

One World by Night (OWbN) is a network of international Live Action Role Play (LARP) chronicles. These chronicles are brought together for the purpose of sharing a broad and colorful story that extends past each city's borders. We believe in the sovereignty of each chronicle, so far as it does not impugn upon the cohesiveness of the organization as a whole. We further believe that treating each chronicle, and by extension each player, with respect is the bedrock upon which sound cooperative Storytelling takes place.

Character Regulation Bylaws of One World By Night

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1. Home Chronicle

- a. A player character (PC) must be based in one, and only one, OWbN member chronicle.
- b. Changing a PC's home chronicle requires the approval of the Head Storyteller or the majority of the Storytelling Staff of both the chronicle being left and the chronicle being joined.
 - i. A PC cannot be transferred to a different home chronicle for the purposes of evading the authority of a storyteller crew or avoiding the consequences of their IC actions.
 - ii. Players that wish to transfer their characters but are unable to obtain their home chronicle's approval can ask the OWbN Executive Team to mediate their dispute, should the denial be given in bad faith. To that end, evidence of the unfair treatment needs to be provided to the Executive Team for evaluation, who can refuse any case based on lack of proof.
 1. For the duration of the dispute the Executive Team gains administrative control of the character and the character cannot be played without permission of the Executive Team.
 2. The dispute shall be solved within 30 days of it being accepted by the Executive team.
 3. Any extension of that period must be agreed upon by the player in question or brought before Council.
 4. The Executive Team's decision on the matter will be final and notified to all the involved parties.

2. Character Creation

- a. Every character must be designated as a PC (portrayed by players) or NPC (portrayed by Storytellers/Narrators).
 - i. A PC can be turned into an NPC at any time by its home chronicle Storytelling Staff.
 - ii. A NPC can be turned into a PC with a proposal for a Council Simple Majority Vote as long as the character meets all of the creation guidelines for a new character.
- b. Every character must be designated with one, and only one, of the following Statuses, to be determined by its home chronicle Storytelling staff:
 - i. Active – These characters are portrayed regularly within OWbN
 - ii. Inactive / Shelved – These characters are not being regularly portrayed within OWbN
 - iii. Retired – These characters had their stories ended and their players committed to never play it again. They are considered to be NPCs under the property of the Chronicle they were retired in (unless otherwise specified via Binding Agreement). They may not re-enter play as PCs without following the guidelines presented above for NPC to PC conversion
 - iv. Dead – These characters have been destroyed and are no longer eligible to be played. A Dead character can be resurrected, as per the guidelines in the Controlled Items Section.
- c. Every PC must be associated with one player, as they cannot be transferred between players
 - i. A PC may only be portrayed by someone other than its original player with ST oversight for up to 3 game sessions
 - ii. PCs taken over by the soul of past diableries are exempt from this rule
- d. No single player may create multiple characters related to, allied with, or otherwise possessing knowledge of each other.
 - i. Players may not investigate the death of their previous character with their new character. Should they become involved involuntarily into such an investigation, they must report this activity to their storytellers, to avoid metagaming.
 - ii. A single player's multiple characters may eventually gain knowledge of each other but may never work together, directly or indirectly.
- e. Vampire Characters cannot be created without the involvement of a Sire for that Character.
 - i. This Sire may be a PC, an established NPC, or an NPC created in the Character's back story for the purposes as serving as the Character's Sire.
 - ii. Vitae stored in any form is not a viable method for enacting the Embrace
 1. Clans who have specific rituals that allows the usage of Stored Vitae for Embracing are exempt to this rule.
- f. Vampire Characters must have a clearly defined Sect at its creation. For the purpose of this regulation, sects are the Camarilla, Sabbat, Anarch, Independent, Ashiraa, Laibon, Jati, and Inconnu. Changing sects requires approval as per the Controlled Items Section. Sects:
 - i. Anarch (Anarch Coordinator Controlled)
 1. Assamite
 2. Brujah (Including Kairos, Dispassionate and Epicene)
 3. Caitiff
 4. Gangrel
 5. Gargoyle
 6. Lasombra (Anarch Lineage Only)
 7. Malkavian (Including Dominate and Tryphosans)
 8. Nosferatu
 9. Ravnos (Including Renascut)
 10. Toreador
 11. Tremere
 12. Ventrue
 13. Brahmin Ravnos
 - ii. Ashiraa (Camarilla Coordinator Controlled)
 1. Al-Amin
 2. Banu Haqim
 3. Bay't Mainoon
 4. Bay't Muirim
 5. Bay't Mushakis
 6. Bay't Mutashard
 7. Qabilat Al-Khayal
 8. Qabilat Al-Mawt

9. Ray'een Al-Fen
10. Wah'Sheen
11. Walid Set, Hajj
- iii. Camarilla (Camarilla Coordinator Controlled)
 1. Assamites
 2. Brujah (Including Kairos, Dispassionate and Epicene)
 3. Caitiff
 4. Daughters of Cacophony
 5. Gangrel
 6. Gargoyle
 7. Lasombra Antitribu
 8. Malkavians (Including Dominate and Tryphosans)
 9. Nosferatu
 10. Renascut Ravnos
 11. Toreador
 12. Tremere (Including Banshee and Telyavelic Tremere AT)
 13. Ventrue
- iv. Inconnu (Camarilla Coordinator Controlled)
 1. Assamite
 2. Brujah (Including Kairos, Dispassionate and Epicene)
 3. Cappadocian
 4. Followers of Set
 5. Gangrel
 6. Lasombra
 7. Malkavian
 8. Nosferatu
 9. Ravnos
 10. Salubri
 11. Toreador
 12. Tzimisce
 13. Ventrue
- v. Independent (Clan Coordinator Controlled)
 1. Anda
 2. Angellis Ater/Azaneal
 3. Assamite
 4. Baali
 5. Brujah (Including Kairos, Dispassionate and Epicene)
 6. Bushi
 7. Cappadocian
 8. Children of Osiris
 9. Daughters of Cacophony
 10. Drakaina
 11. Followers of Set (Including Warriors)
 12. Gaki
 13. Gangrel (Including Greek and Mariner)
 14. Gargoyle
 15. Giovanni
 16. Lamia
 17. Lhiannan
 18. Nagaraja
 19. Nephilim
 20. Niktuku
 21. Noiad
 22. Old Clan Tzimisce
 23. Ravnos
 24. Renascut Ravnos
 25. Salubri (Including Wu Zao)
 26. Samedi
 27. Tlacique
 28. True Brujah
- vi. Jati (Sabbat Coordinator Controlled)
 1. Brahman Ravnos
 2. Daitya
 3. Danava
 4. Trimira
- vii. Laibon (Anarch Coordinator Controlled)
 1. Akunanse
 2. Bonsam
 3. Guruhi
 4. Impundulu
 5. Ishtarri
 6. Kinyonyi
 7. Mla Watu
 8. Naglopers
 9. Nkulu Zao
 10. Osebo

11. Ramanga
12. Shango
13. Xi Dundu
- viii. Sabbat (Sabbat Coordinator Controlled)
 1. Ahrimanes
 2. Assamite Antitribu
 3. Blood Brothers
 4. Brujah Antitribu (Including Kairos, Dispassionate and Epicene)
 5. Gangrel (Including City Gangrel and Country Antitribu)
 6. Harbingers of Skulls
 7. Kiasyd
 8. Koldun
 9. Lasombra
 10. Malkavian Antitribu (Including Ravenous)
 11. Nosferatu Antitribu
 12. Panders
 13. Ravnos Antitribu (Including Renascut)
 14. Salubri Antitribu
 15. Serpents of the Light
 16. Toreador Antitribu
 17. Tremere Antitribu
 18. Tzimisce
 19. Ventrue Antitribu
 20. Drakaina
 21. Telyavelic Tremere

3. Experience Points

- a. Experience Points (XP) are awarded to the character, not the player, and only by their home-Chronicle. They may only be spent on the character to which it was awarded.
 - i. The reason for any XP Award must be clearly documented on the character sheet or experience history
- b. A new player character is restricted to the points allowed under standard character creation rules in the appropriate Mind's Eye Theater book, plus up to sixty (60) experience points.
 - i. The aforementioned experience points can be given through storytelling awards or as a rollover from the unspent experience points held by a previous character that has been rendered permanently unplayable (Retired or Dead), through whatever reason. Any such awards or rollover must be made within three game sessions of the character entering play.
 1. Points diverted from a previous character as rollover may only be used once and for a single new character.
 2. Points already spent cannot be transferred to another character or refunded to serve as rollover.
 - ii. These points may be spent only as Experience Points, not as creation/bonus points. This spending should follow your Chronicle's House Rules
 - iii. Any awards of traits, abilities, or other character statistics count towards this limit as the amount of experience that the player would have had to spend to purchase that particular statistic.
 - iv. These points cannot be allowed to purchase any power above second Basic in any out of clan Disciplines.
- c. After the character has entered play, the home chronicle can award a character up to a maximum of eight (8) experience points based on the following list:
 - i. All characters, except Wraith characters:
 1. 0-200XP: twelve (12) experience points in a single calendar month
 2. 201-400XP: ten (10) experience points in a single calendar month
 3. 401+: eight (8) experience points in a single calendar month
 - ii. Wraith characters:
 1. Eight (8) experience points in a single calendar month regardless of point total
 - iii. A character's Experience Cap is determined by their total experience points as of the First Day of the month.
- d. The standard baseline for OWbN XP costs are the ones detailed in the most recent printing of the classic MET material published by White Wolf. In general, this means revised classic MET, though in the cases of games that did not get a revised printing (Changeling, Wraith, etc) the previous edition is used.
 - i. Increases to the standard XP costs are allowable for all items.
 - ii. Reductions to the standard XP cost are allowable for the following items:
 1. Backgrounds (including Influences)
 2. Rotes
 3. Investments
 - iii. Variations must be noted in the game's House Rules.
 - iv. Rituals purchased by characters possessing Blood Magic of any type, may only receive free rituals for their primary path in a paradigm. All additional rituals must be purchased at the cost of 2/4/6 for Basic/Intermediate/Advanced rituals, they may not be given free of XP charge.
 - v. Combo Disciplines with no printed or OWBN packet MET conversion shall cost an amount of experience equal to ½ the listed tabletop cost, rounded down.
 1. All Costs for Combination Disciplines as presented in the White Wolf book Road of Kings for MET shall be half the printed cost rounded down.
- e. Retroactive or backdated experience points
 - i. If a player transfers a character to another chronicle, their new staff may not award them backdated experience points prior to when the PC was transferred to that chronicle, except as outlined below:
 1. If all parties involved in the character transfer (former STs, player, new STs) agree that an error was made, it can be corrected without further oversight needed.

4. Interaction with Other Chronicles

- a. When visiting another chronicle, a player automatically agrees to abide by all rulings of that chronicle's storytellers and to accept the consequences of playing in that game. Should a player not approve of a chronicle's storytellers or the way a particular game does something, they should not attend that chronicle's game.
 - i. It is the right of the player to bring grievances to their home chronicle's storyteller(s) in the event of unfair adjudication by the storyteller(s) of another chronicle

- b. OWbN characters interacting with non-member chronicles that are in process of applying to the network in order to investigate how the applying chronicle may best integrate into the shared universe.
 - i. The Membership Coordinator must verify if an application has been submitted and is under review by the independent chronicle prior to any character interaction with the non-member chronicle.
 - ii. The Storytelling Staff of the member chronicle interacting with the applicant chronicle must send notification to the Membership Coordinator during each month of interaction.
 - iii. OWbN characters may not bring the following into the network from non-member chronicle:
 - 1. Item Cards
 - 2. Supernatural powers that requires a teacher to learn.
 - 3. Lore knowledge
 - 4. Merits or Flaws
 - 5. Background
 - 6. History/Plot

5. White Wolf Canon Regulations

a. Locations

- i. A chronicle wishing to use a canon location must notify Council two weeks (or more) prior to usage unless that location exists within the territory currently owned by an OWbN member chronicle in which case the member chronicle in whose territory it exists may use the location freely within the following guidelines.
 - 1. If the canon location is currently claimed by another party (Coordinator, Game) and is not part of the status quo, approval must be sought from the party who has registered the location as claimed. This may require the use of a Binding Agreement between parties detailing how the location may be used.
- ii. A game or Coordinator using a canon location may not affect that location in such a way as to;
 - 1. Substantially alter the genre as a whole unless the OWbN bylaws otherwise allow such use;
 - 2. Destroy that canon location without a council passed proposal that has received 2/3 of the vote;
- iii. Use of a location does not grant use of named canon NPCs associated with that location. Use of named canon NPCs should follow the guidelines found under the heading "Published Canon Characters," (Character bylaw 5.c)
- iv. An individual (Game or Coordinator) wishing to claim sole or shared ownership of a canon location that exists within someone else's (Game or Coordinator) claimed territory must demonstrate either;
 - 1. That they have acquired support of the Game or Coordinator who claims the territory;
 - 2. That the individual (Game or Coordinator) the location is claimed by, has used the location in such a way as to violate character bylaw 5.ii.

b. Items

- i. The usage of specific unique objects mentioned in the White Wolf books (i.e. True Cross, Siklos, etc) requires a Council Simple Majority Vote.
 - 1. A chronicle wishing for such an object must present a request to the OWbN Council, detailing why and the length of time that the object is required.
 - a. If approved, the chronicle gets the object for the length of time specified, after which the item is considered out of play.
 - i. Should the object end up in the hands of a player, the Storytelling staff will inform the player of the object disappearance (when the specified voted length of time ends) or, if deemed unobtrusive to the integrity of OWbN continuity, Council will appoint a liaison (such as a Coordinator) to monitor its usage.
 - b. It is possible to allow the free usage of said object by the Chronicle, without stipulation of time or its removal, should that be specified in the proposal. This provision allows the possibility of said object being destroyed, harmed, or otherwise altered due to PC and NPC interaction.

c. Published Canon Characters

- i. Characters that have been published by White Wolf are to be automatically considered controlled by the appropriate Coordinator and are thusly exempted from voting requirements to use these unique characters.
 - 1. Should there be a conflict of custody of a published canon character, the parties seeking joint control of the character can petition the Executive Team for mediation.
 - a. If the result of this mediation is a Binding Agreement, it has to be logged with the Archivist.
 - b. Council can object to the use of a particular published canon character by a Coordinator and propose that it not be used for the remainder of the term of that Coordinator should there be significant concern that the published canon character is not being used responsibly.

d. Nomenclature

- i. All instances of the racial slur word gypsy are replaced with the correct term: Rom, Roma, or Romani. Any bylaw that uses the correct terms covers regulation under the former term gypsy.

6. Glass Ceiling

a. Vampire are restricted by the following:

- i. PCs may never permanently be lower than 8th generation. Any PC that permanently lowers their generation below 8th generation will retire to NPC.
- ii. The highest purchasable level of any discipline for a player character shall be advanced.
- iii. While a vampire may be able to acquire disciplines beyond advanced temporarily, such grants may only come from NPCs. A PC cannot utilize any method to grant themselves or another PC a discipline beyond advanced level.

b. Changing Breed PCs are restricted by the following:

- i. Any PC who reaches the 6th rank (the Legend equivalent) must be retired to NPC.
- ii. The highest attainable level of any gift or rite for a player character shall be advanced.

c. Kuei-jin PCs are restricted by the following:

- i. Any PC who attains a Seventh rank of Dharma must be retired to NPC status
- ii. The highest attainable level of any discipline or rite for a player character shall be advanced.
- iii. Any PC who attains the Sixth rank of Dharma must receive approval from the Kuei-jin Coordinator and have a signed Binding Agreement between the Coordinator, their Staff, and the Player

d. Demon Genre PCs are restricted by the following:

- i. Any PC of a different core genre (Changing Breeds, Changeling, Mage, Vampire/Kuei-jin, Wraith) that changes creature type to a Demon becomes an NPC
- ii. Fallen PCs may not gain a Faith above 10, Willpower above 15, or Abilities above 6
- iii. Any Fallen PC who gains the rank of Baron becomes an NPC
- iv. PC may not gain Legend gifts, Elder+ powers/rituals, level 6 Spheres, etc as investments

- e. Wraith Genre PCs are restricted by the following:
 - i. The highest attainable level of any discipline for a Risen player character shall be advanced

f. All Characters

- i. All player characters are limited to possessing no more than two of the following power sets:
 1. Disciplines (including blood magic, ritae, blood magic rituals, KJ disciplines, powers and rituals, etc.)
 2. Gifts (including rites)
 3. Edges
 4. Hekhu
 5. Spheres
 6. Numina (taken as a whole including hedge magic/sorcery, rituals based in the same, psychic powers and theurgy)
 7. Arts (including Bestowments granted by the Ritual of Parted Mists, Slivers, Hsien Alchemy and all other Changeling-genre powers)
 8. Arcanoi
 9. Qiao (Demon Hunter X)
 10. Bloodline powers (Rom)
 11. Lores (defined as the Fallen power set rather than the ability, including Fallen rituals)

7. Custom Content

- a. Defined as any sort of power, item or similar listings which has not been printed in a White Wolf/Onyx Path/CCP book.
- b. Creating Custom Content (Notification items apply to Vampire Players and their playable characters (PCs) only. Items designated as Coordinator (coord) Approval apply to both PCs and NPCs)

- i. Blood Magic, including both Paths and Rituals, requires the previous approval of the appropriate Coordinator for the Blood Magic in accordance with Coordinator Bylaws (Section 3.C.ii.6.a)
 1. Custom Paradigms of Blood Magic - PC: Disallowed - NPC: Disallowed
- ii. Disciplines, Combination Disciplines, Discipline Techniques, and Merits that give access to abilities that mimic supernatural powers (published merits that give mechanical advantages are not considered mimicking powers) requires Notification to the Coordinator responsible for the Clan/Discipline/Genre of the character creating the custom content unless otherwise specified below:
 1. Combination Disciplines and/or Techniques which require a component of either Blood Magic or a clan-specific Discipline also requires Approval from the Coordinator responsible for the Blood Magic paradigm or clan-specific Discipline.
 2. Caitiff and Panders are overseen by the appropriate Sect Coordinator
 3. Custom Combination Discipline or Technique using Protean, Spiritus, and/or Ogham requires Gangrel Coordinator Approval
 4. Custom Combination Discipline or Technique using Chimerstry requires Ravnos Coordinator Approval
 5. Custom Combination Discipline, Technique or other custom content using Temporis requires Brujah Coordinator Approval
 6. Custom Combination Discipline, Technique or other custom content using Dementation requires Malkavian Coordinator Approval for Non-Malkavians
 7. Custom Combination Discipline, Technique, or other custom content using Flight and/or Visceratika requires Tremere Coordinator Approval
 8. Custom Combination Discipline, Technique or other custom content using Quietus, Hematus, Minhit Dume, Cruscitus, or Sorcerer Quietus requires Assamite Coordinator Approval
 9. Custom Combination Discipline, Technique or other custom content using Dur-An-Ki, Assamite Sorcery, or Sihr requires Assamite Coordinator Approval
 10. Custom Combination Disciplines, Technique or other custom content using Daimonion requires Demon Coordinator Approval
 11. Custom Combination Discipline, Technique, or other custom content using Obtenebration requires Lasombra Coordinator Approval
 12. Custom Combination Discipline or Technique using Abombwe requires Anarch Coordinator Approval
 13. Custom Combination Discipline, Technique or other custom content using Valeren or Obeah requires Salubri Coordinator Approval
 14. Custom vampiric content that includes, duplicates, mimics, or acts in a similar fashion to Thaumaturgical Countermagic (or similarly published powers) requires Tremere Coordinator Approval.
- iii. Custom Infernal Investments requires Demon Coordinator Approval
- iv. Custom powers or item which allows the detection of Infernalism, or Demons, Fallen, or Earth bound requires Demon Coordinator Approval
- v. Custom Abyss Mysticism Rituals requires Lasombra Coordinator Approval
- vi. Salubri Custom Bleeding Rituals requires Salubri Coordinator Approval
- vii. Paths of Enlightenment, including customized versions of existing/printed Paths of Enlightenment
 1. Notified to the Sect Coordinator appropriate to the character. For members of Independent Clans who are not part of a Sect, notification is to the Coordinator responsible for the character's Clan. These Clans are as follows:
 - a. Assamites
 - b. Baali
 - c. Followers of Set
 - d. Gangrel
 - e. Giovanni
 - f. Ravnos
 - g. Samedi
- viii. Ritae with Mechanical Advantages - PC: Coordinator Approval - NPC: Coordinator Approval – Coordinator: Sabbat
- ix. Custom Demon the Fallen Lores, and Fallen Rituals - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator Demon
- x. Custom Content that alters experience point costs - PC: Disallowed - NPC: Disallowed
 1. Custom content that has additional benefits beside experience altering properties may still be purchased, but may not utilize the benefits of the experience point alterations contained in said custom content.

c. Learning Custom Content

- i. PCs learning any Custom Content previously created by another Character needs to Notify the appropriate Coordinator as per the above guidelines and must also have learned the custom content from the character that created it or another character who can accurately trace the instruction to the original creator. This is to exclude any power or mechanic that is contained within a packet or had been in a packet (requiring that Coordinator's Approval). Coordinators may, at their discretion, also exclude a power from this clause if they have sufficient need to do so and a recent packet that would cover the power or mechanic has not been updated within ONE calendar year.
 1. Non-Malkavian PCs learning any Custom Content using Dementation previously created by another Character requires Malkavian Coordinator Approval.
 2. Non-Gargoyle PCs and NPCs learning any Custom Content using Flight or Visceratika previously created requires Tremere Coordinator Approval
 - a. Non-Gargoyle NPC's with Visceratika/Flight based custom content are disallowed
 3. Dur-An-Ki practitioner PCs learning Custom Content paths of Dur-An-Ki previously created require Assamite Coordinator approval, but

to require a PC "teacher" because Dur-An-Ki is learned via ascending the ladder of heaven, and is not "taught" by a PC.

- ii. PCs learning Custom Content which has not been previously Notified will be required to Notify the Custom Content as well as the learning of it.
 1. The Notification of this learning must include the name of the character who is teaching the Custom Content

8. PCs in service to Coordinator(s) NPC

- a. If PCs may have a Binding Agreement if it is decided by any of the parties involved (Coordinator(s), ST(s), or Player(s)) that a Binding Agreement is needed for Approval - signed by the player, its storytellers and the Coordinator(s) in charge of the NPC prior to serving or performing a service for any Coordinator(s) Level NPC at a Sect level that is not specific to internal clan politics. This Binding Agreement will be logged with the Archivist and accessible to the Executive Team in case of disputes that require mediation. The Binding Agreement should outline the following:
 - i. Players rights and responsibilities
 - ii. Storyteller rights and responsibilities
 - iii. Coordinator rights and responsibilities
 - iv. Terms for length of service
 - v. An approximation of duties and responsibilities for the PC
 - vi. Provisions in case there is a change of ST staff, home chronicle or Coordinators
 - vii. Stepping down/removal from the position for IC and/or OOC reasons
 - viii. Rewards for exceptional service or punishment for failure -- perceived or factual.
- b. The Binding Agreement shall be reviewed annually following Coordinator elections for possible updating, revisions, or additions.
- c. PCs in service to a Coordinator(s) NPC must include their Storytellers and Coordinator(s) of said NPC on all communications relating to their service

9. Vampire Regulations

a. Disciplines and Combination Disciplines

- i. Any out-of-Clan Disciplines must be learned from a vampire who possesses that Discipline in-Clan. Exceptions to this include:
 1. Samedi who learn Voudoun Necromancy as per their Clan Advantage. This Necromancy is considered to be out-of Clan and as such, has the out-of-Clan XP cost and may not be taught. Samedi who learn Voudoun Necromancy are not considered "Rogue Necromancers" for the purpose of rarity approvals.
 2. Blood Magic which may be learned without a teacher who possesses the Blood Magic in-Clan, as deemed appropriate by the Coordinator in charge of approval, as per Coordinator Bylaws, Section 3.C.ii.6.a.
 3. Risen may teach Vampire Disciplines under the same rules as Vampire the Masquerade character types. For this purpose Celerity, Fortitude, Obfuscate, and Potence shall be considered "In Clan".
- ii. Any methods used to increase the number of In-Clan Disciplines a vampire possesses beyond what is published the description of the clan or bloodline must select the additional Discipline from the following list: Animalism, Auspex, Celerity, Dominate, Fortitude, Obfuscate, Potence and Presence
 1. The Baali Apostate and Revenant Discipline Merits do not add additional In-Clan Disciplines to a vampire character.
 2. An Inceptor Discipline gained through the Inceptor Merit is exempt from this Bylaw.
- iii. Caitiff and Pander must declare the three disciplines they possess as "in-clan" at creation. Should one of these disciplines be a Clan Specific (e.g., Protean, Dementation, Quietus), it requires Coordinator Approval of the appropriate Clan, as per the Unusual Caitiff/Pander guidelines of the Controlled Items section, and cannot duplicate any such existing clan.
- iv. Temporis
 1. Characters possessing both Temporis and Celerity – PC: Disallowed – NPC: Disallowed – Coordinator: Brujah
 - a. To include any method of duplicating either discipline regardless of source.
 2. Kairos: A character who changes in play from a "LOtN:R Brujah" into a "Kairos Brujah" will convert their already purchased levels of Celerity into Temporis on a one for one basis.
 3. Epicene: A character who changes in play from a "LOtN:R Brujah" into an "Epicene Brujah" will convert their already purchased levels of Celerity into Temporis on a one for one basis
 4. Out of Clan: Any character being taught Temporis out of clan receives an immediate refund of all XP spent on Celerity to be spent solely on Temporis. XP refunded in this manner is halved and rounded down.
 - a. A character requires a teacher for each level of Temporis being converted from Celerity.
 - b. Any unspent XP is lost.
- v. To teach a combination discipline, the teacher must have at least one of the prerequisite disciplines in-clan and the one being taught must have the requisite disciplines at the appropriate level.

b. Camarilla Regulations

- i. All Anathema shall be under the joint control of the Coordinator of the clan offering Trophy and the Camarilla Coordinator. All Anathema named to the OWbN Red List shall require the name to be put forward by the Camarilla Coordinator and the Clan Coordinator whose clan will offer Trophy. This is a Genre Proposal as detailed in the Coordinators Bylaws section 3.C.iii.
 1. There are no PC Anathema. If the proposed Anathema is a PC, his or her Storyteller must be consulted prior to the proposal and his stance on the matter be noted in the proposal. If approved, the character becomes an NPC under control of the appropriate Coordinator(s).
- ii. The reward for slaying an Anathema is a Trophy, which can include but is not limited to immunity to Bloodhunts (whether extant or future), breaking of a Blood Bond, Rite of Progeny, Boons, Monetary Rewards, Grant of Domain, Sanctioned Diablerie, Discipline Education, Indulgence (forgiveness for past transgressions), Sanctioned Slaying (Rite of Destruction over an enemy, granted by the appropriate Coordinator NPC), Clan Friendship and the individual(s) claiming Trophy usually keeps the Anathema's possessions, as well.
 1. Characters slaying an Anathema may choose to give credit to an existing Alastor, in which case they are not given Trophy (which includes not becoming an Alastor), though they should be rewarded by the Alastor. These rewards are similar in nature to the Trophy rewards, but are more limited by nature of the individual giving them. All rewards, Trophy or otherwise, for the slaying of an Anathema will be determined by the appropriate Clan Coordinator and the Camarilla Coordinator.
- iii. All Alastors shall be under the joint control of the Clan Coordinator of the clan they report to and the Camarilla Coordinator. Any future exceptions are subject to a Genre Proposal as detailed in the Coordinators Bylaws section 3.C.iii.
 1. There are no PC Alastors. If the proposed Alastor is a PC, his or her Storyteller must be consulted prior to the proposal. and his stance on the matter be noted in the proposal. If approved, the character becomes an NPC under control of the appropriate Coordinator(s).
 2. An Alastor is named through dedication to the Camarilla as determined to be appropriate by the Coordinator proposing the addition of the character to the Alastors, or claiming to have slain an Anathema (subject to in character investigation prior to the proposal).
- iv. The appearance of Anathema and Alastors require Genre Proposals as detailed in the Coordinators Bylaws section 3.C.iii.. Should it be part of an ongoing plot, each specific instance need not be voted on separately, but must be approved by the appropriate Clan Coordinator and the Camarilla Coordinator after the plot proposal has passed.

c. Sabbat Regulations

- i. The Ritae of the Sabbat, both Auctoritas and Ignobilis, can only be performed by actual members of the Sabbat (i.e. those that have undergone

Creation Rites). Ritae performed by non-Sabbat characters automatically fail. Non-Sabbat characters may not mechanically benefit from Ritae, though non-Sabbat may still participate in the Vaulderie.

10. Controlled Items

a. Definitions and general rules

- i. This list is to be considered a binding document for all games and coordinators within the network and shall be composed of every item that may require Chronicles, Players and Coordinators to seek approval or notification before entering play.
 1. Blood Magic Paths and Rituals are not required to be part of this document, but should instead be made available in specific binding documents regulating their permission level. Any changes in their rarities will be regulated by the packet and/or its Council Vote.
 - a. Characters may retain paths and rituals that are no longer part of their paradigm due to a regulation change through legacy exemptions
 - i. Characters seeking to learn out of paradigm paths and rituals may attempt to learn them from characters that have them through the aforementioned legacy exemptions with their rarity to be considered "Coordinator Approval" for requirements.
 2. Changes in categories, additions or removals of items listed in this Bylaws are to be considered public proposals and as such, may be shared with the player base. Such proposals can be submitted by the proper genre coordinator, Exec Team or the Archivist Team.
 - a. If those changes further restrict an item, a legacy exemption period of 30 days will be granted to register the item following the proper procedure without needing to submit it through a new approval process, unless specifically stated otherwise in the proposal. Should the item not be registered during this period, it will need to face the new approval process. The legacy exemption period begins with the closing of the vote.
- ii. Each individual entry has the Controlled Item, what regulation level it is for a PC and for an NPC, and a listing of the controlling Coordinator. If necessary, further definitions will be added.
 1. Disallowed: Not available for play, even with a Bylaw Exception Vote.
 2. 2/3 Majority Vote: Approval requires a 2/3 majority Council Vote.
 3. Majority Vote: Approval requires a simple majority Council Vote.
 4. Coordinator Approval: Approval requires the approval of the listed Coordinator(s).
 5. Coordinator Notify: Approval requires the character be notified to the listed Coordinator(s)

b. Controlled characters and items may be submitted for approval and/or vote through the OWbN website

- i. Every R&U character and item are required to be logged in with the Archivists
 1. Backgrounds/merits/and other ways that represent a separate R&U item (Such as a vampire with a R&U NPC ghoul) are logged against the character, and not the chronicle.
- c. It is the responsibility of the Storyteller to submit the R&U registration for characters and items based in their chronicle. This power can be delegated to a Council Member.
- d. It is the responsibility of a Coordinator to submit the R&U registration for characters and items belonging to his office. This power can be delegated to a sub-coordinator with express permission.
- e. The Archivists may allow the R&U to be submitted through e-mail. However, should this happen, it becomes their responsibility to submit the R&U to the website.

c. Registration time frame

- i. Items that require a Council vote may be submitted by the chronicle's Council Member or the Archivist and, if passed, be registered in the database by the Archivist no more than 10 days after the closing of the vote.
- ii. Items that require Coordinator Approval have to be answered by the responsible Coordinator within 14 days of the request being sent to the proper e-mail or contact form as defined by the Coordinator.
 1. If the request is not answered at all in this period of time, the item will be considered approved. For this to happen, the person requesting the item must bump the request at least twice during this time frame.
 2. Should a coordinator need further information to make his decision, the period will be reset from the moment that the requested information is given.
 3. If for some reason the Coordinator is not able to make this decision within the time frame, an extension can be requested to the Executive Team.
 4. Any time an item passes via this method, the archivist will notify council said action occurred. (Specifics are not required, simply [responsible Coordinator] had an auto-approval processed)
- iii. Items that require notification to a Coordinator will be fulfilled by submitting the R&U through the website
- iv. Archivists may allow the R&U to be submitted through e-mail. However, should this happen, it becomes their responsibility to submit the R&U to the website and notify the proper coordinators.

d. Chronicles and coordinators that have characters (PC or NPC) or items that are in violation of the Controlled Items Section guidelines must bring themselves in compliance within 30 days

- i. Characters and items that are found in violation of the Bylaws are not allowed to enter play until their state of non-compliance is solved through any of the methods available below
- ii. Should the chosen method of compliance be to remove the R&U from play within the aforementioned time frame, any and all short and long term gain to PCs and NPCs such as disciplines, gifts, merits, or any other similar benefit must immediately be removed as well. Stories that involved the unregistered R&U need to be changed or retconned to reflect the absence of the item or character involved. This includes NPCs and items created to supply merits and backgrounds that might require it
- iii. Should the chosen method of compliance be to register the R&U, the process will be the same as a regular R&U.
- iv. Storytellers and Coordinators that fails to comply with the requirements of the Controlled Items Section may be subject to Disciplinary Action.
- v. Players that have lied, cheated or obstructed the truth for the purposes of circumventing the Controlled Items may be subject to Disciplinary Action and/or the administrative death of the character benefited by the misrepresentation.

e. GENERAL CONTROLLED ITEMS

- i. Real Unique Characters - PC: Majority Vote - NPC: Majority Vote - Coordinator: Varies
 1. Historical figures (i.e. Loius XIV), Real-life people (i.e. Clinton), Real-world Fictional characters used as character concepts (i.e. Lestat, Sir Lancelot, Thor, Batman)
- ii. Canonical Unique Characters - PC: Majority Vote - NPC: Majority Vote - Coordinator: Varies
 1. All characters published by White Wolf
 2. This does not apply to Incarna Spirits which are regulated further in character bylaw 10.F.i.8
- iii. Characters with history involving Coordinator or Canon NPCs - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Varies; Coordinator(s) that controls the canonical NPC
- iv. Character Resurrection - PC: Majority Vote - NPC: Coordinator Notify - Coordinator: Varies.
 1. Defined as bringing back into play any character that has meet its final death or similarly become unplayable

- a. This does not govern creature type conversions which involve death (example, a Werewolf becoming a Wraith)
- 2. Should the death occur in the character's home chronicle (or in a visited Chronicle whose Storytelling Staff grants specific permission) with the same HST being in continuous charge of the chronicle and less than 6 months has passed since the out-of-character date of the death scene, a proposal is not required.
- 3. Any dispute to define if a situation is a resurrection or not shall be arbitrated by the Executive Team
- 4. Once defined as Dead, a character may not be changed from PC to NPC in order to lower the restriction-level of its Resurrection
- 5. Coordinators proposing Coordinator-controlled-NPC resurrections may do so as part of their Coordinator duties, specified in the Coordinator Bylaws, Section 3.C.iii
- v. True Faith 1-5 - PC: Coordinator Notify - NPC: Unregulated - Coordinator: Hunter
- vi. True Faith 6+ - PC: Majority Vote - NPC: Coordinator Notify - Coordinator Hunter
- vii. Supernaturals with Hedge Magic/Numina PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Varies; appropriate genre Coordinator (s)
 - 1. Unless part of a canon group that specifically allows them, no major supernatural type (Changing Breeds, Changeling, Mages, Vampires, etc) can have Hedge Magic/Numina.
 - 2. Characters part of a group able to utilize these abilities (Uktena Path Dancers, Bubasti, Rune Wise Gangrel, etc) may do so with the appropriate Coordinator Approval, unless otherwise mentioned in the Controlled Items section.
- viii. Items/Backgrounds/Objects currently regulated by existing bylaws must be Notified or Approved by appropriate Coordinator when temporary or permanent transfer of such is made between characters even if the item/background/object was previously Notified or Approved. Notification or Approval must also be made if an item/background/object is acquired by a character that makes such fall under current bylaw regulations outside of character to character transfer. This is required before the item/background/object is allowed back in play or the character can benefit from such. - PC: Coordinator Notify or Approval as Appropriate - NPC: Coordinator Notify or Approval as Appropriate - Coordinator: Varies
 - 1. The currently regulated item/background/object must also be purchased and placed on the character sheet in the manner of the originating genre's rules/standardization.

f. CHANGING BREEDS CONTROLLED ITEMS

i. Creature Types

- 1. Legend Rank - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Changing Breeds
- 2. Garou
 - a. Abominations - PC: Majority Vote - NPC: Coordinator Approval - Coordinator: Changing Breeds, Relevant Vampire Clan Coordinator, Relevant Sect Coordinator
 - i. Caitiff Abominations who do not possess a unique discipline will be considered under the purview of the Anarch Coordinator for the purposes of joint approval.
 - b. Former Erebus Resident - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - c. Restricted Tribal Affiliations
 - i. Homid Red Talon - PC: Disallowed - NPC: Disallowed - Coordinator: Changing Breeds
 - ii. Non-Metis Men/Male-Identifying Black Fury - PC: Disallowed - NPC: Disallowed - Coordinator: Changing Breeds
 - d. Restricted Garou Camps - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - i. Bringers of the Light
 - ii. Cyber Dogs 2.0
 - iii. Eaters of the Dead
 - iv. Ivory Priesthood
 - v. Mother's Fundamentalists
 - vi. Path Dancers
 - vii. Sword of Heimdall
 - viii. Temple of Artemis
 - ix. The Dying Cubs
 - e. Skin Dancers - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
- 3. Factions
 - a. Ahadi
 - i. Ahadi Fera Faction Membership The following Are considered to be 'genre appropriate' Fera members of the Ahadi
 - a. Ajaba - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - b. Bagheera - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - c. Bubasti - PC: Majority Vote - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - d. Makunguru - PC: Coordinator Approval - NPC: Coordinator Approval: Coordinator: Changing Breeds
 - e. Mokole-mbembe - PC: Majority Vote - NPC: Coordinator Approval: Coordinator: Changing Breeds
 - f. Simba - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - g. Swara - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - ii. Ahadi Garou Faction Membership The following are considered to be 'genre appropriate' Garou members of the Ahadi
 - a. Ahadi Silent Striders - PC: Coordinator Approval - NPC: Coordinator Approval: Coordinator: Changing Breeds
 - b. Kucha Ekundu - PC: Coordinator Approval - NPC: Coordinator Approval: Coordinator: Changing Breeds
 - iii. Ahadi Sect Defection
 - a. Former Ahadi Membership - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - b. Out of Genre Ahadi Membership - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
- 4. Independent Fera
 - a. Ajaba - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - b. Bastet - Geographically Appropriate - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Changing Breeds
 - i. The following are considered to be Geographically Appropriate Bastet for OWBN Changing Breed Games. Locations are to be considered the IC location of a chronicle.
 - a. North America
 - i. Pumonca
 - ii. Qualmi
 - b. Central/South America
 - i. Balam
 - ii. Pumonca
 - c. Bastet - Geographically Inappropriate - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - i. The following are considered to be Geographically Inappropriate Bastet breeds uncommon in North/South American OWBN Games.

Locations are to be considered the IC location of a chronicle.

- a. Bagheera
- b. Non-Hengeyokai Khan
- c. Simba
- d. Swara
- d. Gurahl - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Changing Breeds
 - i. The following tribes are considered to be included in the above description
 - a. Forest Walkers
 - b. Ice Stalkers
 - c. Mountain Guardians
 - d. River Keepers
 - e. Extraordinary Changing Breeds - PC: Majority Vote - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - i. Kitsune
 - ii. Mokole
 - iii. Nagah
 - iv. Nuwisha
 - v. Ananasi
 - vi. Rokea
5. Near Extinct / Extinct Changing Breeds
 - a. Near-Extinct and Extinct Garou Tribes - PC: Majority Vote - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - i. Croatan
 - ii. Bunyip
 - iii. White Howlers (Including Throwbacks)
 - iv. Siberakh
 - b. Near-Extinct and Extinct Fera - PC: Majority Vote - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - i. Apis
 - ii. Bubasti
 - iii. Camazotz
 - iv. Ceilican
 - v. Grondr
 - vi. Khara
 - vii. Okuma
6. Mockery Breeds
 - a. Canon Mockery Breeds - PC: Approval - NPC: Unregulated - Coordinator: Changing Breeds
 - i. Canon Mockery Breeds are as follows:
 - a. Anurana
 - b. Kerasi
 - c. Samsa
 - d. War Wolves
 - e. Yeren
 - b. Custom Mockery Breeds - PC: Majority Vote - NPC: Unregulated - Coordinator: Changing Breeds
7. Kinfolk
 - a. Demi Supernatural Kinfolk - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Changing Breeds
 - i. A true Kinfolk is hereby defined as any character with the Merit: Kinfolk (LotH:RE:p151), Blood of the Wolf (CH20) or any other similar merit that designates them as a kinfolk
 - ii. A Demi Supernatural Kinfolk is defined as any non-gnostic or gnostic kinfolk that possesses a 'half' supernatural template
 - a. Demi Supernatural templates include
 - i. Psychic Powers
 - ii. Hedge Magic Powers
 - iii. Ghouled Kinfolk
 - iv. Theurgy Based Powers
 - v. Shih powers
 - vi. Dhampir
 - b. Full Supernatural Kinfolk PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds and Appropriate Creature Type Coordinator
 - i. A Full Supernatural Kinfolk PC is a true Kinfolk as defined above that also has mechanics for a non-Changing Breeds genre
 - a. Supernatural Kinfolk Templates include
 - i. Changeling
 - ii. Fallen
 - iii. Rom
 - iv. Kuei-Jin
 - v. Mage
 - vi. Mummy
 - vii. Revenant
 - viii. Thralls
 - ix. Vampire
 - x. Wraith
7. Extended Play Supernatural Possessed - PC: Majority Vote - NPC: Coordinator Notify - Coordinator: Changing Breeds
 - a. Considered to be continued play beyond 6 months from the date the character comes to fall under one of these categories. The vote needs to be proposed before the 6 months mark or be shelved until the vote concludes.
 - b. Any supernatural entity possessed or inhabited by a Triatic or Gaian Spirit or gaining Spirit-based powers, benefits, or taints in a manner consistent with being a Kami, Drone or Fomori. Does not include any creature defined elsewhere in the bylaws as Semi-Supernatural.
 - i. Triatic Spirits are defined as Spirits of the Weaver, Wyld, or Wyrm.
 - ii. Does not apply to supernatural and human Gorgons as they are created exclusively from naturally occurring animals, plants, or minerals.
 - c. Does not include any creature defined elsewhere in the bylaws as Semi-Supernatural except for the following Semi Supernatural Templates:

- i. Revenant
 - ii. Ghoul
 - iii. Kinfolk
8. Incarna Spirits - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Varies
- a. Defined as spirits whom are the pinnacle of their brood or chain. Spirits whom only have underlings and have no superior within their brood or chain.
 - i. This list is not meant to be exclusive, but to give some examples of the spirits which qualify. Most spirits not listed will fall under the Changing Breeds Coordinator, but not all. Due to approval being needed regardless of genre, contact the Changing Breeds Coordinator to determine whose specific approval might be necessary.
 - a. Rulers of the known 13 Near Umbra Realms - Changing Breeds Coordinator
 - b. Tribal Incarna - Changing Breeds Coordinator
 - c. Aspect Incarna - Changing Breeds Coordinator
 - d. Fera Incarna (those fera whom do not have tribes or aspects) - Changing Breeds Coordinator
 - e. Planetary Incarna - Changing Breeds Coordinator
 - f. The Machine Messiah - Changing Breeds Coordinator
 - g. "Wrinkle" - Mage Coordinator
 - h. Kupala - Tzimisce Coordinator
 - i. Tlaloc - Tzimisce Coordinator
 - j. Svarogic - Tzimisce Coordinator
 - k. Veles - Tzimisce Coordinator
 - l. Dazhbog - Tzimisce Coordinator
- ii. Fetishes
- 1. Custom Fetishes / Weapons with 2 spirits inside them - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Changing Breeds
 - 2. Custom Fetishes / Weapons with 3 or more spirits inside them - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - 3. Grand/Great/Bane Klaives - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - a. A Grand Klaive is considered to be a klaive that consists of a war spirit and a secondary spirit
 - b. A Great Klaive is considered to be a klaive that consists of a war spirit and two secondary spirits
 - c. A Bane Klaive is considered to be a klaive of any level that is possessed by banes instead of regular spirits
- iii. Powers
- 1. Garou
 - a. Stargazer
 - i. Rite of the Beating Heart
 - 1. Learning of Rite of the Beating Heart by a Stargazer - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Changing Breeds
 - 2. Learning of Rite of the Beating Heart by a Non-Stargazer - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - 3. Use the Rite of the Beating Heart - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Changing Breeds
 - b. Shadow Lord
 - i. Rite of Conquest
 - 1. Learning of Rite of Conquest by a Shadow Lord PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - 2. Learning of Rite of Conquest by a Non- Shadow Lord PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - 3. Use of the Rite of Conquest - PC: Coordinator Approval NPC: Coordinator Approval
 - 2. Fera
 - a. Gurahl
 - i. Rite of Fighting the Death Bear
 - 1. Learning of Rite of Fighting the Death Bear by Gurahl - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Changing Breeds
 - 2. Learning of Rite of Fighting the Death Bear by Non-Gurahl - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - 3. Use of the Rite of Fighting the Death Bear by Gurahl or Non-Gurahl on a PC - PC: Majority Vote - NPC: Majority Vote - Coordinator: Changing Breeds
 - 4. Use of the Rite of Fighting the Death Bear by Gurahl or Non-Gurahl on an NPC - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - b. Nuwisha
 - i. Sing Back the Dead
 - 1. Learning of the Rite Sing Back the Dead by Nuwisha - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - 2. Learning of the Rite Sing Back the Dead by Non-Nuwisha - PC: Disallowed- NPC: Disallowed - Coordinator: Changing Breeds
 - 3. Use of the Rite Sing Back the Dead by Nuwisha on a PC or NPC in the same game session the PC or NPC died - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - 4. Use of the Rite Sing Back the Dead by Nuwisha on a PC or NPC at any time after the game session in which the PC or NPC died - PC: Majority Vote - NPC: Majority Vote - Coordinator: Changing Breeds
 - 3. Lost Tribal and Breed Gifts and Rites - PC: Majority Vote - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - a. Any character who learns or swipes a gift or rite belonging exclusively to one of the extinct or lost Changing breed or Garou tribes (defined for this purpose as the Apis, Bunyip, Camazotz, Croat, Grandr, and White Howlers).
 - 4. Using the Mokole gift Steal Shape to create new varna or alter character's changing breed - PC: Majority Vote - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - 5. Gifts
 - a. General Gift Rules
 - i. Garou Gifts
 - 1. Non Glasswalker / Boli Zousizhe learning Chaos Mechanics - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Changing Breeds

2. Non-Fianna learning Faerie Blood - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Changing Breeds
- ii. Fera Gifts
 1. Non Near-Extinct and Extraordinary Changing Breeds PCs / Kinfolk PCs learning exclusive Near-Extinct and Extraordinary Changing Breeds gifts - PC: Coordinator Approval - NPC: Coordinator Notify: Coordinator: Changing Breeds
 - a. Exclusive Near-Extinct and Extraordinary Changing Breeds gifts are gifts that are only available to a specific Near-Extinct / Extraordinary Changing Breeds type and are not found in any other printed White Wolf source material such as Shagreen Shield, Xochipilli's Touch, Many Eyes, and so on and so forth.
 - i. Near Extinct / Extraordinary Changing Breed types are as follow:
 1. Ananasi
 2. Bubasti
 3. Ceilican
 4. Khara
 5. Kitsune
 6. Mokole / Mokole-mbembe
 7. Nagah
 8. Nuwisha
 9. Okuma
 10. Rokea
 - b. Aetherial Realm Gifts
 - i. Learning, Swiping, Mimicking, or otherwise Obtaining Aetherial Realm Gifts - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Changing Breeds
 - ii. Aetherial Gifts are gifts taught by the Deity Incarna and Celestine Spirits. These gifts include:
 1. Basic
 - a. Aura of Leadership
 - b. Battlesense
 - c. Earth Sense
 - d. Find the Child Within
 - e. Find the Heart's Flame
 - f. Find the Portent
 - g. Fixit
 - h. Flame of the Wind Rider
 - i. Foetracker
 - j. Herb Call
 - k. Hidden Depths
 - l. Lambent Sight
 - m. Mantle of the Land
 - n. Moonpool of Sokhta
 - o. Peace of the Counselor
 - p. Proclamation of Action
 - q. Rouse to Anger
 - r. Sense Limits
 - s. Sense of the Transformation
 - t. Shadow of the Ebon Whisperer
 - u. Shards of Icy Rage
 - v. Shorten the Road
 - w. Speed of the Messenger
 - x. Sticky Fingers
 - y. Threads of the Tapestry
 - z. Uncloak the Hidden
 2. Intermediate
 1. Blank Slate
 2. Challenge of Single Combat
 3. Deliberate Misinformation
 4. Enthronement
 5. Hand of the Sun
 6. Harmonious Slumber
 7. Hidden Heart
 8. Hunter's Horn
 9. Lore of the Land
 10. Mercurial Messenger
 11. Mooncat
 12. Moonriver
 13. Motherly Guardian
 14. Nerigal's Call to Arms
 15. Oaksong
 16. Pall of Despair
 17. Ride the Solar Winds
 18. Savagery of the Taloned Hunter
 19. Shantar's Loom
 20. Sleep's Travels
 21. Tangling the Skein
 22. Undisputed Ruler
 23. Unravel
 24. Veil of the Mother
 25. Whisper in the Dark
 26. Wyld Spirits

3. Advanced
 - i. Bring Forth The Future
 - ii. Burden of Knowledge
 - iii. Cleansing Flame
 - iv. Diplomatic Immunity
 - v. Drown
 - vi. Ebon Binding
 - vii. Earth Heal
 - viii. Essential Transformation
 - ix. Grand Gesture
 - x. Heart of the Ice Warrior
 - xi. Moondream
 - xii. Pack Mind
6. Swiping
 - a. General Swiping Rules
 - i. The use of "Swipe" by one who is not a Bastet - PC: Disallowed - NPC: Disallowed - Coordinator: Changing Breeds
 - ii. Any gift that may not be learned without Coordinator Approval may not be swiped without Coordinator Approval.
 - b. Swiping Restrictions
 - i. Garou Specifics
 1. Swiping a Garou Nation Tribal Specific Gift from a Garou Nation PC - PC: Disallowed - NPC: Disallowed - Coordinator: Changing Breeds
 - a. A Garou Nation Tribal specific gift is a gift that is single sourced to a single tribe and does not appear anywhere else in any other Garou Nation Breed, Tribe or Auspice.
 2. Swiping a Garou Nation Tribal Camp Gift - PC: Disallowed - NPC: Disallowed - Coordinator: Changing Breeds
 - ii. Fera Specifics
 1. Swiping of Near-Extinct and Extinct / Extraordinary Changing Breeds gifts - PC: Disallowed - NPC: Disallowed - Coordinator: Changing Breeds
- iv. Merits
 1. Intertribal Fosterage
 - a. Intertribal Fosterage as a merit taken by Purelander Garou or Kinfolk [Uktena to Wendigo and vice Versa] - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Changing Breeds
 - b. Intertribal Fosterage as a merit taken by Non-Purelanders or by a Purelander from a Purelander Tribe to a Non-Purelander Tribe - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
 - c. Intertribal Fosterage as a merit taken by Fera - PC: Disallowed - NPC: Disallowed - Coordinator: Changing Breeds
- v. Lores
 1. Non Beast Court PCs Wyld 5+ - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Changing Breeds
 2. Non Beast Court PCs Weaver 5+ - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Changing Breeds
 3. Non Beast Court PCs Wyrms 5+ - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Changing Breeds
- g. HENGEYOKAI CONTROLLED ITEMS
 - i. Hengeyokai / Beast Courts
 1. Beast Courts Aligned Legend aka "Jade" Rank - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Hengeyokai
 2. Hengeyokai Fera Faction Membership The following are considered to be 'genre appropriate' Fera members of the Hengeyokai
 - a. Khan - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Hengeyokai
 - b. Kitsune (Hengeyokai Affiliated) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Hengeyokai
 - c. Kitsune (Non-Hengeyokai Affiliated) - PC: Majority Vote - NPC: Coordinator Approval - Coordinator: Hengeyokai
 - d. Kumo - PC: Majority Vote - NPC: Coordinator Approval: Coordinator: Hengeyokai
 - e. Nagah - PC: Majority Vote - NPC: Coordinator Approval: Coordinator: Hengeyokai
 - f. Nezumi - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Hengeyokai
 - g. Same-bito - PC: Majority Vote - NPC: Coordinator Approval: Coordinator: Hengeyokai
 - h. Tengu - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Hengeyokai
 - i. Zhong Lungs - PC: Majority Vote - NPC: Coordinator Approval: Coordinator: Hengeyokai
 3. Hengeyokai Garou Faction Membership The following are considered to be 'genre appropriate' Garou members of the Hengeyokai
 - a. Hakken - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Hengeyokai
 - b. Hengeyokai-loyal Stargazers - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Hengeyokai
 4. Hengeyokai Sect Defection
 - a. Former Hengeyokai Membership - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds / Hengeyokai
 - b. Out of Genre Hengeyokai Membership - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Hengeyokai
 5. Hengeyokai Sub-Groupings
 - a. Nezumi members of Nezumi Schools - PC: Coordinator Approval - NPC: Coordinator Notification - Coordinator: Hengeyokai
 - b. Non-Nezumi members of Nezumi Schools - PC: Disallowed - NPC: Disallowed - Coordinator: Hengeyokai
 - c. Kitsune membership in Inari's Messengers - PC: Coordinator Approval - NPC: Coordinator Notification - Coordinator: Hengeyokai
 - d. Non-Kitsune membership in Inari's Messengers - PC: Disallowed - NPC: Disallowed - Coordinator: Hengeyokai
 - ii. Lores
 1. Beast Court PCs with Wyld 5+ - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Hengeyokai
 2. Beast Court PCs with Weaver 5+ - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Hengeyokai
 3. Beast Court PCs with Wyrms 5+ - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Hengeyokai
 - iii. Rites
 1. Use of Rite of the Second Face - PC: Coordinator Notification - NPC: Coordinator Notification - Coordinator: Hengeyokai
 2. Use of Rite of the Great Burden - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Hengeyokai and Changing Breeds
- iv. Positions
 1. Ambassador from the Hengeyokai to Other Groupings (Garou Nation, Ahadi, etc.) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Hengeyokai
- v. Kinfolk
 1. Beast Courts Aligned Special Kinfolk - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Hengeyokai

- a. A True Kinfolk is hereby defined as any character with the Merit: Kinfolk (LotH:RE:p151), Blood of the Wolf (CH20) or any other similar merit that designates them as a kinfolk
- b. Examples of Special Kinfolk include but are not limited to: Gnostic Kinfolk, Hedge Mage Kinfolk, Ghoul Kinfolk
2. Beast Courts Aligned Supernatural Kinfolk PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Hengeyokai and Appropriate Creature Type Coordinator
 - a. A Supernatural Kinfolk PC is a true Kinfolk that also has mechanics for a non-Changing Breeds genre
 - i. A true Kinfolk is hereby defined as any character with the Merit: Kinfolk (LotH:RE:p151), Blood of the Wolf (CH20) or any other similar merit that designates them as a kinfolk
 - ii. Examples of Supernatural Kinfolk include but are not limited to: Changeling, Fallen, Mage, Mummy, Vampire, Wraith, Revenant

h. CHANGELING CONTROLLED ITEMS

i. Powers

1. Chronos Art - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changeling
2. Naming Art - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changeling
3. Spring Art: Level 5 only – PC: Coordinator Approval- NPC: Coordinator Approval - Coordinator: Changeling
4. Kinain with non-Changeling supernatural powers or traits other than Numina and Hedge Magic - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changeling

ii. Other Listings

1. Individuals which are not Changelings possessing long term benefits from Arts exceeding 1 month - PC: Coordinator Approval - NPC: Unregulated – Coordinator: Changeling
2. Full supernaturals (such as mages or vampires) undergoing the Ritual of the Parted Mists or other similar process - PC: Coordinator Approval - NPC: Unregulated – Coordinator: Changeling
3. Full supernaturals which are not changelings having Arts - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Changeling
4. Use of the Spring 5: Renewal targeting a PC or former PC - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changeling and Parent Genre Coordinator (in the case of non-changelings)
5. Characters with Title 5 - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changeling
6. Characters with Title 6 or Higher - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Changeling
7. Membership in the following organizations: The Parliament of Dreams, The Cat’s Cradle, the Beltaine Blade, the Red Branch of Ulster, the Shadow Court, the Crystal Circle, the Golden Sickle, the Ranters and the Catacomb Club - PC: Coordinator Notify - NPC: Unregulated
8. Heralds of the Fomorians - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Changeling
9. Lore: Fomorians - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changeling
10. Tuatha de Dannan - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Changeling
11. Bygone Beasts - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Changeling and Mage

i. DEMON CONTROLLED ITEMS

i. Abilities and Lore

1. Baali Lore each level - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
 - a. Baali lore 1-3 For Baali, Baali Apostates, and Angellis blood line - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Demon
 - b. Baali lore 1-2 Tzimisce Clan advantage in Laws of the Night, Jocastians, Loyalist Assamites, Occult Underground lore masters, Sabbat Inquisition, Josians, and Clan Nosferatu lore masters - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Demon
2. Non-Fallen With Fallen Lore 4-5 - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
3. Demon the Fallen with Fallen Lore 4+ - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
4. Demonology level 4 - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Demon
5. Demonology level 5 - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
6. Infernal Lore level 4 - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Demon
7. Infernal Lore level 5 - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
8. Plague Breeding level 4 - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Demon
9. Plague Breeding level 5 - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon

ii. Creature Types

1. Demon: the Fallen Overlord - PC: Disallowed - NPC: Coordinator Notify - Coordinator: Demon
2. Demon: the Fallen Barons, Dukes and Archdukes - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Demon
3. Rank 5+ Demon - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Demon
4. Earthbound Demon - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Demon
5. Angels - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Demon
 - a. Angels are to be defined as Time of Judgment based angels from heaven.
6. Angellis Ater/Azaneal - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
7. Veneficti Mages - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
8. D'habi Revenants - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
9. Extended play demonic possession
 - a. Fallen possession of a standard mortal or thrall are exempt from this bylaw unless the mortal vessel falls into one of the following categories
 - b. Extended Play supernatural Possession by a Fallen - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Demon
 - i. Supernatural genres are defined as; Mage, Kuei-jin, Mummy, Demon, Fae, Spirit, Revenant, Imbued
 - c. Extended play possession of a Supernatural by a Demon - PC: Disallowed - NPC: Coordinator Notify - Coordinator: Demon
 - d. Extended play possession of semi-supernatural characters - PC Coordinator Approval - NPC Coordinator Notify - Coordinator: Demon and Genre Coordinator
 - i. Kinfolk - Coordinator: Demon and Changing Breeds
 - ii. Kinain - Coordinator: Demon and Changeling
 - iii. Hedge Mage, Imbued, Numina - Coordinator: Demon and Hunter
 - iv. Ghoul Character - Coordinator: Demon
- e. Extended play possession is guided by the following outlines, with demons are defined as entities controlled by the Demon Coordinator, such as Demonic Spirits, Earth-Bound, and Fallen
 - i. Considered to be continued play beyond 3 months from the date the character comes to fall under one of these categories. The vote needs to be proposed before the 3rd month's mark, or be shelved until the vote concludes.
 - ii. Any entity possessed or inhabited by a Demon or gaining investment based powers, benefits or traits in a manner consistent with being Thrall, Diabolist, or a Demon.

- iii. Extended play possession is restricted in the following manner that the Fallen soul replaces the host, were the Fallen lose access to the Following items a host may have had, Hedge magic, Spheres, Gnosis, Gifts, Fae Blood, Numen, Spirit Heritage, Ancestors, Avatar, Past life, Arts, and Realms. In the event the possession ends and the host remains alive and the soul intact the host removed items return at the end of the possession.

10. Demonic possession

- a. Possession of a Changing Breed or Vampire by a Fallen - PC: Disallowed - NPC: Disallowed - Coordinator: Demon

iii. Merits and Flaws

1. Demonic Heritage: Laham - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
2. Demonic Tutor - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
3. Demonic Patron - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
4. Unbound Diabolist - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
5. Blessed - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
6. Baali Apostate - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
7. Unholy Aura - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
8. Covenant of the old ways - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
9. Blasphemous Pact - PC: Disallowed as a merit - NPC: Coordinator Approval - Coordinator: Demon
10. Penitent Merit for Reconcilers - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Demon
11. Penitent Merit for non-Reconcilers - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Demon

iv. Powers

1. Daimonion Based Combination Disciplines possessed by Non-Baali - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
2. Dark Thaumaturgy Combination Disciplines possessed by Non-Infernalists - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
3. Usage of Investment: Relentless - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Demon
4. Investments 1-2 - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Demon
5. Investments 3 - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
 - a. Investments not defined in the document OWbN Infernalism: Path of Screams and Blood
6. Out-of-Parent-Genre powers not printed as investments in any white wolf material for PCs - PC: Disallowed - NPC: Council Vote - Coordinator: Demon
7. Custom powers as Investments - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
8. Non Baali/Angellis/Baali Apostates with Daimonion - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
9. Use of Lore of Spirit 5: Restore the Dead targeting a Fallen, Semi-Supernatural, Mortal or Wraith PC or former PC - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
10. Use of Lore of Spirit 5: Restore the Dead targeting a former PC of any Full Supernatural genre but Fallen or Wraith - PC Disallowed - NPC Disallowed - Coordinator: Demon

v. Infernalism

1. Demonic Interaction for Pacts: Thralls - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Demon
2. Demonic Interaction for Deals: Diabolists - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
3. Removing, Escaping, Redeeming or Undoing Infernal Pacts/infernal nature - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
 - a. This includes any method by which a character is able to break free of his or her Pacts or escape their infernal nature.
6. Dark Thaumaturgy approval for Associates faction characters - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
7. Dark Thaumaturgy approval for Tremere - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
8. Characters making pacts with Yama Kings - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Kuei-jin

vi. Backgrounds

1. Wells of Sacrifice lvl 4 - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Demon
2. Wells of Sacrifice lvl 5 - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
3. Nest Membership lvl 4 - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Demon
4. Nest Membership lvl 5 - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
5. Altar lvl 4 - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Demon
6. Altar lvl 5 - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
7. Diabolist Circles lvl 4 - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Demon
8. Diabolist Circles lvl 5 - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
9. Infernal Ranking - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Demon
10. Infernal Relic 4-5 - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
11. Fallen Rank 3+ PC Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
12. Demon: the Fallen Backgrounds for Non-Demons - PC: Disallowed - NPC: Disallowed - Coordinator: Demon
 - a. Includes but is not limited to Eminence, Followers, Legacy, Pacts, Paragon, Rites, Thralls
13. Demon: The Fallen Background: Cult 5 - PC Coordinator Approval - NPC: Coordinator Notify - Coordinator: Demon

vii. Other Listings

1. Demon: the Fallen Backgrounds for Non-Demons - PC: Disallowed - NPC: Disallowed - Coordinator: Demon
 - a. Includes but is not limited to Eminence, Followers, Legacy, Pacts, Paragon, Rites, Thralls
2. Membership in select Baali cults is restricted to Coordinator approval.
 - a. Cult of Kupalla - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Demon, Tzimisce
 - b. Order of the Wyrms - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Demon, Tremere
3. Non Baali/Baali Apostates on Path of Hive (Clan book Baali, Chaining the Beast, Tal Mahe Ra Guide to the Black Hand versions) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
4. Enchanted Relics with more than one effect or evocation: PC Coordinator Approval - NPC Coordinator Approval - Coordinator: Demon
5. Torment Score below 1 - PC Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon

j. MAGE CONTROLLED ITEMS

i. Creature Types

1. Sphere 6+ Mages - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Mage
2. Marauders - PC: Majority Vote - NPC: Coordinator Notify - Coordinator: Mage
3. Nephandi - PC: Majority Vote - NPC: Coordinator Notify - Coordinator: Mage
4. Disparate/Craft Mages - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Mage

5. Bygone Beasts - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Mage and Changeling
- ii. Items
 1. Grimoires and Principae - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Mage
- iii. Genre-specific Mage Backgrounds on non-Mages - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Mage
 1. This includes: Arcane, Artifact, Avatar, Blessing, Chantry, Demense, Dream, Enhancement, Familiar, Guide, Legend, Node, Sanctum, Secret Weapons, Talisman, Totem, Wonder.
 2. If another genre has a published background of the same name, this does not restrict characters of that Genre from buying their own version of the background. For example, Werewolf characters have their own version of Totem, and so are not restricted from purchasing it by this bylaw.
- iv. Genre-specific Mage Merits/Flaws on non-Mages - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Mage
 1. This includes: Immortal, Immunity, Inner Knight, Legendary Attribute, Parlor Trick, Physical Enhancement, Primal Marks, Resistant Pattern, Sleepwalker, and any merit/ flaw dealing with a Mage's Avatar.
 2. If another genre has a published merit/ flaw of the same name, this does not restrict characters of that Genre from taking their own version of the merit/ flaw.
- v. Mage Merits
 1. Merit: Immunity (standard version) at a rating greater than 6 - PC: Majority Vote - NPC: Coordinator Notify - Coordinator: Mage
 2. Merit: Immunity ("half damage" version) at a rating greater than 3 - PC: Majority Vote - NPC: Coordinator Notify - Coordinator: Mage
 3. Merit: Immunity - multiple instances of the merit on the same PC - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Mage
 4. Merit: Immortal (7 point version) - PC: Majority Vote - NPC: Coordinator Notify - Coordinator: Mage

k. MUMMY CONTROLLED ITEMS

i. Creature Types

1. Non-Standard Mummies – PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Follower of Set
 - a. Non-Standard Mummies are defined as those Mummies not part of the Amenti, Imkhu, or Shemsu-Heru. Examples of non-standard mummies include, but are not limited to;
 - i. Ishmaelites
 - ii. Cabiri
 - iii. Capococoha
 - iv. Wu T'ian
2. Asek-Sen – PC: Disallowed – NPC: Unregulated - Coordinator: Follower of Set
3. Bane Mummies - PC: Disallowed - NPC: Coordinator Notify - Coordinator: Follower of Set

ii. Items

1. Hekau: Nomenclature on Amenti or other standard mummies – PC: Coordinator Approval – NPC: Unregulated - Coordinator: Follower of Set
2. Full Supernatural in possession of Mummy-created magic items - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Follower of Set

a. Mummy magic item is defined as any item which originates from a Mummy book, intended for Mummies, or is created with Hekau.

iii. Genre Specific Mummy Backgrounds on non-Mummies - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Follower of Set

1. This includes: Arcane, Ba, Companion, Ka, Legacy, Memory, Tome, Vessel
2. If another genre has a published background of the same name, this does not restrict characters of that Genre from buying their own version of the background. For example, Mage characters have their own version of Arcane, and so are not restricted from purchasing it by this bylaw.

iv. Genre-specific Mummy genre Merits/Flaws on non-Mummies - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Follower of Set

1. This Includes: Osiris' Gift, Bes' Blessing, Gift of Thoth, Soul's Reflection, Lesser Resurrection, Ba's Rest, and any merit/ flaw dealing with a Mummy's First Life/Tem-akh
2. If another genre has a published merit/ flaw of the same name, this does not restrict characters of that Genre from taking their own version of the merit/ flaw

l. KUEI-JIN CONTROLLED ITEMS

i. Creature Types

1. Dharma 6+ Kuei-Jin - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Kuei-Jin
2. Vampiric Bloodlines Gaki and Bushi - PC: Disallowed - NPC: Disallowed - Coordinator: Kuei-jin

ii. Factions, Ranks and Positions

1. Akuma (Political, Lesser, Greater) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Kuei-Jin
 - a. Political Akuma is defined as anyone who has been declared Akuma by an Ancestor of the various Kuei-jin courts and holds the flaw "Akuma".
 - b. Lesser Akuma is defined as anyone who has entered into Iris Bulb Commerce with a Yama King to sell their soul in parts to the Yama Kings.
 - c. Greater Akuma is defined as anyone who used the Pact of Ebony and Scarlet Jade (or similar effect) to sell their soul wholesale to the Yama Kings.
2. Ambassador Merit - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Kuei-Jin
3. Court Appointment Merit - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Kuei-Jin

iii. Rare Disciplines

1. Mibasham, non-Face of the Gods possessing Prayer Eating, non-Tempest of the Inward Focus possessing Inward Way or Tempest of Inward Focus - PC: Coord Notify, NPC: Coord Notify – Coordinator: Kuei-jin
2. Bone Flower Powers (Spider's Caress, Bitter Yin Blessing, Bitter Yin Cloud, Taking the Face, Gentle Yielding, Taking what is Given) possessed by non-Bone Flowers, Thrashing Dragon Powers (Animal Form Dragon Dance, Eightfold Yang Barrier, Gender Change, Fur and Fangs, Thousand Lice Spies, Polong), Crane Powers (the Fire which Illuminates) possessed by non-Cranes, Devil Tiger powers (Spit Blood) possessed by non-Tigers, Phoenix powers (Blush of Life Restored, Clothed in Life) possessed by non-Phoenixes - PC: Coord Notify, NPC: Coord Notify – Coordinator: Kuei-jin
3. Hell-Weaving, Bile Shintai - PC: Coord Approval – NPC: Coord Notify – Coordinator: Kuei-jin
4. 4th Age Elemental Shintai - PC: Disallowed – NPC: Coord Approval – Coordinator: Kuei-jin
5. Kuei-jin Custom powers, combos, secret techniques - PC: Coord Notify – NPC: Coord Notify – Coordinator: Kuei-jin
6. Vampiric Powers of the Gaki and Bushi vampire bloodlines, including Rift and Kiai - PC: Disallowed - NPC: Disallowed - Coordinator: Kuei-jin

iv. Rare Rites

1. Bakemono Rite, Conciliatory Doorway Ritual, Eating the Scorpion, Inquisition of the Prying Magistrate, Memories of Torments Unexperienced, Mist of the Lotus, Reading the Leaves of Wisdom, Rite of Beseeching Remembrance, Ritual of the Invisible Mask, Shitting Down the Dragon's Neck, Shroud over Death, Speak with Local Beasts, Stoking the Demon's Fury, The Ritual of Guarded Alliance, The Ritual of the Black Peony,

- Tithing to the Ancestor, Wisdom of the Spirit Ways - PC: Coord Notify – NPC : Coord Notify – Coordinator: Kuei-jin
- 2. Crowning the Ancestor, Embracing the True Death, Loose the Wandering Spirit, Memorial to the Merciless Ministers, Purifications of Rice and Garlic, Reeds in the Cycle of Seasons, Ritual of Heavenly Defilement, The Breathing Mask, The Inauspicious Gate, The Righteous Hunt, Welcoming the Penangallan - PC: Banned – NPC: Coord Approval – Coordinator: Kuei-jin
- 3. Translated Necromancy Rites - PC: Coordinator Approval, Giovanni and Kuei-jin - NPC: Coordinator Approval - Coordinator: Giovanni and Kuei-jin
- 4. Kuei-jin Custom rites - PC: Coord Notify – NPC: Coord Notify – Coordinator: Kuei-jin
- v. Non Kuei-jin with Linguistics: Kaja, except Wu Lung and Akashic Brotherhood - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Kuei-jin
- vi. Lore: Kuei-jin above 3 - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Kuei-jin

m. VAMPIRE CONTROLLED ITEMS

i. Abilities and Lore

1. Non-Anarch with Anarch Lore 4 and higher - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
2. Anarch with Anarch Lore 4 and higher - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Anarch
3. Black Hand Sign Language for Non-Black Hand - PC: Disallowed - NPC: Disallowed - Coordinator: Sabbat
4. True Enochian (Sabbat) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
5. Non-Black Hand with Art of Memory for - PC: Disallowed - NPC: Disallowed - Coordinator: Sabbat
6. Non-Sabbat with Black Hand Lore - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
7. Sabbat with Black Hand Lore 3 or higher - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
8. Tal'Mahe'Ra Lore - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
9. Babel - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Malkavian
10. Rending - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel
11. Non-Assamite PCs with Assamite Lore 4 - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Assamite
12. Non-Assamites with Assamite Lore 5 and higher - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
13. Non-Assamite PCs with Assamite Antitribu Lore 4 - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Assamite
14. Non-Assamites with Assamite Antitribu Lore 5 and higher - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
15. Brujah Lore 5 - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Brujah
16. Brujah with Brujah Lore 4 - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Brujah
17. Non-Brujah with Brujah Lore 4 and higher - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Brujah
18. Non-True Brujah with True Brujah Lore - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Brujah
 - a. Each level requires approval
19. True Brujah with True Brujah Lore 4+ - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Brujah
 - a. Each level requires approval
20. Non-Nosferatu with Nosferatu Lore 3 or higher - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Nosferatu
21. Non-Nosferatu with SchreckNET Lore - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Nosferatu
22. Non-Nosferatu with Warrens Lore- PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Nosferatu
23. Rom Lore 4 or higher - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
24. Non-Ravnos with Ravnos Lore 4 or higher for - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
25. Salubri Lore 3,4 and 5 - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri
 - a. Referring to True Salubri, not Salubri Antitribu.
 - b. Each level requires separate approval.
26. Daitya Lore 3 or higher - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Follower of Set
27. Non-Ventruue with Ventruue Lore 4 or higher - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ventruue
28. Ventruue Lore 5 or higher - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ventruue
29. Ventruue with Ventruue Lore 4 - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Ventruue
30. Non-Ashirra with Ashirra Lore - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Camarilla
31. Non-Inconnu with Inconnu Lore - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Camarilla
32. Non-Laibon with Laibon Lore - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
33. Jocastian Lore - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Malkavian
34. Mnemosyne Lore - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Malkavian
35. Gangrel Lore 5 or Higher - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel
36. Non-Malkavians with Malkavian Time - PC: Disallowed - NPC: Disallowed - Coordinator: Malkavian
 - a. Malkavians include: Malkavian, Malkavian Antitribu, Dominate Malkavians, Tryphosans and Ravenous
37. Kiasyd Alchemy for non-Kiasyd - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra
38. Non-Kiasyd with Kiasyd Lore 3 or higher - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Lasombra
39. Non-Maeghar with Maeghar Lore 3 or higher - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Lasombra
40. Telyavelic Tremere with Telyavelic lore 3 or higher - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
41. Non-Telyavelic Tremere with Telyavelic Lore - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - a. All levels require approval
42. Non-Tremere with Tremere Lore 4 and 5 - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere

ii. Creature Types

1. Unusual Caitiff/Pander - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sect Coordinator
 - a. Any that has clan-specific disciplines as their chosen “in-Clan” disciplines. (Regulated by the respective specific discipline Clan Coordinator)
2. Dracian's Lineage - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
 - a. Characters, without the Descendant of Dracian merit, who possess blood affinities, blood arts, or can benefit/wield/use Draba
3. Assamite Loyalists - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
4. Assamite Sorcerers - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
5. Bedouin Warriors - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
6. Byzantine Viziers - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
7. Leopards of Zion - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Assamite
8. Sabbat Assamite Viziers - PC: Coordinator Notify - NPC: Unregulated - Coordinator: Assamite
9. Sisterhood of the Erinyes - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Assamite
10. Web of Knives - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
11. Kairos Brujah - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Brujah
12. Dispassionate Brujah - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Brujah

13. Epicene Brujah - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Brujah
14. True Brujah - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Brujah
15. Ahrimanes - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Gangrel
16. Anda - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Gangrel
17. City Gangrel Embraced before 1870 - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel
18. City Gangrel Embraced outside of Americas - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel
19. Ghost Singers - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel
20. Greek Gangrel - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel
21. Lhiannon - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Gangrel
22. Mariner Gangrel - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel
23. Noiad - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Gangrel
24. 7th Generation or lower Samedi NPCs - PC: N/A - NPC: Coordinator Approval - Coordinator: Giovanni
25. Cappadocians - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Giovanni
26. Harbingers of Skulls - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
27. Lamia - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Giovanni
28. Nagaraja - PC: 2/3 Majority Vote - NPC: Coordinator Approval - Coordinator: Giovanni
29. Samedi - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
30. Kiasyd
 - a. Sabbat Kiasyd - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra
 - b. Sabbat Kiasyd with Necromancy instead of Dominate - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra and Giovanni
 - c. Non-Sabbat Kiasyd - PC: Majority Vote - NPC: Coordinator Approval - Coordinator: Lasombra
 - d. Non-Sabbat Kiasyd with Necromancy instead of Dominate - PC: Majority Vote - NPC: Coordinator Approval - Coordinator: Lasombra and Giovanni
31. Lasombra Antitribu - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra
32. Non-Sabbat Lasombra - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra
33. Dominate Malkavians - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Malkavian
 - a. Malkavians (including ATs) with Dominate Discipline in-clan
34. Pre-Week of Nightmares Ravnos - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
 - a. Includes Ravnos Antitribu
35. Ravnos NPCs of 8th generation or lower - PC: N/A - NPC: Coordinator Approval - Coordinator: Ravnos
36. Renascut Bloodline - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
37. Hajj - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Nosferatu
38. Nictuku - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Nosferatu
39. al-Amin - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri
 - a. Healer Caste
 - b. Warrior Caste
40. Salubri - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri
 - a. Healer Caste
 - b. Warrior Caste
 - i. Modern Warriors
 - ii. Non Warrior Salubri to Salubri Warrior
 - iii. Original Warriors
 - c. Watcher Caste
41. Salubri antitribu embraced before 1900 - PC: Disallowed - NPC: Disallowed - Coordinator: Salubri
42. Salubri antitribu embraced from 1900 to 1990 - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri
43. Wu Zao - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri
 - a. Scholar Caste
 - b. Thief Caste
44. Children of Damballah - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Follower of Set
45. Setite Tlacique - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Follower of Set
 - a. Those who learn Protean from Tlacique Out of Clan, Fight/Flight forms are Panther/Bat
46. Vampiric Children of Osiris - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Follower of Set
47. Warrior Setites (Bloodline) - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Follower of Set
 - a. Setites with Potence in clan as opposed to Obfuscate.
48. Daughters of Cacophany - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Toreador
49. Sons of Discord - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Toreador
50. Standard Tremere - PC: Coordinator Notify - NPC: Coordinator Approval - Coordinator: Tremere
 - a. Camarilla Tremere
51. Non-Standard Tremere - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - a. Anarch Tremere
 - b. Rogue Tremere
 - i. Tremere with the Embraced Without the Cup Merit
 - ii. Tremere who willingly fled the Pyramid
 - c. Tremere with the Throwback Flaw or the Natural Vicissitude Merit (Obeah, Valeren, or Vicissitude as an In-Clan Discipline).
 - i. Also requires the Salubri or Tzimisce Coordinators Approval
 - d. Tremere who have replaced Auspex, Dominate, or Thaumaturgy with another Discipline.
 - e. Tremere with a Primary Path other than Path of Blood
 - f. Tremere with the Double Betrayer Merit (also known as having the Betrayer's Mark)
 - g. Banshee
52. Telyavelic Tremere - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - a. Telyavelic Tremere are defined as Tremere who have replaced Dominate with Presence and practice Sielanic Thaumaturgy instead of Hermetic Thaumaturgy
 - b. This includes the merit Unmarked Antitribu for Telyavelic Tremere only.
53. Tremere Antitribu - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Tremere
 - a. This includes the merit Unmarked Antitribu only for Tremere Antitribu

54. Gargoyles - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - a. Gargoyle Variations/Bloodlines:
 - i. Scout Gargoyles - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - ii. Sentinel Gargoyles - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - iii. Warrior Gargoyles - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere and Gangrel
 - iv. Simulacra Gargoyles - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Tremere
 55. Blood Brothers - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tzimisce
 56. Old Clan Tzimisce - PC: 2/3 Majority Vote - NPC: Coordinator Approval - Coordinator: Tzimisce
 57. Tzimisce Kolduns - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tzimisce
 58. Vampires Embraced from Extinct Revenant Lines - PC: Majority Vote - NPC: Coordinator Approval - Coordinator: Tzimisce
 - a. Vampires with Disciplines sets and/or flaws that are a result of their mortal lineage from the following Revenant families:
 - i. Basarab
 - ii. Danislav
 - iii. Vlaszy
 - iv. Khavi
 - v. Krevcheski
 59. OWbN Specific Bloodlines - PC: Majority Vote - NPC: Coordinator Notify - Coordinator: Varies
 60. Revenant Families
 - a. Creation of New Revenant Families - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tzimisce
 - b. Basarab - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Tzimisce
 - c. Danislav - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Tzimisce
 - d. D'habi - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
 - e. Ducheski - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Tremere
 - f. Ducheski in service to the Tremere House Arcanum - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - g. Enrathi - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 - h. Kairouan Brotherhood - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 - i. Katayama - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Malkavian
 - j. Keskinen - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Malkavian
 - k. Khavi - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Tzimisce
 - l. Krevcheski - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Tzimisce
 - m. Marijava - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite for Assamite Loyalist Loyal; Sabbat for Tal'Mahe'Ra Loyal
 - n. Oprichniki - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Tzimisce
 - o. Rafastio - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 - p. Servants of Anushin-Rawan, the Chosen - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ventrue
 - q. Talons of Black Rage - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra
 - r. Vlaszy - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Tzimisce
 - s. Rossellini - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
 - t. Buryat Revenant - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
 - u. Katila Revenant - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos and Giovanni
 61. Mnemosyne Bloodline - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Malkavian
 62. Drakaina - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Giovanni
 63. Bloodlines of the Jati Brahmin Caste:
 - a. Brahmin Ravnos - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
 - b. Daitya - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Follower of Set
 - c. Danava - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ventrue
 64. Baali - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
 65. Angellis Ater/Azaneal - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
 66. Maeghar - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat and Varies, See Below:
 - a. For Maeghar with Mytherceria rather than Necromancy - Coordinator: Sabbat and Lasombra
 - b. For Maeghar with Necromancy rather than Mytherceria - Coordinator: Sabbat and Giovanni
 - c. If one of the Maeghar's other two chosen Disciplines (inherited from the sire's Clan) includes a proprietary Discipline, then the appropriate Coordinator's approval shall be required, in addition to Sabbat Coordinator Approval or the approvals specified in items a and/or b above.
 67. Witches of Echidna - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Follower of Set
 68. Follower of Set Priest - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Follower of Set
 69. Nephilim - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos and Toreador
 70. Laibon Clan (Faith and Fire) - PC: Disallowed - NPC: Disallowed - Coordinator: Anarch
 71. Embraced Rossellini - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
 72. Tremere Acolyte Ghouls - PC: Coordinator Notify - NPC: Storyteller Approval - Coordinator: Tremere
 73. Nagloper Legacy - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Anarch, Tzimisce
 74. Mla Watu Legacy - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Anarch, Giovanni
 75. Impundulu Legacy - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Anarch, Giovanni
 76. Nkulu Zao Legacy - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Anarch, Salubri
 77. Xi Dundu Legacy - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Anarch, Lasombra
 78. Ramanga Legacy - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Anarch, Lasombra
- iii. Factions, Cults, Ranks and Positions
 1. Sabbat
 - a. General Sabbat Factions - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 - i. Nationally Important Sabbat Faction Members leaving their Faction
 - ii. Nationally Important Sabbat Faction Members
 - iii. Sabbat Faction Infiltration
 - iv. Sabbat Faction Leaders
 - v. Sabbat Faction Memberships Background 4+
 - b. Sabbat Faction Regionally Important - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Sabbat
 - c. Sabbat Lower Ranks and Titles - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 - i. Paladins

- ii. Templars to Cardinals, Prisci, Consistory or the Regent
- d. Sabbat Upper Ranks - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Sabbat
 - i. Cardinal
 - ii. Seraphim
 - iii. Grand Inquisitor
 - iv. Regent
 - v. Wazir
- e. Black Hand - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 - i. Membership into the Faction
 - ii. Leaving the Black Hand
 - iii. Black Hand holding a position above Ductus
 - iv. Black Hand Contracts
 - v. Black Hand Magi
 - vi. Zillah's Tears
- f. Children of the Dracon - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 - i. Dragon Blooded
- g. Infernal - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 - i. Joining the Associates
 - ii. Dark Thaumaturgy approval for Associates faction characters - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
- h. Leaving a Sabbat Faction - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Sabbat
- i. Locally Important Sabbat Faction Member - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Sabbat
- j. Occult Underground - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 - i. Ah Nakom School
- k. Order of St. Blaise - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 - i. The Legion Congregation
- l. Sabbat Inquisition Membership - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
- m. Tal'Mahe'Ra - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 - i. Joining the Tal'Mahe'Ra
 - ii. Leaving the Tal'Mahe'Ra
 - iii. Tal'Mahe'Ra Kashshaptu
 - iv. Guarded Rubics
 - v. Chatterlings
- n. Consistory Membership - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Sabbat
 - i. Priscus - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
- 2. Assamite
 - a. Assamite converting from Dispossessed to Schismatic. - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Assamite
 - b. Assamite PCs advancing to Rank 3 - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Assamite
 - c. Other Assamite Ranks and Factions - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 - i. Non-Assamites Converts to Clan Assamite
 - ii. Assamite PCs starting at Rank 1+
 - iii. Assamite PCs advancing to Rank 4 and 5
 - iv. Schismatic to Loyalist, or vice versa.
 - v. Dispossessed to Loyalist. Registered as "Assamite Loyalists"
 - e. Assamite Antitribu - Ranks of the Unconquered - Coordinator: Assamite
 - i. Ustad - PC: Coordinator Approval - NPC: Coordinator Notify
 - ii. Shumseea - PC: Coordinator Approval - NPC: Coordinator Approval
 - iii. Shakari - PC: Coordinator Approval - NPC: Coordinator Approval
 - iv. Sultan - PC: Coordinator Approval - NPC: Coordinator Approval
 - v. Hulul - PC: Disallowed - NPC: Coordinator Approval
- 3. Salubri
 - a. Salubri Upper Choir Ranks - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri
 - i. Choir Rank: Ophanim
 - ii. Choir Rank: Cherubim
 - b. Salubri Lower Choir Ranks - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Salubri
 - i. Choir Rank: Angel
 - ii. Choir Rank: Archangel
 - c. Voice of Adonai - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri
 - d. Face of Adonai - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri
- 4. Follower of Set
 - a. Setite Clan Positions for PCs - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Follower of Set
 - i. Hierophant
 - ii. Lieutenant
 - iii. Captain
- 5. Ventrue Societies, Ranks, and Positions
 - a. Ventrue Clan Positions & Titles - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ventrue
 - i. Directors / Ephors
 - ii. Elders / Strategoi
 - iii. Troubleshooters / Lictors
 - iv. Agents at Large / Tribunes
 - v. Managers / Praetors
 - b. Ventrue Society and Order Membership (Lowest Tier) - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Ventrue
 - i. Assembly of Colors
 - ii. White Cross
 - iii. Black Cross
 - iv. Knights of the Blood (Antitribu)

- v. Sisterhood of Amastris
 - vi. Cult of Mithras
 - 1. This includes each individual level of Status in the Cult
 - c. Ventrue Society and Order Membership - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ventrue
 - i. Membership or Rank in Ventrue Societies
 - 1. The Hague
 - 2. Assembly of Colors, membership beyond the first tier
 - 3. Knights of the Blood
 - 4. White Cross, membership beyond the first tier
 - 5. Black Cross, membership beyond the first tier
 - 6. Knights of the Blood (Antitribu), membership beyond the first tier
 - 7. Crimson Sceptre
 - 8. Ermine Robe
 - 9. Hawk Royale
 - 10. Procuratori
 - 11. Sisterhood of Amastris, membership beyond the first tier
 - d. Ventrue Clan Prestige (Dignitas) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ventrue
 - i. Clan Prestige: Ventrue at level 4 or higher
 - ii. NPCs with more than 6 Dignitas Recognitions.
 - iii. PCs starting with more than 1 Dignitas Recognition.
 - iv. Earning any of the following Dignitas Recognitions.
 - 1. Alph
 - 2. Laurel Crown
 - 3. Lineage
 - 4. Sovereign's Honor
 - v. PCs starting with any of the following Dignitas Recognitions.
 - 1. Archon
 - 2. Daley Prize
 - 3. Dobrynya's Blade of the 2nd
 - 4. Dobrynya's Blade of the 3rd
 - 5. The Equerry Esteemed
 - 6. Iron Circllet Devoted
 - 7. Jade Badge
 - 8. Light Bringer
 - 9. Peerage
 - 10. Proctor
 - 11. Procurator
 - 12. Puppet's Hand
 - 13. Surname
 - 14. Sword Renowned
 - 15. Tainted
 - 16. Creation of Custom Dignitas
 - e. Ventrue Directorate
 - i. Membership for Non-Camarilla Ventrue - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ventrue
 - ii. Membership for non-Ventrue, non-Main-Clan Ventrue, or Bloodlines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ventrue
 - iii. Rejoining the Directorate after Voluntarily Resigning or Being Cast Out - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ventrue
6. Lasombra
- a. Courts of Blood - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Lasombra
 - b. Friends of the Night - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Lasombra
 - i. Membership in the Faction
 - ii. Leaving the Friends of the Night
 - c. Priestesses of Ereshkigal - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra
 - d. Victory Corps - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra
 - e. The Brotherhood of Rafazi - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra
 - f. The Order of the Void - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra
7. Mnemosyne Cult Membership for non-Jocastians - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Malkavian
8. Mnemosyne Cult Membership for Jocastians - PC: Disallowed - NPC: Disallowed
9. Jocastians Cult Membership - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Malkavian
10. Camarilla
- a. Camarilla Organizations, Societies, and Cults Monitored Membership - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Camarilla
 - i. E Division Agent
 - ii. M.U.T.E. Newb
 - iii. Ivory Legion Milites
 - iv. Edenic Groundskeepers Rank 1
 - v. Phaniel's Call Alive (Grade 1)
 - b. Camarilla Organizations, Societies, and Cults Controlled Membership - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Camarilla
 - i. Josian Solicitor
 - ii. Josian Magistrate
 - iii. Josian Arbiter
 - iv. E Division Director
 - v. M.U.T.E. Elite
 - vi. Ivory Legion Centurion

- vii. Ivory Legion Immunes Fumentarii
- viii. The Eyes
- ix. Edenic Groundskeepers Rank 3
- x. Phanuel's Call Enlightened (Grade 5)
- c. Use of the Negative Domain Stature: Profane - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Camarilla and Clan Coordinator of the issuing Justicar
- 11. Giovanni Titles - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
 - a. Prefect
 - b. Arch Necromancer
 - c. Director
 - d. Anziani
- 12. Ravnos Sub-Factions - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
 - a. Sadhu
 - b. Dakini
- 13. Tremere
 - a. Pyramid Ranks (Lower Tier) - PC: Unregulated - NPC: Coordinator Notify - Coordinator: Tremere
 - i. Acolyte
 - ii. Apprentice
 - iii. Regent
 - b. Tremere Pyramid Ranks (Mid-range Tier) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - i. Magister
 - ii. Lord
 - c. Tremere Pyramid Ranks (Highest Tier) - PC: Disallowed - NPC: Tremere Coordinator Controlled - Coordinator: Tremere
 - i. Pontifex
 - ii. Counselor (Tremere Coordinator Controlled Canon NPCs)
 - 1. Etrius, Councilor of the 7th; Eastern Europe and Antarctica
 - 2. Meerlinda, Councilor of the 6th; North America
 - 3. Xavier de Cincao, Councilor of the 5th; South America
 - 4. Grimgroth, Councilor of the 4th; Western Europe, Iceland, Greenland, and Oceania
 - 5. Thomas Wyncham, Councilor of the 3rd; Eastern and Northern Asia
 - 6. Elaine de Calinot, Councilor of the 2nd; Africa
 - 7. Abetorius, Councilor of the 1st; Middle East and Western Asia
 - d. Tremere Societies - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - i. Additions/Exceptions to these regulations:
 - 1. Societatis Virtus et Honos - PC: Unregulated - NPC: Coordinator Approval - Coordinator: Tremere
 - 2. Eyes of the Serpent - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere & Follower of Set
 - 3. Order of the Wurm - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere & Demon
 - 4. Horned Society - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere & Demon
 - e. Tremere Houses - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - i. Additions to these regulations:
 - 1. Giovanni in High Saturday - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere & Giovanni
- iv. Items
 - 1. Rom Samedji - PC: Disallowed - NPC: Disallowed - Coordinator: Ravnos
 - a. See the Ravnos Packet for details on how Samedji/Draba function.
- v. Merits and Flaws
 - 1. Reputation Merit - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Sect Genre Coordinator (Camarilla or Anarch)
 - 2. Anarch Notoriety Flaw - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Anarch
 - 3. Additional Personal Status Merit - PC: Majority Vote - NPC: Coordinator Approval - Coordinator: Camarilla
 - a. If the status gained from the Merit Additional Personal Status is lost, so is the Merit Additional Personal Status.
 - b. Within 6 months, to regain Additional Personal Status - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Camarilla
 - c. After 6 months, to gain a new Additional Personal Status - PC: Majority Vote - NPC: Coordinator Approval - Coordinator: Camarilla
 - 4. Dignitary Merit - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Camarilla
 - 5. Luminary Merit - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Camarilla
 - 6. Prestigious Sire / Lineage Merit - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Camarilla
 - 7. Sovereign Prince Merit - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Camarilla
 - 8. Clan Friendship - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Varies; appropriate genre Coordinator(s)
 - a. Excluding Ravnos, Brujah, Malkavian and Assamite, as they are a higher Rarity
 - 9. Clan Enmity - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Varies; appropriate genre Coordinator(s)
 - 10. Dual-Blooded - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 - 11. Extinct Animal Form - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel
 - 12. Rune Wise - PC: Disallowed - NPC: Unregulated - Coordinator: Gangrel
 - 13. Clan Friendship: Ravnos - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
 - 14. Family Allegiance (Ravnos) - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Ravnos
 - 15. Renascut - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
 - 16. Merits or Flaws that Give Obeah In-Clan - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Salubri
 - a. Adonai's Disgrace
 - b. Healer's Heart
 - c. Any other non-listed
 - 17. Bleeding by the Code - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri
 - 18. Agent of Prophecy - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Follower of Set
 - 19. Apostate (Setite) - PC: Varies (See below) - NPC: Varies (See below) - Coordinator: Follower of Set
 - a. Apostates do not gain an additional Discipline, but may be taught them as normal
 - i. Children of Damballah - PC: Coordinator Approval - NPC: Coordinator Notify
 - ii. Daitya - PC: Coordinator Approval NPC: Coordinator Notify
 - iii. Tlacique - PC: Coordinator Approval - NPC: Coordinator Approval
 - iv. Serpent of the Light - PC: Coordinator Approval - NPC: Coordinator Notify

- v. Setite - PC: Coordinator Approval - NPC: Coordinator Notify
 - vi. Warrior Setite (bloodline) - PC: Disallowed - NPC: Disallowed (as you can not be an apostate of “just” the bloodline)
 - vii. Walid Set - PC: Coordinator Approval - NPC: Coordinator Approval
20. Circle of Trust - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
21. Initiate (Setite) - PC: Varies (See Below) - NPC: Varies (See Below) - Coordinator: Follower of Set
- a. Initiates gain an additional out of clan discipline, which is “iconic” to the bloodline which they may learn to the advanced level, with an assumed teacher utilizing Out of Clan XP Costs
 - i. Children of Damballah - PC: Coordinator Approval - NPC: Coordinator Notify
 - 1. Gain Aupex
 - ii. Daitya - PC: Coordinator Approval - NPC: Coordinator Notify
 - 1. Gain Presence
 - iii. Tlacique - PC: Coordinator Approval - NPC: Coordinator Approval
 - 1. Gain Protean
 - a. Initiates may choose their Fight/Flight form as if they had Protean In-clan, however they must be natural to Tlacique/Central America
 - iv. Warrior Setite (bloodline) - PC: Disallowed - NPC: Disallowed (as you can not be an Initiate of “just” the bloodline)
 - v. Serpent of the Light - PC: Coordinator approval - NPC: Coordinator Approval
 - 1. Gain Modern Serpents
 - vi. Setite - PC: Coordinator Approval - NPC: Coordinator Notify
 - 1. Gain Modern Serpents
 - vii. Walid Set - PC: Coordinator Approval - NPC: Coordinator Approval
 - 1. Gain Modern Serpents
22. Nameless - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Follower of Set
23. Postulate of Echidna - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Follower of Set
24. Marijava Contact - PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Assamite
25. Shakari Enemy - PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Assamite
26. Connoisseur Merit for Non-Ventruue - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ventruue
27. Blessed by St. Gustav Merit on any character other than Ventruue-Antitribu - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ventruue
28. Assamite Merits from V20 - PC: Coordinator Approval - NPC: - Coordinator Approval - Coordinator: Assamite
- a. Sectarian Ally - Merit
 - b. Outcast - Flaw
 - c. Multiple Curses - Flaw
29. Clan Friendship: Brujah - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Brujah
30. Antitoxin Blood - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
31. True Celerity – PC: Disallowed – NPC: Disallowed – Coordinator: Brujah
32. Assamite Alternate Quietus Merits from 2017 Assamite Genre Packet - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
- a. This includes the 4 merits from the packet: Hematus, Cruscitus, Minhit Dume, and Sorcerer Quietus
33. Descendant of Dracian - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
34. Non Ravnos with Dances with Knives - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
35. Vitae Mutation V20 Lore of the Bloodlines - PC: Disallowed - NPC: Disallowed - Coordinator: N/A
36. Clan Friendship: Malkavian - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Malkavian
37. Harbinger of Skulls Merits from V20 - PC: Coordinator Approval - NPC Coordinator Approval - Coordinator: Giovanni
- a. Styx Baptism
 - b. Half Life
38. Clan Friendship: Assamite - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
39. Dark Bleeding - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri
40. Non-Dhampir with the Merit: Perceive Vampires - PC: Disallowed - NPC: Disallowed - Coordinator: Anarch
- a. This includes all Characters that were once Dhampir but at some point were changed to another creature type.
41. Dark Ages Gargoyle Merits/Flaws - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
42. Drabane - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Ravnos
43. Connection to Dracian - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Ravnos
44. Any Tremere with Tremere specific Merits/Flaws - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
- a. Merits:
 - i. Embraced Without the Cup
 - ii. Natural Vicissitude
 - iii. Secret Society Member
 - 1. This references the Tremere specific merit from V20, Lore of the Clans p. 218, and excludes the merit of the same name from Vampire by Gaslight.
 - iv. Unmarked Antitribu
 - b. Flaws:
 - i. Double Betrayer
 - ii. False Third Eye
 - iii. Mage Blood
 - c. Exceptions for Standard (Camarilla) Tremere only - PC: Storyteller Approval - NPC: Storyteller Approval - Coordinator: Tremere
 - i. These Merits/Flaws for Non-Standard Tremere are considered Coordinator Approval like the previously listed Merits/Flaws.
 - 1. Attuned Taste
 - 2. Bound to the Council
 - 3. Cloistered
 - 4. Keys to the Library
 - 5. Quartermaster
 - 6. Thaumaturgically Inept
 - d. Other Tremere Merits/Flaws not listed here are to be considered Storyteller approval for Tremere Characters.
45. Non-Tremere with Tremere specific merits/flaws - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
46. Non-Tremere with Tremere Clan Friendship - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere

- a. Includes the merit Clan Friendship Tremere.
- 47. Non-Toreador with the Following Merits - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Toreador
 - a. Blase
 - b. Greater Colors
 - c. Controllable Thirst
 - d. Refined
 - e. Touched by God
- 48. Clan Friendship: Toreador - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Toreador
- vi. Paths of Enlightenment
 - 1. Camarilla Vampires on Sabbat Paths of Enlightenment - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Camarilla and Sabbat
 - a. Path of Feral Heart
 - b. Path of Caine
 - c. Path of Cathari
 - d. Path of Death and the Soul
 - e. Path of Honorable Accord
 - f. Path of Lilith
 - g. Path of Metamorphosis
 - h. Path of Night
 - i. Path of Orion
 - j. Path of Power and the Inner Voice
 - k. Path of Redemption
 - 2. Camarilla Members on Path of Paradox - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Camarilla and Ravnos
 - a. This applies to both Eastern and Western, and any variations of such.
 - 3. Non-Sabbat Gangrel on Sabbat Paths of Enlightenment - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel and Sabbat
 - a. Path of Caine
 - b. Path of Honorable Accord
 - c. Path of Orion
 - 4. Non-Assamites on Path of Blood - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 - 5. Gangrel Paths of Enlightenment - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel
 - a. Path of the Hunter
 - b. Path of the Nomad
 - c. Path of Via Einherjar
 - d. Path of Via Aesirgard
 - 6. Brujah Paths of Enlightenment - PC: Coordinator Approval - NPC Coordinator Approval - Coordinator: Brujah
 - a. Path of Entelechy for non Changed: Dispassionate
 - b. Path of the Scorched Heart for non True Brujah
 - 7. Follower of Set Paths of Enlightenment - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Follower of Set
 - a. Path of Typhon
 - b. Path of Sutekh
 - c. Path of Ecstasy
 - d. Path of Set's Vengeance
 - e. Path of Set's Honor
 - f. Road of Set
 - g. Path of Apep
 - 8. Non-Lasombra on Road of the Abyss - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra
 - 9. Gargoyle Paths of Enlightenment - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - a. Road of Service
 - 10. Salubri Paths of Enlightenment - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri
 - a. The Code of Samiel (Path of Vindication)
- vii. Perfect Infiltrators
 - 1. Defined as anyone attempting to impersonate/replace/pose as a member of the clan well enough to not arouse suspicion or circumvent Clan Advantages, hierarchy or similar benefits by having a member of a due clan cover for them.
 - 2. Assamite - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 - 3. Giovanni - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
 - 4. Nosferatu - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Nosferatu
 - 5. Tremere - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - 6. Ventrue (not to include Antitribu) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ventrue
- viii. Powers
 - 1. Non-Anarchs with Anarch Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
 - a. Aspect of the Beast
 - b. Badger's Hide
 - c. Call Upon the Blood
 - d. Chaos Fold
 - e. Give 'em Hell
 - f. Guardian Vigil
 - g. Humberside Panic, The
 - h. Internet Famous
 - i. King of the Hill
 - j. Memory Rift
 - k. Quickshift
 - l. Remote Access Buffer
 - m. Retain the Quick Blood (V20 Anarchs Unbound Version)
 - n. Sensory Overload
 - o. Seventh Chinese Brother

- p. Slenderman
 - q. Smiling Jack's Trick
 - r. Stonesight
 - s. Suck It Up
2. 1st Impulse based Combination Discipline purchase - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Anarch
 3. 2nd+ Impulse based Combination Discipline purchase - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
 4. Deimos: The Path of the Four Humors - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 5. Kineticism - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 6. Non-Black Hand with Black Hand Combination Disciplines - PC: Disallowed - NPC: Disallowed - Coordinator: Sabbat
 - a. Circumspect Revelation
 - b. Lessons in the Steel
 - c. Masque of Judas
 - d. Sympathetic Encryptor
 7. Sabbat Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 - a. Non-Faction members with Faction Combination Disciplines
 - i. Disregard
 - ii. Resolve to Sustain
 - iii. Strategic Response
 - iv. Uncoil Your Vitae
 - v. Rapid Fire
 - vi. Unassailable Thoughts
 - vii. The Magistrate Coincides
 - viii. Instantaneous Admiration
 - ix. The Banshee's Wail
 - x. Unconquerable Quality
 - xi. Roar of Command
 - xii. Dreadful Assault
 - xiii. Dogs of Vitae
 - xiv. Undiminished Fury
 - xv. Caine's Curse
 - xvi. Eyes of the Enlightened
 - xvii. Relic Sight
 - xviii. Speed Reading
 - xix. Nocturnal Life
 - xx. Envoy's Blessing
 - xxi. Shadow Heart
 - xxii. Vicious Valor
 - xxiii. Void Shielding
 - xxiv. Void Running
 - xxv. Astute Taste
 - xxvi. Fluid Recollection
 - xxvii. Unwavering Judgment
 - xxviii. Divine Will
 - xxix. Religious Devotion
 - xxx. Eye of Ialdabaoth
 - xxxi. Hunt the Heretic
 - xxxii. Reveal the Sin
 - xxxiii. Deny the Adversary
 - xxxiv. Circumspect Revelation
 - xxxv. Lessons In The Steel
 - xxxvi. Masque of Judas
 - xxxvii. Sympathetic Encryptor
 - xxxviii. Infernal Contract
 - xxxix. Quid Pro Quo
 - xl. Technicality
 - xli. Talons of Suffering
 - xl.ii. Song of Ennui
 - xl.iii. Sense the Sorrow
 - xl.iv. Smoky Pace
 - xl.v. Shroud of the Mind
 - xl.vi. Blessings of the Aralu
 - xl.vii. Animus Ligation
 - b. Regionally Important Sabbat Faction Combination Disciplines
 - i. Resolve to Sustain
 - ii. Uncoil Your Vitae
 - iii. Instantaneous Admiration
 - iv. Roar of Command
 - v. Undiminished Fury
 - vi. Relic Sight
 - vii. Speed Reading
 - viii. Envoy's Blessing
 - ix. Void Running
 - x. Fluid Recollection
 - xi. Religious Devotion
 - xii. Reveal the Sin
 - xiii. Circumspect Revelation

- xiv. Lessons in the Steel
 - xv. Masque of Judas
 - xvi. Sympathetic Encryptor
 - xvii. Quid Pro Quo
 - xviii. Songs of Ennui
 - xix. Shroud of the Mind
- c. Nationally Important Sabbat Faction Combination Disciplines
 - i. Strategic Response
 - ii. Unassailable Thoughts
 - iii. The Banshee's Wail
 - iv. Dreadful Assault
 - v. Caine's Curse
 - vi. Shadow Heart
 - vii. Astute Taste
 - viii. Divine Will
 - ix. Deny the Adversary
 - x. Technicality
 - xi. Talons of Suffering
 - xii. Blessings of the Aralu
 - xiii. Animus Ligature
- 8. Non-Faction members with Sabbat Faction Ritae - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 - 9. Non-Brujah with Brujah Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Brujah
 - a. Aura of Accursed Rage
 - b. Burning Wrath
 - c. Command the Wary Beast / Command the Wary Steed
 - d. Hindsight
 - e. Iron Heart
 - i. Gargoyles with Iron Heart - PC: Disallowed - NPC: Disallowed - Coordinator: Brujah
 - d. Iron Glare
 - e. Leaps and Bounds
 - f. Pulse of Undeath
 - g. Quicksilver Contemplation
 - h. Reluctant Performance Artist
 - i. Old Friend
 - j. Scourge of Alecto
 - 10. Brujah Combination Disciplines requiring approval - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Brujah
 - a. Esprit De Corps
 - b. Jackhammer Punch
 - 11. Gangrel Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel
 - a. Bear Skin
 - b. Ennoia's Mastery
 - c. Fenris Talons
 - d. Loki's Gift
 - e. Itugen's Embrace
 - 12. Combination Discipline Wild Heart - PC: Disallowed - NPC: Disallowed - Coordinator: Gangrel
 - 13. Combination Disciplines requiring Mortis - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
 - 14. Non-Malkavians with Malkavian Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Malkavian
 - a. Catch a Whiff of Madness
 - b. Creepy Clown Coat
 - c. Days of Passions Past
 - d. Do As I Say, Not As I Say
 - e. Ignore Me
 - f. Maddening Halo
 - g. Madman's Quill
 - h. Malkav's Pavlovian Response
 - i. Phobic Affliction
 - j. Prophecy
 - k. Rando
 - l. Respite of Lucidity
 - m. Screams Made Real
 - n. Vanishing
 - o. Whispers of Loathing
 - p. Ze Monkey's Paw
 - 15. Non-Nosferatu with Nosferatu Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Nosferatu
 - a. Animal Magnetism
 - b. Blood Apocrypha
 - c. Feral Imbuing
 - d. Bestial Presence
 - e. Cloak the Beast
 - f. Forbidden Zone
 - g. I Know
 - h. Power Animal
 - i. Wolf in Sheep's Clothing
 - 16. Nosferatu Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Nosferatu
 - a. Haunted Place
 - 17. Ravnos Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos

- a. Scourge of the Thrall
 - b. Nightmare Curse
 - c. Craft Ephemera
 - d. Mask of Cathay
 - e. Mediumship
 - f. Blood Scent
 - g. Resist the Old Ways
 - h. Weapons of the Oppressed
 - i. Ravnos Don't Lie!
18. Non-Toreador with Toreador Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Toreador
 - a. Soul Painting
 - b. Focused Reflexes
 - c. Bliss
 - d. Diplomat's Boon
 - e. Artist's Intent
 - f. Hand of the Master Artisan
 - g. Scalpel Tongue
 - h. Under the Skin
 19. V20 Edition Soul Decoration Combination Discipline - PC: Disallowed - NPC: Disallowed - Coordinator: Tzimisce
 20. Non - Tzimisce with the Combination Discipline Soul Decoration - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Tzimisce
 21. Tzimisce Clan Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tzimisce
 - a. Birth the Vozhd
 - b. Unchain the Wrathful Beast
 - c. Sculpt the Flowing Wound
 - d. Jaws of the Dragon
 - e. Becoming Kupala
 - f. Flaying Touch
 - g. Shape of All Beasts
 - h. Conquering Blood
 22. Non-Ventruie with Ventruie Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ventruie
 - a. Approximation of Loyalty Absolute
 - b. Aura of Inescapable Truth
 - c. Denial of Aphrodite's Favor
 - d. True Tongue
 - e. Distant Friend
 - f. Lifesong
 - g. Lucinde's Revenge
 - h. Command from Afar
 - i. Divine Aura
 - j. Impeccable Manners
 - k. Rescue Beacon
 - l. Retaliatory Terror
 - m. Telepathic Command
 23. Salubri Bleeding Rituals - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri
 - a. Pre-Existing
 - b. Creating New Rituals
 24. Watcher Valeren - PC: Coordinator Approval - NPC: Notify - Coordinator: Salubri
 25. Healer Path Valeren - PC: Disallowed - NPC: Disallowed - Coordinator: Salubri
 26. Out of Clan Advanced (or higher) Temporis - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Brujah
 27. Abombwe - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
 - a. This applies to Combination disciplines with Abombwe as a prerequisite.
 28. Ogham - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel
 29. Spiritus - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel
 30. Thanatosis Advanced Taught by NPCs - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
 31. Out of Clan Mytherceria - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra
 32. Out of Clan Obtenebration for Non-Sabbat Members - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra
 33. Non-Sabbat with Out-of-Clan Valeren - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Salubri
 - a. Modern Variant. Dark Ages Variant.
 34. Characters with Dementation without a Derangement - PC: Disallowed - NPC: Disallowed - Coordinator: Malkavian
 - a. Also applies to Combination Discipline with Dementation as requirement
 35. Any non-Ravnos Learning Advanced Chimerstry (or higher) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
 36. Obeah - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Salubri
 - a. Excludes Nkulu Zao, Scholar Caste Wu Zao and Healer Caste Salubri
 37. Non-Salubri Teaching Obeah based Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri
 - a. Salubri antitribu are considered Non-Salubri for this bylaw.
 38. Non Daughters of Cacophony with Melpominee - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Toreador
 39. Non-Gargoyles with the Discipline: Flight - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - a. Also applies to Combination Disciplines with Flight as a prerequisite
 - b. Non-Gargoyle NPCs with Combination Disciplines with Flight as a prerequisite are disallowed
 40. Non-Gargoyles with the Discipline: Visceratika Levels 1-4 - PC: Coordinator Notify - NPC: Coordinator Approval - Coordinator: Tremere
 - a. Non-Gargoyles with advanced Visceratika - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - b. Non-Gargoyles with a Combination Disciplines with Visceratika as a prerequisite - PC: Coordinator Approval - NPC: Disallowed - Coordinator: Tremere
 - c. Non-Gargoyles with the Visceratika Discipline are subject to have the Negative Social traits Bestial x2 or Repugnant x2 to represent a stone skin appearance that they can not buy off
 41. Non-Assamite Antitribu with the following combination disciplines - PC: Coordinator Approval NPC: Coordinator Approval Coordinator:

- Assamite
 - a. Draught of the Soul/Drink the Mind (Assamite Version)
 - b. Breath of the Sandstorm
 - c. Blood of Essence
 - d. Trap of Vitae
 - e. Running with Shadows
- 42. Non-Assamite Antitribu Warriors with the following Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 - a. Tattoo of the Unconquered Blood
 - b. Tattoo of the Stolen Life
- 43. Non-Assamite Antitribu with the following Ritae - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 - a. Tatarich mee-nel Haabar (The Way of Khabar)
 - b. Les Sem-Maana el Al Faa (Venom of the Snake)
 - c. El Raver mel al Hashishe (Taking of the Hashish)
 - d. La shay haqiqah, koulo shay' mounkin (Nothing is an absolute reality, all is permitted)
 - e. The Mark of Khayyin
 - f. Kali-Ma
 - g. Ealamat Alkayin
- 44. Tal'Mahe'Ra Combination Discipline and Spells - PC: Disallowed - NPC: Disallowed - Coordinator: Sabbat
 - a. Offering the Awakened Soul
 - b. Chain the Enlightened
- 45. Camarilla Regulated Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Camarilla
 - a. False Death
- 46. Characters who are not members of the Mnemosyne Cult possessing the Meminisse Discipline - PC: Disallowed - NPC: Disallowed
- 47. Thaumaturgical Countermagic - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - a. Anarch Hactivist with Thaumaturgical Countermagic - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch and Tremere
 - b. Ophanim with Countermagic - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri and Tremere
 - c. Perdo Magica – PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Tremere
- 48. Non Ravnos with the following combination disciplines - PC: Coordinator Approval - NPC: Coordinator Approval
 - a. Sympathetic Agony
 - b. Eventide Strength
 - c. Waking Dream
 - d. Mind of the Wilds
 - e. Heart's Desire
- 49. Non-Assamites with Assamite Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 - a. Baal' Sight
 - b. Draught of the Soul
 - c. Eyes of Alamut
 - d. Eyes of Blades
 - e. Forced March/Long March
 - f. Honeyed Words
 - g. Retain the Quick Blood (Assamite Version)
 - h. Shadow Feint
 - i. Truth of Blood
- 50. Assamite Alternate Quietus Powers - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 - a. Sorcerer Quietus
 - b. Vizier Quietus
 - c. Quietus Hematus: Vizier Quietus from Dark Ages V20
 - d. Quietus Cruscitus: Warriow Quietus from Dark Ages V20
 - e. New Sorcerer in Clan Disciplines from Dark Ages V20
- 51. Assamite Combination Discipline for anyone - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 - a. Blood Tempering
- 52. Affinities
 - a. The Evil Eye - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
 - b. Spirit of the Wolf - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Ravnos
 - c. The Sight - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Ravnos
 - d. Draba - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Ravnos
 - e. Faerie Threads - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Ravnos
 - f. Patteran - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Ravnos
 - g. Custom and Non Listed Affinities (Affinities are defined as powers derived from the Descendant of Dracain Merit, or Dracian's Lineage Creature Type) - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Ravnos
- 53. Necromancy or Necromancy Variant based Regulated Combination Disciplines - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Giovanni
 - a. Aegis of Entropy
 - b. Eyes of a Thousand Shades
 - c. Sharing the Master's Vigor
- 54. Necromancy or Necromancy Variant based Regulated Combination Disciplines possessed by non Giovanni / Harbinger of Skulls - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Giovanni
 - a. Awakening the Slumbering Curse
 - b. Clarity of Emptiness (Corpse in the Monster Variant)
 - c. Effigy of the Sculpted Tomb
 - d. Fountain of Ill Humors
- 55. Non American Ravnos with combination disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
 - a. We're Not Going To Take It!
 - b. Modern Illusions

56. Non Rom Ravens with the combination discipline The Sight - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
57. Non Ravnos Antitribu with the combination disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
 - a. Induce the Nightmare
 - b. The Illusionary Cup
58. Non-Harbinger of Skulls with Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
 - a. Bloodied Hands
 - b. Leer of Hades
 - c. Sutekh Fathers Anubis
59. Non-Jocastians with Jocastian Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Malkavian
 - a. Shroud of Ahriman
 - b. The Nectar of Amaranth
 - c. Hunt for History
60. Non-Anarchs with Tenebrous Veil - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
 - a. Lasombra Teaching another Lasombra Tenebrous Veil Combination Discipline - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra
61. Vicente de las Navas de Tolosa's Holy Shield - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra
62. Followers of Set or their Bloodlines, Factions, or Initiates with V20 Dark Ages Serpentis - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Follower of Set
 - a. Apostates may only learn modern Serpentis
63. Non-Followers of Set or their Bloodlines, Factions, or Initiates with V20 Dark Ages Serpentis - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Follower of Set
64. Non Ramanga with following Ramanga Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch and Lasombra
 - a. Compelling Darkness
 - b. Obscurity of Shadows
 - c. Shadow Communion
 - d. Weight of Shadows
 - e. Whispered Passions
65. Gargoyle Rituals - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
66. Gargoyle Rituals as Powers - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
67. Gargoyle Combination Disciplines using Protean - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere and Gangrel
68. Dark Ages Obtenebration - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Lasombra
69. Second Edition Mytherceria - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Lasombra
70. Laibon Version of Auspex for non Laibon - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
71. Laibon Version of Celerity for non Laibon - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
72. Laibon Version of Vicissitude for non Laibon - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch and Tzimisce
73. Combination Discipline: Typhonic Beast - PC: Varies - NPC: Coordinator Approval - Coordinator: Follower of Set
 - a. Follower of Set, Warrior Bloodline - PC: Coordinator Notification - NPC: Unregulated - Coordinator: Follower of Set
 - b. Follower of Set, Warrior Caste - PC: Coordinator Notification - NPC: Coordinator Notification - Coordinator: Follower of Set
 - i. This includes Apostates and Initiates who join the Warrior Caste
 - c. Follower of Set (regardless of Bloodline) who is not Warrior Bloodline or Caste - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Follower of Set
 - d. Non-Follower of Set or Follower of Set Bloodline - PC: Disallowed - NPC: Disallowed - Coordinator: Follower of Set
74. Sorcerous Suppression: The Broken Rung - PC: Disallowed - NPC: Disallowed
75. Combination Discipline: Untamable - PC: Disallowed - NPC: Disallowed
76. Obliterate the Night's Gifts - PC: Disallowed - NPC: Disallowed
77. Tremere Combination Disciplines requiring approval - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - i. Drink the Mind (Tremere Version)
 - ii. Scent of Caine (Tremere Version)
 - iii. Spectral Puppeteer
 - iv. Theft of Will
78. Obtenebration based Combination Disciplines possessed by Non-Lasombra or their Bloodlines - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Lasombra
 - i. Armory of the Abyss
 - ii. Armor of Darkness
 - iii. Clarity of Emptiness (Obtenebration Variant)
 - iv. Dark Steel
 - v. Eminence of Shade
 - vi. Gazing into the Abyss
 - vii. Shadowed Eyes
 - viii. Shadow Looking Glass
 - ix. Shroud of Absence
- ix. Blood Magic
 1. Anarch Curses - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
 2. New Age Anarch Sorcery - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
 3. Old Skool Anarch Sorcery - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
 4. Punk Anarch Sorcery - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
 5. Hacktivism Anarch Sorcery (Anarch and Tremere Coord Approval) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
 6. Hacking Rituals - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch and Originating Paradigm Coordinator
 7. Bacaban/Judicium Thaumaturgy - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 8. Black Hand Aljutori - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 9. Natib Athirat - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 10. Sabbat Inquisition Only Rituals - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
 - a. Disallowed for those outside the Sabbat Inquisition.
 11. Non-Assamite Sorcerers with Assamite Sorcery / Dur-An-Ki - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator:

Assamite

12. Sihr - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
13. Non-Giovanni with Western Necromancy - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
14. Abyss Mysticism - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra
15. Player Created Abyss Mysticism Rituals - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra
16. Ravnos Ratka-Sadhus / Sadhana - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
17. Non Follower of Set Bloodline / Faction / Apostate or Initiate with Wanga / Afro-Caribbean Sorcery - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
 - a. Children of Damballa / Apostate / Initiate - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Follower of Set
 - i. Apostates require approval for every ritual and each path
 - ii. Initiates use the same approval process as a Child of Damballa
 - iii. Normal (not Apostate / Initiate) Children of Damballah follow the most recent applicable Packet
 - b. Serpent of the Light / Apostate / Initiate - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Follower of Set
 - i. Apostates require approval for every ritual and each path
 - ii. Initiates use the same approval process as a Serpent of the Light
 - iii. Normal (not Apostate / Initiate) Serpents of the Light follow the most recent Wanga Packet
18. Non-Setites with Akhu (Setite) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Follower of Set
 - a. Apostates require approval for every ritual and each path
 - b. Initiates use the same approval process as a Setite
19. Non-Tlacique with Nahuallotl (Setite) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Follower of Set
 - a. Apostates require approval for every ritual and each path
 - b. Initiates use the same approval process as a Setite
20. Cult of Mithras Dur-An-Ki - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ventrué and Assamite
21. Follower of Set Bloodline / Faction / Apostate or Initiate with Voudoun - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Follower of Set
 - a. Apostates require approval for every ritual and each path
 - b. Initiates use the same approval process as a Setite
22. Non-Daitya with or Rakta-Sadhu Ravnos with Sadhana (Ravnos) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
23. Pillars of Dracian - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
24. Non-Tremere with Hermetic Thaumaturgy - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - a. Learning Hermetic Paths of Thaumaturgy out of clan requires a Kindred teacher with it in-clan.
 - i. Hermetic Thaumaturgy may not be learned through diablerie, even if the diablerie is successful.
 - a. Learning Hermetic Thaumaturgy Rituals - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - i. Rituals of the same name in other Paradigms are not included as part of this regulation, and will be regulated within their own paradims.
 - ii. Rituals Classified as R1 for Pyramid Tremere may be learned without a kindred teacher.
 - iii. Rituals Classified as R2 or higher for Pyramid Tremere must be taught by a Kindred Teacher with Hermetic Thaumaturgy in-clan.
 - iv. Non-Tremere must already have at least one Path of Hermetic Thaumaturgy to have Hermetic Rituals.
 1. These rituals can not exceed the current highest level of the character's primary path of Hermetic Thaumaturgy.
 - c. Revenants with Hermetic Thaumaturgy in-clan follow the rarities within the appropriate packets.
 - i. Ducheski Revenants in service to Clan Tremere follow the Pyramid Loyal Rarities.
 - ii. Tremere Loyal Ghouls in services to Clan Tremere follow the Pyramid Loyal Rarities.
 - iii. Rafastio Revenants follow the rarities provided by the Sabbat Coordinator.
 - d. This does not include Anarch Hacktivists with Hermetic Thaumaturgy.
 - i. Anarch Hacktivists may only learn magics from this packet with Tremere Coordinator Approval through the Digital Dracula NPCs, or through other Kindred teachers with it in-clan.
 1. Otherwise they follow the availability and rarities of what is printed in the OWBN Anarch Magic packet, not this packet.
25. Sielanic Thaumaturgy - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
26. Tremere with Dark Thaumaturgy - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
27. Mastery Ways (Tzimisce) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tzimisce
28. Non-Koldunist Tzimisce with Koldunism (Tzimisce) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tzimisce
29. Inconnu Thaumaturgy - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Camarilla
30. Voudoun Necromancy for any non Samedi / Follower of Set Bloodline / Faction / Apostate - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
31. Voudoun Necromancy for any Follower of Set Bloodline / Faction / Apostate - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Follower of Set
32. Aztec Necromancy - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
 - a. Tlacique PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Follower of Set
 - i. Apostates require approval for every ritual and each path
 - ii. Initiates use the same approval process as a Tlacique
33. African Necromancy - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
34. Eastern Necromancy - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
35. Mortis for Non-Harbinger of Skulls - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
36. Dark Thaumaturgy - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
37. Geomancy - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
38. Seidr - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Follower of Set
39. Printed paradigms of blood magic that do not have their own specific regulation - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
- x. Other Listings
 1. Vampires of 6th Generation or better - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Appropriate Clan Coordinator. In cases of a Clanless character, Sect Coordinator.
 - a. This only includes non-canonical / named NPCs. All canonical / named NPCs are controlled as per the Published Canon Characters section.
 2. Sect Defector - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Appropriate Sects Genre Coordinator and Clan Coordinator
 - a. Any Vampire Character that has changed its Sect allegiance, be it in background story or after entering play, is considered a Sect Defector.

- b. Any character that changes their Sect allegiance from one Sect, such as the Camarilla or the Sabbat, to the Anarch Movement, after entering play, shall be given the Flaw 'New Kid on the Block' for a time period of no less than one year.
3. Non-Kuei-Jin vampire becoming Human - PC: Majority Vote - NPC: Coordinator Notify - Coordinator: Varies
 - a. Vampire Characters may become human or ghoul temporarily for up to 1 month without being restricted by this bylaw. Characters may not be embraced or change to any other supernatural creature other than Ghoul during this time.
 - b. Any creature type turned mortal by the Infernal Investment "Rejuvenation" are exempt and follow the guidelines of said Investment.
4. Non Kuei-Jin Vampires changing Clan/Bloodline - PC: Majority Vote - NPC: Coordinator Notify - Coordinator: Varies
 - a. The following exceptions are allowed: characters inhabiting another body for 1 month or less, Assamite Apostates/Converts, Baali Apostates/Converts, Setite Apostates/Converts, Ravnos Renascut, Children of Osiris, Non Warrior Salubri becoming a Warrior Salubri, anyone who is adopted by another clan but does not actually alter their own Clan/Bloodline and those infiltrating another Clan/Bloodline but still retain their original Clan/Bloodline.
 - b. Characters that change Clan/Bloodline to a Clan/Bloodline that have additional R&U restrictions must follow the approval process for the new Clan/Bloodline as well.
5. Non-Giovanni adopted into Clan Giovanni - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
6. Malkavian Death Screams - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Malkavian
7. PC Malkavian to NPC Disembodied Mentor - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Malkavian
 - a. Any PC that permanently uploads to the Malkavian Madness Network upon Death
8. Gangrel Religions
 - a. Einherjar - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel
 - b. Neo-Einherjar - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Gangrel
9. Ashirra - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Camarilla
 - a. Characters belonging to the Middle-East based Sect
10. Inconnu - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Camarilla
 - a. Characters belonging to the secretive sect
11. Laibon - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
 - a. Characters belonging to the Africa based Sect
12. Blood Purity Background - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
13. Draba Background 4 and 5 – PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Ravnos
14. Background: Mentor: Digital Draculas 1 - 5 - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
 - a. Available to Hactivist Members only
15. Curing Asakku - PC: Disallowed - NPC: Disallowed - Coordinator: Tzimisce
16. Asakku and the Path of Asakku - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Tzimisce
17. Non-Schismatic Assamite Viziers with the Web of Influence Background - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 - a. This includes Assamites with the Dual-Blooded Merit where Vizier is not their base caste.
18. Schismatic Assamite Viziers with the Web of Influence Background higher than their rank in the Schism - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
19. Non-Schismatic Assamite Warriors with the Web of Iron Background - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
 - a. This includes Assamites with the Dual-Blooded Merit where Warrior is not their base caste.
20. Schismatic Assamite Warriors with the Web of Iron Background higher than their rank in the Schism - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
21. Non-Tremere recognized as swearing the Oath and holding rank in the Pyramid (aka: joining House Tremere) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
 - a. This includes those who have been accepted as Acolytes into House Tremere without swearing the Oath.
 - b. Includes the merit House Tremere Loyal (OWBN custom)
22. Salubri Changing Castes - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Salubri
 - a. Includes al-Amin, Salubri, and Salubri Antitribu.
23. Wu Zao Changing Castes - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Salubri
 - a. Castes include Scholar and Thief.
24. Tremere or Telyavelic with Tremere Familiar Background - PC: Unregulated - NPC: Coordinator Notify - Coordinator: Tremere
 - a. Non-Tremere/Non-Telyavelic with Tremere Familiar Background - PC: Disallowed - NPC: Disallowed - Coordinator: Tremere

n. WRAITH CONTROLLED ITEMS

i. Abilities, Arcanoi and Lores

1. Non-Wraith with Wraith Lore 4 or higher - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Wraith
2. Guild Lore for Non-Members
 - a. Great / High Guilds
 - i. Artificers Guild Lore 4 or higher - PC: Coordinator Approval - NPC Coordinator Notify - Coordinator: Wraith
 - ii. Masquers Guild Lore 4 or higher - PC: Coordinator Approval - NPC Coordinator Notify - Coordinator: Wraith
 - iii. Pardoners Guild Lore 4 or higher - PC: Coordinator Approval - NPC Coordinator Notify - Coordinator: Wraith
 - iv. Usurers Guild Lore 4 or higher - PC: Coordinator Approval - NPC Coordinator Notify - Coordinator: Wraith
 - b. Working Guilds
 - i. Chanteurs Guild Lore 4 or higher - PC: Coordinator Approval - NPC Coordinator Notify - Coordinator: Wraith
 - ii. Harbingers Guild Lore 4 or higher - PC: Coordinator Approval - NPC Coordinator Notify - Coordinator: Wraith
 - iii. Oracles Guild Lore 4 or higher - PC: Coordinator Approval - NPC Coordinator Notify - Coordinator: Wraith
 - iv. Sandmen Guild Lore 4 or higher - PC: Coordinator Approval - NPC Coordinator Notify - Coordinator: Wraith
 - c. Criminal Guilds
 - i. Haunters Guild Lore 3 or higher - PC: Coordinator Approval - NPC Coordinator Notify - Coordinator: Wraith
 - ii. Monitors Guild Lore 3 or higher - PC: Coordinator Approval - NPC Coordinator Notify - Coordinator: Wraith
 - iii. Spooks Guild Lore 3 or higher - PC: Coordinator Approval - NPC Coordinator Notify - Coordinator: Wraith
 - iv. Proctors Guild Lore 3 or higher - PC: Coordinator Approval - NPC Coordinator Notify - Coordinator: Wraith
 - v. Puppeteers Guild Lore 3 or higher - PC: Coordinator Approval - NPC Coordinator Notify - Coordinator: Wraith
 - d. Forbidden Guilds
 - i. Alchemists Guild Lore 2 or higher - PC: Coordinator Approval - NPC Coordinator Notify - Coordinator: Wraith
 - ii. Mnemoi Guild Lore 2 or higher - PC: Coordinator Approval - NPC Coordinator Notify - Coordinator: Wraith

- iii. Solicitors Guild Lore 2 or higher - PC: Coordinator Approval - NPC Coordinator Notify - Coordinator: Wraith
- 3. Wraith with Wraith Lore 5+ - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Wraith
- 4. Guild Membership
 - a. Great / High Guilds
 - i. Artificers Guild - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Wraith
 - ii. Masquers Guild - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Wraith
 - iii. Pardoners Guild - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Wraith
 - iv. Usurers Guild - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Wraith
 - b. Working Guilds
 - i. Chanteurs Guild - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Wraith
 - ii. Harbingers Guild - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Wraith
 - iii. Oracles Guild - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Wraith
 - iv. Sandmen Guild - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Wraith
 - c. Criminal Guilds
 - i. Haunters Guild - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Wraith
 - ii. Monitors Guild - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Wraith
 - iii. Spooks Guild - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Wraith
 - iv. Proctors Guild - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Wraith
 - v. Puppeteers Guild - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Wraith
 - d. Forbidden Guilds
 - i. Alchemists Guild - PC: Coordinator Approval - NPC Coordinator Notify - Coordinator: Wraith
 - ii. Mnemoi Guild - PC: Coordinator Approval - NPC Coordinator Notify - Coordinator: Wraith
 - iii. Solicitors Guild - PC: Coordinator Approval - NPC Coordinator Notify - Coordinator: Wraith
- 5. Legion Lore for non-members - PC: Coordinator Approval - NPC Coordinator Notify - Coordinator: Wraith
 - a. Iron Legion Lore 4 or higher - PC: Coordinator Approval - NPC Coordinator Notify - Coordinator: Wraith
 - b. Skeletal Legion Lore 4 or higher - PC: Coordinator Approval - NPC Coordinator Notify - Coordinator: Wraith
 - c. Grim Legion Lore 4 or higher - PC: Coordinator Approval - NPC Coordinator Notify - Coordinator: Wraith
 - d. Penitent Legion Lore 4 or higher - PC: Coordinator Approval - NPC Coordinator Notify - Coordinator: Wraith
 - e. Emerald Legion Lore 4 or higher - PC: Coordinator Approval - NPC Coordinator Notify - Coordinator: Wraith
 - f. Silent Legion Lore 4 or higher - PC: Coordinator Approval - NPC Coordinator Notify - Coordinator: Wraith
 - g. Legion of Paupers Lore 4 or higher - PC: Coordinator Approval - NPC Coordinator Notify - Coordinator: Wraith
- 6. Wraith with "Forbidden Paths" (Argos 5) - PC: Coordinator Approval - NPC Coordinator Approval - Coordinator: Wraith
- 7. Wraith with "Shadow Possess" (Puppetry 5) - PC: Coordinator Approval - NPC Coordinator Notify - Coordinator: Wraith
- 8. Vampire PCs or NPC's with the ability Soul Forging - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinators: Giovanni and Wraith
- 9. The use of Path of Karma 5 on any PC - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinators: Wraith and Ravnos
- 10. The use of Leer of Hades on any PC - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinators: Followers of Set, Giovanni, and Wraith
- 11. Non-Ferryman Wraiths Learning Ferryman Specific Tempered Arcanoi - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Wraith
 - a. Long Leap
 - b. Beckon Tools
 - c. Burning Aegis
 - d. Spirit Triage
 - e. Serendipitous Passage
 - f. The Bridge of Thoughts
 - g. Guardian's Filament
 - h. The Shear of Fate
 - i. Concussive Shout
 - j. Messenger of Light
 - k. See With Blind Eyes
- ii. Creature Types
 - 1. PC Supernatural to Wraith - PC: Simple Majority Vote - NPC: Coordinator Approval - Coordinator: Wraith
 - a. Quasi-supernatural creatures such as kinfolk or ghouls are not considered to fall into this designation, nor are mortals.
 - 2. Risen - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Wraith
 - 3. Ferryman (Wraith Guild) - PC: 2/3 Majority Vote - NPC: Simple Majority Vote - Coordinator: Wraith
 - 4. Pasiphae (Separated Shadows) - PC: 2/3 Majority Vote - NPC: Simple Majority Vote - Coordinator: Wraith
 - 5. Learning the Ritual of Severance - PC: Disallowed - NPC: Disallowed - Coordinator: Wraith
 - a. Wraith Coordinator Controlled NPC Ferryman may still have access to this item as it is required to be performed upon new Ferryman.
 - 6. Benefitting from the Ritual of Severance - PC: 2/3 Majority Vote - NPC: Simple Majority Vote - Coordinator: Wraith
- o. HUNTER CONTROLLED ITEMS
 - i. Characters with Corrupt Edges and Divine Edges - PC: Coordinator Approval - NPC: Unregulated - Coordinator: Hunter
 - ii. Imbued Hunters to Supernatural - PC: Disallowed - NPC: Disallowed - Coordinator: Hunter
 - iii. Imbued Hunter Lore - PC: Disallowed - NPC: Disallowed - Coordinator: Hunter
 - iv. Imbued Wayward - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Hunter
 - v. Shih - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Hunter
 - vi. Membership in the Florentine Heresy - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Hunter
 - vii. Supernaturals joining Society of Leopold - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Hunter
 - viii. Supernaturals with membership in the Society of Leopold or Florentine Heresy having Theurgy - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Hunter
 - 1. Supernaturals without a membership in the Society of Leopold / Florentine heresy having Theurgy - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Hunter
 - 2. Supernaturals with 2 or more paths of Theurgy - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Hunter
 - 3. Supernaturals with Convictions / Blessings / Endowments from membership in an Inquisition Group - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Hunter

- ix. Background: Rank in an Inquisition faction (Society of Leopold, Florentine Heresy, etc) at 4 or more - PC: Coordinator Approval – NPC: Coordinator Notify – Coordinator: Hunter
- x. Membership in the Council of Faith or Supreme Council for Society of Leopold or Florentine Heresy - PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Hunter
- xi. Ability: Hunter Exposure 3 or more - PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Hunter