

# Hidden Kingdom House Rules

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**Welcome to Hidden Kingdom, a One World by Night live-action role-playing game set in the mystical and shadowy expanses of the Ozarks. Our game spans the intriguing locales of Springfield, Warsaw, Osage Beach, MO, and all regions in between, immersing players in the rich tapestry of the World of Darkness.**

As participants in this dark narrative, you are about to embark on a journey through a landscape where ancient secrets lie buried and supernatural powers dictate the course of fate. This document outlines the specific house rules that govern our unique setting and gameplay, ensuring that all players and storytellers share a common understanding of how our world operates and interacts.

Within these pages, you will find detailed guidelines that tailor the broader mechanics of the World of Darkness to fit our specific geographic and thematic context. This includes adjustments to character creation limits, experience point allocations, and specific rules conversions that address the nuances of our local setting—from the mystical undercurrents of Springfield to the shadow-laden shores of Osage Beach.

As you acquaint yourself with these house rules, remember that they are designed to facilitate a fair, engaging, and respectful environment for all. They ensure that our adventures within the Hidden Kingdom are not only thrilling but also adhere to the high standards of storytelling and player interaction expected in One World by Night.

We invite you to dive deep into the shadows of the Ozarks, where mystery and power await at every turn. Let the Hidden Kingdom come alive through your stories and actions, as you leave your mark on this ever-evolving world of darkness.

## **Disclaimer:**

### **Nature of the World of Darkness**

Welcome to the Hidden Kingdom, an immersive experience set within the World of Darkness, a universe where the supernatural intersects with the mundane, and ancient mysteries unfold in the shadows. The World of Darkness is a dark and complex setting that explores mature themes and intense narratives. As participants, you will engage in storytelling that may involve horror, conflict, and morally ambiguous situations. Please be aware that the content of this game is intended for mature audiences and can include elements that some may find unsettling.

## **Player and Storyteller Expectations**

**Adherence to One World by Night (OWbN) Bylaws:** As part of the One World by Night network, all players and storytellers (STs) are expected to adhere to the OWbN Code of Ethics and Bylaws. This includes, but is not limited to:

- **Respect and Inclusivity:** All interactions, both in-character and out-of-character, must be conducted with respect and inclusivity. Discrimination, harassment, or any form of abusive behavior will not be tolerated.
- **Fair Play:** All players must strive to play fairly and honor the spirit of the game. Cheating, metagaming, and rule manipulation are strictly prohibited.
- **Collaboration:** Players and STs are encouraged to collaborate to create engaging and immersive narratives. Open communication and mutual respect are key to a successful game.
- **Conflict Resolution:** Any disputes or conflicts should be addressed promptly and respectfully, following the established protocols of the Hidden Kingdom and OWbN.

### ST Discretion and Rule Calls

As the custodians of the narrative and mechanics of the game, Storytellers have the authority to make rules calls to ensure the smooth operation of the game. This includes, but is not limited to:

- **Interpreting Rules:** STs may interpret and adapt rules to fit the unique context of the Hidden Kingdom setting. Their rulings are final and should be respected by all players.
- **Adjudicating Conflicts:** STs have the final say in resolving conflicts, whether they are mechanical or narrative in nature. Players are expected to accept these decisions in the spirit of fair play.
- **Adapting Narratives:** To maintain the flow of the story, STs may make on-the-fly adjustments to scenarios, challenges, and outcomes. This flexibility is crucial for addressing unforeseen circumstances and enhancing the overall game experience.

### Final Note

Participation in the Hidden Kingdom is a privilege that comes with responsibilities. By engaging in this game, you agree to uphold the standards and expectations outlined in this disclaimer and the broader OWbN framework. Together, we can create a rich, dynamic, and respectful community that honors the essence of the World of Darkness.

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## 2.Character Creation and Development: Hidden Kingdom House Rules

Welcome to the process of character creation and development for the Hidden Kingdom chronicle, set across the diverse and mystic landscapes of Springfield, Warsaw, Osage Beach, MO, and the

regions in between. These guidelines provide tailored rules for character creation in this unique setting, ensuring consistency and depth in our narrative play.

## 2.1 General Rules for All Characters

### Attributes and Abilities

- **Starting Allocation:** Characters begin with attribute and ability distributions standard to their genre, with primary, secondary, and tertiary categories for attributes.
- **Caps:** At creation, attributes are capped at 5, and abilities at 3, unless specific genre rules allow for greater development.

### Supernatural Traits

- Supernatural capabilities such as Disciplines, Gifts, Spheres, and Arts are initially capped to maintain balance and encourage narrative development at level 3 without ST consent.

### Experience Points (XP)

- Characters earn max XP through active participation and narrative contributions, with specific caps enforced to maintain balanced progression. PC not active for a full month shall be moved to inactive till the player returns to play

### Damage Resistance (DR)

- Powers/Items/Effects/Blessings that Provide DR are run per book and unless the DR acts as a force to protect items such as armor the DR only provides protection to your health levels. While DR can be stacked it must follow the rules of Stacking as well, so you cannot double stack DR from multiple Powers. Damage from DR can also only soak up to the last level of damage, no matter how much DR you have you always take at least one damage from a successful attack if it hits.

### Tempers

Tempers across all genres are powerful tools and valuable resources that enable wondrous abilities. Each genre has inherent caps to their tempers and storage capability. To maintain balance and fairness, the following rules will apply to all genres:

### Temper Usage in Challenges

- **Bidding Limits:** In any challenge that requires a temper to be bid or used to compare traits to resolve a challenge, no PC can bid more than twice their genre's maximum temper. This ensures that the use of tempers remains balanced and does not unfairly skew challenges.

### Temper Storage

- **Storage Limits:** The storage of tempers on one's person is limited to twice their genre's maximum temper cap. This rule helps manage the risk and balance associated with carrying significant amounts of temper resources.

**-Temporary Shelf Life:** Tempers are not of this realm and cannot be stored indefinitely in the material world. Any tempers not stored in an alternate plane of existence have a shelf life of three months before they return to the cycle. This applies to all forms of physical temper across the board.

### **Permanent and Temporary Increases to Temper Cap**

**-Permanent Increases:** Any powers, blessings, artifacts, etc., that permanently raise a PC's temper cap are limited to the appropriate rank, arête, title, etc. This maintains the integrity and balance of character progression within the game.

**-Temporary Effects:** The rating for temporary effects that raise a PC's temper cap is doubled, allowing for short-term boosts without permanently altering the character's balance.

**-Grades of Success:** to be used by the Genres that require such.

***1 action/turn,***

***1 round***

***1 minute***

***10 minutes***

***1 hour***

***12 hours***

***1 day***

***3 days***

***1 week***

***1 month***

***3 months***

***6 months***

***1 year***

### ***Trait Caps***

**- Mortals:** Trait cap at 9.

**- Ghouls and Kinfolk:** Trait cap at 10.

**- Other Creature Types:** Trait caps are determined by their respective Mind's Eye Theatre (MET) rules, genre packets.

**- Genre and Rating Restrictions:** Player characters within Hidden Kingdom are subject to trait caps based on their genre or specific genre ratings (such as Generation for vampires, Rank for werewolves, etc.).

**- Powers and Abilities:** Several powers and abilities allow characters to temporarily or permanently exceed their base trait limitations. These are governed by the specific rules of the power or ability in question.

- **No Hard Cap:** Outside of genre or genre rating restrictions, there is no hard cap for player character traits on the server. Players are encouraged to develop their characters within the bounds of their genre's mechanics and narrative context.

## **Trait Losses**

- Trait losses (excluding willpower, blood, glamor, quint, etc etc and those caused by use of Aegis) last for the current scene only.
- Losing a challenge does not automatically result in trait loss in PVE.
- The additional traits utilized when calling negatives however results in normal trait loss for the scene.
- Additional traits bid for called shots are lost for the scene if the challenge is failed.
- Characters may only receive Bonus traits from one source from each of the following categories:

- ***Ability Add-In (characters receive Bonus traits equal to their applicable ability's rating)***
- ***Combination Power***
- ***Form Power (inherent Forms such as apoc or chrinos)***
- ***Genre Power (Art, Non-Form Power Discipline, Gift, etc.)***
- ***Magic (of any type)***
- ***Merit/Flaw***
- ***Object***
- ***Ritae***
- ***Ritual***
- ***Specialization***
- ***Weapon***

## **Non-Standard Trait Comparisons**

- Hidden Kingdom believes that powers should compare like traits to like traits, otherwise one party is always at a severe disadvantage against the other party, therefore powers which require the user or defender to bid PSM while their opponent(s) bid Willpower (or another genre trait or temper) will instead always be a bid of PSM traits vs PSM traits
- Note, that this does not apply to powers which compare one PSM trait against a different PSM trait

## **Retests**

- Characters may invoke only one from each of the following categories during a challenge (Essence & Nine Lives are exceptions to this rule):
- ***Ability***
- ***Combination Power***
- ***Genre Power (Art, Discipline, Gift, etc.)***
- ***Magic (of any type)***
- ***Merit/Flaw***

- **Object**
- **Ritae**
- **Ritual**
- **Willpower**
- **Faith**
- **Overbid** *[may only be attempted once (e.g., you can't Overbid an Overbid), also a successful Overbid is a new challenge]*

- **Resources:** Resources has been revised to provide the following amounts of currency per month:

**One – \$1,000**

**Two – \$3,000**

**Three – \$10,000**

**Four – \$30,000**

**Five – \$100,000**

**Six – \$300,000.**

Players will not be required to collect resource cards each month & will instead be presumed to have that month's monies available should an expense arise within their means

## 2.2 Specific Rules by Genre

### **Vampire: The Masquerade**

- **\*\*Generation\*\*:** Characters roll for their generation, influencing their starting capabilities and challenges within the vampiric society.

**20:**8th

**19-18:**9th

**17-14:**10th

**13-10:**11th

**9-6:**12th

**5-3:**13th

**2-1:**14th

- **Discipline Restrictions:** Certain advanced Disciplines require explicit storyteller approval, reflecting their powerful nature and potential impact on the story. Players can teach up to the level below their current level of the discipline they have inherent to their blood.

- **Rules:** Laws of the Night are the set standard.

### **Werewolf: The Apocalypse**

- **Rank and Gifts:** Characters begin at the Cliath rank or as a Cub at no cost, with the possibility to start at Fostern (Rank 2) with storyteller approval. Appropriate Gifts are provided based on rank and tribe. To learn a gift out of TBA requires a scene.

- **Abilities Development:** Garou can buy up one ability over cap per Level of rank, which may be focused on one ability or spread out over several.

- **Updated Rules:** We refer to the updated W20 for rules when needed. Laws of the Wild is the set standard.



### **Mage: The Ascension**

- **Sphere Limitations:** Spheres are limited to those within the character's Tradition focus at creation any spheres outside of their tradition are ST approval.
- **Arete:** Starting Arete is capped at 3, with progression tied closely to the character's personal and mystical growth. To grow this you must do a seeking that is based not on Xp but milestone.
- **Abilities Development:** Mages can buy up one ability past the cap of 5 per dot of Arete, which may be focused on one ability or spread out over several.
- **Updated Rules:** We utilize M20 for updated rules when necessary. Laws of Ascension is the set standard.
- **Rote cost:** when learning a new sphere you gain one free rote, any rotes learned after that cost a baseline of 2 xp.

### **Changeling: The Dreaming**

- **Arts and Realms:** Starting Arts and Realms are aligned with the character's Kith focus.
- **Glamour Management:** Glamour is a precious resource that can only be stored outside the Dreaming for three months.
- **Updated Kiths and Powers:** We use C20 for the latest information on Kiths and their powers. As well as the cords translation packet, treasure trove for treasures.
- **Freehold Costs:** Per the book on Freeholds, to Light a bale fire there are a few steps to take non more important than the glamor cost that ignites the balefire. For each level of the balefire a perm glamor must be donated by a Fae. this glamor does not return to the Fae until the fire goes out.
- **Banality:** One of the strongest forces facing the fae is Banality, to emphasize this actions that are considered inherently baneful or failing to remove oneself from sources of extreme banality will result in gaining levels of Banality.

## **2.3 Growth Limitations**

- **Attributes:** Post-creation increases in attributes are subject to game-wide caps, typically not exceeding 7 without exceptional circumstances.
- **Backgrounds:** Backgrounds are capped at 5 without explicit storyteller consent.
- **Ability and Supernatural Trait Development:** Abilities and supernatural traits may be increased through XP use, abilities are limited to one level of the ability per month , while supernatural powers that are within the cap of your pc are only limited by XP.
- **Lores:** Lores are a cumulation of knowledge of a topic, with the scale going from 1-5 unless otherwise noted in the books. Our games cap for learning lores are capped to 2 lores per month with corresponding downtimes dedicated equal to level of the lore learned. EX: level 3 Garou lore costs 1 xp and takes 3 downtimes to learn.

## **2.4 Player Restrictions and Server Rules**

- **Restricted Concepts (R&U):** Concepts classified as Rare and Unusual (R&U) are not allowed by players who have not engaged in at least 6 months of active play on the server.

- **Character Limits:** Players are restricted to operating no more than two PCs on the Hidden Kingdom server, and one PC on the sister server, Lost Kingdom, for \*Demon: The Fallen\*.

### **Local Flavor and Integration**

- Players are encouraged to weave local Ozark legends, historical events, and cultural elements into their character's backgrounds, enhancing the richness of the narrative and gameplay experience.

These rules are designed to ensure that all characters are developed with a consistent framework, promoting a balanced and immersive experience in the Hidden Kingdom. Each character's journey through the World of Darkness is a testament to their growth, challenges, and the unfolding mysteries of the Ozarks.

## **3. Rules Conversion and Adaptation**

In Hidden Kingdom, we have tailored the standard rules from Mind's Eye Theatre and other sources to better suit the unique thematic and gameplay dynamics of our chronicle set in the mystical Ozarks. Below are detailed modifications, specific rule changes for each major genre, guidelines on trait stacking, retests, and the management of magic items. **This Section is subject to changes.**

### **Vampire: The Masquerade**

#### **- Blood and Discipline Mechanics:**

- Vampires require a secure and discreet setting for feeding, emphasizing the danger of exposure in our chronicle. Without Herd feeding chops are needed to enter play with more than half blood.

- Using Disciplines may require a role-played ritual or specific narrative conditions beyond the normal expenditure of blood at st discretion.

#### **- Damage and Death:**

- Aggravated damage exceeding a vampire's last health level results in final death.

- Destruction of the heart by aggravated damage will also result in the vampire's final death.

#### **- Ties Vs other Genres:**

- Vampires lose win on ties powers when facing threats like Chrinos Garou, Apoc formed Fallen but gain plus 10 traits that go over their normal cap for deciding ties.

### **Werewolf: The Apocalypse**

#### **- Rage and Transformation:**

- Rage accumulates twice as fast during a Garou's specific moon phase:

- New Moon, Crescent Moon, Half Moon, Gibbous Moon, Full Moon.

- Transformations between forms (human, wolf, and crinos) require explicit storytelling cues and may trigger involuntarily during high-stress situations.

### **-Totems:**

In Hidden Kingdom we abide by the ideal that only one totem can be followed at a time, for our traveling players with totems in both pack and personal may use their pack totem and treat the levels they have in their personal totem as a spirit ally.

## Spirit Interaction

- Enhanced protocols for spirit communication include more complex ritual requirements and the potential for negative repercussions if performed incorrectly.

- **Spirit Renown chart maintained by STs**; interactions with spirits determine future NPC responses. PCs with high positive renown have better chances of negotiating peacefully with spirits.

**-Spirit Accord:** Common dealings with spirits will be handled with the Spirit accord ability listed in forged by dragon's fire

## Mage: The Ascension

- **Vulgar and Coincidental Magic** are strictly enforced; penalties for Vulgar Magic use are increased to encourage thoughtful spellcasting.

- **Paradox levels** are adjusted based on location: increased by 1 in cities, decreased by 1 in forests.

- Optional rules from the books** Negatives & positives of Resonance (p120), Domino effect (p131), Foci Ability retest rule (p135), Arete penalty for sustained magical effects (p137), Optional Rules of: Using Willpower, Overbidding for Success, Rituals & Extended Magic, Fast-Casting (p140), and Dynamic Magic (p140), and Foci & Surpassing Foci rules (p177)

- **Arete** For each dot of Arete a Mage possesses beyond 5, their permanent Paradox will increase by 1 point, cumulatively

- Mages reaching a permanent Paradox of 10 will be permanently removed from play

- Mages' trait caps are 10 plus 1 per dot of Arete

- Player Characters may not possess spheres beyond 5 in Hidden Kingdom

- Cross-tradition purchases are prohibited (e.g., Dreamspeakers may buy Totems, Akashics may buy Do, etc.)

- **Counter Magic** Mages compare their Arete ratings in countermagic challenges and add any/all applicable bonuses

- When attempting to counter cross-genre effects, mages compare their Arete to either the genre rating of their opponent (e.g., Rank, Generation, etc.) or their opponent's rating in the power being used (e.g., their discipline or arcanoi's total level, etc.), whichever is greater, but they may not add any modifiers to their Arete rating. And vice versa

- Blessings** Player characters may not possess more Blessings than their Arete rating

- For each Blessing a mage possesses, their Paradox increases by 1 (only for the purposes of determining Quintessence maximums)

- For reference on the rules regarding True Magic item creation, or Familiars, see Forged by Dragon Fire.

- **Talismans** must also expend a permanent Willpower (as described in Forged by Dragon Fire), making the object a sympathetic link to the mage (there is no way to subvert this)
- **Rotes** that create an ongoing, offensive effect upon a target in combat (e.g., Friction Curse, Embrace the Earth Mother, etc.) have a duration measured in rounds and Grades of Success only increase the duration by rounds

## Changeling: The Dreaming

### -Glamour and Banality:

- Glamour can only be stored for up to three months outside the Dreaming; after which, it dissipates.
- Adjusted triggers and consequences for actions that increase Banality.

## Hedge magic:

For non-mortal characters. You are limited to 1 sorcery path per rank for shifters [max of 5], 1 per rank in generation for vampires [Max 5, cannot take healing], Other splats will be figured out if they are able to get coord permission for sorcery on their but it will always max out at 5 paths.

### Enchantment and Alchemy are limited to Mortal/hunter characters only.

All sorceries that want to create an effect similar to an art/gift/spell require enough lore or to have direct access to someone using that skill as a teacher. (Rank 3 for basic, rank 5 for intermediate)

### Enchantment:

Duplicating effect: Magic items that directly copy the effect of another genres ability at Basic/intermediate requires a matching crafted item. And cannot do more than the base effect of that power/magic(no additional successes may be applied).

**Crafts 1-2:** any permanent minor effect, or one use talisman for basic/intermediate mimic

**Crafts 3-4:** permanent item duplicating basic rank.(have a small chance to create paradox when made/used)

**Crafts 5-6:** permanent items duplicating intermediate rank (these items always give a chance to create paradox when used or made.)

ST discretion on if rare materials or an assisting skill is required.

To mimic an effect PC must have enough lore or access to the knowledge of that effect to correctly mimic the desired power.

Duplicating another Genre's power should have in depth knowledge into that genre or sufficient research into the particular power/effect.

Basic powers can be known about with sufficient lore with that supernatural. But higher level like those that are divergent from base arts/spells, or rarer powers like tribe/clan specific powers may need a lore linked to that power/kith/clan/tribe

**For a single downtime using only base alchemy:**

- rank 1 you can make a full batch of 5(max batch size for carrying),

- rank 2 batches of 3 per downtime. -rank 3 batches of 2 per downtime.

- rank 4+ batch of 1 per downtime

- increase rank by one for each additional grade of success. To determine batch size.

The higher the level of the alchemy the higher the resource cost. With 3-5 requiring at times materials that can't be bought on the market. Especially those that mimics a power or form of supernaturals

**Alchemic potions/brews shelf life:**

- Equal to month x rank, max 6.

You may also invest an additional grade of success purely for shelf life. This can not make it go over the cap.

**Enchantment items:**

Permanent magic items that boost the weapon/tools bonus traits or dmg/health levels do not require anything special.

- Any enchantment item that gives an effect outside the items normal scope. Requires a mental chop activation attached to the power. (Unless they invest an extra enchantment rank purely for getting rid of activation cost)

- Enchantment activation difficulty is set at 2 x enchantment rank +special materials used. Vs pure Mentals and universal retests. (Exceptions can be made at ST discretion.)

- Enchantment items made for non-humans. (I.E. any full splat) attune the item to that supernatural type. Allowing only that type and humans to use the item.

(Max non-human items a PC can make is equal to their ranks in enchant.)

- Temporary Enchantment items known as Trinkets/Talismen. May be used by any splat, but require an activation chop for non-humans even if the item doesn't normally have one. Pure mental challenge vs difficulty of Enchantment/item rank x 3.

**Mana manip counter casting / unweaving.**

This is for if STs wish to allow Mana manip counter spells.

And to simplify mana manip unweaving to easier standards.

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All counter-casting requires Mana manipulation at, at least rank 4, Mana sight to be on for non-targeting (and must be holding/prepping a counter action) or for the enemy to target them with a magic/power effect. And minimum 2 ranks in correct lore of supernatural type.

And for a spell rote made for countering that specific genre's magic/powers.

Mana manip cannot stop internal (buffs, physical disciplines, etc) or on hit effects from other supernaturals.

unweaving requires a rite/ritual spell (5 minutes per rank, minimum rank 4) to unweave. And does not require any lore on supernatural type.

Since rank 5 allows for the countering of magics, and 4-5 allows for tweaking of effects.

Sphere magic counter is Mana ranks-2 vs arete. ((Requires you to see the effect/spell casting to attempt to counter. Must call main sphere used.))

-2 becomes -1 if prime was used in casting the rote/spell.

Always -2 to unweaving rites/rituals (Highest sphere determines ritual rank)

Sorcery: Mental+occult vs attribute+ability of enemy caster

Mana manip rank-2 vs Ritual/rite rank

-2 becomes -1 if the unweaver has the sorcery of the target ritual/rite at the same level it was cast.

Gifts: Mental only vs enemy attribute + ability, unless the gift uses a temper, in which case they may add occult ranks.

Mana manip rank-2 vs Ritual str (basic 1, intermediate 3, advanced 5)

Mental/social Disciplines & blood sorcery: Mental only vs casters attribute + ability

If blood was used add occult ranks

Unweaving rites/rituals: Mana manip rank-2 vs Ritual str (basic 1, intermediate 3, advanced 5)

Changeling:

Art/cantrip: Mental only (mana manip rank) vs casters attribute (art rank) + ability (highest used realm)

If glamor was used (even as a retest) add occult ranks to Tie bid

Unweaving rites/rituals: Mana manip rank-2 vs Ritual str (basic 1, intermediate 3, advanced 5, or if long term art effect Highest rank realm used)

Psychic powers are unaffected,

Wraiths ST discretion.

Spirit charms are unaffected

## Magic Item Limitations

Characters are limited in the number of magic items they can possess, capped at a number equal to their genre's main temper, with a maximum of 10:

- **Fallen (Demon):** Faith
- **Garou (Werewolf):** Gnosis
- **Mage/Human:** Willpower
- **Fae (Changeling):** Glamour
- **Mummy:** Willpower

Pcs are also forbidden from using magic items outside of their respective Genre without the Appropriate background for the Genre Item without express ST permission.

Hedge magic items for non Hedge mages count as **two** Items for the count but may be used by any Genre.

## 4. Crafting Rules: Hidden Kingdom House Rules

In Hidden Kingdom, crafting is an essential aspect of gameplay, showcasing a character's skill, creativity, and commitment. Below are the comprehensive crafting rules designed to guide players through creating weapons, armor, and other items within our chronicle.

### General Crafting Guidelines

- **Crafting Time:** Determined by Storyteller discretion based on the scope and complexity of the project. Each level of Crafts required adds one downtime to the crafting process, with special circumstances potentially altering this timeframe.
- **Quality Investment:** A character may invest no more qualities into an object than their Crafts ability, up to a maximum of 10.
- **Crafts Levels:** The crafts scale in Hidden Kingdom Ranges from 1-10 with 1 being base profession and 10 being divine level craftsmanship. A spec in a crafting ability will help add on a crafts level for effect but will not raise it for appearance.
- **Re-forging:** At Storyteller discretion, objects may be "re-forged" to add additional qualities, adhering to the limits stated above.
- **Special Materials and Methods:** Use of unique materials or crafting methods may affect the crafting time and the special effects of the item, as determined by staff.
- **High-Level Crafts Requirement:** Crafts levels 6 and above require special materials to accomplish, reflecting the increased skill and rarity of items crafted at these levels.
- **Resources backing:** Crafts require an expenditure of resources equal to the level of crafts being produced unless actions to procure the materials have been taken.
- **Mental Based action:** Crafting in Hidden Kingdom is based off of your mental traits plus your level of the appropriate crafts.

## Crafting Trait Difficulty Scale

- **Crafts 1-10:** Traits range from 8 at Crafts 1 to 35 at Crafts 10, dictating the complexity and effectiveness of crafted items.

### Mental and crafts vs

1: 8

2: 11

3: 14

4: 17

5: 20

6: 23

7: 26

8: 29

9: 32

10: 35

- **Crafts 1 (Well-Made):** Basic but solid craftsmanship, resulting in reliable and durable items.

- **Crafts 2 (Skilled):** Improved techniques produce items of enhanced functionality and aesthetic appeal.

- **Crafts 3 (Professional):** High-quality workmanship, meeting professional standards with increased durability and finesse.

- **Crafts 4 (Expert):** Expert-level crafting, incorporating advanced techniques for superior performance and design.

- **Crafts 5 ( Master Artisan):** Artisanal quality, representing the peak of human potential in craftsmanship, combining form and function beautifully.

- **Crafts 6 (Masterwork):** Exceptional items that demonstrate mastery over the craft, often requiring rare materials and innovative methods. These creations exceed human potential and reach superhuman levels of perfection.

- **Crafts 7 (Exquisite):** Exquisite creations that stand out significantly, offering exceptional qualities and unique characteristics. May include supernatural or otherworldly properties at Storyteller discretion.

- **Crafts 8 (Legendary):** Legendary items that are the stuff of tales, providing capabilities beyond ordinary comprehension.

- **Crafts 9 (Mythical):** Near-mythical craftsmanship, creating items that push the boundaries of what is possible within the physical and magical laws.

- **Crafts 10 (Divine):** Divine level of craftsmanship, where the items crafted carry an almost divine blessing, imbued with incredible power and significance.

## Weapon and Armor Crafting Adjustments

- **\*\*All Modifications Cost\*\*:** All modifications to weapons and armor now require 2 Crafts per adjustment.

### - Melee and Ranged Weapons:

- **Bonus Traits:** +1 per 2 Crafts, max of 4 traits added (6 if two-handed).

- **Negative Traits:** -1 per 2 Crafts, minimum of 1 Negative trait unless over crafts x 5.



- **Damage:** +1 per 2 Crafts, max of 3 damage added (4 if two-handed).
- **Special Qualities:** Such as Armor Piercing, High-Caliber, etc., each costing 2 Crafts.
- **Ammunition and Armor:**
  - Adjustments follow similar guidelines, with specific costs for adding traits like Armor Piercing, Hollow Point, and Resistant qualities.

### Downtime and Item Production

- **Downtimes Needed:** Scales with Crafts level final amount determined by the storyteller
- **Crafting Capacity:** A maximum of 1 item per downtime for high-level crafting or 2 batches of lower-level (Crafts 3 and below) items at Storyteller discretion. Items may be put on hold and returned to at a later time.

### Local Rules for Crafting

- **Downtime Allocation:** Local players receive 5 downtimes, while travelers receive 3.
- **Item Validity:** Items crafted with Hidden Kingdom bonuses are noted on character sheets and their bonuses are only valid within our game. Items leaving Hidden Kingdom must adhere to the house rules of the destination game.

These crafting rules ensure that item creation within Hidden Kingdom is a robust and engaging process, reflecting the time, effort, and resources invested by characters. They are designed to maintain balance, enhance gameplay realism, and encourage player engagement with our rich setting.

## 5. The Martial Arts ability in "Laws of the East"

### Requirements and Training

- **Martial Arts Costs:** "Martial Arts costs two Traits per level to purchase at character creation. Additionally, absolutely no character may start with levels of Martial Arts without an excellent reason for doing so and the express permission of the Storyteller" (Laws of the East).
- **Post-Character Creation:** "It costs three Experience Traits to buy a new level of Martial Arts once play begins, and new levels may be purchased only with Storyteller permission" (Laws of the East).

### Styles and Specializations

- **Styles:** Martial Arts is categorized into three styles—hard, soft, or weapon style—each influencing specific combat tactics:
  - **Hard Styles:** Focus on aggressive strikes (e.g., Karate, Tae Kwon Do).
  - **Soft Styles:** Emphasize defense and control moves (e.g., Aikido, Judo).
  - **Weapon Styles:** Center around mastery of a specific weapon.

- **Exclusivity and Mastery:** "A character cannot possess both [Martial Arts and Brawl] Abilities... Each new style is treated as a different skill" (Laws of the East).

## Combat Mechanics

- **Trait Modifiers:** "Characters using their chosen style add their current level of Martial Arts x 2 to their Physical Traits for the purposes of resolving ties and overbids" (Laws of the East). This bonus is specific to actions within the chosen style.

- **Hard Style Mechanics:** Allows for a follow-up or counterattack, even after losing a regular combat challenge, by expanding a level of Martial Arts. This attack cannot be retested by abilities but can include overbids.

- **Soft Style Mechanics:** Focuses on immobilizing opponents through holds or locks, requiring an initial Physical Challenge win to apply. Subsequent control can lead to further damage if additional levels of Martial Arts are spent.

## Weapon Style Benefits

- **Enhanced Weapon Proficiency:** "The player may add his current levels of Martial Arts to his Physical Traits for the purposes of resolving ties and overbids for challenges using his chosen weapons" (Laws of the East). This enhancement is only applicable to the specific weapons trained under the Martial Arts weapon style.

## Training and Maintenance

- **Necessity of a Tutor:** Direct training under a qualified instructor is mandatory, and advancement beyond an instructor's skill level is not possible. Regular practice is crucial to maintain skill levels.

- **Story Potential:** "Whole stories can be constructed around the search for advanced masters to study from" (Laws of the East), emphasizing the narrative opportunities that the need for ongoing training and mastery can offer.

## Restrictions and Limitations

- **Frenzy Incompatibility:** Martial Arts cannot be used while a character is in a frenzy, due to the lack of mental composure required for martial arts techniques. In case of such a situation levels of martial arts are converted to brawl.

- **Retests:** Except for the special abilities specific to each style, normal combat retests (Brawl, Melee, Dodge, Firearms) are applicable against Martial Arts challenges.

# Dragon Rules

- **Enhanced Damage:** "For every two levels of Brawl, Melee, Firearms, Archery, Etc beyond the first that a character possesses, they inflict an extra level of damage when attacking with that skill, While Martial arts adds a level of Damage per level of martial arts" (Laws of the East). This rule significantly amplifies the lethality of trained combatants under certain conditions.

## 6. Plane Shifts & Teleportation Rules

- **Territorial Restrictions:** Plane shifts or teleportation effects that enable a character to leave the designated game territory, either virtually or physically, are strictly prohibited within Hidden Kingdom.

- **Genre-Specific Usage:** These effects must originate from sources intrinsic to a character's genre. For instance, it is permissible for a Kindred to use Umbra Walk and a Garou to step sideways. In contrast, a Changeling employing Apsu Portal or a Kindred using a true magic talisman for this purpose is not sanctioned.

- **Consent for Unwilling Targets:** If the original source does not include a system requiring a challenge for using these effects on unwilling targets, their use is prohibited. This restriction does not apply to open portals.

## 7. Influence System

- **Point Allocation System:** Characters receive monthly points equivalent to the cumulative rating of each influence type, such as Allies or Contacts. For example, a character with Underworld 3 and Contacts 2 would accrue a total of 6 Underworld points and 3 Contact points each month.

- **Utilization of Points:** Points can be used for actions as detailed in any MET book, up to the point value of the respective influence. For instance, if a character has a Church influence of 4, they may use these points in any combination of actions up to 4 points but cannot undertake a single 5-point action.

- **Examples of Influence Use:**

- *Underworld Influence:* Could be utilized to gather information on criminal activities or to coerce minor criminals to perform tasks.

- *Political Influence:* Might be employed to facilitate or obstruct legislative processes, or to curry favors from political figures.

- **Restrictions on High-Level Actions:** Actions that exceed a character's permanent influence rating are typically not permissible. However, with Storyteller permission, combined influences from different spheres can be pooled to perform higher-level actions as described in MET books, enhancing flexibility and strategic options for players.

## 8. General Ritual Rules

- **Ritual Supervision:** All ritual enactments require the presence of a Storyteller to confirm successful execution and adherence to game rules.
- **Active Ritual Limit:** Characters may maintain active rituals up to their permanent requisite traits, not counting ritual objects and modifying rituals.
- **Ritual Cards Requirement:** Players must carry a documented ritual card that lists all active rituals to ensure clarity and rule compliance. For the purpose of discord this translate into a thread in their player room.
- **Ritual Time Allocation:** Characters receive 1 hour per game night for uncontested ritual performance. Additional rituals that exceed this time frame delay the character's game entry.
- **Creation of Ritual Objects:** Limited to one object per dot of the requisite ability or ritual power, unless specified otherwise by game rules.
- **Component Regulation:** Proof of possession for components is generally not required unless they are rare or in large quantities. The use of another character's personal items or body parts is always considered rare.
- **Restrictions on Ritual Duplication:** A ritual cannot be active multiple times on the same person or object. However, hostile rituals may be stacked if cast by different characters.
- **Preparation of Rituals:** Only rituals that are explicitly stated as preparable in advance or logically inferred as such may be prepared ahead of time.

These enhancements and clarifications aim to provide a thorough understanding of the rules and expectations, improving the gameplay experience and strategic depth for both new and experienced players within Hidden Kingdom.

## 9. Retainers

- **Rule of Five:** Players are allowed up to five individual retainers, each of which can be developed up to level 5. This applies to retainers bought with the Retainer/Thrall/Follower/Ghoul/etc. background.
- **Background Retainers:** Retainers associated with larger groups or forces, such as military units, kinfolk, cults, etc., can also be purchased up to level 5 and are managed according to their specific guidelines as outlined in the source materials.
- **Creation and Development:**
  - Retainers created using the Retainer background are designed according to their respective genre material. They do not receive points post-creation nor can they possess Influences or related backgrounds.
  - Each level of a retainer provides an initial 5 XP for their base build, facilitating the creation of competent and useful aides tailored to the player's needs.

### **Spirit-- Retainer / Slaves / Thralls / Summons Etc etc.**

Trait Cap is level of Npc x 2

1: Engling

2: Gafflings  
3: Gafflings  
4: Jagglings  
5: Jagglings  
6+:Jagglings (ST Use Only)

Charms Base Charms + 1 per level of Npc

Spirits Traits spread between Willpower, Gnosis, and Rage.  
Every Level of Npc adds 5 traits that may be added to one of the three categories

Trait Bids for contested challenges are based on the appropriate category X 2  
Spirits cannot hold more than double their essence Bid.  
All Charms must be approved by staff before being added to a sheet for use.

Restricted Charms:  
Break Reality (St Controlled Only)

## Supernatural Allies and Companions

- **Special Merits:** Retainers created with the Supernatural Ally (costing 2 XP)(4 after creation) or Supernatural Companion (costing 3 XP)(6 after creation) merits, or similar merits approved by a Storyteller, are crafted according to the guidelines of their respective genre.
- **Post-Creation Development:**
  - Unlike standard retainers, Supernatural Allies and Companions may receive additional development points post-creation, at a rate of 4 XP per month.
  - These entities may also possess Influences and related backgrounds, allowing them a significant degree of autonomy and capability within the game world.
- **XP Allocation and Cap:**
  - Supernatural Allies and Companions receive up to 4 XP per month, with a maximum cap of 100 earned XP, ensuring that they remain balanced yet progressively useful over time.
- **Storyteller Discretion:**
  - Storytellers reserve the right to deny any XP purchases for Supernatural Allies and Companions for any reason, particularly if these purchases conflict with the narrative progression or balance of the game.
- **Narrative Requirement:**
  - Acquiring and maintaining Supernatural Companions is a special privilege that requires significant narrative involvement. Players must engage in storytelling to earn and keep these powerful allies, emphasizing their unique and valuable role within the game's storyline.

## Restrictions

- **No Sub-Retainers:** Retainers, regardless of type, may not possess entities that would equate to having their own retainers, ensuring that power and influence do not cascade in an uncontrolled manner within the game structure.

# 10. Mass Combat Rules

## Overview:

In Player vs. Environment (PvE) scenarios involving mass combat, Hidden Kingdom employs an expedited system culminating in a collective narrative. This structure ensures dynamic and efficient resolution of large-scale conflicts, with a strong emphasis on storytelling and player engagement.

## Combat Procedure

### 1. Threat Assessment:

- The Storyteller (ST) or Narrator responsible for the scene determines the threat level, directly influencing narrative outcomes. This decision is always at the discretion of the ST.

### 2. Damage Mechanics:

- Damage dealt in these scenarios is cumulative and can be deadly. Damage received first affects armor levels, then impacts health levels. Damage Resistance (DR) effects are considered armor levels for tracking purposes.

### 3. Combat Rounds:

- Combat is resolved through a series of ten "chops" (dice rolls) using the command (!r 10d3).

The outcomes are:

- 1 for a Win
- 2 for a Tie
- 3 for a Loss
- If the damage threshold for the threat level is not reached at the end of the round, another series of ten dice rolls occurs until the threshold is met.

### 4. Retests:

- The availability and number of retests are determined by the Staff. Players are limited to one offensive and one defensive ability for retesting failed results, with universal retests allowed but subject to ST discretion.

### 5. Tempers for actions:

- If your pc has the ability to gain extra actions for temper use they may spend for a one for one ratio extra combat or support roles for a round(the 10 rd3) Ex garou jerry spends 3 rage and gains three extra roles for this wave of mass combat.

## Threat Levels and Corresponding Mechanics

- **Levels 1 to 10:** Ranging from Basic (Trait difficulty of 10, 1 agg/lethal damage) to Godly Threat (Trait difficulty of 55, 10 agg/lethal damage). Each level includes forced retests that may be canceled as per normal rules.

## Heroic Actions

- **Execution:** Players may allocate 3 out of their 10 rolls to perform major actions within a combat scene, subject to ST permission.
- **Difficulty Increase:** Heroic actions increase the difficulty by 15, and success requires at least two out of the three chops to be wins.
- **Consequences of Failure:** Failure results in the player receiving the combined damage of three losses for the attempted threat level, significantly raising the stakes of these actions.

## Special Actions and Combat Mechanics

- **Bodyguard:** By sacrificing a roll, a player may choose to take a loss on behalf of another player, automatically receiving the hit.
- **Healing:** Utilizing a win from the rolls, a player may heal themselves or another player, provided they have the means to do so.
- **Attack:** A win can be used to apply damage to the mass combat threshold, contributing to the collective effort to overcome the enemy.
- **Support:** A win can be used to apply a beneficial effect to oneself or an ally within the combat, or may be used to complete the desired goal outside of combat to reach the threshold for support actions for a wave.

## Narrative Conclusion

- The results of these combat scenarios are communicated by staff, allowing players to contribute to the shared narrative by describing their characters' actions and outcomes in a cinematic manner.

## Detailed Threat Levels

### Trait Difficulties and Damage per Level:

#### 1. Level 1 - Basic Threat

- **Trait Difficulty:** 10
- **Damage on Loss:** 1 aggravated or lethal
- **Example Narrative:** A group of newly turned vampires stumbles into a territory, causing disturbances but posing minimal danger. Or a gang of rowdy humans. Easily handled by one or two experienced players.

## **2. Level 2 - Basic Threat**

- **Trait Difficulty:** 15
- **Damage on Loss:** 2 aggravated or lethal
- **Example Narrative:** A rogue werewolf challenges the players or a specialist squad of humans like the swat, requiring tactical finesse but still manageable by a small team.

## **3. Level 3 - Intermediate Threat**

- **Trait Difficulty:** 20
- **Damage on Loss:** 3 aggravated or lethal
- **Example Narrative:** A spirit has begun corrupting a local area, requiring a coordinated effort from a group to cleanse or contain the anomaly.

## **4. Level 4 - Intermediate Threat**

- **Trait Difficulty:** 25
- **Damage on Loss:** 4 aggravated or lethal
- **Example Narrative:** A powerful witch enacts curses that start affecting the city's supernatural community, necessitating a united front from multiple factions to resolve.

## **5. Level 5 - Advanced Threat**

- **Trait Difficulty:** 30
- **Damage on Loss:** 5 aggravated or lethal
- **Example Narrative:** An ancient vampire awakens and seeks to reclaim their domain, posing a significant challenge that could require the combined forces of several allied groups.

## **Higher Threat Levels:**

## **6. Level 6 - Elder Threat**

- **Trait Difficulty:** 35
- **Damage on Loss:** 6 aggravated or lethal
- **Example Narrative:** A demon lord breaches through to the physical realm, threatening widespread destruction that demands the strongest and most skilled fighters in the community.

## **7. Level 7 - National Threat**

- **Trait Difficulty:** 40
- **Damage on Loss:** 7 aggravated or lethal
- **Example Narrative:** A magical plague begins to spread, threatening to decimate entire populations unless stopped by a highly organized and powerful assembly of heroes.

## **8. Level 8 - Continental Threat**

- **Trait Difficulty:** 45
- **Damage on Loss:** 8 aggravated or lethal
- **Example Narrative:** A convergence of ley lines creates a massive vortex of magical energy, attracting powerful entities and causing cataclysmic events, requiring a coalition of various supernatural entities to stabilize.



## 9. Level 9 - Global Threat

- **Trait Difficulty:** 50
- **Damage on Loss:** 9 aggravated or lethal
- **Example Narrative:** The fabric of reality begins to tear, merging the realms of the living and the dead, necessitating an unprecedented alliance of all available forces to restore order.

## 10. Level 10 - Godly Threat

- **Trait Difficulty:** 55
- **Damage on Loss:** 10 aggravated or lethal
- **Example Narrative:** An ancient god awakens with intentions to reshape the world in their image, presenting a cataclysmic threat that could end all life as known, requiring a heroic effort of mythic proportions to confront and neutralize.

### Special Actions and Combat Mechanics:

- Each threat level incorporates the need for strategic deployment of resources, including forced retests and special combat actions like bodyguarding, healing, and targeted attacks to manage the mass combat scenario effectively.

### Narrative Integration:

- Results of these combat scenarios are shared by staff, with players contributing their characters' heroic deeds and strategic maneuvers, enhancing the collective storytelling experience and allowing each participant to shape the unfolding narrative based on the level of threat and their actions.

## Detailed Support Thresholds

### Damage Thresholds

In Player vs. Environment (PvE) scenarios involving mass combat, the "Damage Threshold" serves as a crucial metric that determines the collective damage required to overcome enemy forces. Each threat level has a designated damage threshold that must be met or exceeded to achieve victory in the encounter. If the threshold is not reached by the end of the initial round of ten dice rolls (chops), the combat continues in additional rounds until the threshold is achieved.

## Support Actions and Thresholds

Support actions provide strategic alternatives to direct combat, influencing the course of battle by offering healing, defense, or other forms of aid to players and their allies. These actions can decisively impact the battle's outcome by supporting player survivability and effectiveness.

### Support Actions:

1. **Bodyguard:** Players can take hits intended for others, effectively absorbing damage that would otherwise harm teammates.

**2. Healing:** Players can heal themselves or others, utilizing successful chop wins to restore health or mitigate injuries.

**3. Strategic Coordination:** Includes efforts to fortify positions, coordinate team movements, or execute battlefield tactics that enhance the group's overall strategic position.

**- Rules for Support Actions:**

- **Allocation and Execution:** At combat's start, players declare how many of their total ten chops are dedicated to support actions. These chops are rolled separately and require clear strategic intent.

- **Effectiveness:** The impact of support actions depends on the number of successful wins. The more wins accumulated, the greater the influence on the battle's dynamics.

**Determination and Impact of Support Thresholds**

Support thresholds are predetermined levels of success that players must achieve to effectively execute support actions. These thresholds are set by the Storyteller (ST) at the beginning of combat and are based on the overall difficulty and intensity of the scenario.

**- Setting Support Threat Levels:**

- The ST assesses the combat scenario and sets appropriate support threat levels, tailoring the challenge to the narrative context and the players' opposition.

- Levels range from Basic to Elder, with each level corresponding to increasingly difficult challenges and greater potential impact on the combat outcome.

**- Challenges for Personal or Direct Support Actions:**

- Actions that affect only the player or a willing target are subject to a simplified challenge rule: the player must simply not lose their challenge roll. This accommodates actions like self-healing or buffing an ally, where the main requirement is the successful execution of the ability without interference from the enemy.

**- Support Thresholds per Player:**

- **Level 1:** Basic (10 )

- **Level 2:** Basic (15)

- **Level 3:** Intermediate (20)

- **Level 4:** Intermediate (25)

- **Level 5:** Advanced (30)

- **Level 6 +:** Elder (35+)

**Example of Support Actions in a Combat Scenario**

- **Scenario:** During a siege by a necromancer and his undead horde (Threat Level 5 - Advanced), players set up both defensive perimeters and focus on keeping key fighters healed and protected.

**- Support Actions:**

- **Alice:** Dedicates 4 of her chops to casting protective wards around her team, aimed at reducing incoming undead assaults.

- **Bob:** Uses 3 chops to heal teammates using his supernatural abilities, directly impacting the team's ability to sustain the fight.
- **Outcome:** Alice's successful support rolls enhance the team's defensive capabilities, while Bob's healing actions ensure that frontline fighters remain combat-effective.

## Mass Combat Walkthrough

**Threat level Declared:** The ST shall declare the threat level of the Wave, and number of rounds allowed for Prep time. the players have a choice before the scene goes into combat from prep rounds to attempt fair escape. For every Prep round players will be allowed one social Action to speak to their group or make a statement.

**Tempers:** May be spent up to your permanent rating for extra actions if your genre gives a means to extra actions though their spend must be declared at the start of the wave.  
{ex: spend 5 rage roll 15 d3 rather than 10}

**Health Levels:** DR is treated as Armor levels and effects such as bloody bandages are treated as health levels for the purpose of tracking. Your levels shall be posted at start of wave and end of wave.

**Abilities:** Only one offensive and one defensive ability is allowed per wave, the level of each will be posted at the start of the wave.

**Retests:** Retests will be listed at the start of the Wave, only one retest per source can be applied to a wave of mass combat.  
{luck/glamor/faith/etc retests may only be used once each in a wave}

**Bids:** Your bids for defensive, offensive and damage will all be posted at the start of the Wave. If you Tie your challenge you use your offensive bid to determine results. If your defensive bid is less than Half the total for the difficulty of the wave, every lost challenge gets a forced retest. At the end of the wave after actions are declared dmg is posted for staff.

**Actions:** In combat you may choose to deal dmg, take the dmg for another person, or heal yourself or another if you have the means. These actions are declared after the rolls.  
{EX: I have 6 wins and 4 losses, i am spending 2 of my wins to deal DMG , and 1 win to bodyguard and take the dmg for another player, and 3 of my wins to heal myself so i do not fall to incap from the DMG of the losses.}

**Narrative:** each player will be allowed to post about their actions in the wave of combat, for every 7 DMG dealt you may describe a kill, for every Loss taken should be described as different attacks.

**DMG Threshold:** At the end of the Wave if the Dmg threshold is met the narrative ends in a victory for that wave. If the Threshold is not met then the wave begins again. at this time players may be given a chance to Fair escape with ST permission.  
{Players leaving the combat after start does not lower the DMG threshold for the players that remain}

## **Actions and Resisting Actions in PVP Combat**

In the Hidden Kingdom, combat scenarios often involve characters taking actions against one another and resisting those actions. Here's a breakdown of how these dynamics play out:

### **Normal Actions**

Normal actions encompass most activities characters engage in during combat without the benefit of supernatural speed. These include:

- Attacking an opponent (standard attack or called shot)
- Performing athletic actions (dodging, diving for cover, climbing, throwing)
- Activating Gifts (unless specifically innate or automatic)
- Activating Fetishes or Talens with a Gnosis Challenge (automatic if Gnosis is spent upfront)
- Shapeshifting slowly to a nearby form
- Stepping sideways

To summarize, a Normal Action includes:

- Attacking an opponent
- Athletic actions like dodging or diving for cover
- Activating certain supernatural abilities or items
- Shapeshifting or stepping sideways

### **Personal Activations**

Immediately before or after your Normal Action, you may perform one Personal Activation. This can be an additional Gift, Fetish, Talen, wonder, treasure, etc activation as long as it doesn't involve an effect or Challenge against an opponent or opposing force (like the Gauntlet).

### **Rage/Speed Actions**

Rage/speed actions are performed with supernatural speed and ferocity, focusing on aggressive and direct actions such as:

- Attacking an opponent (standard attack or called shot)

- Athletic actions (climbing, throwing, movement-based actions)
- Activating Gifts that don't require Gnosis

## **Resisting Actions**

When someone takes an action against you, you can respond in one of two ways: Passive Resistance or Active Resistance.

### **Passive Resistance**

This is the most common response to an action against you. You participate in the Challenge by bidding a trait that describes your resistance, like "I'm too Rugged to be damaged" or "I'm Quick enough to evade your blow." If you win, the attacker's effect is nullified, but you don't affect them.

### **Active Resistance**

To actively resist, you must forfeit your next action. If you have already taken all your actions this round, you cannot actively resist. By bidding a Trait that counters the attacker's action, you can potentially turn the tables. The winner achieves their desired effect, and the loser gets nothing but pain.

### **Soak:**

- Used to resist damage by bidding a Stamina-related Physical Trait.
- You can soak up to three-quarters of the damage, rounded down.
- Certain damage types like bashing can be fully soaked by Garou.
- Cannot soak silver damage.

### **Dodge:**

- Series of movements to avoid a blow.
- Can choose to dodge or soak but not both.
- Retest with Dodge.

### **Grapple:**

- Establishing a grapple requires bidding two additional Physical Traits.
- Escaping a grapple needs a successful Physical Challenge (retest Brawl/MA).
- Restrictions include limited movement and penalties to dodge.

## **Turns in Combat**

Turns are typically about four seconds long but can vary at the Storyteller's discretion. In each turn, a character may take one action, with some actions requiring multiple turns to complete. If

interrupted, a character can still defend themselves, but this uses their available action for the turn.

## Movement in Combat

Your movement distance during a turn depends on your form:

- **Homid or Glabro:** Up to three steps
- **Crinos/Apoc/Etc:** Up to four steps
- **Hispo:** Up to five steps
- **Lupus:** Up to six steps

# 11. Local Flavor and Lore Integration

## 11.1 Integration of Local Myths

The Ozarks are a region filled with folklore and myth. By incorporating these elements, you can add depth and intrigue to your character's narrative.

### Incorporating Local Legends:

- **Mysterious Creatures:** Encounter creatures from local folklore, such as the Ozark Howler, a bear-sized beast with glowing red eyes and horns; the Gowrow, a dragon-like creature dwelling in caves; and the Snawfus, a mythical flying white deer.
- **Ghost Stories:** Explore famous haunted locations, like the Castle in Springfield known for its ghostly inhabitants, and the old Shepherd of the Hills farmstead with its spectral sightings.
- **Folkloric Magic:** Use traditional Ozark magic and healing practices in your mage and changeling narratives. Granny women, folk healers who use herbal remedies and charms, can be influential NPCs. Incorporate the use of "yarbs" (herbs with mystical properties) and traditional remedies.
- **Lost City of Zodinu:** The mythical lost city of Zodinu, hidden deep within the Ozark forests, serves as a source of ancient knowledge and powerful artifacts. The quest for Zodinu can drive many adventures and reveal long-forgotten secrets.

Example Myths and Folklore:

- **Spook Lights:** Investigate the unexplained glowing orbs near Joplin, Missouri, known as the "Spook Lights" or "Devil's Promenade."
- **The Witch of Potosi:** Delve into the legend of an old witch who cursed the town of Potosi, Missouri, causing strange and eerie occurrences.

- **Tommyknockers:** Encounter these spirits in the mines, warning of danger or leading to rich veins of ore.

## 11.2 Historical Events and Cultural Nuances

The history of the Ozarks is filled with significant events and unique cultural practices that can enrich your character's story. By incorporating these elements, you can ground your narrative in a believable and engaging setting.

### **Historical Integration:**

- **Civil War History:** The Ozarks were a contested region during the Civil War, with significant battles like the Battle of Wilson's Creek. Ghosts of soldiers, hidden battlefields, and long-lost relics can play pivotal roles in your story.
- **Prohibition and Outlaws:** During Prohibition, moonshiners and outlaws like Pretty Boy Floyd and Bonnie and Clyde roamed the Ozarks. Use secret smuggling routes and hidden speakeasies to add intrigue to your character's adventures.
- **Native American Heritage:** Honor the rich Native American history of the region. The Trail of Tears passed through the Ozarks, and sacred sites, ancient spirits, and tribal legends can be woven into your mage and changeling narratives with respect and authenticity.
- **The Bald Knobbers:** Incorporate the legacy of this late 19th-century vigilante group that enforced their own form of justice in the Ozarks. Their history of secret societies and frontier justice can add layers of intrigue and conflict.

### **Cultural Nuances:**

- **Local Festivals:** Participate in local festivals and traditions, such as the Ozark Folk Festival or various seasonal celebrations. These events can serve as backdrops for significant plot developments or supernatural occurrences.
- **Rural Community Dynamics:** Understand the close-knit and sometimes insular nature of rural Ozark communities, which can impact how your supernatural character interacts with the local population. Use this dynamic to create tension and intrigue in your story.

## 12. Downtime Actions

Managing your character's activities between game sessions is a crucial part of character development and narrative progression in the Hidden Kingdom. Here are the detailed rules and guidelines for handling downtimes for both local and traveling players.

### 12.1 Major Downtime Actions

### **Local Players:**

- Each local player is allotted 5 major downtime actions per month.
- Major downtime actions are considered any activity that takes between 1-3 days and produces a significant result.
- Examples of major actions include:
  - Investigations (e.g., exploring ancient ruins, uncovering secrets)
  - Crafting (e.g., creating talismans, forging weapons)
  - Training (e.g., improving skills in a restricted ability or lore)

### **Traveling Players:**

- Each traveling player is allotted 3 major downtime actions per month.
- These actions must also fit the criteria of taking 1-3 days and producing significant results.
- Traveling players must provide email correspondence with their home game to validate their actions.

## **12.2 Minor Downtime Actions**

### **Local Players:**

- Each local player is allotted 5 minor downtime actions per month.
- Minor actions are classified as simple tasks or duties that a PC may have.
- Examples of minor actions include:
  - Tending to a shrine
  - Tending a garden
  - Collecting tass from a node

### **Traveling Players:**

- Each traveling player is allotted 3 minor downtime actions per month.
- These actions are also simple tasks or duties that do not take much time.

## **12.3 Organization and Submission**

### **Local Players:**

- Local players must create threads in their player room to organize and submit their downtime actions each month.
- Each thread should clearly list the major and minor actions taken for that month.

### **Traveling Players:**

- Traveling players must also create threads in their player room for their downtimes.
- In addition, they must provide email correspondence from their home game to validate their downtime actions.



## Example Downtime Submission

**Player Name:** John Doe

### Major Actions:

1. **Investigate the Ruins:** Explore ancient ruins outside of Springfield to uncover hidden secrets.
2. **Craft a Talisman:** Create a protective talisman using gathered materials.
3. **Train in Combat:** Spend time training with the pack to improve physical combat skills.
4. **Perform a Rite:** Conduct the Rite of Hidden Glen at the local caern.
5. **Patrol the Territory:** Regular patrols around the pack's territory to ensure its safety.

### Minor Actions:

1. **Tend to Shrine:** Maintain and perform upkeep on the local shrine.
2. **Collect Tass:** Gather tass from a nearby node.
3. **Tend to Garden:** Care for the community garden.
4. **Check on Retainers:** Ensure that all retainers are performing their duties.
5. **Scout for Resources:** Look for additional resources in the surrounding area.

### Traveling Player Validation:

- **Email Correspondence:** Provide email confirmation from your home game validating the downtime actions.

By adhering to these guidelines, you can ensure your downtime activities are well-organized and effectively contribute to the overall narrative and development of your character in the Hidden Kingdom.

### Retainer Actions:

- Retainers get one action per month they can do on your behalf, they are limited to actions within their skill set and use their traits and abilities when doing these tasks.

## Earning and Teaching Abilities

In the Hidden Kingdom, characters can earn and teach various abilities through dedicated downtime actions. Here are the guidelines for this process:

### Earning Abilities

#### Lores:

- Requires 1 downtime action.

### Special Abilities:

- Requires 1 downtime action.
- Examples include:
  - Martial Arts
  - Area Knowledge
  - Blind Fighting
  - Flight
  - Psychology (requires a teacher or access to a source of accurate information)
  - Demonology (requires a teacher)
  - New Languages

### **Martial Arts:**

- Requires 1 downtime action per rank.
- The teacher must have a teaching ability equal to the rank of the martial art being taught.

### **New Skills:**

- **Ritual:** First levels require 1 downtime action.
- **Crafts:** Learning a new craft requires a teacher or dedicated book/notes made by someone at level 3 in that craft.
- **Science:** Requires a teacher or access to a source of accurate information.
- **Performance:** First levels require 1 downtime action.
- **Tracking:** First levels require 1 downtime action.
- **Non-standard Specialty Skills:** Requires a teacher. Examples include:
  - Surgery (instead of basic medicine)
  - Network Security (instead of basic computers)
  - Biome-specific herbalism

### **Teaching Abilities**

#### **Teaching Ability:**

- Allows you to teach multiple people per downtime used, as per the teaching ability.

### **Guidelines for Teaching**

- Both the teacher and the student must spend the downtime.
- The teacher must have the ability they are teaching at a sufficient level to instruct others.

### **Example of Teaching Abilities:**

#### **Teaching Martial Arts:**

- If teaching Martial Arts rank 3, the teacher must have a teaching ability of at least rank 3.

#### **Teaching Psychology:**

- Requires the teacher to have knowledge of psychology or access to accurate information.

**Teaching Demonology:**

- Requires the teacher to have expertise in demonology.