House Rules for the Cornglomerate

A unified set of rules for the central Illinois OWbN chronicles of:

Capitol City Cauldron - Springfield, IL
The Shattered Mirror - Peoria, IL
Zephyr of Darkness - Bloomington, IL
Theater of Blood- Branson, MO (Discord)

Table of Contents

Chronicle Genres

The following chronicles are set in modern nights
as part of the **One World by Night** 🔗 organization.

Unless a special situation is worked out, then you are only allowed to have one character of each genre (i.e., Camarilla, Anarch, Independent, Sabbat, etc.) in a chronicle.

'Capitol City Cauldron' is Camarilla-centric. *Camarilla characters are given priority. Vampire genre characters only.*

'The Shattered Mirror' is Camarilla-centric. Sabbat characters are disallowed without prior approval by the Storyteller staff. *Vampire genre characters only.*

'Zephyr of Darkness' is Anarch-centric. Most characters are allowed to visit. *Anarch characters are given priority. Vampire genre characters only.*

'Theater of Blood' is Sabbat-centric. Non-Sabbat characters are disallowed without prior approval by the Storyteller staff. *Vampire genre characters only.*

The Rule of 'No'.

If something is not explicitly stated or listed in these rules, assume the answer to be 'no'. This is not an invitation for debate.

Code of Conduct

The enforcement of this is not only at the game site during a session; it also extends to the Facebook group and Discord server for the chronicle. Players (not just ours) can be given a chronicle punishment for things said/done on your personal time if it negatively affects other players in OWbN (which would be evaluated and handled case-by-case).

Offenses and Punishments are in two categories; Game and Personal, are not limited to what is shown, and may be combined as the situation requires (i.e. Narrated Character Death plus a Chronicle Ban). You may receive a Verbal/Written warning if you are bordering on an Offense. Game punishments would typically be private and may incur punishments from the Personal category if the offense is repetitive or grievous enough. Most Personal punishments will be announced and recorded on a publically accessible document. **Chronicle Strikes and Bans require unanimous approval by the Storyteller staff to remove; Strikes may be requested to be lifted no sooner than six months of demonstrating proper player behavior.**

Game Offenses:	Possible Punishments for Game Offenses:
- Cheating/Meta-Gaming. - Mommy & Daddying. - Magic Penciling. - Inigo Montoya. - Failure to copy your Storyteller staff for any/all communication with Coordinators. - Receiving a Disciplinary Action from another Chronicle.	- Permanent hindering Flaws - Removal of Merits - Denial of R&U related requests. - Loss of floating experience. - Dots removed from your sheet with no refunds. - Item card destruction. - Narrated Character Death
Personal Offenses:	**Possible Punishments for Personal Offenses:**
- Any conduct unbecoming of a player. - Lying, which includes omission. - Open hostility or excessive arguing. - Refusing to acknowledge Bylaws or House Rules. - Harassment of any kind; *including cyberbullying.* - Any Illinois Misdemeanor or Felony. - Violating the rules from a site provider. - Receiving a Disciplinary Action from another Chronicle.	- Denial of R&U related requests. - Narrated Character Death - Chronicle Strike - Chronicle Ban - Length depends on offense(s). - Prop of Disciplinary Action to Council. - Call to the local Police.

TRAVELER'S NOTE: Because your home chronicle could overturn and not enforce lesser punishments, our list is much shorter for you:

- Item card destruction.
- Narrated Character Death
- Chronicle Strike
- Chronicle Ban *[Length dependant on offense(s)]*
- Proposal of Disciplinary Action to Council.

Experience Awards

Characters gain experience for signing in and participating at game, as well as downtime related actions and/or scenes. If you have extenuating circumstances *(i.e. in the service, etc.)*, then we will work with you on a case-by-case basis to accommodate. A second character may be portrayed with special permission from a Storyteller for a specific scene, but only the primary character will earn experience for the session.

Experience Points Awards
• 0-200XP: twelve (12) experience points in a single calendar month
• 201-400XP: ten (10) experience points in a single calendar month
• 401+: eight (8) experience points in a single calendar month

Source Materials

You may only use the books based upon the Sect / Creature Type of your character. Other books may be allowed by Storytellers on a case by case basis. Keep in mind that just because we use these books as source material does not mean that you can buy anything out of them that you want on a whim. Any released genre packets by OWbN override the information found in the printed White Wolf sources. **In the end, the decision is still that of the Storyteller.**

ALL CONTENT FROM 'TIME OF JUDGEMENT' IS BANNED

In case the above wasn't clear enough, at no point may a vampire character based in these chronicles possess or use Arcanoi, Arts, Gifts, Hekau, Spheres, Rites, Rotes, or any other non-vampiric power unless there is an explicit exception unanimously agreed by the staff. If a traveling character for some reason has a non-vampiric power, then they will not have access to such while in any of these games unless they have an explicit exception unanimously agreed by the staff.

Traveling Characters

Anyone seeking to attend that is not of the appropriate genre _requires_ Storyteller approval. You must submit your sheets (via email) at least a week ahead of time along with images of any unusual item cards (specifically magic items). We have the right to refuse any from signing in should this requirement not be met.

Contact

CCC	owbnspfldsts@googlegroups.com
TSM	owbn-peoria-sts@googlegroups.com
ZOD	zephyrst@googlegroups.com
TOB	bransonisbloody@gmail.com

Long Term: If you intend to attend on at least a semi-regular basis, you will need to submit your sheet to the chronicle's PuppetPrince/Haller group and inform them of any pertinent changes that would need to approve to attend the chronicle.

Hard-Proxy

Any interaction within a chronicles jurisdiction requires a formal sign in before hand.
Player Characters based in these chronicles are **always** considered 'signed in' while the character is within the chronicle jurisdiction and subject to the consequences of their actions by other PCs or NPCs. This extends to social repercussions *(i.e. your position gets challenged)* for extended absences unless otherwise worked out with your Storyteller staff.

By signing in to any of these chronicles, traveling players accept their character being hard-proxied upon entering that chronicle's jurisdiction and lasts until the conclusion of the game session. By default, this occurs automatically when everyone gathers for 'wrap-up'. A Storyteller may also acknowledge your ability to 'Fair Escape the Chronicle' if they deem that nobody else had a valid ability to pursue when attempting to flee a scene with the intent of leaving their jurisdiction for the remainder of the night.

Any scene that is not resolved during the game may be considered "locked" by the respective Storytellers. All circumstances in the scene must be resolved before the involved characters can return to normal play. All parties will be notified of the engagement / release of these locks. It will be considered a Personal Offence if your character communicates or interacts with those outside of the 'lock' for *'Refusing to acknowledge Bylaws or House Rules'* per the Code of Conduct and subject to appropriate punishment(s).

RP Scenes / Discord

Roleplay scenes can take place via email conversations, Google Docs, Facebook chats, or conversations on Discord servers. **The conclusion of these scenes must be copied and emailed to the respective staff with the other player's staff contact noted in order to be recorded as valid and if questions arise concerning anything discussed. If you think they are important, send them.**

You must notify your Storyteller staff via email or other agreed upon method if you sign-in to a Discord server not controlled by chronicles for any purpose. This is to provide a papertrail of your location during downtime and to help us be on your side in the case of a dispute.

Willingly signing onto another chronicle's Discord takes you out of your home chronicle and makes your Character subject to all rules and adjudications made by the governing staff over the Discord.

Maintaining Your Character

Database

PuppetPrince/Haller is the current platform we use for tracking character sheets and sharing them between Storytellers. Refer to the Experience Points table for recording your XP gains per session.

Character data Links

Springfield: Capitol City Cauldron (Puppet Prince)
Peoria: The Shattered Mirror (Haller)
Zephyr: Of Darkness (Haller)
Branson: Theater of Blood (Haller)

Journal

The journal/notes feature in PuppetPrince/Haller should be utilized to record specific things you and your Storyteller staff will want quick access to. Some entries should make specific notes for items like:

- Your background as submitted to the Storyteller staff.
- List of who taught you various Disciplines, Paths, Rituals, etc. along with dates.
- Powers or items which require Coordinator or Subcoord approval.
- Write up on your Haven.

Spending Experience

Experience expenditures must be sent to the Storyteller staff email address for approval before recording in your PuppetPrince/Haller XP Log.

Inactivity and Shelving

Inactive – A player may voluntarily designate a character as inactive as long as they have permission from the Storytellers as confirmation they are not attempting to avoid in-character consequences. At that time, they are considered to have withdrawn themselves from society and are not interacting with the world in general. To remove a character from Inactive status, the player needs to email the Storyteller staff at least three days before they would like to play the character again.

Shelved – If a player has not portrayed a character for a period of six months without prior arrangements with their Storyteller staff, then the character is put into a Shelved status, barring them from interactions in OWbN until such time as the player discusses the terms of unshelving with the Storytellers. During this time, the character is under the purview of the Storyteller staff.

Neither status will prevent your character from plot and/or consequences of your absence, as per the Hard-Proxy ruling that your character is always considered 'signed in' with your home chronicle.

Retired Player Characters

Whether by a story resolution or disciplinary action, a character can be permanently removed from play and are thus turned over to their Storyteller staff (unless otherwise specified via Binding Agreement) and are considered NPCs if they need to be portrayed in the future. If a scene comes up that would involve a retired PC and the player is in good standing with the Storyteller staff, they could consider allowing them to portray the NPC for accuracy of character consistency.

CHARACTER CREATION

Per *Laws of the Night: Revised*, with the following modifications:

- **Base Points:** Build + 30, with another 30 awarded upon accepted submission of a background.
- **Abilities:** May not be bought above 3 and non-standard ones are approved on a case-by-case basis.
  - **Specializations** – May **not** start with a specialization without permission from a Storyteller.
- **Backgrounds:**
  - **Generation** – Without a PC or approved NPC Sire, roll a d20 and refer to the table below.
- **Paths of Enlightenment:** All characters will start on Humanity regardless of Sect affiliations, or must have Storyteller approval based on background information.
- **Merits/Flaws:** Subject to Storyteller approval. Clan specific merits not of your Clan are not permitted unless superseded by a printed genre packet or with an exception from the Storyteller staff.

RESTRICTED		BANNED	
4th In-Clan			
Lucky			
Oracular Ability			
True Faith			
Unbondable			

GENERATION TABLE

ROLL	%	GEN.	MAX TRAITS	MAX ABILITIES	WILLPOWER (start / max)	BLOODPOOL
Flaw Only		15	10	5	2 / 5	6
Flaw Only		14	10	5	2 / 6	10
1-8	40	13	10	5	2 / 6	10
9-13	25	12	10	5	2 / 8	11
14-16	15	11	11	5	4 / 8	12
17-18	10	10	12	5	4 / 10	13
19	5	9	13	5	6 / 10	14
20	5	8	14	5	6 / 12	15

Learn Times

Rule of One

You may purchase one dot per Ability, Willpower, and/or Background per downtime period, unless otherwise approved by staff. Crafts, Lores, Performances, and other abilities that you purchase multiple times each are considered separate. Virtue and Path rating increases will require Storyteller approval based on role play efforts.

Specializations

Only one specialization can be developed per downtime.

Merits

Takes as long as the base point value in months, but cost is doubled. Vicissitude modifications are the exception; minor mods can do two per month, major mods taking a full month. Clan specific merits not of your Clan are not permitted unless superseded by a printed genre packet or with an exception from the Storyteller staff.

Rituals

These can be learned from scrolls/tomes as they are about repeating specific instructions. When learning a Primary Path, the 'free' ritual that comes with each is learned alongside the Path power.

Variable Expenditure Limits

Five-fold

Any special ability, power, or ritual that includes a scaling expenditure or extended challenge, and does not already state the maximum amount allowed, is restricted to no more than five.

Abilities

Abilities in the Cornglomerate

In the Cornglomerate, we place extra value on abilities. As such, we add abilities to the traits used in resolving all normal challenges. We firmly believe that this allows characters to demonstrate that they have a proficiency in a given area of focus, independent of generational traits and the like. For example, a 13th generation Malkavian should naturally be more proficient in her use of Dementation, possessing 5 Empathy, versus an 8th generation Brujah without any Empathy, even at maximum social traits for both characters.

- **The relevant ability is added to the total for purposes of determining initiative.**

- **The relevant ability is added at the maximum permanent level that the character possesses for challenge resolution until the last ability is spent.**

A Note on Crafting and the Like...

For abilities relating to the arts, whether performance, crafts or the like, we encourage both diversity and specificity. Any old character can have "Crafts x 5: Painting," but special attention and regard is given to those characters seeking or possessing something like "Crafts x 5: Oil Painting" or even something like "Crafts x 5: Oil Portrait Painting." When considering the value of something in-game, better rewards await those who demonstrate diversity and specificity.

Similarly, it is worth noting that some abilities require a host of other abilities to reveal a true expertise. For example, "Crafts x 5: Gunsmithing" is a hollow endeavor without the supporting abilities like Ballistics, Mechanical Engineering, Metal Fabrication, Tooling or other such abilities –though this list is merely an example and is neither all-inclusive nor all-exclusive. Better rewards and regard await those characters who pour their time, dedication and experience into a fully supportive arsenal of appropriate abilities. This is the goal of a true artist.

Crafts

All item cards made must have the crafter of the item and date made on the card.

You must have at least three levels of the *Resources* background and the 'Personal Workshop' feature in your Haven, or have access to a location you are able to work in. Items require a week per *Crafts* level that you intend to invest to create. Only one item can be crafted at a time. Items that are neither weapons nor armor take half the creation time.

Each week you attempt a modification, make a challenge, retesting with *Crafts*. If you succeed, the quality increases and the modification is successful. If you fail, the quality increases but the modification work that week is wasted; yet the item is not wrecked. Each modification can only be added once per creation if applicable. Items crafter start by using Dark Epics.

- Enhance the bonus trait(s) by one.
- Remove a negative trait (to a minimum of one).
- Enhance the damage by one.
- Add one special quality.
    - **Decorative:** Gold leaf embellishments, embedded gems, decorative engraving, etc.
    - **Functional:** Silver across the blade, cold iron plating, etc.

Specializations

Two-Gun Mojo – Firearms spec for dual wielding guns.

Florentine – Melee spec for dual wielding weapons.

Tooth & Nail – Brawl spec for bare handed combat.

Additional Ability Notes

Alertness   This ability functions like Awareness, but for non-supernatural instances.

Awareness   The retest for this is listed as Occult per book. We will be using Awareness as the retest.

Haven Scouting   (Ghoul Only) Requires doing actual investigating before challenge is thrown.

Linguistics–   Each character starts with its base language. These levels are in addition to their base language. These amounts are doubled for those with the merit: *Natural Linguist.*

•	1 Additional language
••	2 Additional languages
•••	4 Additional languages
••••	8 Additional languages
•••••	16 Additional languages

Martial Arts   Banned.

Master Crafting   (Toreador Only)

A Toreador crafter who has successfully created a *Crafts x5* item may extend the work by one more week, expend 3 permanent Social Traits, and make one last *Crafts* test. If they succeed, they have created an item of artistic perfection, remove a negative trait (allowing the item to have no negatives) **and** add one special quality (allowing the item to have two special qualities). On a loss, no traits are expended, but the time is wasted. **No discipline can make a Toreador do this (it must be the player's free will).**

Ritae   (Sabbat Only)

Level	Ritae Known
1	Three of the Auctoritas ritae (your choice).
2	Nine of the Auctoritas ritae (your choice) and three Ignoblis ritae (your choice).
3	All thirteen of the Auctoritas ritae and nine Ignoblis ritae (your choice).
4	All the Auctoritas and twenty Ignoblis ritae (your choice). You may begin to create your own Ignoblis ritae, given enough time (consult your storyteller for development time and game effects). You are also familiar with the functions of numerous regional and pack specific Ignoblis ritae, even if you cannot perform them.
5	You know all the Auctoritas ritae and 40 Ignoblis (your choice). You are familiar with the functions of almost all regional and pack specific Ignoblis ritae, even if you cannot perform them.

Sniping   (Ghoul Only) Requires doing actual investigating before challenge is thrown.

Vamp   (Ghoul Only) Requires preparation.

PC Ghoul Character Creation

NPC Ghouls are purchased under the Retainers section.

Source Material– *Liber des Goules, Laws of the Hunt and Ghouls: Fatal Addiction*, with the following modifications:

Traits– Standard ghouls begin with 6/4/3, plus what is purchased at creation.

Abilities– Standard ghouls begin with 7 abilities, plus what is purchased at creation.

Disciplines– Stardard ghouls begin with 1 Discipline level from Celerity, Potence or Fortitude. This is considered their "in-clan" Discipline. They may purchase their Disciplines to Advanced, since we do not employ the "Age Background." Other **Non-Clan-Specific Disciplines** may only be purchased if the PC or NPC purchases the *Merit: Learn Other Disciplines.*

Backgrounds– Standard ghouls begin with 7 Backgrounds. Yes, ghouls start with more backgrounds, but that's why they're so damn useful.

Humanity– Standard ghouls use the standard vampire rules for Humanity. They cannot lose their last Humanity. Instead, they gain a Derangement in place of the last Humanity loss. Once they obtain 5 Derangements, they are rendered unplayable and will be retired from PC status.

Willpower– Standard ghouls begin with 1 Willpower trait and may purchase to a maximum of 5.

Blood Pool– Standard ghouls, assuming they are regularly fed, have a blood pool of 10. 4 of these blood traits are vampiric and may be spent. 6 of these blood traits are standard human blood.

Backgrounds

Alternate I.D.

Level	Identity Strength
1	No effect against Supernatural modes of detection. Mundane attempts suffer a +1 difficulty.
2	No effect against Supernatural modes of detection. Mundane attempts suffer a +3 difficulty.
3	No effect against Supernatural modes of detection. Mundane attempts double in difficulty and time. The identities can be moderately notable, such as a Fame x1.
4	Common Supernatural methods of determining identity may be fooled with this power at Storyteller discretion. Mundane attempts require double the effort (tests), difficulty and time. The identities can be fairly notable, such as Fame x2.
5	All but the most specialized Supernatural methods of detection may be fooled with this level of Alternate Identity, at ST discretion. Mundane methods require triple the effort (tests), difficulty and time. These identities can be very notable, such as Fame x3.

Haven

- A small apartment or underground chamber: 1 to 2 rooms. What passes for furniture probably fell off the back of a truck or was liberated from a dumpster.
- •• A warehouse, church, or large home; 5 to 8 rooms, or a large enclosure. A large apartment or small family home; 3 to 4 rooms. 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.
- •••• A mansion or network of tunnels; 9 - 15 rooms or chambers. The haven is a luxurious oasis in the midst of the Jyhad, unique in both design and appearance.
- ••••• A sprawling estate or vast network of subway tunnels; 20+ rooms. Only the extremely wealthy or celebrities usually enjoy the opulence of a place like this.

Haven SECURITY

This background represents structures, objects, surveillance, and other security measures for keeping your private living space safe. Whether you hole up in an efficiency apartment or have an estate of several acres, it is the little details that count. For each dot of the Haven background you buy, you may choose one item from this list to upgrade with. The base traits of your Haven is equal to three times this background.

Upgrade	Effect
Reinforced Structure	Any challenges made to break into your Haven suffer a penalty equal to your *Security* ability and intruders cannot declare Ties against the Haven.
Monitoring Service	Attempting to bypass detection suffers a penalty equal to your *Security* ability.
Advanced Alarms	You will receive at least one turn of warning when someone attempts to break into or enters your Haven.
Passive Noise Generators	Any method used attempting to listen in suffers a penalty equal to your *Security* ability.
Seclusive Location	Influence use attempting to affect your Haven must spend three additional actions.
Bad JuJu For You	Intruders suffer a penalty equal to your *Occult* ability when dealing with Retainers at your Haven.
Personal Workshop	Allows the crafter to retest a failed *Crafts* challenge.
The following two upgrades deal damage to intruders equal to your Haven rating every round that they remain inside the building itself once discovered. If both upgrades are chosen, you must declare how the damage is split between the two sources.	
Rigged Devices	Lethal traps deal physical damage (soakable).
Bondye's Protection	Supernatural effects deal non-physical damage.

Herd

Amount of vitae available from your Herd cumulatively adds its value. The source must be specified when it is first purchased.

Influences

Works on a one-action-per-dot basis with each action capable of the max influence you posses. You may utilize Dark Epics for the summary of Action types (Attack, Defend, Stealth, etc.) available aside from the options listed in *Laws of the Night Revised.*

Combining– To boost another's Influence, others need to contribute a number of actions equal to that person to raise it by one level. Example: If you have 5, to get to 6, 5 actions must be spent from others on the booster's behalf. 6 to 7 is 6 actions, etc.

On Influence– While using the mathematics method from *Dark Epics* is permissible, we also reward based on creativity, but do not expect an epic tale. A paragraph is more than reasonable to explain what you are doing and how. You also do not need to possess influences to send an email regarding what your character is doing between games. We encourage everyone to do it both to tend to their character and to involve themselves in plot.

Retainers

There is no limit to the number of Retainers you may have, but each Animal and Ghoul will cost one blood trait per month to maintain. Each level of a Retainer when originally purchased grants an additional 10xp to the build points (i.e. a level 5 Retainer would be build+50). This is the extent of the development of your Retainer, so build accordingly. Non-ghouled retainers do not cost blood, but would normally fall under Allies or Contacts. Non-ghouled retainers, if purchased this way, **MAY** not be as loyal given the correct circumstances, so be extra vigilant.

These are the rule modifications to be used for the various creature types that you may have as a Retainer. Anything outside of this list is disallowed without Storyteller approval.

Ghouls – Traits are 6/4/3 and cap at 9. 5 Abilities, 5 Backgrounds (may **not** purchase *any* Influence backgrounds), with 7 Freebies. Disciplines cost 6 for basics and 12 for intermediates. Gain one dot of Potence for free and must be taught everything else. They can learn and maintain a discipline level up to their Regnant's background level in Generation minus one. They may exercise their own Fame for their Regnant's benefit without the standard 2-for-1 cost conversion. The raised Influence cap from Retainers will be a maximum of plus five.

Wraiths – Trait maximums per Mind's Eye Theater Journal #1, page 76. Enfants (newly dead wraiths) are limited to 10 (just dead) or 11 (dead for a few years). Lemures (Fairly old wraiths, maybe a few decades in age) can have up to 12 or 13 Traits, while Gaunts (centuries-old wraiths) can have 14 or sometimes more.

Retainers: Animal Retainers

- Animal Ghouls only receive 10 XP per point in Animal Retainer (10, 20, 30, 40, 50)
- The Regnant of an Animal Ghoul must have Animalism: Feral Whispers (Dot 1) and an Animal Ken level equivalent to the retainer rating or they won't be able to control their "pet."
- Animals are divided into 2 categories: Size [Small (cat), Medium (dog), Large (bear)]

Traits
- Starting: Small 9 / Medium 12 / Large 15 to be divided amongst Physical, Social and/or Mental trait categories.
- Physical Trait Maximum: Small – 5; Medium – 7; Large – 9.
- Social and Mental Maximum: ALL animals have max 9 traits in these two categories.

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

Health Levels
> Animal ghouls get health levels based on size category. Small 3; Medium 6; Large 9.

Abilities
- Animals start with 7 dots of skills.
- **Only allowed**: Alertness, Awareness, Animal Ken, Athletics, Brawl, Dodge, Empathy, Enigmas, Hunting, Intimidation, Investigation, Leadership, Primal Urge, Scrounge, Sniping, Stealth and Survival
- **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.

Backgrounds
> Animal ghouls may NOT take any backgrounds or influences.

Blood
- Only the "vampiric" portion of the blood pool may be used to fuel powers.
- Small animals have 2 blood traits (1 "mortal," 1 "vampiric")
- Medium have 6 (3 "mortal," 3 "vampiric")
- Large have 10 (5 "mortal," 5 "vampiric")

Willpower

All animal ghouls start with 1 WP. Maximum WP is 4.

Disciplines

Animal ghouls start with 1 dot of either Celerity, Fortitude, or Potence. Additional levels can be purchased with free traits, but not above 2nd basic during creation. After character creation, animal ghouls may purchase Celerity, Fortitude and Potence up to their Regnant's level of the Generation Background 1. The costs are at normal out of clan costs. This applies to ALL disciplines, even the one(s) they started with.

Merits & Flaws

- These MUST make sense for an animal to have. All merits and flaws are ST approval.
- 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 up's 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).
- Learn Other Discipline: For now, we will be allowing Animal ghouls to purchase this merit. This may change as more animal ghouls get play tested. Animal Ghouls with this merit cannot learn any clan specific discipline (Chimerstry, Dementation, Melpominee, Necromancy, Obtenebration, Protean, Quietus, Serpentis, Thanatosis, Thaumaturgy). They can learn: Animalism, Auspex, Dominate**, Obfuscate, or Presence (in addition to the physical disciplines). They do not just learn these disciplines by themselves, they MUST have a teacher who has the discipline inclan, and the teacher must be able to communicate with the animal (Feral whispers).
- **Dominate ONLY works on creatures of the animal's kind (a dog could dominate a dog, but not a cat, nor a wolf).

Notes:

- Animal Retainers can be modified with Vicissitude Modifications. Please refer the OWbN Vicissitude Packet in regards to what specific modifications can be added. The mods will cost XP to purchase used by the Animal Retainer.

- Hellhounds begin using the template found in Laws of the Night: Sabbat Guide p. 171 and do not gain the 10 XP from Retainer 1. Afterwards they are considered "Medium" sized creatures.

- Merits such as the Nosferatu: Ghouled Reptile Buddy are merits that grant the player the ability to start with an above average animal retainer. The stats designated for Reptile Buddy is listed below. As you can see the Ghoul has Physical traits at 7 and Mental Traits at 2. To make the merit worthy of these Animal Retainers rules we are allowing these ghouls to be enhanced by what is already listed. The 7 physical traits

will be an addition to the trait maximum, making a large sized creature to have a max of 16 in Physical Traits (Large 9 traits + 7 Reptile Buddy). Mental traits are 2 allowing the retainer to have 11 altogether (Max Mental 9 + 2 Reptile Buddy). Their blood pool is increased to 12, and willpower is at 3 starting. The reptile is increased normally after character creation. Ghouled Reptile Buddy Physical Traits (7) Social Traits (0) Mental Traits (2) 26 Fortitude (Endurance, Mettle), Potence (Prowess, Might) Blood Pool 12, Willpower 3

- Animal Retainer Upkeep: There is no limit to the number of Animal Retainers a character may purchase. Every 2 retainers reduces the starting blood pool by 1 each game.

Animal Ken Tricks

The following tricks can be taught to animals and animal retainers by training the animal for one fortnight (one downtime) and making a successful Animal Ken static test (Mentals + Animal Ken) against 8 traits for the first Trick, +1 trait for each trick beyond the first (9 for the first, 10 for the second, etc). Animals are limited to learning a number of tricks equal to their total mental traits. Unless otherwise trained to do so an Animal Retainer will only follow orders from their Regnant.

Aid

The animal can use the aid trick to aid a specific ally in combat by attacking a specific foe the ally is fighting. You may point to a particular creature that you wish the animal to aid, and another that you want it make an attack against, and it will comply if able.

Attack

The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able.

Bombard

A flying animal can deliver projectiles on command, attempting to drop a specified item that it can carry (often alchemist's fire or some other incendiary) on a designated point or opponent. The animal cannot throw the object, and must be able to fly directly over the target.

Break Out

On command, the animal attempts to break or gnaw through any bars or bindings restricting itself, its handler, or a person indicated by the handler. The animal can also take certain basic actions like lifting a latch or bringing its master an unattended key. Weight and Strength restrictions still apply.

Bury

An animal with this trick can be instructed to bury an object in its possession. The animal normally seeks a secluded place to bury its object. An animal with both bury and fetch can be instructed to fetch an item it has buried.

Come

The animal comes to you, even if it normally would not do so.

Defend

The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend a specific other character.

Deliver

The animal takes an object (one you or an ally gives it, or that it recovers with the fetch trick) to a place or person you indicate. If you indicate a place, the animal drops the item and returns to you. If you indicate a person, the animal stays adjacent to the person until the item is taken.

Detect

The animal is trained to seek out the smells of explosives and poisons, unusual noises or echoes, air currents, and other common elements signifying potential dangers or secret passages. When commanded, the animal uses its Alertness ability to try to pinpoint the source of anything that strikes it as unusual about a room or location.

Down

The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

Entertain

The animal can dance, sing, or perform some other impressive and enjoyable trick to entertain those around it. This includes basic "dog tricks" like sit, roll over, play dead and the like.

Fetch

The animal goes and gets something. If you do not point out a specific item, the animal fetches some random object.

Flee

The animal attempts to run away or hide as best it can, returning only when its handler commands it to do so. Until such a command is received, the animal does its best to track its handler and any creatures with him or her, remaining hidden but within range of its sight or hearing.

Get Help

With this trick, a trainer can designate a number of creatures up to the animal's Mental Traits as "help." When the command is given, the animal attempts to find one of those people and bring her back to the handler, even if that means journeying a long distance to the last place it encountered the target creature.

Guard

The animal stays in place and prevents others from approaching.

Heel

The animal follows you closely, even to places where it normally wouldn't go.

Hunt

This trick allows an animal to use its natural stalking or foraging instincts to find food and return it to the animal's handler. An animal with this trick may attempt Survival ability to provide food for others or lead them to water and shelter (as the "get along in the wild" use of the Survival Ability).

Menace

A menacing animal attempts to keep a creature you indicate from moving. It does its best to Intimidate the target, but only attacks if the target attempts to move from its present location or take any significant action (particularly a hostile seeming one). As soon as the target stops moving, the animal ceases attacking, but continues to menace.

Seek

The animal moves into an area and looks around for anything that is obviously alive or animate.

Serve

An animal with this trick willingly takes orders from a creature you designate. If the creature you tell the animal to serve knows what tricks the animal has, it can instruct the animal to perform these tricks. The animal treats the designated ally as friendly. An animal can unlearn this trick with 1 week of training. It must be noted who the animal has been trained to serve.

Sneak

The animal can be ordered to make Stealth checks in order to stay hidden and to continue using Stealth even when circumstances or its natural instincts would normally cause it to abandon secrecy.

Stay

The animal stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to. ○ Track The animal tracks the scent presented to it.

Throw Rider

The animal can attempt to fling a creature riding it to the ground. An animal that knows the throw rider and exclusive tricks can be instructed to attempt to automatically throw anyone other than its trainer who attempts to ride it.

Watch

The animal can be commanded to keep watch over a particular area, such as a haven, and raise an alarm if it notices any sizable or dangerous creature entering the area. This trick is often included in the Guarding purpose.

Work

The animal pulls or pushes a medium or heavy load.

Amaranth / Diablerie

Summarized from *Laws of the Night: Revised*, with slight alterations as follows:

- **Incapacitate the victim.**
- **Drain of all vitae.** One trait per Normal action; Celerity will not accelerate this.
    - *You may voluntarily stop at any point during this process.*
- **Drain the remaining Health Levels.**
    - Static Physical Challenges against the victim's Physical Traits, retesting with Survival. One test must still be done if the victim is already in Torpor.
        - **Victim wins:** Diabolist suffers a level of Exhaustion, temporarily losing a Willpower. If at any point the diabolist runs out of Willpower from Exhaustion, they collapse and the victim is destroyed in Final Death.
        - **Diabolist wins:** Victim loses a Health Level until they reach Torpor.
    - Once begun, the diabolist is incapable of any other physical action as their attention is fully focused. Both the diabolist and the victim are completely unaware of the world around them. No Mental or Social Challenges may be directed against either of them.
        - The one exception is the diabolist spending a Willpower to force themselves to stop before this process is complete.
- **Drain the victim's Essence.** This part cannot be stopped by the diabolist nor interrupted by outside forces; either the diabolist succeeds and claims the Soul or exhausts themselves to incapacitation, resulting in the destruction of the victim.
    - This is a Hard Test. Each time the diabolist loses, they suffer another Exhaustion. If the diabolist wins before succumbing to Exhaustion, they claim the Soul of the victim, along with any benefits and perils that follow.

The Downsides of Diablerie

These are gained when Diablerie is successfully committed. For every permanent Willpower the victim had, make a contested Willpower challenge (modified by Iron Will), with *Lucky*, *Oracular*, or a 'PvE ST Retest' (VS NPCs only) being the only retests permitted for any negative test.

For each test the Diabolist loses, they gain a negative result, whether it be a Negative Trait, Flaw, or Derangement of the PC or NPC victim of the Diablerie.

In order to completely overcome the lingering effects you must expend experience points to remove the flaw, etc. at the appropriate cost.

Magic Items

Staff has the right to refuse or adjust any and all magic items at any time. All magic items require an activation; if there is a test involved and is failed, the magic item will not work for the rest of the scene/hour and may have unforeseen consequences at a Storyteller's discretion. A second Simple Test must then be made to see if the item breaks and is lost to the Astral Garbage Dump; *Lucky* is your only retest on these Simple Tests.

On-Person Limits / Reserve Item

The capacity to carry magic items will be tied directly to your permanent Willpower. Items can be exchanged during game following checking with anST and sitting out of character for 10 minutes. Otherwise, once you pick your items during check-in, that is what you will have on you for the night. This does NOT include ritual items possessed BY THE CASTER.

The exchanged items are items that are somewhere else within the chronicle jurisdiction such as your Haven, vehicle, or a hidden location. To retrieve this item, you must take the appropriate travel time away from your current scene and the item must be able to be used in that scenario. This is intended for items like your heart (as removed by *Heart of Darkness*) or an item that serves a specific purpose and thus would not be with you all the time.

Item Card Requirements

Any card intending to be approved for use in these chronicles must have the information shown on the right.

- Name of the item.
- Who created it.
- When it was created.
- What magic was used.
- Description of the object itself.
- Activation cost.
- Explanation of its effects.

> **Magic Item Name**
> (created by) [date created] [type of magic used]
> Description of item.
>
> **Activation:** [activation cost]
>
> Explanation of effects.

No magic item may allow:

- 'Ties' to anything
- More than:
  - +1 Ability
  - +3 Armor
  - +1 Damage
  - +3 Health Levels
  - +3 Traits
  - +3 Willpower
  - A Basic Power

Items created by non-Vampires will not work for Vampires UNLESS given prior permission from staff. This is a non-exhaustive list of examples:

- Artifact
- Fetish (Garou)
- Relics
- Reliquary
- Tattoo
- Treasure
- Wonder

Combat

A Storyteller or Designated Narrator must be present for all combats.

"Tick-Tock" Rule

At one hour to wrap up all active combats may go to Narration and will be concluded by the adjudicating Storyteller. Additionally, all combats initiated at or after this time may automatically be narrated by a Storyteller. The staff may narrate to the most likely conclusion and make every effort to avoid character death if possible. If it does result in Mass Combat and all the parties cannot agree to a likely outcome, the scene will be locked and it will be resolved at a later time.

Initiative

Determined by what your bid will be for your desired action. Once your number of traits has been called you may initiate a challenge **ANY** time thereafter. If your number is called and you choose to hold to see what an opponent is setting to do, you may do so and initiate any time after your trait number is called.

Order of Steps per Round

1. **Expenditures** – All powers being activated are to be spent for at this time. Exceptions being Carrier activations and reflexive healing. This is also the point that you must declare if you will have an off-hand or end-of-round action.
2. **Declaration of Target** – When declared by the Storyteller, all individuals involved in the combat will point to the target of their intended action.
3. **Alacrity** – Per book. You may take a NON-combat action.
4. **Normals** – This is all inclusive for mentals, socials, and physicals, at the same time.
5. **Swiftness** – Physical actions only. Rage Action or similar.
6. **Legerity** – Physical actions only. Rage Action or similar.
7. **Off-Hand** – Physical actions only using your off-hand. Declared at beginning of Round.
8. **Additional** – Rage Action or similar. (This is the limit for additional actions.)
9. **End-of-Round** – Resolutions (i.e. Vanish, Form Changes, etc.)

Dodging is a conscious action, not passive. If you are attacking someone with Celerity, your Bomb/Ties is applied to that action only; you do not get that bonus against others attacking you in that same action. If you have **NOT** attacked this action, you may attempt to dodge all incoming attacks as appropriate.

Bidding Traits

Per book, no PC may bid more than twice their maximum Generational traits in any challenge due to any modifiers. Any power or effect that states it can go beyond generational limits will only be calculated when againsts NPCs. Against other player characters, this will only allow you to continue to bid your maximum until you have lost enough traits to fall below that amount. Traits may only be modified by **ONE** source per each of these categories:

- **Ability** (maximum level, plus specialization if it applies)
- **Combination Discipline**
- **Discipline / Path Power**
- **Magic Item**
- **Merit**
- **Rituals**

Recalculations / Overbids

All Trait losses happen once a Challenge is concluded. Attempting an Overbid is a separate challenge, therefore Trait adjustments happen prior to the Overbid comparison. When against NPCs, if you would be eligible for an Overbid challenge, you may expend an appropriate trait to auto-win the Overbid.

'Called Shots'

If you wish to have a 'victory condition' (i.e. to disarm a weapon, **NOT** to instant kill) or strike a specific part of the body (i.e. aim for the head on *Withering*), you must bid an additional trait and will be -3 on your bid for that challenge. Otherwise, all attacks are aimed at the center-of-mass (the torso) of your opponents. The only exceptions to this are Staking, because you are already aiming for their chest, and striking an arm or leg with *Withering*.

Carrier Attacks

When successfully striking or grasping your target bare handed, and you haven't reached your Generational limit this round, you may expend to activate a power in conjunction with your grapple/strike. No more than a single Carrier Attack may be activated and is used during their Alacrity/Normal action. Aegis will eliminate the effects of a carrier attack only if used when you would be affected by said effect.

Off-Hand

Clarifying from *Laws of the Night: Revised,* when using an off-hand action, you must bid two extra traits, for a total of three. Having the Merit: *Ambidextrous* will reduce this penalty by one. Additionally having the specialization of *Two-Gun Mojo, Florentine,* or *Tooth & Nail,* reduces the penalty by another one.

10 min Courtesy Rule

When a character makes use of a Mental or Social power against another character and fails, you must wait ten minutes before attempting another action of the same type against the same character **This rule is suspended during combat.**

Being Staked

Any powers you have spent to activate or that are currently in effect are interrupted and ended. After being staked, you may only have access to perception enhancing powers such as those of Auspex.

Torpor

Vampires who enter Torpor may rise in 5 months minus their Humanity rating, to a minimum of one game session, with those on Paths defaulting to 5 months. In order to be brought out of Torpor with a donation of vitae, the person feeding you must be three Generations (or more) lower than yourself and will result in a one point Blood Bond.

Discipline Notes

Discipline Teaching/Learning

PCs may teach another character their IN-CLAN Disciplines if they possess that level of Discipline and may do so to the Advanced level, assuming that both the teacher is capable of instruction and the student is capable of learning. This ONLY applies to the Cardinal Eight Disciplines: Animalism, Auspex, Celerity, Dominate, Foritude, Obfuscate, Potence and Presence.

The Veil Between Realms

Unless a power specifically indicates it can affect another plane, then 'The Veil Between Realms' prohibits effects from passing through. If you activate a power that requires maintaining line of sight, concentration, your presence, etc. to maintain, then cross between planes, that effect immediately ends.

Form Powers

Disciplines that alter your physical form into something else are divided into three categories:

- **Total** – Activating any other power takes you out of these unless otherwise noted in the form power.
- **Major** – Only one can be active at a time, barring the below exceptions.
- **Minor** – Any number may be active at a time and will stack with an active Major form power.

Form Powers not listed here will be most appropriately grouped when encountered.

TOTAL	MAJOR	MINOR
Ashes to Ashes	Black Metamorphosis	Eyes of the Beast
Bloodform	Form of the Cobra ♦	Eyes of the Serpent
Body of Zephyr	Horrid Form △	Feral Claws
Elemental Form	Pater Szlachta △	Shadow Play
Mist Form	Shape of the Beast	Tongue of the Asp
Tenebrous Form	Skin of the Adder ♦	
	Typhonic Beast	
	Vicious Valor	

♦ Characters with Serpentis as an in-clan may have these two active at the same time.

△ Characters with Vicissitude as an in-clan may have these two active at the same time.

Custom Content

Due to the lack of check and balances, everything from the Custom Content Directory is subject to repetitive approval, which means it will have to be allowed each game session. If you have something that is not yet on the database, it will be denied. For anything allowed, you must have a full write up *(preferably a screenshot from the website)* available for the Storyteller to reference upon request, otherwise the intended action fails.

Disciplines

Animalism

- **Beckoning** – May be used to get 1 Blood trait per Social trait spent during play.
- **Quell the Beast** – Shall only last hour/scene. It does not cancel Aegis.
- **Subsume** – Obfuscate is allowed at the two trait expenditure level. The location of your body must be within the boundaries of the chronicle during game play and must be noted on a stamped index card.
- **Drawing Out the Beast** – Your Beast will always return to you at the next sunrise.

Abombwe

If this is allowed into play, a Storyteller must be involved for all uses of this Discipline.

Auspex

VS Obfuscate

When employing an **active** use of *Heightened Senses* and challenging another's Obfuscate, do a contested challenge of your Auspex pool VS their Obfuscate pool (Tier VS Tier, as per *LotNR*). Who is the Aggressor or Defender is determined by intent of the challenge.

Other clarifications as follows:
- **Heightened Senses** – It is not obvious this power is active. "Obfuscating" will be reprimanded.
- **Aura Perception** – Cannot be used as a Truth Detector.
- **Telepathy** – Must have line of sight to establish and maintain. You must identify yourself outside of Telepathy for the subject to willingly lower their defenses; there is no "knock". In a deep mind probe, the detailed questions listed in LotN:R are guidelines that can help a player determine what potential questions may be asked. If you reveal that you are in Telepathy or fail a probe, the subject may initiate a contested Willpower challenge to break the link; this challenge can only be attempted once per minute/failed probe; there is no expenditure for this.
- **Psychic Projection** – You may **not** use vitae-based disciplines while in *Psychic Projection*. The location of your body must be within the boundaries of the chronicle during game play and must be noted on a stamped index card which remains in a Storyteller's possession for that session.

Bardo

BANNED

Celerity

It should be noted that you can use firearms in Celerity and still gain the appropriate advantages therein. However, the "rate of fire" rules in Dark Epics still apply.

Chimerstry

A Storyteller **must** be involved for all uses and each level functions as written below.

- **System:** Contested Social challenge, retest ability for both being *Subterfuge*. Expenditures for levels 1-4 are cumulative. Must have line of sight to maintain illusions not imbued with *Permanency* and cannot be employed under Obfuscate (or similar means). Illusions can be created out of sight and brought into a scene with no test to observers and will dissolve if touched by true sunlight.
  - ○ **Ignis Fatuus** – [1 Willpower] Affect a single sense.
  - ○ **Fata Morgana** – [1 Blood] Affects all senses.
  - ○ **Apparition** – [1 Blood] Allows illusion to move in one specific pattern; concentrating for a turn can change the pattern without need of spending another blood trait.
  - ○ **Permanency** – [1 Blood] Illusions will now persist once you have left the area.
  - ○ **Horrid Reality** – [1 Willpower] Lasts for the remainder of the scene and does not require additional tests, affecting your target during Normals every turn. You can only maintain one effect of Horrid Reality on a single target at a time. If you use this power on a second person, all effects/"damage" fades from the first. If used for damage, it deals either 3 Lethal or 2 Agg. This "damage" fades after the combat once the target has taken time to check over themselves.

Daimoinon

If this is allowed into play, a Storyteller must be involved for all uses of this Discipline.

Dementation

A Storyteller must be present for all uses beyond Passion, with the following alterations:

- **Passion** – Passion does not stack; opposing uses will counter the former effect.
- **Voice of Madness** – The Virtue test **must** be thrown; a Willpower can **not** simply be expended to ignore this. Any use of this power must be natural and unaided *(i.e. no megaphone uses of Voice of Madness).*
- **Total Insanity** – Instead of drawing from a Derangement deck, the victim enters a Fugued Stupor for a duration of approximately fifteen minutes. During this time, the victim may not speak, move, or act; if the catatonic individual is not attacked, they will remain as such until the duration has passed. In this state, they are immune from most all Social and Mental disciplines.
  - If they are left untouched (no challenges of any kind) for the entire duration, they will slowly come to, rattled by the experience, and suffer from the Negative Mental Trait: *Unstable* x1 and a -1 to ALL challenges for the next scene/hour.
    - These effects will **not** stack if they are subject to another Total Insanity.
  - If the victim is attacked during this time by **any** source, then the victim immediately makes a Simple Test for Frenzy as they snap out of the Fugued Stupor, suffering from *Hysteric Rage*, which cannot be suppressed, for the remainder of the scene or following hour.
    - At the top of each of the next five rounds (or every 10 seconds of role play if they succeed and are not already in combat), the subject makes another Simple Test for Frenzy, with **no** retests allowed.
      - If you lose the test, you enter a Fugued Frenzy, but cannot attack the user of Total Insanity.
      - If you win, you are able to control yourself and act normally.
    - Being affected by a successful *Quell the Beast* will put the subject back into the Fugued Stupor, but also resetting the Frenzy risk.

> **HYSTERIC RAGE** – You are unable to properly control yourself during bouts of stress and conflict, experiencing fits of intense violence with little provocation. During times of such stress you find yourself easily falling over the edge into Frenzy, suffering from the Negative Mental Traits: *Violent* x2 and *Unstable* x1. Furthermore, particularly stressful or embarrassing dramatic failures can cause you to Frenzy automatically (Storyteller discretion).

Dominate

A Storyteller must be present for all uses with the exception of Command and immediate effects of Mesmerism. 'Eye Contact': Gaze is approximate; as long as the characters are looking one another in the face, they don't need to be literally staring into the depths of each other's eyes.

NON AGGRESSIVE/DESTRUCTIVE COMBAT DOMINATE IS ALLOWED

- **Command** – Only directly suicidal actions are impossible. You may be told to "Stay" until you see the boot party coming.
- **Mesmerism** – Any implanted Mesmerism meant for future triggering must be overseen, and a card initialed by both players and a Storyteller.
- **Forgetful Mind** – Write the following information on an index card stamped by the Storyteller staff to be carried by the targeted person: PC performing the Forgetful Mind, their Generation, total number of traits at the time of the Forgetful Mind, a summary of the scene being covered, and a summary of the scene that replaces it.
- **Possession** – Obfuscate is allowed at the two trait expenditure level. Your physical body will need to be written on a stamped index card, and located in the jurisdiction of the hosting chronicle.

Fortitude

- **Resilience** – Expending a Physical Trait will auto win the test down instead of making it a simple test.
- **Resistance** – Expending a Physical Trait will auto win the test down instead of making it a simple test.
- **Aegis** – - Per book, except that the character may expend a temporary Willpower or three temporary physical traits to ignore **ONE** source of damage up to three damage. In addition, the character gains an automatic win on ties for testing down damage. The temporary willpower **IS** affected by Quell the Beast. The use of Aegis does not affect non-damaging powers, even if they require touch.

Melpominee

Any use of this power must be natural and unaided.
i.e. no use through a megaphone.

Meminisse

Mytherceria

Only useable by Clans that have this power listed as a In clan discipline for them.

- **Riddle Phantastique**- The effects of this last for a scene or hour. Whichever is shorter. The Half hour rule per book is changed to 20 min. If the victim's body is harmed, the user has to do the Social Challenge again to maintain the effect

Necromancy

- **Soul Steal**– **ANY** damage inflicted on the body of the soul stolen victim results in a static challenge for the victim versus the number of traits bid in the original challenge by the aggressor. The restests are Occult, Willpower and other retests as applicable.

Obfuscate

Obfuscate is broken by active uses of any power that requires a physical or social component.

- **Unseen Presence** – Lowers the Surprise count by 1 and stacks with *Silence of Death.*
- **Mask of 1,000 Faces** – All five senses are affected by this power while in the presence of the user. Flaws like Eerie Presence, Cold Breeze, Inhumane, Obvious Predator, Beacon of the Unholy and other similar Flaws affect the "6th sense," are not disguised by use of this power.
- **Vanish from the Mind's Eye** – You may use Willpower, per person, as a retest for whom you are attempting to Vanish from.
- **Cloak the Gathering** – Range is limited to line of sight and/or approximately a 30-foot diameter.

Obtenebration

- **Shroud of Night** – Does not prohibit 'line of sight' for sake of powers that rely on such.
- **Arms of the Abyss** – The amount of arms you can have summoned and controlled at once is limited to your level of Obtenebration. Lasombra get double this amount.

Potence

- **Prowess** – For ease of play, this power refreshes all Physical Traits, but still only usable once per night.
- **Might** – Is your last retest; appropriate merits are the only exception.
- **Puissance** – Any challenge you are utilizing Puissance will do a minimum of one Lethal regardless of intent.

Presence

- **Awe** – Can be used to get someone's attention (not force an individual to meet your gaze), but you cannot use *Awe* as a retest in that challenge. Cannot use *Awe* over distance, for such things as *Summon*; the target must be in your presence.
- **Summon** – Cannot summon to a "boot" party. The summoning fails when there are "hostile" intentions, as deemed by a Storyteller. You are unaware of this power and will do what you can to excuse yourself, not bring a big group of buddies. If you fail, you are not aware that you have failed. You must wait 15 minutes to attempt again. The summoned will take the most direct, safe, and swift method by which to present themselves within reason and, unless they were already in *Possession* in another body at the time of the *Summon*, would present themselves in their character's true body. You may not possess specifically to answer.
- **Majesty** – *Majesty* is considered a "free action", activates as soon as the Willpower is spent, and must be broken every round of combat. If you fail to break a *Majesty* then you may not test again for the remainder of the scene/hour, unless the character reactivates *Majesty* in that time period. All within 30 feet are affected. If you are in range when *Majesty* is activated, you must still test regardless of how far you move away. You may 'flavor' your *Majesty* with one of your Social traits and people should react appropriately. For instance, you may use 'Intimidating' *Majesty*, and become terrifying and imposing. Likewise, 'Dignified' *Majesty* inspires respect and awe. If others do not role-play the effects of *Majesty*, they will lose on ties on any attempt to break it and/or be denied taking actions if the Storyteller deems you are attempting to work around it.

Protean

Gangrel characters can use Beast Form per rules in Gangrel Clanbook Revised.

Quietus

A weapon may only hold a number of Blood traits equal to its Bonus traits.

- **Scorpion's Touch** – Traits lost with this power do not refresh until the next night after rest. This power cannot be used defensively vs. a grapple. Changing your blood is not an action; applying it is an action. This power can be used to poison those who are drinking from you. At the end of the night, the blood coating of Quietus powers turns to ash and becomes ineffective, requiring a new application each night.
- **Dagon's Call** – When using this power you only risk the amount of Willpower that you want to attempt to deal damage with. When the challenge is done the willpower that was not successful is returned to you and you need to touch the person again to activate this power once more on them. A Storyteller must be informed of the activation touch for this power's usage. If you are or have been within the range of your target's active *Majesty*, you must break their *Majesty* before activating *Dagon's Call*. The activation for this power must come within an hour after you touched them originally. Total damage from *Dagon's Call* is a single source for purposes of Fortitude.
- **Baal's Caress** – See *Scorpion's Touch.*
- **Taste of Death** – The acidic blood may be spit a distance of the character's Celerity rating × 3 in steps (minimum three) and gains the bonuses of their Celerity for the test. Damage is two Aggravated; double to physical armor, but will not 'roll over' to the target. The victim's generational trait maximum is also reduced by one (stackable) for the next hour, recovering at a rate of one per 10 min.

Serpentis

- **Eyes of the Serpent** – This power immediately breaks when the victims life is put in a dangerous situation. The target cannot move but can do anything that does not require him to move. For instance, Evil Mike the Setite tries to use this power on Rich Joe the Ventrue. Rich Joe could in turn blow *Majesty* and force Evil Mike to immediately test to break the *Majesty* in order to continue the enchantment.
- **Tongue of the Asp** – Your tongue may be used in one of three ways: as a weapon inflicting 1 level of aggravated damage; to aggressively feed which inflicts 1 level of Aggravated damage and siphoning 1 blood trait, but not inducing The Kiss; or to feed at a short range (~18") which induced The Kiss. If the target already has an open wound, you may choose not to inflict an Aggravated damage when using *Tongue of the Asp* to feed.
- **Heart of Darkness** – You must have a signed card denoting your heart's removal, the heart itself, and where the heart is.

Spiritus

If this is allowed into play, a Storyteller must be involved for all uses of this Discipline.

Temporis

- **Clotho's Gift** – The extra actions granted by this power are cumulatively taken during Normals.

Thanatosis

Thanatology is the appropriate retest for *Thanatosis*.
- **Withering** – By making a Called Shot test when striking with *Withering*, you can strike the head instead of a limb. Doing so kills mortals instantly and causes vampires to suffer the Negative Mental Traits: *Oblivious* x1 and *Witless* x1 in addition to rendering them unable to use any Disciplines except Celerity, Fortitude, and Potence **[per Mind's Eye Theater Journal #1].**
  - The typical "test down" with Fortitude to prevent damage will not negate the effects of *Withering* because it is bashing damage and can not be tested down by Fortitude. However, an expenditure of *Aegis* in response to *Withering* activating will negate the effect.

Valeren

Per the OWbN Salubri Packet except the following alteration:
- **Burning Touch** – A Willpower may be spent to ignore one application of this power until the user reactivates it while maintaining or reestablishing a grasp.

Vicissitude

The appropriate abilities for Vicissitude are *Brawl* (in combat) and *Body Crafting* (non-combat). *Fleshcraft* and *Bonecraft* does take time, which is determined by the Storyteller dependent on the desired outcome. Vicissitude modifications are per the Tzimisce Genre Packet.

Combination Disciplines

- All combination disciplines must have a full write up, including citation of source, available for the Storyteller to reference upon request, otherwise the power fails.

- Combos that are Sect or Clan specific will not be allowed for non-members of that Sect/Clan, with the exception that In-Character steps have been taken to obtain said Combination Discipline and involves a Binding Agreement.

- Teachers must have at least one of the combination's disciplines as an in-clan. All combination disciplines must be learned from an appropriate mentor, or a PC that has the combination discipline and has at least one of the disciplines as an in-clan.

Alpha Glint – Can only be activated once per scene/combat with no activation or cost to challenge. Willpower vs Willpower challenge, retest with Willpower only. Defeating the power makes you resistant to it for the remainder of the scene; losing means you cannot challenge the user for the rest of the scene.

Flaying Touch – Expend a level of Body Crafts to activate this power upon contacting the bare skin of your target.

Flesh of Wind and Water – You may not hide / 'turn off' Merits. If you are allowed to hide / "turn off" a Flaw, Negative Trait, or a Curse of Caine, then every blood you heal with will undo a random cover up.

Pater Szlachta – This will be considered a Major Form Power. Your expenditure for this power is limited by your **natural** generational max plus one.

Rod Raw Rending – This power functions against armor as presented on items and item cards and does not apply to armor provided by powers.