Caine's Chosen: Liberty in Death - House Rules

An OWbN VtM LARP

Version 2.1 updated: 2019-04-06

Table of Contents

1. Mission and Responsibilities

1.1. Mission

Caine's Chosen is a Sabbat *Vampire: the Masquerade* chronicle dedicated to creating a fun, welcoming community of gamers. As a chronicle, Caine's Chosen follows "Wheaton's Law," which basically boils down to: don't be mean to each other Out of Character. As a corollary, when roleplaying through intense scenes, remember to take a break now and then to do a 'check in' with your fellow players.

The main focus of Caine's Chosen is on role playing and telling stories. Neither the players nor the staff will tolerate negativity, toxic behavior, or out of character bad behavior.

1.2. Lists and Email Contacts

- **ST List** - cclidst@googlegroups.com
- **HST** - cclidhst@gmail.com
- **Downtime List** - cc_downtime@googlegroups.com - please CC on all downtime scenes
- **Admin** - cclidxpspends@gmail.com - please submit all XP spends to this address
- **Influence Narrator** - cclidinfluences@gmail.com - CC Influence actions to this account and the ST list.
- **OOC List** - caines-chosen-liberty-in-death-ooc@googlegroups.com
- **Archdiocese-wide IC List** - caines-chosen-liberty-in-death-ic@googlegroups.com
- **Downtime Form** -

1.3. Player Responsibilities

- The Player's primary job is to have fun!
- Veteran players (you know who you are!) should engage and help the newer players of Caine's Chosen learn the rules and genre.
- Players should try to learn the rules and House Rules appropriate for their characters and character's powers.
- No Touching! While LARP may be a game of physical role play, you may not purposefully touch (such as grab or push) another player without prior consent. The only exception is attempting to provide aid in case of player medical distress.

1.4. Staff Responsibilities

- The Staff will welcome all new players and help them get immediately involved and integrated into the game.
- The Staff will support and encourage non-gaming community building events. As Caine's Chosen is a gaming community, we shall try to have Player's Nights and other non-game events were the community socializes and brings a positive environment.

2. Sign In

- **Getting XP** - In order to receive XP from being at game, a player must have a character signed into CC:LiB and have paid site fees.
- **One Character Rule** - You may only play one character per game session unless you have permission from the Storytellers to play more. Permission should be requested before you go IC with any character. If your character is deemed "unplayable" (removed from play through plot, death, etc), you may play a second character. In any case where you play more than one character, regardless of reason, you may only apply XP towards one of them.
- **Show Your Work** - Things that are visibly obvious about your character (such as visible merits, flaws, path, etc.) as well as any visible unusual items (swords, etc.) should be written on an easily-readable tag and worn prominently.
- **Getting Blood** - see Appendix A: Feeding
- **Free Rituals** - Before going in character, each blood mage is allowed to cast *three* rituals, regardless of level, without hindering their in-game time. **Additional Rituals** - each additional ritual costs 1/2/3 starting blood point for basic/intermediate/advanced, but require no extra OOC time out of game at sign-in.
    - **Lengthy Chained Rituals** - If you wish to "chain cast" lengthy rituals such as Eyes of the Past or Scry, you will have to wait the appropriate amount of time to cast each ritual.

3. General Rules

3.1. At-the-Time Rulings

- The Storytelling (ST) Staff reserves the right to make any ruling they see fit in any scene, as necessary. No rules call made by an ST or Narrator should ever be considered precedent-setting.
- For anything not presented here, please check with the ST Staff for either OWbN documents (i.e., OWbN Clan Genre Guides, ByLaws, etc.) or ST rulings.
- These House Rules exist as a living document and items not listed will be up to the discretion of the ST Staff as to the ruling of said item (whether it be a scene or discrepancy on how a power is used, or whatever the case may be).
- While the ST staff will do their best to make sure that all rules calls are not only fair but in the spirit of the game (which includes reasonable discussion with the players involved), all ST calls are final.

3.2. Special Stuff (Non-Book)

- **Sources** - Powers and Abilities (Merits, Disciplines, Rituals, etc.) not presented in **Laws of the Night (Revised Edition)** (LotN:R) or **The Sabbat Guide** (SG) must be written down on either an item card or within the notes section of the the player's character sheet, with citation (book/document source, page number) and mechanics.
- **ST Discretion** - Any powers, including custom powers and powers from other source material, will be at the discretion of the ST Staff as to whether or not they will be allowed in Caine's Chosen.
- **Clarify First** - Any player who has a question about whether or not something will be (or should be) allowed in-game should see a member of the ST Staff for clarification, preferably before going IC.

3.3. General

- **Sign-in** - All players (visitors and home) must physically sign in to the game to play at Caine's Chosen. This is primarily for records purposes. Online players are required to check in at least once a month with the staff if they are unable to physically attend Caine's Chosen.
- **Respect** - All players (visitors and home) must treat both the ST Staff and other players with respect. Those who do not will be asked to step out of game until the ST Staff believes the player has composed his or herself satisfactorily.
- **Merit Stacking** - Stacking traits from merits is explicitly not permitted. If multiple merits might apply to the same challenge, the player should choose the one they wish to use. Viss mods that add a bonus to challenge resolution such as Enhanced Sense will still count against Merit stacking. Note that Merits, such as those from Vicissitude, that change or modify trait caps change those traits, and do not count for this rule.

- **Disclosure** - In the interest of courtesy and fairness, if a player is asked for the source of the traits being bid, the player is obligated to disclose the source of all traits bid in the challenge. The only exception to this is if a player has received prior permission from a Caine's Chosen ST to keep a certain trait source hidden.
- **Magic** - For rules on how magic work in Caine's Chosen, please see the Blood Magic rules section below.
- **Magic Items** - All items cards for magic items need to have a source of the magical effect for the item, preferable with the specific power of the paradigm, ritual, or magic type that powers is. Examples: Hedge Magic (Enchantment), True Magic (Prime), Spirit Manip (Entrap Ephemera), Garou (Rite of Fetish), Fae (Treasure).
- **Magic item effects:** Magic items made through Vampiric means and usable by Vampires may only have one effect per item. This represents one level of one power of the 'source' (I.e., one Arcanoi or one Gift). Rare items with combinations of effects may potentially be acquired from NPCs or other supernatural sources. These may not be allowed in Caine's Chosen, or may be required to be toned down or adjusted at ST discretion.
- **Special: Teleportation** - All teleportation-related powers require minimum of one full action to use if they do not state otherwise.
- **Special: Eyeless Forms** - If powers that require eye contact are used on a form without eyes, all powers, abilities, items etc., that require eye contact must simply establish line of sight to the eyeless target.
- **Off-hand Attacks** - Off-hand attacks do not exist in Caine's Chosen.
- **PvP Death** - In a Player vs. Player (PvP) situation, the HST of the event must sign off on situations that involve PC death.
- **Universal Retests** - Simple Challenges do not, by the book, have any applicable Ability retest; "Universal" retests may still be used, such as Luck, Oracular Ability, Charity PvE Retests, etc.
- **Bomb and Ties** - You do not need to explicitly declare that you possess the "Bomb" or Ties prior to the challenge, although if asked you must state the source as per Disclosure above.
- **Armor Piercing** - The weapon modifier of Armor Piercing will only negate mundane armor. Supernatural armor (such as Disciplines or combos that give Armor levels) will not be negated by Armor Piercing. Similarly, supernatural fortified armor such as Blood Tempered Armor will also not be affected by Armor Piercing. Armor that is supernaturally treated but not fortified (any magical enhancement that does not add health level) will be affected by Armor Piercing.

3.4 Custom Content

- **Visitor Custom Content** - Visitors sheets must have write-ups for all custom content listed on their sheet or that content will not be approved for play.

- **Changless Custom Content** - No Custom power can affect another target without requiring some form of challenge. The target may still choose to relent.
- **Negating effects** - No custom power [rituals, magic items, combos, ritae, etc] can't have automatic success against another target nor automatically negate a power targeting you, it may help resist an effect or overcome a power though.

4. Character Creation

4.1. Build Points

- **Bonus XP** - All build points are awarded as Bonus XP and spent as XP after initial character creation; all Build Points must be awarded within the first 4 games of play.
- **Maximum** - Characters may receive up to 60 build points granted as bonus XP, which must be awarded within the first 4 games of starting the character. These are spent as XP.
- **Write-Ups** - Character Background = 20; Haven = 10
- **High Generation** - 14th and 15th Gen = 40; 13th Gen = 30; 12th Gen = 20
- **Core Sabbat Clans** - Lasombra or Tzimisce = 30
- **Low Population Common Clans** - defined as clans having 2 or less active PCs; 10

4.2. Additional Notes

- **New Players** - Brand new players (not characters) to CC:LiD will automatically be awarded 60 build points for their first character.
- **Clan Cap** - Some clans or bloodlines may be capped at ST discretion.
- **New Player Clans** - New players are required to make a character from the core Sabbat clans (Lasombra, Tzimisce, Assamite, Brujah, Gangrel, Malkavian, Nosferatu, Salubri, Toreador, Ventrue, or Pander).
    - You must be an active player (attending at least 1 game per month) at Caine's Chosen for at least 6 months before you can request a character that falls into an Rare and Unique (R&U) category.
- **Generation Cap** - A Character cannot start lower than 11th Generation without a PC sire or Storyteller approval. Pander characters may not start lower than 12th Generation without a PC sire or Storyteller approval. The same limitation applies to all characters embraced by the cup.
    - The STs may still limit the generation of a new PC even with a PC sire, in order to maintain game balance.
- **Background Cap** - A character cannot start with more than three points in any single background at character creation without Storyteller approval.
- **No Out-of-Clan beyond Basic** - Per the Bylaws
- **Vanilla Clan Advantage Upgrades** - In addition to their normal clan advantage, characters from the following clans receive the following additional benefits:

- ○ Brujah - Are **Prepared for War** and may take up to 5 points of free backgrounds from Berserk, Military Force, Retainers, or Street or Underworld Influence.
  - ■ **Berserk** (LotR p124) - *WP against 5 traits to berserk against target; next action, add 3 traits to physical challenges and 3 lethal damage, but take 3 unsoakable lethal damage. Usable Background number of times per night.*
- ○ Nosferatu - Have **Hidden Talents** and may take up to 5 points from the following Backgrounds: Spies, Animal Retainers, Information Network, Archives and Database.
- ○ Toreador - Are **Of the People** and may take:
  - ■ Two free levels of the first dot of any influence or background
  - ■ Gain +2 Blood after Feeding chops at Sign-in.
  - ■ Toreador add 1 to the number of crafting function points they have when crafting items.
- ○ Panders - Are **Flexible** and may take up to 5 points of free backgrounds from Everyman, Grace Under Pressure, Haven, and any Influence. In addition, Pander characters have the option to purchase the Merit: Additional In-Clan Discipline for any of the Cardinal eight disciplines without justification to the STs.
  - ■ **Everyman** (LotR p.127) - *add Background level in traits to difficulty to track via non-supernatural records, witnesses, etc.*
  - ■ **Grace Under Pressure** (LotR p.130) - *add Background level in traits to initiative order in high-stress situations (ST discretion)*
- ○ Ventrue - Are **Masters of Mortals** and may purchase:
  - ■ **Power Brokering** (LotA p.56g) - Each point allows the character to ignore the penalty of ½ for using one sector of influences to interact with another sphere or another character's spheres. Or both penalties if using two levels to ignore both cross character and cross sphere penalty.
  - ■ **Maximum Level** - The total levels [traits + retainers] of influence a Ventrue may possess is raised by 5.

5. Vague IC Time

Time at game is purposefully vague. We do not specify exactly when the game starts IC or when it ends because frankly it would be way too difficult to try and keep track of that, especially with visiting characters, feeding, the various times different vampires wake up, etc. The rules, where they do exist, approach time in a more arbitrary way. To that end, when at game only STs can set specific IC times for scenes, and will do so rarely. This is primarily to prevent the headache of trying to adjudicate multiple "time periods" running concurrently. The goal is to be as inclusive as possible for all Players/PCs signed into the game. Scenes where some PCs are excluded by virtue of an arbitrary timeline will be avoided as much as is possible.

6. Outside Interactions and Proxies

- All Caine's Chosen players must, when interacting with NPCs of other games (online) or interacting with any Coordinator's office in OWbN, log the conversation and courtesy copy (CC) their emails with these offices to the Caine's Chosen ST list.
    - This is for recordkeeping purposes and for the protection of our players.
    - Those that do not log these interactions with their home game's staff will have those interactions considered "invalid," and any items received or abilities/disciplines learned will be considered redlined.
- Any player, when dealing with Staff outside their home chronicle or members of Coordinator's offices, should feel free to contact staff if they have issues with said individuals.
- If a player outside of Caine's Chosen wishes to interact with Character inside of Caine's Chosen (who is also In Character currently in Caine's Chosen territory); the character wishing to interact with the character inside Caine's Chosen must be signed into, aka hard proxy, Caine's Chosen for jurisdictional purposes. This includes the use of powers on Characters inside of Caine's Chosen.
    - **Example**: Character Bob wishes to use the Ritual Knowing stone in his home game to locate Character Dave in Caine's Chosen. Unless Bob is currently signed into Caine's Chosen, this power/action fails.
    - **Example**: Remote effects via **Pebble from the Mountain** or **Touch of the Earth** or other powers to 'buff' a character for a night.
- Caine's Chosen considers all interactions (electronic and otherwise) within its jurisdiction to constitute a "hard proxy."
- The Caine's Chosen ST staff will generally not run combat scenes electronically. If an electronic scene devolves into combat, all participants will be put in timestop and will be required to send their sheets to the ST staff. When sending their sheets, players may also include declarations and general strategies for how their character fights. Once sheets are received, the ST staff will run all combat challenges and then inform the players of the results. All rules calls during such challenges are final.

7. Attributes and Traits

- **Trait Types** - There is a difference between **Bonus Traits** (generic "plus # traits," like traits from weapons) and **Extra Traits** (such as an extra Sharp trait). Bonus Traits **only** add to your tiebreaker resolution, nothing else. Extra Traits can be bid in challenges, be added to tiebreaker resolutions, be spent where effects call for spending traits, and be added to Initiative.
    - Check the language of the source and consult the STs if you are unsure about your powers. As a general rule, if the power grants named traits (e.g., the Sharp trait given by Feral Claws) it counts as an Extra Trait. Some things in the books that are specifically noted as Bonus Traits – Ability Specializations, bonus traits from Merits such as Natural Leader and Enchanting Voice. As a rule of thumb if

it just grants a blanket +(Number) (e.g., Bonus Traits on Weapons) it is likely considered Bonus Traits.

- Extra Traits refresh based on the power in question. Some are once a night, some require re-activation, etc. Read the power to be certain.

- **Fetishes**
    - **Cap** - You may only use the benefits of one Fetish from any sort per challenge. If you have one that gives traits and another that adds damage, pick one or the other. You may have multiple Fetishes active (paying the cost for each), but for each challenge you must pick your Fetish effect that is applied.
    - **Type** - All fetishes must have the type of spirit they use written on the item card.
- **Contested Willpower Challenges** - Any challenge that calls for your traits vs. your opponent's Willpower is against their **permanent** Willpower.
- **Contested Virtue Challenges** - Any challenge that calls for your traits vs. your opponent's Virtue Traits is instead your traits vs. their traits in the same category. (E.g., Social vs. Self-Control becomes Social vs Social).
- **Refreshing**
    - Influence and Willpower traits refresh at the beginning of each game.
    - Attribute and Abilities refresh at sunset every night.
- **Trait Bid Cap** - All Vampire PCs may bid a maximum of 30 traits regardless of generation. This rule explicitly supersedes the maximum trait rule in Laws of the Night. This does not affect how many max traits you have, only the maximum you may bid. Permanent max traits are still based on a PC's Generation.
- **Trait Spend Cap** - If a power does not state otherwise, when making trait expenditures of any kind, the maximum amount of traits you may spend is 3. This rule applies to all expenditures, not just attribute traits.
- **Trait Stacking** - Traits may be applied to challenges only once from each of the following categories:
    - Merits (except those which change trait caps); all applicable aggressor negatives from Flaws apply
    - Magical Items (including Fetishes)
    - Rituals
    - Ritae
    - Weapons (weapons that grant supernatural bonus traits OTHER than Wards count as magical items)
    - Paths of Blood Magic
        - Traits may only be applied to a challenge from one path of Blood Magic at a time.
        - Path of Blood 3: Blood of Potency does not provide traits, it raises the character's maximum trait cap. This power still does not allow the character to bid more than 30 traits in a given challenge.
- **PvP Addendum** - In a PvP situation, all bonuses and benefits must be written on a signed item card and presented to the ST running the combat.

8. Abilities

Specializations
- Specializations in Disciplines must specify a specific level; you can only specialist in one Discipline level per ability. For instance, you may not take a Leadership specialization in Presence, but can take a Leadership specialization in Entrancement. A specialization must be a narrow focus of the ability and cannot incorporate a group of actions. For example, a character cannot buy the Melee specialty Swords, but can buy a specialty in Broadswords, or Katanas.

Awareness
- The Awareness ability allows you to detect the presence of or use of a supernatural power in your vicinity (approximately 10' or affecting the character). This is a Simple Mental Challenge. The default Retest is Occult to detect the presence of unusual things. This is directly from LotN, page 88, and is an explicit exception to the rule of Simple tests not having retests. No more information than "something unusual" will come from this ability. This will ONLY trigger once for a character for the first time something supernatural enters their vicinity; more unusual things won't trigger is more times. This is mostly useful when alone, and does not trigger on your own supernatural nature or abilities.

Blindfighting
- This ability is only used to counter darkness as it applies to brawl and melee attacks, and defenses such as dodge. It does not apply to ranged combat.
- A level of Blindfighting can be expended to avoid having to retest after successful challenges due to darkness (e.g., Shroud) for a single turn.
  - The Gangrel Mixed Blessing: Sonar allows you to avoid one Shroud retest per round (not action, round).
- If a character has the Blind flaw, they must have the Blindfighting ability to initiate physical challenges with anyone not in direct contact with them.

Drive
- All Kindred without the Anachronistic flaw have a basic understanding of driving without the Drive ability, however they cannot perform precision stunts (at least without wrecking their vehicle).
- With the prevalence of automatic transmissions in the modern nights, Drive 1 is required to drive a vehicle with a manual transmission.
- Driving a specialty vehicle, such as an 18-wheeler, construction vehicle, or piloting a boat requires Drive 2.
- For three-dimensional environments such as air, underwater, or (Caine help you) space, players must use the Piloting ability.

Etiquette
- This ability can only be used to correct a faux pas; it cannot be used for obviously rude or insulting actions. It cannot be used to retract a deliberate insult.

- In the case of a written message, Etiquette can cover up to one mistake per Etiquette spent. A single Etiquette may not be spent to fix all mistakes.

Linguistics
- As written in *Laws of the East,* "This version...supersedes the rules for Linguistics given in all previous Mind's Eye Theatre games" and, as such, the Linguistics ability is handled as follows:
    - Level 1=1; Level 2=2; Level 3=4; Level 4=8; Level 5=16
    - The Merit Natural Linguist doubles the number of languages a character may possess.

Lore
- If a character does not have a lore ability on their sheet, they do not know what that lore entails. If the character hears about something but does not have a high enough level of the associated lore, the player may ask an ST to buy up that lore. If the ST feels the PC has learned enough about the lore to buy the next level, the spend will be allowed. Any knowledge that is not backed up by an appropriate lore ability will be forgotten or misremembered.
- Lores may also be learned from a teacher. A character may teach levels of Lore up to the level that character possesses.
- **Sabbat Lore** - Sabbat Lore may be expended to obtain several types of information, including: a list of known/prominent Packs in the region (typically the Archdiocese); if a given pack is publicly known for something (heavy magic pack, all Tzimisce, etc.); basic standing and history of a pack; etc.

Rituals
- The Rituals ability is used for retests when performing ritae, and represents the spiritual capability to cast the various ritae the character knows. This is different from the Rituals *background,* which represents how many and what type of rituals are actually known to the character.

Crafts
- See Appendix B: Crafts.

Occult Note for Fetishes
- Fetish Activation is a Simple Test; thus Occult **cannot** be used to retest attempts to activate; only universal retests may be used.

9. Backgrounds

Only one level of an individual Background may be purchased per downtime cycle at Storyteller discretion. Backgrounds found in a Clanbook will only be available to members of that Clan. (For example, Information Network is a Nosferatu-only background.)
Allies - Represents humans only, no supernaturals. Allies will sometimes ask for a favor from the PC.
Alternate Identity - The Alternate ID background is mundane only. (A supernatural version can be found in Merits.)
Armory - see Appendix: Backgrounds Expanded

Archives - see Appendix: Backgrounds Expanded

Cult - Functions as Allies and/or Herd Background.

Database - see Appendix: Backgrounds Expanded

Fame - This background allows the character to use influences outside of their Diocese. Fair warning though, having a high level of fame means sometimes being harassed by paparazzi and having the occasional stalker. It's not always good being Angelina Jolie (i.e., Fame 5) - especially for a Cainite. Each level corresponds to an increasingly broad geographical area.

- O - Surrounding suburbs and cities
- OO - State: Virginia
- OOO - Region: Mid Atlantic
- OOOO - Time Zone: Eastern Standard Time
- OOOOO - Nation: US

Malkavian Time - We use the Malkavian Genre packet write up for Malk Time in Caine's Chosen. Please ask your ST or CM for a copy of this packet for further details.

Mentor

- The HST is the final arbiter on what a given mentor can actually accomplish or teach.
- In order to teach combination disciplines, a Mentor must be Level 4 if they are of the same clan as the character. Otherwise, they must be Level 5.
- Using a Mentor to learn an advanced or combination discipline permanently decreases the mentor background by one level.
- Dots of Mentor lost due to discipline instruction may be bought back only with ST approval and substantial roleplay justification.
- If a PC's mentor dies due to story progression, the player will receive a new mentor of equal level to the one lost at no cost to the player.

Military Force

- Purchase and growth requires ST approval.
- Number of soldiers: Level 1=3; Level 2=5; Level 3=8; Level 4=15; Level 5=25
- All members are considered highly-trained with a base of 6 traits and 3 retests each in Brawl, Firearms, and Dodge.

Retainers - Creating Retainer Sheets: see Appendix C: Retainers.

Rituals - This background is used to actually possess Rites and can be found in the tabletop version of *Guide to the Sabbat*. The Ability Rituals is used to retest while performing Ritae.

Influences - see Appendix: Backgrounds Expanded

Growing Fame, Resources, and Alternate Identity - see Appendix: Backgrounds Expanded - see Appendix: Backgrounds Expanded

Uncovering an Alternate Identity - see Appendix: Backgrounds Expanded

Special: Communal Haven - see Appendix: Backgrounds Expanded

10. Merits/Flaws

While not outright banned, a player must have a very good reason for their character to possess the following Merits and Flaws. The ST staff reserves the right to limit the number of Merits

and/or Flaws possessed at character creation. Additional Merits and Flaws can be earned and purchased through roleplay/plot. Grandfathering is allowed on a case-by-case basis.

10.1. Merits

- **General Limited Merits** - Additional Discipline, Destiny, Driving Goal, Enchanting Voice, Fast Learner, Higher Purpose, Innate Magical Ability, Natural Leader, Nine Lives, Medium, Sanctity, True Faith, Unbondable, and any Merits not found in Laws of the Night or the Sabbat Guide.
- **Specific Clarifications**
  - Ability Aptitude - This Merit may only be taken once.
  - Ambidextrous - This Merit allows the character to add the traits of their off-hand weapon to their trait pool for Melee attacks per Dark Epics. This replaces the normal off-hand action of Ambidexterity.
  - Blase - This Merit provides an extra defensive retest against Presence powers.
  - Calm Heart - Bratovich and Brujah cannot take this merit.
  - Cold Read - The player is encouraged to ask questions regarding motivations, personality quirks, hints as to backgrounds. For PvE questions, the STs may allow more latitude.
  - Divine Beauty - This is a custom 4 point merit from the Tzimisce Coordinator's office. *Your appearance takes on a beauty and grace that approaches what many would call Divine. In challenges related to appearance or beauty, you may bid up to your personal Body Crafts rating in extra Social Traits in ties. In addition, you do not gain the negative Repugnant traits from Viss Mods.*
  - Iron Will - This Merit provides an extra retest against Dominate powers.
  - Luck - This Merit may be used once per session.
  - Magic Resistance - In addition to the bonus traits, all magic regarding you is a contested effect.
  - Misplaced Heart - This Merit adds a third test that must be won or tied in order to be staked. The heart still needs to be relatively close its original location.
  - Oracular Ability - This Merit may be used once per session.
  - Sympathetic Bond - This Merit does not work on the Vaulderie.
  - True Faith -
- **Disallowed Merits** -
  - Good Right/Left Hook

10.2. Flaws

- General limited Flaws - Mistaken Identity, Prey Exclusion, Uncontrollable Night Sight
- Specific clarifications:
  - Flesh of the Corpse - This Flaw cannot be taken by Samedi characters. A character cannot conceal the wounds from this flaw with Obfuscate (unless they have an appropriate combination discipline).
  - Bound - You begin play with a 10-point Vinculum to an NPC.

- ○ <u>Harbinger of the Abyss</u> - This is now a 2-point Flaw.
- ○ Any Flaws not found in *LotN:R* or the *SG*.

10.3. Special Items

- ● <u>Vicissitude Modifications</u> - You gain one cumulative negative Social trait "Repugnant" for every two (2) vicissitude mods from the Tzimisce Packet (not default ones that swap around traits, etc.) that the PC possesses. Vicissitude Mods should be chosen from the core books or the OWbN Tzimisce Packet; any other mods may be disallowed. ***(Currently being tested**; will review around 2019/04)*
  - ○ The Merit Divine Beauty negates the negative traits from Viss mods in addition to other effects.
- ● <u>Alternate Identity</u> - the 3 point Merit (*Guide to the Camarilla, p.76*), and functions similar to the Background from the Guide to the *Sabbat, page 93.* This covers other supernatural or other sect identities.
  - ○ Can be taken more than once; each one represents a different identity.

11. Diablerie

- ● All instances of Diablerie must have a Storyteller present.
- ● If the victim is of sufficiently lower generation than the Diablerist (ST discretion) part of the victim's soul may exert some influence over the Cainite. This can manifest as mental and social traits changing to reflect the victim, or the Fugue derangement to reflect the victim occasionally gaining control of the Diablerist's body.
- ● If the victim is of significantly lower generation than the Diablerist (ST discretion) the victim can completely take over the body of the Diablerist. This will mean a significant reworking of the character's sheet and may mean the PC becoming an NPC.
- ● A character on the Path of Humanity or a Path of Enlightenment that doesn't allow diablerie will automatically lose one morality trait.
- ● A character **must** log with any diablerie committed with the Admin. A note will be placed in the character's grapevine of the date of the diablerie.

12. Disciplines

12.1. Learning Disciplines

- ● **Teachers** - Out-of-clan disciplines require a teacher. Any time a level of an out-of-clan discipline is learned, the player must explicitly state who they learned it from in the email sent to the Admin. A CC of the email should be sent to the player of the teacher, who must confirm that they did indeed teach the power in question.
- ● **First Master Yourself** - You cannot learn an out-of-clan discipline to the Advanced level until you have learned at least one in-clan discipline to Advanced.
- ● **No Trunk Monkeys** - You cannot learn disciplines from incapacitated, torpored, or Conditioned vampires.

- **In-Clan Teacher** - You can only teach a discipline to another Cainite if you have the discipline in clan. For Combination disciplines, you must have at least one of the disciplines in clan.
- **Gotta Know to Teach** - A character may teach a discipline up to the level they know themselves, including Advanced, so long as it is in-clan.
-

12.2. Specific Discipline Rules

Animalism

- Quell the Beast – Quell does not prevent the expenditure of permanent willpower traits. Also, a Vampire in Mist Form, Tenebrous Form, or possibly other incorporeal forms cannot use Quell the Beast through touch since they lack the physicality needed to enact the power. They cannot be affected by touch either unless the user can touch that form via other powers. They can still be quelled through sight.
    - Quell the Beast works as per the book with no additional effects on different supernatural creature types. It will take them out of Frenzy if they are Frenzying, and it will give them Submissive x2 and take away their ability to spend Willpower if they are not. It has no other effect. Quell the Beast costs one Willpower to use on other supernatural creatures as if they are a vampire.
- Subsume the Spirit
    - STs must be notified if you are in subsume. You will be issued an item card with important details, such as where your body is, and how many physical traits the animal you're possessing has.
    - Three traits can also use Obfuscate (in addition to Animalism and Presence).
- Drawing out the Beast – Your beast will always return to you at the next sunset.

Auspex

- Aura Perception – When perceiving the aura of an animal under the effects of Subsume the Spirit (Animalism), the character will perceive a dual aura, that of the animal as well as that of the vampire riding it. The same rule applies to humans under the effects of Possession (Dominate).
- Telepathy – Line of sight is always necessary to establish and maintain telepathy.
- Psychic Projection – Astral Projection costs 1 temporary Willpower to activate, and another temporary Willpower to manifest for 1 round (you remain manifested for the round). While astral, characters cannot spend blood or activate any form of blood magic. A character in Psychic Projection is affected by Kindred/Cainite Wards. When using this power, the location of your body must be logged with the STs. You may be detected via lesser powers of Auspex, but anyone trying to detect your un-manifested presence will need to win a static chop to do so. If they win, they will get a 'yes/no' response about the presence of otherworldly entities. If you are also Obfuscated in Astral, anyone looking for you will need to break through your Obfuscate as well. The book does not state that concentration on the Silver Cord is necessary, so if the sun rises and you lose

consciousness, you will automatically return to your body along the cord. If the cord is cut, you are cast adrift in the Astral plane and must try to find a way out. Good luck.

Celerity

- If a character activities Celerity for a combat round they may not initiate new thaumaturgical powers. This does not limit the use of powers that were precast or have a duration that would overlaps with the use of Celerity. The ST running the scene has the final say on what powers and effects this applies to.
- **Alacrity** - A character with Alacrity active may add up to their Celerity level of traits to their Initiative order to determine who acts first. This replaces the 'preempt' rule, while remaining Silence-friendly.

Chimerstry

- All uses of Chimerstry in PvP require a Storyteller to be present.
- If a character disbelieves a Chimerical illusion, it only breaks the illusion for that individual. They can still see the illusion, but they know it is not real. However, if someone who has already disbelieved an illusion breaks that illusion (e.g., putting their hand through an illusory wall), it breaks the illusion for everyone present.
- In order to Disbelieve an illusion a character must interact with in such a way as to prove it is not real (i.e., they have to place their hand inside what they believe is illusory fire and believe it is not real, or allow what they believe is an illusory stake to pierce their chest without dodging, soaking, or testing down the damage).
- Permanency – Permanency does not work with Horrid Reality.
- Horrid Reality – Everyone sees the illusions, but it only affects one individual. If this power is used to stake someone or cause a fatal blow, the victim may spend Aegis to negate the staking/damage. This power follows the Combat Rule for Control Powers

Dementation

- Dementation may be used through Telepathy.
- Passion – Per *Faith & Fire page 167*, this power does the following:
  - Passion Up increases the difficulty of all Frenzy and Self-Control/Instinct challenges by 1.
  - Passion Down reduces the difficulty of all Frenzy and Self-Control/Instinct challenges by 1.
- Eyes of Chaos – To use Eyes of Chaos to avoid surprise, the user must declare the intent to an ST before the surprise.
- Voices of Madness – This power forces anyone capable of hearing its user to enter a Self-Control/Instinct challenge or frenzy. Willpower may **not** be spent to ignore this challenge. The character using this power is exempt from its effects.
- Total Insanity – Players can use an Insanity Deck to select derangements, although a tailor-made set of insanities maybe also used, at ST discretion. These should be a reflection of the person wielding them, and not just derangements that shut someone down. The choices should add a sense of horror, and let onlookers know exactly what has happened, instead of "I fall down and I'm crazy."

- ○ A good example would be hallucinating that you're bleeding, then have a phobia to blood, which causes you to panic because the blood won't stop and you don't want to touch it.
- ○ The staff reserves the right to modify randomly-selected derangements to increase the element of personal horror.

Dominate

- Dominate can be used through Telepathy, but still requires eye contact.
- Possession – STs must be notified if you are in Possession. The location of a PC's real body must be logged with staff via a stamped item card and must be within the jurisdiction of the game. Your aura appears as a dual aura, that of the human being possessed and that of the vampire possessing them. Any fetishes you wish to use while in possession must be on the possession suit, even if they affect your mental or social traits. Basically, a fetish or magical item must be in the location where it will be used. One that conceals your real body should remain on your real body, while one that boosts your traits would need to be on your possession suit.

Fortitude

- Resistance – When this level of Fortitude is attained, the simple test allowed by Resilience succeeds automatically with no challenge needed.
- Aegis – A PC may only use this power **prior** to the two simple challenges for staking (not after) to negate a staking challenge. When this level of Fortitude is attained, the simple tests allowed by Resistance and Resilience succeed automatically with no challenge needed.

Mytherceria

- Riddle Phantastique - this follows the Combat Rule for Control Powers.

Obfuscate

- Mask of 1,000 Faces – An additional mental trait can be spent with this discipline in order to mask clothing as well. This cannot be used to add clothing or generate 'illusory'' effects beyond the intent of the power (unless STs deem otherwise).
  - ○ Mask of 1,000 Faces does not cover the Morality path aura; Merits and other powers do this. Mask cannot conceal the supernatural presence of a vampire.

Obtenebration

- Shroud of Night - Those inside the shroud other than the caster suffer the following penalties: gain Clumsy x1; are 2 traits down on bids in all Challenges (sensory enhancing powers such as Eyes of the Beast, Heightened Senses or Tongue of the Asp each negate 1 trait of the penalty), and suffer an automatic Shroud retest whenever succeeding at any challenge. The Shroud retest is an Environmental Retest, and applies even after Might. Shroud does **not** block line of sight.
- Arms of the Abyss - The maximum number of Arms you can summon is equal to your level of Obtenebration. If you have the Abyssal Mysticism ability at 5, you may summon up to 3 additional arms. Ability retests may not be used with Arms of the Abyss. Should a character activate Aegis, they may apply the effect of the power to either themselves

or all of their active Arms of the Abyss, and the permanent expenditure to activate Aegis must come from the character, not the Arms. Arms of the Abyss cannot be used to grant any character additional health levels, or used to deliver carrier attacks of any kind, and can only be used for Brawl attacks and can't wield weapons.

- Black Metamorphosis - The social traits gained by this power only apply to targets that can see you in this form. You may not use Mask of 1000 Faces to hide that you have assumed the Black Metamorphosis form.
    - The character's connection to the Abyss is unique to them, and the description of your character's activation of Black Metamorphosis should be personal, and flavored to your personality.
    - Arms created with this power are considered to be your own arms in all respects, and as such may be used to deliver carrier attacks.
- Tenebrous Form - The maximum speed you may move at while in Tenebrous Form is a walking pace, meaning that a character may not take a dedicated move action while in Tenebrous Form. If the character is also using Celerity, they may move on each of their Celerity actions, though dedicated movement actions are still disallowed.

Potence

- Prowess - In the interest of preserving sanity and game flow, the single use of Prowess allowed in a game session refreshes all temporarily expended Physical Traits.
- Might – Might is a specific character's last retest, but not necessarily the last retest in the challenge.
- Throwing - Potence may be used when throwing an item. This is in direct contradiction to the book. The ST staff feels however that it makes no sense that the Hulk cannot throw a baseball harder than you. The general rule is that "objects" are moved 5 feet per level of Potence used.
- Distance - You may choose to hit for distance instead of damage, in which case the target is knocked three steps per level of Potence.

Presence

- Awe - In order to use Awe, the target must be aware of the user's presence. Awe may be used to gain eye contact by winning or tying a Simple Test.
- Summon - The range on Summon is global, but attempts to Summon anyone not signed in fails automatically. The subject must present themselves within 3 paces of the summoner. A summoner cannot knowingly summon a target into a dangerous situation or Boot Party.
- Majesty - The range of Majesty is increased to 30 feet (or in the same room) in combat. Distance may vary in RP situations. As per the book, if you try to break someone's Majesty you only get one attempt. If you fail, you cannot try again for that scene. Once Majesty is broken for a given character, it stays broken for that character - although the original user may reactivate the power again by spending another Willpower. Majesty remains in effect until the end of the scene or the effect is broken, even if your character leaves the initial range.

Protean

- Shape of the Beast – Characters with Protean in-clan may choose their own two beast forms, one fight and one flight, upon learning this power. Other characters may only learn to shape change into a wolf and a bat. The rules for this power can be found page 69 of *Clanbook: Gangrel (revised)*. To summarize, each form adds five bonus attribute traits to be spread across at least two attributes, decided when the power is first learned.
    - Five Physical Trait Fight forms are at ST discretion.
    - Most forms will have a 2 damage attack and a secondary 1 damage attack split between bite and claws. Rare forms that are all bite for 3 damage may be approved at ST discretion.
    - In fight form, normal speed is doubled, giving the user six steps in combat round, or the form possesses some alternate means of movement (swimming, burrowing, flying, etc.) at the normal movement speed.
    - Flight form is limited to three physical traits (from the character's normal list), but gains the ability to fly at a normal movement rate, or gains increased normal movement.
    - Vicissitude modifications are explicitly compatible with Shape of the Beast. The Enhanced Speed Vicissitude modification adds steps after movement is adjusted.

Quietus

- Silence of Death – Use of this power does not negate the casting of blood magic.
- Scorpion's Touch and Baal's Caress – The maximum number of coatings placed on a weapon at any given time is limited to the number of bonus traits the weapon provides; these coatings last until the next sunrise, or until used, whichever comes first.
- Taste of Death - A non-Sorcerer Assamite may choose to replace Taste of Death with Blood Essence from *Faith and Fire* page 197. With the expenditure of a permanent Willpower trait, the blood vessel created by Blood Essence is permanent until used.
- For other variants of Minhit Dume variant Quietus for Sorcerer and Vizier (Lore of Clans), Cruscitus (Vampire the Dark Ages 20th Anniversary Warrior Quietus), and Hematus (Vampire the Dark Ages 20th Anniversary Vizier Quietus) are all currently run per the 2017 Assmite Genre packet.

Serpentis

- Form of the Cobra - This power is run with the write up of *Faith and Fire* p.198. Take three rounds to transform into a giant cobra; benefits of Skin of the Adder, a free retest on all grappling challenges, bite causes seven aggravated damage to mortals.

Temporis

- Subjective Suspension - You may not suspend items that would also immobilize or detain someone. For instance, you could suspend a bullet in mid-air or the sword in someone's hand, but the watch on their wrist or their shirt could not as this would also freeze the wearer.
- Clotho's Gift - The only restriction on the number of actions you can gain is the amount of Stamina related physicals you can bid, up to a hard cap of 5. Once activated, each use of any Discipline will result in a point of lethal damage that cannot be soaked via Fortitude. Any use of Blood Magic converts that damage to Aggravated. Multiple uses

of the same Discipline inflict multiple damage. Additionally, this doesn't just apply to the bonus actions gained from Clotho's Gift, it applies to any action in the round in which you've benefited from Clotho's Gift. (Example: If you activate Clotho's Gift for 3 actions and then declare Might 3 times in your bonus actions and use Awe defensively 2 times during an opponent's action, you will sustain 5 unsoakable lethal damage.)

Valeren

- Burning Touch - The effect lasts for one round. This power is explicitly not negated by Fortitude: Endurance. Temporary Willpower traits may still be spent to ignore the effects of this power for one round.

Vicissitude

- Body Modifications - These are handled per the most recent Tzimisce packet.
- Fleshcraft - You may trade a health level for a physical trait but may do this only once. The physical trait gained by this power does not cost any points, and may go above the subject's generational maximum.
    - This power may also grant the subject appearance related traits, at the cost of another health level. This may take the subject above generational maximum. This also allows the character to have a Gorgeous or other appearance related trait at six instead of the normal five.
- Bonecraft - Used in combat, Bonecraft uses Brawl as a retest (it lacks any sort of finesse and is largely brute force) and may inflict one level of lethal damage per strike, as bones twist inward. This requires a Blood trait to activate per action.
- Horrid Form - While the most common shape created by the use of this power is the dreaded Zulo, it is up to the design of the user (with Storyteller approval) and is chosen when the power is first purchased. Blood lineages often have similar Horrid Forms, although this is not necessary. If this power is learned out-of-clan, then the form will either be a normal Zulo or some approved variation of the mentor's Horrid Form. Mask of 1000 faces may not be used while in Horrid Form. No form of weapons or tools may be used while in Horrid Form, however blood magic/casting can still be used.

12.3. Blood Magic

- As per *LotN:R page 177* - Thaumaturgy requires a full round action, unless specifically stated otherwise, and cannot be speed up with Celerity. The magic occurs during your turn. You may activate magical effects in one round, and then use Celerity in following rounds.
- All sympathetic links must be recorded on an item card.

12.3.1. Thaumaturgy

- Path of Blood: Blood Rage – This power will wake a vampire from torpor.
- Path of Blood: Potency of Blood – Your maximum blood pool increases to the new generation but you must still feed to fill it to this new level.
- Path of Curses - The victim you must be able to hear the curse. They need not understand what you are saying.

- Spirit Manipulation: Entrap Ephemera - All bound fetish type items, even infernal, hedge magic, or other types of magic items,follow these rules.
  - Spend a will and win a simple test to activate.
  - If you lose the Simple test, the item fails to work and you throw a second Simple test.
  - If you lose this second Simple test, the item shatters, the spirit gets out, and may attack the wielder or surrounding targets depending on how the fetish was made.
  - Activated items last for one scene or hour, whichever is shorter.
  - Fetishes designed to provide a long duration effect must be present in the scene to the function. Example: a ring that provides Alluring x3 must be worn. If you are in Possession (Dominate) and want the benefit of the item, then the possessed body must have the item on it. Props are highly recommended.

12.3.2. Koldunic Sorcery

- Koldunism does not work/affect the Shadowlands.
- Way of Wind: Traveling the Winds – This power takes effect at the end of the turn it is invoked on, after all Celerity and follow-up actions are completed (at the same time as Vanish from the Mind's Eye occurs). Onlookers who have Heightened Senses - Sight up can track your blurred form as you fly away, but to everyone else, you simply flicker and vanish. You can carry large items or people with you, but Puissance is required to keep a grip on a person or large item you wish to carry, since you go from zero to 250 mph in an instant. People without any Fortitude will take a lethal from the jolt. You cannot perform precision targeting while traveling the Winds, so you can't use it to close with others in combat or to navigate through corridors of a building. It is intended to be a travel power. Fine control and lightning reactions are impossible while using it. If returning to or trying to arrive at a scene, the best control can only get within a few city blocks.
- Way of Spirit and Other Koldunic Powers – All requirements of the powers to be used must be met, even when projecting Koldunic Powers at range. Auspex and other sensory enhancement powers may not be used in conjunction with Way of Spirit, however it may be used to pierce Obfuscate much the same as Auspex with the same Bonus. As long as Way of Spirit is active, the Koldun suffers a number of *Oblivious* negative mental traits equal to the level of Way of Spirit being used. Note that Way of Spirit does not project your presence, it gives your body an enhanced sensory range and allows you to perceive the Middle Umbra and Material World - although only one at a time.
- Way of Fire: Heat Wave - On success, the power does five lethal damage and the victim loses 5 blood; if not successfully activated a following simple test is done to determine blood loss: win 5, tie 2, loss none.

12.3.3. Necromancy

- Note that Vampires do not become Wraiths after death in CC:LiD.

- Bone Path: Soul Steal - This power follows the Combat Rule for Control Powers. When Soul Stolen, you may still use any of his or her Mental and Social powers that do not require the expenditure of blood traits (including Astral Projection, if you have it, to enter the Astral plane and return to your body). This effect lasts for a Scene or an hour. Soul Steal can only be declared against targets in the same realm as the caster (i.e., no Soul Stealing from the Shadowlands). While Soul Stolen, the soul does not have access to Arcanoi, but may be forced into a Harrowing if it is engaged in combat.
- Knowing Stone - Will only function if the target is within our chronicle boundaries. The further away from your target you are when done the more vague of a results. Outside effects may limit the effectiveness of the Loa to find a target, such as environmental factors and defenses against Wraiths, the ritual will still yield some information but not necessarily exact information.

12.3.4. Rituals

- Weapon and armor items may have as many rituals cast upon them as they have base bonus traits or health levels.
- Pebble from the Mountain - Both the caster and the character with the pebble must be signed into CC:LiB and be within the games territory.
- Principal Focus of Vitae Infusion - A caster may only have a number of "blood beads" equal to their level of occult ability, multiplied by their level of their primary path. Blood stored this way does not expire.
- Wards - The effects of magical Wards cross to affect other planes.
- Revelation of the Blood Lineage - We are currently using the rules from *Faith and Fire, page 207*, with the following caveat: it applies to Vampires, mortals, or Revenants; for Mortals and Revenants it finds their own mortal lineage.
- Disallowed Rituals - The following rituals are not allowed in CC:LID:
   - Paper Flesh.
   - Bottled Voice

12.3.5. Counter Magic

- Defensive uses require no action. Offensive uses take a normal action and can't be used on Celerity actions since it is a Mental challenge. Can be used as a held normal action, but must be used by end of normal actions in a round.
- The character can attempt to affect a category of power or rituals in one challenge.
   - If grappled with the target, the character may affect both powers and rituals.
- When comparing traits in ties, the user is +6 traits against Hermetic blood magic, +2 against other blood magic, and half traits against necromancy (from V20). Counter Magic has no effect against non vampire magic.

12.4. Blood Magic Ritual Creation and Conversion

Creating verses Converting:

- **CREATING** a Ritual means creating one that does something NEW/OR learning one from another Paradigm that the character does not know and does not have access to sufficient Occult resources or, level of the appropriate source ability, to get detailed information about the ritual to convert it.
- **CONVERTING** a Ritual means converting existing Rituals from other Paradigms, if they have sufficient source materials or knowledge.

Requirements:
- **Influence** - Occult Influence Action
  - Basic: Occult x3
  - Intermediate: Occult x4
  - Advanced: Occult x5
- **Time** - **DEDICATED** time from workers who meet the requirements for creating/converting the Ritual. This can be split up among multiple workers, but no less than 1 month (4 people who meet the requirements working on CREATING a Basic Ritual would take 1 month).
  - Create: cost in XP x2 months - 4/8/12 months
  - Convert: cost in XP months - 2/4/6 months
- **Ability** -
  - Creating a new Ritual requires:
    - Rituals ability at 2/3/5+
    - Appropriate "destination" ability (Occult for Thaumaturgy, including Bacabban; Koldunism for Koldunism, etc.) at 2/3/5
  - Converting a Ritual requires:
    - Access to the Ritual from some sort, including Occult Library, other PCs, ST Plot, etc. at ST discretion
    - Appropriate "source" ability (Occult for Thaum, etc.)
    - Appropriate "destination" ability (Occult for Thaum; Koldunism for Koldunism, etc.) at 2/3/5
- **Count** - for Hermetic Thaumaturgy, the additional requirement of knowing seven rituals of the specified levelapplies as per the OWbN *Tremere Packet 2016*.

12.4.1. What Can I Create?

When creating rituals, pay close attention to the ritual's power level. It's good to compare the effect of your custom ritual versus the effects of existing rituals to determine what level of ritual you will be creating and to determine whether or not it's fair and balanced. Also, bear in mind that all custom rituals must be approved by the Caine's Chosen staff, and may not function (or be significantly modified) in other games you travel to.

When creating your ritual, consider it's difficulty. Beyond just the level requirement, you'll also want to consider how hard it is to enact a ritual (a custom ritual that puts a victim down traits should require a chop against the victim, not just the standard ritual chop) and even consider the components needed for the ritual and any possible

drawbacks. Perhaps a ritual limits you in some way, applying negative traits for instance. Rituals should also have a relevant spell component. A ritual requiring a clothespin is going to be a bit less likely to be approved. However, a ritual requiring three hairs from a mountain lion might be more appropriate.

Lastly, custom rituals cannot deprive others of their powers. There is constant debate over the power level of Pavis of the Foul Presence, and as such, we don't want to see Pavis of the Devious Dominate. If you wish to create a custom ritual to assist against a power, create something that gives you bonus traits. Perhaps your custom "Defend the Mind" gives you +2 traits against Dominate.

12.5. Combination Disciplines

- All Combination Disciplines are subject to ST Approval.
- A PC may learn a Combination Discipline regardless of whether the Disciplines the Combo requires are in-clan for that character or not.
- As per the bylaws, a character may only teach a Combination Discipline if they possess at least one of the component Disciplines in-clan.
- PCs must have an appropriate teacher for all Combination Disciplines.
- Ghouls cannot learn or have Combination Disciplines, including visitor's ghouls.
- Characters must be in play for at least 1 year before they can develop custom Combination Disciplines, and they may only develop one per year of play.

12.6. Specific Combination Discipline Rules

- **Disallowed Combos** - The following Combination Abilities are not allowed in CC:LID: Psychic Double, Approximation of Loyalty Absolute, Mood Shift.
- **Alpha Glint** - Alpha Glint can only affect those creatures that have Beasts. Any character within 30' of the user who attempts to act aggressively towards them must makes a contested Willpower challenge with the user (permanent Willpower vs. permanent Willpower). Either party may retest with Animal Ken. If the Gangrel(User) is successful, her opponent is cowed and behaves respectfully toward her for the rest of the scene. If the Gangrel attacks someone, this effect is broken for everyone. (*Counsel of Primogen*, p.104).
- **Animal Magnetism** - Those on Instinct Paths use Instinct in place of Self-Control to activate this effect.
- **Armory of the Abyss** - This cannot be removed with Stone of the True Form.
- **Blood Tempering** - Blood Tempering is a combination discipline for Assamites found in the Assamite packet.
  - For Weapons, it adds one to the base damage and makes an item resistant to breakage unless a power greater than the level of Fortitude possessed by the user of this power is applied. Thus, someone with Fortitude 3 may make weapons that can only be broken by those with 4 or more levels of Potence or

similar strength enhancing power. Those with Aegis may make Puissance-resistant weapons.

  ○ For Armor, it adds up to a maximum of 5 traits of armor per the writeup.
● **Holy Shield** - Once per night, the user may activate this power to gain a pool of bonus traits equal to their level of Obtenebration that can be bid in ties on defense against those who are demons and characters on truly blasphemous and unholy Roads (at ST discretion). These traits can be expended for a retest, but once expended are gone and the pool reduced by one until all of the traits are used up.
● **Pater Szlachta** - Characters may not gain more than 6 traits from this power. These traits may not bring a character over their trait maximum, however a character with this power may spend blood to refresh these traits in the event they are lost. Spending blood for this power does not count toward generational limits.
● **Rod Raw Rending** - When activated their brawl and melee attacks will function as though they have they have the Armor Piercing special effect.
● **Scalpel Tongue** - Doesn't stop Blood magic, if used successfully does impose a -1 trait penalty on the target for its duration.
● **See the Reflected Form** - This power cannot be negated by the combination discipline Soul Decoration.
● **Shadow Armory** - This cannot be removed with Stone of the True Form.
● **The Seventh Chinese Brother** - per the power must be declared in advanced and can only be activate for one appendage at a time.
● **Ward the Soul's Sanctity** - per *Road of Sin page 70*. This power works on Dominate, Dementation, Chimestry, and some Mind affecting Thaumaturgy, as well as other direct mind affecting powers. It does not work on emotion affecting powers.

13. Sabbat Ritae

Unless explicitly stated, Ritae do not grant traits. No custom Ritae can last more than a month; typically Ritae are meant to last scene/hour or night.

13.1. Auctoritas Ritae

● **Blood Feast** - The Ritus effectively doubles your blood pool. It does **not** double the amount of blood you can spend per round.
● **Fire Dance** - Participants in the Fire Dance must win a Courage chop against 2 traits. The Fire Dancing ability negates the Courage test, and is the retest for leaping over the fire or any stunts that are attempted. The base difficulty of the Dance is 5 physical traits. Larger fires or complex stunts can increase this difficulty. A character who performs a particularly impressive stunt may gain one bonus Social trait "Fired Up" for the rest of the night, at the Storyteller's discretion. This trait may exceed the character's normal generation limits. Participants may add the officiating Priest's Path Rating to their trait totals during the Dance for purposes of jumping over the fire, or for doing "stunts."
● **Vaulderie** - Caine's Chosen runs vaulderies according to a modified version of the rules presented in the table-top Guide to the Sabbat. The specific rules are as follows:

- All participants of in the vaulderie are issued individual tokens representing the number of blood traits they are putting into the chalice.
- The Ritae is performed; roleplay ensues. Players dump their tokens into the cup to signify what they're putting in.
- Players draw tokens OUT when they are "drinking."
- The presiding ST records whose tokens each player drew from the chalice.

At this point, players may resume roleplaying. Either during or after the session, the changes in Vinculum will be recorded by the staff.

- **Vinculum** - Rules for Vinculum are as follows:
    - If this is is the first time two characters have vaulderied with each other, both will gain a level 1 Vinculum in the other.
    - For each token drawn from the Chalice, the staff will roll a d10 and compare it to the character's Vinculum score in the character whose token was drawn.
    - If the d10 roll is HIGHER than the current Vinculum score, then the Vinculum goes UP.
    - If the d10 roll is EQUAL to the current Vinculum score, then the Vinculum remains the SAME.
    - If the d10 roll is LOWER than the current Vinculum score:
        - If the d10 roll is HIGHER than a 3, then the Vinculum remains the SAME.
        - If the d10 roll is a 3 and the die is being rolled for the FIRST token associated with a given character, then the Vinculum goes DOWN. Otherwise, if the d10 roll is a 3, the Vinculum remains the SAME.
        - If the d10 roll is a 2 and the die is being rolled for the FIRST or SECOND token associated with a given character, then the Vinculum goes DOWN. Otherwise, if the d10 roll is a 2, the Vinculum remains the SAME.
        - If the d10 roll is a 1, then the Vinculum goes DOWN.
    - All Vinculum scores drop by one level once per year, just before the Binding.
    - All changes in Vinculum scores will be recorded on the character's sheet before the next game session.
- **War Party** - The participants in the War Party gain bonus traits equal to the officiating Priest's Path Rating on all actions against the target of the War Party. Aside from the Diablerie of the target, the winning pack gets the status trait Martial, which lasts until the next Festivo or Palla Grande.
- **Martial Ritae** - The participants in this Ritae gain a single phantom bonus 'combat' retest, able to be used as a standard retest to any combat related challenge (Melee, Brawl, Dodge, etc.). The Priest spends a temporary WP they may provide the benefit to a number of people equal to Path rating. Any number of temporary WP may be spent this way.
- **Stealth Ritae** - The participants in this Ritae gain a phantom bonus Stealth ability. The Priest spends a temporary WP they may provide the benefit to a number of people equal to Path rating. Any number of temporary WP may be spent this way.

14. Combat

Unless explicitly stated otherwise on the item card, all equipment functions per the rules in *Dark Epics* p.81-90.

14.1. General Rules

- **Turn Order**
  - Actions - All actions take place in trait order, regardless of type. A Physical action at 15 traits takes place before a Mental action at 9 traits. The ST will ask for declarations, then count down from a reasonable guess at the highest traits available until all actions are resolved, then start again at the next action.
  - Ties - When resolving ties, and bid traits are equal, the tied challenge will always go to the Defender.
  - Black Met Actions - These are always made with the arms created by the power. Black Met arms are Arms of the Abyss in all respects except as outlined in the LotN:R write up (using the vampire's traits, etc).
- **Armor**
  - Armor cannot be stacked by wearing multiple sets of armor, however you can gain both the benefits of mundane armor and mystical armor (like Armor of Caine's Fury and/or Armory of the Abyss).
  - Health levels from Vicissitude, Huge Size, and Tough Hide can stack with armor. Vicissitude mods that duplicate armor, such as bone plating, interfere with the use of armor on the altered parts of your body however and do not stack. At storyteller discretion, certain Mixed Blessings may also interfere with the use of armor on the affected parts as well. The STs are the final arbiter of what health levels stack with what.
  - Mystical Armor may only be summoned once per round or scene. Mystical armor does change, mystically, with shapes you change into while it is active.
- **Aggravated Damage** – Healing Aggravated damage requires a full day of rest and 3 blood traits. As a slight departure from the book, if you wish to heal more than one wound level in a day, simply spend 3 blood traits and a willpower trait for each additional health level you wish to heal. This healing occurs during the day.
- **Blood Magic Somatics** – Casting blood magic requires verbal incantations and hand gestures.
- **Control Powers** - All powers which lock down, incapacitate, or otherwise render a target helpless other than by putting the target into Torpor have the following additional modifier: any external damage inflicted upon the target's body allows the target to immediately spend a temporary Willpower to end the power's effects and regain control over their body. Examples of these powers include Necromancy: Soul Steal and Chimerstry: Horrid Reality.

- **Eye Contact in Combat** – Eye contact is assumed, as long as you are not behind the target (ST will adjudicate in cases of positioning). The defense against eye contact is to keep them behind you or close your eyes and accept Blindness penalties. See Awe about forcing eye contact.
- **Defensive Use of Potence** – Powers of the Potence discipline may not be used defensively unless the character is in a Grapple.
- **Dual Wielding** – Two-Weapon Combat operates in Caine's Chosen according to the rules given in *Dark Epics, page 71*. These rules for wielding multiple weapons replace those given in *LotN:R*.
    - In brief, you receive no extra attacks for wielding multiple weapons, instead choosing one weapon or the other to attack with, but if you have four or more levels of the Ability appropriate to the weapons being used or the Ambidextrous merit, wielding multiple weapons allows you to add the traits of their off-hand weapon to their trait pool (like from shields). Supporting weapons that use ammunition expend their loaded ammunition normally when used in this fashion, but effects from special ammunition, wards, Quietus, etcetera applied to supporting weapons are ignored.
    - A character wielding multiple weapons may choose which weapon will be used for their attack and which will support (or which will not be used at all, should conservation of ammunition or some other factor drive the character to voluntarily cease using a weapon) each time they take an action, possibly applying different benefits to different attacks based on the weapon chosen for each action, but characters without the Merit: Ambidextrous still suffer the two-Trait penalty noted in *Laws of the Night: Revised* unless attacking with the weapon in their main hand.
- **Initiative** – The amount of named traits you would bid in the appropriate category plus any bonus from Celerity is your initiative for their action. This does NOT include weapons or other boosts from Bonus Traits.
- **Surprise** - When an aggressor successfully declares Surprise against a target, the target character may not use ability retests in the Surprise challenge, and the aggressor receives one free "Surprise" retest against the target. This is contrary to the way Surprise is run in *Laws of the Night, Revised*.
    - If the players are unable to decide if surprise has been established, they may engage in a contested Mental challenge to see if the attacker gaines surprise. The attacker may retest this challenge with the Stealth ability and the defender may retest with Alertness.
    - If the attacker is Obfuscated, the defender is automatically surprised and no challenge is required.
- **Touch Powers** – Many different powers require touch to activate. A character may deliver either a carrier attack or an activated power with a single attack, not both. These powers fall into two categories:

- ○ Carrier attacks - These are attack powers which require chops separate from the initial physical challenge to make contact (i.e. Quell the Beast).
- ○ Activated powers - These require no separate chops, just a specific cost for activation (i.e. Scorpion's Touch). In Caine's Chosen, only one Activated power can be stacked with an Attack power.
- **Torpor** – Torpor lasts for 4 weeks minus 1 week for every level of morality the character possesses, with a minimum of one night. Waking a vampire from torpor early requires the blood of a vampire one generation or more lower than the person in torpor. Blood Rage (from any of the various Blood Magic varieties that get it) can be used to wake a vampire from Torpor regardless of the caster's generation.
- **Prone** – A character may not initiate physical challenges until they spend an action to rise from a prone position.

14.2. Form Powers

In Caine's Chosen, form powers are classified into three separate categories: Full, Add–On, and Escape. As always an ST has the discretion to add, change, or remove anything from these lists even as a scene unfolds:

- **Full Form Powers** - These powers turn your entire form into something else. These forms are not able to stack with one another. Taking on one of these forms will cancel any other "Full" form powers. For example: If a character is using Horrid Form and then they try to assume Shape of the Beast their forms will effectively "switch" from one to another. Both cannot be assumed at once. Each form power below is classified as "Full Form Powers," but they are not limited to those below:
  - ○ Shape of the Beast
  - ○ Horrid Form
  - ○ Form of the Cobra
- **Add-on Form Powers** - Add-on Form Powers are powers applied in addition to any other form powers you may be in. They not only stack with one another, they stack with any one "Full" form power you may be in. This is due to the power affecting only one extremity, just one aspect of their form, or affecting only the surface of their current form. For example: a character in Shape of the Beast may also assume Black Metamorphosis, and both of their forms trait bonuses would apply. "Add–On Form" powers include, but are not limited to:
  - ○ Feral Claws
  - ○ Skin of the Adder
  - ○ Body Armory
  - ○ Black Metamorphosis
  - ○ Pater Szlachta
  - ○ Armor of Caine's Fury
  - ○ Armory of the Abyss (Armor)
- **Escape Form Powers** - These are powers that change your entire form, but do so drastically enough that no other form powers can be assumed at the same time. In

addition to this, "Escape" forms also cancel any other form powers you may have assumed at the same time. For example: characters in Horrid Form that enter Blood Form will lose any benefits and hindrances that Horrid Form applies to the character as soon as Blood Form is assumed. When this character decides to form up, she will have to activate Horrid Form again to gain the benefits, and thus lose those of Blood Form. "Escape Form" powers" include, but are not limited to:

- ○ Mist Form
- ○ Blood Form
- ○ Tenebrous Form
- ○ Ashes to Ashes
- ○ Zephyr Body
- ○ Earth Meld
- Characters may have any of the following combinations of form powers active at one time:
    - ○ One Full Form and one Add-on Form
    - ○ Two Add-on Forms
    - ○ One Escape Form

14.3. Messaging in Combat

- Combat takes place in seconds; a very long combat might last a minute. Communicating from inside a timestop to those outside is highly restricted. You may log messages with an ST, but those messages will **not** be delivered until the combat is over unless the ST determines otherwise.

14.4. Combat Maneuvers

- **Parrying/Blocking** - At the start of each phase of the round (normal, Swiftness, Legerity) that your character has an action in, you may declare that your character is spending their action to take a parrying/blocking/defensive posture. During that action, you may pick a single attack and add your melee weapon and shield traits to your normal traits for purposes of comparing ties when you are on the defense against brawl, melee attacks, or other attacks from point blank range (not ranged weapons at range). You may use potence defensively, as well as use melee (if holding a weapon) or brawl (if you have no weapon in hand) for the purposes of defensive retests. This only applies to an attack in the action phase in question; if you wish to Parry/Block on Swiftness or Legerity, you must use those actions for this purpose too.
    - ○ <u>Shield</u> - If you are using a shield, you may take a free Block action once per round if you are able to act in the round.
- **Interpose** - At the top of the round phase (normal, swiftness, legerity), the player may declare that they are interposing themselves between a character who is within one step of them and incoming attacks. There is no test, you relent to the attack and take the damage instead of the protected player making tests. You may test down the damage

as per usual. Note that the character must take the defensive posture; this does not apply to Retainers or summoned things. (PC only).
- **Grappling** – A character who is grappled suffers the following restrictions:
  - They may not use the Dodge ability to retest, though they still enjoy the benefits of Celerity powers.
  - They may not initiate physical challenges with any target other than the grappler.
  - It is assumed that both parties in the grapple have both eye and physical contact with each other.
  - In order to bite for damage, a grapple must first be established unless the biter possesses the Gaping Maw merit or is in fight form using the Protean power Shape of the Beast or the Serpentis power Form of the Cobra.
  - In order to bite for feeding, a grapple must first be established regardless of other factors.
  - A character can only be affected by one grapple effect at a time.

15. Active Pursuit

If someone is after your PC and has an immediate method of finding and affecting your PC, then they may declare Active Pursuit. Specifically, Active Pursuit means the following:
- Someone is actively after you and is on your trail. You are in a scene, and time stop until the scene can be run to its conclusion
- You may not shelve, transfer, or otherwise go inactive or take your character elsewhere until the scene is resolved
- Active Pursuit may not be declared without direct pursuit of the target (Summon does not count, but following someone in a car does, as does going after them in Astral Projection. Scrying or otherwise remotely observing them is not sufficient, however.)
- You may not Fair Escape until the Active Pursuit is resolved.
- Active Pursuit is assessed at the point where it is declared. If previous declarations of the target put them beyond reach, Active Pursuit may not be called.

16. Virtues and Frenzy

16.1. Virtues

Definitions
- **Morality** is the Path the character follows, be it Humanity or something less humane.
- **Virtues** include **Conscience/Conviction**, which represents how well the character grasps and holds onto their Morality, **Self-Control/Instinct**, which represents how well the character controls or works with their Beast, and **Courage**, which represents how well the character can keep control when faced with things the Beast fears.

Virtue Tests are made when something causes your character to need to test, based on that Virtue. The player can relent, losing the challenge automatically and suffering the

consequences - a frenzy or a loss of Morality - but without risking any other losses. The player can retest by SPENDING the Virtue trait for the retest.

- **Succeed** - temporarily lose the Virtue Trait but keep your control, making further tests in the same session more difficult.
- **Loss** - lose the Virtue Trait permanently, and gain a negative trait or other effect as per the Virtue in question
- **Special Note** - no matter what bonuses a character stacks to increase their Virtues, a level 5 provocation is ALWAYS a test

Conscience/Conviction - Static Challenges are made whenever a character violates a tenant of their Morality Path at or below their Morality level. A loss results in the lost of a Morality level. You may expend a Virtue for a Retest, but if you lose again, you lose the Virtue and the Mortality level.

Self-Control/Instinct - Self-Control/Instinct - Static Challenges are made when you are subject to one of the provocations listed in *LotN:R page 110*. Tests are only required if the provocation is equal to or higher than your Virtue rating (unless you believe your character would truly be affected and could or would Frenzy). For example, if you have a Self-Control/Instinct of 3, you do not have to resolve a challenge at a level 2 or 1, but do at 3 or higher. You may expend a Virtue for a Retest, but if you lose again, you lose the Virtue and gain a temporary negative Social Trait Callous or Condescending until the next game. Note this is different from the Book rule and explicitly supersedes it.

- **Self-Control** characters may spend a Willpower to avoid the challenge and resist the provocation for the next 15 minutes, but it must be spent before the challenge. If they choose not to spend the Willpower, they engage in the challenge to resist the frenzy.
- **Instinct** characters automatically frenzy when a provocation is at or above their Instinct level as listed in *LotN:R page 110*. They make a challenge to Ride the Wave and control their frenzy. Note: this is as per *Faith and Fire page 130*.
  - Note - Each time the character avoids a frenzy due to a high Instinct level, the provocation of the next test rises by one, cumulative in the same scene or hour. The Beast does not like to be denied.

Courage - Static challenges are made whenever a provocation such as fire, sunlight, or True Faith confront the character and is not under the direct control of the character, as per *LotN:R page 111*. You must always make the test when confronted, unless you have at least twice the Courage of the provocation. This is different from the Book rule and explicitly supersedes it. You may expend a Virtue for a Retest, but if you lose again, you lose the Virtue and gain a temporary negative Cowardly or Submissive Social until the next game. Provocation levels include:

1. Being bullied, a lighter or candle
2. A torch, obscured sunlight
3. A bonfire
4. A house fire
5. A burning building, direct sunlight

16.2. Frenzy

There are two main types of Frenzy, depending on if the provocation was anger or fear. The mechanical part of Frenzy is the same either way, it's just the goal of the Beast that differs.

Benefits of Frenzy - The Beast is an ugly and implacable foe. When under the effects of Frenzy, the you gain - and must use - a Frenzy retest against Mental and Social challenges - even those used to try to bring you out of frenzy. In addition, if you are on an Instinct Path, you gain an extra two Bonus Physical traits from the Beast being unleashed.

Drawbacks of Frenzy - while in frenzy, you may not initiate any mental or social challenges except where explicitly declared otherwise in the books or these House Rules. The Beast will use all reasonable resources at its command to attack or escape, including Potence, Fortitude (but not requiring Aegis usage), and applicable abilities (not retests). The Beast will normally only use physical methods of attack, and cannot operate machinery more complicated than a door. The Beast will use simple weapons already in hand or minions that are commanded by the will of the individual (as opposed to giving active orders), but will not draw a weapon. The Beast will not force the character to spend blood, but the player may decide that it makes sense and ask to do it for things like Celerity or Feral Claws.

Viniculum and Frenzy - While in frenzy, even your fellow Sabbat members are not completely safe from you. If your character frenzies on someone to whom you have Viniculum rating of 7 or higher, you may choose to attack any other target available unless the person specifically draws your attention by taunting, preventing you from escaping, etc. At a rating of 10, your character will never attack the person unless under the influence of a supernatural power other than frenzy.

Resolving Frenzy - There are several ways to resolve a Frenzy. The first is time - the Beast gets tired after about 15 minutes without a new reason to stay active (no one to kill; no fear stimulus) and will relax control. Second, another person can initiate a contested Social Challenge against you. The Frenzy retest applies, since this is a Social Challenge. If successful, you can choose to make another Virtue test to try to resolve the Frenzy - based on how your character feels about the person and arguments being used. If unsuccessful, the person likely becomes the new target of the frenzy. Third, supernatural means (such as Quell) can be used to stop a Frenzy. Last, you can spend a Willpower to initiate another Courage Challenge (or Static Self-Control for those on that Virtue) to end the appropriate type of frenzy.

Rage Frenzy - A rage frenzy is caused by a lost or relented Self Control/Instinct challenge, and is driven by the Beast's utter hatred for all other creatures. When in a Rage Frenzy, you will always attack the source of provocation or another source if something else provokes you while in frenzy (for example by preventing you from getting to the source or attacking you). You must attack something, however. In a controlled frenzy, you may choose to attack an inanimate target if no other target is handy.

Fear Frenzy/Rotschreck - A fear frenzy is caused by a lost or relented Courage challenge, and is driven by the Beast's desire to free the provocation and seek shelter you see to flee from the source of the provocation, and will only attack - physically - anyone who tries to prevent you from escaping the area.

17. Morality Paths

Starting Path - All characters should start on the Path of Humanity unless they are playing a clan that requires a path. i.e. Bratovich Tzimisce, or are Salubri Antitribu as it is their clan advantage.   Any other character wishing to start on a path other than Humanity requires ST approval and a solid background submitted to the STs.

Switching Paths - If you seek to switch Paths, you must go through a dangerous effort of will to leave your old ways behind and embrace new ones. In order to switch paths, you must have a Morality Rating of 2 or less.

Preparing - You may, and probably should, take time to prepare by spending Willpower to strengthen both your resolve and your grasp on your new Path. To do this, you may spend one or more temporary Willpower at the start of game, registering it at sign in. The total amount of Willpower spent is added up over all of the games until you begin your Testing. If you are under the instruction of an Ordained Priest, you gain an bonus 2 Willpower points spent each month. These points each bring down the difficulty of the Challenge by one, down to the minimum listed difficulty. Note that this Willpower must be spent before the Testing begins.

The Testing - The vampire then undertakes a test, which must be roleplayed by the player and Storyteller. This test can involve study of forbidden lore, answering of riddles, completion of ordeals and tasks, or whatever else the Storyteller deems appropriate for the given Path. This can take as long as the Storyteller requires, and should be extremely focused on the new Path and its tenants. The final part of the test always involves the vampire committing an act that, in terms of their previous Path would be viewed as a level one sin and should complement the new Path as much as possible. Note that you MUST relent to the loss of Path Rating from this Path Sin to initiate the change.

The Change - Following the completion of the test, you make a Static Willpower Challenge using your permanent Willpower score. Retesting requires spending a permanent Willpower. If you have a Priest guiding you who is on the same Path, you gain an additional free retest. The difficulty is a base of 20, modified by the following at the time of the Change:

- ○ Old Path Rating of 2: +2
- ○ Non-Humanity Path to Path: +4
- ○ Willpower spent preparing: -1 each
- ○ Each Virtue Point spent: -1 (temporary spends; see below)
- ○ MINIMUMS: The difficulty cannot go lower than 4, or 3 with the aid of a Priest at the time of the Change

For example, if Bob the Pander spends 2 Willpower per game for 3 months, he has accumulated 2 per game, 2 games per month, 3 months = 12. Thus equaling 20 minus 12 for a difficulty of 8. With aid of a Priest, Bob would receive a bonus of 6 (3 months of a Priest's help), for a total of 18. Thus equaling 20 minus 18 = difficulty of 2 (which hits the minimum of three).

Failure - Upon failing, you lose a Path Rating in your old Path and do not switch over to the new Path. If this takes you to 0 Path Rating, you enter Wassail and your character becomes an ST controlled NPC. There is no recovering from Wassail. Should you still have Path Rating available, you may try again in one month with slightly lower difficulties.

Success - Upon succeeding, you swap your Path and Virtues for the new ones at level 1. Existing unchanged Virtues remain at their previous level. If you won the initial challenge outright (no retest of any kind), you start with a new Path rating of 2. Virtues spent for the Change attempt will climb back to their original pre-spend values at a rate of 1 per month. Virtues that changed (Conscience for Conviction, Self-Control for Instinct) are reduced to 1 and likewise recover at a rate of 1 per month.

18. Increasing Path Rating

Regardless of Path, advancing your Path Rating requires conducting yourself as if you were already at the next level for at least two months per your current level. Committing a Path Sin resets the clock, unless you win (not tie) a Conscience/Conviction challenge. A Conscience/Conviction can be risked to retest, but if you do not win the challenge, you lose the Conscience/Conviction and the clock resets.

19. Experience Points

- **Earning Experience** - there are a variety of ways to earn experience in CC:LID. These are subject to the OWbN rules for maximum experience for a given character.
  - Attendance - 2
    - Attendance at other game is also 2, including formal Discord games (run by STs, set 'game' time, PC is considered signed into the game)
  - Bonus - Can stack per game session
    - **On-time, Costume, RP Nod, or ST Nod** - 1
    - **Travel** - 1 per hour of Real Life drive time from CC:LID primary site
      - Discord involves no travel time and no travel XP
    - **Downtime XP** - 1 per scene; typical cap of 2/month; STs may use discretion for geographically isolated players and/or voluntary participation in ST plot.
      - This includes Discord and other online scenes that are NOT formal games.
  - Service - NOTE: service bonus should only apply to one character in the Org at a time; can be transferred with ST approval
    - ST or Coords: 8/month
    - Subcoord, Council Member, Admin, or Narrators: 4/month
- **Spending Experience** - points are spent as per the rules in the book, packets, bylaws, and House Rules. The following general guidelines apply:
  - Abilities - you may purchase up to 2 levels of a single ability per cycle; 3 with ST approval
    - Rare abilities may require teachers and/or extra time at ST discretion
  - Disciplines - You may purchase up to 2 levels of a single In-Clan or one of an Out-of-Clan Discipline per cycle
    - Out-of-clan disciplines require a teacher who has the Discipline in-clan

- Timeliness - if you lose access to a teacher but the teaching was already done, you have until the end of the next month to spend the XP or you lose the opportunity and must seek a new teacher
- STs may make exceptions at any time, so long as they are logged with the admin

20. Disciplinary Policy

When a player breaks a rule or performs some other action that is against the policies of Caine's Chosen they may suffer one of the following actions as decided upon by the Storyteller staff. The staff however is not limited to these actions, they are simply the most common.

- Character GNC - The player's character is permanently killed.
- One Strike - May not attend Caine's Chosen for 6 months.
- Two Strikes - Character is GNCed and the player may not attend Caine's Chosen for one year.
- Three Strikes - Permanently banned from Caine's Chosen.

Examples of strikeable offenses.
- Possession, use, and distribution of illegal substances.
- Possession of weapons or dangerous materials.
- Theft or destruction of property.
- Causing physical harm to or endangering the safety of participants.
- Continued disruption of sponsored events by creating an environment that is not acceptable. (This includes, but is not limited to, inciting other players/spreading malicious gossip)
- Harassment whether by telephone, in person or electronic medium
- Bad sportsmanship.
- Disrespecting other players or storytelling staff.
- Misrepresentation to the storytelling staff including, but not limited to, character sheets, item cards, Experience, etc.
- Cheating/Metagaming.
- Characters that are audited and found to have significantly more experience points than they could have earned will be immediately removed from play and handled at the discretion of the Storytellers and may lead to further disciplinary action.

For information of the One World by Night discipline policy please consult the bylaws on www.OWBN.net

21. Appendix A: Feeding

21.1. Cheat Sheet

Starting Blood: add together the total blood from two chops.
- ***Win gives 6; Tie gives 4; Loss gives 2***

Retest possible on one chop; take best result.

- **Merits/Flaws**: automatic +/- 1 per point
- **Applicable Backgrounds/Influence**: +1 per point spent
- **Other**: Murder (+4; hide the body), Retainers (+2; weak), ST Plot (+2+), etc.

Abbots
- 2 bonus chops or default of 6 as a special pool for the Pack only

21.2. Purpose

These House Rules are an attempt to make the acquiring and using of blood a valid, viable, and valuable part of the Sabbat genre for our game. These are two guiding principles in these house rules, both equally important:
- **Simplicity** - the rules should NOT bog down game, nor should they end up with many players sitting out of character for extended periods
- **Importance** - blood SHOULD be important to Vampires; Vampires should have to think about their blood, how to get it, how to refill it, and if they should expend it

A third principle also exists:
- **Fun** - this system should feel like it makes blood more interesting and valuable, not like it's a straight jacket impacting play. If that starts happening, we'll look at tweaking the rules.

21.3. Starting Blood

The amount of blood a character comes into play with is determined at the start of game by two chops, with 1 retest possible. The results of the chops determine starting blood are:
- ***Win gives 6***
- ***Tie gives 4***
- ***Loss gives 2***

This gives a WORST CASE of 4, best case of 12, without having to do anything, use any abilities, or have any backgrounds.

Retests

You may expend an ability to gain a single Retest to try to get a better result on one chop. You only get one retest. You take the better of both chops (if you retest a tie and lose, you still get 4). Note that Hunting is the default retest. Others may be affected by IC conditions, while Hunting will rarely be. Applicable Specializations to your Hunting will give a bonus of +1 blood. These retests can include, but aren't limited to:
- **Hunting** - for those who stalk prey on city streets
- **Survival** - for those who hunt and feed on animals
- **Vamp** - for those who hunt in clubs and bars
- **Seduction** - for those who hunt via the time-honored art
- **Leadership** - for those who interact with humans and maybe cults
- **Others** - get creative, give us a good reason

21.4. Pluses and Minuses

Certain items on the character sheet can affect the starting blood pool. These include:

- **Merits and Flaws (auto +/- 1 per point)**
  - Applicable Merits and Flaws automatically affect these amounts by the total points of applicable Merit or Flaw immediately after the tests and retests are finished, but before other mechanisms are used. For example, a 2 point flaw = -2 starting blood points; a 1 point Merit and 2 point Flaw balances out to -1 starting blood point. Some Merits and Flaws may be more extreme and have a greater effect. Know your sheet!
- **Backgrounds and Influences (spend 1 for +1)**
  - Herd is a one-for-one expenditure for bonus starting blood
  - Health influence can be spent at a one-for-one bonus for starting blood; it remains spent for the cycle
- **Murder (+4; hide the body)**
  - Declaring that you are killing a victim will, ONLY for feeding from humans, provide a single 4 point bonus. You MUST declare how you are dealing with the body and the missing person's report, or else you leave an exsanguinated body lying in an alley. That attracts attention.
- **Retainers (+2; weakened Retainer)**
  - You may feed from a human Retainer for a single 2 point bonus. Your Retainer is down 2 points in doing ANYTHING for that cycle (down 2 traits in all bids, down 2 retests, etc). Herd is for free blood.
- **ST Plot Victim (+2 or more)**
  - If the STs have available plot hooks, the player may choose to have their character become a ST Plot Victim. This provides an opportunity for STs to introduce information or plot elements. It also comes with some risk. The default is +2 blood for just a "you caught sight of something like X".
- **Feeding (+2/4/6 per 15 minutes)**
  - While our least favorite/interesting, declaring you are going feeding gives you an additional chop similar to the starting chop (+2/4/6). Retest as appropriate for how you are feeding (default Hunting).
- **Other (+/- ??; Character dependent)**
  - There are other options for getting/keeping blood. Toreador can spend specific abilities exactly like Herd on a 1-for-1 basis. Some Disciplines can help, with costs. Again, know your character.
- **Blood Farms**
  - Some characters and Packs put together "blood farms", sources of regular and routing blood; these are handled under the Pack Haven entry for Pack Herd, and treated as Herd otherwise.
- **Rituals**

- Casting extra Rituals beyond the first three costs a blood for each Ritual cast in addition to other requirements of the Ritual.

Extra: Sharing

Cainites may share blood with each other. Standard blood bonding rules sort of apply (Vaulderie cures many ills). Cainites may also share retests, skills, backgrounds, etc. with each other, but keep in mind that your character has revealed things to the other character.

21.5. Abbots

A significant part of an Abbot's job in a Pack is to provide blood to the Pack members. This allows the other Pack members to focus on other things.

- **For the Pack (bonus 2 chops or default 6, only Pack members)**
  - Abbots get an additional 2 chops, with a single retest of either Hunting or the Abbot's Status, to provide a blood pool for Pack members only. The Abbot may determine how to spread it out. If the Abbot is not there, or optionally if they wish to simplify it, they may choose to have 6 blood by default.
- **For the Sword (bonus 3 chops or default 7 for all at the Esbat)**
  - When a Pack is hosting an Esbat, an Abbot may make an additional 3 chops, with a single retest of either Hunting or the Abbot's Status, to provide a blood pool for the Esbat. The Abbot, Ductus, or Pack members determine how it gets shared out.
  - ***NOTE: This may only be used once per month!!!***

22. Appendix B: Crafting

In order to craft an item successfully, you need to have an appropriate Crafts skill. With a Crafts skill of 3 or lower, everyday items (including gear from Dark Epics) can be crafted with varying ease. Items crafted at 1 or 2 add +2 and +1 trait respectively to the difficulty of the test made to create them. At Crafts 3, the character has achieved professional levels of skill and therefore suffer no trait penalty to the craft test. At Craft skill of 4 or higher you are able create true works of art, or items that fit outside of the normal realm for that item type. To represent this, any item crafted over Crafts 3 will have additional Function Points (FP) that can be used to improve the design if appropriate.

Gaining Function Points
- Crafts 4 grants 1 FP
- Crafts 5 grants an additional FP (for a total of 2)
- Additional Ability(s) - In some cases, additional and related Crafts or Sciences over 3 can add Function Points. For instance a sword being made with Crafts 5 and Science: Metallurgy x4 will have a total of 3 FPs (2 from having Crafts at 5, 1 from having Science at 4).
- Maximum FP - a PC crafted item can have a maximum of 6 (7 for Toreador) FPs, regardless of the number and level of Abilities used.

Crafting Times

Crafting an item takes time and concentration. Crafting items at Crafts 3 or lower take a week to create. For each level of crafts used to improve an item, an additional week is added to the creation time. (Examples: Crafts 5 Painting - 3 weeks. A Crafts 4 Pistol with a bonus trait - 2 weeks. A greatsword with a bonus trait, extra damage, a negative trait removed, lacing the weapon with silver, and making it Potence resistant - 7 weeks.

Challenge Difficulty

- Crafting chops must be thrown as normal using Crafts as a retest. The difficulty of the challenge is 8 + the number of weeks so far invested. A test is needed for each week of required work, with the difficulty rising by 1 for each successive week. So using the above example, on week 1 you'd chop against 9 traits; week 2 10, week 3 11, etc. If a challenge is failed, the artist may use one of their Craft retests. If that is failed, they are also awarded a retest per related ability they have at 5. Example: An artist is making an amazing gun. He has Crafts: Gunsmith x5, Science: Physics x5 and Mechanical Engineering x5. The ST's allow the Physics and Engineering to be used in the creation of this gun. While crafting, he fails his week 6 challenge (difficulty: 6 [week] + 8 [base] = 14). He then uses a standard craft retest and fails that. He is allotted 2 additional retests as he has 2 extra abilities at 5.

Using Function Points

FPs add various bonuses to the item being crafted.

Common Bonuses

- Bonus Trait - Improve bonus traits by 1. Cost: 1 FP
- Less Neg - Removes a negative trait. Cost: 1 FP
- At ST discretion, a highly skilled Craftsman may add one additional special trait such as:
  - Easily Fixed - The item can be repaired with simple tools in one quarter the original crafting time, minimum of two nights. Cost: 1 FP
  - Blueprint - Can make another copy of item with the same Function Point distribution in two less weeks of crafting time, minimum of one week. Cost: 1 FP
  - Personally Customized - For Weapons, grants a single free Weapon retest to the named person per night. For Shields, grants an additional free retest to the named on a Defensive Block action per night. Cost: 2 FP

Crafting Weapons

When crafting weapons, FPs can add various bonuses. All weapons use a model from Dark Epics for a base. A weapon can be crafted with FPs from the 'Common' or 'Weapon' options, and each can be selected only once.

- Savage - Add an extra damage trait. Cost: 2 FP
- Odd Material - Make weapons from non-standard materials such as a silver sword or a non-metallic gun. You must have an associated Science such as Metallurgy to attempt this. Cost: 1 FP

- **Strong** - Make a melee weapon Potence Resistant. Note that this is not Puissance Proof - you can still break the weapon by misusing it. Cost: 1 FP
- **Special** - Add a special ability to the item, such as High Caliber or Mass Trauma. There must be a good reason why it should get the ability! Cost: 1 FP

Crafting Armor

When crafting armor, FPs can add various bonuses. All armors use a model from Dark Epics for a base. Armor can be crafted with FPs from the 'Common' or 'Armor' options, and each can be selected only once.
- **Thick** - Add an extra armor health level. Cost: 1 FP
- **Hidden** - Lower the concealability of an item by 1 category. Must have a good explanation and a related Craft or Science at 3 or higher. Cost: 2 FP
  - Concealability categories for armor are (from smallest to largest): Clothing, Jacket, Trench, None.

Crafting Shields

When crafting shields, Function Points can add either of the common bonuses. All shields use a model from Dark Epics for a base. A shield can be crafted with function points from the 'Common' or 'Shield' options, and each can be selected only once.
- **Resilient** - gains a simple test to resist destruction; instead just rendered unusable for scene/hour. Cost: 1 FP
- **Quick** - can be used to Block an extra attack in a round, as per the Combat Maneuvers rules for CC:LID. Cost: 1 FP

23. Appendix C: Creating Retainers

The following provides the basic rules for creating retainers. Unless noted elsewhere, each level of the Retainers background provides ten free traits at character creation (this replaces the 5 free traits normally provided). This means a 1-point retainer gives base build +10 XP, and a 5 point +50 XP.
- A PC may have up to 5 individual Retainers of any type. Each Retainer may be up to level 5.
- No PC Retainers, no matter the type, can have the equivalent of Level 5 powers.
- No Retainer may, under any circumstances, possess levels of Allies, Contacts, Influence, or Retainers.
- While a Retainer's primary purpose may be to manage a PC's influences, those influences belong to the PC and are recorded on their sheet.
- Should an influence manager retainer die, the PC will temporarily be unable to make use of the bonus influence levels such a retainer provides until a new retainer is acquired. Replacing the Retainer requires no expenditure of XP, simply time and roleplaying.
- All NPC Retainers, regardless of type, are controlled by the STs, not by the PC. While you can direct your Retainers to do things, it is up to the Storytellers to determine how they actually go about doing anything. Sheets for retainers can be created by the players, however they will be thoroughly checked over for balance.
- **Bringing Your Pet** - Retainers may be taken into any scene their PC owner enters, and the sheets are generally run by the player. If the player does not have the sheets, the

Retainers may not enter any scene. Being accompanied by Retainers is a declaration that should be logged with the STs at the beginning of the scene and should be clearly indicated either by wearing a tag or by declaring it to all present.

23.1. Human Ghoul and Revenant Retainers

Human Ghouls adhere to Revenant Creation Rules per LotN: Sabbat Guide p.168. A ghoul retainer will gladly put themselves in harm's way for the character and will go against their own self interest for a character's benefit.

- Human Ghouls and Revenants have a maximum of 9 traits in each category.
- Human Ghouls start with 1 level in Potence, Fortitude or Celerity. Ghouls buy all disciplines at out-of-clan costs. Learning any other discipline requires the Additional Discipline merit.
- Revenants purchase disciplines per the rules in LotN: Sabbat Guide p.168. The "Age" Background is not allowed to be purchased for NPC Revenants.
- Retainer Ghouls and Revenants may have one Discipline of their choice up to 1st Intermediate; all others are capped at second Basic. These Disciplines must come from the physical three or the Regnant's Disciplines.
- Backgrounds do not stack between Vampires and their Retainers, or among Retainers belonging to the same PC.

Sniping - Ghouls with the Ability Sniping are so in tune with vampires that they can pick one out in a crowd. They can instinctively spot the predator. Working almost like a psychic power, this is really more of a subconscious assessment of the hallmarks of vampires. Sniping grants a ghoul a very specific sort of Aura Perception. By using Sniping, a ghoul can enter a Social Challenge with a single target. If the ghoul wins, he may ask if his target is a vampire or not. The target cannot lie in response to this question, and even Mask of 1000 Faces cannot hide a vampire from a talented ghoul who knows Sniping.

23.2. Animal Retainers

Controlling the Beast - The Regnant of an Animal Ghoul must have Intermediate Animalism or they won't be able to control their "pet."
No Influences - Animal Ghouls do NOT add to your generational maximum for Influence.
Categories - Animals are divided into 2 categories: Size (Small, Medium, Large) and Demeanor (Wild vs. Domestic). Many of their traits are dependent upon these categories.
Traits based on Size

	Small	Medium	Large
Starting Traits	5/5/3	7/5/3	7/5/3
Physical Trait Max	5	7	9
Social/Mental Max	9	9	9
Blood	2 (1/1)	6 (3/3)	10 (5/5)
Willpower Start/Max	1/4	1/4	1/4
Health Levels	3	6	9

Traits
- All animal ghouls must take the following negative traits. They receive no free points for these (but can still take up to 5 other negative traits with no more than 3 in any category).
  - Domestic: Social – Bestial x2; Mental--Submissive
  - Wild: Social – Feral x2; Mental--Violent

Nature/Demeanor - All animals have Nature: Survivor. Their Demeanor is either Wild or Domestic

Abilities - Animals start with 7 dots of abilities. Animal retainers may purchase the following abilities: Alertness, Awareness, Animal Ken, Athletics, Brawl, Dodge, Empathy, Enigmas, Hunting, Intimidation, Investigation, Leadership, Scrounge, Sniping, Stealth and Survival

Backgrounds - Animal ghouls may NOT take any backgrounds.

Disciplines - Animal ghouls start with 1 level in Potence, Celerity or Fortitude. A Ghoul who's Regnant possesses the same Discipline as an in-clan discipline may access their choice of Celerity or Fortitude as though it was in-clan. By taking the Additional Discipline merit, animal ghouls may also access Animalism, Auspex, Obfuscate, or Presence. They may learn no other disciplines. Ghouls buy all disciplines at out-of-clan costs. They do not just learn these disciplines by themselves, they MUST have a teacher who has the discipline in-clan, and the teacher must be able to communicate with the animal (Feral whispers).

Health Levels - Animal ghouls have 1 Healthy, 1 Bruised, and 1 Wounded health level per size category.

Humanity/Virtues - Animals do not have Humanity. They do, however, have Virtue Traits. 7 points are spent, and animals use Conviction & Instinct (+ Courage). Their "Animality" is still configured the same way, but is used only as the difficulty for a social challenge to get the animal ghoul to follow complex orders (retest: Animal Ken). They do not lose or gain animality. A Wild Animal gains an automatic +1 to this statistic. Buying DOWN this rating is the same cost as buying up humanity (3 XP per point lowered – this cannot be reduced to less than 1.)

Disciplines: Animal ghouls start with 1 dot in one of the three physical disciplines. Animal ghouls may learn any physical discipline up to 2nd basic at normal out-of-clan costs (this applies to ALL disciplines, even the one they started with).

Merits & Flaws - These MUST make sense for an animal to have. STs will pay careful attention to merits & flaws on an animal.
- Huge Size - If an animal has the "Huge Size" Merit, it ups their size category by 1. (A cat would become Medium, a Dog would become Large, a bear would become Huge.) Its starting traits, blood, health and willpower should be modified accordingly. Any animal increasing to Huge is a potential masquerade issue, but does gain the benefit of the extra Bruised health level, as per the merit (smaller animals do NOT gain the additional health level Bruised, they merely get the next size increase health). You can NOT buy this merit more than once to further increase an animal's size (you could never have a Large Mouse, for example).
- **Blood** - Only the "vampiric" portion of the blood pool may be used to fuel powers.

Animal Retainers from Nosferatu Spawning Pool - currently being reviewed

---

If an animal retainer is created in a Nosferatu spawning pool, it receives the following benefits based on the rating of its birth pool. Such animals are unmistakably hideous as they are the result of generations of experimental selective breeding using polluted Nosferatu blood. As such, all animal ghouls that receive these benefits must have the negative social traits *Monstrous* x3, for which they receive no bonus points.

Spawning Pool benefits effects are cumulative:

Level 1: Bonus health level

Level 2: +1 Trait Cap

Level 3: +1 Additional Damage on native attack

Level 4: Additional Bonus Health Level

Level 5: Additional +1 Trait cap

Level 6: Animal is treated as 1 size category higher for its stats, but retains its original size. Large animals gain benefits of a huge size.

23.3. Spirit Retainers

The spirit retainer begins with 8 points distributed among Rage, Gnosis, and Willpower. The rating of the characters Spirit Retainer is then used to purchase traits at the costs listed below. Unless otherwise specified reference Law of the Wild (2001 edition) for mechanics. Spirits traits are double their Rage, Gnosis, or Willpower respectively for Physical, Social, or Mental challenges against them or charms that require a challenge.

The basic Koldunism ritual Service for Souls creates a spirit servant, but it is a tiny spirit and its cost is included in the ritual, and need not be represented by Spirit Retainer.

Kolduns may select only Elemental spirits as Retainers unless they make extraordinary effort to enlist the services of another type of spirit, as the pact with Kupala covers only elementals.

Short write-up for Spirit retainers should be included on your PCs notes. Spirit retainers may not contribute to your Influence cap.

XP Cost for additional abilities:

- 0: Spirit can speak to it's master without the benefit of any supernatural power.
- 0: Charms: Airt Sense, Reform, +1 additional charm.
- 1: Per three points of Willpower, Rage, and/or Gnosis.
- 1: Spirit can always find its master.
- 1: Spirit is nearly always with it's master.
- 2: Spirit is respected or feared by other spirits, RP flavor, no mechanical change.
- 2: Per additional charm possessed.

23.4. Wraith Retainers

This special type of Retainers follows the same rules as its mundane counterpart. Each level of the Background equates to a level of Status for the Wraith, as well as granting the wraith a bonus of 10 XP to the Retainer's sheet.

Wraith retainers may not contribute to your Influence cap

As Oblivion does not specify a trait cap for Wraiths, the following formula will be used to determine the maximum number of Traits a Wraith can have in each category: 6 + Memoriam Background + Status + 1 per century as a Wraith = Trait Cap; with a maximum is 12 traits. You cannot have a Wraith use a power higher than your Wraith Lore.

23.5. Hellhounds and Szlachta

Hellhounds and Szlachta are counted as Retainers and must be purchase individually with XP.

23.5.1. Hellhounds

Definition - Hellhounds (from *SG p.173*) are beasts of war created by warping and twisting a dog through a special Combination Discipline or by breeding existing Hellhounds to propagate the next generation. The initial 'bonding' of a Hellhound requires purchasing Animal Retainers at level 2, and no extra experience points come from this. Further points put into the same Retainer provides points that may be spent on them as normal.

- **Sheets** - Hellhounds are special Animal Ghouls that start with 10 physical and 5 mental and social traits. They receive a free retest on defense against mental and social powers that might cause them to go against their master's orders. They have 10 skills, no backgrounds, influences, merits, or flaws. They have Potence 2, Celerity 2, and Fortitude 2. Their bites do 2 levels of aggravated damage.

Pack Size - A Tzimisce is capable of controlling a number of Hellhounds equal to their levels in Animalism. Bratovich--embraced or not--have special capability with controlling Hellhounds and they are considered having 2 more levels of animalism for the purposes of how many hellhounds they may control. This is an exception to the normal limit of 5 Retainers, and only applies to Hellhounds. Other Clans are only capable of controlling a number of Hellhounds equal to half their Animalism, round down.

Combination Ability: Shape the Hellbeast - Vicissitude 2, Animalism 2; cost 5 XP. Created for CC:LID, this allows the crafter to shape and warp the flesh of a normal dog of a medium or large breed into a Hellhound with a few months of work. Without this Combination ability, those with Animalism 4 or higher and Animal Ken of 3 or higher can breed existing Hellhounds to continue the line - but it takes years and great difficulty to grow them to maturity. This Combo is typically only found among the Bratovich line of Tzimisce, and is jealously guarded.

23.5.2. Szlachta

Szlachta are built with the same rules as a regular ghoul. Most Szlachta are a mix of both animal and human pieces, but at creation a Tzimisce may choose to make one that is completely animal or completely human based. The initial creating and shaping of a Szlachta requires purchasing the appropriate Retainer background at level 2, and no extra experience points come from this. Further putting points into the same Retainer provides points that may be spent on them as normal.

- **Sheets** - Szlachta are special Ghouls that have been extensive Bone and Flesh crafted. All Szlachta have 10 skills, no backgrounds, influences, merits, or flaws. They have

Potence 2, Celerity 2, and Fortitude 2. In addition, they have 2 extra Healthy health levels to represent their extreme reinforcement.

- ○ Animal/Mixed - 11 Physical, 5 Social and Mental traits. They receive a free retest on defense against mental and social powers that might cause them to go against their master's orders, but can not learn any non-physical disciplines. Animal and mixed recieve animal characteristics as per Animal Retainers.
- ○ Completely human - 7 Physical, Social and Mental traits and a maximum of 9, 5 for Mentals. They can learn non-physical Disciplines, but are not immune to Mental and Social Disciplines. They receive a bonus of +2 to any mental or social challenge that might cause them to betray their Masters. Human-based can use simple tools/equipment such as melee weapons and wear specially constructed armor, and are capable of limited speech.
- **Spending XP**
  - ○ Physical merits *only with ST permission*. No flaws may be taken for points.
  - ○ One physical Discipline (Potence, Celerity, or Fortitude) counts as in clan.
  - ○ Up to two additional "Healthy" health levels may be purchased for 4 XP each.

Typically, only Tzimisce may create or control Szlachta. A Tzimisce is capable of controlling a number of Szlachta equal to one half their levels in Animalism (round up).

24. Backgrounds Expanded

Expanded backgrounds include those not found in the LotN:R or SG, or highly modified backgrounds. These are only available to the specific clans defined in "Clan Bonuses" in Character Creation Section 4.2

Armory - from Hunters Hunted II 20th, p.37-38: This background represents a large stockpile of weapons and associated paraphernalia. Note that this background does not represent the necessary qualifications and licenses required to allow their possession, merely the possession itself, and without other backgrounds (such as Influence), a character may find themselves losing the points invested into this background very quickly if they aren't careful.

- O - You have an excellent starter armory, including many legal weapons commonly available on the street, and extra weapons relevant to the regional culture.
- OO - You have access to enough legal weapons to outfit a street gang of 10 men
- OOO - You could start your own small militia, and have access to weapons that exists in a legal grey area for the region
- OOOO - You have an armory appropriate to a SWAT team, including some military hardware, and could outfit 10 men with such advanced weaponry
- OOOOO - Your armory could outfit a paramilitary force, can clean and repair almost any personal weapon, and have access to significant quantities of illegal weaponry

Archives - from HTR Players Guide, p.55: Your character has access to a collection of newspapers, books, magazines, or old photos they can turn to for info about past events. The information could be general, such as newspaper clippings of important events, or arcane and specific, such as zoological journals about primates in New Guinea. The exact nature must be agreed upon by the storyteller before play, and the storyteller is final arbiter on what information

it might contain. You are sufficiently familiar with this archive that you could sort through it in an hour, at most. The personal nature of the archive makes it specifically tailored to your character's needs, but you must constantly add to it to keep it current.

Mechanics: This Background represents dots of floating Lores (common lores, ST discretion) that can be accessed as needed in downtimes (it takes a bit to parse through all that data). It "locks" those points in place per downtime.

- O - A small collection of books or clippings covering people and events from the last five years
- OO - A moderate collection of materials taking up an attic corner, going back 10 years
- OOO - Several bookshelves or enough boxes to cover an entire wall, going back 25 years
- OOOO - The archive fills a spare room of your house or apartment with a wide variety of materials going back 50 years
- OOOOO - Museums and private dealers make periodic offers for your vast collection, which reaches back as far as 100 to 150 years.

Database - from HTR Judge, p.71: This background represents access to a commercial or civil database, with the rating representing the depth, detail and scope of the information within. The nature and scope of the database is at the storyteller's discretion, and like Contacts, this background may be taken multiple times to represent multiple databases. An Ex-Cop might still have access to crime records, while a bank teller might have access to bank records with their boss's passwords. This Background can be used to create or uncover Alternate Identities.

- O - A database with basic personal info (A phone company's database of unlisted numbers, a business's Loyal Customer list with names, emails and phone numbers)
- OO - Local government databases (City Police, Vehicle Registration, property records)
- OOO - Sensitive personal data (Credit Histories, Bank Statements, social security information)
- OOOO - With time, you can call upon nationwide resources – the FBI's criminal database, Medical Histories on a nationwide basis. Gaining data from these massive databases may take between 4 and 48 hours
- OOOOO - You have access to state and federal databases, providing everything from ATM Transactions to sealed military records, and even worldwide law or financial databases such as INTERPOL [worldwide coverage may be limited due to chronicle coverage]. Results may take one to five working days, but provide a wealth of detail.

Spies - from LoA Companion, p.67: You have a network of informants who watch your enemies' every move. Just a couple of calls and you can have men keeping watch for specific actions or people and returning to you with information about what's going on.

- You use Spies in your Downtime. Allocate your Spies to different characters (PCs or NPCs). Each spy returns to you at the beginning of the next session with information about what the individual is doing with one Background or Influence. For instance, if you send two Spies after your nemesis who's using his Health Influence and his Contacts, your Spies will come back and tell you what he is doing and what he's asked them to do.
- Note that your Spies can detected with other Spies or be properly directed use of other Backgrounds.

Influences - Influences will be run using the rules from Dark Epics with minor modifications.

- XP must only be spent to purchase the first level of an Influence. All subsequent levels are acquired through successful Growth actions and require no further expenditure of XP.
- Personal Influence Maximum - The limit on the number of levels of Influence a character may both possess and use in a given downtime cycle is equal to their Physical traits + Social traits + Mental traits. This limit may be raised by 1 for each level of Retainers assigned to this task (maximum 5). So, at best, an 8th Gen Kindred with max traits/retainers could use 47 (14+14+14+5) Influence levels per phase. Additionally, if the Ventrue Merit "Paragon" is taken for an Influence sphere, that will add a further +1 to allow for the 6th dot. Ventrue characters also raise their Influence maximum by 5 per *Master of Mortals*.
- Influences and Morality - Being on a Path affects the growth rate of influences, as the inhumane aura makes interacting with mortals harder. Instead of needing the new level x3 in grow points, Path characters need the new level x4.

Growing Fame, Resources, and Alternate Identity

- For the purposes of gaining more Fame, Resources, and Alternate Identity, these Backgrounds can be "grown" as though they were influences. Dedicating a number of influence actions equal to three times your current level in these backgrounds will allow you to grow them to the next level. For instance, dedicating Bureaucracy x2 towards growing your Alternate Identity x2 three times will grant you permission to buy Alternate Identity x3.
- For characters on the Path of Humanity, the following Backgrounds may also be grown like influences: **Allies, Contacts,** and **Herd**.
- All other Backgrounds not in the list above may not be Grown, and each level must be purchased with XP.
- Not all spheres of influence will aid in this endeavor though. For instance, it is unlikely that Occult influence would be able to raise your Resources level, or that Industry will be able to raise your Alternate Identity.
- There may be situations where STs make special allowances and allow these Backgrounds to be grown faster (such as using a High Society x6 action to immediately increase one's Fame).

Uncovering an Alternate Identity

- There is no such thing as an ironclad, uncrackable Alternate Identity - but they do take a lot of work to crack. If you have successfully applied a Trace to an influence that is protected by an Alternate Identity, you will receive the Alternate Identity's name, not the user's actual name. If you suspect that this is an Alternate Identity, you may attempt to uncover it. To do so, you must submit "Uncover" actions against that Alternate Identity. Uncover actions may only be taken and supported by relevant influences. For instance, in most cases Occult would not aid in Uncovering someone's identity unless their fake identity was a known occult dealer.
- In order to defeat someone's Alternate Identity and Uncover the user's real identity, you must defeat each level one at a time, starting with the highest level the user has. It takes

significantly more actions to defeat an Alternate Identity than it does to create one. In descending order, these are the number of actions required to defeat each level:
  - ○ Level 5 = 31 actions, 4 = 19, 3= 10, 2= 4, 1 = 1
- Once each level is Uncovered, you do not have to attempt to Uncover it again unless the user submits actions to increase their Alternate Identity again. Additionally, a user may use the Conceal action to protect their Alternate Identity, and they may also Watch for Uncover actions to see if anyone is attempting to do so.
- Once all levels of an Alternate Identity are uncovered, the user's identity is revealed, but only to the person who performed the Uncover actions. The user does not lose any of their Alternate Identity levels.

24.1. Special: Communal Haven

From Anarchs Unbound: Players who elect to purchase this Background for their characters add this to their sheet, and then declare some or all of the Background as a communal pool with other members of the Pack. The Pack must then divide their points among the different categories, as described below.

Standard Haven background can still be purchased as a 'personal' Haven for your character.

Each PC is limited to 5 levels per Haven, either personal Haven or Communal. A PC or pack may have multiple Havens, but each PC can only contribute up to 5 levels.

- **Luxury** - Luxury is a measure of the quality of appointments inside the haven. The level of Luxury ranges from spare to opulent, corresponding closely to a Resources Background of equal value.
  - ○ • What passes for furniture probably fell off the back of a truck or was liberated from a dumpster.
  - ○ •• The place has been decorated and outfitted modestly. It has the basics expected of modern First World lifestyles (where appropriate).
  - ○ ••• The haven offers relative comfort, with a host of amenities.
  - ○ •••• The haven is a luxurious oasis in the midst of the Jyhad, unique in both design and appearance.
  - ○ ••••• Only the extremely wealthy or celebrities usually enjoy the opulence of a place like this.
- **Size** - Size represents the amount of living space in the Communal Haven. While the following breakdown gives suggested sizes and room counts, players are encouraged to be creative if they wish (for example: an open warehouse layout with no true "rooms," or a network of "under repair "blacked-out skywalks that have access points to various locations downtown, etc.)
  - ○ • A small apartment or underground chamber: 1 to 2 rooms.
  - ○ •• A large apartment or small family home: 3 to 4 rooms.
  - ○ ••• A warehouse, church, or large home: 5 to 8 rooms, or a large enclosure.
  - ○ •••• A mansion or network of tunnels: 9-15 rooms or chambers.
  - ○ ••••• A sprawling estate or vast network of subway tunnels: 20+ rooms.

- **Security** - Security represents how tough it is to breach the haven. A normal haven without any Security requires a challenge against rating 5 to break into. Each dot of Security either adds one minute to the minimum amount of time it takes to break through the security and gain access to a haven, as well as a point to the difficulty of any challenge made to penetrate the haven.
  - • Cheap locks on the doors, but not much else.
  - •• You've reinforced every door and barred the windows, or you may have a dog that barks to warn you when someone comes too close to the haven. The place is relatively secure from commonplace threats.
  - ••• The haven is secure but not impenetrable, relying on a modern set of locks, physical protection such as bars over the windows, electronic security measures such as alarm systems, and standard electronic monitoring such as security cameras. It may be remote or accessed only by protected routes, such as a high-rise with a security guard who watches the elevator.
  - •••• Your haven is protected by all of the security features for the previous level and then some. On par with restricted governmental buildings or even prisons, your haven has reinforced walls, sectionalized access throttles, and perhaps even several panic rooms or hidden chambers. You have invested a considerable about of time and effort to keep people out of your base.
  - ••••• Your base is protected by all of the security features offered by the previous levels. Additionally, it is protected by one or more unique features, such as being far off the beaten path, incorporating a geographical boundary like being built on an island, and/or possible occult protections, like being visible only to Kindred. (Players and Storytellers should come to an agreement on the nature of such one-of-a-kind protections.)
- **Hunting Grounds** - This represents the readily and easily available Blood within the Haven grounds. This is assumed to include disposal, if required, of any evidence. If there is a disagreement on distribution of the blood, the Ductus and Abbot have final say, in that order. This must be described in the Pack Haven write up, and approved by the STs. The amount of Blood functions like the Herd background, but for the Pack as a whole.
  - Amount of easily obtainable blood: 1 = 3; 2 = 6; 3 = 12; 4 = 18; 5 = 24