

La Sangre de Los Angeles



**A One World by Night Chronicle
VTM: Camarilla/Anarch
House Rules November 2019**

General Information

La Sangre de Los Angeles is an Camarilla/Anarch Genre Vampire game set in Los Angeles, CA. We are part of the One World by Night (OWbN) international organization. We use the Mind's Eye Theater Laws of the Night Revised rules for Vampire: The Masquerade. Official game sessions are twice a month on the second and fourth Saturdays. Our goal is to provide a fun, and entertaining experience to our players and we expect a level of maturity and professionalism from all those participating. All participants must be at least 18 years old.

Storyteller Email: la-sangre-sts@googlegroups.com

Game Site: 613 E Broadway, Glendale, CA 91206-4307

Note: At our game site, there is a frequent police presence. If a police officer makes ANY request of you, you are expected to follow it quickly, respectfully and without question. If there is a nearby ST, feel free to grab us to speak to the police, or talk to them yourself. There's no need to lie, embellish or obfuscate what you're doing and there's no reason not to comply with police wishes.

Staff retains the right to make exceptions, changes, and amendments at any time. This includes but is not limited redlining or altering scenes, removing items from a sheet, refunding XP, and/or denial of use of items on a character sheet at a live game.

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Sign In

Players must physically sign in on our sign-in sheet and take part in at least one scene to be considered present. By signing in, players agree to follow all rules presented here in these House Rules, those stated in the OWBN bylaws and any rulings given by any members of staff and appointed narrators. Failure to do so may result in staff asking the player to leave and them not being welcome at future games. If there are any questions or concerns please feel free to speak with our HST or Player Representative.

General Conduct Rule

- 1) Per the Laws of the Night - No Touching, No Stunts, No Drugs or Drinking, No Weapons, It's only a Game, Be Mindful of Others.
- 2) All players must be over the age of 18, or if under 18, accompanied by their legal guardian.
- 3) You're an adult, we expect you to act like one.
- 4) Consumption of alcohol or drugs is not permitted at our regular game site. When game is held at a venue where drinking is allowed, be responsible.
- 5) If a player feels uncomfortable for any reason, please let the staff know.
- 6) Adult Situations (scenes about sexual abuse, child abuse, etc...) should be okayed with the Player OOC, or a warning given before hand. The player may opt out of the scene, or have someone else proxy their character for them.
- 7) Consent on an "Adult Situation" may be revoked at any time if the player is feeling uncomfortable and the scene will "fade to black".
- 8) Have FUN!

Disciplinary Policy

- 1) It's important that everyone be able to have fun. If there is an issue with someone or a situation in game, we ask that you excuse yourself from the situation and find a storyteller. We expect people to follow the Golden Rule and treat everyone with the same respect that you want to receive yourself. If a player has been informed that they are causing someone to be uncomfortable, and they continue to do so anyways, then a strike may be given.
- 2) If you gain 3 strikes in La Sangre for suspected cheating or misconduct, you will risk an OWBN strike and be banned from La Sangre. Additionally, it is at the discretion of the ST staff to ban a player from the game at any time if we feel that the game will benefit from your non-attendance. Further, you agree that once you have checked into the La Sangre game, you will follow our disciplinary policy and accept the consequences of your actions, which in addition to striking may also include XP removal and loss of Player Characters.

Item Cards

All items that have the potential to impact or alter gameplay in any way must have an Item Card for that item or be outlined and noted on a dated and signed Character Sheet. All Item Cards must be approved by Staff. We request that any item cards that a visiting player wishes to be used in game be submitted in advance along with a copy of the character sheet. This can be done via taking a picture of any items cards you wish to use in game and sending it along with your sheet to our staff e-mail or arriving early to show us before the start of game.

Changing Characters Mid-Game

If you know in advance that you want to play multiple characters in a single session, ST approval must be obtained before game begins. If your PC becomes unplayable for some reason (death, staking, torpor, etc.), you will be allowed to portray (or create) a different character for the rest of the session. There is a 30-minute "fair escape" timer that begins when you switch characters. This means that other PCs have 30 minutes to Summon or otherwise go after the 1st PC you portrayed. This time may be shortened or lengthened at ST discretion.

The Storytellers reserve the right to not allow someone to swap PCs in the middle of a game session.

Inactive Characters

For a PC housed in La Sangre to remain Active the PC must be portrayed at least once in a four-month period during a live session. Inactive PCs may still interact with the game and earn XP but they will begin to lose influence at a rate of 1 point per 3 months (XP returned to the player). This does not apply to characters marked inactive due to the player becoming a member of Staff.

Character Limit

At no time may any player have a total number of Active Characters greater than 2 housed in La Sangre de Los Angeles.

Character Creation

A new character in La Sangre will be created using the standard character creation rules presented in Laws of the Night Revised. New characters for Existing Players will receive an additional 15 Experience Points and New Players will receive an additional 30 instead of 15.

Camarilla Characters

The following Clans are always available to play:

- Brujah
- Caitiff
- Gangrel
- Malkavian
- Nosferatu
- Toreador
- Ventrue

Note: Clan Tremere requires ST approval.

Anarch Characters

The following Clans are always available to play:

- Brujah
- Caitiff
- Gangrel
- Malkavian
- Nosferatu
- Ravnos (American)
- Toreador
- Ventrue

Independent Characters

The following Clans are always available to play:

- Brujah
- Follower of Set/Setite (Citizen)
- Gangrel
- Malkavian
- Nosferatu
- Ravnos (American)
- Toreador

Note: Clan Giovanni requires ST approval.

All other clans require ST approval or higher.

All characters with Blood Magic requires ST Approval (or higher) before creation.

Players wishing to play R&U (Rare & Unusual) characters must first play a non-R&U Character in La Sangre to demonstrate to the staff their ability to play the character. You may not play two characters of the same clan in a row.

Humanity

All starting characters must begin on Humanity.

Abilities & Backgrounds

A character cannot start with more than three levels in an Ability at character generation. Clan Advantages can go above this cap.

A character cannot start with more than three points in any background at character creation without Storyteller approval. Clan Advantages can go above this cap.

All characters begin with a free level of Kindred Lore, their Sect Lore, and their Clan Lore. If the character is sectless or Caitiff, the appropriate Ability may be exchanged for Lore: Kindred.

A character cannot start with more than two points in any one Influence at character creation without Storyteller approval. Clan Advantages can go above this cap.

A player may make a character of any generation up to 10th. With ST approval, a submitted background, and an established PC/NPC sire they may make a character of lower generation. Players may not make a character of the same generation twice in a row. Extra XP can be awarded for playing a higher generation, up to the OWBN starting XP limit of 60.

Disciplines

At this stage, players may select three Basic disciplines. During Step Four, you may purchase the first Intermediate Disciplines for 6 Points.

You may not begin with Out of Clan disciplines beyond the Basic level.

Caitiff may not select more than two physical disciplines as their In-Clan discipline even with Additional Discipline Merit.

Sect

Character Sect must be clearly defined at creation. Caitiff may not begin as Independent.

Merits and Flaws:

All Merits and Flaws must be approved by the Storytellers, and they must have some physical representation if applicable. For example, a player who would like his character to have “Eerie Presence” may represent this with disturbing contact lenses, makeup, or particularly creepy mannerisms. You may only take up to Seven Points of Merits at character creation. A character may have more than 7 points of Flaws at creation but will only gain 7 points from them. In the interest of game balance, characters may have at most only one of the following Merits and Flaws at creation provided they have a good reason for their character to possess it.

Merits:

1. Ability Aptitude
2. Additional Discipline
3. Ambidextrous
4. Destiny
5. Driving Goal
6. Fast Learner
7. Higher Purpose
8. Huge Size
9. Iron Will
10. Lucky
11. Natural Leader
12. Nine Lives
13. Medium
14. Paragon
15. Oracular Ability
16. Sanctity
17. Sympathetic Bond
18. True Love
19. Unbondable

Flaws:

1. Anachronistic
2. Flesh of the Corpse
3. Mistaken Identity
4. Uncontrollable Night Sight

True Faith may not be purchased at character creation.

Paragon requires ST approval and may only be purchased a maximum of 2 times, once for applicable backgrounds and once for an Influence.

Additional Merits and Flaws can be earned and purchased through roleplay and/or plot. Existing characters that already have multiple Merits or Flaws from this list will be allowed to retain them.

No more than one merit that is not published in Laws of the Night: Revised can be purchased at character creation.

Bonus XP

Characters may gain no more than 60 bonus experience at character creation. This can be gained from “rollover” experience points from the player’s last character or fulfilling certain conditions that are rewarded by the Storytellers. Characters may gain 5-30 experience points for submitting a background and 5 additional experience point for describing their haven.

Transferring Characters

Characters transferring to La Sangre must adhere to these policies. They may not have more than one of our restricted merits, and they may not have Sabbat traits, invalid specializations or more than one custom trait. In the event that someone wishes to transfer with those they will be refunded the XP to re-spend on their sheet, or they may swap out for equivalent traits/merits.

Attributes & Abilities

Attributes / Traits:

Bonus Traits given from weapons ONLY add to your tie-breaker resolution, nothing else.

A character cannot use multiple trait-enhancing merits in the same challenge. For example, if you are giving someone orders and wish to issue a basic social challenge, you can't use both Natural Leader and Enchanting Voice. One or the other. However, you can use multiple merits in the same challenge, i.e. using Natural Leader and then retesting with Lucky.

Additionally, you will only be allowed to use one Entrap Ephemera made Fetish per challenge. If you have one that gives traits and another that adds damage, pick one or the other.

Any challenge that calls for your traits vs. your opponent's Willpower is against his/her PERMANENT Willpower, unless otherwise stated.

Any challenge that calls for your Attribute Traits vs. your opponent's Virtue Traits is instead your Traits vs. his/her Traits in the same category. (Ex. Social vs. Self-Control becomes Social vs Social.)

Influence and Willpower traits refresh at the beginning of each game.

Attribute and Abilities refresh at sunset every night.

Ability Specializations

Ability specializations must be specific and correspond to a type of action. If you choose to specialize an ability to a Discipline, it must only apply to a single rank e.g. Leadership: Dread Gaze rather than Leadership: Presence.

Ability Reset

Your Abilities will refresh after 15 minutes of IC rest. (IC rest times includes 'travel' time/to from a location). STs have final say on if you have 'rested' enough.

- If an Attribute or Ability was used for an ability/discipline that lasts beyond a scene and is currently still actively being used, it does not refresh.
- Meditation is not refreshed by this.

You may burn 1 Willpower to refresh either your Physical, Social, or Mental Attributes. This can be done once per night per Attribute Type.

Focused Abilities

Given their broad scope, the following Abilities require that a specific focus or field of study be chosen at the time of purchase. This does not count as a Specialization for this Ability. A character can possess multiple different types of these Abilities.

1. Academics
2. Crafts
3. Performance
4. Science

Specific Ability Rules

1. **Awareness:** This ability allows you to detect if a supernatural ability was used against your character. It does not, however, allow you to know what that ability was or who used the ability. Additionally, if a power has a visible recognizable effect in your vicinity, but is not used against you, you can use Awareness to discern the bend in reality. Occult may be used to cancel an Awareness retest.
2. **Blind-Fighting:** This ability is only used to counter darkness or blindness as it applies to brawl and melee attacks. It does not apply to ranged combat. The ability works by being used as a cancel for the Shroud retest when it is called against the character and to negate a Surprise Melee Attack when blinded or in complete darkness. If a character has the Blind flaw they must have the Blind-Fighting ability to initiate physical challenges.
3. **Drive:** All Kindred without the Anachronistic Flaw have a basic understanding of driving without the Drive ability but cannot perform precision stunts (at least without wrecking their vehicle).
4. **Etiquette:** This ability can only be used to correct a faux pas or mistake; it cannot be used for obviously rude or insulting actions or comments.
5. **Linguistics:** La Sangre de Los Angeles uses the Linguistics ability as listed in Laws of the East, which states that it supersedes what was printed in Laws of the Night Revised. The number of additional languages known at each rank is as follows:
 - a. **Rank 1:** 1 additional language known
 - b. **Rank 2:** 2 additional languages known
 - c. **Rank 3:** 4 additional languages known
 - d. **Rank 4:** 8 additional languages known
 - e. **Rank 5:** 16 additional languages known
 - f. A character with the Natural Linguist merit learns double the languages for each point of linguistics purchased. (2, 4, 8, 16, 32)
6. **Lore:** If a character does not have a Lore ability on their sheet, he or she does not know what that Lore lists. If the character hears about something but does not have a high enough rank of Lore, the player may ask an ST (during downtimes) to buy that Lore or to sign an item card stating that the character knows that knowledge without the appropriate rank of Lore. If the Staff feels the PC has learned enough about the Lore to buy the next level, the spend will be allowed. Any knowledge that is not backed up by an appropriate Lore Ability or **Signed** Item Card cannot be utilized in any meaningful way.

7. **Martial Arts:** La Sangre de Los Angeles does not currently use the Martial Arts Ability presented in the Laws of the East.
 - a. Instead, “Hard” and “Soft” Martial Arts are represented by the Brawl and Wrestling Abilities respectively.
 - b. The Brawl Ability encompasses unarmed fighting styles that are intended to do physical harm and/or to kill the intended target.
 - c. The Wrestling Ability encompasses unarmed fighting styles using non lethal grapples, holds, and/or take downs designed to restrain or hinder the target.
 - d. A single ***appropriate*** fighting style (Sumo, Boxing, Gung Fu, Krav Maga, etc) can be purchased as a specialization for each.
 - e. Maneuvers can be performed by declaring the desired outcome and succeeding on a Physical Challenge against the target.
 - f. An ST may require you to bid an extra Trait depending on the difficulty or circumstances surrounding the maneuver being attempted.

Backgrounds

Only one rank of an individual Background may be purchased per month at Storyteller discretion.

Pertinent Backgrounds, such as Allies, Contacts, Fame, Influences, Mentor, and Retainers should be defined.

Allies: Allies will sometimes ask for a favor from the PC. Abusing/ Overusing an ally may cause you to lose said ally.

Clan Prestige: We do not charge XP costs for Clan Prestige (or similar backgrounds). Largely, these are items that may be raised or lowered through roleplay.

Fame: Any character with fame must supply details on their famous identity, what they do, and where they are known and what for. To clarify, Fame dictates how recognizable the character is to mortals specifically.

Fame Ranks

1. Fame 1 is necessary to have influences affect cities and areas within the county such as Santa Clarita or Inglewood.
2. Fame 2 is necessary to have influences affect cities, areas and games in other counties in Southern California such as Promise, OC, San Bernardino and San Diego.
3. Fame 3 is necessary to have influences affect other cities, areas, and games in other areas of California.
4. Fame 4 is necessary to have influences affect cities, areas and games in the states neighboring California such as Arizona, Nevada, and Oregon.
5. Fame 5 is necessary to have influences affect cities, areas and games in other states within the United States.

Fame 3 and higher must be submitted and approved to the Nation OWBN Fame Directory.

This background does indeed allow the character to use influences outside of territory controlled by La Sangre de Los Angeles. Fair warning though, having a high level of Fame means sometimes being harassed by paparazzi and having the occasional stalker. It's not always good being Brad Pitt (i.e. Fame 5) especially for a Kindred. Use of any Influences in another chronicle must be recorded with staff of this chronicle and the chronicle the actions are being used in.

Alternately, a character may have their Fame be through a business or organization they control, such as a charity. In this case, the Fame will reflect additional areas in which the business or organization has a physical presence. Fame being applied through a business must be recorded with approved by our staff and recorded on your character sheet.

Mentor: Whenever a character would like to utilize the Mentor Background in an appropriate manner, they may choose to initiate a static test. If the PC wins the test, the mentor will immediately assist the character, with the stipulation that the character owes the mentor a favor in the future. In the event of a tie, the mentor agrees to the request, but the character must first perform a task for the mentor. If the PC loses the test, the mentor refuses to help at this time. No matter the outcome, the PC permanently loses one level of the Mentor Background. (This may be bought back up at a later time.)

- For one Trait, your mentor is privy to a single piece of Common Lore at a level above your own (upto rank 3). If you have Kindred Lore x 2, for instance, your mentor can be called on to gift you with one piece of information from Kindred Lore x 3.
- For two Traits, you can borrow one level of Contacts, Influence, Resources or Status from your mentor for the duration of the game. If your mentor is very powerful (four or five Traits), you can borrow two levels.
- Two Traits allow your mentor to instruct you in a Basic Cardinal Discipline that you do not know.
- For three Traits, your mentor can instruct you in an Intermediate Cardinal Discipline or a Basic Clan Specific Discipline that you do not know.
- For three Traits, your mentor can train you in an Ability up to Rank 5, a Common Lore upto Rank 5, an Uncommon Lore upto Rank 3 or Rare Lore upto Rank 1.
- For four Traits, your mentor can train you in an Advanced Cardinal Discipline or Intermediate Clan Specific Discipline beyond your grasp.
- For five Traits, your mentor can train you in an Advanced Clan Specific Discipline beyond your grasp.
- For five Traits, your mentor can train you in an Uncommon Lore upto Rank 5 or Rare Lore upto Rank 2.

A PC may normally only have one Mentor at a time. If he/she breaks ties with their Mentor to seek another, those points are lost, and the PC must begin buying Dots in the new Mentor from scratch. In other words, your 5 points invested in Mentor do not carry through to new relationships. Exceptions to this provision may be extended in specific cases.

Abusing/ Overusing a Mentor may cause you to lose said Mentor.

If a PC's mentor dies due to story progression, the player may be refunded a number of experience points equal to the current rank at ST discretion.

Haven: This represents defenses and protections applied to where your Kindred calls home. Any special or specific defenses (Wards, automated defenses, alarms, etc.) must be approved and logged with Staff. These may be recorded on your sheets.

Resources: Resources shall reflect the cost of living in Southern California.

Retainers: A character can buy up to five separate retainers. Each retainer may be purchased up to 5 points. Each retainer will be 'specialized' in a job, a specific Ability or Influence, per the needs of their Regnant. They will not have a character sheet. Each Retainer's specialization must be logged with staff and on their character sheet. The amount of points put into the retainer will determine how effective they are at their assigned duty. Although the influence held by Retainers does not count against the character maximum, no more than two Retainers can be used to hold Influence.

For example, Joshua has 3 Retainers on his sheet. He has a 3-point retainer who is his driver, a 5-point retainer who is his head of security for his haven, and a 3-point hitman who operates in the Mafia. If he finds himself in a chase with someone who has Drive 5. As he only has 3 points in his driver, his retainer is not as good as the person with Drive 5. If someone attempts to break into his haven during the day. Joshua's haven has 5 points in Security, his retainer gives him an additional 5. This provides him with 10 points in security. The person breaking in only has security 5 and fails. Should he choose to utilize his Hitman, he could have him perform Influence actions up to Rank 3 Underworld Influence.

For every Retainer that is designated as a ghoul, its master is down 1 Blood Trait at the beginning of each game. The number of ghouls must be specified in the notes section.

At ST discretion a character may instead have a single Retainer with a character sheet. A Retainer made in this way follows normal character creation rules for a mortal and each dot of the Retainer Background past the first equates to 5 xp on the sheet.

A character can 'burn' a ghouled retainer as a means to protect themselves. As Retainers are willing to die for their Regnant, they can be ordered to sacrifice themselves to allow their Regnant to escape a combat situation, provided they are declared as being with the Regnant at the time. For each retainer 'burned' in this manner, the points in the burned retainer provide 1 round of escape from a combat situation. Burned retainers are killed by the burning, and the points are lost.

Animal Retainers: Animal Retainers function exactly like human Retainers. Each will have a specialization. However, unlike human Retainers they are far more limited on what Abilities they have access to. Animal Retainers may only be 'specialized' in Abilities such as Animal Ken, Hunting, Stealth, Intimidation, Brawl, Dodge (among others). Drive, Etiquette, Finance, Melee or Firearms or similar are not permitted. STs have the right to deny any skill. The Regnant of an Animal Ghoul must have Intermediate Animalism, or they won't be able to control their "pet."

Like Human Retainers, ghouled Animal Retainers can be 'burned' for their regnant to protect themselves. They provide the same 1 round of escape per dot of retainer spent. Burned retainers are killed by the burning, and the points are lost.

Occult Library: Instead of the Occult Library Background, La Sangre de Los Angeles will be using the following system for Occult Library. This does not allow the purchase of Out of Genre Lores. All available purchases are subject to OWBN Bylaws and Storyteller approval. No matter the size of your Occult Library, or the Occult Library you are using, you only have access to the levels of your Occult Library background upto your levels of you Occult Ability.

- Rank 1 - Gain +1 on Occult Tests to research common knowledge/items and learn about Basic Rituals.
- Rank 2 - Gain +2 on Occult Tests to research uncommon knowledge/items and learn about Intermediate Rituals.
- Rank 3 - Gain +3 on Occult Tests to research rare knowledge/items and learn about Advanced Rituals. Blood Mages can utilize this to attempt to craft Basic Rituals.
- Rank 4 - You can research and study Advanced Rituals. You gain + 4 on ties to Occult Tests on Research and Ritual Crafting. You can purchase in genre Lores at level 1. Blood Mages can Utilize this to attempt to craft Intermediate Rituals.
- Rank 5 - You can craft Advanced Rituals. You gain +5 on ties to Occult Tests on Research and Ritual Crafting. You can purchase in genre Lores at level 2.

Materials such as books, scrolls, and other information required to grow this Background must be done either at game or during downtimes. Please check with Staff to see if you have gained enough materials before attempting to purchase the next rank of this Background. Knowledge and Lores researched and purchased with this Background may take several downtimes of research and study to obtain.

Note: This library is shareable with other individuals. Sharing needs to be logged with the Storytelling Staff with the name of the individual(s) it is being shared with. Also log when access has been revoked. It is entirely possible that, if sharing, books may go missing, get damaged, etc. which can affect your Background level.

Influence

The rules presented in LotN Revised and Dark Epics are our base rule set along with with few minor changes. Any actions from Dark Epics must make sense. The Storytelling Staff are the final arbitrators on whether or not an Influence action will work. We only charge you 1 XP for Ranks 1, 4, and 5. Ranks 2 and 3 can be grown for free using the Growth Action.

Traits: Each character has a number of Influence Traits equal to their Rank in that Influence. These Traits can be used to perform the actions listed in LotN Revised, Dark Epics and/or actions approved by the Storytelling Staff during either the Live Game or during Downtimes. Any Traits used during game must be logged with Staff and cannot be used for Actions during that downtime. These Traits refresh at the start of every Live Game.

Growth and Morality: In order to grow your Influence to the next Rank, a number of Traits equal to 3 times your current rank must be banked using the Growth action. Generally this means it takes 3 Downtimes to grow an Influence to the next rank without assistance if you dedicate all your Traits to only growing said Influence.

Having low humanity as well as being on a Path affects a Kindred's views and sway on mortal society. For this reason, any Kindred below 4 Humanity or on a Path will find it more difficult to grow their influences. They would require 4 times your current level in Influence to grow instead of 3.

Influence Actions:

1. Each influence that a character has must correspond to an actual influence. It is not sufficient to have only a statistic, that influence must be described. For example, you cannot just have Police 5; your influence should be described as Police 5: Los Angeles County Sheriff's office. Until an influence is defined with the Staff, you cannot use influence actions.
2. There are a limited number of influences in the cities that are covered by La Sangre. The exact number will only be known to the Storytellers, however information can be found out in game. Common sense will dictate the amount of available influences in some cases. For example, there are obviously a limited number of police forces in the Los Angeles County area to be controlled with Police 5.
3. Influence actions must be submitted to the Staff no later 23:59 (11:59 PM) on the Wednesday before the Live Game. They must be described in detail. It's not sufficient to state "I use my Street of 5 to attack the Setite." If you are trying to increase an influence you must describe how your character is going about it. If you want to buy a new influence, describe to the Influence storyteller how you are procuring that influence in game.

Alternate Identity

An Alternate Identity is more than just a name you like to go by. It is a persona that others in the world will get to know and trust. To purchase an Alternate Identity, your character must obtain some sort of official looking documents that certify who they are (Passport, ID, Medical Records, etc.) as well as someone to back them up. When purchasing an Alternate Identity you must select the circle of Influence they are known in. For the purposes of strengthening your Alternate Identity, this Backgrounds can be “grown” as though it was an Influence but there is a cost of 1 XP per Rank. This Background only represents how well known and how well this identity stands up to scrutiny in that area. Beware, having a high rank Identity might accidentally cause you to run into someone with high levels of influence if your character runs in the same circles as their Influence.

With ST approval it is possible to have an Identity within another Sect as opposed to an area of Influence. The first Rank requires you to have someone vouch for you and you must attend at least 3 meetings, missions and/or events as said identity without being discovered. All growth for this type of identity is purely RP related and usually tied to such things as attending Sect events, gaining Status or Boons, gaining a Sect Position, and gaining the trust of ranking officials within that Sect (Court officers, Clergy, Barons, etc.) since someone with the appropriate Politics expenditure can see the types of Status held, Boons owed, and Notable deeds.

Uncovering an Alt ID: There is no such thing as an iron-clad, uncrackable Alternate Identity, but they usually take a lot of work to be seen through. If you suspect someone you've encountered is using an Alternate Identity, you may attempt to uncover it. To do so, you must submit “Uncover” actions against that Alternate Identity with the same type of Influence they operate in. For instance, in most cases Occult would not aid in Uncovering someone's identity unless their fake identity was a known occult dealer. To defeat someone's Alternate Identity and Uncover the user's real identity, you must bank a number of Traits with the Uncover Action equal to or greater than what they spent to grow it. These are the number of actions required to defeat each level:

- Level 5: 31 actions
- Level 4: 19 actions
- Level 3: 10 actions
- Level 2: 4 actions
- Level 1: 1 action

Attempting to Uncover an Identity does come with its own Risks. Doing so alerts the Identity holder unless the Stealth or Conceal actions are used to hide the attempt. With the appropriate Influence they may then attempt to Trace your Actions and learn your level of that Influence opening you to attack. The user does not lose any of their Alternate Identity levels if they are uncovered.

Morality and Paths of Enlightenment

Humanity: La Sangre plays with a Morality Path scale from 1-10, instead of 1-5 (that most of OWBN uses). All characters must start on Humanity unless they are approved by the Head Storyteller. Humanity is determined at creation as Conscience plus Self Control. Up to two points of Humanity can be sold at character creation for a single freebie point each.

Hierarchy of Sins (Humanity)

- 10- Selfish Thoughts
- 9- Minor Selfish Acts
- 8- Injury to Another (Accidental or Otherwise)
- 7- Theft
- 6- Accidental Violation (Drinking a vessel dry out of starvation)
- 5- Intentional Property Damage
- 4- Impassioned Violation (Manslaughter, killing a vessel in frenzy)
- 3- Planned Violation (Outright Murder, Savored Exsanguination)
- 2- Casual Violation (Thoughtless killing, feeding past satiation)
- 1- Utter perversion, heinous acts

Loss: “Morality Traits are lost when you suffer a lapse in Conscience or Conviction.” (LotN Revised page 111) The Beast is an ever present part of you, always looking for an opening to lead you closer to ruin and its control. As such, any sin committed either at or below your Morality Level requires a Simple Test to see if you lose a point of Morality. A retest can be attempted by risking a point of Conscience/Conviction.

Growth: “You can only gain Morality Traits through consistent adherence to your ethics, good roleplaying and the expenditure of Experience with your Storyteller’s approval.” (LotN Revised page 111) No matter your Path, Morality is something that is easy to lose but difficult to grow and maintain. While no exact description of what is required for growth can be given (as every character and level of their Path is different) what can be said is that a significant amount of Role Play and effort must be given. Players must Role Play their characters for no less than 2 months as if they were adhering to a higher level of Morality. This includes, but is not limited to, their interactions at Live Games, Downtime Actions, and any/all online Role Play. Players can request to purchase a point of Humanity in any of their Downtimes and Staff will review their request before approving or denying it. Remember that Morality is a key part of your character and if Staff feels that you are not adhering to it they may inform/warn you before docking your Character’s Morality.

Switching Paths: Characters may attempt to switch Paths after reaching a Morality Rating of 2 or less. To do so you require at least 3 permanent Willpower and a teacher who either has the appropriate Rank of Lore: Paths of Enlightenment to understand the Path you are attempting to switch to or is already on that Path. If you have the appropriate knowledge you can attempt the switch yourself. Be warned that not many paths are accepted by members of the Camarilla.

Once all the requirements are met, you may request a scene with the Storytellers before game. During this time, you will engage the Storyteller in a Series of 3 challenges testing your character's resolve and knowledge of said Path to see if they succeed.

- Each success means your character makes progress towards their Path switch.
- Each tie means that they failed the test but were able to hold on to their Humanity and resist the Beast Within.
- Each loss means that they failed and in the process the Beast managed to pull them further away from Humanity resulting in a loss of 1 Morality Trait.
- If the character spent at least 4 Downtimes (2 months) preparing they may attempt another chop if they'd like.
- If they have a teacher then they also would gain another attempt if they choose.

If at any point their Morality Traits drop to zero the character immediately falls to wassail and become an NPC. If the character fails but still has at least one Morality Trait then their progress is noted and may try again at a later time. As the process is harrowing one, at least one month must pass before attempting this again and any preparation from the previous attempts do not carry over.

Diablerie

If your character successfully diablerize a PC or NPC, in addition to the normal diablerie rules presented in the Laws of the Night Revised book, the following rules and/or changes apply: They are granted 2 XP (per Laws of the Night). This XP counts towards your character's monthly maximum. If the victim was of much greater power (five or more generation levels), your character may purchase two points of generation.

You may choose to purchase one level of his or her in-clan disciplines. The diablerist cannot purchase a level higher than the victim possessed. You may only purchase this in the Downtime directly after the diablerie took place.

The STs may assign one of victim's negative traits, flaws, or derangements. The severity of the drawback will take into account what was gained by the diablerist.

Diablerie is one of the most heinous acts in the eyes of those on the Path of Humanity and to members of the Camarilla. As such your character automatically loses two humanity points if they successfully commit diablerie and are on Humanity or any Path of Enlightenment that does not condone this. You then must test a second time to see if you lose an additional humanity.

You must resist the soul you just drained into your body. A diablerist must spend a willpower trait each month for the next year to prevent that soul from asserting control. Older, stronger souls may require more willpower traits or a longer time. Truly ancient souls may take control straight out.

These rules only apply to La Sangre characters; characters from other chronicles shall be bound to that chronicle's diablerie rules.

Merits and Flaws

Important Notes

- Buying Merits after character creation costs double the listed experience and must be earned through roleplay.
- Buying off flaws cost double the listed experience and require roleplay and significant time to show your character has changed/lost their flaw.
- Trait bonuses from multiple merits cannot be added to any single challenge. Only one merit-related trait bonus may be utilized at a time.
- We do not charge XP for the Sect Status Affecting Merits (such as Dignitary and Luminary). Largely there are roleplay items that may be added/removed through roleplay and are impossible to purchase at character creation.

Merits

- **Ability Aptitude:** Cannot be used in combat situations. Occult Aptitude cannot be used with any type of Blood Magic.
- **Ambidextrous:** The extra offhand attack is resolved at the end of the round.
- **Eidetic Memory:** This Merit does not produce an instant photographic memory of everything you see any experience. Anything you are attempting to commit to memory must be logged with a Storyteller. The rules for memorization are the same as those presented in Laws of the Night Revised.
 - If something is said or written in another language, your character must know that language in order to memorize it.
 - If you are trying to reproduce a drawing or other work you must have the appropriate Crafts Ability and Rank to do so. (i.e. if you're trying to reproduce a book that has pictures in it, without the Crafts: Drawing Ability you would only be able to reproduce the text from memory) Although the knowledge of said work does still exist and can be described or recalled to others.
- **Enchanting Voice:** The bonus two traits can only add to Social challenges.
- **Occult Library:** Please see the Background Section.
- **Lucky:** Characters with the "Lucky" Merit may only retest once per game session.
- **Paragon:** This Merit can only be taken a maximum of two times, once an Influence and once for another applicable Background.

Flaws

- **Flesh of the Corpse:** This is a 2 PT flaw for characters of the Gangrel and Nosferatu clans or the Gargoyle and Samedi bloodlines.
- **Mistaken Identity:** You cannot have a mistaken identity of a previous or existing character. Also keep in mind that Mistaken Identity is a flaw and will be treated as such by the ST's. I.E. you won't be gaining benefits from looking like a powerful and well-known kindred. Instead that kindred's enemies will target you mistakenly and the kindred themselves will take an active interest in you when they discover your existence.

Miscellaneous

Willpower may be spent to remain active during the day at a rate of one willpower per hour, up to a total number of hours equal to a PC's path rating.

Low humanity and paths look inhuman. Characters on paths or at humanity 3 or lower without Mask of a 1000 Faces will attract attention and the horror of mortals who see them.

Blood Bonds: A character who has a Blood Bond may attempt a Simple Test to reduce this by 1 after one year minus a number of months equal to one half of their total Willpower rounded down since they last encountered said person. No matter the outcome, they must wait another year minus the number of months equal to half their maximum Willpower rounded down at the time of the test before they can attempt this again. This counter resets anytime they encounter the person again or gain another level of Blood Bond until the Blood Bond is gone.

Dead Drops: Any time an action would occur post mortem (be it dead drops or ghouls delivering information) such declarations must be fully and clearly defined with the STs, including what triggers the release, prior to the triggering event. Information must be so well-documented that STs should have no need to contact the player about what would occur. If there is any uncertainty about the dead drop set up, the STs will resolve the uncertainty. No alterations to these sorts of actions may be declared after they would go into effect.

Torpor: A character that falls into Torpor will be considered out of play for 1 year minus a number of months equal to the number of Humanity Traits they have before they can test to awaken. Kindred on a Path other than Humanity are considered as having zero and therefore are out of play for an entire year before they can test to awaken. For characters entering voluntary torpor, they may add 1 to their effective Humanity score for determining when they may wake up; they do not wake up at any time they desire. As it is measured in Game Sessions, waking up from Torpor will be handled at game check in. Going into torpor must be registered with the STs. Trivial uses of voluntary torpor, such as trying to go into torpor for a month or two to evade Summons, will likely not be approved.

Court Positions: A court position may only be held by a character housed in La Sangre de Los Angeles. Those transferring in must first complete the transfer process before accepting a position at court. Those transferring out must relinquish their position within three games of their transfer being approved by both chronicles.

Toreador Clan Advantage: Per book a Toreador may use their dots in Academics, Crafts, Performance or Subterfuge to gain a number of Blood Traits. Remember that this uses up those dots and you will be unable to use them until they have taken steps to rest and refresh these. A character can only ever gain an amount of blood equal to their total sum of ranks in these Abilities in a single night. This cannot be used to feed others.

Toreador Clan Disadvantage: You must notify a storyteller when spending a Mental trait to avoid entrancement by items of Crafts 3+ and characters with 3 or more appearance traits.

Mixed Blessings (Gangrel): You are limited to 1 active Mixed Blessing, as chosen by the player. This can not be changed from game to game, however if you acquire a new Mixed Blessing and wish it to be your 1 Active Mixed Blessing at La Sangre you may do that. Per the books, Mixed Blessings are supposed to be Rare.

Max of 5 Bestials &/or Max of 5 Ferals Negative traits. After reaching max you may still gain additional Animal Features or Feral Traits, but you will simply not gain the extra Negative Traits. Per the rule books, this is just Flavor to your character.

La Sangre system for Beast Traits is a simple test. Fail = Bestial, Tie = Feral, Win = Mixed Blessing. 3rd Bestial/Feral is generally a Mixed Blessing if you have not gotten one.

Frenzy: If you spend a Willpower to suppress a Frenzy, you must leave the presence of the trigger as quickly as possible. If you try to talk someone out of Frenzy, you must make a standard Social challenge against them, instead of against the number listed in the Core rulebook.

Travel

Experience: Experience will be awarded for visiting other Chronicles and OWBN events as per normal attendance rules. Experience is recorded once attendance at said Chronicle or event is confirmed. Usually this is done by e-mailing Staff and CC'ing the Chronicle visited or obtaining a signed and stamped index card stating your attendance, what character you played and any shoutouts received. This additional experience cannot exceed the 8XP per month rule.

Your Responsibility: It is the players responsibility to handle the IC and OOC aspects of visiting other games. If you know ahead of time that you will be traveling to another game please submit a Travel Request a week ahead of time so that we may notify the other Chronicle in advance and send them a current copy of your sheet. Failure to properly notify our staff ahead of time may result in not gaining credit for attendance to these games and/or disciplinary actions.

Travel Request: A Travel Request is a simple e-mail to our Staff stating the name of the chronicle you wish to visit, their Staff e-mail address, the date(s) you will be trying to attend, and the name of the character whose sheet you would like us to send.

Knowledge, Training and Swag: Anything learned or acquired at another game by characters housed in La Sangre (Disciplines, Lores, item cards, etc.) requires ST approval before they may be purchased or used in La Sangre (this includes all e-mail and other online scenes).

At ST discretion, the above may be marked "for travel only" prohibiting use in La Sangre but allowed to be used when visiting other games

Online Play: As technology advances so too does our mediums for gameplay. When logging into a Chronicle with an online game the same notification and Travel Request rules apply as with normal travel. Any and all In Character e-mail and communication between your character and a character(s) in another Chronicle must have all Staffs CC'ed. If a Challenge is presented or player involved/member of either Staff asks for a scene pause you must pause until a Storyteller from any involved Staff is available to resolve the issue. Failure to do so may result in Disciplinary Action.

Crafting

Basic Crafting: In order to craft a Standard Item with no customizations all you need is the appropriate Crafting Ability, the Resources required, and time. The item's quality or "Crafts Level" is determined by crafter at the time crafting begins. The Crafts Level cannot exceed the Crafter's Rank in the Crafts Ability used to create the item at the time the process has begun. An equal level of the Resources Background to the Crafts Level of the item worth of materials is required to start working on said item. Standard Weapons and Armor are considered as having a Crafts Level equal to their Armor Levels or Bonus Traits. This action should be stated during the Crafter's downtime submission.

Example 1: I Dr. Alucard Cula will begin crafting a Crafts Level 3 Necklace for Prince Julia. I have Crafts: Jewelry Rank 4 and am using Resources 3 to purchase the materials.

Example 2: I Johnny Boom will begin crafting standard Leather Armor for Jacky the Knife. Leather Armor has 1 Armor Level, my Crafts: Leatherworking is Rank 3, and I am using 1 dot of my Resources 5 on materials.

Crafting Times: This is fairly simple if you meet the requirements to make the item, require no checks and have an appropriate Crafts Ability equal to or greater than what you're trying to create then you craft the item at the speeds listed below:

- 1) Rank 1 or 2 items take 1 Downtime
- 2) Rank 3 or 4 items take 2 Downtimes
- 3) Rank 5 or greater items take 3 or more Downtimes

Custom Weapons and Armor: For rules on Crafting non standard variants of weapons and armor please see our Packet entitled Custom Crafting 101.

Weapon Modifications/Add-Ons: Some weapon add-ons (such as Silencers and Scopes) can be applied outside of Custom Crafting. These items should have a separate card (or noted separately on their sheet) and a Storyteller must be notified if they are applied before combat starts. If not, at Storyteller discretion, the item may not be considered on said weapon.

Assault Weapon Laws: As California maintains a harsh stance on Assault Weapons, no legally obtained weapons have the Fully Automatic feature enabled and by extension the Spray option when firing multiple rounds. To enable this the character must spend at least one hour modifying the weapon. Either the Ability Repair x2 or Crafts: Gunsmithing x2 are required to rectify this. This can and should be done during Downtime at a proper workbench.

- This rule does not apply to weapons crafted by PC's or those obtained by the Street or Underworld Influences. A simple test for weapons obtained with Police Influence is required to see if the weapon has been modified to accommodate the Fully Automatic feature.

Supernatural Enhancements: A weapon may have no more permanent supernatural effects applied to it than it has permanent bonus traits. This includes, but is not limited to, fetish effects, wards, enhancements from Combination Disciplines such as Blood Tempering and Madman's Quill, etc.

So, a 3 trait sword could be a fetish, have Ward vs. Kindred and be Blood Tempered. However, it could not then later be enhanced with Ward vs. Ghoul.

Disciplines

Animalism

- **Feral Whispers:** This is not a language. It works somewhat like telepathy. You must maintain eye-contact for the discipline to work, and while this allows one on one conversation, you cannot 'eavesdrop' on other kindred using Feral Whispers, or understand what someone with Feral Whispers is communicating to any animals they are speaking to. Additionally, kindred cannot communicate with each other using Feral Whispers, even if one is in an animal form or using Subsume the Spirit.
- **Beckoning:** Beckoning does not work on a one social trait for one blood ratio. You expend the social trait(s) to Beckon an animal(s) and then have to capture/kill that animal(s) if you wish to feed off of it. Not all animals have the same amount of blood traits, and if you Beckon multiple animals, the others will flee if you attack one of them.
- **Quell the Beast:** Does not prevent the expenditure of permanent willpower traits.
- **Subsume the Beast:** In order to use Blood Magic while subsumed the animal must be ghoulized to have the vitae to call upon. The user's body must be in and remain within the territory of La Sangre de Los Angeles.
- **Drawing out the Beast:** You may only target one character with this power before succumbing to Frenzy.

Auspex

- **Aura Perception:** When perceiving the aura of an animal under the effects of Subsume the Spirit, or a mortal under the effects of Possession, you will view the aura of the dominating vampire. When viewing a ghoul, their Aura appears similar to a human's, but slightly different, and requires Kindred Lore 2 to recognize it as a Ghoul. Even on a Success, you may only see the aura and ask a question about your target.
- **Telepathy:** Line of sight is always necessary to establish and maintain telepathy.
- **Psychic Projection:** While in astral form, characters cannot spend blood. The user's body must be in and remain within the territory of La Sangre de Los Angeles.

Celerity

- Please note that players do not need to declare that they have the Bomb or that they Win Ties.

Chimerstry

- All uses of Chimerstry require an ST or Narrator be notified before it's use.
- **Horrid Reality:** Any and all uses requires an ST or Narrator be present.

Dementation

- Non-Malkavians learning this discipline are driven mad by the revelations and powers inherent to the Malkavian blood. When they learn the first level of the discipline, they receive a **permanent** Derangement chosen by the ST staff.

Dominate

- All levels of Dominate require the presence of an ST or Narrator to use.
- Be aware that if you are of high Humanity, certain uses of Dominate may induce a morality check.
- **Possession:** In order to use Blood Magic while subsumed the mortal must be ghouléd to have the vitae to call upon. The user's body must be in and remain within the territory of La Sangre de Los Angeles.

Fortitude

- **Resilience/Resistance:** When using Resilience or Resistance you must declare the spending of a Stamina-related Trait before you test, and the test must be made immediately after receiving damage.
- **Aegis:** Instead of the rules in LotN Revised the rules for Aegis have been changed to the following:
 - Whenever you enter a challenge of stamina, you may use Enduring as your bid Trait. This Trait does not count toward totals when resolving ties or overbids, but it can never be lost; thus you may continually use Enduring in successive tests of stamina. Only if you are forced to risk multiple Traits - such as due to wounds or Negative Traits - do you risk losing any of your other Physical Traits.
 - With Aegis, you win all ties in tests of stamina automatically, including tests for Resilience and Resistance. You need not compare Traits at all, unless some other factor would cause you to lose ties (such as Puissance or Fleetness).
 - You may spend a temporary willpower to soak one damage, from one source, before making the tests to soak another point of damage. ***Only one willpower may be spent in this way each round.***

Obfuscate

- **Mask of 1,000 Faces:** You may spend a mental trait to mask your clothing and items carried as well as features.
- While Obfuscate also includes the items carried by the user, anything with sentience would not be affected. A staked or torpored vampire is not an object, and use of Obfuscate 1-4 would not allow them to be carried unseen, although Cloak the Gathering could be utilized in that scenario.

Potence

- Might, Vigor, Intensity, and Puissance may only be used with feats of strength. This means that the bonuses they give apply only when using Strength-related Traits in tests that rely strictly on strength. This includes strikes, grapples, lifting, etc. It does not include blocking, dodging, or parrying in any way, making Potence a discipline that is almost exclusively offensive in combat.
- **Might:** Might is ***YOUR*** last retest (except Luck or Nine Lives). Opponents may still use their applicable retests after you have used Might.
- Please note that players do not need to declare that they have the Bomb or that they Win Ties.

Presence

- **Awe:** In order to use an awe retest, the target must be aware of your presence. Awe retests cannot be used for or in defense of Summon.
- **Summon:** Please note the following for Summon
 - You may be summoned to a boot party, however you will not knowingly put yourself into danger in order to get to the person who has summoned you. If they are standing inside of a burning building, you'll wait until they come out to approach them, the same goes for if they have a pack of Sabbat hanging out with them.
 - When you are summoned you do not become a mindless automaton. If you think your actions will alert your friends that you're going somewhere against your will, then you are metagaming and not role-playing the summons correctly.
 - When being summoned, you have no idea where you are going, just a sense of where it is that you feel like you need to go (You don't know that you need to go speak to ____). Once there you must present yourself to the person summoning you.
 - Being exposed to a Presence power or a single conversation is not enough to summon someone, one must have familiarity with the person being summoned. A minimum of 3 conversations on different nights with a character (of about 5 minutes each) is required before they can be summoned.

Combo Disciplines

- The ST staff may limit certain combo disciplines.
- Teaching Combo Disciplines follows the same generation rules as teaching Disciplines, no PC can teach an Advanced Combo Discipline.
- In order to teach a combo discipline, a PC must have at least one of the Disciplines as an in-clan discipline.
- Any combo discipline that requires Dominate does not work on vampires of lower generation.
- **Burning Wrath:** PCs may activate Burning Wrath and Celerity in the same round by either spending two Blood or one Blood and one Willpower.

Blood Magic

Blood Magic (General)

- The ST staff of La Sangre may limit certain Paths and Rituals.
- All uses of Blood Magic require a Narrator or ST present.
- **Cost:** There is a Blood price for all Blood Magic, including usage of Paths and Rituals. If there is not an explicit cost, the minimum cost is one Vitae.
- **Physical Disciplines and Blood Magic:** In general if a Blood Magic power has a physical component, or requires contact, the appropriate Discipline will allow you defenses. For example, if someone is attacking you, you may use your Fortitude Disciplines to reduce the damage.
- Blood Magic and Celerity may not be used in the same round.
- All uses of Blood Magic takes place on the caster's action unless otherwise specified.
- Unless otherwise stated in the description of a power, expenditures for scaling powers are limited to three.
- Rituals are learned at the same rate as Disciplines
- For Characters with In Clan Blood Magic, only the ranks of their Primary Path are purchased at In Clan costs. All others Paths and their Ranks are to be purchased at out of clan Experience Costs.
- A character may have upto 3 Rituals prepared, at the start of game, without expending Blood. These must be logged with and approved by Staff prior to start of game.

Thaumaturgy

- **Stone of the True Form:** Requires a test to strike someone with it, and it must touch their bare flesh. It affects anyone whose bare flesh it touches, the wielder's included.
- In challenges involving the usage of Movement of the Mind, Potence is only applicable if you have something to hold onto to prevent being dragged.

Blood Magic Ritual Creation

The following Ritual creation rules apply to all forms and paradigms of Blood Magic, be it Tremere Thaumaturgy, Setite Sorcery or Giovanni Necromancy. These rules are slightly modified from those found in the Tremere Arcane Compendium.

CREATION: In order to create a ritual, you must first have a number of rituals at the corresponding level and a sufficient level of the Occult ability as detailed below:

- To Create a Basic Ritual requires Occult x2, must know seven basic rituals
- To Create an Intermediate Ritual: Occult x4, must know seven intermediate rituals
- To Create an Advanced Ritual: Occult x5, must know seven advanced rituals
- All Ritual Creation requires access to the appropriate levels of an Occult Library

TIME: Creating a ritual also takes a bit of time. It takes a number of months equal to the Ritual's cost x2. So Basic Ritual will take 4 months, an intermediate 8 months and an Advanced 12 months. During this creation time, no other rituals can be purchased without the expenditure of

Occult influence. To learn a Basic Ritual requires an Occult x3 Influence action. To learn an Intermediate Ritual requires an Occult x4 action and an Advanced Ritual requires an Occult x5 action. While other player characters can assist in the creation of a ritual, there will be no mechanical effect. We've intentionally tried to keep Ritual creation straightforward and simple without a lot of mechanics.

WHAT CAN I CREATE?: When creating rituals, keep an eye on the ritual's power level. It's good to compare the effect of your custom ritual versus the effects of existing rituals to determine what level of ritual you will be creating and to determine if its fair. Also, bear in mind that all custom rituals must be approved by the La Sangre staff first and may not function in other games you travel to. All crafted Rituals are essentially Custom Content and also requires Coordinator Approval.

When creating your ritual, keep an eye on the difficulty of it. Beyond just the level requirement, you'll also want to consider how hard it is to enact a ritual (a custom ritual that puts a victim down traits should require a chop against the victim, not just the standard ritual chop) and even consider the components needed for the ritual and any possible drawbacks (perhaps a ritual limits you in some way, applying negative traits for instance. Rituals should also have a relevant spell component. A ritual requiring a clothespin is going to be a bit less likely to be approved. However, a ritual requiring three hairs from a mountain lion might be more appropriate). Lastly, custom rituals cannot deprive others of their powers. There is constant debate over the power level of Pavis of the Foul Presence and as such, we don't want to see Pavis of the Devious Dominate. If you wish to create a custom ritual to assist against a power, create something that gives you bonus traits. Perhaps your custom "Defend the Mind" gives you +2 traits against Dominate.

Fetishes

Making: There are 2 types of Fetishes accessible to Kindred. Ones made with Spirit Manipulation x4 (Entrap Ephemera) and ones made with Spirit Thaumaturgy x5 (Fetish). The latter tend to be more powerful and require the expenditure of a permanent mental trait upon creation. In either case, when binding a spirit, be aware that Gaian, Wyld and most Weaver spirits will not willingly work with a vampire and will therefore have to be forced into the Fetish. This is cruel to the imprisoned spirit and its brood will likely seek retribution. Binding an Elemental or Wyrms spirit will not provoke the ire of the spirits as much but it is still an imprisonment to the spirit.

Activating: To activate a fetish made with Entrap Ephemera, you must spend a willpower and make a simple challenge (you win on ties, but no retests are allowed except for Luck or Oracular Ability). Should you win, the fetish is activated. Should you lose, the fetish does not activate and you must make another simple challenge. Should you win this second challenge, the fetish does not activate, but it is intact but you cannot attempt to reactivate it for the scene. Should you lose the second challenge, you must make a third. If you win this third challenge,

the fetish is intact but cannot be activated for the remainder of the evening. If you fail this third challenge, the spirit inside is freed and will react accordingly. All activations require a Narrator or ST be present

Multiples: While you may have multiple fetishes active at the same time, you may only use one per challenge and only the persistent effects of a single one (i.e. only one that has an effect that lasts more than a round) but they may be swapped once per hour or scene. So, if you are engaging in a physical attack and have a fetish that gives you +3 physical traits and another that gives you +1 damage (both for the round), you may only use one or the other and it must be declared at the beginning of the challenge. However, if they last for the evening you may swap from one fetish to the other at the start of a new scene or top of the hour.

Combat

Combat shall be run per the Revised Laws of the Night rulebook, including damage, surprise, mob scene rules, and fair escape, with the following exceptions and rules clarifications.

- **Negative Traits in Combat:** No person may have more than 2 negative traits delivered to them in combat, per scene.
- **Two Weapon Fighting:** This is done as per Dark Epics. You must have a specialization and you receive a bonus trait.
- **Rate of Fire:** Firearms may be fired as many times per combat round as the Rate of Fire per Dark Epics. Each shot is considered one action.
- **Form Powers:** No more than one shape changing power may be active at any one time. In this regard the shape changing powers include Black Metamorphosis, Tenebrous Form, Feral Claws, Earth Meld, Shape of the Beast, Mist Form, Skin of the Adder, Form of the Cobra, Ashes to Ashes, Elemental Form, Horrid Form and Bloodform.
- **Staking:** No retests except Luck are allowed on the simple tests to see if you stake a target. If you attempt to stake someone with a ranged attack, it requires 3 simple tests, rather than 2 to stake them.
- You may either take 3 steps, and an action, or run and take 6 steps and no action, every time you are given the opportunity to act in a combat scene. The negative to Traits applies only once if you take more than 3 steps.

Narrators and Storytellers

After a player has played in La Sangre for at least 4 months they may request to help out as a Narrator or Storyteller. Narrators may be asked to help or run a scene if needed. Storytellers are expected to be able to run simple scenes and have at least a base understanding of game mechanics. All players are expected to obey rule calls made by Storytellers and Narrators. If you have a question about a ruling please feel free to ask but do so respectfully.

If a ruling requires further review or greater discussion the Narrator/Storyteller may ask you wait until after the scene or game has finished so as not to slow things down for the moment. If you have a disagreement with a particular ruling you may seek out the Player Representative or the next highest Staff Member (Narrator < Assistant Storyteller < Head Storyteller) and they will review the ruling at their earliest convenience.

Players, please remember that these positions are all voluntary. Storytellers work hard to provide stories, organize games, and provide a fun and safe environment for everyone to play in. Disrespectful tones and attitudes, harassment, and slander will not be tolerated. If you have an issue with a particular member of Staff please feel free to speak about it with a different member of Staff or our Player Representative.

Experience and Downtimes

Earning Experience Points

Players may earn XP a number of different ways, up to the monthly maximum of 8 XP per character. Characters will typically earn 2-5 XP a game.

- Attending a Live Game at La Sangre earns 2 XP.
- Attending another OWBN Chronicle earns 2 XP but requires notification of attendance from the player and confirmation by the Staff of the Chronicle attended.
- Costuming may earn an additional XP. The award is based on the discretion of the ST staff.
- Role-playing awards based on player and ST “shout outs” will earn XP.
- Up to a max of 2 XP per game from Player Shout Outs
- Storyteller Shout Outs may Stack upon the Player ‘Shout Outs’ awards, but not to exceed 3 Shout outs total for a game. (Allowing for a rare Max of 5 xp in a game, not to exceed 8 max per month).
- Online Activity/ Role-Play can earn up to 2 XP per character, per month at the Storytellers’ discretion.
- Submitting detailed influence actions can earn 1 XP per month.
- Players may submit a journal each month for 1 XP at the storytellers’ discretion.
- Bringing in “new blood” will earn 1 XP. The award can be received three times before the player is no longer considered “new.”
- Carpooling can earn extra XP. Players who bring two or more additional players (outside of their ‘household’) get 1 additional XP. Please inform the STs if you want to claim this XP. Award based on Storyteller discretion.
- Additional XP may be earned by performing special projects for the game, based on ST discretion.
- The Player Representative and CM earn 1 XP per game for duties performed.
- Sub Coordinators and Coordinators may register a single character to gain 4 XP per month.
- Staff Members are awarded 1 XP per game and 2 XP for Attendance for game they attend.
- No Character may exceed 8 XP gained in month per OWBN Character Bylaws.

Spending Experience Points

Attributes (Physical/Social/Mental): You may raise 1 trait category per month.

Disciplines: The amount of time required to learn a Discipline is as follows.

- Basics require 1 Downtime
- Intermediate require 2 Downtimes
- Advanced require 3 Downtimes

Characters can study and grow In Clan Disciplines without a teacher.

Out of Clan Disciplines require a Teacher that has the requested Discipline as In Clan for them. Teachers must be at least one Rank higher than the requested Discipline.

Out of Clan Disciplines that are 'Rare' and Unique, require drinking 1 blood from the teacher to learn the first Rank, creating a 1 point blood bond of the student to the teacher. All other Ranks can be taught without requiring a point of blood to learn.

Rare Disciplines (examples): Protean (only teachable by Gangrels), Quietus (only teachable by Assasmites), Chimerstry (only teachable by Ravnos), etc...

Abilities: In order to help streamline things, Abilities will be grouped into categories similar to Disciplines with Ranks 1 & 2 being considered Basic, Ranks 3 & 4 being Intermediate, and Rank 5 being Advanced. Below are the rates at which an Ability can be grown.

- Basic: Requires 1 Downtime to learn
- Intermediate: Requires 2 Downtimes to learn & an IC Teacher
- Advanced: Requires 3 Downtimes to learn & an IC Teacher

In a single Downtime up to 2 different Basics, an Intermediate and a different Basic, or a single Advanced Ability can be worked on. If you do not have an IC Teacher for an Intermediate or Advanced Rank, it will require ST Approval of how you are trying to grow this Ability and take twice as long to learn.

If you have a specialization then your teacher needs to have the same or similar specialization, or please explain/justify them being an acceptable teacher.

Lores: Here in La Sangre de Los Angeles, Lores do not grow at the same rates as other Abilities. Learning on your own may take several downtimes of research and study to obtain proper knowledge and commit it all to memory. In general it takes a number of Downtimes equal to twice the Rank you are trying to learn. Having a teacher with the Lore Rank equal to or greater than what you are trying to learn cuts this time down by half for Ranks 1 - 3.

- Level 1-2 can be researched, learned through RP or from an IC Teacher equal to or one Rank higher than the Rank being learned.
- Rank 3 requires an IC Teacher one Rank higher than the Rank being learned.
- Rank 4 requires 2 IC Teachers with the Lore at Rank 4 or higher to learn.
- Rank 5 requires 3 IC Teachers with the Lore at Level 5 to learn.

Common in genre Lores may be learned up to level 1 through roleplay. Your own Clan/Sect/Species can be learned up to level 2 through roleplay.

Backgrounds: Backgrounds can each only be raised by one per month.

Influence: In order to grow your Influence to the next Rank, a number of Traits equal to 3 times your current Rank must be banked using the Growth action. Generally this means it takes 3 Downtimes to grow an Influence to the next rank without assistance if you dedicate all your Traits to only growing said Influence.

Having low humanity as well as being on a Path affects a Kindred's views and sway on mortal society. For this reason, any Kindred below 4 Humanity or on a Path will find it more difficult to grow their influences. They would require 4 times your current level in Influence to grow instead of 3.

ALL XP spends must be approved by STs.

You may Email XP spends to: la-sangre-sts@googlegroups.com or Write your Spends on the character sheet at game, and give it to the Staff and inform them of the spends on the sheet. Include explanations or justification on the sheet or the ST.

How Much Can You Do In ONE Downtime?

You generally can learn/get/do in 1 Downtime:

- 1 Attribute (Physical/Social/Mental)
- 2 Abilities Rank 1-2, 1 Ability Ranks 3-4 and 1 Ranks 1-2, or 1 Rank 5
- 1 Lore
- 1 Background
- 1 Influence
- 1 Discipline or Ritual
- 1 Willpower, Self Control / Instinct, Courage, or Conscience / Conviction
- 1 Buy off of a Flaw / Negative Trait or Buying a new Merit

*If you have Crafts or Influence you can use them to Create or Obtain Items, but that's a whole different thing.

So you can do a lot in one Downtime. If you're not doing everything above on the list, we may let you do more of something else, especially if they can be done/learned at the same time. The level you're also trying to obtain is also taken into account both mechanically and for Role Play. To learn a Rank 5 you are going to need a lot more focus on that one item than a Rank 1. It also comes down to the ST deciding if you've had enough time to do everything.