult Ability.
- Dominion – This Ritual cannot be attuned to anyone other than the Caster. All others entering the room are automatically affected.
- Donning the Mask of Shadows – The first time this Ritual is broken it ends.

- Engaging the Vessel of Transference – The vessel must be able to hold at least 8 fluid ounces (IE: $\frac{3}{4}$ of a soda can). The vessel may contain any creature's blood and may only be activated by the caster. The vessel requires skin contact to activate and is comparable to the Flaw: Touch of Frost.
- Eyes of the Beast – This Ritual's duration is 1 week.
- Eyes of the Past – The caster may only be used upon an area once per month, each casting views up to a scene/hour.
- Extinguish – This Ritual requires one action to activate. This Ritual may be prepared beforehand.
- Fire in the Blood – This Ritual must be targeted once completed. The target of this Ritual takes 1 aggravated damage per opposing Character per combat round from this Ritual once activated. This Ritual may be prepared beforehand.
- Firewalker – If the damage caused by cutting off the Character's toe is healed, the Ritual ends.
- Flesh of the Fiery Touch – If the damage caused by swallowing the coals is healed, the Ritual ends.
- Illuminate the Trail of Prey – The Ritual does not allow for tracking through air. This Ritual may not be used for tracking Cross Plane. The current visage of the target as well as a fairly exact starting point, within a footstep, must be known prior to casting this Ritual. The Ritual ends where the target alters her visage or completely immerses herself in water for at least 1 round. This Ritual is not infallible.
- Infirm Inert – The caster gains the negative trait Lethargic for the entire night of this Ritual's casting. The casting requires a mental versus physical challenge against the target to complete the Ritual. This Ritual lasts for a scene/hour. This Ritual may be prepared beforehand.
- Innocence of a Child's Heart – This Ritual completely cloaks all aspects of the caster's aura. The caster is seen as Mortal, Innocent or Calm in all Aura Perception challenges. Since Possession isn't completely part of the caster's aura, it can still be perceived through Aura Perception.
- Inscription – The creator of the Inscription may only create a number of Inscriptions equal to her Occult Ability. A subject may only make use of 1 Inscription per night.
- Invisible Chains of Binding – The target need only risk a Willpower in the related challenge to attempt to break this Ritual. This Ritual may be prepared beforehand.

- Iron Mind – The caster must keep a piece of iron on her head during the Ritual's duration. The Camarilla version grants 5 additional Insightful traits and a free retest against Auspex challenges initiated against the caster. The Sabbat version requires 1 Willpower to be expended by anyone initiating Auspex challenges against the caster. In the case of the Sabbat version, the Character may choose not to burn the Willpower and simply drop the challenge instead. The 2 versions of Iron Mind cannot be stacked.
- Lion Heart – This Ritual will not work if the caster has no heart. The caster must rest for 1 hour immediately after the scene/hour of Lion Heart has expired. For every 10 minutes the Character does not rest, she takes 1 unsoakable lethal damage, which is healed at though it were aggravated. This Ritual may be prepared beforehand.
- Pavis of Dark Dementia – This Ritual has charges equal to the caster's Occult Ability. When the Character fails a Dementation challenge, a charge is expended and the Pavis warns to alert the caster of the expenditure. The necklace must be worn around the neck. Pavis reflects the Basics and first Intermediate powers and negates the second Intermediate and Advanced powers of Dementation. This Ritual may not stack with other Pavis Rituals.
- Pavis of Foul Presence – This Ritual has charges equal to the caster's Occult Ability. When the Character fails a Presence challenge, a charge is expended and the Pavis warns to alert the caster of the expenditure. The cord must be worn around the neck. Pavis reflects the Basics and first Intermediate powers and negates the second Intermediate power of Presence. This Ritual may not stack with other Pavis Rituals.
- Power of the Invisible Flame – The caster may burn a mental trait each time she uses a Blood Magic based fire effect to conjure invisible flames.
- Principal Focus of Vitae Infusion – The caster may have a number of beads equal to her Occult Ability multiplied by her primary Path. Activating a bead is a free action but only 1 bead may be activated per round. Attuning a bead to another requires 1 hour per bead attuned.
- Rite of Introduction – All Tremere Characters have the option of taking this Ritual at no cost when learning their first dot of Thaumaturgy. This is in addition to the free rituals that they receive with learning each level of their primary path, thus they are permitted to learn two free basic rarity 1 rituals when they learn their first dot of Path of Blood.
- Rutor's Hands – A Character may not have more Rutor's Hands than her Occult Ability. The creator may make use of Heightened sight, hearing and touch through her Rutor's Hands.
- Sense the Mystical – Only the caster of this Ritual may perceive the glittering of magical effects.

- Shaft of Belated Quiescence – The Caster may only create as many Shafts as she possesses Occult Ability.
- Splinter Servant – The Caster may only create as many Servants as she possesses Occult Ability.
- Steps of the Terrified – Dread Gaze, Voice of Madness and similar fear inducing effects will not activate this Ritual. Each round the target attempts to flee, she loses 1 action or 1 step, whichever is greater, to a minimum of 1 step per round. When the target stops fleeing, she regains her full speed so long as she does not attempt to flee again. When she attempts to flee again, she is still limited to the same number of actions or steps as she was before she stopped fleeing. This Ritual may be prepared beforehand.
- Stone of the True Form – The target is forced into her natural form and cannot willingly change form or use any form powers/Vicissitude for 10 minutes or the remainder of the scene. The caster may have a number of stones equal to her Occult Ability. Only the caster may activate the stone, and it must be held to be activated, thrown stones have no effect.
- Summon Guardian Spirit – This Ritual's only effect is to render the caster immune to surprise attempts.
- Touch of Nightshade – The next creature touched is affected by this Ritual. The damage is healed as normal.
- Track Transgressor – This Ritual is cast at a difficulty of 12 rather than 6. The caster may attempt to use this Ritual once per location of known Blood Magic use.
- Ward versus – A temporary mental trait must be expended before the creation of a Ward. The Ward must be cast upon a solid, rigid object that carries at least 1 trait. Wards cause 1 additional lethal damage when touched to the appropriate creature type. An item may only have as many Wards as it has traits and may only have 1 Ward of each type. A creature that falls under multiple creature types only takes damage from 1 Ward. Wards require skin contact to function. A creature may be attuned to a Ward during or after the creation of a Ward by adding a trait of its blood to the Ritual and then burning 1 additional temporary mental trait by either the caster or the recipient.
- Warding Circle versus – A temporary mental trait must be expended before the creation of a Warding Circle. Circle Wards deal 3 lethal to the appropriate creature type passing through them, in or out. A creature may be attuned to a Warding Circle during or after the creation of a Warding Circle by adding 3 additional traits of its blood to the Ritual and then burning 1 additional temporary mental trait by either the caster or the creature.

- Whispers of the Ghost – When casting this Ritual, the caster must expend a mental trait. This Ritual lasts for 1 hour but an additional mental trait may be expended at the end of each other to extend the duration for another hour.
- Widow's Spite – The caster must defeat the target in a mental versus mental challenge to complete this Ritual.

B. NECROMANTIC RITUALS

- Bastone Diabolico – Any attempt to enchant a Bastone with any other enchantments destroys the Bastone. If the victim dies before the completion of the Ritual, then the Ritual fails.
- Calm the Storm – Necromancer(s) involved in the casting of this Ritual are enthralled in the casting, any attempt to do anything else negates the Ritual.
- Esilio – Only affects natural Wraiths. Any creature within the Shadowlands that is not a natural Wraith cannot be affected by this Ritual in any way.
- Eyes of the Grave – The caster may only affect a retest that is being used upon her.
- Hand of Glory – Affects the 5 closest targets with each use and its effects last for 1 hour. The hand is a permanent item and is not consumed in the Ritual.
- Luck of Acteaon – The effects and Retests created by this Ritual last until Sunrise.
- Occhio d' Uomo Morto – Activating/deactivating the eye is a free action. The Occhio has no special effects regardless of what type of ghost is used. The effects of the Flaw: Bad Sight are per the 1 point version. The 1 trait bonus to Dominate and Eyes of the Serpent count only defensively.
- Skull Sentry – Only the presence of uninvited kindred is detected.
- Tempesta Scudo – Casting the Tempesta takes 1 action.

C. ASSAMITE SORCERY RITUALS

- Rite of Marduk Slain and Risen – The flashbacks only occur the night of the diablerie. The intent of diablerie must be acted upon the night of the casting.

- Pebble from the Mountain – A Sorcerer may only create 2 pebbles at a time, 1 for her and 1 for the recipient. In conjunction with Touch of Earth, the Sorcerer may cast any Sorcery effect up to the Intermediate level. The recipient's abilities have no effect upon the effects she receives, the strength of powers received rely solely on the Sorcerer who casts the power.
 - Creation of new Pebbles must be registered with the Assamite Cord.
- Seeing with the Sky's Eyes – Requires the target to be within line of sight of a starry night's sky.

D. Setite Sorcery Rituals

- Dismembering the God – Causes a victim to lose Blood and Willpower equal to the number of traits expended with a maximum of 3. May only be used on a target once per week and may be prepared beforehand.
- Linked Soul Elixir – Subjects under the Elixir's effects may resist Dominate, Presence and any other mind controlling powers but must bid 2 additional traits in the related challenge. A Character may not spend Willpower against Setite Sorcery while under the Elixir's effects.
- Opening the Gate – The Caster must be in the presence of the mummy to draw from it. The caster may not draw more Blood or Willpower than her Generational maximum.
- Opening the Mouth – Only functions once per corpse.
- Prepare Canopic Jars – Only affects Supernatural creatures once per week.
- Severing Sand – May be prepared beforehand.
- Summon Sebau – Sebau statistics are drawn from the Sebau list within the OWbN Setite Sorcery Packet.
- Warding Chippus – Wraiths of greater power than the Chippus' creator may pass unaffected by the Chippus. This is defined by the traits of the creature involved and will almost always be the exclusive purview of NPCs. All other wraiths with direct, physical, mental or social actions against possessor of the Chippus take 1 level of unsoakable aggravated damage per round that they remain within the radius. This power does not affect kindred possession nor persons using Auspex powers.

E. Koldunic Sorcery Rituals

- Conjure Greater Demon – Only 1 Spirit may be summoned at any given time. Spirits are not always happy to be summoned.
- Conjure Lesser Demon – Only 1 Spirit may be summoned at any given time. Spirits are not always happy to be summoned.
- Create Revenant Line – Restricted to NPCs.
- Earth's Embrace – The soil may only be used for a night's sleep.
- Mephistophelean Minx – Up to 3 traits of Blood may be dedicated to this Ritual.
- Merging of the Souls – Up to 3 traits of Blood may be dedicated to this Ritual. This Ritual only affects Ghouls and while in effect, the Ghoul may not be possessed.
- Service for Souls – Up to 3 traits of blood may be dedicated to this Ritual. Such Spirits are simple Umbral Spirits with no noteworthy powers.
- Raze the Lelek – Only objects may be destroyed by this Ritual.
- Ties that Bind – This Ritual lasts for 1 night. The soil that is ingested must be soil from the caster's homeland.
- Withering Agony – This Ritual only affects Mortals and Ghouls.

APPENDIX C: BLOOD MAGIC

Part 4

Banned List:

Banned Paths

Thaumaturgical Paths:

Binding of the Abyss

Borealis

Path of Better Self

Way of Levinbolt

Necromantic Paths:

Dragon Path

Path of Israfil

Sorcery Paths:

Divine Hand

Duat

Immanence of Set

Path of Blood Nectar

Path of Karma

Soul of the Serpent

Koldunic Sorcery Paths:

Way of Sorrow Banned Rituals

Thaumaturgical Rituals:

Apport Item

Beacon of the Self

Chill of the Windsaber

Detect the Hidden Observer

Diamond's Doom

Escape to a True Friend

Father of Mine

Grave's Defiance

Import Item

Lightning Rod

Knowledge of the Childe's

Peril

Mark of Amaranth

Mindcrawler

Mirror Attunement (NPC
only)

Refresh the Wearied Mind

Return of the Heart

Ritual of Darkness

Spirit of Torment

Summon Mischievous Spirit

Teleport to Safe Haven

Ward vs. Vitae

Necromantic Rituals:

Ancestor's Graces

Bestow Death

Bestowing the Kaimyo
Bottled Death
Chair of Hades
Draught of Dust and Ashes
Echoed Sacrifice
Embrace to Kaimyo
Inscribing the Kaimyo
Jade Surrogate
Knell of Doom
Knowing Stone
Leap into the Shadowlands
Mass Grave
Ritual of Tevolia
Scream of the Banshee
Shadow Portal
Shadowgate
Shadowland Passage
Spirit Bringer
Thirst of the Beast
Torment of the Shattered
Spirit
Voodoo Economics
Warding the Family
Wisdom of Bone
Assamite Sorcery Rituals:
Blood Call Blood of the Chameleon Light of Vengeance

Setite Sorcery Rituals:

Armor of Diamond Serenity
Dreams of Duat
Garimaa
Leper's Curse
Milk of Set
Milk of Set Variants
Mirror of the Gods
Shroud of Day
Strength of the Vanquished
Koldunic Sorcery Rituals:
Beyond the Wall of Death
Create Blood Brothers

Gaze of the Gorgon
Incubus Visage
Ritual of Death's Embrace
The Inmost Tug
Weirding Stone

Appendix D: Influence

The only categories of influence certain to be permitted are those found in LotN,R.

- Military and Espionage Influences are banned.
- Contacts may be used for Monitor Actions in any Influence category.
- Street Influence may be used to monitor any category of influence much like Contacts. It functions at number of Monitor Actions minus one for monitoring any other category. Influence may be used twice per month. The usage refreshes on every 2nd and 4th Friday of the month even if we do not have a game on that particular Friday. We will in general be following the guidelines for influence actions found in Dark Epic.

Note: An explanation of how you are using your influence to performing a particular Action is required for several of the possible actions. In particular they are required for Endeavor, Aid, and

Attack Actions.

Such explanations are encouraged for other types of actions but not absolutely required. Possible actions include the following.

- Endeavor: the various activities found the descriptions under each influence in both LotN and Dark Epics or activities of a similar nature
- Aid: Use your influence to assist someone else to accomplish an endeavor or Action in the same category. This can also be used to have one category of your influence assist your own influence in accomplishing Actions in another category. For this latter capability to be used you must provide a reasonable explanation of how such assistance could reasonably work. In either case

Aid actions count as $\frac{1}{2}$ of the number of actions actually expended. Aid Actions (again counted as $\frac{1}{2}$) may be used to assist any other type of Action except Monitors.

- Attack: Once you have successfully traced an influence to them you have the capability of attacking it. You must have performed a successful Trace within the last 3 months in order to be

able to make an Attack. You decide how many Actions you are spending on your Attack, the number of Defense actions that individual spent if any reduce this number, the difference is compared to their permanent level in the influence. If the remaining level of your Attack exceeds their permanent level then their permanent level is reduced by one and any accumulated growth actions are lost as well. Yes this will in fact cost other XP to recoup.

- **Boost:** Boost Actions are only usable for supporting Endeavors. They are Actions used to make it more likely that a particular Endeavor is accomplished even if Blocks against it exist.
- **Block:** When you perform a Block Action you must choose a particular type of Endeavor or Growth Actions. Anyone attempting to perform the specified Endeavor or Growth will either fail completely or have their effectiveness reduced unless they supported their Actions with Boosts. Additionally should someone's Actions be effected by your Block Actions it provides the initial lead you need to Trace that influence.
- **Conceal:** These are actions that you spend to make it harder for others to notice you doing something. Conceals reduce the effectiveness of Monitor Actions for the category and any

Trace

Actions directed at your influence of that category.

- **Defend:** You use Defend Actions when you fear someone is going to Attack your influence. The level of any/all Attack actions directed at your influence of that category is reduced by the number of Actions spent to Defend before the Attack is compared to your permanent level.
- **Growth:** You may devote Actions towards Growth in that category of influence. Unlike most other types of Actions Growth Actions accumulate from session to session and month to month. Once you accumulate a sufficient number of Growth Actions in a particular category you will be informed that you may spend an XP to increase your permanent level in that Category. When you increase your permanent level all accumulated growth actions are zeroed out.
- **Monitor:** Monitor Actions are used to see what is Actions are going on within a category of influence. The more Actions spent for this the more likely you are to notice the Actions of others. You will not be able to see Actions performed using a higher level of that category than you possess in what is performing the Monitor. Seeing someone's Actions with a Monitor provides the initial lead you need to Trace that influence.

o Monitor Actions themselves are difficult to notice by other Monitors. If however you are

using double (or greater) the number of Monitor Actions that someone else's Monitor+Conceal actions you will see that Monitor.

o Street Influence may be used to monitor any category of influence much like Contacts. It functions at number of Monitor Actions minus one for monitoring any other category.

-
- Trace: Once you have noticed the influence actions of someone else (through Blocks, Monitors, etc.) you may attempt to specifically trace that particular influence. If the number of actions spent on the Trace exceed the number of Conceals used to obfuscate the actions of that influence you will successfully trace it. A successful trace will tell you the identity of the owner of that influence and whether it is higher or lower than yours. You must have successfully traced an influence before you may attack it.

When comparing the list of possible Actions above to Dark Epic there are no Follow or Stealth Actions.

Additionally some of the other actions have a slightly different names and/or expanded capabilities/uses.

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