

## The Bylaws of One World by Night

*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

1. Interaction with Independent Chronicles
  - A. 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 an application has been submitted and under review by the independent chronicle prior to any character interaction with the non-member chronicle.
    - ii. The HST of the member chronicle interacting with the applicant chronicle must send notification to the Membership Coordinator during each month of interaction.
  - B. OWBN characters may not bring the following into the network from nonmember chronicle:
    - i. Item Cards
    - ii. Supernatural powers (i.e. Disciplines/Gifts/Arcanoi/Bunk/Numinae/Magic) that require a teacher to learn as per the Character Regulation Bylaws, Section 7.
    - iii. Lore knowledge
    - iv. Merits or Flaws
    - v. Background
    - vi. History/Plot
2. New Character Creation
  - A. A new player character shall be restricted to the points allowed under standard character creation in the appropriate Mind's Eye Theater rules, plus up to sixty (60) experience points.
    - i. 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.
  - B. Up to sixty (60) unspent experience from a previous character that has been rendered unplayable through death, retirement, or otherwise permanently removed from play may be rolled over into the new character, however the combined total from storyteller awards and unspent experience may not total more than sixty experience points for any reason. Any awards made towards the creation of a new character must be made within three game sessions of the character entering play.
    - i. These points may be spent only as Experience points, not as creation points. This spending should follow your Chronicle's House Rules.
    - ii. These points may not be allowed to purchase any power above second Basic in any out of clan Disciplines, nor above first Basic in any Clan specific Disciplines (Chimerstry, Protean, Mytherceria, etc.).
    - iii. Rare and Unusual Rules apply to how this experience is spent.
    - iv. Points diverted from a previous character to a new character, as defined in section 2.B above, may only be used once, and may only be used for a single new character. Multiple characters may not harvest gains from a single previous character.
  - C. Experience points already spent shall not be transferred or refunded to another character. Points approved by the player character's home chronicle are considered spent.

- D. No Vampire Character may be created without the direct involvement of the Sire of that Character. 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. Stored Vitae in any form, to include various rituals and cooling methods, is not viable for enacting the Embrace. Clans which make use of such rituals as their standard practice upon Embrace may still do so, as the integrity of the process is maintained.
3. Experience and Character Status
- A. Every character, when created in a home-Chronicle, must be designated as a PC (portrayed by players) or NPC (portrayed by Storytellers/Narrators)
    - i. A PC may be turned into an NPC at any time by the home-Chronicle Storyteller
    - ii. An NPC may be converted to a PC with a standard Council Proposal (see the Administrative Bylaws, Section C)
      - 1. The full PC character sheet must be presented at the time of the proposal and meet all OWbN PC creation guidelines for a new character
  - B. Within a Chronicle, each character must be designated with one (and only one) Status at a time
    - i. These Statuses are defined as follows:
      - 1. Active - These characters are portrayed regularly within OWbN
      - 2. Inactive / Shelved - These characters are not being regularly portrayed within OWbN
      - 3. Retired - The player has permanently finished the character's story and has committed to never playing the character again. Retired characters are considered the property of the Chronicle they were retired in (unless otherwise specified via Binding Agreement) and are considered NPCs if they need to be portrayed in the future. They may not re-enter game-play as PCs without following the guidelines presented above for NPC to PC conversion (Character Regulation Bylaw 3.A.ii.)
      - 4. Dead - The character has been killed or otherwise destroyed and is no longer eligible to be played without a Character Resurrection (Character Regulation Bylaw 15.C.vi.1.)
    - ii. The home-Chronicle Storyteller has the final determination on which Status a character is assigned
  - C. Characters can only be awarded experience by their home-Chronicle
    - i. Experience Points (XP) are awarded to the character not the player
      - 1. If a PC visits another Chronicle and is deemed eligible to earn additional experience, it is the player's responsibility to make sure that the Storytelling Staff of the Chronicle he or she visited communicates the XP award to the character's Home Chronicle
      - 2. For a period to not exceed 3 months, players without an Active or Inactive character who portrays an NPC or assists in Chronicle administrative tasks may, at Storyteller discretion, be allowed to earn some experience towards a character that they create
        - a. This earned experience is considered a Storyteller Award in accordance with Section 2.B. and may not exceed the maximum amount of allowable XP, as defined in Section 2.B.
    - ii. Experience may only be spent on the character to which it was awarded
      - 1. The exception to this is when a PC changes Status to either Dead or Retired. In these cases, any unspent experience (up to the maximum allowed in Section 2: New Character Creation) may be transferred to a new character
    - iii. The reason for any XP Award must be clearly documented on the character sheet or experience history
  - D. The Home-Chronicle may award a character up to a maximum of eight (8) experience points in a single calendar month
  - E. The standard XP costs detailed in Revised Mind's Eye Theatre books and material with listed MET XP costs (including Laws of the Night, Laws of the Wild, Sabbat Guide,

Anarch Guide, Storyteller's Guide, Revised Clan- and Tribebooks, etc.) are to be considered the baseline for OWbN.

- i. Reasonable variations due to house rules or regional preferences (such as rules regarding Influences) are permissible, but must be noted in a Chronicle's house rules

#### 4. Glass Ceiling

- A. Vampire PCs 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. Changing Breed PCs are restricted by the following:
  - i. Any PC who reaches the 6th rank (the Legend equivalent) must be retired to NPC.
- 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.
- D. PCs cannot be transferred between players
  - i. A PC may only 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 regulation.

#### 5. Home Chronicle

- A. Every OWBN player character (PC) must have one, and only one, home chronicle.
  - i. A PC's home chronicle must be an OWBN chronicle in good standing.
- B. Changing a PC's home chronicle requires the approval of the Head Storytellers of both the chronicle being left and the chronicle being joined. If there is no "head storyteller" then the majority of storytellers on staff must approve of the transfer.
  - i. It is not acceptable to transfer a PC 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. It is not acceptable to change a PC to NPC status for the purpose of transferring them, and then change them back to PC status.
  - iii. Players that wish to transfer their characters but are unable to obtain their home chronicles approval and believe they are unfairly being denied transfer may ask the OWBN Executive Team to mediate their dispute. Players wishing to dispute a denied transfer must show that the transfer is being denied in bad faith; to this end they must be able to produce documentation and witnesses supporting their claims. The Executive Team may refuse any case on the basis of insufficient supporting evidence.
    1. For the duration of the dispute the Executive Team gains administrative control of the character.
    2. The character may not be played while the dispute is ongoing without permission of the Executive Team.
    3. So as not to inconvenience the player any more than necessary, the dispute shall be solved within 1 calendar month of it being accepted by the Executive team, unless written consent of the player is granted.
      - a. Any additional time beyond a month must be agreed upon in writing by the player in question. The Executive team shall notify Council at the beginning of this period, and when the dispute is solved. This notification shall consist of the names of the Chronicles involved and the name of the character involved, and at the end, the decision reached.
    4. Further information may be released at the discretion of the Executive team, but is not required. Cases that are refused need not be notified.
    5. The Executive Team's decision on the matter will be final.

6. The Executive Team will, in the course of their investigations, contact and discuss this character transfer dispute with representatives of both chronicle members as well as the player of said character.
6. Inigo Montoya & Character Resurrection
    - A. Inigo Montoya
      - i. No single player may create multiple characters related to, allied with, or otherwise possessing knowledge of each other.
        1. Players who become involved in an investigation into their character's death must report this activity to their storytellers.
        2. A single player's multiple characters may eventually gain knowledge of each other but may never work together.
    - B. Character Resurrection
      - i. A Dead character returning to life (through plot-events, the re-writing of a death scene, or any other method where the Dead character returns to game-play) may be considered a Rare and Unique event (Character Regulation Bylaw 15.C.vi.1.)
  7. Teaching Disciplines
    - A. While any vampire can learn any Discipline, they must learn out-of-Clan Disciplines from a vampire who possesses that Discipline in-Clan. Exceptions to this shall be noted below:
      - i. Exceptions include:
        1. Samedi who learn Voudoun Necromancy as per their Clan Advantage
          - a. This Necromancy is always purchased at out-of-Clan cost
          - b. This Necromancy may not be taught since it is not an in-Clan
          - c. Samedi who learn Voudoun Necromancy are not considered "Rogue Necromancers" as defined by the Rare & Unusual Bylaws
        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
          - a. For a list of Coordinators and the Blood Magic paradigms each is responsible for, see the Coordinator Bylaws, Section 3.C.ii.6.a
      - ii. Additional In-Clan Disciplines: 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 follow these guidelines.
        1. The character must select the additional Discipline from the following list.
          - a. Animalism
          - b. Auspex
          - c. Celerity
          - d. Dominate
          - e. Fortitude
          - f. Obfuscate
          - g. Potence
          - h. Presence
        2. The following Merits do not add additional In-Clan Disciplines to a vampire character
          - a. Baali Apostates.
          - b. Charactes with the Revenant Disciplines Merit.
        3. An Inceptor Discipline gained through the Inceptor Merit is exempt from this Bylaw.
    - B. Combination Disciplines
      - i. Character Regulation Bylaw 7.A above applies to Combination Disciplines as follows: To teach a combination discipline, the teacher must have at least one of the prerequisite disciplines in-clan; the one being taught must have the requisite disciplines at the appropriate level.
    - C. Caitiff and Pander must declare three disciplines they possess as "in-clan" for teaching purposes at creation. One of these disciplines may be a Clan Specific (e.g., Protean, Dementation, Quietus) with Coordinator Approval of the appropriate Clan. If chosen, that

Clan Specific cannot be taught, but may otherwise be learned as an In-Clan Discipline. Additionally, the character's three Disciplines cannot duplicate an existing Clan with Clan Specific Disciplines. That character would be defined as an Unusual Caitiff or Unusual Pander as befitting their sect.

8. Blood Magic
  - A. For a list of Blood Magic paradigms as well as the Coordinator(s) responsible for them, please see the Coordinator Bylaws, Section 3.C.ii.6.a
9. Accepting the Consequences
  - A. When visiting another chronicle, a player automatically has agreed to abide by all rulings of that chronicle's storytellers and to accept the consequences of playing in that game.
    - i. If a player doesn't approve of a chronicle's storytellers or the way a particular game does something, it is common sense that they do not attend that chronicle's game.
    - ii. 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.
10. PCs in service to Genre Coordinator(s) NPC
  - A. All player characters before they serve or perform a service for a Genre Coordinator(s) Level NPC at a Sect level that is not specific to internal clan politics, must have an agreement by the player of the character, the storytellers of the chronicle the PC is based in, and the Genre Coordinator(s) in control of the NPC. This shall be logged with the Archivist and accessible to the OWbN-Exec Team in case of disputes requiring 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. OOC responsibilities for all parties including handling communication with outside Storytellers, and Coordinators and their staff, and other PC agents.
    - vii. Steps to be taken if there is a changes in ST staff, changes in home chronicle for the PC, changes in Coordinators
    - viii. Stepping down/removal from the position for IC and/or OOC reasons
    - ix. Rewards for exceptional service or punishment for failure -- perceived or factual.
  - B. That Binding Agreements shall be reviewed annually following Genre Coordinator elections for possible updating, revisions, or additions.
  - C. Due to the importance of their actions, 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.
    - i. Sect Coordinators can request to view these communications at any time.
    - ii. The Executive Team shall mediate disputes of these requests
    - iii. Disputes that cannot be resolved by mediation, shall be taken to council.
- 11.——The Red List
  - A. Anathema
    - i. All Anathema shall be under the joint controlled 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 Clan Coordinator whose clan will offer Trophy, and must be seconded by an additional Coordinator, either the Coordinator of the proposed Anathema (e.g.: Clan Coordinator, Changing Breeds Coordinator, Sabbat Coordinator, etc) or the Camarilla Coordinator. This is otherwise a Genre Proposal as detailed in the Coordinators Bylaws section 3.C.iii..
    - ii. Reasons for Becoming an Anathema
      1. Crimes against the Camarilla, as determined to be appropriate by the Coordinator proposing the addition of the character to the Red List.
    - iii. PC Anathema

1. There are no PC Anathema. If the proposed Anathema is a PC, his or her Storyteller must be consulted prior to the proposal. This does not give the Storyteller veto power over the proposal, but the proposing Coordinator will note in the proposal the stance of the Storyteller. This is otherwise a Genre Proposal as detailed in the Coordinators Bylaws section 3.C.iii.
- B. Alastors
- i. Alastors are a category of Archon, and therefore report to a specific clan. 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
  - ii. PC Alastors
    1. There are no PC Alastors. If the proposed Alastor is a PC, his or her Storyteller must be consulted prior to the proposal. This does not give the Storyteller veto power over the proposal, but the proposing Coordinator will note in the proposal the stance of the Storyteller. This is otherwise a Genre Proposal as detailed in the Coordinators Bylaws section 3.C.iii.
  - iii. Ways to be named to the rank of Alastors
    1. 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).
- C. Appearance of Anathema and Alastors in Chronicles
- i. The appearance of Anathema and Alastors are subject to two conditions, either that their appearances are part of an ongoing plot as determined by the appropriate Coordinator and the Camarilla Coordinator, or the appearance is a single instance unrelated to an ongoing plot. Both instances require Genre Proposals as detailed in the Coordinators Bylaws section 3.C.iii., but in the case of the ongoing plot, each specific instance need not be voted on separately, but must be approved by the appropriate Coordinator and the Camarilla Coordinator after the plot proposal has passed.
- D. Trophy
- i. The reward for slaying an Anathema is Trophy, which can include but is not limited to the following:
    1. Immunity to Bloodhunts (whether extant or future)
    2. Breaking of a Blood Bond
    3. Rite of Progeny
    4. Boons
    5. Monetary Rewards
    6. Grant of Domain
    7. Sanctioned Diablerie
    8. Discipline Education
    9. Indulgence (forgiveness for past transgressions)
    10. Sanctioned Slaying (Rite of Destruction over an enemy, granted by the appropriate Coordinator NPC)
    11. Clan Friendship
    12. The individual(s) claiming Trophy usually keeps the Anathema's possessions, as well.
  - ii. 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 Coordinator and the Camarilla Coordinator.

12. Methuselahs
- A. A Methuselah vampire NPC is defined as a fourth or fifth generation vampire.
    - i. A chronicle that owns a Methuselah NPC and wish to bring it into play or direct influence of roleplay shall notify the respective Genre Coordinator for that NPC at least one week before use.
      - 1. The respective Genre Coordinator may object to the notified use, if they feel it would damage the consistency of genre.
    - ii. A Genre Coordinator may also request use of a chronicle owned Methuselah NPC.
      - 1. This does not supersede any of the restrictions on the duties of the Genre Coordinators as outlined in section 3.C of the Coordinator Bylaws.
      - 2. The Genre Coordinator will notify the respective chronicle that jointly owns the Methuselah NPC of activity at least one week before use.
      - 3. The respective chronicle may object to the notified use, if they feel it would damage the consistency of the character.
  - B. While there is an objection, within the scope of sections A.i.i or A.ii.3, the respective NPC cannot be used.
    - i. If no agreement can be reached, the issue may be brought to the Executive Team for mediation, or the attention of the Council (which may overrule the objection by a majority vote).
  - C. If a sheet exists in the chronicles for these Methuselah NPCs, it shall be logged with the Archivist and the respective Genre Coordinator for consistency.
13. Sabbat Ritae
- A. The Ritae of the Sabbat only functions when lead by vampires who are actually members of the Sabbat, i.e. those that have undergone Creation Rites. This is to include the Auctoritas and Ignoblis Ritae. That is to say, no non-Sabbat character may perform the sacred rites of the Sabbat and expect them to work.
    - i. The Cult of Lilith is the exception to this rule.
14. Temporis
- A. Brujah who switch to Temporis from Celerity as an In-Clan Discipline as part of the Year of Fire Meta-Plot, do so on a 1:1 conversion. This is a plot change that should not cost the player/character to lose hard earned experience.
    - i. Furthermore, anyone who is taught Temporis by a True Brujah or Brujah who gained Temporis as an In-Clan Discipline during Year of Fire, will learn it as described in the optional rule on page 32 of the MET Storytellers Guide. That being an immediate refund of all experience spent on Celerity to be spent solely on Temporis.
    - ii. They will still be required to have a teacher up to the level of Temporis they are able to purchase with this experience. Any Experience traits the character has remaining after the conversion and after the levels taught by their teacher will be forfeit.
  - B. No character may ever possess both Temporis and Celerity. This includes powers that duplicate Celerity effects, such as the "Discipline Investment" for Infernalists.
15. Rare and Unusual Restrictions
- A. Definition of the Rare & Unusual Bylaws
    - i. This list is to be considered a guideline for all games within the network. As such, it crosses the lines of genre whether a game is focused on Sabbat vampire, changeling or werewolf. These categories are to be used as an extrapolated guideline. As character concepts are beasts of wild creativity and vast imagination, any list cannot hope to cover the scope of what the players of One World by Night wish to portray. With any system of this nature, flexibility and fluidity are a necessary component. The population types of One World by Night are likely to ebb and flow over the years, and these guidelines must be flexible to reflect the growth and change of the organization and its goals and needs
    - ii. All Restrictions that may require Chronicles or Players to seek approval from, or make notification to, Coordinators or Sub Coordinators regarding IC aspects of

the game such as, but not limited to, Character types, powers, merits, magical items, must be made directly to The Rare and Unusual Bylaws or the Character Regulation Bylaws by a proposal to council, detailing the changes to the bylaw, with the exception of changes or additions of specific paths or rituals of blood magic and restrictions under Coordinator Bylaw 3.C.ii.1.c.

1. Such Proposals shall be considered Rules, Game Mechanics or Organizational Proposals, and thus may be notified in their entirety to the Player Base.
  2. Listings in the Bylaw may be by category, with each example not specifically enumerated, as long as a source for further clarification is given, and the category is clearly defined.
- iii. Rules On current characters, restrictions and requirements
1. Restrictions and requirements for notification must be placed in the R&U or Character Regulation Bylaws to be valid. Characters with approvals under former restrictions are considered to be grandfathered without exception or exemption if similar or identical restrictions are added to the bylaws unless clearly stated in the proposal. Should restrictions and requirements for notification that exist within genre packets, but were not added to the bylaws during the former grace period, and the bylaws later changed to add similar or identical restrictions, then grandfathering must be given to all such characters that exist at the time of passage of the proposal, without exception or exemption unless clearly stated in the proposal. Any question or dispute regarding restrictions, grandfathering or other aspect of this bylaw section may be brought to council for settlement. However if passed, council agrees this proposal's section, entitled, Rules On current characters, restrictions and requirements, may not be exempted without a separate individual vote for each such exemption.
- iv. Genre Coordinators may propose a category assignment or re-assignment for any element type that is not well captured by these guidelines.
- v. Process for Registration
1. Rare and Unusual Characters may be submitted for registration or vote on the OWBN web site.
    - a. Responsibility for registration
      1. It is the responsibility of the Storytellers to submit an R&U registration for characters and items based in their chronicle. The Head Storyteller may delegate this duty to their Council Member.
      2. It is the responsibility of the Coordinator to submit an R&U registration for characters and items that are owned by their office.
      3. The Archivist may allow for chronicle staff or coordinators to submit R&U registrations to them by email. It then becomes the responsibility of the Archivist to submit the registrations to the R&U database on the OWBN website.
    - b. Registration timeframe
      1. For Rare & Unusual categories that require Coordinator Notification, the registration requirements are fulfilled when the R&U submission is logged in the R&U database through the OWBN website.
        - a. The Archivist is expected to fulfil notifications to the appropriate genre Coordinator(s), as defined in R&U Bylaw 5, no later than fourteen (14) days after the R&U is registered.



2. For Rare & Unusual categories that require Coordinator Approval
  - a. Coordinators are expected to make a decision (Approve / Deny) or request additional information no later than fourteen(14) days after the R&U is registered
    1. If the Coordinator office has made no attempt to follow up, either in making a decision or requesting additional information, within twenty-eight (28) days of the R&U being registered, the Coordinator may be subject to Disciplinary Action.
    2. In the event that the Coordinator requests additional information, once that information is received the Coordinator is then expected to make a decision or request additional information no later than fourteen (14) days after the response is received.
      - a. If the Coordinator office has made no attempt to follow up, either in making a decision or requesting additional information, within twenty-eight (28) days of receiving the information they requested, the Coordinator may be subject to Disciplinary Action.
  - b. The Coordinator Approval must be logged into the R&U database on the OWBN website.
    1. It is the responsibility of the Coordinator to log the Coordinator Approval of a character.
    2. The Archivist may allow for a Coordinator to submit their approval of a character by email. It then becomes the responsibility of the Archivist to log the Coordinator Approval to the R&U database on the OWBN website
3. For Rare and Unusual categories that require a Council vote
  - a. The Archivist is expected to submit the character for Council vote no later than fourteen (14) days after the R&U is registered.
    1. If the Archivist has made no attempt to follow up, either in proposing the R&U for Council vote or requesting additional information, within twenty-eight (28) days of the R&U being registered, the Archivist may be subject to Disciplinary Action.
    2. In the event that the Archivist requests additional information, once that information is received the Archivist is then expected to either propose the

R&U for Council vote or request additional information no later than fourteen (14) days after the response is received.

a. If the Archivist has made no attempt to follow up, either in either in proposing the R&U for Council vote or requesting additional information, within twenty-eight (28) days of receiving the information they requested, the Archivist may be subject to Disciplinary Action.

2. A character that was not previously considered R&U, but a change occurred and that character would now be classified as something that is currently listed as an R&U category under the R&U Bylaws (Character Regulation Bylaw Section 15), must comply with the registration requirements and processes for that Category change in the R&U system. Characters that avoid this registration process are in violation of the R&U Bylaws.

vi. Unregistered Rare and Unusual Characters and Items

1. Chronicles who have player characters (PCs), non-player characters (NPCs), or items that are found to be in violation of the Rare and Unusual bylaws must bring themselves in compliance within sixty (60) days.

a. Should the chosen method of compliance be to remove the R & U violation from play within sixty (60) days instead of properly registering it, any and all long-term gains and benefits to player characters (PCs) and non-player characters (NPCs) shall be immediately removed as well. This is up to and including disciplines, gifts, skills, lores, items, or other similar benefits.

b. Any character which qualifies for Rare and Unusual that is brought into play (either through background or at-game roleplay) to specifically benefit a player character (PC), be it as a Mentor or Elder Boon Merit or other mechanics for giving benefits or other items of experience expenditure to player characters (PCs), must be properly registered through the Rare and Unusual Registration. If it has not been properly registered, the benefiting player character (PC) immediately loses anything gained from the character in Rare and Unusual violation.

c. Should the chosen method of compliance be to register the R&U:

1. For Rare & Unusual categories that require Coordinator Notification, see Character Regulation Bylaw 15.A.v.1.b.1 for registration time frame.

2. For Rare & Unusual categories that require Coordinator Approval:

a. The Coordinator (as designated in Section 5 of the R&U Bylaws) is subject to the response timeframe outlined in Character Regulation Bylaw 15.A.v.1.b.2

b. The time that it takes for the Coordinator to respond to the approval request or to request additional information shall not be included in the sixty (60) day time limit.

c. If a Coordinator requests additional information, the time that it takes for the chronicle staff to

respond will be included in the sixty (60) day time limit.

- d. The Archivist or Head Coordinator may extend the time limit, for any reason, up to an additional sixty (60) days, for a total of one hundred twenty (120) days. Any further extension requires a Council vote.
  2. Storytellers that fail to comply with Character Regulations Bylaws may be subject to Council Proposal for disciplinary actions as described in Section 6 of the Administrative Bylaws.
    - a. Players who have lied or otherwise deliberately obstructed the truth or cheated for the purposes of circumventing and thus violating the Rare and Unusual Bylaws for gains for their player characters (PC) may be subject to Council Proposal for the administrative death of said player character (PC) in addition to any disciplinary actions in Section 6 of the Administrative Bylaws.
  3. Rare and Unusual characters which are specifically found in violation of R&U compliance are not viable for play until their home chronicle has resolved said character's conflict to a satisfactory state of R&U compliance and registration.
- vii. Grandfathering
1. Any character that changes Classification due to the Classification being changed shall be considered grandfathered to the new Classification, and shall not require any further action by Council to approve them.
    - a. This only applies to characters that change category due to Coordinator or Council action, and not to new characters or characters that undergo changes to their sheet
    - b. There shall be a 30-day grace period to submit information to the archivist for any character that changes classification due to the classification being changed unless the successful proposal to change the R&U bylaws specifies that there will be no grandfathering.
      1. The 30-day grace period begins at the close of the proposal that changes the R&U classification.
        - a. For autopass proposals, this will be the date that the autopass went into effect.
        - b. For proposals that required a council vote, this will be the date that the council vote closed.
      2. If a character is not registered during the 30-day grace period, they are considered unregistered and subject to Character Regulation Bylaw 15.A.vi.
        - a. The 30-day grace period will be included in the compliance time limit imposed by Character Regulation Bylaw 15.A.vi.
  2. New blood magic packets which change the rarities of blood magic will not require existing characters that legitimately possessed that blood magic prior to the packet's adoption to seek further action to continue to possess that blood magic. Those characters shall be considered grandfathered to this new rarity classification, unless otherwise stipulated in Council-approval of the new packet or the proposal for said packet.
    - a. This only applies to characters that change blood magic rarity category due to Coordinator or Council action, and not to new characters or characters that undergo changes to their sheet.
    - b. There shall be a 30-day grace period to submit information to the archivist and appropriate genre Coordinator for any character

that changes classification due to the classification being changed unless otherwise stipulated in a classification change vote.

- c. With Grandfathering, even though Paths/Rituals might no longer be considered part of the paradigm, characters who had those powers may retain them after the rarity changes.
  - 1. Since the power(s) are no longer considered in-paradigm, any character seeking to learn an out-of-paradigm Path or Ritual may not learn from a character who possesses a Grandfathered version of the power.
  - 2. Characters seeking to learn Paths or Rituals which were removed from a paradigm of Blood Magic must instead go through the process to convert the power from whichever paradigm it is native to, back into the character's paradigm.

B. Appropriate Coordinators for R&U

- i. The closest "full-blood" clan Coordinator shall coordinate appropriate bloodlines and creature types.
  - 1. Anarch: Prometheans, Neo-Carthaginians, Carthaginians, Laibon
  - 2. Assamite: All Assamite-related Rare and Unusual characters, Shango
  - 3. Brujah: True Brujah, Osebo
  - 4. Camarilla: Camarilla Vampires on Sabbat Paths of Enlightenment, Inconnu, Ashirra
  - 5. Changing Breeds: All Changing Breeds and Garou related R & U, Abominations, and Kinfolk
  - 6. Demon: Ba'ali, D'habi Revenant Family
  - 7. Gangrel: Mariner, Akunanse, Ghost Singer. Disciplines Ogham, Spiritus, Abombwe
  - 8. Giovanni: Harbingers of Skulls, Samedi and Mla Watu
  - 9. Lasombra: Lasombra Antitribu, Kiasyd, Xi Dundu, Friends of the Night
  - 10. Nosferatu: Guruhi, Hajj
  - 11. Ravnos: Rakta-Sadhus, Kinyonyi, Davana (shared with Ventrue)
  - 12. Sabbat: Camarilla Vampires on Sabbat Paths of Enlightenment, Erset La Tari, Black Hand, Natib Athirat, Jati
  - 13. Salubri: Salubri Antitribu, Nkulu Zao, Wu Zao
  - 14. Setite: Bane Mummies, Mummies, Children of Damballah, Daitayana, Tlacique, Kindred of the Ebony Kingdom Followers of Set
  - 15. Toreador: Daughters of Cacophony, Ishtarri
  - 16. Tremere: Gargoyles
  - 17. Tzimisce: Blood Brothers, Koldunic Sorcery, Naglopers, Dragon Blooded
  - 18. Ventrue: Davana (shared with Ravnos)
  - 19. Wraith: Ferrymen, Risen, PC Supernaturals to Wraith.

C. Rarity Listing by Category

- i. All Rarity Levels, PC and NPC, require the item to be logged with the Archivist
- ii. **DISALLOWED:** Classifications in this category are not available and cannot be passed through Council, even with a Bylaw Exception Vote. Each classification in this category will indicate whether it applies to PC's, NPC's, or both.
  - 1. Disallowed Demon and Infernal Listings
    - a. Demon: the Fallen Backgrounds for Non-Demons, including: Eminence, Followers, Legacy, Pacts, Paragon, Rites, and Thralls
    - b. Out-of-Parent-Genre powers as Infernal Investments for PCs
  - 2. Disallowed Vampire Listings
    - a. Combination Disciplines and Discipline Techniques
      - 1. The Custom Combination Discipline: Wild Heart
- iii. **UNIQUE:** All characters published in White Wolf books. Historical figures, real-life persons. Fictional personas used as character concepts (ex: Caine, Vlad)

"Dracula" Tepes, the vampire Lestat, former President Bill Clinton, Sir Lancelot, wrestling person "The Rock", etc. PC: Simple Majority Vote; NPC: Simple Majority Vote

1. Unique Characters
2. Named Characters

iv. VERY RARE: Characters of very small groups in the World of Darkness. Creatures of very extreme power levels. PC: 2/3 Majority Vote; NPC: Simple Majority Vote

1. Very Rare Vampire Listings
  - a. Ahrimanes
  - b. Anda
  - c. Cappadocians
  - d. Kiasyd
  - e. Kindred of the Ebony Kingdom Laibon/Legacies
    1. Guruhi
    2. Ishtarri
    3. Kinyonyi
    4. Mla Watu
    5. Naglopers
    6. Nkulu Zao
    7. Osebo
    8. Shango
    9. Xi Dundu

- f. Lamia
- g. Lhiannon
- h. Nagaraja
- i. Noiad
- j. Old Clan Tzimisce
- k. Salubri Healers
- l. Setite Tlacique
- m. Sons of Discord
- n. Tremere Antitribu
- o. True Brujah
- p. Vampiric Children of Osiris

2. Very Rare Revenant Listings
  - a. Basarab Family Revenants
  - b. Danislav Family Revenants
  - c. Ducheski Family Revenants
  - d. Khavi Family Revenants
  - e. Krevcheski Family Revenants
  - f. Vlaszy Family Revenants

3. Very Rare Mage Listings
  - a. Sphere 6+ Mages

4. Very Rare Wraith Listings
  - b. Ferryman

5. Very Rare Mummy Listings
  - a. Non-Standard Mummies
    1. Incorporates Ishmaelites, Cabiri, Asek-Sen, Capococoha, and Wu T'ian.

v. EXTRAORDINARY: Includes characters of uncommon groups in the World of Darkness. Characters worthy of oversight and judicious appearance. PC: Simple Majority Vote; NPC: Coordinator Approval

1. Extraordinary Changing Breed Listings
  - a. Abominations
  - b. Non-Garou walking the Spiral

1. Non-Garou characters walking or having walked the Black Spiral (aka Shattered Labyrinth or Black Spiral Labyrinth) of Malfeas.
- c. Lost Tribal and Breed Gifts
  1. Any character who learns a gift 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).
- d. Lost Tribal and Breed Rites
  1. Any character who learns a 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).
- e. Near-Extinct and Extinct Changing Breeds
  1. Ajaba
  2. Apis
  3. Bubasti
  4. Bunyip
  5. Camazotz
  6. Ceilican
  7. Croatan
  8. Grondr
  9. Khara
  10. Siberakh
  11. White Howlers
    - a. Including Throwbacks
- f. Extraordinary Changing Breeds
  1. Ananasi
  2. Kitsune
  3. Mokole
  4. Nagah
  5. Nuwisha
  6. Rokea
2. Extraordinary Wraith Listings
  - a. PC Supernatural to Wraith
    1. For purposes of R & U this includes only those PCs that were supernatural creatures prior to death. Vampires, Shape Changers, Fey, et cetera. Quasi-supernatural creatures such as kinfolk or ghouls are not considered to fall into this designation, nor are mortals.
3. Extraordinary Abilities, Merits, and Flaws
  - a. Merits & Flaws
    1. Camarilla Specific
      - a. Additional Personal Status (see Camarilla Genre Packet)
- vi. RARE: Includes characters of small groups and bloodlines. Characters of a power level where free inter-game interaction could become a concern. Characters of types considered fringe to a main genre. PC: Simple Majority Vote; NPC: Notification to Coordinator
  1. Character Resurrection
    - a. Resurrections are defined as circumstances where plot is written from the point at which a scene is left off and the forward events are scripted to allow the character to return to life after they went through something that had caused them to reach final death or to become unplayable.

1. Only under all of the following conditions are Resurrections NOT considered an R&U event:
    - a. The same HST is in continuous charge of the character's Chronicle
    - b. Less than 6 months has passed since the out-of-character date of the death scene
    - c. The death occurred in the character's home-Chronicle; or, if the character death occurred in a Chronicle other than the character's home-Chronicle, the visiting Chronicle has granted permission to the home-Chronicle to re-write or change the death scene
  - b. If there is a dispute whether a situation is a resurrection or not, the Head Coordinator shall arbitrate
    1. The parties may appeal any decision to the OWbN Council with a vote, as normal
  - c. Once defined as Dead, a character may not be changed from PC to NPC in order to lower the restriction-level of its Resurrection
  - d. Coordinators proposing NPC character resurrections must do so as part of their Coordinator duties, specified in the Coordinator Bylaws, Section 3.C.iii
2. Rare Vampire Listings
    - a. Daitya
    - b. OWBN-specific Bloodlines
    - c. Vampires becoming Human
      1. Any non-Kuei-Jin vampire who, through whatever means, reverts to being a human.
        - 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.
    - d. Vampires Embraced from Extinct Revenant Lines
      1. Vampires with Disciplines sets and/or flaws that are a result of their mortal lineage from the following Revenant families:
        - a. Basarab Family Revenants
        - b. Danislav Family Revenants
        - c. Khavi Family Revenants
        - d. Krevcheski Family Revenants
        - e. Vlaszy Family Revenants
    - e. Vampires changing Clan/Bloodline
      1. Any non-Kuei-Jin vampire who, through whatever means, changes their Clan.
        - 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.
  - 3. Rare Changing Breed Listings
    - a. Extended Play Supernatural Possessed
      - 1. Extended Play for the purposes of this bylaw is considered to be continued play beyond 6 months from the date the character comes to fall under one of these categories. A PC falling in this category must be propped for vote in a manner that lets the vote occur prior to the 6 month point or must be shelved from the 6 month point until the vote is completed.
      - 2. Supernatural Possessed: Any supernatural entity (including Vampires, Dhampyrs, all Changing Breeds, Mages, Changelings, Imbued Hunters, Mummies, and Kuei-jin) possessed by a Triatic or Gaian Spirit, 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. This category specifically does not include any creature defined elsewhere in the bylaws as Semi-Supernatural.
        - a. Triatic Spirits are defined as Sprits of the Weaver, Wyld, or Wyrm.
        - b. All Supernatural and human Gorgons are hereby prohibited as, by definition, Gorgons are created exclusively from naturally occurring animals, plants, or minerals.
  - 4. Rare Mage Listings
    - a. Marauders
    - b. Nephandi
  - 5. Rare Wraith Listings
    - a. PC Supernatural to PC Wraith
    - b. Risen
  - 6. Rare Changeling Listings
    - a. Unusual Selkies
      - 1. Those in chronicles that do not border a sea or ocean
  - 7. Rare Demon and Infernal Listings
    - a. Out of Parent Genre powers as Infernal Investments for NPCs
  - 8. Rare Mummy Listings
    - a. Standard Mummies
      - 1. Incorporates new mummies, Imkhu, and other Shemsu-Heru
  - 9. Rare Other Listings
    - a. Unusual True Faith
      - 1. Meaning: ANY appearance of True Faith in a religion that is NOT of a major, established, recognized sect. (example: True Faith in Buddha is not R&U, but True Faith in Chuthulu would be.)
- vii. UNUSUAL: Includes characters that push genre boundaries, or are rare in genre.  
 PC: Coordinator Approval; NPC: Coordinator Approval
- 1. Unusual Abilities, Merits, and Flaws
    - a. Merits and Flaws
      - 1. Blessed Merit (as per Sins of the Blood pg 102)



- a. This Merit is governed by the Demon Coordinator and requires Demon Coordinator Approval
  - b. Sabbat members of the Inquisition or the Order of St. Blaise must acquire Sabbat Coordinator approval for this merit.
- 2. Camarilla Merits
  - a. Dignitary Merit (see Camarilla Genre Packet)
  - b. Luminary Merit (see Camarilla Genre Packet)
  - c. Prestigious Sire / Lineage Merit(s)
  - d. Sovereign Prince Merit (see Camarilla Genre Packet)
- 3. Dual-Blooded Assamite Merit
- 4. Gangrel Extinct Animal Form Flaw
- 5. Infernal Merits and Flaws
  - a. Demonic Heritage: Laham Merit
  - b. Demonic Tutor
  - c. Unbound Diabolist Merit
- 6. PCs with the Reputation Merit
  - a. The purpose of this proposal is to reflect and regulate the nature of a merit that has come to represent how well a character is known throughout the organization as a whole, as opposed to within their home chronicle or region alone.
  - b. Requires approval of the appropriate Sect Genre Coordinator (i.e. Camarilla Coordinator for Camarilla vampires, Sabbat Coordinator for Sabbat vampires, Anarch Coordinator for Anarch vampires)
- 7. Ravnos Merits and Flaws
  - a. PCs with Merit Family Allegiance (Ravnos)
  - b. Clan Friendship: Ravnos
  - c. Renascut Merit
- 8. Salubri Merits and Flaws
  - a. Adonai's Disgrace Flaw
  - b. Bleeding by the Code Merit
- 9. Setite Merits and Flaws
  - a. Agent of Prophecy Merit
  - b. Apostate Merit
  - c. Nameless Flaw
- b. Abilities
  - 1. Babel
  - 2. Lores
    - a. Anarch Lore 5
    - b. Baali Lore
    - c. Brujah Lore 5
    - d. Daitya Lore 3+
    - e. Fallen Lore
    - f. Gypsy Lore 4 and 5
    - g. Non-Anarchs with Anarch Lore 4+
    - h. Non-Assamites with Assamite Lore 5 and higher
    - i. Non-Brujah with Brujah Lore 4+
    - j. Non-Sabbat with Black Hand Lore
    - k. Non-Wraith PC with Wraith Sect/Guild Lore 4+
    - l. Nosferatu Lore 3+ for a non-Nosferatu

- m. Ravnos Lore 4 or higher for non-Ravnos
  - n. Sabbat with Black Hand Lore 3+
  - o. Salubri Lore
    - 1. Referring to True Salubri, not Salubri Antitribu
  - p. SchreckNET Lore of any level for a non-Nosferatu
  - q. True Brujah Lore
  - r. Ventrue Lore 4+ for Non-Ventrue
  - s. Ventrue Lore 5+
  - t. Warrens Lore of any level for a non-Nosferatu
  - u. Wraith PC with Wraith Sect/Guild Lore 5+
- 3. Rending
  - 4. True Enochian Linguistics (Sabbat)
2. Unusual Vampire Listings
- a. Clans and Bloodlines
    - 1. al-Amin
      - a. Healers
      - b. Warriors
    - 2. Assamite Listings
      - a. Assamite Sorcerers
      - b. Assamite Loyalists
      - c. Sabbat Assamite Viziers
      - d. Assamite Bloodlines
        - 1. Bedouin Warriors
        - 2. Byzantine Viziers
        - 3. Web of Knives
    - 3. Baali
      - a. Including Baali Apostates via the Merit
    - 4. Blood Brothers
    - 5. Brujah: The Changed
      - a. Kairos
      - b. The Dispassionate
      - c. Special Cases
    - 6. Children of Damballah
    - 7. Daughters of Cacophany
    - 8. Dominate Malkavians
      - a. Any Malkavian (including the antitribu) with the Dominate Discipline in-clan, either due to having such a sire, or due to some "throwback" effect at Embrace.
    - 9. Gangrel Bloodlines
      - a. City Gangrel Embraced before 1870
      - b. City Gangrel Embraced outside of Americas
      - c. Ghost Singers
      - d. Greek Gangrel
      - e. Mariner Gangrel
    - 10. Gargoyle Variants
      - a. Any Gargoyle that is mechanically different from those presented in Laws of the Night: Guide to the Camarilla
      - b. Any Gargoyle that is not a member of the Anarchs or the Camarilla, or an Autarkis, is considered a variant as well.
      - c. Any Gargoyle that continues to serve Clan Tremere and is not considered "Free".

11. Hajj
  12. Harbingers of Skulls
  13. Kindred of the Ebony Kingdom Laibon/Legacies
    - a. Akunase
  14. Lasombra Antitribu
  15. Nictuku
  16. Non-Sabbat Lasombra
  17. Ravnos Listings
    - a. Davana Ravnos
    - b. Pre-Week of Nightmares Ravnos
    - c. Pre-Week of Nightmares Ravnos antitribu
    - d. Ravnos NPCs of 8th generation or lower
    - e. Ravnos of Gypsy or Indian lineages
    - f. Renascut Bloodline
  18. Samedi
  19. Salubri Warriors
    - a. Modern Warriors
    - b. Non Warrior Salubri to Salubri Warrior
    - c. Original Warriors
  20. Tremere
    - a. Anarch Tremere
    - b. Non-Standard Tremere
      1. Tremere with the Throwback Flaw or the Natural Vicissitude Merit (Obeah, Valeran, or Vicissitude as an In-Clan Discipline). The Tremere Coordinator will seek approval from the Salubri or Tzimisce Coordinators before approving Tremere with the Throwback Flaw.
    - c. Standard Tremere
    - d. Telyavic Tremere
      1. Telyavic Tremere are defined as Tremere who have replaced Dominate with Presence and/or practice Sielanic Thaumaturgy.
    - e. Tremere who have replaced Auspex, Dominate, or Thaumaturgy with another Discipline.
  21. Tzimisce Kolduns
  22. Unusual Caitiff/Pander
    - a. This defines any Caitiff or Pander that has clan-specific disciplines as their chosen "in-Clan" disciplines, per Character Regulation Bylaw 7.C. The appropriate Coordinator is the Coordinator for the Clan the special discipline belongs to.
  23. Wu Zao
    - a. Scholars
    - b. Thieves
  24. 7th Generation or lower Samedi NPCs
    1. Abombwe
    2. Advanced (or higher) Temporis
    3. Any non-Ravnos Learning Advanced Chimestry (or higher)
    4. Kineticism (Sabbat)
    5. Mortis
    6. Non-Daughters of Cacophony with Melpominee
- b. Disciplines

7. Non-Gargoyles with the Discipline: Flight
  8. Non-Gargoyles with the Discipline: Visceratika
  9. Non-Kiasyd with Mytherceria
  10. Non-Sabbat with Valeren Discipline
  11. NPCs teaching Advanced Thanatosis
  12. Obeah
  13. Ogham
  14. Out of Clan Obtenebration for Non-Sabbat Members
  15. Spiritus
- c. Combination Disciplines and Discipline Techniques
1. Anarch Combination Disciplines taught to non-Anarch player characters
    - 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. King of the Hill
    - h. Memory Rift
    - i. Retain the Quick Blood
    - j. Sensory Overload
    - k. Seventh Chinese Brother
    - l. Smiling Jack's Trick
    - m. Suck It Up
    - n. Tenebrous Veil
  2. Baali Combination Disciplines
    - a. Combination Disciplines or Discipline Techniques requiring Daimoinon for non-Baali
  3. Brujah Combination Disciplines
    - a. Non-Brujah Learning Brujah Only Combination Disciplines
      1. Burning Wrath
      2. Iron Glare
      3. Iron Heart
      4. Pulse of Undeath
      5. Scourge of Alecto
    - b. Dark Age Brujah Combination Disciplines
      1. Command the Wary Steed
      2. Espirit De Corps
      3. Quicksilver Contemplation
  4. Combination Disciplines requiring Mortis
  5. Gangrel Combination Disciplines
    - a. Aura of the Accursed Rage
    - b. Bear Skin
    - c. Beast's Vigor
    - d. Enhance the Wild Ride
    - e. Ennoia's Mastery
    - f. Fenris Talons
    - g. Loki's Gift
    - h. Read the Winds
    - i. Shared Entombment
    - j. Shattered Fog
    - k. Stone Meld
    - l. Wild Heart
    - m. Wintering

- n. Development of Custom Combination Disciplines using the Disciplines Protean, Abombwe, Spiritus, and/or Ogham.
- 6. Nosferatu Combination Disciplines
  - a. Animal Magnetism for a non-Nosferatu
  - b. Blood Apocrypha for a non-Nosferatu
  - c. Feral Imbuing for a non-Nosferatu
- 7. Ravnos Combination Disciplines
  - a. Craft Ephemera
  - b. Nightmare Curse
  - c. Scourge of the Thrall
  - d. Custom Discipline Techniques and combination disciplines which require Chimestry as a pre-requisite.
- 8. Sabbat Combination Disciplines
  - a. Sabbat Faction Combination Disciplines for Non-Faction members of the appropriate Factions
  - b. Regionally Important Sabbat Faction Combination Disciplines
  - c. Nationally Important Sabbat Faction Combination Disciplines
- 9. Toreador Combination Disciplines
  - a. Focused Reflexes
  - b. Soul Painting
- 10. Tzimisce Clan Combination Disciplines
  - a. Becoming Kupala
  - b. Birth the Vozhd
  - c. Conquering Blood
  - d. Flaying Touch
  - e. Jaws of the Dragon
  - f. Sculpt the Flowing Wound
  - g. Shape of All Beasts
  - h. Unchain the Wrathful Beast
- 11. Ventrue Combination Disciplines
  - a. Ventrue Combination Powers taught to non-Ventrue
    - 1. Approximation of Loyalty Absolute
    - 2. Aura of Inescapable Truth
    - 3. Denial of Aphrodite's Favor
    - 4. Distant Friend
    - 5. Lifesong
    - 6. True Tongue
- d. Blood Magic
  - 1. Anarch Curses
    - a. A Curse Upon Thy House
    - b. Death Wrath
    - c. Mark of the Beast
  - 2. Bacaban/Judicium Thaumaturgy
  - 3. Black Hand Aljusuri
  - 4. Lasombra Abyss Mystics
  - 5. Natib Athirat
  - 6. NPCs with Sadhana
  - 7. Out of Clan Blood Magic
    - a. Obtained through Coordinator Approval of the Clan Coordinator that claims it (Stated in

parentheses next to the Blood Magic types above).

1. Non-Tremere with Hermetic Thaumaturgy (Tremere)
  2. Non-Assamite Sorcerers with Assamite Sorcery/ Sihr/Dur-An-Ki (Assamite)
  3. Non-Serpents of the Light with Wanga (Setite)
  4. Non-Giovanni or Harbringers of Skulls with Western Necromancy (Giovanni)
  5. Non-Samedi or Serpents of the Light Voudoun Necromancy (Samedi)
  6. Non-Koldunist Tzimisce with Koldunism (Tzimisce)
  7. Non-Tacique with Nahuallotl (Setite)
  8. Non-Lasombra with Abyss Mysticism (Lasombra)
  9. Non-Daitya with or Rakta-Sadhu Ravnos with Sadhana (Setite or Ravnos)
  10. Non-Setites with Akhu (Setite)
  11. Any PC or NPC with Mastery Ways (Tzimisce)
8. Player Created Abyss Mysticism Rituals
  9. Possessing Hacktivism Anarch Sorcery (Anarch and Tremere Coord Approval)
  10. Possessing New Age Anarch Sorcery
  11. Possessing Old Skool Anarch Sorcery
  12. Possessing Punk Anarch Sorcery
  13. Ravnos Ratka-Sadhus
  14. Sabbat Inquisitor Only Rituals
    - a. The Thaumaturgical Rituals created by and used exclusively by the Sabbat Inquisition are unavailable for those outside the Sabbat Inquisition.
  15. Sabbat Sadhana Users (see Setite Sorcery Packet)
  16. Sielanic Thaumaturgy
  17. Tremere with Dark Thaumaturgy
- e. Assamite Ranks and Factions
1. An Assamite converting from Schismatic to Loyalist, or vice versa.
  2. Assamite PCs advancing to Rank 4 and 5
  3. Assamite PCs starting at Rank 1+
  4. Dispossessed to Loyalist: An Assamite converting from Dispossessed to Loyalist is registered simply as "Assamite Loyalists."
  5. Non-Assamites Converts to Clan Assamite
- f. Perfect Infiltrators
1. Assamite
  2. Giovanni
    - a. A perfect "Giovanni infiltrator" is any non-Giovanni character that is attempting to circumvent the Clan Advantage by having a "sire" in the clan cover for them that follows with the Clan's Lineage or impersonate/replace/pose

as a Giovanni well enough to not arouse suspicion.

3. Nosferatu
  4. Tremere
    - a. A perfect "Tremere infiltrator" is any non-Tremere character that is attempting to have a "Sire" or "Superior" in the clan cover for them as a member of House & Clan, or impersonate/replace/pose as a Tremere well enough to not arouse suspicion.
  5. Ventrue
    - a. A perfect "Ventrue infiltrator" is any non-Ventrue character that is attempting to circumvent the Clan Advantage by having a 'sire' in the clan cover for them that follows with the Clan's Lineage or impersonate/replace/pose as a Ventrue well enough to not arouse suspicion.
- g. Sabbat Factions Listings
1. Black Hand
    - a. Black Hand Contracts
    - b. Black Hand holding a position above Ductus
    - c. Black Hand Magi
    - d. Leaving the Black Hand
    - e. Membership into the Faction
    - f. Zillah's Tears
  2. Children of the Dracon
    - a. Dragon Blooded
  3. Cult of Lilith
    - a. Deimos: The Path of the Four Humors
  4. General Sabbat Factions
    - a. Nationally Important Sabbat Faction Combination Disciplines
    - b. Nationally Important Sabbat Faction Members leaving their Faction
    - c. Nationally Important Sabbat Faction PCs
    - d. Regionally Important Sabbat Faction Combination Disciplines
    - e. Regionally Important Sabbat Faction PCs
    - f. Sabbat Faction Combination Disciplines for Non-Faction members of the appropriate Factions.
    - g. Sabbat Faction Infiltration
    - h. Sabbat Faction Leaders
    - i. Sabbat Faction Memberships Background 4+
    - j. Sabbat Faction Ritae for Non-Faction members of the appropriate Factions
  5. Infernal
    - a. Joining the Associates
  6. Order of St. Blaise
    - a. The Legion Congregation
  7. Occult Underground
    - a. Ah Nakom School
  8. Ranks and Titles
    - a. Paladins
    - b. Priscus
    - c. Templars to Cardinals, Prisci, Consistory Members or the Regent

9. Sabbat Inquisition
  - a. Membership into the Faction
10. Tal'Mahe'Ra
  - a. Chatterlings
  - b. Guarded Rubics
  - c. Joining the Tal'Mahe'Ra
  - d. Leaving the Tal'Mahe'Ra
  - e. Tal'Mahe'Ra Kashshaptu
- h. Salubri Listings
  1. Bleeding Rituals
    - a. Blessing of the Name
    - b. Guard Against the Adversary
    - c. PC or NPC made Rituals
    - d. Samiel's Disdain
    - e. Shattering the Chains
    - f. Tracker's Mark
  2. Choir Ranks
    - a. Cherubim
    - b. Ophanim
- i. Roads and Paths of Enlightenment
  1. Camarilla members on, or any variation, of the Path of Paradox. This applies to both Eastern and Western, and any variations of such.
  2. Camarilla Vampires on Sabbat Paths of Enlightenment
    - a. Path of Caine
    - b. Path of Cathari
    - c. Path of Death and the Soul
    - d. Path of Feral Heart
    - 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
  3. Gangrel Paths of Enlightenment
    - a. Path of the Hunter
    - b. Path of the Nomad
    - c. Path of Via Aesirgard
    - d. Path of Via Einherjar
  4. Non-Assamites on Path of Blood
  5. Non-Sabbat Gangrel on Sabbat Paths of Enlightenment
    - a. Path of Caine
    - b. Path of Honorable Accord
    - c. Path of Orion
- j. Camarilla with the Gaijin/Gweilo or Court Appointment Merits
  1. Characters with the Gaijin/Gweilo Merit and/or the Court Appointment Merit: Any character with the Gaijin/Gweilo Merit and/or the Court Appointment Merits as detailed on page 121-122 of Laws of the East.
- k. Einherjar
  - l. Sect Defectors
    1. Any Vampire Character that has through backstory, or in game, changed it's Sect allegiance is considered a Sect Defector. Being a Sect Defector requires the approval from Clan and both the Sect Coordinators involved. For



the purposes of defining sect they are as follows:  
Camarilla, Sabbat, Anarch, Independent, Ashiraa.  
Laibon, Jati, and Inconnu.

2. Every character must have a clearly defined Sect from the above list at creation. Any alteration of that sect post creation is considered Sect Defection.
3. The following clans and bloodlines are considered the default under each sect listing below. Some may be listed twice or more; as they are present in more than one sect. If the clan or bloodline does not exist in its default Sect they are also considered Sect Defectors and require Approval from Clan and both the Default Sect Coordinator and the Non Default Sect Coordinator.
  - a. Anarch:
    1. Assamite
    2. Assamite
    3. Brujah
    4. Caitiff
    5. Dispassionate
    6. Dominate Malkavians
    7. Gangrel
    8. Gargoyle
    9. Kairos
    10. Lasombra (Anarch Line Only)
    11. Malkavian
    12. Nosferatu
    13. Ravnos
    14. Renascut
    15. Toreador
    16. Tremere
    17. Tryphosans
    18. Ventrue
  - b. Ashiraa
    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
  - c. Camarilla
    1. Assamites
    2. Banshee
    3. Brujah
    4. Caitiff
    5. Daughters of Cacophony
    6. Dispassionate
    7. Dominate Malkavians
    8. Gangrel
    9. Gargoyle
    10. Kairos
    11. Lasombra Antitribu

12. Malkavians
  13. Nosferatu
  14. Renascut
  15. Toreador
  16. Tremere
  17. Tryphosans
  18. Ventrue
- d. Inconnu
1. Assamites
  2. Brujah
  3. Cappadocian
  4. Followers of Set
  5. Gangrel
  6. Lasombra
  7. Malkavians
  8. Nosferatu
  9. Ravnos
  10. Salubri
  11. Toreador
  12. Tzimisce
  13. Ventrue
- e. Independent
1. Anda
  2. Angellis Ater/Azaneal
  3. Assamite
  4. Baali
  5. Bushi
  6. Cappadocian
  7. Children of Osiris
  8. Daughters of Cacophony
  9. Dispassionate
  10. Followers of Set
  11. Gaki
  12. Gangrel
  13. Gargoyle
  14. Giovanni
  15. Greek Gangrel
  16. Kairos
  17. Lamia
  18. Lhiannan
  19. Mariner Gangrel
  20. Nagaraja
  21. Niktuku
  22. Noiad
  23. Old Clan Tzimisce
  24. Renascut
  25. Salubri
  26. Samedi
  27. Telyavelic Tremere
  28. Tlacique
  29. True Brujah
  30. Warrior Setites
  31. Wu Zao
- f. Jati
1. Brahman Ravnos
  2. Daitya

- 3. Danava
    - 4. Trima
  - g. Laibon
    - 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. Shaongo
    - 13. Xi Dundu
  - h. Sabbat
    - 1. Ahrimanes
    - 2. Assamite Antitribu
    - 3. Blood Brothers
    - 4. Brujah Antitribu
    - 5. City Gangrel
    - 6. Country Gangrel Antitribu
    - 7. Dispassionate
    - 8. Harbingers of Skulls
    - 9. Kairos
    - 10. Kiasyd
    - 11. Kolduns
    - 12. Lasombra
    - 13. Malkavian Antitribu
    - 14. Nosferatu Antitribu
    - 15. Panders
    - 16. Ravenous
    - 17. Ravnos Antitribu
    - 18. Renascut
    - 19. Salubri Antitribu
    - 20. Serpents of the Light
    - 21. Toreador Antitribu
    - 22. Tremere Antitribu
    - 23. Tzimisce
    - 24. Ventrue Antitribu
- m. Setite Clan Positions for PCs
  - 1. Captain
  - 2. Heirophant
  - 3. Lieutenant
- n. Ventrue Ranks, Societies, and Prestige
  - 1. Ventrue Society or Order Membership
    - a. Membership, Promotion, and Demotion in Ventrue Societies or Orders, including:
      - 1. Public Societies
        - a. The Hague
      - 2. Major Societies and Orders
        - a. Assembly of Colors, membership beyond the first tier (which is covered under

- Character Regulation Bylaw 15.C.viii.2.h.)
    - b. Knights of the Blood
    - c. White Cross, membership beyond the first tier (which is covered under Character Regulation Bylaw 15.C.viii.2.h.)
  - 3. Major Antitribu Orders
    - a. Black Cross, membership beyond the first tier (which is covered under Character Regulation Bylaw 15.C.viii.2.h.)
    - b. Knights of the Blood (Antitribu), membership beyond the first tier (which is covered under Character Regulation Bylaw 15.C.viii.2.h.)
  - 4. Exclusive Societies and Orders
    - a. Crimson Sceptre
    - b. Ermine Robe
    - c. Hawk Royale
    - d. Procuratori
    - e. Sisterhood of Amastris, membership beyond the first tier (which is covered under Character Regulation Bylaw 15.C.viii.2.h.)
- 2. Ventrue Clan Prestige (Dignitas)
  - a. PCs or NPCs with Clan Prestige: Ventrue at level 4 or higher.
  - b. NPCs starting with more than 6 Dignitas Recognitions.
  - c. PCs starting with more than 1 Dignitas Recognition.
  - d. PCs or NPCs earning any of the following Dignitas Recognitions.
    - 1. Alph
    - 2. Laurel Crown
    - 3. Lineage
    - 4. Sovereign's Honor
  - e. 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 Circlet Devoted
    - 7. Jade Badge
    - 8. Light Bringer
    - 9. Peerage
    - 10. Proctor
    - 11. Procurator
    - 12. Puppet's Hand
    - 13. Surname
    - 14. Sword Renowned

- 15. Tainted
    - f. Creation of Custom Dignitas Recognitions.
  - 3. Ventrue Clan Positions & Titles
    - a. Clanwide Positions & Titles, including:
      - 1. Directors / Ephors
      - 2. Elders / Strategoi
      - 3. Troubleshooters / Lictors
      - 4. Agents at Large / Tribunes
    - b. Regional Positions & Titles, including:
      - 1. Managers / Praetors
  - o. Baali Hive Mother creation outside of the Swarm Embrace
  - p. Non-Giovanni adopted into Clan Giovanni
- 3. Unusual Revenant Listings
  - a. D'habi Family Revenants
  - b. Ducheski Family Revenants in service to House Arcanum
  - c. Enrathi Family Revenants
  - d. Marijava Family Revenants
  - e. Rafastio Family Revenants
- 4. Unusual Changing Breed Listings
  - a. Former Erebus Resident
  - b. Geographically Inappropriate Bastet
    - 1. Bastet not in areas listed as appropriate to type listed in Geographically Appropriate Bastet (excluding those varieties listed as higher in rarity level in this document). Location for the purposes of this Bylaw is the IC location of the game in which the Character is located. If the Character is created in a Geographically Appropriate location and then transfers to a Geographically Inappropriate location they will need to go through the R&U process for Geographically Inappropriate Bastet before the transfer is completed.
  - c. Grand/Great/Bane Klaives
    - 1. All Grand, Great, and Bane Klaives, regardless of how they are acquired in game will need Coordinator Approval.
  - d. Hengeyokai
    - 1. Any Changing Breed from the Beast Courts
    - 2. Any Eastern versions of the standard Tribes (Tengu, Hakken, etc)
  - e. Restricted Garou Camps
    - 1. Cyber Dogs 2.0
    - 2. Eaters of the Dead
    - 3. Ivory Priesthood
    - 4. Mother's Fundamentalists
    - 5. Path Dancers
    - 6. Sword of Hiemdall
    - 7. Temple of Artemis
  - f. Skin Dancers
  - g. Special Kinfolk
    - 1. A Special Kinfolk is defined as a character with the Supernatural Kinfolk Merit or that is considered to be Kinfolk (via the Kinfolk Merit, genetic relation, or other effects), excepting basic Mortals. The Supernatural Kinfolk Merit requires approval from the Changing Breeds Coordinator and the Coordinator of the

appropriate creature type. This specifically does not include Numina or Hedge Magic.

5. Unusual Mage Listings
  - a. Disparate/Craft Mages
  - b. Grimoires and Principae
6. Unusual Changeling Listings
  - a. Chronos Art
  - b. Kinain with non-Changeling supernatural powers or traits other than Numina and Hedge Magic.
  - c. Naming Art
7. Unusual Demon and Infernal Listings
  - a. Combination Disciplines learned by Non-Infernalists
  - b. Creation of a custom power or item which allows the user to detect Infernalism
  - c. Demons of the following Type:
    1. Earthbound
    2. Rank 6+
  - d. Diabolism
  - e. Infernal Cults including Advantages or Disadvantages
  - f. Infernal Investments
    1. Custom Infernal Investments
    2. Infernal Investments of Rarity 3
    3. Investments not defined in the document OWbN  
Infernalism: Guide to the Infernal
  - g. Infernal Ranking Background
  - h. "Rebirth" from Hell of a PC.
  - i. Removing, Escaping or Undoing Infernal Pacts
    1. This includes any method by which a character is able to break free of his or her Pacts. It will take Demon Coordinator approval to remove, escape or undo any Infernal Pact.
8. Unusual Kuei-Jin Listings
  - a. Akuma (Political, Lesser, Greater)
    1. Political Akuma will be defined as anyone who has been declared Akuma by an Ancestor of the various Kuei-jin courts and holds the flaw "Akuma".
    2. Lesser Akuma will be defined as anyone who has entered into Iris Bulb Commerce with a Yama King to sell their soul in parts to the Yama Kings.
    3. Greater Akuma will be defined as anyone who used the Ritual the Pact of Ebony and Scarlet Jade(or equivalent effect) to sell their soul wholesale to the Yama Kings.
  - b. Dharma 6+ Kuei-Jin
9. Unusual Mummy Listings
  - a. Udja-Sen Mummies
10. Unusual Other Listings
  - a. PCs with history involving Coordinator or Canon NPCs
  - b. PCs with Samedji (Ravnos)
  - c. Supernatural Gypsies
    1. Gypsies who possess supernatural powers or arts through the use of blood affinities or other gypsy magic. Any gypsy character who possess any blood affinities, blood purity, a charmed samadji (piece of draba that grants supernatural abilities), etc. is considered to be classified as a supernatural Gypsy.
  - d. Supernaturals with Hedge Magic/Numina

1. Unless part of a canon group that specifically allows the use of Hedge Magic/Numina, no major supernatural type (Vampire, Werewolf, Mage, Changeling, etc.) may possess Hedge Magic/Numina. If the character is part of a group that is able to utilize these abilities (Uktena Path Dancers, Bubasti, Runewise Gangrel, etc) that character must obtain Coordinator approval from their appropriate Genre Coordinator unless more stringent R&U guidelines apply.
- viii. UNCOMMON: Includes characters that should be monitored for genre adherence. PC: Notification to Coordinator; NPC: Notification to Coordinator
1. Uncommon Abilities, Merits, and Flaws
    - a. Abilities
      1. Anarchs possessing Anarch Lore 4
      2. Brujah with Brujah Lore 4
      3. Non-Assamite PCs with Assamite Lore 4
      4. Non-Wraith PC with Wraith Lore 4+
      5. Ventrue with Ventrue Lore 4
      6. Wraith PC with Wraith Lore 5+
    - b. Anarch Notoriety Flaw
    - c. Characters with Clan Enmity or Clan Friendship
    - d. NPCs with the Reputation Merit
    - e. Salubri Antitribu Merit: Born Again Warrior
  2. Uncommon Vampire Listings
    - a. Clans and Bloodlines
      1. Assamite Leopards of Zion
      2. Assamite Sisterhood of the Erinyes
      3. Gargoyles
      4. Malkavian Bloodlines
        - a. Ravenous
        - b. Tryphosan
      5. Post Week of Nightmares Ravnos
      6. Warrior Setites
        - a. Setites with Potence in clan as opposed to Obfuscate
    - b. Disciplines
      1. Non-Salubri with Valeren 5: Vengeance of Samiel
    - c. Combination Disciplines and Discipline Techniques
      1. Combination Disciplines or Discipline Techniques requiring Valeren and/or Obeah.
      2. Education of custom combination disciplines developed by Gangrel and/or using the Disciplines Protean, Abombwe, Spiritus, and/or Ogham.
      3. Education of custom combination disciplines using the discipline Mortis
      4. Malkavian Combination Disciplines
        - a. Characters learning a combination discipline including Dementation as one of the powers who is not a Malkavian.
      5. Non- Tzimisce with the Combination Discipline Soul Decoration
    - d. Dispossessed Assamite to Schismatic Assamite
      1. An Assamite converting from Dispossessed to Schismatic.
    - e. Neo-Einherjar
    - f. Sabbat Factions and Ranks

1. Courts of Blood
  2. Leaving a Sabbat Faction
    - a. A member of the Sabbat who leaves one Sabbat Faction they have joined to at least the locally important level. Those who do such are required to be notified the Sabbat Coordinator. See Sabbat Faction Packet.
  3. Locally Important Sabbat Faction PCs
  4. Sabbat Faction Regionally Important NPCs
    - a. NPCs of the Regionally Important "Rank" of a Sabbat Faction are required to be notified to the Sabbat Coordinator.
- g. Salubri Listings
1. Choir Rank: Angel
  2. Choir Rank: Archangel
- h. Ventrue Society or Order Membership
1. Membership in the following Ventrue Societies or Orders at the lowest membership tier (higher membership tiers are covered under Character Regulation Bylaw 15.C.vii.2.n.):
    - a. Major Societies and Orders
      1. Assembly of Colors
      2. White Cross
    - b. Major Antitribu Orders
      1. Black Cross
      2. Knights of the Blood (Antitribu)
    - c. Exclusive Societies and Orders
      1. Sisterhood of Amastris
- i. Custom Content for Player-Characters
1. Custom Content is defined as anything added to a character sheet or OWbN Document or Packet which has not been printed in a White Wolf/Onyx Path/CCP book. The following sections specify which types of Custom Content are regulated, and the requirements for creating and learning. Some Custom Content may be regulated by other Bylaws; in the case a Custom Content item is restricted elsewhere, that restriction shall be considered in addition to the regulations defined below:
  2. Creating Custom Content
    - a. Blood Magic, including both Paths and Rituals
      1. Requires the previous approval of the appropriate Coordinator for the Blood Magic in accordance with each paradigm's OWbN-approved documentation and the Coordinator Bylaws (Section 3.C.ii.6.a)
    - b. Disciplines, Combination Disciplines and Discipline Techniques
      1. Notified to the Coordinator responsible for the Clan of the character creating the Discipline or Combination Discipline (also known as Discipline Techniques)
        - a. For Combination Disciplines which require a component of either Blood Magic or a



- proprietary Discipline, Notification to the appropriate Coordinator for the Clan of the character and the Coordinator responsible for the Blood Magic or proprietary Clan
      - b. Instead of a Clan Coordinator, Caitiff/Panders use their appropriate Sect Coordinator
    - c. 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
    - d. Ritae: Notified to the Sabbat Coordinator
      - 1. Only Ritae with mechanical advantages are required to be Notified
  - 3. Learning Custom Content
    - a. Player-Characters learning any Custom Content (specified in the above section 15.C.viii.2.i.2) previously created by another Character
      - 1. If a PC learns Custom Content which has not been previously Notified (for example, from an NPC), in addition to the learning, the PC will be required to Notify the Custom Content as well (as specified in the above section 15.C.viii.2.i.2)
    - b. The Notification of this learning must include the name of the character who is teaching the Custom Content
- 3. Uncommon Revenant Listings
  - a. Oprichniki Family Revenants
- 4. Uncommon Changing Breed Listings
  - a. Geographically Appropriate Bastet
    - 1. Bastet of tribes listed below where the game's IC location is in the same location as the Bastet tribal location. All Bastet are at least Coord Approval unless listed as a higher rarity elsewhere in this document.
    - 2. Bagherra - Africa, Middle East, South Asia
    - 3. Balam - Central and South America
    - 4. Non-Hengeyokai Khan - India and Nepal
    - 5. Pumonca - North America and Andes Mountains
    - 6. Qualmi - North America above 41 degrees latitude

- 7. Simba - Africa and India
    - 8. Swara - Southern Africa
  - b. Gurahl
  - c. Learning of Rite of the Death Bear by Gurahl
- 5. Uncommon Changeling Listings
  - a. Faerie Blood 3 for a PC
  - b. Faerie Blood 4 for a PC
  - c. Faerie Blood 5 for a PC
  - d. Ghille Dhu
  - e. Standard Selkies
    - 1. Those in chronicles that border a sea or ocean.
- 6. Uncommon Demon and Infernal Listings
  - a. The creation of a Demon of Rank 5 or less
  - b. Demonic Interaction that results in the establishment of a Pact or the performance of a Service (either one-time or reoccurring) for a player-character
  - c. Infernal Investments, including:
    - 1. Investments of Rarity 2
    - 2. Characters utilizing the Investment: Relentless
- 7. Uncommon Other Listings
  - a. Standard True Faith
  - b. Assamite PCs advancing to Rank 3
- ix. NOTEWORTHY: Characters of groups that, while not of a category that would warrant council intervention, should be tracked for the purposes of population-keeping and genre maintenance. PC: Logged with the Archivist; NPC: Logged with the Archivist prior to second appearance
  - 1. Noteworthy Vampire Listings
    - a. Unusual Enlightened
      - 1. Incorporates those on the Path of Harmony and on other out-of-genre paths.
  - 2. Noteworthy Mummy Listings
    - a. Mummy Cultists
      - 1. Incorporates members of the Cult of Isis, the mortal Children of Osiris and the Amkhat.
- x. SPECIAL CASES: The following character types have unique handling procedures. Each has been dealt with by separate council policies, and as such, appears on the R&U list and should be tracked as R&U characters.
  - 1. Vampires 6th generation or better
    - a. NPCs must either be notification or voted upon, at the Genre Coordinator's discretion. PCs are not permitted.
  - 2. The Red List
    - a. Shall be under the joint control of the clan of which the character was embraced and the clan that claims trophy.
  - 3. White Wolf Locations
    - a. The chronicle wishing for the location must notify Council two weeks (or more) prior to usage.
      - 1. Provided there are no objections, the chronicle may utilize the location from that point onward.
      - 2. If objection is made, a vote may be called for forbidding the chronicle from utilizing the location. The chronicle may not use that location until the voting is settled.
  - 4. White Wolf Items
    - a. Specific unique objects mentioned in the White Wolf books (such as the True Cross, Siklos, or Heshu the Setite's personal lap-top computer) require strict council approval.

- b. The chronicle wishing for such an object must present a request to the OWBN Council, detailing why the object is necessary for the plot, and the length of time that the object is required.
  - 1. If approved, the chronicle gets the object for the length of time specified, after which the item is considered out of play. If the plot goes awry and said object ends up in the hands of a player, Council will either inform the player that the object “disappeared one day” (or some other such line), or will appoint a liaison (such as the nearest coordinator) to monitor the use of the object, if it is deemed unobtrusive to the integrity of OWBN continuity.
  - 2. Alternately, Council may simply decide to allow the object to be released freely into the hands of the chronicle, with no stipulation for later taking it back out of play. This may be specified before release of the object, or in response to plot development. Note that in allowing a chronicle to have, even temporarily, an object, OWBN is allowing for the possibility that said object may be destroyed, harmed, or otherwise altered due to PC and NPC interaction.
- 5. Published Canon Characters for Coordinators
  - 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.
    - 1. Should there be a conflict of custody of a published cannon character, the parties seeking joint control of the character may petition the Executive Team for mediation. The most typical result of said mediation if all parties have a legitimate claim will be a binding agreement made similar to the concessions made for Methuselahs in Character Regulation Bylaws Section 12.A & B. This binding agreement will then be logged with the Archivist for future parties to access.
    - 2. Council may object to the use of a particular published cannon character by a Coordinator, and may propose that it not be used for the remainder of the term of that Coordinator should there be significant concern by the Organization that the published canon character is not being used responsibly for the Organization.
- 6. Black Hand Specific Powers and Abilities
  - a. Certain Combination Disciplines and abilities are specifically allowed only to members of the Black Hand.
  - b. Black Hand Combination Disciplines
    - 1. Circumspect Revelation
    - 2. Lessons in the Steel
    - 3. Masque of Judas
    - 4. Sympathetic Encryptor
  - c. Black Hand Abilities
    - 1. Art of Memory
    - 2. Black Hand Sign Language
- 7. Characters with Dementation
  - a. Characters may not possess Dementation if they do not also have a Derangement.
- 8. Gangrel NPC only Powers and Merits

- a. Certain Combination Disciplines and Merits are specifically allowed only to Gangrel NPCs and are not permitted to PCs.
  - 1. Gangrel NPC Only Combination Disciplines
    - a. Itugen's Embrace
    - b. Shared Strength
    - c. Steal the Terrible Swiftness
  - 2. Gangrel NPC Only merits include Rune Wise.