House Rules for Dayton Dying Embers (DDE)

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Contents

Disclaimer

The World of Darkness is a terrible place, and it is not designed to be a place where you win. At best, you maybe don't lose. However, it does not mean that the players are without rights once they sign into game. There are rights and rules that are explained at the One World by Night (OWbN) level; for more on these everyone is encouraged to review:

- [The One World by Night Code of Conduct](#)

- [The Bylaws of One World by Night](#)

    o 1.D.2 – Consent

    o 1.D.3 - Sexual Encounter Plot/Scenes

Dayton Dying Embers (DDE) is a game within OWbN and as such intend to enforce all the rules included in the above documents. By signing into a game or scene run by DDE or engaging in DDE territory, you acknowledge that you are familiar with these rules, as well as the DDE house rules, and intend to follow them. Failure to obey the rules will result in disciplinary action per the rules of DDE or OWBN as appropriate.

DDE wants the game to be a safe place for all people. We will not tolerate any out of character action that singles out someone based on race, gender, sexual orientation, religion, ability level, or any activity deemed to be bullying in nature. Anyone who feels they are being discriminated against or bullied by any player or staff member should let a member of staff know immediately so the situation can be dealt with.

Minimum Age

To participate, observe, or be in the game area while game is occurring, a person must be at least **18 years old**. A Staff Member may ask for proof of age if there is any question as to a person's

age. Acceptable means identification is an original, current (valid) ID issued by a city/state/federal government agency or your school. Note: School ID must be in hard plastic card format. Other forms may be accepted at HST discretion.

Document Overview

This document has been designed to be a one-stop source for all things related to Dayton Dying Embers (DDE). As this is the property of the game, it is owned by the players but maintained by the Storytellers and Player Representative(s) of DDE. The rights and responsibilities surrounding this document will be detailed in the section describing each individual position. This House Rules is to be used to protect the players from an unfair environment when dealing with the Storytelling Staff, as well as One World by Night. Changes to this document beyond grammatical corrections must be notified to the playerbase before they go into effect. Player Representatives may request a playerbase majority vote before changes go into effect.

Standard Ruleset

DDE follows the rules presented in Laws of the Night: Revised (*LotN:R)* & other revised MET materials first & foremost, which are adjusted by these House Rules & OWbN Bylaws and Packets.

Website & Haller Games

DDE Facebook page: https://www.facebook.com/groups/DDELarp

Character Sheets Haller Games: https://www.hallergames.com/

Discord: https://discord.gg/kNEWYwJzJH

Electronic Communication

ST Staff email – dde-st@googlegroups.com

Any in-character interaction that could require a ruling or impact character sheets must have the DDE staff copied. Any communication between a player and any coordinator or administrative staff of OWBN must have the DDE staff copied. All other forms of communication (emails, IMs, text messages) can include the ST staff at player discretion.

Any communication that is on Discord or not electronic (in person, handwritten, smoke signals) can be written into an email and sent to the storytelling staff for logging purposes. All players involved should be copied on the email when possible to ensure accuracy of accounting.

Chronicle Staff Definitions

DDE Staff

The DDE staff are the individuals who represent the game in a volunteer capacity. As they are volunteers, they are within their rights to step away from the staff at any time. No one can be forced to serve in any capacity. While on staff, their purpose is to serve the game in the capacity described in the sections following to provide players with the best possible experience. The possible positions on the DDE Staff are:

- Head Storyteller (HST)

- Assistant Storyteller (AST)

- Council Member (CM)

- Player Representative (PR)

- Administrative Positions

Head Storyteller (HST)

Powers

In addition to the powers described by OWbN bylaws, the HST shall retain the ability to do the following at their discretion. All actions taken by the HST must be in accordance with OWbN bylaws.

- Create and run plotlines in accordance with OWBN Binding Packets and R&U Guidelines

- Oversee the actions of ASTs and overrule them at their discretion (unless explicitly stated otherwise in this charter).

- Run scenes and adjudicate rules calls within the parameters of the current DDE house rules.

- Create, modify, or remove house rules.

- Approve PCs and NPCs (including character sheets and backgrounds)

- Administratively terminate any character (PC or NPC) based in or currently signed into the DDE game.

- Moderate the game's electronic communications methods, including but not limited to email lists (IC and OOC), Facebook groups and webpages; including the ability to add or remove people to or from these lists, groups, or pages. This also includes any material posted about the DDE Chronicle on the OWbN official websites

- Appoint or remove all members of staff except Player Reps. This includes ASTs, narrators, temporary positions, administrative positions, and anything else the HST feels necessary to run DDE effectively.

- Delegate to or remove HST responsibilities from ASTs

- Grant or remove voting autonomy to or from the CM.

- Call for and conduct votes of No Confidence on a Player Representative.

- Conduct elections for a Player Representative.

- Take responsibility for all assets owned by the DDE Chronicle

- Any authority not specifically granted to another position or to the player base at large shall be the purview of the HST.

- Maintaining the Character Database

Election Method

- HST is a self-nominated position that is elected by the Player Base. The vote for this position is finalized during the first game in March and announced at game wrap during that game.

- Methods of voting can include, but are not limited to, paper ballets, online forms, emails, and any other methods that allows the player rep(s) to ensure the eligibility of and anonymity of voters with accurate results in a timely manner.

Removal Method

- The player base may request to hold a Vote of No Confidence through the Player Rep. See Votes of No Confidence for more details on this process.

Assistant Storytellers (AST):

Powers

- ASTs have the same authority as the HST, but may be overruled by the HST at any time.

- The only notable exception being that the ASTs do not have the authority to appoint any staff positions, such as CM and AST. However, the AST does have the authority to appoint Administrative Positions.

Election Method

- Assistant Storytellers are selected by the HST.

- The HST can *optionally* run or have the Player Representative run an election if there are multiple individuals interested in being an Assistant Storyteller.

Removal Method

- ASTs can be removed by the HST at any time at the discretion of the HST.

- ASTs can be removed through Votes of No Confidence at a player's request. Whether the vote comes through the Player rep or the HST the vote will be run by the Player Rep. See [Votes of No Confidence](#) for more details on this process.

Council Member:

Powers

In addition to the powers described by OWbN bylaws, the Council Member shall retain the ability to do the following at their discretion. All actions taken by the CM must be made in accordance with OWbN bylaws.

- Vote on matters brought to council on behalf of DDE.

- Unless granted autonomy, the CM must consult with the ST Staff before voting on any proposals and must defer to Staff vote.

- If autonomy is granted, the HST may still request information on any vote.

- The HST may remove voting autonomy from the CM at any time.

- Upcoming votes and results of votes should be communicated to the staff.

Election Method

- Council Members are appointed by the HST.

Removal Method

- Council Members can be removed by the HST.

Player Representative (PR):

Powers

The purpose of a Player Rep is to ensure that the players' voices are heard, respected, and protected within the DDE Chronicle. The staff should work to ensure that there is a player rep that is not related to or romantically involved with any other member of the staff to ensure that the player base has a neutral party available.

- Bring issues to the DDE Staff on behalf of the player base, these can be delivered anonymously or not at the discretion of the player rep and player(s).

- Run elections for the position of HST

- Run votes on changes to this document as needed.

- Run Votes of No Confidence on the storytelling staff.

- In the instance of 4 or more players bringing an issue to the Player Representative(s), the player rep must make the ST staff aware of the situation. This can be anything from a minor complaint all the way up to and including a Vote of No Confidence.

- Document any official complaints made, should the information be pertinent later or when the player rep is no longer serving.

Election Method

- This position is voted on in the first game in September in an election run by the HST. The same processes available for HST elections shall be employed for Player Rep elections.

- All votes for Player representative are counted equally, the vote of a staff member is the same weight as a player.

Removal Method

- The Player Rep can be removed by Votes of No Confidence called for by players and held by the HST.

Administrative Positions

- The HST and AST may create other non-elected positions such as, but not limited to, Narrators, Admins or Check-In/Desk Staff as needed

- Such positions may not be assigned powers or authority granted specifically to another staff positions or left to the chronicle at large.

Player Type Definitions

Active Players

To be considered active, all the following must apply to the player. An active player:

- Has at least one character based in DDE

- Has participated in character within the DDE community (online or in person) for the last 3 months. This can be online, through email, or attending a DDE game. If the game is on a temporary Hiatus as dictated by the HST, the 3 month time period is extended through the Hiatus.

The rules, rights, and powers of players in this document are extended to any player that is defined as "Active". In addition, active characters of those players will receive XP on the characters they have based in DDE.

Inactive Players

- Any player that does not meet all the criteria to be active, is inactive.

Inactive players may not vote in elections and will not receive XP for their characters while they are inactive.

Visiting Players

The exception to a player being active or inactive is visiting players.

- Visiting players are those who participate in DDE with characters based out of other games.

- They are protected by and expected to follow these house rules.

- Visiting players may not participate in voting but are allowed to bring complaints to the ST staff or player reps.

- Character sheets must be accurate and true to what is logged in their home game and in the R&U database.

- Sheets should be sent ahead of time, preferably the Wednesday before game. If sheets are not sent by that time, any Custom Content on the sheet is considered denied for play unless previously approved by staff. For more detail on DDE standards on Custom Content, see Custom Content

Voting Types and Methods

Staff Elections

- HST election is held the first game of March by the PR

- PR election is held the first game of September by the HST

- Midterm elections will be held as needed, but no later than 1 month after a resignation or removal. During such time a person may be chosen to fill the empty position temporarily until the election can be finalized. Temporary staff members do not need to be a current member of staff to fulfill the duties of a position during the election process.

- Staff elections require only a simple majority unless otherwise indicated. In the event of more than two candidates, a majority does not need to be received, the person who receives the most votes will be elected. In the instance of the Player Rep, it is within the right of the HST running the election to determine if multiple reps are needed and supported by the votes.

- If an election is held at game and an Active Player is unable to attend, they may send their vote electronically to the staff member holding the election.

- DDE must give the players notice at least one week prior to a vote. Valid methods for voting can be any combination of paper voting in person or electronic voting via Facebook, Google Forms, a web page, discord, or through email. This list is not exhaustive of options for valid voting methods, but logs should be kept in case there is concern for validity of the vote.

- All active players and staff members receive one vote for each issue on any given ballot, regardless of the number of active PCs that player or staff member may have.

Votes of No Confidence

The Vote of No Confidence (VNC) is a tool available for players to remove a staff member for failing to meet the expectations of the player base. Any active player may call for a VNC at any time. Here are the key elements and time periods for the process:

- The process starts when an active player calls for a VNC through the PR. In addition to the request to start the process, the person bringing forward the VNC presents their reasons and justifications.

- Should a staff member be bringing a VNC forward on behalf of players, the process is the same except it is the staff member presenting the VNC who needs to present the complaint as if it were their own.

- The player rep will then notify the impacted staff member of the VNC and supply them with the reasons and justifications. If the staff member elects to resign because of the notification, the VNC is considered null and will end there before any official announcement is made.

- The staff member has one week to respond to the complaints in the VNC to the PR. A response is not required, but if done should include answers to the complaints and changes that are intended to be made going forward. It is possible for the defense to include character witnesses and statements from other staff that might help the player base understand things that happen behind the scenes.

- After collecting the documentation, the PR must notify the player base of the VNC, the player bringing it forward, and the response (if supplied) from the staff member. This will be done at game wrap and on the Facebook page to accommodate both live and distance active players in the game.

- Unlike other complaints, the VNC cannot be called for anonymously unless a staff member is representing the active player. The name of the complainant shall be attached to the VNC when it is posted. In the event that a staff member is bringing the VNC forward on behalf of the players, it will be stated who is bringing it forward along with the phrase "on behalf of members of the player base"

- Over the next two weeks, players may ask questions of the staff member in question and the other staff members to determine how they would like to vote. These questions can be issued publicly over FB or privately, through email or DM.

- At the end of the two weeks, a vote will be held. All active players are allowed to participate. The staff member running the VNC will be responsible for determining the method of vote collecting.

- Results of the VNC are announced:

  o If the vote succeeds, the staff member is immediately removed from staff. Someone will be chosen to temporarily fill the position until a normal election can be run. The person removed from staff cannot hold a position on DDE staff for the next six months.

  o If the vote fails, the staff member remains in their position and cannot have a VNC brought against them by anyone for 3 months for the same issue. After that 3 months, another VNC from the same source for the same issue requires a person to act as a "second" whose name will also be attached to the VNC.

Internal Staff Voting

- Should a disagreement happen within the staff of DDE, a vote will be held of the staff members; this includes the HST, AST(s), CM, and PR(s).

- Each member of staff will receive one vote regardless of how many positions they hold.

- Should a tie occur, the staff will choose a neutral party from the active player list to serve as the tie breaker.

  o The tie breaker is not permitted to release any information they gained during the process to the player base.

- Should they violate this they will be immediately up for Disciplinary Action as defined in the [Disciplinary Policy](#) section.

Assets

Assets are defined as anything monetary, material, or intellectual that Dayton Dying Embers has claim to. Any player caught handling of these assets in a way that is deemed inappropriate by the HST (or simple majority of the game if the HST or Player Rep is the offender) results in immediate removal from the game for a minimum of one month. Further disciplinary action will result if staff members found guilty of this, up to and including removal from staff.

Monetary

- The HST will be responsible for any money that has been collected by or donated to the game.
- The staff has the authority to spend up to $51 without notifying the player base.
- Anything over the threshold should be communicated prior to purchase when possible, to obtain any concerns or objections to the usage of game funds for the purchase. This can be done at either game wrap or on the Facebook.
- Uses of the game funds will be communicated to the game

Office Supplies

- Office supplies, such as pens, pencils, paper, labels, markers, tags, and others are the responsibility of the game to provide.
- All these items are considered property of DDE and should not be taken for personal use.

Game Property

- These are any physical items that are not considered an office supply.

- These included any source materials, such as clan books, main books, MET guides, and others are the property of the game. These should be made available to players during games for reference but may not be lent out to players for between game use.

- It is the responsibility of the HST to make sure that these materials are kept in good order and available for the players as needed. Should a resource be needed, see the [monetary section](#) regarding purchase of these needed materials.

Electronics

- DDE has had a printer donated for game use. The cost of ink will be the responsibility of the game. The printer will remain in the possession of the HST both during and between games.

- Currently DDE does not own any other electronic devices. This policy should be revisited when the game successfully obtains a computer or any other electronic device deemed necessary for the game to own.

Disciplinary Policy

Membership Rights and Responsibilities

All Disciplinary Actions will be decided on by the staff of DDE. Decisions will be delivered by the HST of DDE in writing via email or Instant Message. When possible, player rep(s) will be included when Disciplinary Action is presented to a player. If the player rep(s) is not available, an AST will stand in for the player rep and act as both a witness and representative for the player as necessary.

Types of Disciplinary Action

Disciplinary Actions are discussed and agreed upon by the staff prior to being issued. The list below represents the various levels of severity available for the staff to issue as DAs. These are

sorted in level of severity. However, it is important to know that they do not have to be issued in order, it is possible to receive anything up to a ban on the first offense with no other warning. It is also important to note that all OWbN DA policies will be followed.

- Warning: Player is verbally warned that their behavior is perceived as inappropriate.

- Ejection: Player is ejected from game for the duration of a single evening. No game fees will be refunded.

- Strike: the staff may also issue chronicle strikes which will remain on record until proper behavior is exhibited for the period detailed below. Should improper behavior continue, additional DA measures can be added as the staff sees fit. Players with any strikes may not transfer characters out of the game. Multiple strikes may be issued for a single offense as the ST staff sees fit.
  - First Strike 2 months
  - Second Strike 4 months
  - Third Strike 6 months
  - All strike times must be served consecutively. So, someone who received 3 strikes will have the third strike for 6 months, then they will have 2 strikes for 4 months, and then the last strike will fall off 2 months later.
  - Players with 2 or more strikes may not serve as a member of the DDE staff.

- Suspension: Player is not permitted to any DDE chronicle event for a duration of time specified when the DA is issued. The period can be anywhere from 1 month to indefinite. During a suspension all characters are considered inactive.

- Ban: Player is forbidden to attend all Dayton events. During a ban all characters are considered inactive and may not transfer characters out of the game. A ban is considered

permanent but is subject to repeal after 12 months have passed. The repeal may be initiated by the player or the staff.

Administrative GNC

Characters in DDE can be GNC'd at the discretion of the HST. Should the HST decide that the actions of the player or the character have risen to a level to be detrimental to play, the game, or the org. This level of DA can be performed along with or without other DAs being issued and is also available for appeal.

Appeals

Any player who feels they have unjustly received a DA may appeal. This must be done through the Player Rep within one month of the DA being issued. The only time a Player Rep will not be involved in the appeal is in the case of the player rep being in some way involved in the DA, either as a recipient or as an offended party. In this situation the player must find a member of the staff to represent them and their information. All appeals will be discussed and decided by members of the ST staff.

Repeals

Should a player feel that a disciplinary action should be ended early, that they have demonstrated exemplary behavior over the required time, that they have taken steps to correct the underlying issues that led to the DA, they may request to have a disciplinary action repealed. Repeals must be done in writing to the ST staff. The staff can communicate directly with the player or assign the player rep to act as representative of the player for the duration of the communications. After all evidence has been presented and review by the ST staff, they will vote to determine whether the repeal will be permitted or the DA will stand.

In the event of a successful repeal of the DA, the ST may elect to put a different DA level in the place of the previous. For example, if a player is suspended but then has the DA repealed, the ST may decide to lift the suspension but put 2 strikes on the player in its place.

Alcohol and Drug Policy

Policies of the game site must be respected. Otherwise alcohol is permitted at game for people who are legally allowed to consume it. Anyone exhibiting signs of being intoxicated or under the influence to the point of being a detriment to game play will receive a DA of "Ejection" for the night. The storytelling staff will be the sole people responsible for determining what is and is not detrimental to play. Once the DA is issued, the player will be removed from play but may stay at the game site until they can find a ride or enough time has passed to re-gain their sobriety. Otherwise it should not be a distraction to the game. For example, if a player leaves an ongoing scene to get a drink, the scene may continue without them or they may be skipped in combat if they do not return in a reasonable amount of time. These decisions are up to the Storyteller running the scene.

Game Mechanics

Character Creation

- DDE requires that all characters submit a standard build per Laws of the Night Revised.
- Once the sheet has been reviewed, audited, and approved by the ST staff the player MAY receive UP TO 60 experience points (XP) for starting characters.
- New players effectively have the mechanics of the "Common Sense" merit free of charge for their first six months of play.
- Characters in possession of effects which require notification, approval, or vote may be required to provide proof of such.

- Anyone found in violation of OWbN's Bylaws may be subject to disciplinary actions.

Character Background Stories

- Players are not required to submit a background, but doing so will allow justification for entering play with unusual circumstances, powers, merits, etc.

- Storytellers may deny creation requests they deem inappropriate without a supporting background.

Custom Content

Custom Content that is in a OWbN Council passed packet is allowed in Dayton Dying Embers.

Custom Content approved by a Coordinator must be reviewed by staff before being allowed in play. Custom Ritae that don't give mechanical benefits are allowed and encouraged. All other Custom Content is Disallowed in Dayton Dying Embers.

Approved Custom Content:

- Custom Ritae: Test of Might - https://www.owbn.net/resources/custom-content/1227/26699

- Custom DAK Ritual: Unconquered Stone of Alamut -

   https://www.owbn.net/resources/custom-content/1223/44051

Trait Bid Maximums

Player Characters may bid a maximum of 28 traits on ties regardless of Generation. Non-Player Characters may bid more than 28 traits.

Rule of Three

Any game mechanic with a variable effect based on trait expenditures is limited to an expenditure of three, subject to ST discretion, unless otherwise specified in the power's write up.

Backgrounds / Influences

- Backgrounds are free in Dayton Dying Embers with ST Approval and reasonable justification.

- Characters start with 5 free Backgrounds. Staff may provide as many as 12 for more social, non-combat oriented characters. Staff will decide how many additional free Backgrounds to provide a character once a backstory is submitted.

- Generation

  o Generation costs freebies at creation unless the sire is a PC or gained via Diablerie.

- Influence

  o Influence will follow the rules as defined in Dark Epics.

  o The max influence a character can have is the sum of their traits plus their levels in human retainers (the maximum addition to the max influence from human retainers is +5).

  o The Merit Paragon changes the max influence in a category, it does not increase the number of influence a character can have, unless they are Ventrue.

  o When combining influence, the individual(s) loaning influence will have their total lent levels halved (rounded down) and added to the total.

- Mentor

  o At least a background paragraph must be submitted for a mentor to be purchased. This will include the type of creature, clan, and the nature of relationship with the character.

- o Mentors will be run via the book and can require challenges to determine what they are and are not willing or able to supply.

- o One or more points may be removed from your sheet from a request made, a distasteful act, or if your Mentor is killed.

- Military Force

  - o This background is available by ST approval ONLY. Be aware that there are going to be several supporting requirements to purchase this Background.

  - o Please note that each dot equals 5 normal mortals with some security or background training. These are not elite forces or ghouls.

Abilities

- We do not allow the optional 6th ability rule from Laws of the Night. DDE does not add abilities to trait bids.

- Crafts

  - o The ability to create items. Must be taken multiple times for different items to create. See [Crafting section](#) for rules about crafting.

- Linguistics

  - o The number of languages you speak varies with the level you have in the Ability.

    - ▪ 1: One language.

    - ▪ 2: Two languages.

    - ▪ 3: Four languages.

    - ▪ 4: Eight languages.

    - ▪ 5: Sixteen languages

  - o The Merit Natural Linguist will double the number of languages learned.

- Lore

- o Represents book learning and oral history of the topic covered. It doesn't mean the character knows everything about every aspect of every topic.

- Rituals
  - o The ability and knowledge to perform Sabbat Ritae. The levels of Rituals can be added to the Social traits for determining success of ritae.
  - o Your character knows a number of Ritae based on their level of the Rituals Ability:
    - ▪ 1: 3 Auctoritas
    - ▪ 2: 9 Auctoritas and 3 Ignoblis
    - ▪ 3: 13 (All) Auctoritas and 9 Ignoblis
    - ▪ 4: 13 (All) Auctoritas and 20 Ignoblis
    - ▪ 5: 13 (All) Auctoritas and "All" Ignoblis - Custom Ignoblis must still be taught; you do not "automatically" know them.

- Martial Arts
  - o Disallowed in Dayton Dying Embers. Characters may purchase levels in them for use in other chronicles that allow them. Martial Arts cost 3xp per level.

Merits / Flaws

- Child (3 pt Flaw)
  - o Disallowed
  - o Characters from outside DDE with the flaw will be transformed into an adult for their time here.

- Luck (3pt Merit)
  - o 3 retests per game

Game Mechanics

- Combat

    o Using Dodge or Survival as a response to an attack does not take an action.

    o The "end of the round" occurs after Legerity actions.

    o In the event of a tie on a contested action, the participants will each lose a trait and re-throw RPS until a winner is determined. A player may choose to relent the challenge instead of losing a trait and rethrowing. However, the bid trait is still lost.

- Carrier Attacks

    o Any carrier attack that requires contact or attention can be performed only after a successful normal round attack. Please note that Alacrity is a normal attack, just performed faster.

    o Only normal actions can have carrier attacks.

    o You must choose either the carrier or to do damage, not both.

    o Quietus powers are not considered Carrier Attacks by these rules other than Dagon's Call.

- Fair Escape

    o Dayton Dying Embers does not run fair escape per Laws of the Night: Revised. Fair Escape must be approved by a Storyteller, who will use their best judgment in deciding if a character successfully fair escapes from a scene or the game.

- Surprise Actions

- o If attacking from surprise, the attacker(s) will receive one action upon the defender, who cannot dodge, however they may defend otherwise. After the completion of the surprise action, Round 1 of combat begins.

- o A Storyteller determines whether an action qualifies as Surprise.

- PVP/CVC Specific Combat (These are more strict rules that apply only when a Player Character engages with another Player Character)

  - o Items (including fetishes, hedge magic items, alchemy potions, etc) may not give more than 3 Traits in each category. These traits cannot refresh once lost in a scene.

  - o Items may not give more than 3 Retests **total** in a scene.

  - o Custom Items that do not meet the above requirements are Disallowed in PVP/CVC

Disciplines

- Auspex vs Chimerstry/Obfuscate

  - o Auspex must be active to attempt to break Chimerstry or Obfuscate.

  - o For the challenge, the players add their levels of the discipline to their traits to compare.

- Celerity

  - o You are not required to declare Bomb/Ties.

  - o Celerity may be used on the same round as Thaumaturgy

  - o Fleetness – Gives you ties on dodging and offensive challenges where you bid a Dexterous Trait. This includes Firearms.

- Chimerstry

- o The ST may allow disbelief of out-of-place illusions.

- o For the first four levels of Chimerstry, a test is only required if the user creates an illusion in the view of another character and wants them to believe it, if a character is forced to make physical contact with the illusion, or a character attempts to analyze/disbelieve the illusion.

- o Horrid Reality – Only affects one person.

- Dominate

  - o Eye contact is approximate. You must be able to see the eyes of your target and vice versa.

  - o Forgetful Mind – An ST must be made aware of the conditions of the use of this power on another Player Character.

  - o Possession – Your real body's location must be made aware to the ST staff, and must be in a location under the control of DDE.

- Fortitude

  - o Resilience/Resistance – You may test down damage on a win or tie.

  - o Aegis – Use of this power is reflexive. Aegis only stops Static effects if used before the challenge begins. The exception to this rule is any test that requires puncturing of the skin. Staking, for example. However, if Aegis is being used after the attack but before the staking Simple challenges are thrown, it protects you from staking, but cannot be used after the Simple challenges are thrown.

- Obtenebration

  - o A character can summon as many Arms of the Abyss as they have levels of Obtenebration, to a maximum of 5 tentacles.

- o Only the tentacle attack granted from Black Metamorphosis will give the "Clumsy" trait.

- Potence

  - o You are not required to declare Bomb/Ties.

  - o Potence cannot be used for thrown objects without Elder levels.

- Quietus

  - o The number of blood traits allowed to be added to a weapon is limited to the number of bonus traits the weapon possesses.

  - o Taste of Death – This power does 2 levels of Aggravated damage or may use the effects of the other levels of Quietus (example, the Assamite spits on the target and makes them lose a trait from Scorpion's Touch or meets the requirements to effect them with Dagon's Call).

- Temporis

  - o Subjective Suspension – If anything touches an object that wasn't in contact with it when Subjective Suspension was applied to it, the item immediately re-enters normal time.

  - o Clotho's Gift – Run as per the current Brujah Genre Packet

- Thanatosis

  - o Withering – If the head is Withered, the victim may not initiate Mental or Social challenges, nor may they expend Mental or Social traits, except in defense. They may still use Mental or Social powers that do not require the initiating of challenges as well as Celerity, Potence, and Fortitude.

Thaumaturgy/Necromancy Paths

- Gift of Morpheus - May not be used to put vampires to sleep.

- Lure of Flames - Courage tests caused by Lure of Flames are made at a difficulty equal to the level used.

    o Firestorm - Only one trait is risked regardless of number of targets. When a target is struck, all items that are not fireproof catch fire.

- Path of Curses - These powers only last a scene.

- Path/Way of Blood

    o Blood of Potency - Your Blood Pool expands and you can spend as much Blood per round of combat per your mimicked Generation. Your Trait maximums do not change and stay the same as your true Generation.

- Path of Bone

    o Soul Stealing - Any damage to the body or soul causes the soul to return to the body. Any effects that would force the soul into a harrowing would instead cause Torpor.

- Spirit Thaumaturgy

    o Fetishes - May only be used to grant benefits from Basic Arcanoi

Thaumaturgy/Necromancy Rituals

- Blood Walk - Has no effect past 6th generation

- Donning the Mask of Shadows - Gives +2 Bonus Traits to Stealth

- Enchant Talisman - May not be used to forgo cast times

- Infusion of Kalif - Only an activation challenge is required and cannot give more than 3 Bonus Traits

- Knowing Stone - Does not function between realms.

- Mephistophelean Minx - May not grant more than 3 Willpower

- Pebble From the Mountain/Touch the Earth - Both involved parties must be simultaneously signed into the chronicle. Only Paths and Rituals that affect the caster may be used through the connection.

- Principle Focus of Vitae Infusion - 5x occult rating can be had on you to a maximum of 25. May ingest no more than 3 traits of blood per round.

- Protean Curse - Only turns current form into a bat. Afflicted targets may still shift into other forms, sometimes requiring multiple uses to trap the target in bat form utterly. The curse lasts for one scene.

- Stone of the True Form - Only the creator may use them. It must be touching both the user and the victim simultaneously to work, i.e. cannot be thrown.

- Suspension of Incantation - Functions as per Lesser Trigger. Having both rituals allow two effects to be suspended on an individual instead of one.

- Unweave Ritual - Per the write up, "If you succeed, the ritual comes to an immediate end, and you suffer all results for the end of the ritual (if any)." If a ritual unweaved requires challenges to grant certain effects and those challenges aren't thrown before the ritual is unweaved, those challenges are considered to have been failed.

- Vires Acquirit Eundo - As printed, this ritual only impacts the duration of rituals. Increasing the potency of rituals is the domain of the Elder Ritual, Ritual of Holding. Vires increases the duration as follows:
  - <10 minutes - Lasts a scene
  - Lasts a scene - Lasts the night

      ○   Lasts the night - Lasts a week

      ○   >week - double duration

Combo Disciplines

- Combo disciplines require a teacher who has one of the disciplines in-clan to learn.

Crafting

The Craft ability represents your character's talent at making a certain type of item. When the ability is purchased, the area of concentration must be specified. Examples of these concentrations are: Melee weapons, Firearms, Armor, Fletchery, Jewelry, Painting, Carpentry, and many others with Storyteller approval. This ability may be purchased multiple times for each of the different concentrations your character has studied. Crafting and its bonuses are added when an item is created; this ability cannot be used to alter an existing item.

Creation

The below chart represents some common crafts and what each level provides. Please note these are always with ST approval and are subject to change. The first level represents the ability to make the item, assuming the proper materials and tools are available, no bonus is added other than turning raw materials into a functional item.

Level	Melee	Firearms	Jewelry*	Tool
2	+1 Trait	+1 Trait	Add to Cost	Add to Cost
3	+1 lethal damage	+1 lethal damage	+ 1 Appearance Trait	+1 Task Trait
4	-1 negative**	Change Rate of Fire	PVE Retest one per night for non-Discipline related Social Challenges.	PVE Retest one per night related to the tool.

5	Add a specialization	Add a specialization	+ 1 Appearance Trait	+1 Task Trait

*Only one piece of jewelry may give Social Traits in this fashion. If the jewelry is enchanted in some way and activated, whichever modifier is greater will take effect. Example: Terry the Toreador has a Crafts x5 ring that is fetished to give +3 Appearance Traits. When activated, the ring will give a total of +3 Appearance Traits as the +2 Appearance Traits from the crafts of the ring are ignored.

**No item can have no negative traits. If an item only has one, the crafter may switch it to a different negative so that it is harder for someone to call on the wielder.

Craft Times

The crafting time is a half week for each level of crafting being applied to the weapon.

1 – Half week

2 – Full week

3 – Week and a half

4 – Two weeks

5 – Two and a half weeks

Specialization – add another half week

Specialization and Crafts Above 5

A character may take a specialization in a certain type of item within their concentration when they have learned level 3 or above. If this is purchased it will give them the ability to choose one of the bonuses (equal to or below the level they possess) and apply it a second time. It also adds a half a week when applying it. Specialization may only be taken once per concentration and must be specific to type of item (i.e. "long sword" is a specialization, "bladed melee weapons" is

not). Characters cannot have more than one specialization per concentration and cannot change it once purchased. They may forgo the benefit and instead cut crafting time in half.

Characters who craft above level 5 also may choose a bonus and apply it a second time. Please note that no bonus may be applied more than twice.

Toreador Crafting Bonus

All items created by a toreador, will receive bonuses as though they were created at one higher level. Hence a Craft 2 item created by a toreador would have Craft three traits.

Materials

It is necessary for you to be able to explain how and where your character is obtaining the materials with which to make the crafts. If your Resources level is equal to or greater than the Craft level of the item it may be assumed you can purchase it. However, the storytellers may still require more information for more rare materials.

Repair

Repair is both a separate ability from Craft and included in the Craft ability. If using your appropriate Craft ability, it will take the same time to repair as the item took to create. If the character uses the appropriate Repair ability, divide the creation time by the level or Repair being used (round down). The character can only repair an item equal to or below the appropriate Craft ability they have.