

House Rules

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Preface	1
Proxying/Sign in	1
Character Creation	1
Combat	7
Disciplines	8
Necromancy:	12
Thaumaturgy:	12
Combination Disciplines	13

Preface

These rules may be changed at any given time and will be updated within two weeks of the change. All players, visiting or otherwise, are responsible for reading the house rules on their own. There will be a copy of the house rules for any and all to read over at the game site. These rules are effective and to be followed by Never-ending Nights and all satellite games.

Proxying/Sign in

Any character that enters the Never Ending Nights game boundaries while at the game or taking part in an online scene through any medium will be considered hard proxied into NEN and is subject to the rulings of the Storytelling Staff and House Rules of NEN.

Character Creation

Morality

If your character is part of the Camarilla, your Morality starts with the Path of Humanity. Independent and Anarch characters may start on a different Morality with Storyteller approval. If a character starts on a path with either Conviction or Instinct they do not receive the free dot in that Virtue.

Caitiff

Caitiffs come from all walks of life and are failed embraces from almost any clan. As such they have a couple of rules that apply to them that do not with other Kindred. First and foremost is the fact that they are almost always of weak generation, 12th or worse. All players wanting to make a Caitiff of 10th generation or lower must get permission from the ST staff. When making a Caitiff the player has two options when it comes to his Disciplines he may choose one in-clan discipline, the ST will choose the second, and the third is drawn at random from the Disciplines Deck or The player may opt to have all three randomly drawn from the Discipline Deck. If the Discipline(s) drawn does not fit the character concept (in any way) that the player had in mind, then the ST overseeing this process reserves the right to allow the player to re-draw. If this

option is taken the player is stuck with a second result for better or worse. The STs always have the final say on the disciplines. It is highly recommended for rp that one discipline be inherited from their sire (if known).

Ghouls

Ghouls may be played in this game. See the Mortals in NEN section for more details.

Character History

(Written Background) We would like to see a background for every character in the game but it is not, nor will it ever be a requirement unless the player wants something that is R&U. If you max out your 60 points without writing a background we still encourage you to give us a little something (preferably written) about your character so that we can attempt to enhance the realism for you a bit. Maybe even bring NPCs from your character's past into the game for a cameo or two.

Backgrounds / Influences

All Backgrounds/Influences that can directly provide income can be collected every game session. All characters based in NEN refresh their ability to use their influences and backgrounds at the start of each game.

Cult

This background can only be taken with storyteller permission and *only* when genre appropriate.

Haven

Is considered a 1-5 point background. All characters with Haven on sheet must turn in a written description of location and layout of their haven for approval. Each dot increases the number of security traits it possesses. If Haven is pushed above the 5 point mark with Resources, it adds +1 trait to the difficulty for any challenges to enter the character's home.

Haven 0: You have the equivalent of a windowless apartment. 4 traits

Haven 1: Standard door and window locks. Base difficulty 6 traits.

Haven 2: Above average door and window locks. Base difficulty 8 traits..

Haven 3: Basic ADT or Brinks home security system. Base difficulty of 11 traits, 1 security retest

Haven 4: Significant security system or architecture that helps prevent entry. Base difficulty of 13 traits 1 Security retest

Haven 5: Extreme measures and possibly custom systems are in place to defend the Haven. Base difficulty 15 traits (possibly higher based on systems and possible guards) 2 Security retests.

Holdings

Holdings represent mostly dormant properties but may be used to gain no more than \$1000 per dot in holdings per game session.

Resources

May be used in place of or in combination with Haven and a write-up of the layout for your Haven, (subject to ST approval) to provide some security or augment existing systems. Resources will no longer be collectible resources at games if used to boost the effectiveness of the Haven Background. This will instead represent your ability to purchase things similar to a credit limit.

0: Broke as a Joke. You have no real income to speak of at this level. \$500 per month.

1: Sufficient income. You are able to make ends meet with a little extra left over. \$1000 per month.

2: Doing Well. You have a firm hold on your finances and budget. \$5000 per month.

3 Comfortable. Money is not a major concern for you, you have it. \$20,000 per month.

4 Wealthy. Money is something you almost never need to worry about. \$ 75,000 per month.

5 Loaded. Money is a tool and nothing more. You use it as needed, freely. \$125,000 per month.

6 The 1%. You are so wealthy that price means nothing, only desire. \$250,000 per month.

Retainers / Animal Retainers

Retainers and Animal Retainers come in two forms. Type 1: A generic retainer that has no real sheet and has stats handled by the ST staff. This type is a bulk background where the more you invest in it, the more retainers you have (see chart below). Type 2: An individual that a player wishes to have a sheet on file with ST staff. This npc retainer can have more than one background point invested in it per the rules listed below. All ghouled retains are subject to the rules listed in the Mortals in NEN section of the houserules.

Type 1

1: A single retainer.

2: Two retainers.

3: Three retainers.

4: Four retainers.

5: Five retainers.

Type 2

1: Basic 6/4/3 mortal or ghoul.

2: Basic 6/4/3 mortal or ghoul +15 exp.

3: Basic 6/4/3 mortal or ghoul +30 exp.

4: Basic 6/4/3 mortal or ghoul +45 exp.

5: Basic 6/4/3 mortal or ghoul +60 exp.

In addition to the rules listed in the Mortals in NEN section, 'human' retainers have the following limitation. They may have any appropriate backgrounds the player wishes but the following are up to the ST staff on how the retainer chooses to use them: Contacts, Allies, Information Network, Resources, Military Force and all Influences.

Occult Library

Any Lores provided by this cannot go above level 3 and/or can't be an R&U Lore. Please see the chart below for what it provides. These are not cumulative. All Occult Library based lores must be chosen when the new level is purchased.

1 - Two level of lores

2 - Three levels of lores

3 - Six levels of lores

4 - Nine levels of lores

5 - Twelve levels of lores

These do not include any books or other items that you have approved and stamped item cards for. A character may possess more than one Occult Library but each one must have a specific focus for the lores it contains. For example: A character could have Occult Library: Vampires x3, Occult Library: Clans x2, and Occult Library: Magic x2. It is up to the ST staff to determine if a particular Lore would fit into an Occult Library's focus.

Influences

We use the Influence rules from Dark Epics.

Importing Influences:

An influence action used to transition from one city to another for purposes of IC game location change and characters transferred into Never Ending Nights. Influences Import into the new city at one point every game session across all areas. While an area of Influence is in an Import action none of that Influence can be used toward a Growth action. Those Influence points received through an Import action are free to be used in any other manner.

Military Force and Espionage

We use the rules in Vampire Story Teller's Guide pg. 37 or Laws of Elysium pg. 69. These influences are mortal only and thus only able to be possessed by npc mortal retainers or players that are playing a PC Mortal.

Abilities

Only abilities that are not listed in Laws of the Night (or supplementary material) or that are being run differently from the way they are written will be listed in this section. Also please note that certain abilities *must* have a focus to be considered a valid ability. The primary examples of this are: Academic, Crafts, Expression, Performance, Science and Hobby/Profession.

Alertness:

This ability may not be used to cancel Surprise. This ability is used to notice things at a glance.

Awareness:

You may make an Awareness test to realize when a supernatural power has been used on you, but **ONLY** if the attempt was unsuccessful. Perform a static Mental challenge against the user of the power. If you lose, you have no idea that a power was used on you. If you win, you know that something was used on you (and may be able to deduce what it was), but not necessarily who used it. Note that some powers, such as Path of Corruption, specifically state that the target automatically is (or is not) aware of the power; such rules trump these.

Blind Fighting:

You may expend this ability to cancel the forced retest of not being able to see for 1 action.

Hunting:

Kindred uses this Ability to find prey. You may spend a level of this Ability to retest the pre-game feeding test, or as a retest for in-game challenges to find prey. If you use it for the feeding test, you may spend multiple levels of the Ability, taking the most favorable result. You may also use a level of this ability to provide one trait of animal blood per level used. (NOTE Animal blood sometimes has bad effects on Vampires, such as making it harder to resist frenzy at the smell of

human blood when hungry.)

Linguistics:

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

- 1: One additional language.
- 2: Two additional languages.
- 3: Four additional languages.
- 4: Eight additional languages.
- 5: Sixteen additional languages.

Lores:

If learning a Lore above level 3 from a book or library it requires two sources for the material. If learning from a PC the player is required to send an email to the ST staff and the teacher to confirm that they are willing to teach.

Meditation:

Meditating takes fifteen minutes. You then make a challenge against a difficulty of 5 traits (or more, if the ST feels the surroundings are exceptionally distracting). Success restores an expended trait of temporary Willpower.

Rituals: This ability is only permitted on Sabbat and Garou PCs.

Survival: This ability can be used in Stamina related challenges involving soaking damage as a retest.

Merits / Flaws

Ability Aptitude:

A character can only have this Merit once per ability, though multiple ability aptitudes are possible. Certain other merits, like Natural Leader, are similar to this merit. In such a case, they do not stack (i.e., you can have both Natural Leader and Ability Aptitude: Leadership but since they both provide a bonus to the same ability they don't stack). This merit can only be taken for non-combat abilities.

Berserker:

This merit allows the character to enter frenzy at will, for those on an Instinct based path the frenzy is uncontrolled. If the character enters frenzy using this Merit they may exit frenzy by expending one temporary willpower.

Efficient Digestion:

Ghouls cannot have this Merit and it can not be stacked with Potent Blood when feeding.

Fourth In-Clan Discipline:

This merit is permitted in NEN with Story Teller's permission only. The fourth in clan may be either chosen at random from the discipline deck or the player may work with the STs to choose the discipline. The discipline cannot be a clan specific discipline. This merit may only be taken once.

Holdings: This Merit represents active businesses that the character owns and gains income from and may be taken up to 5 points with Story Teller permission only. A character with this Merit is required to keep an ongoing item card (just like the Resources Background) and may combine this with resources for truly phenomenal spending ability. Each level of this merit provides the PC with \$10,000 per month.

Ironwill: The only Iron Will Merit allowed on Vampires in NEN is the Ironwill out of Laws of the Night.

Luck:

Due to the difficulty in tracking this Merit's use over the course of a story, this merit refreshes at the beginning of each game.

Natural Linguist

This Merit does not add any traits to linguistics challenges but instead doubles the number of languages a character may learn from the Languages ability.

True Berserker: With this Merit the character may voluntarily enter a *controlled* frenzied state. A character cannot default to using this Merit if they have been pushed into frenzy by another source. When the character enters the True Berserker state they must remain in their True form the entire time or automatically come out of True Berserker. Also the character cannot enter this state unless they are wearing no armor. When in this state the berserker gains the Physical Traits: Ferocious x2 and Tenacious along with three extra Bruised Health Levels. The Berserker also ignores wound penalties other than Incapacitated.

Combat

Generational Max Traits:

The generational max traits for NEN are 30 for everyone. Your Gen doesn't decide it

Order of Combat:

The following is a quick list of the progression of combat in NEN.

Declaring intent to be involved.

Declaring expenditures.

Normal Actions. In the order of Mental, Social, Physical

Swiftness

Legerity

Additional follow-up actions

Order of Challenges:

The following is the order in which retests are used in NEN. Only one retest of a given type can be used per challenge. An overbid attempt may be called at any point after the initial test has been resolved however it does follow standard rules.

State intended action or defense

Bid traits

Resolve initial test

Retest order: Orisha, Ability, Discipline, Merit, Other

If an overbid is successful, then all retests are allowed to be bid again though the same merit may not be used a second time.

Fair Escape:

If combat continues after the end of the game, all parties involved must agree to put the scene in time stop or all parties are considered to have fair escape. Alternatively the storyteller has the right to overrule the decision made or narrate the remainder of the scene.

Surprise:

A character attacking from surprise gains one round of actions where the defender may **ONLY** bid a stamina related trait under normal circumstances. Storytellers have final say on what constitutes surprise.

Action Sequence:

Actions will proceed as follows: Alacrity, Normal, Swiftess, and Legerity. Most additional follow-up actions, such as those from two-weapon fighting, take place at the end of the round. All follow-up actions will go in initiative order. Mental and Social disciplines function on the normal or Alacrity actions.

Called Shots:

Called shots are permitted in NEN and require the bidding of two *additional* traits for the attempted attack. All bid traits are lost as normal if the attack fails. The effects of a called shot are up to the ST running the scene, but the rule of cool will be in full effect.

Carrier Attacks:

Carrier attacks are limited to one per round, and are used on the Alacrity or Normal actions only, unless otherwise specified in the MET write-up for the power.

Diablerie:

Any character on Humanity or a path that does not condone diablerie, that diablerizes automatically loses one path rating. If the character is on Humanity, they will lose a second Path Rating. Character's on a non-Humanity Path that does not condone diablerie they are forced to

test to see if they lose a second Path Rating. Characters that follow Paths that specifically require or condone the act of diablerie are not subject to this loss of Path rating unless the diablerie somehow violates their Path. There are a series of tests that are done with any diablerie attempt (successful or not) after the act. First: a test for euphoria, second: a test for frenzy, third: a possible test for a soul shard, fourth: a possible test to see if they gain a derangement of the remainder of the evening.

Dodging/Resisting:

Dodging/resisting in NEN does not require an action. If a character can throw the bomb or win on ties they do not have to announce it.

Discipline vs. Discipline retest cancels:

Players can now use a discipline to cancel a retest. For example, if the Awe retest is used then the Awe Power can also cancel the retest. This is only applicable if the power can be called as a retest in the challenge.

Disciplines

Form Powers:

Form changing powers (Shape of the Beast, Black Metamorphosis, Skin of the Adder, etc.) can be stacked unless specifically prohibited by the powers. You may change directly from one form to another with the normal expenditures; you do not need to return to your normal form between shifts.

Blood Magic:

All rules that apply to Thaumaturgy are assumed to apply to all blood magic powers that mimic them unless otherwise noted in the appropriate genre packet. Any Blood Magician may auto-pass the test for casting basic rituals that affect the caster during sign in a number of times equal to the character's Occult rating. All Blood Magic that affects another person requires a challenge against that person (no exceptions), though the defending player may relent as normal if they wish to do so.

Animalism: Quell the Beast:

This power only lasts the scene.

Auspex vs. Obfuscate:

If a character is currently in hidden Obfuscate and another character is currently (or begins to) use Auspex to search for any hidden presences the following rules apply: If the hidden character has a higher Obfuscate than the character using Auspex then they remain hidden, though the opposite is true as well. If the character with Auspex has a higher level than the character hiding with Obfuscate, then they see through the power (again only if they are actively searching.) If the level of the powers are the same, then a challenge is held as per normal.

Celerity:

Celerity can be used during a round that a thaumaturgical action takes place; however, the player does not gain extra actions (dodging is not an action) from this except for move actions. The character does gain the mechanical benefits of using celerity for defensive purposes and for the purposes of any physical action done on the Normal action (such as the touch needed for Cauldron of Blood).

Chimerstry:

This power is a social challenge unless the target has Auspex: Heightened Senses up at the time of the challenge. If the target has Auspex: Heightened Senses up then it becomes a Social vs Mental challenge with the aggressor adding one trait per level of Chimerstry they possess and the target adding one trait per level of Auspex they possess.

Horrid Reality:

The effects of the power last only for the scene or an hour, whichever is longer.

Cruscitus:

Blood Essence:

As per the Faith and Fire version of Blood Essence except the heart is the vessel.

Scorpion's Touch:

The trait loss lasts the night and the lost traits cannot be regained via Prowess or Willpower.

Dagon's Call:

Use standard Quietus Dagon's Call rules.

Dementation:

Passion:

This power will not bring someone out of frenzy, but you can use it on them while they are in frenzy.

Total Insanity: The duration of the derangements induced by this power last one scene or an hour whichever is shorter.

Fortitude:

Resilience and Resistance:

These powers no longer require a challenge to reduce the damage if the character also possesses Aegis. If the character does not have the fifth level of Fortitude, then they must test as normal. Additionally the final level of damage cannot be removed automatically and always requires a test.

Aegis:

When being staked Aegis must be expended immediately after the two simple tests to keep from being staked. When being bitten to feed Aegis must be expended immediately after the attack to keep from losing the initial blood however, if Aegis is used later that same round the attacker must reestablish the bite to feed again the next round.

Minhit Dume:

Dagon's Call is restricted to 3 willpower traits per activation

Obfuscate:

This disciple is an offensive power. If someone is "obfuscating" You enter a mental challenge against the person with Auspex, you gain a bonus trait for every level of Obfuscate you have (IE if you have Mask of 1,000 Faces you gain +3 traits) Mask of 1000 Faces.

Cloak the Gathering:

May be used on unwilling individuals if you best them in a Mental challenge. They are unaware of the effect, and may break it normally (shooting a gun, throwing fire, screaming and dancing like a rabid howler monkey, etc.)

Potence:

If any level of Potence is used during an offensive action the player cannot opt to do no damage or bashing damage.

Presence:**Awe:**

You cannot use Awe over distance, for such things as the target must be in your presence and aware of you.

Summons:

You may also spend a social trait and then engage a target in a social challenge (after expending the trait) to get them to lock eyes with you for a split second. This may be used as a carrier power for Dominate or any other power that requires eye contact. This power does not require an action.

Majesty:

Majesty is a defensive power as it states that it is the only exception to the rule of Willpower only being used to defend against mental and social powers while trying to break through it.

Protean:**Shape of the Beast:**

Anyone who learns Shape of the Beast out-of-clan is limited to wolf and bat form per book. For Gangrel PC's this game uses the alternate rules for this power published in the Gangrel Clanbook (Shape of the Beast Revisited Pg.67).

Quietus:

Changing your blood is not an action; applying it is an action.

Serpentis:

Heart of Darkness:

Use of this power does not remove Social traits or any ranks of the Ability: Empathy. If the removed heart is exposed to fire or sunlight nothing can save it, not even Aegis.

Sorcerer Quietus:

Dagon's Call:

Dagon's Call is restricted to 3 willpower traits per activation

Thanatosis:

Withering:

If the head is Withered, the victim may not initiate Mental or Social challenges, nor may they expend Mental or Social traits. They may still use Celerity, Potence, and Fortitude. This also stops Combo Powers that use more than Celerity, Potence, and Fortitude. Aegis negates the effects of this power if the target spends for Aegis at the time of the successful attack.

Necrosis:

This power costs 1 Blood trait and does 2 levels of Lethal damage in addition to inflicting the Negative traits Decrepit and Repugnant.

Vicissitude:

Any use of Vicissitude in combat for anything above the LoTNr write up requires it to be a Called Shot (see Called Shot in section 4.6).

Vis Mods:

Ran as per the Tzimisce packet except you may purchase one Physical, Social, Perception based Mental trait, and one health level for the cost of one xp each. This does not count toward the Body Crafts maximum. Temporary Vis mods only give the bonuses for one scene and are obvious. *If a player who spent xp for a mod loses it due to a power such as Stone of the True Form the player may opt to have the xp refunded or used toward the same or a different mod.

Vis Mod: Armor:

The armor from this mod refreshes at the beginning of each night unless repaired during the same night it was damaged

Necromancy:

Path of Bone:

Soul Steal:

Any damage not soaked by natural or supernatural means while the soul is separated from the body returns the soul to the body immediately. The exception to this is if the Necromancer uses Compel Soul to bind the soul for the night, or year.

Ritual: Esilio: This power only works on true Wraiths or Specters.

Thaumaturgy:

Focused Mind:

One Track Mind:

This power ends if the victim takes damage past any sort of normal or mystical damage reduction.

Dual Thought:

This path can allow a Blood Magician to perform a second thaumaturgical action no matter what trait source powers their Blood Magic. For example, Akhu uses Social Traits for challenges, but will still get an extra action with this power.

Elemental Mastery:

Elemental Form:

Benefits of elemental form are replaced by the following features. This level may be activated more than once to combine effects. The same element may not be active more than once on an individual. Fire - All melee and Brawl attacks are wreathed in fire converting their damage to aggravated, And increasing it by one. Earth- Gain 3 Levels of armor as earthen plates move about your form. Air - Gain 2 additional steps of movement for each action Water- Grants the caster 3 'Fluid' physical traits. Other Elementals can be discussed.

Mastery of the Mortal Shell:

All powers above the first intermediate require complete concentration and line of sight. While concentrating on this power you may not initiate any other challenges.

Seizure:

This power requires an additional expenditure of mental traits after the challenge is successful. The effect lasts for a number of rounds equal to the number of mental traits spent.

Neptune's Might:

There must be an adequate amount of water to Invoke this path.

Path of Levinbolt:

If you are the subject of this path of thaumaturgy and have fortitude you must enter into a Physical challenge vs the thaumaturgists appropriate traits to avoid the stun effect. If your Fortitude rating is GREATER than the thaumaturgists rating in the path of Levinbolt then the subject of the effect wins on ties.

Spirit Manipulation:

To activate a fetish you may use Lore: Spirit instead of the Chop to activate it. You still have to spend the willpower also.

Trap Ephemera requires a Mental vs. Essence Rating chop to use.

Weather Control:**Lightning Strike:**

The damage from this power is aggravated damage.

Combination Disciplines

You must have one of the requisite Disciplines as a natural in-clan to teach a combo-discipline. You may learn combo-disciplines if you have the requisite disciplines at the appropriate level.

Alpha Glint:

The Vampire spends a willpower and makes a social challenge against any one Within line of sight. If he wins, no one will act aggressively towards him, but will instead, cower or show the proper respect. This power may be activated reflexively when attacked in the first round of combat or when a new target enters combat, but only if they are not surprised.

Approximation of the Loyalty Absolute:

This power follows the rules for Dominate based on Generation.

Badger's Hide:

This power is not a form changing power.

Brace for Impact:

You can only brace against things that affect most or all of your body. The amount being soaked is one health level for each level of Potence the character possesses. If you have a question if you can brace against something not listed here please ask your Story Teller.

Forced March:

When trying to figure out how fast the PC or NPC moves while this power is active only the levels in Celerity are figured in.

Instant Trans:

This combo may be used with any form changing power, however, you must have the discipline for the form changing power at the second intermediate, and you must spend the xp for the new instant trans.

Iron Heart:

This power is effective against the following Thaumaturgy Paths: Path of Corruption, some powers of Focused Mind (such as One-Track Mind), and Vine of Dionysus. It may also provide protection against rituals and other magic at ST discretion.

Mortal Terror:

Either touch your subject—possibly requiring a Physical challenge—or make eye contact and

engage in an extended Social challenge—retest Intimidation. If the user accumulates more successes than the target has current Courage the use is a success and the Subject is under the full effects of Rotschreck emanating from the user of this power. The subject must flee by the fastest and most direct route until succeeding in 5 Courage tests. If the Power fails the Subject must throw Self-Control to resist Frenzy at a difficulty of 3 traits.

Pater Szlachta:

This power does not allow a character to bid more than double their max traits for generation.

Shadowed Eyes:

The user may not use Potence when affecting someone else with this power

Stunning Awe:

The player makes a Social Challenge—retest Intimidation. If successful they may bid up to 5 Traits and enter into an extended challenge with an ST (one for each Trait bid). Each success imposes a 1 Trait penalty on all of the target's actions. This penalty lasts a number of turns equal to the vampire's Willpower, after which it loses one Trait of potency each turn until the target is free to act normally. If the penalty exceeds the target's Mental Traits, the duration is measured in minutes rather than turns. If a stunned target suffers any pain, her player may make an extended Willpower challenge (difficulty 7 Traits) until they lose. Each success reduces the penalty by one Trait. This resistance challenge may be attempted only once per turn and only once for the same stimulus. As this power employs Dominate it cannot affect vampires of lower generation than the user.

Custom Content not allowed within NEN Territory:

Fou'Drake's Blessing

Ponzi Scheme

Antarabhava

Crafting:

The Difficulty for Crafting all items is Craft level times 3 plus additions you want to add. Crafting times is Craft level times 4 in days.

Weapons

For every point in the primary crafting ability you are using above 2 You gain 1 point to crafting that you can use to enhance an item. This can add or subtract from certain things on the item. I.e. 1 point to more traits. Or 1 trait to remove a negative trait.

You can use a secondary ability to aid with this and or a science. In the same fashion as the primary ability. You can use primary ability, and either a secondary ability or 2 sciences to help for a total of 9 points to add to your item.

A armor

When making armor, this works like weapons but you can instead increase armor's health levels or add up to 3 social traits.

Jewelry/Tailoring

These items can be given up to 3 social traits.

General House Rules

Sunlight: No matter your soaking ability you have at least 1 point of sunlight will always get through.

True Damage: Power from other genres are left up to STs on how they affect vampires.

City Positions: To hold a city position inside of NEN territory you but be a Active PC inside of NEN Database.