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

Last Revised: October 25, 2017

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 be portrayed by someone other than it's 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. Catiff
            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. Brahmint 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. Caiiff
   4. Daughters of Cacophony
   5. Gangrel
   6. Gargoyle
   7. Lasombra Antitribu
   8. Malkavians (Including Dominate and Tryphosans)
   9. Nosferatu
10. Renascent Ravnos
11. Toreador
12. Tremere (Including Banshee)
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. Followers of Set (Including Warriors)
11. Gaku
12. Gangrel (Including Greek and Mariner)
13. Gargoyle
14. Giovanni
15. Lamia
16. Lhiannan
17. Nagaraja
18. Niktuku
19. Noiad
20. Old Clan Tzimisce
21. Renascent Ravnos
22. Salubri (Including Wu Zao)
23. Samedi
24. Telyavelic Tremere
25. Tlacique
26. True Brujah
27. Drakaina

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
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 in a single calendar 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
      iii. Variations must be noted in the game's House Rules.

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 may interact 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.
         1. Should a formal objection be made, a vote will be called to forbid or allow the location's usage. The chronicle cannot use the location until the vote is closed
   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.

2. Published Canon Characters
   a. 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.
   b. Should there be a conflict of custody of a published cannon 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 cannon 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.

6. Glass Ceiling
   a. Vampire are restricted by the following:
      i. Any PC who drops below 8th generation must be retired to NPC.
      ii. The highest attainable level of any discipline for a player character shall be advanced.
   b.变更的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 Sixth 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.

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)
      ii. Disciplines, Combination Disciplines and Discipline Techniques requires Notification to the Coordinator responsible for the Clan/Discipline 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 Notification to 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, Abombwe, 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 requires Assamite Coordinator Approval
      iii. Custom Infernal Investments requires Demon Coordinator Approval
      iv. Custom powers or item which allows the detection of Infernalism requires Demon Coordinator Approval
      v. Custom Abyss Mysticism Rituals requires Lasombra Coordinator Approval
      vi. Salubri Custom Blooding Rituals requires Salubri Coordinator Approval
      vii. Any item or power that detects a Creature of Smoke & Shadow while in possession requires Ventre Coordinator Approval
      viii. Any type of "Ward versus..." power which affects a Creature of Smoke & Shadow requires Ventre Coordinator Approval in addition to the approval of whichever Coordinator would normally approve the power (for example, Tremere Coordinator for Hermetic Thaumaturgical Rituals), if necessary
     ix. 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. Samedri
         viii. Ritae: Notified to the Sabbat Coordinator
            1. Only Ritae with mechanical advantages are required to be Notified
   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.
         1. Non-Malkavian PCs learning any Custom Content using Dementation previously created by another Character requires Malkavian Coordinator Approval.
         2. Non-Gargoyles PCs and NPCs learning any Custom Content using Flight or Visceratika previously created requires Tremere Coordinator Approval
8. PCs in service to Coordinator(s) NPC
   a. All PCs must have a Binding Agreement 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.
      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 Apostle 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.
   b. Temporis
         a. To include any method of duplicating either discipline regardless of source.
      2. Kairos: A character who changes in play from a "LoTNR Brujah" into a "Kairos Brujah" will convert their already purchased levels of Celerity into Temporis on a one for one basis.
      3. Epigene: A character who changes in play from a "LoTNR Brujah" into an "Epigene 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.
   c. 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 known 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).
         2. 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, Booms, 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.
            ii. All Alastors shall be under the joint control of the 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.
   d. Sabbat Regulations
      i. The Rite of the Sabbat, both Authoritas and Ignobilis, can only be performed by actual members of the Sabbat (i.e. those that have undergone Creation Rites). Rite performed by non-Sabbat characters automatically fail.

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 grandfathering
   i. Characters seeking to look out of paradigm paths and rituals may not learn them from characters that have them through the aforementioned grandfathering.

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 grandfathering 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 grandfathering 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
   ii. 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.
   iii. 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.
   iv. 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 during this period, 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.
   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 redlined 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. Louis 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
   iii. Characters with history involving Coordinator or Canon NPCs - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Varies; Coordinator(s) that controls the canonical NPC
      1. Defined as bringing back into play any character that has met 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. Standard True Faith - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Varies
      1. True Faith 6+ - PC: Majority Vote - NPC: Coordinator Notify - Coordinator Varies
   vi. Unusual True Faith - PC: Majority Vote - NPC: Coordinator Notify - Coordinator: Varies
      1. Any appearance of True Faith in a religion that is NOT of a major, established, recognized sect. (example: True Faith in Buddha is not...
Supernaturals with Hedge Magic/Numina

i. Supernatural Kinfolk

- Special Kinfolk: A true Kinfolk that have powers such as gnosis, Hedge Magic, Numina or other similar sources.
- Grand/Great/Bane Klaives: Known for their powerful and dangerous gifts.
- Lost Tribal and Breed Gifts and Rites: Karasu, Qualmi, and Nagah are examples.
- Geographically Appropriate Bastet: Often found in Africa, Central and South America, Southern Africa, and North America above 41 degrees latitude.
- Geographically Inappropriate Bastet: Can be found in Africa, Middle East, South Asia, Central and South America, North America below 41 degrees latitude, India and Nepal, and Andes Mountains.

ii. Extended Play Supernatural Possessed

- Extraordinary Changing Breeds: Includes Apis, Bunyip, Camazotz, Croatan, Grondr, and White Howlers.
- Extinct and Extinct Garou Tribes: Like the Apis, Bunyip, Camazotz, Croatan, Grondr, and White Howlers.
- Triatic Spirits: These spirits are defined as the Weaver, Wyld, or Wyrm.
- Characters part of a group able to utilize these abilities (Uktena Path Dancers, Bubasti, Rune Wise Gangrel, etc.)

iii. Abominations

- Any character who learns 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, Croatan, Grondr, and White Howlers).

iv. Other Listings

- Special Kinfolk: Extended Play Supernatural Possessed.
- Extraordinary Changing Breeds: Used in the changing breeds genre.
- Hengeyokai Khan: Only applicable in the East Asian/Chinese setting.
- Skin Dancers: Can be used in South America, Africa, and India.
- Siberak: Found in Asia, Africa, and Europe.

v. Supernatural Kinfolk PC: Coordinator Approval

- Former Erebus Resident: Requires Coordinator Approval.
- PC: Coordinator Approval: Requires Coordinator Approval.

vi. Supernatural Kinfolk Type

- Camazotz: A special Kinfolk type.
- Learning of Rite of the Death Bear by Gurahl: Includes learning specific rites.
- Croatan: A special Kinfolk type.
- Extended Play Supernatural Possessed: Applies to those possessing extraordinary supernatural attributes.

vii. Supernatural Kinfolk is any character that has the Supernatural Kinfolk Merit or that is a true Kinfolk and also have mechanics for a non-Changing Breeds genre, such as 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.

- The Triatic Spirits are defined as Spirits of the Weaver, Wyld, or Wyrm.
- Does not apply to supernatural and human Gorgons as they are created exclusively from naturally occurring animals, plants, or minerals.

viii. PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds

- The vote needs to be proposed before the 6 months mark or be shelved until the vote concludes.
- 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.

ix. Geographically Inappropriate Bastet

- Locations are to be considered the IC location of a chronicle.
- Bagherra: Africa, Middle East, South Asia.
- Balam: Central and South America.
- Non-Hengeyokai Khan: India and Nepal.
- Fumonca: North America and Andes Mountains.
- Qualini: North America above 41 degrees latitude.
- Sinba: Africa and India.
- Swara: Southern Africa.

x. Geographically Appropriate Bastet

- Bastet not in areas listed in the Geographically Appropriate Bastet listing. Locations are to be considered the IC location of a chronicle.
- Geographically Appropriate Bastet that moves to a Geographically Inappropriate area are also subject to this regulation.

xi. Special Kinfolk

- Defined as a character with the Supernatural Kinfolk Merit or that is considered to be Kinfolk, excepting basic Mortals. Does not apply to Numina or Hedge Magic.

xii. Skin Dancers

- Can be used in South America, Africa, and India.
- Siberak: Found in Asia, Africa, and Europe.
2. Restricted Garou Camps - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changing Breeds
   a. Cyber Dogs 2.0
   b. Eaters of the Dead
c. Ivory Priesthood
d. Mother's Fundamentalists
e. Path Dancers
f. Sword of Hiredall
g. Temple of Artemis

3. Nephandi - PC: Majority Vote - NPC: Coordinator Notify - Coordinator: Mage

### 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. 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. Characters with Title 5 - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changeling
   2. Characters with Title 6 or Higher - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changeling
   3. Membership in the following organizations: The Cat’s Cradle, the Beltaine Blade, the Red Branch of Ulster, the Shadow Court, the Crystal Circle, the Golden Sickle, the Ranter and the Catacomb Club - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Changeling

### DEMON CONTROLLED ITEMS

i. **Abilities and Lore**
   1. Baali Lore - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
   2. Fallen Lore - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon

ii. **Creature Types**
   1. Demon Rank 5 or Less - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
   2. Rank 6+ Demon - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
   3. Earthbound Demon - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
   4. Baali - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
      a. Including Baali Apostates via the Merit
   5. Baali Hive Mother creation outside of the Swarm Embrace - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon

6. Extended play possession by a demon PC Majority vote, NPC Coordinator Notify - Coordinator: Demon
   a. Considered to be continued play beyond 6 months from the date the character comes to fill under one of these categories. The vote needs to be proposed before the 6th months mark, or be shelved until the vote concludes.
   b. 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.

i. **Demons are defined as entities controlled by the Demon Coordinator, such as Spirits, Earth-Bound, and Fallen.**

   ii. **Fallen pcs possession of a non-supernatural body are exempt from this.**

7. Angels - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Demon
   a. Angels are to be defined as Time of judgement based angels from heaven.

8. Angeliss Ater/Azaneal - PC: Coordinator Approval - NPC: Coordinator Approval - 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. Unbound Diabolist - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
   4. Blessed - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
      a. Sabbat Inquisition or Order of St. Blaise also require Sabbat Coordinator Approval

iv. **Powers**
   1. Daimonion Based Combination Disciplines possessed by Non-Baali - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
   2. Infernal Combination Disciplines possessed by Non-Infernalists - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon

   3. Usage of Investment: Relentless - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
   4. Investments of Rarity 2 - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
   5. Investments - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
      a. Infernal Investments of Rarity 3
   b. Investments not defined in the document OWbN Infernalism: Guide to the Infernal

6. Out-of-Parent-Genre powers as Infernal Investments for PCs - PC: Disallowed - NPC: Council Vote - Coordinator: Demon

### INFERNALISM

i. **Powers**
   1. Infernal Cults including Advantages or Disadvantages - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
   2. Demonic Interaction - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
      a. Only for instances that result in the establishment of a Pact or the performance of a Service (either one-time or recurring) for a PC
   3. Diabolism - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon
   4. Infernal Ranking - 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.

vi. **Other Listings**
      a. Includes but is not limited to Eminence, Followers, Legacy, Pacts, Paragon, Rites, Thralls

i. **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

ii. Items
1. ... Camarilla
31. Non-Laibon with Laibon Lore - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch

Political Akuma is defined as anyone who has been declared Akuma by an Ancestor of the various Kuei Factions, Ranks and Positions.

Wu T'ian
Non
Non
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 rule.

Non
Anarch Lore 5
Gypsy Lore 4 or higher
Black Hand Sign Language
Non
Non
Non
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 Kings.


KUEI MUMMY CONTROLLED ITEMS

Tal
Genre
Standard Mummies
Non
Ishmaelites
Abilities and Lores
Salubri Lore
Creature Types
Other Shemsu
Babel
Non
Capococoha
As detailed on page 121-122 of Laws of the East.

Greater Akuma is defined as anyone who has been declared Akuma by an Ancestor of the various Kuei Factions, Ranks and Positions.

Kings.
32. Jocastatian Lore - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
33. Mnemosyne Lore - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sect and Malkavian
34. Gangrel Lore 5 or Higher - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel
35. Non-Malkavians with Malkavian Time - PC: Disallowed - NPC: Disallowed - Coordinator: Malkavian
   a. Malkavians include: Malkavian, Malkavian Antitribu, Dominate Malkavians, Tryphonians and Ravenous

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. Supernatural Gypsies - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravenos
   a. Gypsies who possess supernatural powers, arts or items through the use of blood affinities or other gypsy magic.
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 Approval - NPC: Coordinator Approval - Coordinator: Giovanni
8. Sabbat Assamite Viziers - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
9. Sisterhood of the Erinyes - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Jason
10. Web of Knives - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
11. Ahrimanes - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
12. Dispassionate Brujah - PC: Coordinator Approval - NPC: Coordinator Approval - 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. Noial - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Gangrel
24. 7th Generation or lower Samedhi 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. Samedhi - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
30. Kiasyd - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Lasombra
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. Davana Ravenos - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravenos
35. Post-Week of Nightmares Ravenos - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Ravenos
36. Pre-Week of Nightmares Ravenos - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravenos
   a. Includes Ravenos Antitribu
37. Ravenos NPCs of 8th generation or lower - PC: N/A - NPC: Coordinator Approval - Coordinator: Ravenos
38. Ravenos of Gypsy or Indian lineages - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravenos
39. Renasculc Bloodline - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravenos
40. Haji - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Nosferatu
41. Nictaku - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Nosferatu
42. al-Ammar - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri Healers. Warriors.
43. Salubri Healers - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Salubri
44. Salubri Warriors - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri
45. Wu Zao Salubri - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri
   a. Scholars. Thieves.
46. Children of Damballah - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite
47. Setite Tlacuiche - PC: 2/3 Majority Vote - NPC: Coordinator Approval - Coordinator: Setite
48. Vampiric Children of Osiris - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Setite
49. Warrior Setites - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Setites Warrior Setites
   a. Setites with Potence in clan as opposed to Obfuscate.
50. Daughters of Cacophany - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Toreador
51. Sons of Discord - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Toreador
52. Standard Tremere - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
   a. Camarilla Tremere
53. Non-Standard Tremere - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
   a. Anarch Tremere
   b. Tremere with the Throwback Flaw or the Natural Vicissitude Merit (Obeah, Valeren, or Vicissitude as anIn-Clan Discipline).
      i. Also requires the Salubri or Tzimisce Coordinators Approval
   c. Tremere who have replaced Auspex, Dominate, or Thaumaturgy with another Discipline.
   d. Tremere with a Primary Path other than Path of Blood
   e. Tremere with Double Betrayer or Betrayer's Mark
   f. Banshee
54. Telyavic Tremere - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
Telyavic Tremere are defined as Tremere who have replaced Dominate with Presence and/or practice Sielanic Thaumaturgy.

Keskinen

Danislav

Oprichniki

Maeghar

Drakaina

Brahmin Ravnos

Katayama

Daitya

Black Hand Magi

Krevcheski

Nationally Important Sabbat Faction Members

Enrathi

Servants of Anushin

Sabbat Faction Memberships Background 4+

Marijava

Sabbat Upper Ranks and Titles

Creation of New Revenant Families

Manika

Sabbat Lower Ranks and Titles

Creation of New Revenant Families - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tzimisce

Tzimisce Kolduns - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tzimisce

Vampires Embraced from Extinct Revenant Lines - PC: Majority Vote - NPC: Coordinator Approval - Coordinator: Tzimisce

a. Telyavic Tremere are defined as Tremere who have replaced Dominate with Presence and/or practice Sielanic Thaumaturgy.

b. This includes the merit Unmarked Antitribu

c. Gargoyle - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere

d. Blood Brothers - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tzimisce

e. Old Clan Tzimisce - PC: 2/3 Majority Vote - NPC: Coordinator Approval - Coordinator: Tzimisce

f. Children of the Dracon - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat

61. OWBN Specific Bloodlines - PC: Majority Vote - NPC: Coordinator Notify - Coordinator: Varies

62. 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. Drakaina - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon

e. Duchesi - PC: 2/3 Majority Vote - NPC: Majority Vote - Coordinator: Tremere

f. Duchesi in service to the Tremere House Arcanum - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere

63. Mnemosyne Bloodline - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Malkavian

64. Drakaina - PC: Coordinator Approval - NPC: Coordinator Notify - Coordinator: Giovanni

65. Bloodlines of the Jati Brahmin Caste:

a. Brahmin Ravnos - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos

b. Daitya - PC: Majority Vote - NPC: Coordinator Notify - Coordinator: Setite

c. Danava - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ventru

66. Baali - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon

67. Angellis Ater/Azneal - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Demon

68. 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.

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 and Titles - PC: Disallowed - NPC: Coordinator Approval - Coordinator: Sabbat

i. Prisci

ii. Cardinal

iii. Consistory

iv. Seraphim

v. Grand Inquisitor

vi. Regent

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
2. Assamite
   a. Assamite converting from Dispossessed to Schismatic - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Assamite
   b. Dispossessed Assamite to Schismatic Assamite - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Assamite
   c. Assamite PCs advancing to Rank 3 - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Assamite
   d. Other Assamite Ranks and Factions - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
      i. Non-Assamite 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 Antithra - Ranks of the Unconquered
      i. Bojha - PC: Coordinator Notify, NPC: Coordinator Notify
      ii. Ustad - PC: Coordinator Approval, NPC: Coordinator Approval
      iii. Shumseea - PC: Coordinator Approval, NPC: Coordinator Approval
      iv. Shukari - PC: Coordinator Approval, 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

4. Setite
   a. Setite Clan Positions for PCs - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite
      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 (Antithra)
      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 (Antithra), 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.
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 Circle 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

c. 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

7. Mnemosyne Cult Membership for non-Jocastatians - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Malkavian

8. Mnemosyne Cult Membership for Jocastatians - PC: Disallowed - NPC: Disallowed

9. Jocastians Cult Membership - PC: Coordinator Approval – NPC: Coordinator Approval – Coordinator: Sabbat

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. Phanuel’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 Arbitrator
      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

iv. Items
   1. Gypsy Samedji - PC: Coordinator Approval - NPC: ST Approval - Coordinator: Ravnos

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
   4. Dignitary Merit - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Camarilla
   5. Luminary Merit - PC: Coordinator Approval - NPC: Coordinator Approval - 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 and Brujah, 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: ST Approval - Coordinator: Gangrel
   13. Clan Friendship: Ravnos - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
14. Family Allegiance (Ravnos) - PC: Coordinator Approval - NPC: ST Approval - Coordinator: Ravnos
15. Renascut - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
16. Adonai's Disgrace - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri
17. Blooding by the Code - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri
18. Born Again Warrior - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Salubri
19. Agent of Prophecy - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite
20. Apostle (Setite) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite
21. Nameless - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite
22. Marijava Contact - PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Assamite
23. Shakari Enemy - PC: Coordinator Approval NPC: Coordinator Approval Coordinator: Assamite
24. Connoiseur Merit for Non-Ventrue - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ventrue
25. Blessed by St. Gustav Merit on any character other than Ventrue-Antitribu - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ventrue
26. Assamite Merits from V20 - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
   a. Sectarian Ally - Merit
   b. Thousand Meter Killer - Merit
   c. Outcast - Flaw
   d. Multiple Curses - Flaw
27. Clan Friendship: Brujah - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Brujah
28. Antitoxin Blood - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
30. 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
   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
   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 - 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
t. Tenebrous Veil

2. Deimos: The Path of the Four Humors - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
3. Kineticism - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
   a. Circumspect Revelation
   b. Lessons in the Steel
   c. Masque of Judas
d. Sympathetic Encryptor
5. 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
      xlii. Song of Emui
      xliii. Sense the Sorrow
      xlv. Smoky Pace
      xlv. Shroud of the Mind
      xlvii. Shroud of Ahriman
      xlviii. The Nectar of Amaranth
      xlix. Hunt for History
      l. Animus Ligature
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  

xx. The Nectar of Amaranth  

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. Hunt for History  
   xiv. Animus Liguature  

6. Non-Faction members with Sabbat Faction Rites - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat  

7. 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  

8. Brujah Combination Disciplines requiring approval - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Brujah  
   a. Esprit De Corps  
   b. Jackhammer Punch  

9. Gangrel Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel  
   a. Beast's Vigor  
   b. Bear Skin  
   c. Enhance the Wild Ride  
   d. Eannoi’s Mastery  
   e. Fenris Talons  
   f. Itugen’s Embrace  
   g. Lokí’s Gift  
   h. Read the Winds  
   i. Shared Entombment  
   j. Shared Strength  
   k. Shattered Fog  
   l. Steal the Terrible Swiftness  
   m. Stone Meld  
   n. Wintering  

10. Combination Discipline Wild Heart - PC: Disallowed - NPC: Disallowed - Coordinator: Gangrel  

11. Combination Disciplines requiring Mortis - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni  

12. 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
13. 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

14. Nosferatu Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Nosferatu
   a. Haunted Place

15. Ravnos Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
   a. Scourge of the Thrall
   b. Nightmare Curse
   c. Craft Ephemerata

16. Toreador Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Toreador
   a. Soul Painting
   b. Focused Reflexes

17. Non-Tzimisce with the Combination Discipline Soul Decoration - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Tzimisce

18. 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. Playing Touch
   g. Shape of All Beasts
   h. Conquering Blood

19. Non-Ventrue with Ventrue Combination Disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ventrue
   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 Beau
   l. Retaliatory Terror
   m. Telepathic Command

20. Salubri Bleeding Rituals - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri
    a. Pre-Existing
    b. Creating New Rituals

21. Out of Clan Advanced (or higher) Temporis - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Brujah

22. Abombwe - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel

23. Ogham - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel

24. Spiritus - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Gangrel

25. Thanatosis Advanced Taught by NPCs - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni

26. Non-Kiasyd with Mytherceria - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra

27. Out of Clan Obtenebration for Non-Sabbat Members - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra

28. Characters with Dementia without a Derangement - PC: Disallowed - NPC: Disallowed - Coordinator: Malkavian
    a. Also applies to Combination Discipline with Dementia as requirement

29. Any non-Ravnos Learning Advanced Chimerstry (or higher) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos

30. Non-Sabbat with Valeren Discipline - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri

31. Obeah - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Salubri

32. Non Daughters of Cacophony with Melpominee - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Toreador

33. 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

34. Non-Gargoyles with the Discipline: Visceratika - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
    a. Also applies to Combination Disciplines with Visceratika as a prerequisite

35. Non-Assamite Antitribu with the following combination disciplines - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Assamite
    a. Draught of the Soul
    b. Breath of the Sandstorm
    c. Blood of Essence
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 and Tremere
6. **Bacaban/Judicium Thaumaturgy** - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
7. **Black Hand Ashurri** - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
8. **Natif Athirat** - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
9. **Sabbat Inquisition Only Rituals** - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Sabbat
   a. Disallowed for those outside the Sabbat Inquisition.
11. **Non-Giovanni with Western Necromancy** - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
12. **Abyss Mysticism** - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra
13. **Player Created Abyss Mysticism Rituals** - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Lasombra
14. **Ravnos Raktu-Sadhus / Sadhana** - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
15. **Non Follower of Set Bloodline / Faction / Apostate with Wanga / Afro-Caribbean Sorcery** - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
16. **Non-Setites with Akhu** - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite
11. Non-Tlacique with Nahualotl (Setite) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite
12. Cult of Mithras Dur-An-Ki - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ventrue and Assamite
13. Follower of Set Bloodline / Faction / Apostate with Voudoun - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite
14. Non-Daiya with or Rakta-Sadhru Ravnos with Sadhana (Ravnos) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite or Ravnos
15. Rom Sorcery - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ravnos
16. Non-Tremere with Hermetic Thaumaturgy - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
17. Sielianic Thaumaturgy - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
18. Tremere with Dark Thaumaturgy - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tremere
19. Mastery Ways (Tzimisce) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tzimisce
20. Non-Koldunist Tzimisce with Koldunism (Tzimisce) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Tzimisce
21. Incunnu Thaumaturgy - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Camarilla
22. Voudoun Necromancy - Any non Samedi / Follower of Set Bloodline / Faction / Apostate - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
23. Voudoun Necromancy for any non Samedi - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Setite
24. Aztec Necromancy - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
25. African Necromancy - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
26. Eastern Necromancy - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni
27. Mortis for Non-Harbinger of Skulls - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni

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.
3. Non-Kuei-Jin vampire becoming Human - PC: Majority Vote - NPC: Coordinator Notify - Coordinator: Vampires
   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. Vampire Characters turned mortal via the Infernal Investment "Rejuvenation" are exempt and follow the guidelines of said Investment."
   a. The following exceptions are allowed: characters inhabiting another body for 1 month or less, Baali Apostates/Converts, Setite Apostates, Ravnos Renascut, Children of Osiris, 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. Ganguel Religions
   a. Einherjar - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ganguel
   b. Neo-Einherjar - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Ganguel
9. Ashirra - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Camarilla
   a. Characters belonging to the Middle-East based Sect
10. Incunnu - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Camarilla
    a. Characters belonging to the secretive sect
11. Laihon - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Anarch
    a. Characters belonging to the Africa based Sect

m. WRAITH CONTROLLED ITEMS
i. Abilities, Arcanai and Lores
1. Non-Wraith with Wraith Lore 4 or higher - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Wraith
2. Non-Wraith with Wraith Sect/Guild Lore 4 or higher - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Wraith
3. Wraith with Wraith Lore 5 or higher - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Wraith
4. Wraith with Wraith Sect/Guild Lore 5 or higher - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Wraith
5. Wraith with "Forbidden Paths" (Argos 5) - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Wraith
6. Wraith with "Shadow Possess" (Puppetry 5) - PC: Coordinator Approval - NPC Coordinator Approval - Coordinator: Wraith
7. Vampire PCs or NPC’s with the ability Soul Forging - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni and Wraith
8. The use of Path of Karma 5 on any PC - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Giovanni and Wraith

i. 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: Simple Majority Vote - NPC: Coordinator Approval - Coordinator: Wraith
3. Ferrymen (Wraith Guild) - PC: 2/3 Majority Vote - NPC: Simple Majority Vote - Coordinator: Wraith

n. Creatures of Smoke & Shadow (see the Proposal: Year of Smoke)
   i. Abilities and Lores
1. Creature of Smoke & Shadow Lore - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Venttrue
   ii. Creature Type
1. Use of a Creature of Smoke & Smoke - PC: Disallowed - NPC: Coordinator Notification - Coordinator: Venttrue